d20 system

A Magical Society:

Beast Builder

Expeditious Retreat Press

A MAGICAL SOCIETY: BEAST BUILDER

EXPEDITIOUS RETREAT PRESS

CREDITS

Author: Joseph Browning

Cover Art: Kenshiro Suzuki, Copyright Andy Winter and Natalie Sandells.

Internal Art: Rick Hershey, Ash Jackson, Mates Laurentiu, Michael LoPresti, and Jason Walton

Content Readers: Oliver Frank and Eric Jansing

Editing and Layout: Suzi Yee

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WELCOME TO A MAGICAL SOCIETY: BEAST BUILDER!

I've wanted to say those words for over a year now. Way back in January of 2004 (when we were putting the finishing touches on *A Magical Society: Ecology and Culture*), Suzi convinced me to leave out the small section on monsters I'd written since it didn't fit the overall theme of that work. Regretfully, I had to agree with her, but not just because it didn't fit. In the writing process, the subject became progressively larger and larger. Eventually I faced the reality that it deserved a book in and of itself. This is that book.

So far there's never been an entire book dedicated to one the most fulfilling aspects of GMing–monster building. To me monster building is one of the primary joys of GMing because it brings a lot of fun directly to the game table. Unlike world building, which is often more of an internal satisfaction, monster building is a shared satisfaction, something both you and your players will instantly appreciate. There is little that can add more excitement to your game than a new creature.

It's this reason that monster books are so popular. Both GMs and players love monster books because they're *fun*. But even with this traditional level of enjoyment, there's never been a book dedicated to helping you create your own creatures. I thought that odd, and after tying the ends on *Ecology and Culture*, I moved right into *A Magical Society: Beast Builder*.

So in your hands you hold the first book entirely dedicated to making good, exciting, and fun monsters. Each chapter should propel you further and further down the road to that most enjoyable moment when your players drop their jaws, aghast at what you've just pitted against them. Nothing's more precious than that stunned look.

But this wouldn't be a satisfactory introduction without a brief rundown of each chapter and what you'll find within.

Chapter One: Monster Concepts and Functions – Monster concepts and functions drive what a monster is and even more importantly, what it does. This chapter discusses common concepts such as creature hierarchies (juvenile, adult, elder etc.), additive abilities (like the vrock's dance of ruin), mythological inspiration, and other monster building aspects.

It gives advice on creating a good concept based upon the function of a creature. Every monster has a concept and a type (such as giant, vermin, etc.), but

more importantly every monster has a function. A monster's function answers the question "What does it do?" I outline the 20 most common functions such as grappler, caster, disabler, energy attacker and PC killer, and how such functions play out in the game. Under each function, you'll also find a list of the creatures from the SRD as well as creatures from *Monster Geographica: Underground* possessing that function.

Chapter Two: Monsters and their Environment— Every monster has a place in your world, and every place has its monsters. This chapter is simply stuffed with useful information about environment, ecology, biology, and behavior that will help you completely customize every creature to suit your needs. We all know that statistics alone don't make a great monster. The best monsters are ones with a rich place within your world, and this chapter will help you give your new creations fitting backgrounds.

Chapter Three: Monster Statistics— Although a great background is a must for a great monster, statistical accuracy is just as important. This chapter discusses every bit of the monster stat block and gives you the information you need to insure your great fluff isn't let down by poor crunch.

Chapter Four: Type and Subtype— Continuing the statistical breakdown of creatures, type and subtype is analyzed in chapter four. I give advice about determining subtype (just what is an aberration anyway?) as well as breakdown on ability scores based upon the SRD monsters. You'll find that although the rules say one thing, the execution often shows another when it comes to ability scores.

Chapter Five: Templates— Worthy of their own chapter, templates are great additions to any GM's bag of tricks. This chapter gives you information on the main 14 template themes (such as archetypal, greater, half, and planar-aligned) as well as seven main ways of acquiring a template. It finishes with a breakdown on the template statblock and SA/SQ's found in the SRD templates, giving you all existing information and more options when designing your own templates.

Chapter Six: Bits and Pieces— Bits and pieces is a short chapter filled with campaign-oriented monster parts. In a magical world filled with hostile monsters, holistic magic plays its role, and the remains of fallen foes can often be used against those who lived. This chapter helps think of monsters from yet another perspective.

Chapter Seven: Special Attacks, Special Qualities, and Conditions— This huge chapter provides you with 600 special abilities taken from all the creatures in the SRD and all the creatures in *Monster Geographica: Underground*. Each of these abilities has been broken down to component parts to demonstrate useful guidelines when using them with any CR creature. For example, the balor's death throes SA/SQ is now tied to a creature's HD, instead of being a straight 100 points of damage. Every SA/SQ has its source monsters (the monsters that possess that ability) listed as well. Once you jump into this chapter there's no turning back; there's simply so many cool things you could do when making your monsters you may not want to move onto the next chapter. That's why we made it the last chapter in the book!

But what would *A Magical Society* book be without some great appendices?

Appendix I: Editing Checklist— Every monster should face the checklist! A short outline-format editing checklist that covers the most common dangers/errors of d20 monster creation.

Appendix II: D20 Mechanic Table— A single table showing the d20 mechanic. You'll be surprised how useful this is when deciding monster hit percentages and saving throw percentages. It's much easier than just doing it in your head.

Appendix III: Random(ish) Monster Generator— And last but not least, a random(ish) monster generator is provided for when inspiration has simply gone dry. Don't expect the most sensible results, but anything can happen! This is particularly useful if you want to make creatures for the hordes of chaos.

If you're enamored of random monsters, or if you'd simply like a construct (computer) to do your work for you, we've teamed up with Dimensions Game Software to create a random monster generator based upon *Beast Builder* guidelines. For more information, stop by their web-site www.dimensionsgamesoftware.com. Look for Beast Builder: Digital Companion; it will give you a random monster at the click of a mouse. As always, you'll have to exercise your judgment with the results, but it will certainly expedite the process.

All in all, what you hold now should provide you with more monster creation information than you've ever seen before. And if we've done our jobs right, you should never need another guide to making fun and exciting monsters. So dive in!

Joseph Browning & Suzi Yee
Expeditious Retreat Press
www.exp.citymax.com

CHAPTER 1: MONSTER CONCEPTS AND FUNCTIONS

MONSTER CONCEPTS

There are two parts to good monster building: a good concept and good execution. This sounds simple enough, but as all too often with simple sounding things, the reality is much more difficult. This chapter addresses the first consideration and, hopefully, in a manner that will have you making great concepts to go along with the stats that make for a fun encounter.

A good monster concept involves many different aspects based around two primary objectives: game fun and world building. Every monster should lead to everyone having fun in the game because, after all, that's the point of gaming. But each monster should also do a bit of world building because it adds a different type of fun into the game. A new monster should help the GM create his world and help the players feel like their PCs are involved in a dynamic, complex, and adventure-filled fantasy environment.

These two goals can be reached by answering several questions about the monsters you build. Is the creature exciting to encounter or fight? How does it fit into its environment? Does is have a cool back story? Does it have an intriguing social structure that a PC could possibly interact with other than martially? Does it add flavor to your world? Does its existence contribute to your world building efforts?

Below are sixteen tips that should help you come up with good monster concepts by addressing the basic question, "Is your monster exciting?" This question's tough to answer because everyone finds certain monsters naturally more exiting than others. Personally, dragons tend to bore me, but for some people they are far and away the most exciting creatures to encounter. I love oozes, but a lot of people find them tedious. Personal tastes account for a lot, but when building a new monster, the excitement factor is probably the most important to most gamers. Each of these tips are designed to help you increase the excitement level in your monsters.

ADDITIVE ABILITIES

Additive abilities are conditional abilities that kick in when certain circumstances occur, and they help a monster push itself into the exciting realm. A basic example is the troll's rend ability. Although it's not that exciting in and of itself the first time the PC realizes that if the beastie hits them with both claws some serious pain's on the way, the excitement level of the troll increases.

Unlike a standard ability (say if the troll could roar and do the same amount of rend damage to one target), additive abilities add to excitement because players **know** that there's something bad that could happen and that it only happens under set circumstances. Additive abilities up the ante on every roll, because the players hope they don't have to deal with a monster's circumstantial attack. To continue with the above example, if a PC was hit by the troll's roar, his player would just accept it and move on, but if he's hit by that first claw attack, the second roll immediately becomes very, very exciting.

The additive ability concept allows you build excitement that is somewhat disproportional to the real effect. Although the effects may be mechanically similar, the way you present the mechanics changes the excitement level.

One of the more interesting ways to have an additive ability is to make monsters that only have certain powers when in groups. Good examples of group additive abilities are the vrocks' dance of ruin, the shocker lizards' lethal shock, and hags' covey abilities. Like with the troll's rend, the instant the vrocks start dancing, the excitement level goes up a notch.

CREATURE HIERARCHIES

In the natural world there are hierarchies of animal power and position. You can extend this into your monstrous world as well. The two obvious examples of this are the demons and devils from the SRD, but many other monsters utilize the hierarchy concept to add some social complexity. The words juvenile, minor, adult, average, elder, greater, noble, and dread are all used to form hierarchies within a monstrous species.

DEADLY DUOS

Some monsters are simply more deadly when grouped together. This may seem an obvious statement (two monsters are always tougher than one), but certain monsters pair so excellently that they'll qualify for an increased EL beyond what is normal. Although not technically part of a single monster concept, deadly duos greatly add to a game's excitement and play a useful role in monster conceptualization.

Paring creatures up, like gaze attackers with blind creatures (medusa and destrachan) and ranged energy attackers with combatants immune to their energy type (white dragons and frost giants), not only makes a more interesting encounter, it gives you an opportunity to world build by designing the individual creature's social and behavioral patterns to include the other duo

member. In our examples frost giants may capture and subdue young dragons, while small groups of medusa and destrachan form mutually beneficial packs. You have the opportunity to create not only powerful pairs, but individual creatures that have even more interesting back stories.

FALSE COGNATES

Monsters that look like more deadlier monsters are false cognates. These creatures take cryptic coloration a step further and almost mimic their more deadly look-alike. Two good examples of false cognates are floating balls of gas that look suspiciously like famous 10-eyed monsters and simple constructs that mimic the actions of the deadly demi-lich.

But not only do false cognates mimic more deadlier monsters, they can also mimic less deadly monsters. Doing so is often a good survival mechanism allowing a more dangerous creature closer access to its usual prey. False cognates keep your players on their toes and make for a good surprise upon discovery of the truth. They also keep players guessing and add a bit of uncertainty into encounters with potential false cognates.

FISH OUT OF WATER

One way to keep your players in a state of wonderment is to throw them a fish out of water. This concept is based around a creature found somewhere it doesn't belong. Forest squid, flying manta rays, piranha bats, and land sharks are some fish out of water monster concepts. If you use deep ocean creatures for your fish out of water it will be even stranger…

FOLKLORE, MYTH, AND LEGEND

Folklore, myth, and legend are obvious places to find inspiration for exciting monsters, especially when you raid lesser-known cultures (that is, lesser known to your generally western-minded audience). If you're strapped for a monster idea, plunging into the mythology and legends of a culture will lead you down a path few travel–a path that's littered with monster ideas, references, and tradition. Folklore is a broad subject and can play various roles in your beast building endeavors.

The most obvious role of folklore in monster building is already in the SRD. Trolls, goblins, giants, dragons, and dozens of other creatures all have their inspiration in the myths and legends from around the world. But even though there are many we're already familiar with, there are certainly hundreds more that we don't know. This is one of the simplest ways to make new creatures while world building at the same time.

From the world building perspective folklore, myth, and legend provide you an almost unlimited source for world creation in relation to monsters. Most fantasy cultures, kingdoms, and continents are roughly based upon real-world cultures. Most or our fantasy worlds tend to have a European area, an Asian area, an African area and so forth. Spice up your real world cultures by injecting aspects from another culture. Creating "fusion" cultures and monsters concepts that borrow from multiple traditions keep your world and its beasties fresh and immersive because their real world origins are less recognizable.

LOCATION, LOCATION, LOCATION

Every campaign world has magical locations: tombs of lost kings, barren magic-blasted war grounds, deep crevasses where the sun shines but briefly, enchanted glades full of healing magic, dark forests that hate the light, coastlines dotted with the ruins of hundreds of ships, and towering peaks from which thunder roars and lightning flies. These locations provide a monster maker the perfect backdrop for a new creature. Let the magic of the location reflect upon the magic of your creatures.

MONSTER TRAITS FROM FOLKLORE

There's a lot more to be learned from folklore relating to monster building than just picking up a bunyip here and a leprechaun there. Folklore is our world's magic passed down through the ages. It offers us, we who are usually firmly grounded in a scientific view of the world, a peek into the world where magic is real and powerful.

As stated in the section above, you can pull whole creatures directly from myth, but perhaps a more intriguing idea is to pull a bit of one and a bit of another to create monsters that are heavily influenced by a particular real-world culture (or cultures), but of which your players will certainly have no knowledge. For example, folklore says vampires have to unknot everything in their way and fey creatures seem inordinately fond of milk. Why not have your fey creatures unknot everything in their path? You could even turn it into a disturbing special ability aura effect and watch the look on your fighter player's face as his PC's armor starts unbuckling. Conversely, you could have your vampires be inordinately fond of milk. Something that at face value seems rather odd, but could lead to unique methods of vampire hunting and perhaps whole villages that leave saucers of milk out on their back steps to ensure the vampires pass them by. Whatever your do, don't feel limited by real myth and folklore-it's your world to make as you wish.

MONSTER FOLKLORE

My personal favorite application of folklore in monster creation isn't monster inspiration or folklore traits; it's the monster's folklore itself. You probably have dozens or perhaps hundreds of unusual beasties roaming your fantasy world, and that gives you a wonderful opportunity to create folklore around each and every one. Doing so is both an exercise in good monster building (a good back story is always better than a poor one) and world building. For every sentence you write about a monster's folklore, you've effectively written a sentence about the people (or intelligent humanoids if you prefer) that live near and come into contact with the monster.

One thing you should be certain of is that not every bit of folklore is true. If your local people believe their vampires have to unknot everything in their path and also have to count any grain spilled before them, you might want to think about having only one of those be true. After all, it is folklore, not science we're dealing with here. If you want to be really persnickety against your players, you could have both of the above only work sometimes. Or worse, if one thing fails to work, it actually increases the power of the monster that it was supposed to hinder.

Perhaps the most interesting kind of monster folklore uses monsters as explanations for natural occurrences. For example, you could have a monster that digs underground, looking for base metals upon which it eats. This monster could be one of the main causes of caves and tunnels in a particular cultural area. Is this true? That's up to you, but I recommend mixing both scientific and monstrous explanations in your campaign world. There's no need to limit yourself.

PROBLEM CREATURES

Some creatures are exciting because they present a problem to the PCs beyond their combative abilities. They make the PCs go, "Ok, just what exactly does kill this creature?" Good examples are liches and vampires. They're just going to keep coming back if you don't take care of them in the proper manner. Problem creatures add to a game's excitement, but shouldn't be used too often or they may have a reverse effect and cause your players to become frustrated.

A good example of a problem creature concept would be one based on the old adage that cats have nine lives. If you had a panther that instantaneously heals to maximum hit points 9 times before finally going down, your PCs will eventually figure out what's going on, and there will be a lot of interest once that 9th life appears. Are they right? Will it really die after the 9th kill?

Problem creatures should make the party ask these questions and find enjoyment and excitement in the process.

REAL LIFE ANIMALS

In the real world, there's some strange stuff going on. Like Australia for example; everything's poisonous and weird looking. Exploring nature and natural processes will reveal dozens of strange and unusual real-life beasties that are only a hop, skip, and jump away from being a fantasy monster. Special attention should be paid to insects and prehistoric creatures. Sometimes the adage is true: truth is stranger than fiction.

SAVAGE SYNERGIES

Creatures in the real world often have evolutionary developments that turn out to be very effective against things other than those they were developed against. For example, some snakes have massively toxic poison, but that's just because they need to immobilize their prey as quickly as possible. Otherwise their dinner would run too far away before it died, and the snake would lose a meal. Box jellyfish are tremendously toxic as well because if they don't immobilize their prey quickly, their precious (and very expensive bioenergy-wise) stinger tentacles will get ripped off. Neither of these two examples designed their abilities to serve against PCs, um, I mean humans, but they are well served by them in this affair.

When designing monsters with special abilities, you don't have to design all abilities to be effective against PCs. Look at the creature's larger role in its environment and think how it would survive and reproduce were their no sword-wielders around looking to kill them for fun and profit. This is not to say that the abilities don't work against a PC, but just that such effectiveness is more of a savage synergy than a direct evolutionary development.

SOCIAL ROLE

Some creatures can be designed to fill a particular need in a campaign setting. Good examples are the "slave race" that eventually rebels against their tyrannical masters or the race composed of abandoned failed mystical experiments. These monsters have more than just combat potential as they allow the players and the GM to explore different moral or social themes according to the development of the new monster race as it plays its role in the setting, or perhaps forces a change in its role.

TEMPLATES

An obvious way to make a newish creature is to lay a template over it. Templates have a lot of monster building potential, and they are further discussed in Chapter 5: Templates. Templates are much like twists, but usually have a more complex and codified set of rules that cannot be easily done on the fly.

TWISTS

One easy way to give a creature some uniqueness is to give it a twist: to change something about it through concept manipulation. Although templated creatures and twists are generally not as cool as truly new creatures, they can help you make a standard monster a bit more exciting.

To your players, twists probably will appear to be completely new creatures. This is a nice effect, since twists require very little mechanical effort on your part. To make a twist, think of a new concept that fits a monster's already existing set of abilities or take two monsters and squish their abilities together (like the canonical owlbear). This can usually be done on the fly without too much trouble. Below is an example to get the creative thoughts flowing.

Lintel Maiden: This twist is based off of the nymph with a bit of gargoyle thrown in for fun. Lintel Maidens are stunning creatures that look like beautifully carved nude female statues. Usually found standing completely still (via the gargoyle's freeze ability) and apparently holding up a stone lintel, lintel maidens reveal their true form once prey is sighted. They use their druid spells on stone instead of plant matter, allowing them to create entangling stone tendrils from stone floors via *entangle* and shaping stone into weapons via *tree shape*. They first attack with their blinding beauty ability as their stony skin exterior peels off revealing an alluring dark-skinned woman underneath. This is followed up by a stunning glance and then they rely upon their unearthly grace, and their mixed nymph/gargoyle damage reduction to see them through combat (10/magic and cold iron). My rough CR estimation would place the lintel maiden around CR 8. Although I should playtest to be certain, I know my own group pretty well, and it's a good enough guess for my purposes.

UNIQUENESS

By its very nature, a unique creature is more exciting than a generic one. But by uniqueness, I don't mean a creature that is truly unique, such as a demon prince, but a creature concept that isn't expressed in the traditional cannon of d20 monsters. Although truly unique creatures make for great BBEGs (Big Bad Evil Guys) that plague a PC group throughout the course of a campaign, they do not, generally, make for a good monster.

There comes a point in every GMs gaming when he realizes that he really doesn't need 25 different types of underwater squid. If the "new" monsters are basically rehashes of old ones with perhaps a unique effect (but my purple dragon breathes flaming lightning bolts!) , they are not candidates for uniqueness. Although the purple dragon above could be made interesting if given a great back story and a special place in your campaign world, if all you do is change the breath weapon type and scale color, what's the point? Although meeting a purple dragon would be exciting because it's new, just being new doesn't mean the creature possesses uniqueness. A purple dragon is a variation on a theme that most players are quite familiar with.

However, always remember your group. Are they a bunch of hardened grognards from '76 or are they recent players that started in '03? The definition of what's "new" is very mutable. If you're looking to get a monster published (or want one of publishable quality), you should probably assume your audience has been gaming for quite a few years now and familiarize yourself with the larger body of work that's been done throughout the history of the game.

So try to have a unique concept that isn't commonly expressed by currently existing creatures. It's a good start to making an exciting monster because even exciting mechanics can't save a monster that's too similar to dozens of other monsters that are already out there.

MONSTER FUNCTIONS

In the d20 system, monsters are usually only classified by type and sub-type. These general groupings are basically morphological classifications describing what a monster is, but they don't address the most important concern about monsters: what they do. For example, although it's useful to know that a creature is an elemental, when creating monsters it's more useful to know that it's an elemental that likes to lob *fireballs* at anything that annoys it.

That's where monster functions play their part. Functions are a behavioral classification of a creature. They break down every monster into its particular role in combat or in your campaign. Many monsters have more than one classification. For instance, not only does our example elemental lob *fireballs* (making him an energy attacker), he also likes to grapple things to watch them melt through his fiery fingers. His functions are combatant, grappler, and energy attacker. If you wanted to be really unfriendly to your PCs, you could give his *fireballs* a special ability that forces all potions in the area of effect (even those on PCs) to make a successful save or be destroyed. Then he'd also be an equipment destroyer.

There are 20 monster functions. Read over them, become familiar, and then pick up your nearest handy monster book. You'll notice how almost every single monster is easily classified into at least one of the below functions. In fact, you'll notice that I've placed the familiar monsters from the SRD and from *Monster Geographica: Underground* into each category already.

CASTER

Casters are monsters that have a large body of available magic at their disposal and who are likely to use magic or spell-like abilities as much as any other

ability. Beyond this basic consideration, caster qualities vary greatly from creature to creature. Some casters are offensive machines, while others use their magic in more supportive roles. Casters are one of the hardest monsters to run effectively. The caster function may alow the monster to mimic almost every other function and thus requires a thorough understanding of each of their spells. Any caster possessing a death magic spell is explicitly listed as a PC Killer, but all other spells that mimic functions are not explicitly listed. For example, a glabrezu can cast *confusion* at will, but he isn't listed as a confuser. Roughly 16% of all monsters in the SRD are casters.

***Source: SRD**-Astral Deva, Planetar, Solar, Aranea, Trumpet Archon, Avoral, Bralani, Couatl, Balor, Dretch, Glabrezu, Hezrou, Marilith, Nalfeshnee, Succubus, Derro, Barbed Devil, Horned Devil, Ice Devil, Pit Fiend, Devourer, Black Dragon, Blue Dragon, Brass Dragon, Bronze Dragon, Copper Dragon, Gold Dragon, Green Dragon, Red Dragon, Silver Dragon, White Dragon, Drider, Dryad, Myrmarch Formian, Queen Formian, Djinni, Efreeti, Ghaele, Storm Giant, Kolyarut, Marut, Lamia, Lammasu, Leonal, Lillend, Mummy Lord, Water Naga, Dark Naga, Guardian Naga, Spirit Naga, Night Hag, Nightcrawler, Nightwalker, Nightwing, Nymph, Ogre Mage, Rakshasa, Noble Salamander, Androsphinx, Gynosphinx, Titan, Triton, Zelekhut; **Source: Monster Geographica Underground**-Arcanoplasm, Artificeer, Brilkoun, Cellar Dweller, Erolth, Fear Guard, Inscriber, Mal'Orm, Noja, Nokker, Norughk, Pallemon, Quickener, Redcap, Screaming Skull, Silent Reaper, Brood Mother Vylar.*

CLASSED

Although almost any monster can possess a PC class, classed monsters are monsters that are likely to have a PC class when in an advanced form. These monsters increase in power like PCs as opposed the traditional size-increased advancement. Classed monsters provide excellent opportunities for good gaming, as they can continually surprise the PCs with unexpected abilities. However, classed monsters should be carefully considered, for mixing monster power with class power can be extremely effective. The most commonly classed monsters are the humanoid types. Roughly 9% of all monsters in the SRD are classed.

***Source: SRD**-Aranea, Hound Archon, Azer, Centaur, Drider, Ettin, Cloud Giant, Fire Giant, Frost Giant, Hill Giant, Stone Giant, Storm Giant, Gnoll, Rock Gnome, Svirfneblin, Goblin, Grimlock, Annis, Green Hag, Sea Hag, Deep Halfling, Lightfoot Halfling, Tallfellow Halfling, Harpy, Hobgoblin, Kobold, Lizardfolk, Locathah, Merfolk, Mummy Lord, Orc, Half-Orc, Aasimar, Tiefling, Rakshasa, Sahuagin; **Source: Monster Geographica Underground**-Arachnomorph, Arachnopygmy, Brilkoun, Cave Hermit, Daurzam, Deep Fey, Eldlorn, Erolth, Gnomide, Gorgotaur, Groundling, Huggermugger, Kulkum, Mal'Orm, Norughk, Nymorryx, Olivid, Pallemon, Ravvimen, Skunk Goblin, Soot Goblin, Cave Troll, Udamentaz.*

COMBATANT

Combatants use natural or crafted weapons to injure or kill PCs. Combatants are the most common and most traditional monsters. They rely upon raw combat ability for food acquisition or defense and almost any predator is a combatant. Lions, sharks, hawks, martens, and alligators are good mundane examples of combatants and ogres, hill giants, gray renders, and manticores are good magical examples. Non-intelligent undead are also common combatants. Combatants are a diverse group; some rely on rarely being hit because of a high AC or great agility while others soak up damage with massive hit point sinks. There are many different tactics used by combatants, but their eventual goal is the death of a PC through physical prowess. Roughly 94% of all creatures in the SRD are combatants.

Unlike the other categories, the following are monsters that are NOT combatants. This makes the list much shorter and provides equally useful information. Although some creatures on this list can make melee attacks, they all primarily rely upon other abilities for conflict resolution. ***Source: SRD**-Allip, Aranea, Bat, Cockatrice, Succubus, Formian Queen, Shrieker Fungus, Forest Gnome, Nymph, Rakshasa, Rat, Raven, Rust Monster, Shadow, Greater Shadow, Small Viper, Tiny Viper, Spectre, Grig, Nixie, Pixie, Stirge, Toad, Will-O'-Wisp; **Source: Monster Geographica Underground**-Artificeer, Cave Beetle, Blackwater Slough, Cellar Dweller, Coblynau, Corpse Fungus, Crypt Thing, Crystal Moss, Fear Guard, Hellscorn, Pallemon, Phantasm, Quickener, Screaming Skull, Skulleton, Spectral Angler, Undermind, Ushabti, Void Monster.*

CONFUSER

Confusers use their natural or supernatural abilities to confuse PCs sensibilities through charm, fascinate, insanity, or confusion type effects. This results in PCs losing effectiveness, but usually not permanently (like nullifiers) since most charm, fascinate, or confusion effects are brief. Unlike nullifiers however, some confusers can turn PC against PC, almost making them like short-term enslavers. Creatures that cast spells that confuse are classified as casters, not confusers. Roughly 3% of all monsters in the SRD are confusers.

Source: SRD-Achaierai, Allip, Barghest, Greater Barghest, Succubus, Drider, Dryad, Gibbering Mouther, Harpy, Spirit Naga, Nixie; ***Source: Monster Geographica Underground***-Artificeer, Basidirond, Dark Elf Spirit, Ethereal Adder, Huggermugger, Hypnogrub, Igran-Krider, Screaming Skull, Stone Slug, Tentacled Horror, Udamentaz.

DISABLER

Disablers use natural or magical abilities to render a PC temporarily helpless or significantly reduce their effectiveness through any of a multitude of abilities (paralysis, sleep, nausea, disease, dazing, darkness, fear effects, webs, etc) that change the PCs condition or limit/prevent movement. Unlike nullifiers who permanently render a PC ineffective, disablers are usually only able to render PC ineffective (or less effective) for a handful of rounds, but sometimes up to hours or days. Roughly 23% of all monsters in the SRD are disablers.

Source: SRD-*Aboleth, Astral Deva, Aranea, Hound Archon, Lantern Archon, Trumpet Archon, Assassin Vine, Avoral, Chaos Beast, Chuul, Cloaker, Bebilith, Hezrou, Nalfeshnee, Quasit, Vrock, Barbed Devil, Bearded Devil, Bone Devil, Chain Devil, Erinyes, Horned Devil, Ice Devil, Imp, Pit Fiend Black Dragon, Blue Dragon, Brass Dragon, Bronze Dragon, Copper Dragon, Gold Dragon, Green Dragon, Red Dragon, Silver Dragon, White Dragon, Dragonne, Drider, Dryad, Ettercap, Frost Worm, Ghaele, Ghast, Ghoul, Gibbering Mouther, Stone Golem, Sea Hag, Howler, Marut, Krenshar, Dust Mephit, Ice Mephit, Magma Mephit, Ooze Mephit, Salt Mephit, Steam Mephit, Mohrg, Monstrous Spiders (all sizes), Mummy Lord, Nightmare, Cauchemar, Nightwalker, Nymph, Rast, Shadow Mastiff, AndroSphinx, Grig, Pixie, Bat Swarm, Centipede Swarm, Hellwasp Swarm, Locust Swarm, Rat Swarm, Spider Swarm, Tarrasque, Tendriculos, Tojanida (all ages), Troglodyte, Vargouille, Yeth Hound;* ***Source: Monster Geographica Underground***-*Acidweaver, Addlevetch, Ambush, Arachnomorph, Artificeer, Ascomoid, Bedlam, Bhuta, Black Skeleton, Burrower, Cave Keeper, Cave Star, Cellar Dweller, Crorit, Dark Elf Spirit, Dark Voyeur, Death Watch Beetle, Draconid, Fear Guard, Gholimor, Gnishma, Grimvole, Grim Master, Grindgut Spitter, Haemovorid, Hellscorn, Igran-Krider, Leech Bat, Mirror Fiend, Oozecrawler, Ophean, Ore Hound, Ossecap, Pallemon, Palnor, Piryke, Pompilian, Pseudoslab, Ravvimen, Skulleton, Skunk Goblin, Slime Crawler, Banded Spider, Banded Spider Mother, Spitting Ghoul, Stinkgnarl, Stone Slider Ghoul, Time Spider, Tzorda, Udamentaz, Ushabti, Vampire Spider, Brood Mother Vylar, Wailhaunt, Waking Dead, Warden Jack Swarm, Wolf, Cavern, Wurggis, Wyrdwolf.*

DRAINER

Drainers are dangerous monsters that use natural or magical abilities to damage or drain PC ability scores. While poison is the most common mundane ability of drainers, many undead possess magical statistic-damaging effects or level draining, and filthy creatures have access to disease. These abilities quickly reduce PC effectiveness during combat and can reduce PCs long after combat. Roughly 23% of all creatures in the SRD are drainers.

Source: SRD-*Allip, Aranea, Athach, Giant Bee, Couatl, Bebilith, Succubus, Derro, Bearded Devil, Bone Devil, Pit Fiend, Devourer, Dire Rat, Dire Weasel, Drider, Drow, Ettercap, Myrmarch Formian, Taskmaster Formian, Warrior Formian, Violet Fugus, Ghast, Ghoul, Gibbering Mouther, Iron Golem, Green Hag, Sea Hag, Homunculus, Howler, Kolyarut, Lamia, Medusa, Monstrous Centipede (all sizes), Monstrous Scorpion (all sizes), Monstrous Spider (all sizes), Mummy, Mummy Lord, Water Naga, Dark Naga, Guardian Naga, Spirit Naga, Night Hag, Nightshade, Nightcrawler, Otyugh, Phase Spider, Pseudodragon, Purple Worm, Rast, Roper, Shadow, Greater Shadow, Viper (all sizes), Spectre, Androsphinx, Spider Eater, Stirge, Centipede Swarm, Hellwasp Swarm, Rat Swarm, Spider Swarm, Vampire Spawn, Vargouille, Giant Wasp, Wight, Wraith, Dread Wraith, Wyvern; Source:* ***Monster Geographica Undergound***-*Acidweaver, Arachnogolem, Arachnomorph, Arachnopygmy, Barathelar, Cave Beetle, Black Skeleton, Blood Ooze, Blood Pool, Blood Pudding, Brainlock Spider, Cave Keeper, Cave Leech, Centioch, Cinder Wight, Coblynau, Corpse Fungus, Crystal Moss, Parasitic Deviant Mimic, Dorje Ooze, Draconid, Drone Weaver, Drudge Crawler, Ethereal Adder, Ethereal Assassin, Fear Guard, Foul Spawner, Gholimor, Cavern Giant, Grimvole, Grim Master, Grindgut Spitter, Gutslug, Haemovorid, Horach, Inscriber, Ka Spirit, Lavum, Leech Bat, Leytru, Living Web, Mal'Orm, Mercury Ooze, Noja, Oozecrawler, Pallemon, Pedra Wyrm, Phantasm, Ravvimen, Redcap, Reliquary Guardian, Skulleton, Slavering Mouther, Spectral Angler, Banded Spider, Banded Spider Mother, Spitting Ghoul, Teo-Selerai, Time Spider, Vampire Spider, Lesser Vylar, Walking Disease, Warden Jack Swarm, Wurggis.*

ENERGY ATTACKER

Some monsters harness the energy of the elements or the universe to unleash them upon unlucky PCs. Most energy attackers use their energy attacks to augment their combatant function, but some are straight elemental users and others use primal forces, such as chaos or law. Energy attackers present

challenges against saving throws rather than against armor class. Roughly 16% of all creatures in the SRD are energy attackers.

***Source: SRD**-Ankheg, Giant Ant Soldier, Arrowhawk (all ages), Azer, Behir, Giant Bombardier Beetle, Bralani, Chimera, Delver, Destrachan, Digester, Dragon Turtle, Black Dragon, Blue Dragon, Brass Dragon, Bronze Dragon, Copper Dragon, Gold Dragon, Green Dragon, Red Dragon, Silver Dragon, White Dragon, Fire Elemental, Frost Worm, Gibbering Mouther, Hell Hound, Cryohydra, Pyrohydra, Marut, Lammasu, Leonal, Magmin, Air Mephit, Dust Mephit, Earth Mephit, Fire Mephit, Ice Mephit, Magma Mephit, Ooze Mephit, Salt Mephit, Steam Mephit, Water Mephit, Nessian Warhound, Nightmare, Black Pudding, Elder Black Pudding, Gelatinous Cube, Gray Ooze, Ochre Jelly, Remorhaz, Retriever, Salamander (all ages), Shocker Lizard, Thoqqua, Will-O'-Wisp, Winter Wolf, Yrthak; **Source: Monster Geographica Underground**-Abroan, Acidweaver, Amohaji, Bedlam, Blackwater Slough, Cave Star, Ceiling Diver, Charrel, Chitinous Battlemounts, Cinder Wight, Cone Ooze, Crystal Serpent, Draconid, Flosid, Furnace Golem, Grindgut Spitter, Gutslinger, Gutwrench, Horach, Hypnogrub, Living Web, Magma Worm, Nokker, Pseudoslab, Rahulh, Shadow Ooze, Singer, Soulless One, Stone Pudding, Straga, Undead Ooze, Greater Vylar.*

ENSLAVER

Enslavers are creatures that use natural or supernatural means to enslave other creatures for food, protection, or enjoyment. Enslavers often present moral dilemmas to PCs for their slaves often have no choice in their actions. But this creates the stage for truly heroic PC actions for those who find a way of defeating the enslaver without harming innocents. However, enslavers are almost always tough encounters. They turn PC against PC, both weakening the party (like nullifiers) and strengthening the monster at the same time. Only 1% of al monsters in the SRD are enslavers.

***Source: SRD**-Aboleth, Formian Taskmaster, Hellwasp Spawn, Vampire Spawn; **Source: Monster Geographica Underground**-Brilkoun, Ka Spirit, Pallemon, Phantasm, Undermind, Vampire Spider.*

EQUIPMENT DESTROYER

Equipment destroyers possess natural or magical abilities that make destroying (or disenchanting) PC equipment probable. The most famous of equipment destroyers is the rust monster, but other creatures reduce PC effectiveness through equipment destruction. Every party assumes certain items and equipment to be reduced through use (potions, oil, torches, food), but equipment destroyers place magic items and more permanent equipment into that expendable resource pool. Monsters that only steal equipment, like the ethereal filcher, are included in Equipment destroyers, although the material is not strictly destroyed. Roughly 3% of all monsters in the SRD are equipment destroyers.

***Source: SRD**-Delver, Babau, Bebilith, Black Dragon, Blue Dragon, Ethereal Filcher, Magmin, Nightwalker, Nightwing, Elder Black Pudding, Gray Ooze, Rust Monster, Androsphinx; **Source: Monster Geographica Underground**-Cave Hermit, Crorit, Arcarivore Deviant Mimic, Assuming Deviant Mimic, Lava Lurker, Manavore, Quickener, Slaughterford, Void Monster, Greater Vylar.*

GRAPPLER

Grapplers are a subset of combatants. Their main tactic is grabbing and holding onto PCs while inflicting damage at the same time. Grapplers almost always possess the Improved Grab special attack. Some grapplers function like disablers/nullifiers by swallowing PCs whole–the ultimate grapplers. Grapplers present difficult challenges to PCs because most PCs have greatly reduced effectiveness once grappled. Also, grappling can cause a reduction in party effectiveness as the other PCs worry about injuring their comrade. Grapplers are especially dangerous to primary spell-casters. Roughly 16% of all creatures in the SRD are grapplers.

***Source: SRD**-Aboleth, Ankheg, Assassin Vine, Behir, Choker, Chuul, Cloaker, Constrictor Snake (all sizes), Couatl, Darkmantle, Glabrezu, Hezrou, Marilith, Barbed Devil, Hellcat, Pit Fiend, Tyrannosaurus, Dire Bear, Dire Lion, Dire Shark, Dire Tiger, Gibbering Mouther, Gray Render, Kraken, Leonal, Leopard, Lillend, Lion, Mimic, Monstrous Scorpion (all sizes), Nightcrawler, Octopus, Giant Octopus, Black Pudding, Elder Black Pudding, Gelatinous Cube, Gray Ooze, Ochre Jelly, Otyugh, Owlbear, Purple Worm, Rast, Remorhaz, Retriever, Salamander (all sizes), Shambling Mound, Squid, Giant Squid, Tarrasque, Tendriculos, Tiger, Tojanida (all ages), Xill; **Source: Monster Geographica Underground**- Arcanoplasm, Bandersnatch, Blind Maw, Blood Ooze, Blood Pudding, Cave Leech, Chamber Worm, Cone Ooze, Crypt Guardian, Dagger Worm, Arcarivore Deviant Mimic, Assuming Deviant Mimic, Parasitic Deviant Mimic, Dorje Ooze, Ethereal Adder, Eye Killer, Foul Spawner, Furnace Golem, Gholimor, Cavern Giant, Gloom Crawler, Grasping Cell, Gutslinger, Gutslug, Gutwrench, Hypnogrub, Lassoo, Lava Lurker, Leytru, Living Web, Cavern Lizard, Magma Worm, Mawler, Mercury Ooze, Planar Lamprey, Pseudoslab, Rope Golem, Shadow Ooze, Slather, Slavering Mouther, Trapper, Tzorda, Undead Ooze, Walking Disease.*

HELPER

The mulitverse is a deadly dangerous place, but every world has at least a few good creatures who're willing to aid a righteous group of PCs. Helpers are monsters that aren't designed to fight the typically-good PC. An encounter with these monsters may result in some assistance provided to the PCs. Monsters that are mounts with training or constructs that work for the PC's designs are also helpers. Out of the 20 monster

functions at least one of them has to be beneficial, right? Of course, if your players are on the evil (and sometimes even just the neutral) side of the universe, helpers can be truly fearsome foes. Roughly 10% of the creatures in the SRD may provide help to good PCs.

***Source: SRD**-Astral Deva, Planetar, Solar, Animated Object, Hound Archon, Lantern Archon, Trumpet Archon, Avoral, Blink Dog, Bralani, Couatl, Brass Dragon, Bronze Dragon, Copper Dragon, Gold Dragon, Silver Dragon, Giant Eagle, Djinni, Storm Giant, Rock Gnome, Clay Golem, Flesh Golem, Iron Golem, Stone Golem, Griffon, Hippogriff, Homunculus, Howler, Lammasu, Leonal, Lillend, Guardian Naga, Giant Owl, Pegasus, Shield Guardian, Androsphinx, Spider Eater; **Source: Monster Geographica Underground**-Furnace Golem, Gore Mole, Mal'Orm, Stonestrider.*

MISDIRECTOR

Misdirectors use natural or magical abilities to disguise themselves or their environment. Camouflage, shape changing and illusion spells are common traits of misdirectors. Misdirectors challenge PCs because an undiscovered misdirector is more dangerous than a discovered misdirector. Often, the real challenge is determining where (or what) the threat is at all. Common misdirectors are doppelgangers, assassin vines, mimics, invisible stalkers, aranea, and trappers. Some use misdirection only briefly, but others can rely upon misdirection for long periods of time. Many misdirectors are ambush predators that are relatively ineffective once spotted. Roughly 7% of all monsters from the SRD are misdirectors.

***Source: SRD**- Aboleth, Aranea, Hound Archon, Assassin Vine, Barghest, Greater Barghest, Bralani, Cloaker, Quasit, Succubus, Imp, Doppelganger, Bronze Dragon, Gold Dragon, Silver Dragon, Gargoyle, Kapoacinth, Annis, Green Hag, Kolyarut, Invisible Stalker, Lamia, Mimic, Phasm, Rakshasa, Roper, Shadow Mastiff, Sprite, Pixie, Will-O'-Wisp; **Source: Monster Geographica Underground**-Arachnomorph, Barathelar, Blackwater Slough, Cavernivore, Arcarivore Deviant Mimic, Assuming Deviant Mimic, Parasitic Deviant Mimic, Fluttering Ooze, Gnomide, Gutslinger, Haemovorid, Hypnogrub, Jellyhive, Mawler, Morph, Nokker, Pseudoslab, Shadow Ooze, Slather, Stalassein, Stone Pudding, Stone Slug, Trapper.*

NULLIFIER

Nullifiers are monsters that are capable of permanently nullifying a single (or multiple) PCs effectiveness in one round. Basilisks, cocatrices, and gorgons are good examples of nullifiers. Most nullifiers use turn to stone or some other tactic that renders a PC permanently ineffective. Nullifiers are difficult challenges for PCs because at least 25% (often more) of the party resources are dependent upon succeeding at a single roll. Only 1% of all creatures from the SRD are nullifiers.

***Source: SRD**-Basilisk, Cockatrice, Gorgon, Medusa, Retriever; **Source: Monster Geographica Underground**-Crypt Guardian, Gorgotaur, Piryke, Stone Pudding.*

PARASITOID

Parasitoids implant PCs with eggs, spores, or some other unfriendly matter. A good example of a parasitoid is the spider eater who plants its young in paralyzed hosts and a well-known race of powerful chaotic neutral outsiders. Parasitoids are a common in fantasy and sci-fi literature, since the thought of something alien growing inside the body is terrifying. Usually there isn't any immediately detrimental effects (detrimental effects often reduce the survival chances of the young by making the host less fit), but this is not always the case. If there is immediate detrimental effects, parasitoids can be treated as drainers. Less than 1% of monsters from the SRD are parasitoids.

***Source: SRD**-Spider Eater, Xill; **Source: Monster Geographica Underground**-Cave Beetle.*

PC KILLER

PC Killers are monsters that can kill PCs in a single round through special abilities (like death magic) and/or possess the ability to permanently slay a PC (barring perhaps only the highest levels of magic). Good examples of PC Killers are barghests, solars, devourers, and any energy draining undead. Roughly 6% of all monsters from the SRD are PC killers.

***Source: SRD**-Solar, Barghest, Greater Barghest, Bodak, Chaos Beast, Balor, Succubus, Pit Fiend, Devourer, Sea Hag, Mohrg, Nightcrawler, Nightwalker, Shadow, Greater Shadow, Spectre, Gynosphynix, Vampire Spawn, Vargouille, Wight, Wraith, Dread Wraith; **Source: Monster Geographica Underground**-Artificeer, Ascomoid, Barathelar, Basidirond, Blackwater Slough, Cinder Wight, Death Watch Beetle, Ethereal Assassin, Eye Killer, Fear Guard, Hellscorn, Iron Maiden Golem, Ka Spirit, Oozecrawler, Phantasm, Piryke, Quickener, Silent Reaper, Slavering Mouther, Soulless One, Spitting Ghoul, Stone Slider Ghoul, Vacuous Engulfer, Vampire Spider, Void Monster, Walking Disease.*

RESISTERS

Resisters are monsters that are resistant to particular types of attack. Many creatures have some sort of resistance to one attack or another, but a resister typically has many resistances or particularly powerful ones. A good example is incorporeal monsters with their immunity to non-magical damage and their base 50% miss chance. Another good example is golems; they are almost completely immune to magical attacks. Resisters pose a challenge in that the PCs SOP (standard operating procedures) won't work against them. Resisters also pose particular challenges to parties that are not based upon the standard array and

Table 1.1: SRD Function Percentages

Function	Percentage
Caster	16
Classed	9
Combatant	94
Confuser	3
Disabler	23
Drainer	23
Energy Attacker	16
Enslaver	1
Equipment Destroyer	3
Grappler	16
Helper	10
Misdirector	7
Nullifier	1
Parasitoid	<1
Resister	5
Retributive	<1
Spawner	4
Summoner	5
Tricksters	1

that lean heavily towards magical or melee prowess. Roughly 5% of monsters in the SRD are resisters.

***Source: SRD**-Allip, Clay Golem, Flesh Golem, Iron Golem, Stone Golem, Shadow, Greater Shadow, Bat Swarm, Centipede Swarm, Hellwasp Swarm, Locust Swarm, Rat Swarm, Spider Swarm, Tarrasque, Will-O'-Wisp, Wraith, Dread Wraith; **Source: Monster Geographica Underground**-Abroan, Arachnogolem, Arcanoplasm, Barangulaak, Crorit, Dark Elf Spirit, Dark Voyeur, Fear Guard, Hellscorn, Ka Spirit, Mirror Fiend, Rope Golem, Soulless One, Tzorda, Warden Jack Swarm.*

RETRIBUTIVE

Retributive monsters make their death a special occasion with which to stab at the PCs from the heart of hell. Retributive monsters damage or reduce PC effectiveness through their death alone. This is a rather rare function, but two notable retributive monsters are the balor, whose death results in a fireball, and the frost worm, whose death results in an icy explosion. Less than 1% of all creatures from the SRD are retributive.

***Source: SRD**-Balor, Frost Worm; **Source: Monster Geographica Underground**-Ethereal Assassin, Spitting Ghoul.*

SPAWNER

A subset of PC Killers, spawners create more monsters like themselves by killing unlucky PCs. Most spawners are undead using energy drain, but a terrifying exception is the chaos beast. Spawners present tough challenges to PCs through turning downed PCs against their party. But more dangerous than the immediate threat is the danger of spawners loose among the common populace. Such an occurrence calls for immediate heroic action. Usually, PCs turned into monsters through spawning can be returned to normal through powerful magic, but some changes may even require a *wish* or a *miracle* to restore normality. Any energy draining creature is a spawner even if the killed don't immediately rise, as any creature killed through energy drain returns as a wight the next night unless otherwise specified. Spawners can be viewed as very quick parasitoids. Roughly 4% of the creatures in the SRD are spawners.

***Source: SRD**-Bodak, Chaos Beast, Succubus, Devourer, Mohrg, Nightcrawler, Shadow, Greater Shadow, Spectre, Vampire Spawn, Vargouille, Wight, Wraith, Dread Wraith; **Source: Monster Geographica Underground**-Cinder Wight, Ethereal Assassin, Fear Guard, Iron Maiden Golem, Ka Spirit, Oozecrawler, Phantasm, Slavering Mouther, Spitting Ghoul, Stone Slider Ghoul, Vampire Spider, Walking Disease.*

SUMMONER

Summoners use magical or mundane abilities to summon aid. Most summoners instantly call creatures from other realms that agree (or are forced) to fight for the summoner, but others use mundane means to gather support. The best examples of summoners are the many demons and devils that can instantly call for aid, but the humble shrieker is a summoner as well. Roughly 5% of all creatures in the SRD are summoners.

***Source: SRD**-Babau, Balor, Dretch, Glabrezu, Hezrou, Marilith, Nalfeshnee, Succubus, Vrock, Devil, Barbed Devil, Bearded Devil, Bone Devil, Erinyes, Horned Devil, Ice Devil, Pit Fiend, Shrieker, Nightcrawler, Nightwalker, Nightwing; **Source: Monster Geographica Underground**-Crag Man, Gnomide, Ophean.*

TRICKSTERS

Tricksters are monsters that are designed to hassle the PCs, not engage them in life-or-death combat. Tricksters are similar in methodology to misdirectors, but while most misdirectors are doing so in order to eat an unsuspecting PC, tricksters are more than likely simply playing pranks. The most famous tricksters of legend are from the fey type. Sprites like pixies, nixies, and grigs use their abilities to play tricks on other creatures, and the fey satyrs are just as likely to seeks a joke at others expense as their smaller cousins. Ethereal filchers can also be considered tricksters because they like to take the PCs equipment and leave, even if there are no tricks or pranks involved. Roughly 1% of creatures in the SRD are tricksters.

***Source: SRD**-Ethereal Filcher, Grig, Nixie, Pixie; Source: **Monster Geographica Underground**-Crypt Thing.*

CHAPTER 2: MONSTERS AND THEIR ENVIRONMENT

Nature is one excellent source of monster creation inspiration. Some of the strangest things occur "naturally." Knowing how ecologies work will increase your proficiency and imagination in monster building. This chapter deals with monsters and their ecologies by explaining how ecologies work, discussing the different environments listed in the SRD, and providing various roles your monsters can take depending upon what ecology they are from.

Although this chapter is long and packed with information, everything within should help you create exciting monsters. It should be read before delving deeply into mechanics; it plants the seeds for making good, believable backgrounds for every creature that you create. Understanding how ecologies and the animals that inhabit them work will make the monsters we build that much cooler. You obviously don't need anything remotely resembling a scientific explanation of your latest fantasy monster, but the quality of a monster is almost always increased with just a slight amount of realism.

At its most basic level, ecology is the study of the flow of energy within a system. All life depends upon the flow of energy. Energy only comes from a few precious sources: the sun, geothermal/chemical energy, and in our fantasy worlds, magic. Of these, the vast majority of a world's energy comes from the sun, followed by magic, and then geothermal sources. Each energy source has creatures that exploit that energy and consequently turn the energy into matter. Conversely, every bit of matter has creatures that turn it back into energy. This is the grand cycle, and its complexity is stunning.

Although the sun radiates massive amounts of energy, life subsists on a small percentage of all the heat and photochemical energy that hits the planet. Solar energy is the primary driver in a planet's ecosystem, mainly through warming the planet unevenly. The discrepancy of heat creates weather and greatly affects photochemical processes, which create energy used by plants in photosynthesis. Although orders of magnitude less than the sun, geothermal/chemical energy facilitates life in places where the sun cannot reach, like underground or on the sea floor. Magic, on the other hand, flows differently than either the sun's or the earth's energy.

For most fantasy worlds, magic is the greatest force in the multiverse, and the only thing comparable to its pervasiveness is light. Light is everywhere in the universe, and only within solid bodies is light excluded. Unlike light, magic permeates everything. It is a critical building block of the multiverse, and even nothingness' main component is magic. Even vacuums are made of magic. Although everything is made with some magic components, magic, as the ability to use powers or spells to alter reality, isn't available everywhere. Some places have very low levels of magic, in which the typical functioning of magic can't occur. But even these places have some magic, just infinitesimally small amounts. Unlike other planetary energy sources, magic is alive and sentient with a will of its own. Magic is the body of a massive entity, and the rest of existence depends on it functioning properly. It is almost as if the multiverse is some sort of parasite on a giant magical creature.

Magical energy permeates everything on a planet, but it is not a static force. Unlike matter, which always seeks an even distribution state (entropy), magic always seeks an uneven distribution state. To think of it in other terms, matter is by nature lawful while magic is by nature chaotic. Magic is always moving, either through ley lines or magical topology, and it strongly resists being chained to a single place. It is this resistance to stability that makes preparing arcane spells so arduous and the production of magical artifacts so draining.

LIFE ROLES

All of this energy flowing onto, into, and through a planet is put to good use. Each energy source is consumed/used by organisms (most very small) that turn it into matter. Other organisms eat the original organisms, creating food chains and food webs. Somewhere along the line, every monster taps into this vast flow of energy. Deciding where your monster fits in this flow of energy (i.e. its niche) determines how your monster develops. Some creatures, due their odd nature, can fit several niches and perhaps even change their niches as they grow and develop. All of these questions should be answered when building your creature.

But before embarking on food chains and food webs, we must look closely at the different basic life roles that cycle the energy on a planet. All life can be classified into three basic groups: autotrophs, magiotrophs, and heterotrophs.

AUTOTROPHS

Autotrophs are organisms that produce organic material from inorganic chemicals and some source of energy. Autotrophs form the basic building block for life on any planet. They take inorganic chemicals and transform them into organic tissue via light, heat, or other chemicals. Some examples of autotrophs

are photosynthetic bacteria above ground, most plants above ground, and chemosynthetic bacteria at hydrothermal vents or underground. Magical examples are the strange underground creatures that eat inorganic material such as rust monsters and xorn.

MAGIOTROPHS

Magiotrophs are organisms that can produce organic material from magical energy alone. Magiotrophs are very similar to autotrophs except they don't require anything but magic to create organic material. Most magiotrophs are magiotrophic bacteria, although there are some larger creatures that survive solely on magic, such as the feared disenchanter. Some creatures cross these groups combining various feeding aspects. Carnivorous plants are both autotrophic and heterotrophic since they cannot live without either energy source, and many creatures are mixtures involving magiotrophic behavior. On magical worlds, almost all creatures use some amount of magic as "free energy" to build tissue. Those creatures that don't utilize magic as an energy source usually have a selective disadvantage, although in some worlds or in magical deserts they have a selective advantage.

HETEROTROPHS

Heterotrophs are organisms that require a supply of organic matter or food from the environment. Heterotrophs are the organisms we are most familiar with like frogs, cows, lions, fish, and birds. The vast majority of mobile, multi-celled creatures are heterotrophs. We can further divide the heterotrophic group in feeding patterns. Biophages (organisms utilizing living material for the majority of their energy), saprophages (organisms utilizing dead material for the majority of their energy), and magiophages (organisms utilizing magic material for the majority of their energy) all occupy the heterotrophic group.

For all practical purposes, there are few magiophages that cannot be treated as biophages or saprophages because they gain access to magic stored in tissue similar to how biophages and saprophages gain access to energy from more traditional sources. In other words, most magiophages eat living or dead tissue, and they simply draw the majority of their sustenance from the magic in the tissue as opposed to the tissue itself. However, there are some creatures, like the disenchanter and many undead (or any vitaevorous or psionivorous creature, for that matter) that don't mimic biophages or saprophages.

FOOD CHAINS

There are two food chain systems on every planet: the grazing food chain and the detrital (decomposition) food chain. Autotrophs and magiotrophs form the foundation of every food chain because they're the creatures that don't require organic material to create life. Contrary to what you'd think, the detrital chain has the most energy going through it at any one time. Only deep-water aquatic systems (with their characteristic low biomass, rapid turnover of organisms, and high rate of harvest) have more energy flowing through the grazing chain. But a gnome or a halfling wouldn't be so surprised about the engery flow in the detrital change because they're intimate with the vast amount of life contained in the soil and its detritus.

GRAZING FOOD CHAIN

The grazing food chain is most easily observed. Deer in the forest, rabbits nibbling on lettuce, insects eating everything green, cattle ruminating on grass, and gorgons in their rocky lairs all represent basic consumer groups of the grazing food chain. Only a small percentage of an environment's net primary production is used by herbivores: only 2.6% in poplar forests, while 30-50% on heavily grazed grasslands. Below ground herbivores like nematodes, scarab beetles, and ground beetles account for the vast majority of herbivorous assimilation.

The grazing food chain is light/magic > autrotrophs/magiotrophs > herbivores > carnivores > top carnivores.

DETRITAL FOOD CHAIN

The detrital food chain is the major pathway of energy flow because grazers utilize so little of the net production. Millipedes, snails, mushrooms, cave crickets, maggots, slugs and most of the oozes (although some can be quite predatory) are all examples of detrital chain organisms. They play an important, if somewhat disgusting, role in the maintenance of a healthy ecosystem. Everything that's not eaten by herbivorous grazers eventually ends up as fodder in the detrital chain. In the end, we're all food for the worms.

The detrital chain is based upon decomposition, the reduction of energy-rich organic material by consumers (generally detritivores and decomposers). Whereas photosynthesis and magiosynthesis involve the incorporation of solar energy or magical energy into organic matter, decomposition involves the loss of heat energy/magical energy and the conversion of organic nutrients into inorganic ones. To test this theory, just go to a farmer's compost heap and stick your hand in. You'll find that the inside of the heap is quite warm because of all the heat lost through decomposition. Decomposition includes many processes: the leaching of soluble compounds from dead organic material, fragmentation, bacterial and fugal breakdown, consumption of bacterial and fungal organisms by animals, excretion of organic and inorganic compounds by organisms, and the clustering

of colloidal organic matter into larger particles. Decomposition involves all non-magical animals (and most magical ones as well), as their waste products are primary source material.

The detrital food chain is detritus/magic > microsaprophages/magiotrophs > microbial grazers > microbial predators> top detrital predators.

FOOD WEBS

But most relationships in nature are not simple, straight-line food chains. Numerous food chains interlink into complex food webs, with all links leading from producers through an array of primary and secondary consumers. Interestingly enough, food webs rarely exceed four links (trophic levels) because every new layer adds another level of energy transfer inefficiency.

One would think that omnivores (those who can eat both meat and plant) would dominate food chains, but the reality is quite different. Although an excellent survival mechanism, omnivores tend to be generalists and hence, cannot digest either meat or plants to the efficiency of true carnivores or herbivores. This means omnivores are not highly prevalent in food chains dominated by larger creatures. Most omnivores can only feed on adjacent trophic levels, but detritivores, insects, and their predators and parasitoids can often feed on non-adjacent trophic levels.

Predators may overlap in their exploitation of prey species. Many predators feed upon mice, for example. Top predators may feed on a number of species, or they may concentrate on a few particular species found on trophic levels right below them. In general, the more species of prey an animal exploits, the fewer predators it faces. This isn't a truism, but it helps indicate a creature's general trophic level in its environment.

Food web invasion often has serious disruptive consequences for the web. Introducing a new predator can result in a simplification of the food web; should a new predator out-compete existing predators, the food web becomes less complex. Removing a key predator can have just as disastrous effects. Usually the trophic level just under the predator (the trophic level where most of its prey resides) experiences a population increase. This increased population eats like mad, depleting prey on the trophic level under them. Sometimes the effects are so drastic that starvation hits the increased population which affects any other predators that eat them as well.

Food webs differ based upon what type of environment they occur within. The information in this chapter should help you decide what type, and how many different kinds of monsters you want for your particular locale.

HIGHLY PRODUCTIVE ECOSYSTEMS

Highly productive ecosystems rarely support more links and instead usually support more species forming more complex webs instead of longer ones. The few land-based ecosystems that exceed four links usually stress magic as a primary energy source. In terms of the number of different species, highly productive ecosystems form complex food webs.

Highly productive food webs are less stable than shorter ones and are the easiest to disrupt due climatic change or an invasive species. They are more easily invaded by specialist creatures, that are very capable of exploiting a restricted source of energy, rather than generalist creatures that can more successfully compete against a greater number of creatures.

Highly productive environments are usually stratified. Forests and pelagic water columns provide increased space for the development of many different species. Creatures in the forests can live on the ground, in the tree tops, in the middle zones, or a mix of the above depending upon the time of day, and water creatures can do the same, finding suitable environments all along the pelagic zone.

Highly productive ecosystems have the lowest ratio of carnivore to non-carnivore. Don't take this to mean that there are fewer predators in highly productive environments, it just means that there are so many other species, the predators compose a smaller percentage overall.

FLUCTUATING OR STABLE ENVIRONMENT

Food webs are usually shorter in fluctuating environments (temperature, moisture, salinity) and longer in environments that have more stable conditions. A shorter, less productive, food web is more stable because there are fewer interdependencies that create cascade effects under disruption. For example, if you make a monster whose main source of food is an herbivore that preys only on the nuts of on particular tree, the monster is more vulnerable than a monster with multiple prey. Even more stable would be prey that has multiple sources of food themselves.

A stable environment allows the development of creatures that highly specialize to get a particular source of energy better than any other creatures. Using the example above, a creature specializes to get the most of one particular food because it requires less evolutionary energy to do so than to compete with other creatures for a shared food resource. And since the environment is stable, it has the long amount of time to develop that specialization.

WIDE AND NARROW WEBS

The widest food webs (those with the greatest number of herbivores) tend to be the shortest while narrow food webs have the greatest fraction of top carnivores. Your vast plains teeming with wildebeest have large prides of lions, but when you cross paths with a creature in the tundra, you're much more likely to face a predator.

MAGICAL METABOLISMS

Magic on a planetary scale affects every creature's diet and behavior. Almost every living organism on magical planets possesses some manner of magical or magically-aided digestion. This is not unusual as everything in a creature's environment exerts influence upon the creature. It also presents us with a very useful classification system: creatures that can exist without magic and those that cannot. Some creatures live almost exclusively on traditional sources of energy, but still require the digestion of magic for survival. Some merely require magic and die of starvation when deprived of adequate magic. Others are unable to perform some magical act through which they captured their prey. Every organism that requires magic for its survival is termed magically dependent.

Magic is a force that fuels life. Magiotrophs "eat" magic and turn it into physical tissue, but this tissue is not the same as non-magically formed tissue. Tissue created through photosynthesis and chemosynthesis leaves no trace of its origin. Magical tissue, however, retains the same amount of magic it spent in tissue creation. This is what the gods of magic call the law of conservation of magic. Magic can never really be "digested," it merely occurs in one form or another. This magically infused tissue travels up the food web, becoming more concentrated at higher trophic levels. By the time an apex predator eats magically infused tissue, the tissue itself may almost detect as magic.

Magically dependent creatures use ambient magic in their food to fuel their supernatural abilities or to support a physical structure that is counter to the laws of physics. Without the presence of magic in their food, they would die.

Storm giants are a good example of a magically dependent creature. The typical storm giant is either a hunter/gatherer or an agriculturalist. The staple of their diet is magic-heavy vegetation farmed from any number of wild, highly-magical fungi. With

hunting, they supplement their diet with top-level predators, which have the most concentrated magic in their tissue. The magic they consume from these two sources supports their physically impossible size and frame while powering their supernatural abilities and spell-like abilities. Storm giants can live on low-magic foods like bread and cheese, but given enough time they develop physical problems from magic deficiency. Without ingesting magic through their food, they perish from magic starvation, just like humans do when they don't get their required nutrition from their food. Many creatures survive in a state of magical starvation for a long time, but other creatures may not hold out for long. Each organism has a different metabolism which influences how long they can go without eating food containing enough magic to stave off physical difficulties.

Every creature has an optimum level of ambient magic in the food they eat, and every creature possesses a minimum magical intake requirement as well as a maximum intake. Maximum intakes are the level at which a creature cannot safely digest any more magic from that piece of food. Similar to mundane nutrients, every creature's digestive system can only extract so much energy from a particular piece of food. Though these levels vary from creature and foods, there is only so much benefit creatures can extract from ambient magic in their food. Ambient magic in tissue may exceed a creature's maximum intake, effectively poisoning the consumer. In this way, magic can be treated like a dangerous substance. Most of the time, creatures don't notice that they've eaten a piece of food that's slightly more magical than they can handle because it's only a little more than their tolerance. However, if the amount of magic is great enough, such food can sicken creatures upon consumption. Some tissues are so magical that they kill their imbiber if their consumer can't assimilate the magic. Magic gives life, but it also takes it away.

An interesting side effect of ambient magic consumption is the change in the consumer. Along with evolution and the gods, this is a primary mover in the creation of new magical species. Once a creature consumes just slightly more magic than he should, that magic works a slow change in his basic structure that is passed along to his children. In this manner, all sorts of creatures evolve, and this process may expedite natural processes to increase variety and speciation. Upon reflection, this makes perfect sense. The body magic and the multiverse are mutualistically bound; nature's evolution must have its appropriate magical counterpart–a type of magical evolution. Magical evolution and magical adaptation play important roles in the creation and maintenance of more "monstrous" species.

MAGICAL ECOSYSTEMS

Like mundane ecosystems, the bulk of magiovorous creatures are microscopic magiotrophs. These tiny creatures only eat magical energy and turn it into organic matter. Unlike photosynthetic or chemosynthetic creatures, magiotrophs only require magical energy for this process and nothing else; no water, no nutrients, no oxygen, nothing but magical energy. This powerful ability makes life viable in places that traditionally cannot tolerate life, and it creates the unique monstrous creatures so prevalent upon magical worlds. Magical energy in every ecosystem manifests primarily in two ways.

Bounty Method

In bounty use, the ecosystem transfers its magical energy into primary producers, turning the worst non-magical desert vegetation into more of a desert/very dry grassland mix. The bounty method utilizes magic as a force that combats the limiting factors of the environment (water, soil, sunlight).

Concentration Method

These ecosystems transfer their magical energy into supporting tougher life without increasing overall vegetative production. In these systems, plants act like magical sponges that soak up the ambient magic but don't use it to increase their species overall growth and proliferation like in the bounty method. Instead, they hoard it to provide unique survival traits (mobility, magic use) and to prevent other creatures from utilizing the ambient magic. In other words, plants grab as much magic as they can because if they don't, something else will, and that likely leads to decreased fitness on the plant's part.

Most magical ecosystems are mixes of both the bounty and the concentration methods, but both harsh and lush climates tend to favor the concentration method over the bounty method. The toughest, meanest creatures always come from the deserts and the jungles.

At the base of magical ecosystems, microscopic magiotrophs eat magical energy and turn it into organic matter. There are two types of microscopic magiotrophs. Some are independent creatures, like other microscopic organisms, but most have symbiotic relations with some host creature. These symbiotic relations often develop into obligatory relationships (hence, the numerous magically dependent creatures), but many are non-obligatory. Microscopic magiotrophs are most often found in the digestive systems of animals or in the root systems of plants. In plants, these small creatures turn magical energy into required nutrients (basically mimicking phytosynthesis) while in animal guts the magiotrophs are themselves consumed after

turning digested magic into organic matter. A delicate microscopic magiotrophic balance is maintained throughout the digestive system just like the more traditional microbial balance. It must be stressed: magic itself is transformed and stored within the recipient creature, be that plant or animal. Creatures use this magic to fuel their supernatural and spell-like abilities.

Once we pass the microscopic stage, there are several magical fungi that feature prominently in the magical food chain. These fungi exist on magic just like regular fungi exist on detrital material. Their fruiting bodies (the mushroom part) are primary food items for underground dwellers. A few of these magic mushrooms provide powers to their imbibers, but most are simple food items. Some of the largest mushrooms act as a sort of underground wood while others convert magic into oxygen or other gases both beneficial and detrimental. Although you would not suspect it, dwarves are loving caretakers for their fungal gardens, feeding them only the best stone dust, dried potions, and ground magic items or metals.

Magical plants shouldn't be a strange to you. They're the staple of every magical planet and can be found in every biome. Trying to cull their diversity into a single paragraph seems a hopeless endeavor, but remember that magical plants, unlike mundane plants, can occupy any location in food webs; some are producers, others are top predators. Magic provides these organisms with movement and even sometimes with intelligence. This added to their vegetative prowess is a fearsome combination. Magical plants are often hardier than their animal counterparts, able to withstand long periods of drought or starvation.

However, just because magical plants are hardy, don't think that they're immune to what their ecosystem can throw at them. Magical insects (vermin, to be more precise) are some of the most dangerous creatures in any magical ecosystem. Their shear numbers, efficiency and often-militaristic social orders make them worthy of consideration. Although most magical vermin are fairly innocuous and fill a niche much like their non-magical brethren, those few that are not innocuous can be truly terrifying. Just ask any villager who's witnessed giant army ants on the march or who's fallen prey to highly aggressive magic-using wasps. Everyone knows magic has its greatest effect upon the animal kingdom. It is here that most monsters dwell, and the maddest, strangest things curse the world. And it is here, that most of your monsters will occur.

NICHES

Every creature has a role. What does the creature eat, and what eats it? What does the creature do, and where does it do it? How does it interact with other creatures/species? Answer these questions and you've determined your creature's niche. The technical definition is the intersection of ranges of tolerances for a set of resources utilized by an organism.

Before we talk about each of these questions, a few more words about how niches work will help place the answers into better perspective. Every creature has a fundamental niche; the niche that they would occupy if there were no species-to-species (interspecific) competition for those resources, but this is rarely (if ever) experienced by a creature in natural conditions. Most creatures live in a realized niche. This is the niche occupied under interspecific competition, and it always smaller than the fundamental niche. Every creature's niche has a certain breadth (how many different resources it uses) and separation (how far away a creature's resources are from another creature's use). When two creatures compete over resources, they are said to have a niche overlap concerning those resources.

If there are two or more competing populations for a resource, niches may shift. Niche shift is the adoption of new behavior to reduce competition within a species. The shift may be a short-term ecological response or a long-term evolutionary response. Shifts are hard to predict and fairly common as every species has a strong desire to succeed.

For instance, consider the following scenario. If species A is alone, it has one type of feeding behavior. If species B is introduced to the same locality, species A shifts its feeding behavior to another area in the same locale because B is better at one particular type of feeding. If C is now added to the locality, another shift occurs depending upon how C is specialized in feeding. Species B feeds better at one area than the others, but species B's young are only able to feed in one particular area (because of mouth size) and that area is now heavily occupied by the displaced members of species A. This limits the number of B youth that grow to adulthood, which limits B's population and prevents B from out-competing species A. Although this is just one example, there are many other situations in which balance is achieved through niche shift.

WHAT DOES A CREATURE EAT AND WHAT EATS IT?

The most important question of any life form is, "What do I eat," and, "What eats me?" Everything is really secondary to that consideration. There are many different ways of answering the primary niche question, but I'll focus on what creatures eat.

Producer

Producers don't technically "eat" anything. As discussed under the life roles section above, producers turn energy and inorganic material into matter, either naturally or through magic.

Consumer

Consumers eat organic material. There are many different types of consumers based upon what is eaten. The four main classifications of consumers are herbivores, carnivores, detrivores, and omnivores. We've already discussed the role each of these types of consumer plays in their environment, so let's take a closer look at predators since the majority of monsters are predators.

Predator

The coolest monsters are almost invariably predators. Predation occurs when one organism feeds on another, and the prey dies because of this feeding. Predation is more than a simple exchange of energy; it's a complex relationship between two or more species. Predators cannot survive when their prey population is too low, and prey cannot survive when predation is too high. Nature regulates the process where most predator and prey populations oscillate within accepted norms through the use of starvation.

As the predator population increases, it consumes a progressively larger portion of the prey population until the prey population begins to decline. This plentiful amount of food influences the reproductive rate of the predator population until the predator population eventually overshoots the availability of prey. The predator population declines until reproduction of prey more than balances its loses through predation. The prey population then increases, and the cycle begins again. In a balanced predatory-prey relationship, the prey is never quite destroyed while the predator never completely dies out. This is a simplification of the cycle, for it doesn't take into account genetic changes, stress, emigration, aggression, availability of cover, and difficulty of locating prey as it becomes scarcer. But for our purposes, it is adequate.

Predator-prey relationships are rarely singular. Most predators have a variety of prey to shield them from the worst aspects of the predator-prey cycle. Most predators also have seasonal prey depending upon what type of food is in abundance. For example, bears eat berries (seed eating is predation), fish, or honey (not necessarily predation unless the bear destroys the hive through his actions; if he doesn't, it's considered parasitism) in different ratios depending upon their seasonally varied abundance. This is beneficial for prey as well, giving them a greater chance in survival since they aren't the primary food source until they are in abundance. Although these multiple relationships are mostly beneficial, they do have their downsides. If one predatory species is very successful, their success reduces the food supply for the other predators that eat the same prey. This may exacerbate the predator-prey relationship and make downturns harder on the other predators. These other predators, in turn, take a larger amount of their other prey sources and influence more predators through those actions. Again, it is another causal behavior chain that is hard to predict.

For most fantasy worlds, there are three different predator-prey systems at work; herbivorous, carnivorous, and magiovorus.

Herbivorous Predator-Prey Systems

Plant predation (although more precisely "plant parasitism" because most animals don't actually kill the plants they eat) is the building block upon which carnivorous predation stands. Plants transform water, nutrients and sunlight into edible material throughout every world. Cattle eating grass, squirrels eating nuts, caterpillars eating leaves, and deer eating tender shoots are all common, everyday occurrences of herbivorous behavior. Almost every plant is subject to some sort of herbivory, and a casual look shows its signs on leaves, bark, or fruit.

Plant predation doesn't have much of an impact on monster creation, after all your players' PCs aren't plants, although they might seem to be sometimes. But the herbivorous predator-prey system does provide you some great ideas when developing your own monsters. For herbivores, the main issue isn't the quantity of food eaten, but the quality. If there isn't enough nitrogen in the vegetation, an herbivore can starve to death on a full stomach. But if that wasn't enough, every plant that is eaten would prefer to not to be. Plants develop mechanisms to protect themselves from their predators, and these mechanisms can be great inspiration for monster building.

Carnivorous Predator-Prey Systems

Carnivorous predator-prey relationships differ from herbivorous predator-prey relationships in one key manner: carnivores predate high-quality food, but usually don't have the required quantity. This dictates a different relationship between eater and eaten. Herbivory supports carnivory, therefore fitness of carnivores depend upon their ability to capture prey, while (at the same time) their prey must be fit enough to overcome plant defenses. In order to survive, herbivores must adapt to these pressures coming from multiple angles. But one thing should be stressed: carnivorous predator-prey relationships exist between carnivores just as much as they exist between carnivores and herbivores. Many carnivores prey on smaller carnivores.

More than herbivorous predation, the relationship between carnivorous predator and prey is strongly influenced by the prey's defenses and the ability of the predator to overcome them. Prey develops an impressive array of defenses in order to make the predator's task as unsuccessful as possible.

Magivorous Predator-Prey Systems

Magivorous creatures feed on magic, and magical predator-prey relations naturally develop in magical worlds. There are several different types of magivorous creatures, and they often display other predatory traits such as herbivory or carnivory. On many magical worlds, most simple creatures like deer or lion possess a bit of magivorous digestive capability, which allows them to digest some of the magic contained in the various tissues they consume, providing them with additional energy to increase fitness. This also provides every pound of meat or plant additional energy that helps support the monstrous wildlife common throughout fantasy worlds.

There are four basic types of magivory: divinivory, arcanivory, vitaevory, and psionivory. Divinivorous creatures eat divine magic, arcanivorous creatures eat arcane magic, vitaevorous creatures eat positive, "life-giving" magic, and psionivorous creatures eat psionic or emotional energy. Many magivorous creatures subsist on a mixture of arcane and divine magic, while the great magivorous predators digest every type. Specialization occurs in more stable environments, while diversification is more common in less stable ecosystems.

Magivorous predators are rarely purely magivorous. Magic isn't nearly as strong a source of energy as sunlight, but it has its advantages. Compared to sunlight, magic is more uniformly spread throughout an entire planet (inside and out), and it provides a very important source of energy in places where scarce sunlight or rain prevents mundane life. For large predators, surviving only on magic is more difficult than surviving on traditional energy sources, although ley lines or other concentrated magic sources may provide significant energy sources for even the largest creatures.

Cannibalism

The killing and eating of an individual of the same species is more widespread and important than many would rather believe. Cannibalistic behavior is often common in herbivorous species facing a serious shortage of protein, but almost every species may resort to cannibalism. Lack of food is the main reason for cannibalism. Some species become cannibalistic as alternative foods decline and individuals become malnourished, while others wait until all other food has run out. Other conditions leading to cannibalstic behavior are crowded conditions (even when food is adequate), stress (especially when caused by low social rank), and the presence of vulnerable individuals (nestlings, eggs, runts, young, old) even though food is adequate.

Because cannibalism often focuses on the small and young, it can be a very powerful population regulator. A small portion of cannibalistic diet usually results in dramatically increased mortality rates for populations. For example, 3% cannibalism in a species' diet results in 88%mortality among young walleyes, in 23%-46% of young herring gulls, 8% of young ground squirrels, and a full 25% of young lions; although each species has differing tolerance levels to cannibalism in relation to mortality rate. Culling the population through cannibalism often reduces the probability of local population extinction by improving conditions for survivors and enhancing their growth and fitness. More rarely cannibalism results in a selective disadvantage through reducing surviving genetic strength and diversity.

WHAT DOES THE CREATURE DO?

What a creature does and where it does it is the second niche question you should ask yourself when determining the role of your creature in its environment. This is a two-pronged question because a creature not only does external things; it also does internal things. Sometimes it's easy to tell the difference between internal actions (biology) and external actions (behavior), but usually there's a mix of the two as they've evolved together. For instance, the stripes of a tiger (internal) help it hunt (behavior) while laying eggs (internal) means that an alligator has to prepare a particularly specialized nest (behavior).

Circulation

Some creatures circulate oxygen and nutrients through simple diffusion (the movement of oxygen from a more dense are to a less dense one) while others have circulation systems. There are two types of circulation systems: open and closed. Open systems are basic systems where the creature's fluids move throughout its body without any restraining vessels while closed systems have vessels, arteries, and/or capillaries.

Defensive Behavioral Adaptations

Behavioral factors provide a selective advantage to some species though reducing predation. The below behaviors are good ones to give to your weaker monsters so they'll have better survival chances.

Group Living: Living in groups often provides the simplest form of defense. The more they congregate, the less likely a predator attacks and the less likely that any one particular individual is lost through predation. Maintaining a tight, cohesive group (like schools of fish) make it more difficult for a predator to be successful. However, some enterprising predators (see group attacks under predatory behavioral adaptations) use this defensive behavior to their benefit.

Alarm Calls: Alarm calls alert others of the same species to danger. As a side effect, many species rely upon other species' alarm calls to warn them of danger as well.

Mob Tactics: Some animals employ mob tactics, either from a distance or by direct attack, to harass predators away from young.

Digestion

Everything eats something (unless it's an autotroph of course), and there are many different ways in which food is digested.

Engulfing: Many creatures (mostly the simple ones) simply engulf what prey comes there way. This is common in protozoan (ameba) digestion. Food is surrounded by the creature's tissue in a vacuole, and digestive juices are then ejected into the vacuole.

External Digestion: Some creatures expel enzymes and digestive juices outside of their body and then suck up the digested material. This is common in bacteria and some arthropods (spiders for instance) which expel digestive juices into their prey.

Expelling: Some creatures, like the starfish, expel their stomach, turning it inside out through its mouth to digest their food. A starfish can pass its stomach into the tiniest openings in a mollusk's valves. The poor mollusk is then digested in its own shell.

Filter Feeding: Some creatures simply filter out tiny creatures from its environment. Some good examples are sponges, tube worms, most mollusks, manta rays, and baleen whales. Some creatures are filter feeders because they are sessile (permanently attached at their base to a solid surface) but many others are mobile. Filter feeding is very energy efficient, and the largest creatures often use this feeding method.

Internal Digestion: This is the most common type of digestion in which a creature consumes its prey and then digests it within its body cavity.

Parasitic Digestion: This method of digestion is somewhat of a misnomer as some parasites are so well adapted they don't have digestive systems. They are completely dependent upon their hosts to provide them nutrients pre-digested.

Framework

A creature's framework may consist of a cell wall or it may be a complex internal skeleton, but every living creature has a framework within which its biological processes happen. Internal frameworks are usually paired with an external covering (skin, scales, etc) that plays a vital role in protecting the creature's internal organs. There are several different types of frameworks and external coverings you should consider for your latest monster creation.

Cell Walls: The least protective of all frameworks are cell walls. Cell walls contain the internal functions of a creature, but offer no protection to the structures within. However, cell walls do allow all sorts of efficiencies. Cell walls often allow diffusion respiration and circulation, engulfing or external digestion, and are often paired with asexual reproduction. Although not protective, they are a useful framework. In fact a cell wall is perhaps more like an external covering than a framework, but as some creatures have nothing but cell walls, they are frameworks as well.

As there are no complex structures that have to grow in tandem, the growth cycle of creatures with a cell wall framework is usually to get bigger.

Exoskeletons: Exoskeletons are hard shell-like skeletons that are on the outside of a creature. They can be composed of chitin (a nitrogenous polysaccharide, ala insects) and remain somewhat flexible, or an exoskeleton can be composed of calcium carbonate as in the hard-shelled crab. Exoskeletons protect internal organs efficiently, provide solid anchors for muscle tissue, and help prevent water loss for land-dwelling creatures.

Exoskeletal growth is done through molting, the shedding an old shell and the growth of a new one. The creature first develops the new shell under the old one,

but the new one is very thin and soft. It then sheds the old shell, and the new shell expands in the water or air, becoming harder as it does so.

Exoskeletons do have limitations. They're ideal for small creatures but would be disadvantageous for larger creatures. A large exoskeleton would require very large and powerful muscles to move and lift, resulting in an animal that would probably be crushed under its own weight. All I can say to that is thank goodness for magic!

Internal Skeletons: Internals skeletons are frameworks that are internal to the creature. Internal skeletons are the solution for larger creatures. They provide a strong framework that is very light in proportion to the size of the creature. However, they're not nearly as protective of internal organs as exoskeletons, even when used to completely encase vital organs. Internal skeletons are either osseous or cartilaginous.

Osseous: Osseous skeletons provide good protection to a creature while allowing it to attain a larger size than a cell wall or exoskeleton. Their hard composition is good at resisting gravity and provides a rigid framework for muscle tissue.

Osseous growth is accomplished by slowing adding layers of soft bone to the ends of existing bone while also expanding the bone if a thicker structure is needed. The soft bone quickly hardens to normal bone consistency.

Cartilaginous: Cartilaginous skeletons are less protective than bone but they are lighter, require less energy to maintain and grow, and allow creatures to squeeze into smaller areas by simply bending their internal structures. Cartilaginous skeletons however are not as rigid and hence are not very effective for land-based creatures that must fiercely battle with gravity.

Cartilaginous growth is done much the same way as osseous growth except that there is no hardening process. Cartilage is added as needed and is quickly useful and durable.

Mixed Media: Most creatures with an internal skeleton have a mixture of osseous and cartilaginous frameworks. This allows them to utilize the benefits of both depending upon what needs to be protected.

Skin: Skin is one of the weakest external coverings. It performs the primary functions of a covering (keeps in moisture, protects internal organs from minor injury, and sends sensory information) but as far as protection goes, it's not very strong.

Hide: Hide is like skin, but quit a bit stronger. It performs the same functions (although hide is often less sensitive sensory-wise) but provides greater protection from external dangers than skin.

Fur: Fur is an external covering that is primarily used to maintain body temperature. However, it does provide additional protection from damage because it is another layer between the vitals and the environment.

Blubber: Much like fur, blubber is an external covering (although it is internal to skin/hide) that is primarily used to regulate body temperature. Blubber often provides excellent protection from damage; because it usually so thick, it takes the damaging power out of any attack. Blubber makes it that much more difficult to really wound a creature. Even though it may have a nasty gash in its blubber, the creature is in no real danger compared to what would have happened without the protective blubber layer.

Scales: Scales come in many different varieties. From the boney protrusions of fish to the keratin scales of reptiles, scales are a step up in protection from a hide. Bony scales grow from flat pockets in the skin underneath while keratin scales are skin cells filled with the sturdy protein keratin.

Shells: Shells are almost equivalent to a true exoskeleton, but most land-based shells are coverings within which there are also bony layers that often include vertebrae and ribs. In this way, shells are a mix of exoskeleton and internal skeleton, being truly neither. Water-based shells are often composed of calcium carbonate and effectively function like an exoskeleton providing the creature within protection from the environment. Shells offer great protection, but at a cost of weight and mobility.

Some enterprising creatures spare themselves the energy expense of shell growing by hijacking shells from creatures that no longer need them. Hermit crabs are a good example of this, but don't feel like you need to limit this behavior to aquatic creatures. A pretty cool monster concept would be a land-based creature that steals another land-based creature's shell for its own use. You could even have the thief domesticate the shelled animals for just such a purpose.

Metamorphosis

Most insects go through several distinct stages as they develop from egg to adult. This process is metamorphosis. There are two types of insect metamorphosis: gradual and complete.

Gradual Metamorphosis: Gradual metamorphosis occurs in three stages; egg, nymph, and adult. The nymph hatches from the egg looking like a miniature version of the adult. It will usually molt five times before becoming an adult. Each molting makes the nymph more adult-like.

Complete Metamorphosis: This process occurs in four stages: egg, larva, pupa, and adult. An egg hatches into a segmented larva that looks like a worm. The larva must eat voraciously to support their rapid growth and to reduce the amount of time spent in this comparatively vulnerable stage.

After several molts, they enter the pupal stage. In this stage, they are covered with a shell or case. From the outside it looks as if they are dormant, but inside their tissues are changing into the adult tissue. When the case finally opens, out comes the adult.

Complete metamorphosis has a significant advantage over gradual metamorphosis in that the young of the species do not compete with the adults for the same food sources. For instance Lepidoptera (butterflies) eat leaves when caterpillars and nectar when adults. This is possible because the metamorphosis changes the mouthparts of the creature. This multiple-staged life also allows the creature access to a massive food supply (leaves during spring/summer) when in the larval stage.

Regardless of what type of insect-like metamorphosis you want your creature to have, think about what each stage looks like. Complete metamorphosis lets you effectively create two creatures (ala caterpillar and butterfly) although they are technically just one. Focus on two different sources of food (say, rats in the larval stage and kobolds in the adult), and you have a good start towards creating a food web around your creature.

But let's not forget amphibians. Amphibians have different types of larval stages and are not as rigidly classifiable as insects, but they also metamorphose with many of the same benefits. The immature or larval forms are usually vegetarian while the adult forms are usually carnivorous. One unusual amphibian, the axolotl (a type of salamander found in Mexico) remains in its larval stage for its entire life, even reproducing in the larval stage. This is unique and caused by a lack of iodine in the water. The iodine is essential for the production of a thyroid hormone that's needed for metamorphosis.

But wait there's more! Coelenterates (jellyfish) have two basic forms: the hydra form (a tubular body with a basal disk at one end and tentacles at the other) and the medusa form (the traditional bell-shape with tentacles hanging underneath). Not to be outdone by the insects and amphibians, one common jellyfish (Aurelia) begins its life in hydra (or polyp form as it is also known) and ends it in the medusa form. In between it has a larval stage where it's an oval-shaped little swimming disk, a stage where it attaches to a rock or seaweed and becomes a polyp and begins feeding, a stage where it slowly adds saucer-like layers to itself building upwards like an inverse pyramid, and a stage where each saucer breaks loose and swims free, eventually turning into the sexually active medusa form.

But don't feel limited to insect, amphibian, or the stray jellyfish when designing your monstrous metamorphosing creatures. In many cases, the stranger, the better.

Predatory Behavioral Adaptations

Although prey develops effective defensive tactics, predators evolve six general behaviors that advance their hunting success: ambush, stalking, pursuit, luring, group attacks, and domestication.

Ambush: Ambush hunting involves lying in wait for prey to happen by. Alligators, lizards, frogs, and some insects typically use this method. Ambush hunting has a low success rate, but it requires very little energy.

Ambush hunters should have some racial bonuses in Hide and perhaps Move Silently. These bonuses may be conditional based upon terrain.

Stalking: Stalking, common for many cats of all sizes, is a slow and deliberate process. The predator has a long search time but a minimal pursuit time. Stalking success rate is higher than ambush, but there are still far more failures than successes.

Like ambush hunters, stalkers should have some racial bonuses in Hide and Move Silently. These bonuses may be conditional based upon terrain.

Pursuit: Pursuit hunting is used when the predator knows the general location of the prey. Pursuit time is long, however, so pursuit hunters expend more energy to capture and handle prey. Birds of prey, wild dogs, and wolves often use pursuit hunting. In tropical climates, heat regulation often becomes a very important limiting factor for how long a predator (and prey for that matter) can run. For every chase a cheetah gives, it must rest for 30 minutes afterward to recuperate or risk brain damage from overheating.

Pursuit hunters should have a good Con score and perhaps the Endurance feat.

Luring: Some predators rely upon luring their prey within striking range though different adaptations. Most luring is done via a part of the body waved attractively that draws attention to a potential food source for the intended prey, but some luring is via pheromones or odor.

Lure predators should obviously have a lure of some sort. Tentacles that look, oddly enough, like a gold vein seem to always get my players…

Group Attacks: Attacking en masse is a great adaptation to increase predation success rates. Lions, wolves, and hyenas are familiar examples of animals that use group attacks which then share their food. But not all group attackers share the food caught.

Although meerkats technically hunt in groups, they basically hunt individually as each meerkat fans out and finds its own prey. Group hunting like this increases overall success because the group provides each individual member greater protection from larger predators; meerkats that have a full belly stand guard for the entire group, warning with alarm calls when a potential predator is spotted.

Perhaps the most successful type of group attacking is corralling. This is unique feat is performed by some whales and dolphins as well as some other aquatic species. The members of the group circle a school of fish and force the fish into a bait ball—they keep together as a survival mechanism. Each individual member takes turns swimming into the bait ball and

eating the fish. Some whales do this individually as well as in groups by blowing up walls of air bubbles and then rising up from underneath and swallowing the entire bait ball.

Domestication: Advanced predators are smart enough to domesticate their prey. Nothing's easier than having your prey right next to you at all times. But domestication comes with some risks, mostly disease oriented. Predator and prey may provide a new environment within which a new type of disease arises, or a disease affecting one mutates to affect the other.

But domestication isn't limited to advanced predators. Some other creatures have domesticated different species for their own benefit. Ants use aphids like cattle, even moving them to more green pastures when circumstances demand.

Reproduction

How a creature reproduces is an important part in building its back story. Reproduction is, after all, the "goal" of life. There are two main types of reproduction strategies you could choose for your new creature, asexual or sexual, and dozens of different variations within the two main strategies.

Asexual Reproduction: Any reproduction that occurs without the joining of two cells is asexual. This is done either through fission (when a creature splits in two), spores (very small asexual reproductive cells), budding (when a parent pinches off a small bud that can grow into a parent), or cloning (deliberately making an exact copy of the original creature via science or magic). The most obvious monster examples of asexual reproduction are the ooze and plant types, the latter of which may asexually reproduce through vegetative propagation.

Sexual Reproduction: Sexual reproduction occurs when two cells join. This is done is a vast, and often unusual, number of ways. Nature is if nothing else, creative.

Hermaphroditic Reproduction: Hermaphroditic reproduction is barely a step above asexual reproduction. Each creature carries within it the two cells that join to create a new creature. Some creatures self-fertilize, but most find another partner and both become pregnant after a night on the town. In this way genes are mixed, and the number of offspring is effectively doubled compared to other forms of sexual reproduction. Some hermaphroditic creatures form large reproductive circles, each member fertilizing and being fertilized at the same time.

Conjugation: Some creatures that normally engage in asexual reproduction exchange micronuclei (thus mixing their genetic material) and then continue on with their normal asexual reproduction.

Egg-Laying Reproduction: As the name suggests, this type of reproduction ends up with an egg and more often than not, usually several. Egg-laying is usually external (nesting), but some creatures keep the eggs internally resulting in pseudo-live birth. Eggs are usually laid only by non-mammalian creatures; the monotremes (duckbilled platypus and spiny anteater) are notable exceptions.

Most eggs have to be incubated within a certain temperature in order to hatch, and this often leads with its own set of bizarre parameters. We're all familiar with avian egg laying (in a twig/grass nest), but there are many different methods of incubating an egg. Even within birds, there are lots of different types of incubation. Penguins carry their egg on their feet to keep it from touching the ice and cover it with their summer-fattened bellies. Some penguins won't eat for weeks, standing in large herds far from any source of food or predators. Other birds have eggs that can go for a day or two without incubation before they need to be warmed again. Some reptiles bury their eggs in dirt, sand, or detritus, using the warmth of the earth to incubate what their ectothermic bodies cannot.

The desire to protect young leads to some truly unusual egg-laying. The splash tetra fish leaps out of the water onto an appropriate leaf to wet it down. It then finds a mate and together they leap in unison out of the water onto the leaf; sticking to the leaf via surface tension. The eggs are laid and fertilized outside the water on the leaf, and the male then defends his leaf and eggs while periodically splashing the leaf with his tail to keep the eggs wet.

Other creatures, such as the seahorse (in which the male carries the eggs), crayfish, Surinam toad, and marsupial frogs keep their eggs attached to themselves until they hatch.

You may want your monsters to lay eggs. If so determine their nesting habits and how their eggs develop with the above in mind. This information will help you create the beast's normal nesting/lairing patterns. Don't forget that there are two types of eggs; amniotic eggs (eggs with shells, leathery or boney) and eggs without shells. Eggs without shells have to be kept wet while those with shells can survive outside of water.

Pollination: Pollination is sexual reproduction through the use of the wind or other creatures. Technically, it must involve pollen. For our purposes, I want to focus on the fact that the two creatures that are going to sexually reproduce don't actually have to touch each other; they can reproduce at a distance. The distance involved can be great or small, but when designing monsters, think about the possibilities sex-at-a-distance can bring. If nothing else, it gives you a good opportunity to create intermediary species to play the role of bee (or other insects of course) to your new creature.

Live Birth Reproduction: Some creatures give live birth. This is usually done through the mother holding the child within her body until birth occurs (placental), but is also done by giving life birth to a

rather undeveloped child which then climbs into a pouch and attaches to a nipple (marsupial). Placenta children are more developed at birth and tend to out-complete their marsupial niche competitors.

Mixed Method Reproduction: With magic there's no need to limit your monsters to a single source of reproduction. There are plenty of non-magical creatures have both sexual and asexual methods of reproduction, but magic allows you to create some really strange and unusual reproduction methods.

Massive Reproduction: Reproduction can be used as a defense against predators. Some prey time their reproduction into a very short frame and thereby create an environment where predators may simply take as much as they want without seriously threatening reproduction of the species because there is just too many prey. The predators become satiated in their feasting, and a certain number of prey survive to continue their species. This is a particularly common tactic for large ungulates, like the caribou, but fish, sea turtles and other species use similar defenses. You can't eat all of us at once!

However, predators also respond to such massive reproductive techniques by timing their reproduction to take maximum advantage of their prey's easy availability. This provides the massive amounts of food needed for the young by feeding off the young of the prey species. Coastal birds typify this technique; they'll often nest, breed, and feed their young while their fish prey spawn as well. We may not be able to eat all of you, but we can sure try!

Death by Sex: There are many examples where an entire generation dies after reproduction (salmon and eels). The most common is fish spawning, but it's not uncommon for the reproductive act to end in death just for the male. This makes sense (a dead parent doesn't compete with the young for food), and in some situations (spiders for example) the male becomes a meal for the female he just impregnated.

Gender Bending: Some species are capable of changing their sex if the situation demands (if not enough of one sex is available). This greatly helps to ensure the survival of the species. In some species only the male or only the female can change sex.

Displays: Almost every species on earth has some form of display before the mating act. From collecting items for a bower, to courtship rituals, to building the perfect nest, mating displays can be the cause of almost any bizarre action you wish your monsters to perform. Some last for long times, others last but shortly. Either way, you have great leeway to create the displays for your creatures.

Child Rearing: Children are either left alone to fend for themselves or taken care of by one or both parents. If the child is dependent upon one parent for their food supply (like mammals and milk), the female of the species will be the primary caregiver. If the child is not food dependent in this matter, either sex can be the primary caregiver or the duties can be shared. Many birds share parenting duties.

If the creature is social rather than generally solitary, communal caregiving is often provided. Lion prides, meerkat groups and many other creatures communally share the burden of childrearing, but the biological mother is still usually the primary caregiver in mammalian situations.

Respiration

Respiration is the exchange of oxygen and carbon dioxide between cells and their surroundings, accompanied by oxidation and the release of chemical energy or in short, breathing. There are different methods of accomplishing this, and when making your monster, determine which (or both or none, hey we've got magic remember?) of them you want your creature to utilize. There are also different environments (air or water) in which breathing works, and more often than not, you should pick one environment for your monster, although the amphibious special ability allows aquatic creatures to breath air.

Lung-Breathing: We're all familiar with this type of respiration. It is common in more advanced creatures (vertebrates).

Absorption: Some creatures get all the oxygen they need by absorbing it through their surface area. Plants commonly do this as well as microscopic creatures, sponges, coelenterates (jellyfish, sea anemones), worms, and some amphibians. For example the huankele (a giant frog found at the bottom of Lake Titicaca) rarely comes to the surface since it can absorb oxygen through its skin.

Gill-Breathing: Many aquatic creatures breathe through gills which are basically the aquatic versions of the lung. In some creatures, gills serve a dual function, both exchanging gasses and capturing food for some filterers.

Tracheae: Some creatures (insects, arthropods) have tubes that lead into their body through which gases are exchanged. In some insects (like grasshoppers) air is moved in and out of these tubes through movements in the abdomen and wings.

Symmetry

Every creature has a shape. In nature there seems to be three favored types; spherical, radial, and bilateral. There seems to always be a choice D in nature—none of the above. A few creatures (such as the ameba) have none of the above shapes and are termed asymmetrical. This is very uncommon.

Spherical: Some creatures meet their environment on all surfaces equally. Creatures with spherical symmetry often have no effective method of locomotion and rely upon water or air currents for movement.

Radial: Some creatures have a spoke-like symmetry where appendages radiate out from a central core. This is fairly common symmetry for sponges, anemones, and adult echinoderms like the starfish.

Bilateral: Bilateral creatures can be divided in half by a plane passing through a longitudinal axis from the center of the upper surface to the center of the lower surface. In other words, the right side and the left side look like mirror images of each other. Most creatures have a bilateral symmetry.

Temperature Regulation

Creatures regulate their temperature in two basic ways. Endotherms (warm-blooded creatures) regulate their own temperature internally while ectotherms (cold-blooded creatures) rely upon external sources of heat.

Endotherms: Endotherms have physiological mechanisms to maintain a desired body temperature. Endotherms also have adaptations such as shivering, panting, sweating, and fur to maintain ideal body temperature. The ability to maintain an ideal temperature provides them several benefits but comes at a hefty energy price. The main benefit is that endotherms can be active for more hours per day as they are not reliant upon their environment for basic biological processes. This allows them to out-compete ectotherms within the same niche because they can gather food for a greater part of each day. However, this advantage comes at the massive price of 98% of all energy going for heat production/maintenance. Ever wonder why you're so hungry when it's cold outside? Now you know.

Ectotherms: Ectotherms have no internal mechanisms for body temperature regulation. They rely upon behavioral and physiological processes to obtain their needed core temperature from their environment. Ectotherms develop several biological adaptations due to this lack of internal temperature regulation. Since they're often operating at different temperatures, they have four to ten enzyme systems for important chemical reactions whereas endotherms have only one. They also have many different behavioral adaptations that help them find ideal temperatures for their physiological reactions. Reptiles sun themselves, fish change depths, insects vibrate their muscles in place to warm them for flight, desert animals have burrows or simply dig into the sand during the day, and some ectotherms even constrict or dilate blood vessels to achieve a more ideal body temperature, although the latter isn't restricted to ectotherms. Some endotherms (walruses for example) constrict blood flow to their surface area for temperature regulation as well. A walrus just out of the cold ocean is white, but turns a pinkish color after sunning as blood returns to its surface.

Ectotherms usually have less developed brains and less developed wings. In fact, any complex, high-energy organ system is difficult to maintain with metabolisms that are so variable. However, the most complex ectotherms have developed primitive heat exchange systems that allow more complex organ systems, but these are very rare.

With all these negatives ectotherms still have a lot going for them. Since their metabolisms are so variable, they can survive on just 1/3 to 1/10 of the total energy that an endotherm would need. This means they need a correspondingly less amount of food as well. For any given area, ectotherms will appear in much greater numbers (three to ten times more) than endotherms, all things being equal.

Mixed Thermic Types: You can always mix and match thermic types for your creatures. They may share some traits from endotherms (fur), but have behavioral adaptations from ectotherms (sunning) that create the back story you want your creature to have. Since magic is another energy source, you can create creatures that magically maintain body temperatures (frost worms would be a good example) which account for some of the odder creatures found in fantasy worlds.

Other Cool Things

I could give this section a better title, I suppose, but its one that fits. Below are a bunch of unrelated cool things to think about when making your creature. Each one can lead to an interesting monster concept or add to an existing monster.

Armor: Some creatures develop armor as a primary defense against predation. Turtles, armadillos, clams, and many insects (mostly beetles) withdraw into their armor coat or shells when danger approaches. A fish's scales are another type of armor—bone plates. Yet another type of armor is more aggressive, but just as effective. Quills, like those found on hedgehogs, echidnas, and porcupines are modified hair follicles that present difficulties for most predators.

Couple some armor with a very unfriendly creature, and you'll get a double bonus. For a good natural example, a hermit crab with a sea anemone living on its shell has even better armor than normal. When designing monsters, such a deadly duo could be quite exciting. Look under the Framework section above for more protective ideas.

Camouflage and Coloration: Many creatures have developed camouflage defenses and cryptic coloration designed to hide from predators. Others use coloration, patterns, shapes, postures, movements and other behaviors that prevent detection. Flashing coloration, like extremely visible color patches or even bioluminescence, distract and disorient predators. Warning coloration, like the yellow and black coloration found in many bees and wasps, indicates that the animal possesses some dangerous property such as a highly toxic poison or some other chemical defense. Unfortunately, these associative coloration defenses rely upon some sort of initial experience with the prey to create an association between the color and some sort of unpleasantness.

Predators also use certain colors and patterns to blend in with their environment or break up their outlines. Some clever predators even mimic their prey. For example, female fireflies mimic the mating flashes of other firefly species to attract males of that species. When they arrive, ready for some fun, they promptly kill and eat the male.

Dormancy: To cope with changing environmental pressure some creatures go dormant in times of extreme stress. Bacteria encyst themselves (see below), trees go dormant in winters surviving through the protection of their bark, some animals hibernate surviving off the fat gained during summer, herbaceous perennials die off above ground surviving via their underground parts, seeds can go dormant for decades until the proper environmental circumstances occur, and other creatures have odder dormancy survival mechanisms. When the temperature drops, frogs swim to the bottom of ponds and bury themselves, preparing for hibernation. They hibernate all winter, breathing through their skin and living off fat, until the water warms again. Frogs in tropical or subtropical climates may have to bury themselves in the dry season and effectively hibernate (although it's called estivation) until the rain returns. The spadefoot toad creates a watery sac and survives underground encased in mud until the wet season returns.

There are many options for magical dormancy. Some magiotropic creatures may go dormant until the normal level of magic returns under situations of seasonal magical variation while underground monsters are ripe for periods of dormancy to survive the hard times.

Endospores and Cysts: Some rod-shaped bacteria form an endospore when their food supply is exhausted while some amebas form a cyst in similar circumstances. Endospores are small spores covered with a tough outer membrane, and cysts are basically the same thing: a hardened, protective mass. Both can survive for many years after their creator has died and can come back to life once conditions are favorable again. This concept would work very well for oozes or even for other creatures. Of course, you could call an endospore by a different name: heart gems, troll eggs—whatever would be appropriate for your creature.

Generalists and Specialists: Generalists are creatures that have many different food sources. Good examples of generalists are humans, raccoons, and other omnivores. This allows the creature to survive by having a large fundamental niche in which it can change its behavior to avoid intense competition from specialists. Generalists function best in harsher, less lush environments or in environments that fluctuate greatly. Their adaptive ability gives them the tools needed to deal with fairly rapid change.

Specialists are found in stable environments where they have had the time to specialize their food sources in order to avoid intense competition. If several generalists are competing for the same food supply, it's not unlikely that specialization will occur, provided the environment is stable. Specialization occurs because creatures that are able to consume/get energy from food sources under less competition survive and reproduce while those that continued to compete were less fit. Of course, one of the generalists could be competed to extinction as well.

When making your monsters, think about if you want it to be a generalist or a specialist. Determine what you think are its main food sources and what types of food are available in its environment. Specialist monsters tend to only have one food gathering tactic, while generalists have many potential methods.

Heterotrophic Bacterial Digestion: Heterotrophic bacteria digest their food outside their cell walls by releasing enzymes. This trait could be hijacked for a monster that turns its prey into gooey pools by releasing a spray composed of such enzymes.

My Food!: Although not specifically monster related, some tiny organisms, like the potato blight, apple scab, brown rot in peaches, corn leaf blight, and wheat, oat, and barley rusts/smuts can have a massive impact on your game and can effectively become foes the PCs must overcome. These small things are basically competing with humans (or other intelligent races) for the same food source.

But food isn't the only thing they may take away from intelligent races; dutch elm disease could destroy a forest making wood more expensive, and tobacco mosaic virus could pauper an entire region. Perhaps there's a natural control that could be applied to prevent a famine or a cash crop failure?

Pheromones and Odors: Some species develop pheromones to induce fright reactions in the other members of their population and even in members of closely related species. Arthropods, amphibians, and snakes employ odorous secretions to repel predators, but predators, like the venus-fly trap, also use pheromones or odors to increase their success rates.

Resins and Saps: Many plants (especially trees) have resins and saps that protect them from damage and invaders. The three we're probably most familiar with are pine resin (utilized in a multitude of ways), amber (solidified resin, often with cool insects inside), and maple syrup (yummy). The concept of a sap or resin can be brought into monster creation, not only for the plant type, but for other types as well. It's not inconceivable that a non-plant creature living in a harsh environment could develop a resin or sap-like substance as a defense against small parasites (something like stirges, but smaller maybe).

As a side benefit, you could make certain monster resins have some value, like pine resin does, in the construction or building trades. Perhaps even some are medicinal if prepared properly. If you don't like the concept of resins or saps from non-plants, just consider it mucus—the effects can be the same.

Secondary Substances: As every pepper lover can tell you, some plants develop secondary substances to try and thwart predation, although ironically enough, for the humble capsicum these defenses may not have the desired effect. But some plants have other, more potent, substances that interfere (to put it mildly) with herbivorous metabolisms. Toxic proteins like lectins and protease inhibitors, alkaloids, cyanogenic glycosides, cyanolipids, digestive-inhibiting poly-phenols, terpenes, tannins, and resins are all part of plants' defense against predation. These substances are often poisonous to the very plant that produces them, and it has to store them in special cells which release the poison when broken, but other plants simply store and secrete them through epidermal glands so they function as a contact poison. But some animals have adapted to these poisons and usurp them, using them for their own defense.

Spiders, snakes, scorpions and shrews all use poison to make their hunts more successful. Many arthropods possess toxic secondary substances taken from the plants they eat and stored in their own body while other arthropods, venomous snakes, frogs, and toads synthesize their own poisons. Creatures (like some monitor lizards) have such a foul mixture of spit and left-over particles from their last meal that they can give diseases to creatures they bite. Although secondary substances are more common in plants, animals have their fair share of unfriendliness. Most toxic creatures are non-mammalian.

A good example of a strange creature that hijacks another's defense is the nudibranch. Some nudibranches (shell-less mollusks commonly known as sea slugs) feed on animals that have stinging cells (like jellyfish). During digestion the nudibranches separate the stinging cells from the rest of the animal and move the stinging cells to their surface, providing them a defense against predators.

Poisons are a common threat to PCs, but you may want to use a bit of biology to customize your monsters. Since toxic substances are developed by predators to improved their success rates, their poisons are most effective against their prey. These deadly poisons may not even have an effect on other creatures, but they may cross-over and be just as deadly to something that wouldn't be considered prey. For instance, the red-backed spider has a poison that is very effective against insects, but has no effect upon mice and rats. However, the poison is still very powerful against humans. You could make a monster whose poison doesn't affect humans, but does affect all the other races or vice versa. It will keep your players on their toes if one PC has to save but another doesn't. Puzzled looks are always a pleasure for a GM.

Secondary substances are a playground for monster building. Dozens of nasty substances come from plants; from the itchy poison ivy to the deadly nightshade, poisons abound. You can have a small mobile plant that possesses toxic chemicals in pressurized cells; when hit and damaged by an intrepid PC, the cells splash out painful death. You can have a monster that feeds on the above creature and uses the same poison against its prey. You could make a plant that has smell-based narcotic nectar that lures PCs into pools of its digestive liquid. It's hard to enumerate all the strange and unusual real-life plant examples that are begging to be monster-fied and put against some hapless PCs.

But some of the coolest plant influenced monsters will be deadly duos or monsters that possess group-based additive abilities or savage synergies. Let your imagination run wild, and you'll soon be creating monsters that fit in perfectly with their environment, but who also present unusual and fun challenges to your players.

Size-Based Defense: Many creatures use sheer mass as their main defense. Elephants and whales are great examples, but trees are as well. Big is a great way to prevent predation, and if your new plant type monster is also a predator, size can be a good benefit in combative ability although it comes with a corresponding heftier energy requirement. Obviously not all plant types will be big, but remember that sheer size can be a viable idea for a plant as well as an animal.

Slime Mold Life-Cycles: Slime molds (phylum Myxomycophyta) are similar to masses of amoebas, but form sporangia and spores. These interesting creatures have a body that's a mass of protoplasm with many nuclei and no cell walls. Somewhat like an amoeba it flows along on forest soil, dead leaves, or rotting logs. As it moves, it takes in food and digests it in vacuoles. After an active period, it becomes inactive, raising up stalks sporangia. Spores are then released and carried away in the air. Such a life-cycle can be ripped wholesale for all your oozes or slimes or you can have only a few special types with a slime mold's cycle.

Viral Life: Although it may be a bit of a misnomer, some viral life exits in both crystalline and "normal" forms. This means that without a host, some viruses are rock-like; akin to the structure of sugar or salt—displaying no life-like activities, but on a host the virus can hijack the cell's processes to produce more viruses. This could be used to create some rather unusual spawner function monsters.

You're my Favorite Host! And you are Too!: Some parasitic species spend different parts of their life cycle in different hosts. For example, a parasite my spend time in the gut of a snail, and then in the gut of a sheep that ate a cyst left behind on the grass from an infected snail. This two-host concept gives you the opportunity to inflict rather unfriendly parasites upon your players that move into and then out of them off to find the next host in their cycle. Imagine if some species of stirge carried a malaria-like disease that upon nearing the end of its life cycle released a pheromone that attracted minotaurs from miles away; minotaurs within which the disease starts its cycle and upon which stirges occasionally feed.

WHERE DOES IT DO IT?

Every location on the planet has an associated temperature, rainfall, plant life, and animal life. These associated units are commonly called biomes. Each biome consists of a distinctive combination of plants and animals characterized by a uniform type of vegetation, like grassland or coniferous tress. Each biome shares borders with other biomes. Along these borders the vegetation and animal life exists in differing gradients from one biome to another. These gradients along biomes are called ecoclines.

In addition to these localized changes, there are gradual changes in other ecosystem characteristics brought upon mostly by latitudinal change. There is a general decrease in species diversity, productivity and the general amount of organic matter the further north and south of the equator you travel. There is also a corresponding decrease in the complexity of ecosystems, in the size of plants, and in the amount of vertical plant stratification. Growth forms also change (tropical rain forests are dominated by phanerophytes and epiphytes while arctic and tundra by hemicryptophytes, geophytes, and therophytes) and wherever there's a similar environment, similar types of creatures are present. Although species vary greatly, communities tend to have similar physiognomy, showing convergent evolution in action.

There are 8 different types of environment according to the SRD: aquatic, desert, forest, hills, marsh, mountain, plains, and underground. Technically, mountains and hills are geographical features that can have any type of environment within them, even marshes. If you're making a monster for the hills or mountains, you'll need to think about the real biome in which the creature is typically found. After all, there's a vast difference between hilly ground in northern Russia and hilly ground in Sri Lanka.

With a bit of squeezing, the below biomes fit into the SRD nomenclature although you may notice that some fit within two SRD definitions. Tundra for example isn't always a desert, sometimes it's more like dry grassland, but it can be desert as well. Scrubland isn't really plains, but it's the transitional zone between plains and desert; more rain than desert, but not enough for plains.

—Aquatic: rivers, lakes, oceans.

—Desert: cold desert, hot desert, rocky desert, sandy desert, tundra.

—Forest: rainforest (temperate, tropical), tropical seasonal, dry tropical, taiga, montane, deciduous, coniferous, scrubland, broadleaf.

—Hills: any, with some shared characteristics with mountains.

—Marsh: swamps, marshes (peatlands, bogs, moors), mangroves.

—Mountains: any.

—Plains: temperate grasslands (steppe, prairie), tropical grasslands (savanna), scrubland (hot, cold), tundra, farmland.

—Underground-caves (limestone, lava, ice), structures (ruined, occupied, safe storage).

TUNDRA

Tundra is a treeless plain covered with heath, sedge, mosses, rushes, and herbs. Low temperatures, low precipitation, and a short growing season characterize tundra. Full of lakes and streams, tundra also has extensive bogs when the land is low in relation to its surrounding terrain. On high areas or areas exposed to the brutal wind, the ground is mostly bare rock

with a scattering of vegetation. The rocks are usually lichen-covered, giving a deceptively green color to an inhospitable place. There are two types of tundra: arctic tundra around the poles and alpine tundra around mountains. Primary production on both types of tundra is very low in comparison to other biomes. Low temperatures, a short growing season (50-60 days in the high arctic up to 160 days in low alpine tundra areas), and poor soil nutrient content all conspire to make it difficult for plants to thrive.

Arctic druids will tell you that the tundra is a vicious killer if you don't know what you're doing. And they're right. But they won't always tell you how fragile the tundra's ecology is and how easy it is to disrupt. Since conditions are so harsh, disturbances often result in almost permanent destruction; something as simple as digging a grave can destroy the life around the site. Not that you'd succeed in making a decent grave; anything you put down is eventually pushed up by the permafrost cycle.

Arctic Tundra

Much of the arctic tundra is the result of permafrost's actions. Permafrost is the perennially frozen subsurface that can run hundreds of yards deep. Below the thin layer of soil melted by the summer's heat, a massive piece of permanently frozen earth awaits. Because the permafrost is impervious to water, it forces all water to remain above it. This creates a wet, marshy environment allowing plants to survive even though most of the tundra experiences yearly precipitation levels equal to deserts. Unlike most deserts, there is very little evaporation (the air is too cold to hold much water) so life has ample water. There are places called polar deserts where almost no moisture exists, and in fact, the driest place on earth is Wright's Valley in Antarctica.

The alternating yearly freezing and thawing makes for some unusual and seemingly magical patterned landforms. As the permafrost forces all water above itself and the water freezes, stones and other debris are forced up from the mass of the permafrost. This forms frost boils, earth stripes, and the most well known of all tundra landforms, stone polygons. Year after year of freezing and thawing push the rocks and debris together, forming a hex map across the land. Creatures arriving on these plains for the first time are bound to be amazed and wonder what type of being created them.

Arctic Tundra Vegetation: Arctic tundra vegetation is simple, and there are only a few species. The growth is slow, and most of the functional aspects of the biome are confined to a few groups. The arctic tundra is a harsh place with constant soil disturbances from the permafrost cycle while wind-born particles of soil and ice batter any life strong enough to take root. Steep slopes facing the equator and river bottoms support the most luxurious shrubs, grasses, and legumes (although arctic luxury is still slim) while gentle slopes are dominated by cotton grass. The most common arctic vegetation in boggy ground is cotton grass, sedge, dwarf heath, and sphagnum moss. In well-drained arctic tundra, you may find heath shrubs, dwarf willows and birches while crustose and foliose lichens grow on rocks on dry and exposed sites. Almost all arctic tundra plants are non-seeding (reproducing through vegetative means), but what seeds do fall can remain viable for hundreds of years.

Plants can only be photosynthetically active on the arctic tundra for roughly three months out of every year. Once snow cover lifts, plants start photosynthesis even though it isn't terribly effective due to poor leaf development. The plants quickly correct this by using stored energy in their roots and rhizomes to quickly boost leaf production. Plants continue to photosynthesize up to about a month before the return of the snow. All energy is then redirected into root and rhizome production to ensure enough energy for next year.

Alpine Tundra

Alpine tundra has very little permafrost and that is mostly at very high elevations. Alpine tundra is not usually as wet as arctic tundra because the steeper topography allows the thawed water to flow down the mountainside instead of staying on the surface. In some elevated valleys, alpine tundra bogs may form, but these are uncommon. Alpine tundra doesn't have many of the patterned landforms for the same reason, and even though precipitation is higher, alpine tundra is dryer.

Alpine Tundra Vegetation: Like arctic tundra vegetation, vegetative growth is slow, and most of the functional aspects are confined to a few groups. Alpine tundra is even harsher than arctic tundra, as winds are very strong near the tops of mountains, and temperatures fluctuate even more wildly. Plants are short by necessity, allowing them to reduce the amount of heat they lose from wind chill. Alpine tundra foliage is similar to artic tundra but mat-forming plants are more important because they can withstand the constant buffeting wind. Under the mat-forming plants is a small, cushioned area with air that can be 65° warmer than the surrounding air, creating a microclimate favorable to insects. Alpine tundra plants are mostly seed propagated. Alpine tundra is thickest along the equatorial facing slopes (more light hits those slopes) and along drainage runs. Alpine tundra is generally more productive than arctic tundra, but both types' plants sequester up to ten times the amount of energy in their roots for winter than temperate grassland plants. Hence, the potato.

Alpine tundra in the tropics is a very unique environment. Tropical alpine regions undergo great seasonal variation in rainfall and cloud cover (often from monsoon action) but experience little seasonal

variation in average daily temperature. Instead of the seasonal variations, alpine tundra experiences daily variation on a spectacular scale: below freezing at night to hot, summer-like temperatures during the day. Since cold is not of a seasonal duration, plants can grow taller. Tropical alpine tundra sports giant, treelike rosette plants that resist the nightly freezing temperatures. Also, unlike every other type of alpine tundra, these plants get larger (over 18 feet) the higher up you go. These plants are rather unusual as they retain their dead leaves around their stem to reduce heat loss, secrete a mucilaginous fluid about the bases of leaves which functions as a heat-storage device, and possess dense pubescent hairs that reduce convective loss of heat. They're well adapted to their dramatic environment.

Tundra Fauna

Tundra animals are also a tough lot. They have some of the most inhospitable environments on any planet with which to contend. But once winter's grip ends, life springs forth in surprising amounts. Starting from the bottom and going up, insects are plentiful in arctic tundra during the summer. So many in fact they sometimes darken the sky as they rise up in swarms. This process may take a year or two because in the harsh conditions, insect development takes more time than anywhere else. Some butterflies (they only fly close to the ground to avoid the ever-present winds) take two years to mature, while grasshoppers take up to three. If you ever go to the tundra during summer, prepare to be slowly eaten alive by mosquitoes. They are so numerous that every year some caribou are driven mad and effectively persecuted to death by the tiny bloodsucker. I've known few men tougher than reindeer, so prepare for them if you travel on the tundra.

All of these insects provide excellent prey for birds. Sandpipers, plovers, longspurs, and some waterfowl all enjoy a veritable smorgasbord of insects during summer nesting. Along with birds, shrews make an impact on the insect population, gorging themselves while they have the chance. Meanwhile, lemmings, voles, squirrels, pikas, and hares are busily gobbling as much foliage as they can while trying to avoid ermines, weasels, foxes, minks, bears, lynx, wolves, wolverines, and predatory birds. But the larger predators are more interested in moose, caribou, snow sheep, and the rare muskox. The tundra explodes with activity when the cold is finally gone, especially the artic tundra.

Magical Influences

Magic adds increased complexity into tundra biomes, and tundra ecosystems tend to favor the concentration method. Tundra organisms maximize all energy from non-solar sources. Of all biomes, tundras are only equaled by deserts and outshone by underground biomes when it comes to the drastic changes from ambient magic. On most magical planets, magic provides as much energy as the sun on the tundra, and unlike the sun, magical energy is equally distributed throughout the year. As much magic energy is available during the coldest winter months as there is in the height of summer. This increases the overall diversity on the magical tundra slightly, but usually just results in a greater number of expected creatures. Microscopic magiotrophs turn the energy into tissue, and magic moves up the food web through predation, providing a dependable year-round food source and supporting a higher biomass.

Tundra Monsters

Tundra monsters have a few shared characteristics. They tend to be immune/resistant to cold, use cold as a weapon, and be light colored or change color with the season (white during winter, darker during summer). Magic tends to follow the concentration method on the tundra, and the monsters calling tundra their home are usually quite powerful. Since life isn't as abundant on the tundra, a greater percentage (in comparison to other biomes) of encounters will be with monsters rather than regular animals. Keep this in mind when making encounter charts for the tundra.

To make a good tundra monster, think about what the monster would normally eat. Although this is obviously good advice for any biome, it's especially important for tundra and desert since prey is scarcer. There's little need for climb and swim, but flying and running are important. There's not a lot of chance to blend into the environment and nor a lot of places to hide, although magic can increase such occurrences and create a niche for ambush predators in such an environment. Since some tundra effectively become giant mud flats during the summer, adaptations that overcome that particular aspect would also be quite useful. There's a lot of wind on the tundra; if your creature only has a slight cold resistance (or none), it would probably be low-slung to avoid losing more heat to the wind. Flying is a good magical adaptation, but unless your creature is migratory, you'll need to make it immune to the bitter cold. You'll also need to make any large reptilian/amphibian creature resistant/immune as well.

Tundra monsters are prime candidates for distance attacks. Attacking at range would greatly increase their predation success rates.

Let your imagination run wild. Because there are vast numbers of insect during the summer, you could have a magical species of migratory flying whale that baleens insects like regular whales do to krill. Think about what would prey on the whale. Could intelligent species form entire cultures around hunting the flying whale? With magic, anything is possible.

GRASSLANDS

Grasslands claim 23% of all the land not covered by ice on Earth, and they are grouped into the temperate grasslands (steppe and prairie) and tropical grasslands (savanna). The main difference between the three grassland types is temperature. Steppes are coldest, and savannas are warmest. This creates a different set of species that can survive in each different environment.

Steppes and prairies receive little rain. Anywhere from 8.5-30 inches of rainfall in a single year, these grasslands barely receive too much to qualify for a wet desert and not enough for a forest. Savannas receive more rain (19-78 inches a year), but their rain falls on poorer soil and in extremely variable amounts (60-90% of the rain falls in a single period or in two distinct periods). Grasslands also have a high rate of evaporation, periodic drought (with periodic severe droughts not being uncommon), a flat or rolling terrain, and animal life dominated by grazers and burrowers. One unusual aspect of grassland is its need for periodic fires for maintenance, renewal, and eliminating encroaching woody plants in the wetter grasslands.

Grasses have adapted to both grazing and fire. Grassy plants consist of leafy shoots called tillers. Each tiller has a leafy blade and a tube-like base growing from short, stem-bearing root nodes. These nodes only grow upward when the plant begins flowering. These grasses are termed bunch or tussock grasses because they grow in bunches across the plains. The grasses that spread through lateral buds on underground stems are called sod or turf grasses. Drier grasslands favor tussock grasses while wet grasslands favors turf grasses. Ironically, both grazing and fire spur vigorous growth from grasses. Grasses wait safely underground, and when the vegetation above ground is destroyed, the belowground vegetation sprouts anew with energy stored in roots. Grasses expend their stored energy quickly to ensure their survival.

Steppe

Steppe grasslands are the coldest of grasslands and spend around 3 months per year with average temperatures around freezing. The grasses here are all short, hugging the ground like the vegetation of the tundra. Tussock grasses are typically favored over turf grasses, but this depends more on rainfall than temperature. Fescues, feather grass, and daisies dominate the landscape.

Prairie

There are three types of prairies: tallgrass, mixed-grass, and shortgrass.

Tallgrass Prairie: Tallgrass prairies are well developed in areas that could support forests, but through fire and strong competition, they maintain their hold on the land. The forests usually encroach into tallgrass prairies on hills, sandy areas and along streams and rivers. Big bluestem, goldenrods, compass plants, snakeroots, and bedstraw are the major turf grasses, while needlegrass, side-oats grama, dropseeds, and many different types of daisies are the main bunch-forming grasses.

Shortgrass Prarie: Shortgrass prairies occur where rainfall is infrequent and light. The shallow-rooted grasses maximize the moisture in the upper soil layer and don't have deeper penetrating roots. Sod-forming blue grama, buffalo grass, wheatgrass, side-oats gram, and little bluestem make up the majority of the grasses in shortgrass prairie. Sod is particularly dense in shortgrass prairies.

Mixed-Grass Prarie: Mixed-grass prairies vary between the two others depending mostly on how much rain they receive in any particular year. In wetter years, they favor the tallgrasses while in drier years they favor shortgrass. As you'd expect, mixed-grass prairies are often between larger belts of tallgrass and shortgrass, acting as buffer zones wherein species are more or less successful based upon the year's rain.

Savanna

Savannas are still very much grassland, although they enjoy more rain per year than the other grasslands and more woody plants. The most conspicuous plants are flat-leaved grasses that grow as tall as five feet. Typically one or more grass species dominate a particular area and clump, but fairly regular spacing of trees round out the average savanna view. Most trees are short-lived (except for the impressively thick baobab), and detrital-processing termites are a conspicuous component of savanna life. Their mounds sometimes grow almost as tall as some of the small trees. Savannas are hot year-round, possessing average monthly temperatures rarely lower than 68° during the coldest months. Of all the grasslands, savanna is the most dependent upon fires. Without them, dense woodlands would quickly overrun the savanna.

Farmland

There is another type of grassland, slightly less natural than the others. Hayfields and pasturelands are vast amounts of grassland created through the work of intelligent species. Most of these grasslands are recovered forestlands, cleared for settlements and agriculture. When left without intelligent care, these grasslands quickly revert back to forests, but some develop climax vegetation that resists reverting since they have been under the care of intelligent species for hundreds of years.

Grassland Fauna

Animal life on the grasslands is diverse and healthy. As in all biomes, insects are ever-present; ants, spiders, beetles, grasshoppers and many other species are found in the grasslands. Termites are especially important on savannas. Personally, my favorite insect is the dung beetle. This little creature collects poop, rolls it into a ball (sometimes as large as an apple), buries it, feeds on it, and then lays its eggs in it. The young ones finish off the ball when they hatch. This inadvertently spreads seeds, spores, and nutrients. Burrowing creatures also form a basic block of the grassland's ecosystem: prairie dogs (whose burrows can stretch for hundreds of square miles), armadillos, meerkats, moles, springhares, gerbils, bobak marmots, sousliks, and common hamsters. An uncommon burrower is the burrowing owl, who claims deserted prairie dog burrows and uses them as nests. Another burrower, the rattlesnake, claims tunnels as well, but when the prairie dogs smell him out, they try to close up the tunnel in which it is hiding. The more aggressive meerkat have been known to chase snakes away through harassing techniques.

But the animals everyone is familiar with on the grasslands are the large grazers: bison, prong-horned antelope, zebra, wildebeest, giraffe, gazelle, elephant, rhino and wild horses. Many of these creatures are major grazers in almost all grassland, and in the case of the bison, they can roam in huge migratory herds numbering up to the millions. Grasslands that lack one or more of these species usually have a replacement species. Kangaroos, those long-distance hoppers, are marsupial replacements for the ungulates in some grassland. In dry grasslands, camels may make an appearance. There's also a good chance a grassland has some species of giant bird, like ostriches, rheas, emus, or moas. These birds have lost the ability to fly but have great running speeds and a good strong defensive kick used against the larger grassland predators. Major predators include lions, leopards, cheetahs, hyaenas, and wild dogs. There are also a great many scavengers like jackals and vultures. Most grassland predators are not above scavenging a fairly fresh kill as well.

Even with all the apparent life in the grassland, the massive herds of grazers, and the packs of predators, the majority of biomass lies beneath the soil in the form of nematodes. Aboveground herbivores only consume 2%-7% of primary product, while underground herbivores account for 13%-46%. The humble creatures have the greatest effect upon grasslands. On the savanna, termites play a very important role in breaking down plant litter and modifying soil properties. Mound-building termites move tons of soil into large defensive mounds, binding them together with saliva and excrement. Termites need their food partially pre-digested by mushrooms, so they build large fungus chambers underground and deep within the mound to ensure a moist environment. They then harvest the fungi, feeding them with dead vegetation, feces, and dead termites. The subsequent heated air leaves through the fluted top tunnels, replaced by cooler air from side tunnels that breach the surface. In a way, termite mounds breath.

Magical Influences

Magic on the grasslands adds additional energy into the ecosystem, but its effects are much less noticeable than on the tundra. Of course, this varies on what type of grassland you're looking at, with the near-desert areas being the most obviously magically-affected grassland. Grassland doesn't favor either the bounty or concentration method and is usually tends to a balanced mix of them both.

Grassland Monsters

Grassland monsters tend to use their magic to amplify the already existing survival mechanisms typical of grassland animals. Increased camouflage and faster base speed are two of the most common magical augmentations, as well as acquiring the burrowing movement mode. Flight is also a good magical adaptation. A creature with both a burrow and a fly speed would be an unusual combination, but one that would work very well on the plains. Say it was a man-sized winged serpent that survived mostly on burrowing animals. It could take them like hawks and also eat them like snakes normally do, but it could also simply burrow directly to nesting site. Or you could have a Colossal burrowing creature that feeds mostly on nematodes but if it senses larger prey, it could simply swallow huge amounts of earth, effectively forming a sinkhole with teeth attached.

Like the tundra, grasslands promote magical distance attacks. Although it's much easier to sneak up on prey in grassland than in the tundra, distance attacks would be very beneficial.

Although the SRD says the digester has a tendency to be found in warm forests, they appear to me to be are more adapted to grassland movement. Bipedial movement (kangaroos, ostriches), a very fast run speed (running in a forest isn't an easy affair) and no arms (one of the few environments where just

about everything can climb and climbing is a way to access a greater energy/prey supply) seem to demand placing them on the plains where they would excel as a predator. But that's just my opinion. Maybe it was a magical experiment gone wrong, and the poor digesters are just waiting to get out of the claustrophobic forests and onto the plains where they could successfully drive the large grazing herbivores to extinction.

FORESTS

Forests have long been one of the most useful biomes for intelligent life, providing wood for heat, buildings, and tools. There are three basic types of forest: coniferous forests (taiga/boreal forests, montane forests, pine forests, and temperate rain forests), broadleaf forests (deciduous forests and temperate evergreen forests), and tropical forests (rain forests, seasonal forests, and dry forests).

Coniferous Forest

Coniferous forests have poor vertical stratification in comparison to deciduous forests. Vertical stratification is the division of communities into distinguishable vertical layers throughout a forest. Some creatures prefer to live their life in the canopy, while others spend the majority of their time near the ground. Coniferous forests have poor vertical stratification because most conifers in mature forests have the vast majority of their branches at the crown. The crowns of coniferous forests often get so thick that no other plants can easily survive on the forest floor. However, few species of conifers have thinner crown growth, allowing a grassy or shrubby understory.

Coniferous forests are often dependent upon mycorrhizae (the symbiotic association of the mycelium of a fungus and the roots of a seed plant) for healthy functioning. Dead trees also make up a very important part of the coniferous forest ecosystem. 10-20% of the forest floor is covered with fallen trees, providing food, protection, animal pathways, and reproductive sites for trees. In coniferous forests, life tends to be more concentrated around fallen trees.

Coniferous Forest Fauna: Animal life in coniferous forests is varied and adapted to the generally colder climate. Insects are prevalent in numbers, but not so in species because of the homogeny of many stands. This lack of insect diversity can lead to catastrophic infestations that devastate large tracks of the forest. Birds are plentiful; chickadees, finches, thrushes, tits, and grosbeaks are all common in coniferous forests. Most mammals are not confined to only coniferous forests (outside of the boreal, which has several exclusive species like the marten and lynx) and are commonly found in deciduous forests; deer, bear, mountain lions, and squirrels are common in coniferous forests.

Taiga

Taiga (boreal forest) is the largest vegetation formation on Earth. It covers roughly 11% of the terrestrial surface in a large coniferous belt in the high latitudes. Its northern limit is the southern limit of tundra, but its southern limit is much less distinct. In some places, taiga becomes colder grasslands after a short layer of mixed forest. In other areas, taiga loses ground to deciduous trees in the slow switch toward full-sized mixed forest. Taiga often stretches shore to shore on the largest of continents. Although it's not as harsh as tundra, it is still a fierce environment unfriendly to easy settlement and taming.

Taiga is composed of four vegetation zones: the tundra-forest ectone with open stands of stunted spruce, lichens, and moss; the open boreal woodland with stands of black spruce and lichens; the main forest mainly populated by pines and spruce with breaks of birch and poplars in disturbed (succession) areas; and the mixed-boreal forest ectone where the boreal forest begins to turn into the mixed forests of lower latitudes. Taiga is dominated by spruce, pine, birch, and larch.

Summers are short, cool, and moist while winters are long, harsh, and dry with long-lasting snow. Although not as unbearable as tundra, taiga is far from welcoming. Seasonal temperature differences are the most extreme in deeply inland parts of the taiga and can vary over 200°F. Even with warmer temperatures, little light hits the ground because of the dense canopy. This means permafrost still exists under much of the taiga. Permafrost has a chilling effect upon growth potential of the taiga. It reduces soil depth and impedes infiltration. By deterring drainage, is creates high soil moisture while slowing natural decomposition and reducing vital nutrients to the soil (like nitrogen). But the permafrost's detrimental effects are ironically increased because of the trees of the taiga themselves. Since the trees are so thick, the lack of light under the canopy only allows certain plants to flourish. Thick carpets of mosses grow in the dim light under the spruces and firs while lichens thickly grow under the pines where there is slightly more light. This vegetation (along with the layer of undecomposed needles) acts as an insulator to the permafrost. The colder the soil becomes, the more the permafrost moves towards the surface, and the less soil is available to tree roots. During periods of early warm weather, the roots are still encased in the permafrost, but the tree is loosing water through its leaves. This leads to "winter kill" where a tree dehydrates while standing in moist soil because its roots are still encased in ice and can't replenish its water needs.

One very beneficial event in the taiga is fire. Fires occur on a fairly regular basis and sweep over hundreds of thousands of acres in periods of drought. All of the trees are well adapted to fire, and unless it is too severe, fire provides a seedbed for the regeneration

of trees. Successional hardwoods favor light burns while more severe fires eliminate hardwoods, favoring spruce and pine regeneration. Fire also releases various accumulated nutrients, but more importantly, it improves the conditions for decomposition by warming the soil and exposing organic material to sunlight.

Taiga Fauna: Taiga animal life is more diverse than on the tundra, although many species share both habitats. Caribou inhabit the more northerly portion of the taiga, and their yearly migrations often lead them off the tundra to find shelter in the trees. They feed off the grasses and sedges growing in the forest-tundra ectone, and they're especially fond of the lichens living under pines. Moose, the largest of all deer, calls the taiga its home. Also known as elk, it feeds off aquatic and emergent vegetation as well as the alder and willow. Arboreal red squirrels inhabit the conifers and feed on the seeds of spruce and fir along with male flower buds while the prickly porcupine busily feeds on leaves, bark and twigs. Also feeding on tree bark is the dam-building beaver. Deer are found here in the greatest diversity (more species of deer than any other biome), and the bird population is healthy (nutcrackers, woodpeckers, and finches) feeding on seeds, cones, and insects. Many of the bird species migrate south during the harsh winter, however. There are few reptiles or amphibians (it's too cold in the winter), but the few present give live birth because there's too little sun to properly warm eggs. Insect life is far richer in the taiga than on the tundra. Major predators include the wolf (feeding on snowshoe hares and other small mammals), the pine marten (the major predator of red squirrels), several other species of weasels, as well as bears, wolves, and lynx.

Taiga animals are clothed in thick, insulating coats of fur or feathers, which are especially luxurious in winter. Many of the animals are also particularly larger than their cousins in kinder climates. This burly size is an advantage because the larger the animal, the smaller its surface area to body mass ratio, which reduces its overall heat loss. The moose (the largest deer), the wolverine (the largest weasel), and the capercaillie (the largest grouse) all make taiga their homes. The cold has also created some of the most valuable pelts in the world on the animals of the taiga: mink, marten, ermine, and beaver.

Montane Forest

Montane forests are coniferous forests in the mountains. Spruce, fir, mountain hemlock, pine, incense cedar, and the giant sequoia compose the majority of montane forests. As you can tell, montane forests share many characteristics with boreal forests, but permafrost doesn't have its icy grip on montane forests, except perhaps at their very highest elevations. Low-elevation montane forests are dominated by ponderosa pine and include the deciduous quaking aspen before eventually turning into pine forests. Pine forests consist mainly of pine trees, in particular, the scots pine. They occupy much of the colder temperate latitudes. In some places, pine forests turn into temperate deciduous forests without disturbance from fire. These pines keep their advantage over the deciduous by being better adapted to the fire regime. Pine forests also contain the valuable pitch (for fuel) and white (lumber) pines, the loblolly, longleaf, and slash pines.

Temperate Rain Forest

Temperate rain forests are forested wonderlands created by mountains. When warm and wet air currents coming off an ocean meet a tall mountain range, they dump massive amounts of water onto the ground below. Rain forests usually occur in tropical regions because few temperate air masses contain enough moisture on a continual basis. But when this happens in temperate regions, a temperate rain forest occurs. The most familiar temperate rain forest is along the western coastline of North America where the Coast Range juts up. Temperate forests have milder climates than other areas at their same latitude, but still experience significant snowfall along with summer rain. Total precipitation is around 290 inches per year. Conifers dominate temperate rain forests: western hemlock, mountain hemlock, silver-fir, douglas-fir, and massive redwood trees. All of the trees are well adapted to wet mild winters, dry warm summers, and nutrient-poor soil.

Broadleaf Forest

Broadleaf forests possess well-developed vertical stratification. Normal, unevenly-aged forests have an upper canopy consisting of dominant and co-dominant trees, under which are the lower canopy, the shrub layer, and then the ground layer occupied by ferns, herbs, and mosses. This stratification breaks up in evenly-aged forests (due fire, or intensive logging) which only have a well-developed canopy with poorly developed layers underneath (except in open areas). Coverage in broadleaf forests allows little light to reach the ground; only about 6% of the midday sun reaches the forest floor. Within this dim forest, humidity is comparatively high from all the plant transpiration, but temperatures are much cooler.

Broadleaf Fauna: Broadleaf forest animals depend upon this stratification. Some insects are horizon specific and cannot live outside of their adapted layer, but most focus on two layers outside of which they cannot survive. The greatest concentration of life in broadleaf forests occurs just above and just below ground. Many subterranean species share their space with the burrowers: mice, salamanders, squirrels, and shrews. Larger creatures are usually dependant upon the herbs, shrubs, and low trees, but birds of all

varieties fly within the vertical stratifications. Some birds favor particular areas, like the woodpecker favors the plot between the shrubs and the canopy, but many use different areas for particular actions. Territory displays may be an upper canopy activity, while nesting is a lower canopy actively.

Deciduous Forest

Deciduous forests cover vast amounts of the temperate zone. Beech, oak, ash, birch, and magnolia all make deciduous forests their home. Deciduous forests often follow rivers deeply into grasslands, creating fingers of green among the grasses. There is tremendous variety among deciduous forests, and each displays their own unique characteristics depending upon what tree or tree group composes the majority of the forest. Temperate evergreen forests occupy the sub-tropical regions of the temperate zone. They straddle the line between temperate and tropical, often including mixes of both broadleaf trees and coniferous trees. Eucalyptus, paramo, anacardia gallery, and false beech forests are all temperate evergreen forests. Palm trees, oaks, gumbo-lumbo, and magnolias are often found in temperate evergreen forests.

Tropical Rain Forest

Tropical rain forests are mostly restricted to the equatorial zone 10° N and 10° S latitude. This is the area of the planet where temperatures are warm year-round and almost daily rain falls in amounts that are measured in yards per year. Most tropical forests grow below 3,250 ft., except in situations where extremely strong wind patterns can push enough rain to higher elevations, and cannot grow in places that experience more than five months of dry season a year. There is so much vegetation within a tropical rain forest that it's hard to know where to begin describing. Lowland rain forests are very multi-layered; mountain forests have abundant undergrowth of tree ferns and palms; and cloud forests are continually wrapped in clouds and mist, covering their thickets and epiphyte laden trees. Fingers of rain forests called gallery forests follow river courses onto the savanna. There are over 1.5 million species of plants and animals in an average world's rainforest, and the rainforest's importance should not be overlooked.

Over 300 different tree species can be found in a single square mile in the most diverse of tropical rain forests. Tropical rain forests have five layers of vertical stratification, but these are poorly defined. The top-most layer, the emergent layer, is composed of the tops of trees standing 130-160 ft. tall. Unlike every other forest, these massive trees are young, rarely more than a few hundred years old. In the constant light and moisture of the tropical rain forest, trees can grow 80 feet in height and 16 inches in girth in just five years. Like every other forest, old trees fall, creating open zones for new vegetation, but these holes are rapidly filled in comparison to other forests. The emergent layer pops up over the canopy layer, making the top of the rain forest look bumpy when viewed from a distance.

The next highest stratification is the canopy proper. Composed mostly of trees 80-120 ft. tall, the canopy absorbs some 70-80% of the sun's energy. This traps moisture and keeps the forest underneath dark, humid, and still. Under the canopy proper is another continuous layer made up of trees with conical crowns. Under this layer is the shrubby layer made of young trees, tall herbs, ferns, and shrubs. At last we reach the ground, occupied by low herbaceous plants and low ferns. These layers mix and shuffle, especially on hillsides (where light can more easily reach the ground) but are generally found in tropical rain forests throughout a planet.

Compared to other forests, tropical rain forests have a conspicuous number of plants dependent on trees to provide them a lift into the light. Epiphytes, climbers, and stranglers are found in great numbers in all tropical forests. The simplest of these is the climber. Climbers (lianas) are vines with stems ranging from fine to cable-like that reach the tops of trees and then expand into the size and shape of a tree crown. Climbers can gain the heights and loop back down to the ground only to ascend once more. Climbers grow prolifically in the rain forest openings, giving rise to the common perception of the impenetrable jungle.

Epiphytes and stranglers begin life the same way but quickly take different turns. Epiphytes are plants that inhabit niches on trunks, limbs, branches, leaves, shrubs, and even climbers. Epiphytes have aerial roots, lodging themselves in the nooks and crannies of other plants. Mosses, algae, and lichens are common microscopic epiphytes, but the macroepiphytes are vascular plants. The roots of these plants never reach the ground. Many of these plants have developed desert-like adaptations because of their precarious moisture position. At the same time, they support aquatic life (some even have crabs!) in the pools of water they collect at the base of their stem. Stranglers, after attaching themselves securely, put down a series of long roots, eventually strangling the plant they occupy. An important strangler is the strangler fig that provides food for many different creatures.

The floor of most tropical rain forests is a thick mesh composed of roots from hundreds of different plants. Tropical rain forest soil is very poor, and the plants rely upon the top 12 inches of soil for the majority of their inorganic nutrients. These are supplied through the continual detrital rain falling from the forest itself. Enough detritus falls just on the nooks and crannies of the trees alone to support epiphytes (described above), and even more falls to the floor proper. In the soil, you'll find mycorrhizae, establishing a symbiotic relationship between the mycelium of a fungus and the roots of a

seed plant. Since the soil is so poor, tropical rainforests are heavily dependent upon these little fungi, even more so than the boreal forest and many coniferous forests. The bases of tropical rain forest trees are often buttressed to support their vast height. As rain forest tree roots are very shallow, these buttresses (usually plank-like or stilt-like) help the trees get a good grip in the unsteady soil by spreading their weight over a larger area.

Although diversity of animal species is unmatched in the tropical rain forest, density is not. This is partly because of the complex vertical stratification in tropical rain forests; there is simply more space within which to support life. On grasslands, there's only the surface and just under the surface, but in a tropical rain forest, there are a hundred or more feet above ground in which life goes on. Extreme specialization of some species also deters high density, such as only eating the leaves of one particular tree or only laying your eggs on one particular caterpillar. But don't let this paragraph fool you; animal life in tropical rain forests is everywhere and usually in some mind-boggling strange form.

Seasonal Tropical Forest: Seasonal tropical forests are rain forests subject to periodic dry seasons. They share many of the same characteristics with rain forests, but their yearly two-to-four-month dry season causes around 30% of all the upper canopy trees to shed their leaves. These rain forests are fairly common in areas with a monsoon season, and the leaves come back either right before the monsoon begins or right after. Happily for the forest dwellers, fruiting usually occurs right before the dry season.

Dry Tropical Forest: Dry tropical forests experience a prolonged dry period; the farther the forest is from the equator, the longer the dry period (up to eight months). During the dry season, the trees and shrubs drop their leaves and stand bare. Just before the rainy season, which can drop even more rain than in the wettest of the wet months for other tropical forests, the trees and shrubs burst back into foliage. The landscape is a uniform green color for this period. Much of the dry tropical forest consists of thorny trees.

Magical Influences

Discerning a magical influence in forests can be a difficult thing. Since most forests are in relatively lush areas, the amount of energy added magically is rather small in comparison with solar energy. Most forests mix the bounty and concentration methods, but rainforests strongly favor the concentration method while dry tropical forests strongly favor the bounty method.

Forest Monsters

Forest monsters share many traits with forest animals. Plant types are rampant in forests due to greater water availability and appear to develop mobility as a relatively common magical adaptation. Forest monsters often have climb speeds, since it's the environment for climbing, but tend to not be very fast overall because running down prey isn't as viable an adaptation. Cryptic coloring is very common, and ambush predators do well among all of the vegetation. Predators often adapt the luring method as magic makes luring intelligent creatures more possible. Some monsters develop body parts that look like innocent creatures (like a rabbit on a tree stump) for this purpose, but others use illusions for the same effect.

Forest creatures tend to favor grappling and melee attacks since sneaking up on prey is easier in forests than just about any other environment. Distance attacks aren't very useful because foliage would often interfere with success chances.

Since climbing is so important, forest creatures are rarely truly bipedal, but knuckle-walking isn't that uncommon for many monsters. Flying is a good adaptation, but usually only for smaller creatures. Depending upon the forest density, flying through trees is easier done when small, but some old-growth temperate rain forests may have enough space between trees (especially coniferous) to allow for pretty large flying monsters. There's always the option of making your larger flyer an emergent zone predator that nests at the very top of the canopy or in nearby mountain cliffs. A flying forest creature with a gaseous form would be a cool adaptation.

DESERTS AND SCRUBLANDS

Deserts and scrubland cover more than 25% of Earth's surface. These two biomes are usually found in close proximity with each other. Scrubland is characterized by a large number of shrubs, few trees, and lots of grass. The size of the shrubs varies from the tall eucalypt shrubs that are 15-25ft. tall to the dwarf shrubs less than 16 inches tall. Most scrubland is the result of low rainfall, low soil-nutrient levels, and periodic fire. Scrubland can be created through logging, land clearing or land-intensive activities by intelligent species.

Scrubland

There are two main scrubland groups: warm scrublands (mediterranean or chaparral) and cold scrublands (heath). Warm scrublands have long dry seasons (usually 5-8 months) and warm-to-hot temperatures year-round. Those scrublands experiencing their rainy season in conjunction with winter often do most of their growing, fruiting, and flowering during winter, in contrast to most other biomes. Summer is usually a hot time with temperatures sometimes surpassing 100°F. During this dry, hot time, many plants die off completely, and some species survive only as seeds during this hard period. Other plants die back to underground storage organs like bulbs or tubers.

Water storage is important for scrubland plants, and they're well adapted for it. Some shrubs are deciduous, shedding their leaves for the dry season, just like others shed their leaves for the cold season. Some shrubs have small, leathery leaves to reduce water loss while others develop roots so deep they can access the water table and continue growing year round. There's a price to pay for this however. Because they're always green and growing, they attract the attention of grazers, both insect and larger grazers. The plants have therefore developed methods to counteract this. Some have armed themselves with thorns and tough leaves while others have developed chemical defenses involving strong, distasteful juices as protection from grazers, which also deter other plants from invading their territory.

Unfortunately, or fortunately depending how you want to look at it, these same juices are highly flammable. During the height of summer, these juices are heavily extruded to ward off grazers and eventually cause inevitable fires. Some bushes are so flammable that a spark from a falling rock can make them burst into flame. These fires destroy all the scrubs and allow herbs and grasses to have a strong period of growth for a few years. The shrubs return in under a decade, however, and their chemical defenses limit the space where grasses and herbs can grow between adjacent shrubs.

Cold scrubland (heath) vegetation is an assemblage of dense to semi-dense growth of shrubs adapted to fire. These shrubs have thick-walled cells and waxy, hard leaves with small surface area. Many of these shrubs are found in other ecosystems like deciduous forest. Heathlands only occur on nutrient-poor soils. They're extensive in arctic regions and common in alpine areas throughout the world. They're also found in lowland poor soils that are commonly waterlogged. Heathlands also experience fires just like their warm-climate cousin, but not as regularly.

Both types of scrublands often play an important successional role before being replaced by a forest, provided the soil is adequate. As many scrublands are the result of misuse by intelligent species; given enough time alone, some eventually regenerate into forests. These scrublands are often thick with blackberries, hawthorns, greenbriers, and dogwoods, which rank high as wildlife food.

Scrubland Fauna: Scrublands have their own particular wildlife. The ever-present insects, mule deer, coyotes, jackrabbits, sage grouse, kangaroo, wallaby, and many different types of rodents all make scrublands their home. Birds are common in scrublands, and many migratory birds use them in their travels. Several species are particularly adapted, and even dependent upon, farmland hedgerows. Since these hedges often stand for hundreds of years, the whitethroat, linnet, blackbird, and yellowhammer have all adapted to this specific niche. Sheep and goats are excellently suited to scrublands, being close-to-the-ground grazers.

Desert

Deserts are defined by rainfall: extreme deserts have less than 2.75 inches of rain a year, true deserts have less than 4.75 inches of rain a year, and semideserts have less than 16 inches of rain per year. Deserts occupy two distinct belts between 15° and 35° latitude north and south of the equator. Deserts generally form in three ways: through high-pressure zones, mountain ranges, and continental depth. High-pressure zones result from the sun's energy and the Coriolis effect, mountain ranges create rain shadows on their leeward side (most air moisture drops as rain on their windward side), and the interior of large continents are so far removed from the ocean that the winds have already dropped all their moisture by the time they get there. Areas that experience more than one of these phenomenons become major deserts, like the Sahara with its high-pressure zones and continental depth.

Deserts have a wide range of temperatures, both annually and daily. Deserts can be cold as well as hot. Since there is little moisture or vegetation to absorb solar energy, almost all (90%) of the sun's energy penetrates and heats the ground. This makes the temperature differences from day to night great. Deserts have stark

topologies, ironically often partially shaped by water. Without vegetation, the unprotected soil erodes away under the strength of strong windstorms. When rare rain occurs, it is often very violent and forms flash floods through arroyos out onto the playas. Eventually the water finds a low spot, and for the briefest time, lakes stand in the desert. But they quickly evaporate away under the unforgiving sky, leaving only dry lakebeds, glistening with the salt particles left behind from the leached soil.

Desert plants vary depending upon rainfall. Semideserts can verge on being grasslands or scrublands, while extreme deserts have very little plant life and only in certain locations. Common plants to all deserts are cacti of some variety and short grasses, usually bunched as opposed to turf. Some cacti grow to massive size like the saguaro, but most are much smaller. All of them are well adapted to the limited rainfall and possess strong defenses (often thorns or chemical defenses) against what few grazers live in the desert. Some plants (drought evaders) only live during the brief periods of rain and then die after making seeds for the next time moisture is available, but most desert plants are drought resisters.

Desert Fauna: Animals develop the same two adaptations. Some are drought evaders that go into a dormancy stage during dry periods. For example, the spadefoot toad remains underground in a gelatinous-lined, watery cell and only makes brief reproductive and feeding appearances during the "rainy season." Intelligent species in the desert are not above making these toads' watery cells a source of water in necessity. Nothing's quite as refreshing as a bit of toady water to quench a thirst! Desert food webs are generally simple in comparison to other biomes, both in width and length. In semi-deserts, like on savannas, termites can play major roles in the ecosystem by reducing, transporting, and concentrating nutrient resources.

Reptiles are common in deserts along with birds. Reptiles need significantly less food than mammals, and birds have a big advantage with flight. Since resources are often scattered over large distances, flight makes survival easier than terrestrial movement. Few large animals call the desert home, but camels, oryx, wild horses, pumas, and coyotes successfully survive the desert's challenges. A few rare herds of elephants survive in the true desert by constantly moving from oasis to oasis and mixing their environment with forays into the savanna. These elephants of the desert remember the location of each oasis, even though some are days apart through sandy country.

Magical Influences

Like tundra, deserts are greatly affected by magic. Unlike tundra, most deserts seem to favor the concentration method over the bounty method in the deep desert while favoring the bounty method near permanent rivers. The deep desert is notorious for its bizarre and aggressive magical life forms.

Scrubland and Desert Monsters

The most important limiting factor in the scrubland and desert is the lack of water, and monsters are designed just like the native plants and animals to cope with this limitation. Scales and exoskeletons are good adaptations for most monsters, and plant types can magically deal with water scarcity. Monsters that look something like arthropods or reptiles make for good scrubland or desert monsters.

Flying is a good predatory adaptation because it allows a predator access to a greater territory even though it requires a larger amount of energy. Since prey is rarer, larger territory is important. Burrowing is another great adaptation in sandy deserts as it both protects from the sun and allows access to the many small nocturnal creatures.

Cryptic coloration and distance attacks are good magical adaptations in scrubland and desert environments. Any illusionary water source would be a sure-fire method of luring prey, and certainly it would lead to an occasional dead adventurer as well.

RIVERS AND LAKES

The first of our aquatic biomes, rivers and lakes are created by water's search for equilibrium in its environment. Only a fraction of a percent of all the water on a planet is in rivers or lakes, but this fraction is very important to life. Rivers and lakes are always life-rich zones, especially in harsh dry lands. Besides their life-giving similarities, rivers also share physical characteristics.

River

Every river, regardless of its size, begins somewhere as a spring or a seepage area, or they begin as an outflow from a pond, lake, or glacier. The water drains away from its source, following the lay of the land and underlying rock formations. This rill erodes small furrows that eventually turn into gullies. As it continues its downward movement, especially in steep areas, the water picks up a load of debris and carries it along. This helps the river cut more quickly as debris-laden water abrades the ground and rock faster than water without debris. Sooner or later the water deposits its load on its bed, along its bank, or in a pond, lake, sea, or ocean. In a mountain, this erosion eats away more strongly at the head of a gully, eventually cutting it backward up the slope and increasing the drainage areas.

Close to its source, a stream is usually small, straight, and swift because of the generally steeper gradient, and some possess waterfalls or rapids. Downstream, where the gradient is less steep, the stream's speed decreases, and it may start to meander, leaving behind its load of

sediment on its banks or on its floodplain. Whenever a stream flows into a lake or a river flows into the sea, the speed of the river is suddenly checked by the large body of water. This forces the river to quickly deposit most of its debris load in a fan shaped pattern known as a delta. These deltas can be immense, but most of them are much smaller.

Streams are classified into orders depending upon their merging. For example, streams without any tributaries are first-order streams. Whenever two streams of the same order merge, they become one stream of the next highest order. In other words, a second-order stream is created when two first-order streams meet, and two second-order steams joining together create a third-order stream. Streams are generally headwater streams if they belong to orders 1-3 (around 16 inches to 30ft. wide), medium-sized streams if they belong to orders 4-6 (around 30-150ft. wide), and rivers if they belong to orders 7-12 (around 150ft. to a mile or more wide). These are useful approximations, and as always, some rivers are atypical.

River Fauna: River speed and size determine river life. Fast rivers are more barren than slow ones, large ones are more populated than small ones, and higher order rivers have larger organisms and usually more diversity as well. Few plants can live in streams with a stony bed, but mosses, liverworts, ferns, shrubs, and trees often grace their riverbanks. In dryer climates, trees and shrubs can follow streams or rivers through terrain they could not normally survive. Headwater streams are typically swift, fairly cold, and often lie in forested regions. 90% of their organic input comes from detritus from the surrounding terrain falling into the stream, with a large portion of that being leaves. Headwaters that are out in the sunshine can get the majority of their organic material from autotrophs, but even then, most of that material ends up in the detrital (as opposed to the grazing) food chain. At this point, all creatures are fairly small as the streams are fairly small, but these headwater streams and medium-sized streams act as detrital collectors from their drainage basins. Feeding a full-sized river with great amounts of detrital material provide a good stable base upon which to support larger life. Full-sized rivers support many creatures. Insects, fish, birds, mollusks, crustaceans, hippos, crocodiles, turtles, manatees, otters, beavers, and even freshwater dolphin all live within the water. The river also supports life outside of its banks simply by being a source of drinking water.

Lake

Lakes are depressions in the landscape filled with water. This doesn't sound like much, but lakes have long entranced intelligent species with their ready resources. Lakes are anywhere from 3ft. to 6,500ft. deep (or deeper) and provide a constant resource to intelligent life. Along their banks, lakes possess very similar vegetation and wildlife as do rivers, but often without as great a worry of flood. Lakes are vertically stratified just like any three dimensional environment with certain species favoring shorelines while others prefer the depths. Lakes provide a constant source of water, and life is denser near them.

Both the vegetation and wildlife around lakes depend upon the surrounding landscape. However, lakes can have a geographically isolated effect upon the water-breathing creatures within them. In this manner, lakes function like aquatic islands, places where evolutionary specialization occurs. Old and large lakes can have many species unique to their waters and can even hold the last few remnants of ancient species that have been out-competed by newer species throughout the rest of the world. Every great lake has its special monsters.

Magical Influences

Rivers and lakes favor the bounty method for magical energy. They teem with even more life than normal, and the highest level predators (generally monsters) are rarely short on food. This also means that rivers and lakes provide more bountiful food sources for the intelligent creatures nearby.

River and Lake Monsters

Monsters of the rivers and lakes use magic like all other creatures–to overcome their environment's limitations. The amphibious ability is perhaps the greatest river and lake monster adaptation, but many others prove useful as well. Lakes that are deep enough to have a dark zone (roughly below 200 yards of the surface) will have monsters that are similar to oceanic ones. Truly deep lakes will often have freshwater equivalents to their salt water brethren–convergent evolution in action. At deeper levels, better or magically enhanced sense, would be a great advantage to any predator. Darkvision would be very useful, but keen senses (especially sonic) would perhaps be more so.

SWAMPS AND MARSHES

Swamps and marshes are wetlands where the rivers and lakes mesh with the soil, lands in which the water is just as important as the soil in life's movement. Wetlands come in three basic varieties with significant differences: basin wetlands (wetlands created by depressions in the land and by water flowing vertically), riverine wetlands (wetlands created by rivers and streams and by water flowing in one direction), and fringe wetlands (wetlands created along the coast of large lakes, seas, or oceans and by water flowing in two directions). Wetlands dominated by herbaceous vegetation are called marshes while wetlands dominated by trees are called swamps. Wetlands in which a significant amount of water is retained in decaying vegetation are called peatlands or mires. Peatlands dominated by sedges and in which water flows up are called fens. Peatlands in which the majority of the water arrives in the form of precipitation and are dominated by sphagnum moss are called bogs. Moors develop where the compressed peat of mires acts as a barrier between the water and the soil. The water collects on top of the moor (much like water and permafrost actually) and forms a perched water table above the true soil. Some of the most dangerous bogs are termed quaking bogs. These bogs form when a lake basin slowly fills in from above as layer after layer of sphagnum moss falls to the lake floor. Eventually large floating mats of moss completely cover large pools of water, creating a death trap for any unlucky or foolish creature.

Swamps and marshes are very rich ecosystems with productivity of the best wetlands matching that of rainforests. Vegetation is measured along the hydrosere, an imaginary line running from the dry outer edges to the heart of the wetlands. Along this line plants slowly adapt to the increasing water levels. Sometimes as plant material builds up, water plants (like waterlily) are slowly replaced with emergent species that normally root in the shallows. These emergent species often grow fast and thick, papyrus being a good example. Papyrus forms in floating mats that break away from the main body and float away (similar to icebergs calving off of ice shelves, but much smaller of course).

Swamp Flora: In swamps trees compose the main part of the vegetative biomass, and they are adapted to their submerged existence. As the ground is unstable, they develop buttressed roots to keep them upright. They often develop aerial roots that peep over the water top to collect needed oxygen because there is very little oxygen in the soil under the water. This is particularly evident in mangrove swamps. Mangrove trees, whose stilt-like roots provide both stability and oxygen to the plant, dominate mangrove swamps. Mangrove swamps are salt-water swamps found along coastlines that play a slow and important role in claiming land from the ocean. As they grow and die and grow and die, they slowly build up the swampland above the sea level while pushing the boundaries of the swamp further out into the sea. The basket-like complexity of the mangrove roots provides a haven for the young of many ocean fish.

Marsh Flora: Marshes are composed mainly of herbaceous vegetation like bulrushes, papyrus, cattails, wild rice and many different types of grasses. Marshes can be both fresh water and salt water. The majority of marshes tend to be fresh water, but along seas or oceans, salt-water marshes are fairly common. Salt-water marshes often have tidal concerns not addressed in freshwater marshes. Depending on the tide, the marsh can be nearly dry, almost completely submerged, or any step in between. These marshes are the home to the ubiquitous fiddler crab. These fellows have both lungs and gills, endure periods of cold winter without oxygen, have salt-control systems allowing them to move freely between salty and fresh water, omnivorously eat algae and small animals, and turn over the soil like earthworms as they dig their burrows.

Swamp and Marsh Fauna: All wetlands are rich with animal life. Their many different water levels provide great environments for crabs and many other crustaceans. Fish find wetlands good environments because they provide continual detrital food as well as good shelter for the small fry. This often leads to vast amounts of waterfowl that find food comparatively easily. Herbivores find wetlands a haven of many sorts. Snails, geese, mallards, and hippos all find plenty of food. On prairie marshes, the muskrat is often the top herbivore, capable of eating out emergent vegetation to create open-water marshes. Mink prey upon the muskrats and usually keep their numbers to reasonable levels. Other small predators include raccoons, foxes, weasels, and skunks that keep the waterfowl numbers in check. Larger predators feature the fearsome crocodile, alligator, and anaconda. These three reptiles are renowned ambush predators.

Magical Influences

Swamps and marshes are unique individuals. Some favor the bounty method, while others favor the concentration method. There appears to be little rhyme

or reason in magic's effects, but one can generally tell the difference fairly quickly. Bounty method marsh and swamps are, like regular marsh and swamps, full of life and greenery, but even more so. Concentration method marsh and swamps are the exact opposite; they are often dead places, reeking from massive decomposition that appears to have no natural organic source. If there's so much rotting material where did that material come from since there are few living creatures within sight? Some large swamps have areas which are bounty and areas that are concentration. PCs are well advised to be on their best guard when entering a concentration method swamp.

Monsters

Swamp and marsh monsters vary as much as their environments. Being terrain of both water and land, monsters are often adapted for both, but monsters that specialize in one environment aren't rare. In swamps, the trees often form a forest over wetland and swampy pools, creating monster development much like forests above. Marshes share some traits with grasslands (excepting burrowing of course, but marsh burrowers are also water breathers), and marsh monsters often develop similar adaptations. Since water is plentiful in marshes and swamps, the limiting factor is usually light and temperature. Cold marsh/swamps are very different that warm marsh/swamps; the former similar to tundra/taiga in the summer and the later often much like rainforests.

COASTLINES, OCEANS AND ISLANDS

Oceans, coastlines and islands are as variable as the climate in which you find them, but they almost always share some similar characteristics. Freshwater coastlines teem with life as animals of all sorts enjoy the constant water source. Saltwater coastlines teem with marine life, as over 90% of all the life in an ocean exists within 150 miles of shore. Freshwater islands usually find themselves occupied because of their defensive abilities, and saltwater islands are breeding grounds for strange and unique creatures, becoming an oasis of marine life in the deep ocean.

Coastline

Far in the north and south of a world, coastlines are the rare places where life exists. Cold breeding grounds for seals, walruses, penguins and many different fish create a ring of life around dead, barren land. The coastlines of the rest of the world are just as important, even if not occupied by thousands of languishing mammals. Coasts vary with environments; they can be sheer cliffs, sandy beaches, mudflats, rocky beaches or any combination. Coasts are constantly changing as well, not only from undercutting and sand migration, but also from tidal effects. On some coasts, the tidal range can be greater than 50 feet. All of these different environments contain different species adapted to the rhythm of the coastline.

Coastlines are so often rich in life because they provide photosynthetic phytoplankton (especially where oceans upwell nutrients). Phytoplankton are like the plants of the sea; they are the building blocks upon which almost all ocean life depends. Remember my earlier statement that terrestrial food web rarely exceed four trophic levels? In the open ocean, there are commonly five to six different trophic levels. Phytoplankton are eaten by herbivorous zooplankton, who are eaten by carnivorous zooplankton, who are eaten by small carnivorous fish, who are eaten by larger carnivorous fish, who are eaten by very large carnivorous fish (dolphins, sharks), who are then sometimes eaten by the monstrous tyrants of the seas. Ocean food webs are often long and wide, but some species intensely specialize into smaller food webs just like their terrestrial neighbors.

Estuaries: Estuaries are a type of coastline where rivers feed into the ocean. Freshwater mingles with the salt water to create semi-enclosed parts of the coastal ocean where fresh water and salt water mixes. As the river nears the sea, they drop their sediments into the riverbed just inside the mouth of the river. These sediments build dam-like barriers to the river, but the river keeps finding new ways to the ocean. Though this process sounds similar to delta building, the process that makes estuaries is not as advanced as deltas. You could say that deltas were at one time estuaries, but not all estuaries turn into deltas. If a river's flow is slow, the ocean tide may roll up the river, creating a tidal surge and giving rivers miles from the sea a brackish taste. It is not unheard of for sharks to swim up these tidal rivers and are sometimes found miles inland. If the tide is very pronounced there can even be a tidal bore, a very strong tidal surge than can roll up rivers for up to two hundred miles in something that looks almost like a reverse flash flood. But most rivers don't experience this effect and instead throw out a layer of freshwater over the salt water of the ocean. Since freshwater floats on salt water, this area of fresh water created by a river can sometimes be immense. For example, the biggest river on earth, the Amazon River, creates a layer of drinkable freshwater over the ocean 40 miles out to sea before mixing with the salt water. Needless to say, the marine life in this area is unique.

Ocean

The deep ocean is a different matter completely. Life is strange, harsh, and largely depends upon the dead matter that falls from above in a constant putrid rain. The deep ocean is dark, cold, and highly pressurized, but creatures calling the endless depths their home are well equipped. Bioluminescence is common and used

for attracting prey (angler fish), defensive purposes (some jellyfish), and as a way of finding a mate. At the bottom of the sea are filter feeders (slow detritus-eating bottom movers), quick opportunist detrital feeders, and predators. Food is relatively consistent though scarce, and feeding frenzies ensue when great amounts of detrital material makes its way to the bottom. When a large creature (like a whale) dies and sinks to the sea floor, it provides plentiful food for the benthic creatures for a year and half.

The deep ocean is also home to hydrothermal vents found along volcanic ridges. These springs constantly vent very hot water rich in minerals (mostly sulfides). Temperatures around these vents get as high as 550°F, heating the surrounding water from its typical 35°F to 45°F-60°F. These vents support a rich diversity of unusual life. Giant clams, mussels, polychaete worms, and crabs of many different species live around the chimney-like black and white smokers (vents are defined by the color of material they extrude). The primary producers in this environment are chemosynthetic bacteria that oxidize the sulfur compounds to form organic matter. The consumers of these creatures have developed unique ways to avoid sulfur poisoning that would happen with most other organisms.

Magical Influences

In the ocean, magic is usually found in the concentration method within the photosynthetic region (around 200 yards from the surface) and the bounty method in the dark. This tends to create tougher, stronger monsters at the surface and increases overall biomass in the depths. In the depths, magic provides an alternate source of energy (besides the ever-present falling detrital snow), creating a grazing food chain that is all but absent in non-magical waters.

Coastlines and islands vary from location to location. If an island or coastline is already fertile without magic, the concentration method appears to be most common, but if the coastline or island is rather harsh, the bounty method is often used.

Oceanic and Island Monsters

Island monsters, like their animal counterparts, usually show a very strong adaptation to a localized environment. Certain island monsters develop differently than their continental versions, leading to many different types of the same monster species. This can make exploring an uncharted island that much more exciting for players. Pull out all the twists and templates you can to make island monsters slightly different than their more familiar cousins. Island coastline aquatic creatures follow the same general rules; they'll be different as they have evolved differently.

Oceanic monsters favor grappling or swallowing whole as their main means of food acquisition. Ranged attacks aren't very useful since water is very resistant, but some aquatic monsters may develop a magical version of the spear gun–a ranged attack that grapples. Speed is a very good adaptation as visual sensory ranges are often limited. Most energy attacks are rather ineffective underwater, but sonic attacks could be especially powerful.

UNDERGROUND ENVIRONMENTS

There are two main types of underground environments: crafted structures and natural caves. These two underground types are defined by their current status. Many underground environments are variations on these basic types or combinations of more than one of them. Sometimes old underground environments are used again and again by different inhabitants for different purposes.

Crafted Structure

Crafted structures are made to for a purpose, but the purposes are vast and often change over time. There are three types of crafted structures: occupied structures, ruined structures, and safe storages. Often, a natural cavern complex connects with a crafted structure, the caves having been discovered when the manufactured underground environment was delved.

Occupied Structure: This type of underground environment is still in use. Creatures (usually intelligent) live there, although they may not be the underground environment's creators. An occupied structure might be a home, a fortress, a temple, an active mine, a prison, or a headquarters. This type of underground environment is less likely to have traps or wandering beasts, and more likely to have organized guards—both on watch and on patrol. Traps or wandering beasts that might be encountered are usually under the control of the occupants. Occupied structures have furnishings to suit the inhabitants, as well as decorations, supplies, and the ability for occupants to move around (doors they can open, hallways large enough for them to pass through, and so on). The inhabitants might have a communication system, and they almost certainly control an access to the outside.

Some underground environments are partially occupied and partially empty or in ruins. In such cases, the occupants are typically not the original builders but instead a group of intelligent creatures that have set up their base, lair, or fortification within an abandoned underground environment.

Ruined Structure: Once occupied, this place is now abandoned (completely or in part) by its original creator or creators, and other creatures have wandered in. Many subterranean creatures look for abandoned underground constructions in which to make their lairs. Any traps that might exist have probably been set off, but wandering beasts might very well be common.

Safe Storage: When people want to protect something, they might bury it underground. Whether the item they want to protect is a fabulous treasure, a forbidden artifact, or the dead body of an important figure, these valuable objects are placed within an underground environment and surrounded by barriers, traps, and guardians.

The safe storage type of underground environment is the most likely to have traps but the least likely to have wandering beasts. This type of underground environment normally is built for function rather than appearance, but sometimes it has ornamentation in the form of statuary or painted walls. This is particularly true of the tombs of important people.

Sometimes, however, a vault or a crypt is constructed in such a way as to house living guardians. The problem with this strategy is that something must be done to keep the creatures alive between intrusion attempts. Magic is usually the best solution to provide food and water for these creatures. Even if there's no way anything living can survive in a safe storage underground environment, certain monsters can still serve as guardians. Builders of vaults or tombs often place undead creatures or constructs, both of which have no need for sustenance or rest, to guard their underground environments. Magic traps can attack intruders by summoning monsters into the underground environment. These guardians also need no sustenance, since they appear only when they're needed and disappear when their task is done.

Natural Cave

There are three main types of caves: limestone caves, lava caves, and ice caves. In general, caves have a very stable environment in comparison to the surface. Everything changes much slower, though change does occur. Temperatures vary based upon air movement, and the slight discrepancies between the deep cave and the surface cave create wind. The slight differences in humidity also create the cave's form of rain: the alteration of the dew point. Some places are naturally more humid and wet than others. But all of these things only occur in "live" caves. Dead caves no longer have water flowing through them and contain almost no life.

Crafted structures can be connected by a natural cavern complex, linking two otherwise unrelated crafted underground environments and sometimes creating a strange mixed environment. A natural cavern complex joined with another underground environment often provides a route by which subterranean creatures find their way into a manufactured environment and populate it, almost becoming a crafted structure itself through centuries of use.

Limestone Cave: Limestone caves are the caves most familiar to explorers, and they are the most common. They form when water dissolves limestone on its way through the water table or down to the table. The water dissolves limestone due the acidity picked up as it falls through the air and travels through stone. Most other stones are more resistant than limestone (although gypsum and halite are exceptions to this rule) and are not eroded in such a manner. Over long periods of time, these small erosions create large caves or even massive cave complexes.

This erosive process usually begins on the surface. Over time, sinkholes form on the surface and feed the cave system. Over these cave systems, water doesn't flow very far on the surface before descending into a sinkhole. Some sinkholes become clogged with debris, plugging the drain into the cave system and creating sinkhole ponds. These sinkhole ponds also unplug and drain several acres of water into the cave system overnight. More disturbing are sinkholes that result from collapsing caves. These sinkholes are as deep as 150 feet and several acres in size. The pockmarked terrain feeding cave systems is called karst topography.

Within the cave, the same erosive process creates many mineral decorations. As the mineral-laden water moves, it deposits some of its load through evaporation. This creates the numerous pleasing formations found in caves. Many of them are carbonate speleothems, and they're classified according to their shape. Stalactites, stalagmites, soda straws, cave bacon, columns, draperies, and flowstones are all carbonate speleothems, decorating natural underground environments.

Lava Cave: Opposite of limestone caves are lava caves, created through the movement of lava from geological hotspots (mostly volcanoes). Lava flows eventually enclose themselves because the outer layers harden while the inner layers still flow, carving long tubes under the hardened shell. If the lava evacuates the tube, lava caves are born. Lava caves share formations with limestone caves, but they're formed differently. Cooling lava creates tube formations as it splashes, drips, flows, and spatters.

Ice Cave: Ice caves are caves created in large pieces of ice, usually glaciers. Most ice caves form as flowing water etches open areas within the ice. Sometimes ice caves form when ice breaks open, snow fills the crack, and the snow compacts into ice, though this method is rarer. Ice caves are particularly dangerous to explore, as they are the most transitory of all caves and often unstable. Unlike limestone caves and lava tubes, ice caves fluctuate faster than typical geography since water cuts through ice rather than stone.

Cave Fauna: Cave life is minimal without photosynthesis, but there are three classifiable types of cave life. Troglobites can only complete their life cycles inside a cave system (eyeless fish, shrimp, and crayfish). Troglophiles can complete their life cycles in caves if there is food enough (worms, snails, cave crickets, cave spiders). Troglexenes cannot complete their life cycles inside a cave, but use caves for shelter

or other important behaviors (bats, rats, flies). Much of the life depends upon the detrital chain; for example, flowing water brings decomposing creatures to feed the eyeless fish, shrimp and crayfish. Some caves support chemosynthetic life, though this relies on hydrothermal venting or water traveling through super-saturated stone. Magic plays its greatest role underground, where magiotrophs form the base for a complex underground food web.

Magical Influences

Even more so than tundra, underground biomes benefit the most from magic. Almost exclusively, underground environments utilize the bounty method, providing life where life would never be possible. The limiting factor underground is light, but water is scarce as well. If water is present, molds and fungi flourish in dark, cool, damp places. While some are as inoffensive as the normal dungeon slime, others are quite dangerous. Mushrooms, puffballs, yeasts, mildew, and other sorts of bulbous, fibrous, or flat patches of fungi can be found throughout most underground environments. They are usually inoffensive, and some are even edible to PC races (though most are unappealing or odd-tasting). Since magical fungi of all sorts thrive in caves, sometimes growing in huge forests of mushrooms and puffballs, subterranean predators prowl around looking for those feeding upon the fungi. Some varieties of fungus give off a phosphorescent glow, providing a natural cavern complex with its own limited light source. In other areas, a *daylight* spell or similar magical effect provides enough light for green plants to grow. Such occurrences are, of course, the result of intelligent creatures.

Monsters

Underground magic is a requirement for any large life. The natural animals are usually small and harmless but underground monsters are often the stuff of nightmare. Just like deep water is full of the strangest, most bizarre, and bone-grindingly unusual creatures, the magical underground environments are rich in similar life forms. Magical sensory adaptations (darkvision, blindsight, tremorsense, etc) allow underground monsters to assume roles beyond simply hoping prey wanders close by, but even these senses are not as good as regular sight above ground where vision can extend for hundreds of feet.

Underground monsters are usually melee combatant rather than ranged combatants; there's simply no need to develop a ranged attack in such an enclosed environment, but when ranged adaptations

do occur, they are frequently no more than a 30-foot attack. Burrow speeds (especially through rock) is perhaps the best underground adaptation after a sensory one, but it's far from necessary. Underground creatures are usually not very large, and if they are they often have remarkable roach-like squeezing abilities that allow them to get through the many tight spots found in their environment.

Territory is usually quite a bit larger (distance wise) than terrestrial creatures, since so much of the surrounding is solid stone. Most large predators utilize powerful magical digestive systems to pull out every last bit of possible energy if their prey. Some creatures solely subsist via a magical digestion, relying upon rocks and minerals as their energy source. These creatures are effectively autotrophs and add large amounts of available energy into the underground food web.

MOUNTAINS

Mountains are the most variable of terrain. Within them you may find boreal forests, grasslands, wetlands, and scrublands. Almost any of the other environments may be found in mountainous regions. Mountains are most influenced by latitude. If two mountains are of the same height, the mountain in the higher latitudes has fewer climate zones than the mountain found closer to the equator. The next factor is mountain elevation; for every 200 ft. (roughly) the average temperature drops 0.7°F. Another main influencer on ecosystems is rain; a mountain usually has a "wet" side and a "dry" side depending on the general direction of the wind. The difference may be slight, but rainfall differentials increase with tall mountains and wind that consistently flow from one direction. The last factor is sunlight. Many mountains have a sunny and a shady side that greatly influences what plants flourish. Mountains are a microcosm of the greater systems on a planet.

Mountains act as islands on an earthly sea. Their creatures develop in sheltered environments that tend to favor specialization and speciation. This is not to say that mountains only have unique species; many mountain species live both on the slopes and the flatlands. However, mountains facilitate small and specialized ecosystems when compared with the surrounding terrain. Some mountain ranges are home to dozens of different species of the same creature, and some creatures are only found on particular mountains. This effect is most noticeable on tropical mountains, as the cool temperatures found on their slopes are to be found nowhere else for hundreds, perhaps thousands, of miles.

Magical Influences

Magical influence in mountains is addressed under each individual biome.

Monsters

Mountain monsters are more dependent upon their actual biome than upon their geographical feature for adaptive purposes. However, certain areas such as cliff faces are almost unique to mountains and adaptation to "life on the edge" can create specifically mountain-oriented monsters. Mountain creatures are often associated with the underground environment as caves are usually plentiful in mountainous/hilly terrain.

HOW DOES IT INTERACT WITH OTHER SPECIES?

Individual behavior varies wildly depending upon species, but the interactions between organisms share a lot of common ground. The primary rule obeyed by almost every creature is, "If it's bigger than you, avoid it." This applies to all types of animals throughout all the various life roles. With only a few exceptions, herbivore, predator, and detritivores all shy away from bigger creatures because things bigger than you generally possess a greater threat simply due to their size. This primary rule often extends to things of the same size, for even then caution is a worthy trait. Animals tend to use caution when dealing with multiple creatures. Several creatures of the same type working together triggers the warning alarm for many creatures. Many predators work in pack groups, and every creature moves out of the way when a herd of herbivores stomps through. Most creatures (even predators) do not attack under these circumstances unless they feel threatened or if they have young. The protection instinct is very strong.

Interspecies interactions can be classified according to effects the interaction has upon the fitness of each interacting creatures. There are three basic outcomes from interaction: positive, neutral, and negative. All of the possible combinations are contained in the below definitions. These six ways describe the vast majority of interactions between two species. Interactions between three or more species usually become much more complex due to overlapping chains of causality.

For example, consider four interacting species: A, B, C, and D. Species A and B are obligatorily mutualistic, meaning they benefit from each other and they require each other for survival. Should species C predate upon A while species D predates upon C, any change in either A or B results in changes to both C and D. Although D and A have a neutral relationship, they're effectively linked together, and their survival is related.

Unrelated

Two creatures that have no interaction with each other are considered unrelated. Neutral/neutral relationships, where two creatures interact but the interaction neither helps nor hinders either are also unrelated. Many creatures have contact with others from which neither receives any benefit or detriment.

Mutualisitic

Two creatures that interact to the benefit of both are considered to be mutualistic. Nature abounds with such examples, both biological and behavioral. For example, birds and grazing mammals are often mutualistic with the bird eating the insects off the grazing mammal, and the grazing mammal becoming more fit because it has fewer parasites. Small fish and sharks are also mutualistic with the small fish swimming into the mouth and gills of the large shark to clean it of left-over kills, thereby increasing its fitness. An example of behavioral mutualism is humans and dogs; humans train dogs for hunting, increasing the fitness of both through mutualism. Behavioral mutualism is not limited to interspecies relationships. For example, mountain tribes trade grain with fishing villages in exchange for fish; both groups' fitness is increased through a more diverse and stable diet.

Some mutualistic relationships are so obligatory and symbiotic that it's hard to tell where one species begins and the other ends. The line between the interacting populations gets blurred. One very important mutualistic relationship is between several species of trees (conifers, oaks, and birches) and certain fungi (generally called mycorrhizae). Commonly found in many temperate and tropical forests, mycorrhizae infect the tree's roots creating a mass of fine fungal filaments in the soil. These filaments penetrate the root cells of the host and form a bunched network linked to the extended filaments in the soil. The fungus acts as extended root hairs for the tree, providing it a larger radius from which to pull nourishment. Mycorrhizae increase nutrient absorption, produce growth regulators, mobilize nutrients in infertile soil, and make certain nutrients bound in silicate minerals available to the tree. Also, the fungus reduces a tree's susceptibility to pathogenic invasion by providing a physical barrier and stimulating the roots to elaborate chemical defenses. Without this fungus, the trees cannot become established, survive, and grow.

Mycorrhizal interactions also occur between plants and animals. Truffles, of which one particular species is that expensive and delectable fungus, are dependent upon small mammals to dig them up, eat them, and defecate their spores throughout the forest floor. Mycorrhizal spores cannot germinate until they come in contact with tree roots. Thus a three-way obligatory relationship exists. The tree depends on the mycorrhizae for nutrient uptake, the mycorrhizae depend upon the tree for an energy source, and both the tree and the mycorrhizae depend upon small mammals to spread spores. It should also be noted that many of these small mammals receive a large portion of their food from the truffle, so there is additional dependency. Without the simple fungus and the small mammal, there wouldn't be the trees. Such is the nature of mutualism.

The relationship between the trees and the fungus is symbiotic (they're in close proximity) while the relationship between the fungus and the small animals is nonsymbiotic because they live apart but are still dependent upon one another. Nonsymbiotic relationships abound; one notable example is the 900 species of tropical figs that all have complex obligatory relationships with fig wasps for pollination purposes. Reproductive reasons are the driving force behind many nonsymbiotic mutualistic relationships since many plants rely upon animal dispersers (in feces) for survival. Some plants have developed shelter roles for certain animals, notably ants. The thorn acacia acts as home to a particular species of ant. The ants derive almost all of their nutrition from the acacia and use it for shelter. In exchange, the ants protect the plant from herbivores. The instant the acacia is disturbed, the ants boil out of their shelters, emitting repulsive odors and attacking the grazer until it is forced to leave. Neither the ants nor the acacias can survive without the other.

Mutualism is an evolution of predator-prey, parasite-host, or commensal relationships. Initially, one member of the relationship increases the stability of resources for the other, and in time, the energy benefits improve the fitness of the first. This is rare, but given the diversity of nature and the amount of time in which these events happen, it only has to occur a few times to create new mutualistic relationships. Selection then favors the mutual interaction to the point that the two eventually become totally dependent upon each other. Nonsymbiotic relationships are created from exploitation. In the case of flowering plants, birds and insects first came to feed on pollen and nectar. This exploitation led to increased fitness for the plants they inadvertently pollinated, and as a result, selection then favored the development of mechanisms to keep up the relationship.

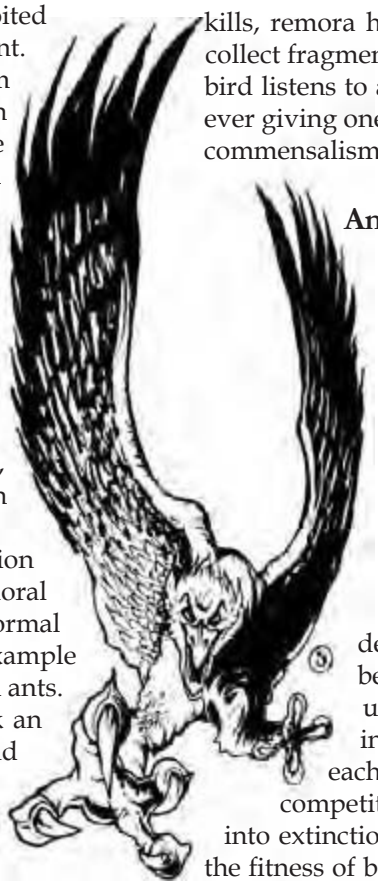
Predation/Parasitism

Two creatures that interact to the benefit of one and the detriment of the other. It is sometimes argued that predation is beneficial because it maintains a stable, healthy population and if the predator were to vanish, the prey species would continually cycle through periods of starvation/die-off and population booms. But these cycles would just be a more amplified version of the typical predator-prey cycle. Prey species kept "in check" by a predator are not receiving any real benefit. Although predation may appear beneficial, it is not.

Parasitism is a condition in which two organisms live together but one gains its nourishment at the expense of the other. Mosquitoes, leeches, ticks, and dozens of microscopic bacteria are common parasites. Parasites even have parasites of their own, and in terms of raw numbers, more creatures are parasitic than self-supporting. The one-sided benefit and detrimental effects of parasitism are evident; everyone knows you really don't want to be a host for some little blood-sucker.

Strictly speaking parasites get their nourishment from the tissues of their larger hosts, which is an unusual situation of the weak attacking the strong. Unlike predation, parasitism is not supposed to kill the host, although the host may end up dying because of reduced fitness created by the parasite. Parasites include viruses, bacteria, fungi and an array of invertebrates like arthropods. A heavy load of parasites is considered an infection, and the outcome of an infection is termed a disease. Parasites can be plant or animal, live inside or outside of a host, and even be parasitic only part of the time or through a particular developmental phase.

To parasites, the host is their entire environment, their habitat. Every animal and plant is a potential habitat for parasites, and they have exploited these possibilities to the fullest extent. No part of any living entity is safe from parasites: in the blood, on the skin, in feathers, in the heart, in the lungs, in the intestines, on the leaves, on the roots and branches, in the gills, in the bladder, in the pancreas, in the brain and spinal cord, and in the gonads. Parasites often specialize intensely as a host creature usually provides a stable environment, but many parasites have a small family of creatures on which it preys. Often there are cycles in a parasite's life where it lives in one host as a young creature, then lives another part of its life in another creature.



Social parasitism is a unique adaptation of the parasitic concept in behavioral manners. Some species can usurp the normal functioning of another species. A good example is the queen behavior in some wasps and ants. A newly mated wasp queen will attack an established colony of her own species and displace the resident queen. Some wasp queens will lay eggs in another species nest, and the host nest queen will often reduce her own clutch by the number of new eggs added by the parasitic queen. Some ant queens will invade another ant queen's nest, kill her, and use the dead queen's drones to raise the new eggs. Eventually the ants from the old species die off after caring for the new generation of the invader's ants. Some birds will lay their eggs in the nests of other birds and let the other birds care for them.

This "host habitat" ecology makes parasites some of the most unusual creatures in any world and often the most feared. No intelligent species likes the idea of other creatures living on or within them. There is a natural distaste for this and with good reason because parasites tend to reduce fitness levels. Of all the parasitic adaptions, parasitoidism is perhaps the most disturbing. In parasitoidism, a organism lays its eggs on or in another creature. When the eggs hatch they eat the host creature (usually the non-essential parts first) until they eventually kill the host creature. Parasitoidism is an exceptionally frightening mixture of parasitism and predation.

Commensalism

Two creatures that interact to the benefit of one, but with no effect upon the other's fitness. Scavengers are the most obvious example of commensalism, but there are many different types. Vultures sweep down and benefit from the effort of another creature's kill, clown fish swim through the poisonous arms of sea anemones eating the left over bits of the anemones kills, remora hitch rides on sharks only detaching to collect fragments of the shark's kill, and one species of bird listens to another's "predator alert" calls without ever giving one of its own. All of these are examples of commensalisms in action.

Amensalism

Two creatures that interact to the detriment of one, but with no effect upon the other's fitness. Amensalim is often viewed as a specific form of competition (see below). This mostly occurs when the nonaffected species releases agents like hormones, antibiotics, or acids/bases that inhibit the success of the other species.

Competition

Two creatures that interact to the detriment of both. Predators are the best examples. If two predators prey upon the same prey species, they are interacting and reducing the fitness of each other. Although one may "win" the competition by out-competing the other species into extinction, for the duration of their competition the fitness of both is decreased from what it would be with no competition.

Usually creatures develop a specialization in which they are the more fit creature while still competing with another species in a different area. This provides a more stable source of food and reduces the negative effects of competition. An example is two bush grazers. One specializes in grazing close to the ground, while the second species grazes in the high branches. These two species have specialized in two different feeding areas, but they still compete among the mid-branches. Although these two creatures are in competition, they only compete for part of their shared diet. It is this type of behavior that promotes niches and speciation, because if there is no competition there is no evolutionary benefit to specialization.

Each of the above interactions can further be classified according to whether or not the interaction is obligatory or non-obligatory for the fitness of the creature or species.

Obligatory Relationship: An obligatory relationship is one that is required for the survival of one or both of the interacting species. A predator that relies upon one source of food (polar bears and seals) and that would perish without that species has an obligatory predation relationship. Two creatures that cannot live without the other (lichen) have an obligatory mutualistic relationship while a creature that depends upon another for its food (clown fish and sea anemones) has an obligatory commensalism.

Non-Obligatory Relationships: A non-obligatory relationship is one in which the relationship is not required for the survival of either species. Most interspecies relationships are non-obligatory.

SUCCESSION

After a devastating war, grassy and non-woody plants seize the abandoned cropland. It is followed by small shrubby growth, and then full-sized trees. Along with the changing plants are their associated insects and animals. When a giant tree falls in the forest, plants quickly claim the sunny plot of ground, prime real estate in the plant world. As glaciers retreat and leave available unclaimed land, weeds and scrubs take root while animals follow their preferred primary producers. The replacement of one community of species with another over time is called succession, and succession is constantly occurring.

Succession is an interesting study. Take the fallen tree in the forest from above. When it falls, say from a windstorm, it is a ready source of shelter and nutrients. The first to exploit it is the bark and wood-boring insects that feed upon the inner bark and cambium. This results in a lot of the bark falling off. Within the wood, beetles or ants dig tunnels and gouge chambers to support their mushroom farms. The wood becomes moister as decay proceeds, although the most accessible nutrients are already depleted, leaving harder stuff behind. Fungi take over because they possess more complex cellulose-breaking enzymes. As fungi break down the wood more, plant seedlings take root on the fallen tree. Their roots dig down into the tree, and through these paths they carry more fungus into the heartwood. Eventually the tree's broken down to soft blocky pieces. At this point, the greatest number of species uses it as food and as shelter. Finally, the tree's nothing more than a red-brown, mulch-like substance incorporated into the soil. More than likely, a seed from a nearby tree has already grown into a little sapling from which (with time and luck) a replacement tree grows.

While succession often happens on larger scales, such as areas covered with lava after volcanic eruptions, focusing on a single tree shows the majority of the processes involved even on the larger scale. Generally triggered by a drastic change in the environment (like cleared forests, exposed land from glacial retreats, and hardened lava), areas undergoing succession have large concentrations of specific species dispersed throughout the area. Some species eat and reproduce rampantly, taking advantage of the available resources. Many of these opportunistic species behave in such a manner because once succession areas mature, the majority of their population dies to competition and competitors with better fitness. On the other hand, only a few must survive to take advantage of another succession zone, leap-frogging from one suitable area to another. For example, weeds and grasses are the first things that sprout after a catastrophic ecological event and nigh impossible to completely eradicate once they've taken root.

EVOLUTION AND SPECIATION

Evolution is cumulative change in a population's characteristics, typically a sum of adaptations due to environmental change. These changes can be anything from predatory changes, rainfall or temperature changes, to an unusually successful mutation. All the various changes reflect different methods of adaptation by a species, eventually creating new species in a process known as speciation. Natural selection determines which species die among all the possible adaptations. Nature rarely selects which species will live. More often nature selects which ones will die, but even this dangerously treads the line of ascribing a "motive" to nature. Ultimately, conditions change, living things adapt to those changes, and those who do not die have a better chance to reproduce and pass those adaptations on.

Put simply, speciation is the process through which new species are created. This process involves many different parts that create all the varied life we see around us. Speciation can be applied to your monsters, giving the illusion of diversity and providing great back stories to your creatures.

The main influencing factors on speciation are; environment, mutation, isolation, migration, and convergent evolution.

ADAPTATION AND NATURAL SELECTION

Adaptation is the ability of a species to live in harmony with its environment, which comes about through the species' interaction with its environment. A well-adapted organism not only survives, but also leaves mature reproducing progeny. A poorly adapted

organism leaves few or no reproducing progeny, if it survives at all. In other words, a more fit organism contributes more to the gene pool, while the least fit contributes little. Most behaviors we can observe in plants and animals are adaptations resulting from natural selection. Adaption is responsible for all the variation found in prime material worlds. It explains any physical, physiological, and psychological feature or behavior that allows a creature to live where it does. As the environment changes, the species slowly adapts.

Although every creature is the result of natural selection, it is folly to assume every feature of a species has a "purpose" and aids in its survival. Some features, functions, or behaviors are carryovers from previous uses and are now used differently or not at all. It's tempting to view everything as the result of natural selection, but that's simply not always the case. If a feature or function is neutral in its effect, it may however become the source material for a future evolution.

VARIATION

Variation is a function of adaptation and marks the beginning of speciation. Every place on a planet has a unique climate. Most major climates stretch for hundreds of miles in all directions, but there are also microclimates that may be no bigger than a giant's stride. Regardless of climate size, plants and animals home to a particular climate are well adapted for its environmental conditions. In these climates, organisms compose a community, interbreeding and collectively making a genetic population particular to one local, called a deme. As species adapt to more closely match their chosen environment, they become slightly different from each other, thus creating variations. These demes (variations of the same species) may be separated by distance, or they may share overlapping terrain. Some adjacent demes my interbreed so much they can be considered as one deme, while others may not interbreed at all. If one deme dies out, leaving its locale empty, neighboring demes may claim it as their locality under the right conditions. Variation allows specialized adaptation to a microclimate within a species as well as the ability to replace neighbors that die out.

MUTATION

Genes tend to be stable but mutation is the most common way that new genes are inserted into a gene pool. Most mutations are minor and exert no influence on a creature's fitness, but occasionally large and important changes occur that are passed down to succeeding generations.

There are many environmental factors that influence mutation. In a magical world, magic would probably play the largest role. In a magical world, gamma radiation may actually be able to turn you into a hulking green monster.

Isolation

As populations geographically separate, each individual population has mutations that are not shared with the other gene pool, primarily from slightly different evolutionary pressures. Geographic formations often act as tools of isolation. Common geographical features that create isolation are deserts, mountain ranges or larger, difficult-to-cross rivers. For example, when comparing animals on different sides of a mountain range, you'll probably find creatures that are very similar in niche but with different physical traits, such as different fur colors and patterns and differently sized extremities.

Sometimes a single interbreeding population splits into two or more spatially isolated populations. For example, consider the pregnant female or a small number of founders that establish a new colony separate from their original population. Perhaps they are "surplus" individuals or individuals living on the periphery of their species' range that became isolated from the main body of the species. Maybe they just found an unexpected area very suitable for invasion.

Regardless the reasons for geographic separation, isolation leads to variations within the same species as individuals adapt to the unique pressures of their separate environment. This population becomes a new species due to isolation from the original population, differing environmental pressures, and the subsequent divergence at a genetic level. This usually results in changes in physiology, morphology, color, and behavior.

Another type of geographic speciation occurs like this. Imagine two continents collide, and a great mountain range rises up in the middle of the territory of species A. The mountains separate species A into groups A1 and A2, and changes in climate further isolate A1

from A2. The climate in A1's territory is now drier, while A2's climate is wetter. If the barrier breaks right now, the species can still interbreed; genes that are not selective disadvantages may be incorporated into the other group. However, if the barrier remains, further evolutionary diversification occurs, and they become semispecies. They can still breed, but now their breeding produces a hybrid offspring. For all practical purposes, A1 and A2 are now separate species. Given even more time, they probably won't be able to breed with one another.

In a magical world, fluctuations in the availability and method of magic distribution will also lead to isolation effects on monsters. These additional types of isolation will probably increase the number of species on a magical planet. Isolation allows you to customize your monsters for a specific area because of a scientific reason. If you want all the trolls on this island to be different, you have a perfectly natural reason.

Migration

If there's one truism concerning living creatures, it is that they adapt to their environment and continue adapting as circumstances allow. Migration is a common adaptation to cope with the particular fluctuations in environment and resources. Yearly or predictable migration is usually based upon availability of food sources which changes with the seasons; creatures move from areas with less food into areas with more food as they become available. When using predictable migration in monster design, the longest (in terms of miles) migrations are generally made by predators while the largest (in terms of biomass) are made by herbivores. Migrations also occur as species spread out across their terrain until they reach their maximum area.

The largest migration on earth is the movement of animals from the dark waters of the ocean to the surface of the ocean every night. The mass migration of oceanic life begins with the tiny animals that feed on the tiny plants (that only exist near the water's surface due to their need to photosynthesize). As these tiny animals move up to feed, their predators follow, starting a chain of movement by progressively larger predators. As dawn nears, they dive back down to the lightless depths where they are safer from predation. However, in a world with darkvision, it may not be so safe.

Migration effects speciation is two ways. Migrating creatures may introduce new genes into an existing gene pool if there is already a similar group which can breed with the new comers. Migration also increases the likelihood of isolation; the greater distance a species moves during migrations, the greater chance part of the group will become isolated from the main gene pool.

This migration and isolation pattern is called adaptive radiation. As a single species invades a territory through migration and the species fills its niche in the new lands, it will eventually speciate as mutations and isolations occur to different parts of the species. It is in this manner that the proto-camelid turned into the familiar one or two humped camels in Africa and Asia, but became lamas in the Americas.

CONVERGENT EVOLUTION

Another truism concerning evolution and the speciation process is that like environments often produce creatures that have similar adaptations to their environment. This is sort of the opposite of adaptive radiation. For example, bats and birds aren't closely related but they have both adapted to life in the air by developing wings. These analogous structures are similar in function and appearance, but are not similar in terms of origin. Seal flippers and fish fins are another good example of convergent evolution.

A longer example is the convergent evolution shown in the panda bear, the Himalayan rabbit, and the Siamese cat. They all have white fur with dark patches. These dark patches occur around the coldest part of the animal (around the eyes, nose, and paws), and the dark fur absorbs more heat, helping the creature regulate its body temperature. In fact, if you shave the back of a Himalayan rabbit and place an icepack on its shaved back, the fur will grow back black instead of white.

A final example is based solely upon niches and not upon appearance. In lands where marsupials rule, there is a marsupial equivalent to many of the more familiar mammal species. Cats have the quoll, antelope the kangaroo, flying squirrels the sugar glider, marmots have their wombats, and both moles and wolves have (or had) their marsupial mole and marsupial wolves.

You can use many different forms of convergent evolution in your monsters. Using convergent evolution in this way allows you to create individual species that are radically different, but who share traits with other creatures in a like environment. This can help you effectively individualize the same basic monster into many different sub-types. Also, you can use the mammal/marsupial convergence to individualize larger continental-sized environments. That's one way to not only make your monsters unique and exciting, but to make your world more realistic at the same time.

POPULATION

Population has three main elements: density, distribution, and age. Density is the number of individuals over a particular area, distribution is how those individuals clump, and age provides information concerning fecundity. Each of these is related to each other, and changes in each usually occur cyclically.

Density

Density is one of nature's controls on birthrates, mortality rates, and growth. Increased density is indicative of greater competition. For example, among

mammalian populations, food may be denied to smaller and less aggressive individuals while territory conflicts become more deadly and occur more often. Trees crowed next to each other grow slower, and a greater number succumb to lack of light, water, or nutrients. Birds find nesting space premium when their density is high. Increased competition in fish, reptiles, and amphibians also raise mortality levels in their populations. When density is high, all organisms become more vulnerable to diseases and parasites, increasing mortality rates as well.

Distribution

Distribution has an important bearing on density. Often measured as number of individuals per square mile, distribution is more helpful when we know if individuals are distributed uniformly or clumped. Uniform distribution in the animal world is the result of an intraspecific competition, like territoriality. In the plant world, uniform distribution occurs where severe competition for root space (in trees) or for water (many desert plants) takes place. Clumped distribution is more common. Clumping is a response to habitat difference, weather changes (daily and seasonal), reproductive patterns, and social behavior. Distribution is also influence by time. Circadian, lunar, tidal, and seasonal rhythms play their part in distribution and density. Size also determines distribution; populations typically do not uniformly distribute over larger regions, even when they tend to uniformly distribute in smaller ones. Like individuals, groups are spaced differently within the range of the entire species. The boundaries of a species range depend upon competition, predation and climate change. Species range may also expand and contract on a yearly basis or some other larger cycle.

Age

Age shows the fecundity of the species. Generally, a species should have plenty of young (more than needed to replace the existing population) to ensure survival, since some of the young will perish before achieving reproduction.

INTELLIGENCE AND CULTURE

Intelligent monsters will probably compose a significant percentage of your monster creations. Animalistic monsters can be enjoyable challenges, but nothing is more dangerous than intelligence. However, this brings a bit of a quandary into the monster creation process; unlike everything discussed above, there is no example of what happens when two different intelligent species co-exist. We can look back at humans and Neanderthals, but that example ends in extinction of one of the intelligent groups. Since we lack any hard-and-fast information, we'll have to deal with the speculative since most fantasy worlds contain multiple (and in some cases dozens, even hundreds) of intelligent monsters. For most fantasy worlds, we generally accept that co-existence is possible.

Intelligence is perhaps best understood as an evolutionary adaptation that has been very successful (well, at least in the short term, evolutionarily speaking) because it allows the creature possessing it to function as both a generalist and specialist at the same time. Intelligent monsters (just like non-intelligent creatures) are subject to their environment, and intelligence is often used primarily to reduce that subjugation; farming, irrigation, domestication, clothing, food storage, shelter, and tool and fire use are all examples of such action. Given our limited examples, we have to assume that intelligence only develops in animals that are communal since solitary animals are less likely to need complex communication in food acquisition. So if you're making intelligent creatures, you probably want them to have a communal existence. This isn't always the case, of course, as monsters may have strange and unusual abilities, but I recommend keeping intelligence primarily as an adaptation for communal creatures. You don't have to make the community very large, just family groups of 4-10 would probably be enough, but you'd want such small groups to have communications with other small groups to maintain genetic diversity. These exchanges between intelligent creatures lead to culture.

Culture is the general behavior of an intelligent group. This isn't much different than how a particular predator hunts, or how a particular tree reproduces. Culture just puts an additional layer of complexity over matters concerned with the continuation of the species.

Creating a monstrous culture is very similar to creating a non-monstrous one (in other words a PC race). There are a few differences between the two however. Most monsters are quite a bit tougher than the standard PC race, and they are often gifted with magical abilities that help overcome some, if not all, of their environmental pressures. For example, white dragons are immune to cold. That's terribly useful for a cold-environment creature and arguably could make developing intelligence that more difficult. But arguments aside, you're making monsters for an enjoyable game and only need a good back story in order to make the monster more fun, not necessarily more realistic.

A full treatment of culture is out of the scope of this work. Pick up *A Magical Society: Ecology and Culture* for a more complete discussion of culture. However, to give you a base from which to do some independent investigation, the three basic types of cultures (based on food acquisition and life styles) are described below.

HUNTER-GATHERS

Hunter-gatherers have the lowest population density when compared to other types of communities. They live in small, nomadic communities, usually moving between established sites depending on seasons or climatic conditions. Hunter-gatherers' first priority is obtaining food. Because they obtain their food from diverse sources over a larger geographical area, they actually have more stable living conditions and rarely experience food shortages. The remainder of their time and resources goes into other cultural pursuits developing crafts, music, entertainment, religion, and rituals. Living in small bands with kin, hunter-gatherers rarely require or develop complexity in leadership, economics, and social stratification. Most monsters tend to hunter-gathering. This allows them to maintain relatively small groups, good mobility, and low levels of cooperation. This fits nicely with the typically non-lawful monster.

PASTORALISTS

Pastoralists are food producers that rely heavily on their herds, consisting of domesticated large animals. Depending on circumstance, their herds may be different animal species or a single animal species. Sheep, goats, camels, yaks, cows, reindeer, llamas, and alpacas are the most common animals in herding. Pastoralists are typically found where soil is poor or climatic conditions do not favor growing food, making agricultural pursuits comparably less fruitful than herding. Most pastoralists rely on migration of the herd to provide enough grazing year round. Migration on mountains is vertical and in arid places from water hole to water hole. Pastoralists rely on every part of the animal. Milk, meat, and sometimes blood feed the community. Butter, cheese, and preserved meats (dried, salted, or smoked) provide winter stores of food. Manure fertilizes fields and gardens for small agricultural pursuits or for trade, and when dried, manure acts as fuel. Communities use lard and oil for many purposes from fuel to crafts. Bones makes bows, hand tools, tent frames, needles, crafts and ornamentation. Sinews make thread, innards make bags and inflatable rafts, and skins provide clothing. Many pastoralists gather food, trade with agricultural communities, or participate in some agriculture to supplement their diet and resources. Pastoralists usually have larger communities and support larger population densities than hunter-gatherers, although many continue a semi-nomadic lifestyle through their herd migrations. Pastoralists also have more organization in leadership and social relationships (especially with ownership and dispute resolution) due to the presences of herds. Pastoralism works for many different monster concepts. It provides as much (or perhaps more) mobility than hunter-gathering and gives a monstrous culture continual access to material used to create weapons and other cultural implements. Generally speaking pastoralist monsters fit nicely with lawful, neutral, and chaotic alignments.

AGRICULTURALISTS

Agriculturalists produce food by growing domesticated plants. Agricultural societies have at least one staple crop, usually a grain or a tuber, and the most successful have two, which produce a protein when combined. Many agriculturalists supplement their diet with gathering, hunting, and animal husbandry. Agriculture originates in places where many potential domesticates are present due to ecological diversity over a relatively small area. Agriculture spreads from these centers in waves, taking root where growing food is more productive than other methods of subsistence. Geographical and ecological barriers may retard or prevent the spread of agriculture due to difficulty in migration or the unsuitability of the original domesticates in a different climate. There are many stages to agriculture, from the protogarden to intense, commercial endeavors. Regardless the intensity of the farming, agriculture establishes two facts: the society is sedentary, and the society makes more food. A sedentary society requires a smaller geographic area to derive its sustenance and de facto has a higher population density. The society that makes more food will have a larger population. This is not a simple cause and effect, rather an autocatalytic process where rise in food production and rise in population propel each other in a cycle that intensifies as it continues. Agriculture is an appropriate choice for lawful and neutral monstrous cultures, but may not be good for chaotic creatures. Agriculture is usually indicative of powerful internal social organizations and a monstrous culture as detailed and intricate as PC races.

QUESTIONS FOR MAKING A MONSTROUS CULTURE

Making a culture can be a vast endeavor, but there are a few important questions you'll want to answer when fleshing-out your monster's back story.

Where does the culture exist? Cultures tend to have convergent evolution to solve similar problems. For instance, if the culture lives in a dry area, there's a good chance irrigation in some form or fashion will play an important role.

What does the culture need? Every culture needs certain material goods for its maintenance. What does your culture eat, wear, live in, move around on, build, and entertain themselves with?

What does the culture think? Every culture has a mental landscape; a place where myth, legend, magic, and history collide. What does your culture speak/write, worship, tell stories about, consider taboo, and ritualize? How are death, marriage, birth, hospitality, wealth, and war made?

These questions are huge ones, and many of them don't really need to be answered right away. In fact, when making a new monstrous culture, you may just want a brief framework within which you can elaborate as the need arises. You may not need to know the religious aspects of your new monstrous culture until your mad PCs decide to invade (for fun and profit) your new culture's most sacred holy place.

MONSTERS AS RACES

Invariably whenever you create an intelligent new monster one of your intrepid players will go, "Hey, could I play that as a PC? I have a great character background." Although this usually means, "Man, that reach would rock!" many players really would like to play something different for other reasons than ass kicking. For both of these players (after all, who doesn't like being a combat whirlwind every once in a while?), the following are guidelines for creating (and balancing) a monster used as a PC.

While every monster has the statistics that a player would need to play the creature as a character, most monsters are not suitable as PCs. Creatures who have an Intelligence score of 2 or lower (animalistic), who have no way to communicate, or who are so different from other PCs that they disrupt the campaign should not be used. Some creatures have strange innate abilities or great physical power, and thus are questionable at best as characters (except in high-level campaigns).

Starting Level of a Monster PC: Monsters suitable for play have a level adjustment given in their statistics. Add a monster's level adjustment to its Hit Dice and class levels to get the creature's effective character level, or ECL. Effectively, monsters with a level adjustment become multiclass character when they take class levels. A creature's "monster class" is always a favored class, and the creature never takes XP penalties for having it.

Humanoids and Class Levels: Creatures with 1 or less HD replace their monster levels with their character levels. The monster loses the attack bonus, saving throw bonuses, skills, and feats granted by its 1 monster HD and gains the attack bonus, save bonuses, skills, feats, and other class abilities of a 1st-level character of the appropriate class.

Characters with more than 1 Hit Die because of their race do not get a feat for their first class level as members of the common races do, and they do not multiply the skill points for their first class level by four. Instead, they have already received a feat for their first Hit Die because of race, and they have already multiplied their racial skill points for their first Hit Die by four.

Level Adjustment and Effective Character Level: To determine the effective character level (ECL) of a monster character, add its level adjustment to its racial Hit Dice and character class levels.

Use ECL instead of character level to determine how many experience points a monster character needs to reach its next level. Also use ECL to determine starting wealth for a monster character.

Monster characters treat skills mentioned in their monster entry as class skills.

If a monster has 1 Hit Die or less, or if it is a template creature, it must start the game with one or more class levels, like a regular character. If a monster has 2 or more Hit Dice, it can start with no class levels (although it can gain them later).

Even if the creature is of a kind that normally advances by Hit Dice rather than class levels, a PC can gain class levels rather than Hit Dice.

Hit Dice: The creature's Hit Dice equal the number of class levels it has plus its racial Hit Dice. Additional Hit Dice gained from taking levels in a character class never affect a creature's size like additional racial Hit Dice do.

Feat Acquisition and Ability Score Increases: A monster's total Hit Dice, not its ECL, govern its acquisition of feats and ability score increases.

Ability Scores for Monster PCs: While a monsters statistics give the ability scores for a typical creature of a certain kind, any "monster" creature that becomes an adventurer is definitely not typical. Therefore, when creating a PC from a creature, check to see if the creature's entry has any ability scores of 10 or higher. If so, for each score, subtract 10 (if the score is even) or 11 (if the score is odd) to get the creature's modifier

for that ability based on its race or kind. Generate the character's ability scores as normal and then add the racial ability modifiers to get their ability scores.

Note: Some monsters have base ability scores other than 10 and 11. If alternate scores were used this will be indicated in the monster entry. Also, some monsters that make good PCs have their racial ability modifiers and other traits already listed in their monster entry.

For ability scores lower than 10, the procedure is different. First, determine the character's ability scores and compare that number to the monster's average ability score, using either Table 2.1: Monster PCs' Intelligence Scores and Table 2.2: Monster PCs' Ability Scores. The separate table for Intelligence ensures that no PC ends up with an Intelligence score lower than 3. This is important, because creatures with an Intelligence score lower than 3 are not playable characters. Creatures with any ability score lower than 1 are also not playable.

Other Statistics for Monsters: Creatures with Hit Dice of 1 or less have normal, class-based Hit Dice and features. They get skills and feats appropriate to a 1st-level character (even if they have a level adjustment).

Those with 2 or more Hit Dice have statistics based on these Hit Dice plus Hit Dice for class levels (if any).

Experience for Monsters: A monster with Hit Dice of 1 or less, no level adjustment, and class levels uses the same tables as standard PC races when determining experience needed to level.

A monster with Hit Dice of 1 or less, a level adjustment, and class levels adds its class levels, Hit Die, and level adjustment together when determining experience needed (class level + HD + level adjustment).

A monster with more than one Hit Die, a level adjustment, and class levels adds its Hit Dice, class levels, and level adjustment together when determining experience needed (HD + level adjustment + class level).

Table 2.1: Monster PC's Intelligence Scores

Generated Score	Monster Intelligence Score			
	3	4–5	6–7	8–9
18	10	12	14	16
17	9	11	13	15
16	8	10	12	14
15	7	9	11	13
14	6	8	10	12
13	5	7	9	11
12	4	6	8	10
11	3	5	7	9
10	3	5	7	9
9	3	5	6	8
8	3	4	6	8
7	3	4	5	7
6	3	4	5	6
5	3	3	5	5
4	3	3	4	4
3	3	3	3	3

Table 2.2: Monster PC's Ability Scores

Generated Score	Monster Ability Score (Str, Dex, Con, Wis, Cha)				
	1	2–3	4–5	6–7	8–9
18	8	10	12	14	16
17	7	9	11	13	15
16	6	8	10	12	14
15	5	7	9	11	13
14	4	6	8	10	12
13	3	5	7	9	11
12	2	4	6	8	10
11	1	3	5	7	9
10	1	2	4	6	8
9	1	2	4	6	7
8	1	2	4	5	6
7	1	1	3	5	5
6	1	1	2	4	4
5	1	1	1	3	3
4	1	1	1	2	2
3	1	1	1	1	1

CHAPTER 3: MONSTER STATISTICS

There's a lot more to making a good monster than a good idea. The implementation of the idea is at least equally important as the idea itself. Good implementation requires a thorough understanding of how the d20 system deals with creatures. In other words, you've got be savvy with your statistics and their interconnections. This section will provide you the necessary information to increase your monster making ability. Hopefully, with this information, all of your ideas will come to fruition in an exciting gaming session. It's suggested that you read this entire section before applying any of its information.

All creatures are presented in a specific manner: stat block followed by a description section and then a combat section. If the creature is one of a type of creatures (for example giants, true dragons, or demons), a description of the monster "family" comes first.

As in Chapter 4: Type and Subtype, each individual statistic is first defined and explained. After the description of what each particular statistic is and does, a short section follows containing thoughts about that particular stat. Not all stats have notes; some are pretty straightforward. Some have notes about advancing/improving monsters, and other just have notes about CR as opposed to other aspects of the statistic.

Throughout this chapter, challenge rating considerations will appear under bolded headings. Balancing monsters against PCs inevitably ends up squarely on the GM's shoulders, but there are ways of reducing the burden while assigning challenge ratings before playtesting. Although determining challenge rating is far more of an art than a science, I'll try to give you a lot of food for thought during your creation process. Beyond straight CR considerations, there may be other discussions on the finer points of monster creation as well as general GMing advice in relation to the subject matter.

If you're designing for general play, you should base your design and CR off the standard party of fighter, cleric, rogue, and wizard. But if you're just making a creature for your group of players, assess what creatures are more likely to be difficult for them particularly. It's not unusual for individual parties to have unusual strengths or weaknesses. Designing for general play is more challenging balance-wise, but designing for a specific group often provides for a more enjoyable encounter. As in most things, there are advantages and disadvantages in both. But either way, be aware of what audience you're designing for.

THE STAT BLOCK

The stat block contains the basic game information on the creature. There is a tremendous amount of interrelation between the various statistics. If you change one trait, more than likely there's going to be a change to at least one other trait, if not multiple others. The below information is invaluable to good creature creation.

NAME

This is the name by which the creature is generally known. The descriptive text may provide other names. If the creature has any class levels, the information is presented on the name line. This is common for humanoids, such as Goblin, 1st-Level Warrior, but should occur for any creature possessing class levels. See "Advancement/Improving" under Advancement below for some additional information on humanoid class levels.

Name is one of the few things you can change willy-nilly without mechanical chaos. To avoid confusion don't call something a particular type unless it is that type. In other words, try not to call a creature a dragon unless it is a dragon by type.

There are several naming conventions for monsters. The primary naming convention comes from myth and legend. Dragons, rocs, manticores, trolls, werewolves, and vampires are all mythological creatures common to several different cultures. Many canon gaming monsters are named (and derive their statistics) from such sources.

The second common naming convention is the descriptive name. Chokers, digesters, dragon turtles, gold dragons, hellhounds, howlers, and shocker lizards are good examples of this naming convention. Descriptive names incorporate either function or appearance of the creature; chokers attack by choking while gold dragons are gold colored. This naming convention is an easy one to use when creating a new creature. Look at what it does and how it looks, pick two (or more) words, and run with it. White death giant, ebony ripper, and sanguine stalker are names that would be appropriate under this naming convention.

The final naming convention is simply making up words. If any creature isn't named from myth and legend or descriptively named, they fall into this group. Some of the best monsters have made up names that simply sound cool or threatening. Try to give a good, evocative name to your creature. A creature named the "Stay-Puft Giant" just isn't as cool as the

Table 3.1: Size and Abilities

Size Name	Max Size	Max Weight	Space/Reach tall/Reach long	Str	Dex	Con	Natural Armor	AC/ Attack	Grapple/ Hide
Fine	6 in. or less	1/8 lb. or less	(6 in./0 ft./0 ft.) or less	-10	+8	-2	0	+8	-16/+16
Diminutive	1 ft.	1 lb.	1 ft./0 ft./0 ft.	-10	+6	-2	0	+4	-12/+12
Tiny	2 ft.	8 lb.	2.5 ft./0 ft./0 ft.	-8	+4	-2	0	+2	-8/+8
Small	4 ft.	60 lb.	5 ft./5 ft./5 ft.	-4	+2	-2	0	+1	-4/+4
Medium	8 ft.	500 lb.	5 ft./5 ft./5 ft.	0	0	0	0	0	0
Large	16 ft.	4k lbs.	10 ft./ 10 ft./5 ft.	+8	-2	+4	+2	-1	+4/-4
Huge	32 ft.	32k lbs.	15 ft./ 15 ft./10 ft.	+16	-4	+8	+5	-2	+8/-8
Gargantuan	64 ft.	250k lbs.	20 ft./ 20 ft./15 ft.	+24	-4	+12	+9	-4	+12/-12
Colossal	64 ft. or more	250k lbs. or more	(30 ft./ 30 ft./20 ft.) or more	+32	-4	+16	+14	-8	+16/-16

Ability/Stats adjustment for average creatures. Divide by up to 2 for weaker, Multiply by up to 2 for more powerful. Example: Giants should be closer to x2 listed Str adjustment because they're physically strong.

Table 3.2: Increased Damage by Size

Fine	Diminutive	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal
–	–	–	1	1d2	1d3	1d4	1d6	1d8
–	–	1	1d2	1d3	1d4	1d6	1d8	2d6
–	1	1d2	1d3	1d4 (Slam, Tentacle, Claw, or Sting)*	1d6	1d8	2d6	3d6
1	1d2	1d3	1d4	1d6 (Bite, Gore, Tail)*	1d8	2d6	3d6	4d6
1d2	1d3	1d4	1d6	1d8	2d6	3d6	4d6	6d6
1d3	1d4	1d6	1d8	1d10	2d8	3d8	4d8	6d8
1d4	1d6	1d8	1d10	1d12	3d6	4d6	6d6	8d6
1d2	1d3	1d4	1d6	2d4	2d6	3d6	4d6	6d6
1d4	1d6	1d8	1d10	2d6	3d6	4d6	6d6	8d6
1d6	1d8	1d10	2d6	2d8	3d8	4d8	6d8	8d8
1d8	1d10	2d6	2d8	2d10	4d8	6d8	8d8	12d8

*(Attack Type) is the suggested standard damage for an attack of that type. For larger or smaller creatures, move the damage appropriately.

"White Death Giant." You know your audience and your PCs, so pick a name that they'll remember. And hopefully learn to fear…

Regardless of what convention you use, naming creatures can be used for campaign-building purposes. You can name a monster after a particular location in your world, such as the nigiri tiger, or the frost peaks dragon. Also, don't hesitate to call the same creature by multiple names depending upon location in your world. This adds verisimilitude and keeps your players on edge as they move through differing cultural areas. Maybe the ouktuk is something they've never encountered before, but perhaps they're already familiar with it from a prior encounter. But a cautionary word: don't get too caught up in naming. Remember, sometimes something simple is simply the best.

CR Considerations: Although this may seem a bit silly, balance starts with a name. Don't give terrifying names to creatures that aren't powerful and try not to give powerful monsters unimpressive names. But with this advice in mind, don't hesitate to break things up to keep the PCs on their toes. Player expectation should be occasionally used for an enjoyable deception, but don't overdo it.

SIZE, TYPE AND SUBTYPE

This line describes the creature's size. A size modifier applies to the creature's AC, attack bonus, grapple bonus, and skills (Hide and Jump). Size determines how far it can reach to make a melee attack and how much space it occupies in a fight. Size also modifies a creature's natural armor, base

Table 3.3: Type Information

Type	Hit Die	Attack Bonus	Good Saving Throws	Skill Points*
Aberration	d8	HD x3/4 (as cleric)	Will	2 + Int mod per HD
Animal	d8	HD x3/4 (as cleric)	Fort, Ref (and sometimes Will)	2 + Int mod per HD
Construct	d10	HD x3/4 (as cleric)	—	2 + Int mod per HD**
Dragon	d12	HD (as fighter)	Fort, Ref, Will	6 + Int mod per HD
Elemental	d8	HD x3/4 (as cleric)	Ref (Air, Fire), or Fort (Earth, Water)	2 + Int mod per HD
Fey	d6	HD x1/2 (as wizard)	Ref, Will	6 + Int mod per HD
Giant	d8	HD x3/4 (as cleric)	Fort	2 + Int mod per HD
Humanoid	d8	HD x3/4 (as cleric)	Varies (any one)	2 + Int mod per HD
Magical beast	d10	HD (as fighter)	Fort, Ref	2 + Int mod per HD
Monstrous humanoid	d8	HD (as fighter)	Ref, Will	2 + Int mod per HD
Ooze	d10	HD x3/4 (as cleric)	—	2 + Int mod per HD**
Outsider	d8	HD (as fighter)	Fort, Ref, Will	8 + Int mod per HD
Plant	d8	HD x3/4 (as cleric)	Fort	2 + Int mod per HD**
Undead	d12	HD x1/2 (as wizard)	Will	4 + Int mod per HD**
Vermin	d8	HD x3/4 (as cleric)	Fort	2 + Int mod per HD**

All types have a number of feats equal to 1 + 1 per 3 Hit Dice.
* As long as a creature has an Intelligence of at least 1, it gains a minimum of 1 skill point per Hit Die.
** Creatures with an Intelligence score of "—" gain no skill points or feats.

Table 3.4: Size and CR

Size	CR Min	CR Average	CR Max	Notes
Fine	–	–	–	
Diminutive	1/10	2	8	
Tiny	1/8	1	3	
Small	1/4	2	6	
Medium	1/6	3	15	
Large	1	6	23	
Huge	2	11	22	lots of dragons
Gargantuan	6	18	27	lots of dragons
Colossal	9	12	20	

damage, and physical attributes (Strength, Dexterity, Constitution). See the Table 3.1: Size and Abilities for more information about size and its connections.

Type determines certain features, such as base Hit Dice, base attack bonus, base saving throw bonuses, skill points and how magic affects a creature. See the type information table and each individual type description for a thorough understanding of type. The most important advice on selecting type is to try to choose the right type to match your idea. When you know what each type is and does, this selection is fairly easy. Subtypes are further classification that modifies a creature as listed in each individual subtype description.

Become familiar with the types and sub-types. They are very important in monster creation and affect multiple key aspects of a creature. Double check all your numbers if you change a creature's size, type or sub-type; I can't stress this point enough. For a more thorough discussion of type and sub-type, see each individual entry in the Chapter 4: Type and Sub-Type.

If the creature has an alignment subtype such as lawful, good, chaotic, or evil, you should include this short paragraph concerning damage reduction in its Combat section before listing descriptions of its SA/SQs: "A [creature's name] natural weapons, as well as any weapons it wields, are treated as [alignment subtype] for the purpose of overcoming damage reduction."

Size conveys several different bits of information to your players about the monster, and you should choose your creature's size with these things in mind. First, size is a relatively good indicator of combat prowess. PCs know that reach and strength go hand-in-hand with size, and they'll expect such from a creature larger than Medium.

Table 3.5: Improved Monster CR Increase

Creature's Original Type	CR Increase
Aberration, construct, elemental, fey, giant, humanoid, ooze, plant, undead, vermin	+1 per 4 HD added
Animal, magical beast, monstrous humanoid	+1 per 3 HD added
Dragon, outsider, nonassociated class levels	+1 per 2 HD or 2 levels added
Directly associated class levels	+1 per level added
Other Modifiers:	
Size increased to Large or larger	+1 to CR
Monster's ability scores based on elite array*	+1 to CR
Monster possesses special attacks or qualities that significantly improve combat effectiveness	+2 to CR
Monster possesses special attacks or qualities that improve combat effectiveness in a minor way	+1 to CR
Template added	+ template CR modifier

* Do not apply this increase if you advance a monster by class levels. (Monsters advanced by class levels are assumed to use the elite array.) See the Advancement trait below for more information on class levels.

From the world building perspective size, size is important in placing the creature within its niche. Currently on earth, the largest creatures are usually herbivores, but in fantasy worlds carnivores seem to be the norm, if for no other reason than fighting a cow isn't very exciting. However, consider the fierce hippo, arguably the most dangerous animal on earth besides the humble, malaria-carrying mosquito. But asides aside, a creature's size is often a good indicator of the amount of food it requires (and hence the amount of territory it requires) to sustain itself.

CR Considerations: Size, type, and sub-type are important when determining CR. Size is easily understandable from a CR perspective: the bigger the creature, the tougher it is. As it increases in size, its base damage goes up, its reach increases and hence, it has a greater chance to use AoOs (attacks of opportunity) during combat. Also, a creature that wields manufactured weapons takes advantage of increased damage due to increased weapon size. Here are a few general tendencies about size, type, sub-type and CR, followed by Table 3.4: Size and CR showing some correlations between size and CR.

—Fine monsters are absent from the SRD.

—Diminutive monsters are always under CR 1 unless possessing the swarm subtype.

—Tiny monsters are always under CR 3 unless possessing the swarm subtype, and they are only CR 3 if they are true dragons.

—Small monsters are always under CR 6, and the vast majority of the time they will be CR 3 or lower.

—Medium monsters are the first size category to vary widely in CR.

—Large monsters are almost always at least CR 3. There are some exceptions, but they are almost all animal or vermin types; the only exception is the magical beast hippogriff.

—Huge monsters (excluding true dragons) have an average CR of 8. Huge true dragons have an average CR of 17.

—Gargantuan monsters (excluding true dragons) have an average CR of 9. Gargantuan true dragons have an average CR of 23.

—Colossal monsters are badly represented. All but one, the tarrasque, are giant vermin that have fairly low CRs.

Type also plays a role in CR, but it's a little harder to determine. Some types (like elemental and ooze) have a definite advantage over other types (like animal, fey, and humanoid) from the very beginning. Sub-types also have this in common with type. Angel and swarm sub-types are, by their very nature, more powerful than the fire and cold sub-types. Here's where the art part of estimating CR really begins. For a more detailed look at type and CR, look in Chapter 4: Type and Subtype.

HIT DICE

This line gives the creature's number and type of Hit Dice (determined by the creature's type), and lists any bonus hit points. If a monster possesses class levels its class's Hit Dice follows its racial Hit Dice in format "plus XdY+Z" where X is the number of levels in the class, Y is the Hit Dice for the class and Z is any bonus hit points for those levels. A parenthetical note gives the average hit points for a creature of the indicated number of Hit Dice. Generate this average by adding the maximum and the minimum hit points possible for the creature, divide by two (round down), and then add any bonus hit points. A creature's Hit Dice total is treated as its level for determining how spells affect the creature, its rate of natural healing, and its maximum ranks in a skill. Hit Dice is also used to determine the creature's

Table 3.6: CR and Hit Dice

CR	HD Min	HD Average	HD Max
1/10	1/4	1/4	1/4
1/8	1/4	1/4	1/4
1/6	1/4	1	2
1/4	1/2	1	2
1/3	1/4	1	1
1/2	1/2	1	2
1	1/2	2	4
2	1	3	7
3	2	4	6
4	1	6	10
5	3	7	11
6	5	8	12
7	6	10	16
8	5	11	18
9	7	14	21
10	7	14	32
11	10	17	32
12	10	18	40
13	10	16	20
14	12	17	22
15	8	19	24
16	14	21	25
17	16	22	27
18	25	26	30
19	26	28	31
20	18	29	48

ECL (Effective Character Level). On top of all this, Hit Dice determines a swarm type's base damage as well as the effectiveness of breath weapons, energy drains, fear effects, gaze attacks, paralysis attacks, poison attacks, and trample attacks. As you can tell, a change in Hit Dice results in many other changes as well.

Hit Dice are the single most influential aspect of monster creation. They are the keystone of the arch of monster creation, to use a flowery metaphor. Hit Dice are determined by your creature type which is determined by your creature concept, so right from the beginning they play an important role in monster creation.

Advancement/Improving: When you improve a monster by adding Hit Dice, use Table 3.5: Improved Monster CR Increase to determine the effect on the creature's CR. Keep in mind that many monsters that advance by adding Hit Dice also increase in size. Do not stack this CR increase with any increase from class levels. In general, once you've doubled a creature's CR, you should closely watch any additional increases in its abilities. Adding Hit Dice to a creature improves several of its abilities, and radical increases might not follow this progression indefinitely. Compare the monster's improved attack bonus, saving throw bonuses, and any DCs of its special abilities from the HD increase to typical characters of the appropriate level and adjust the CR accordingly.

CR Considerations: Hit Dice are the basic building block of challenge rating. Although there is not a direct correlation between HD and CR, some information can be gleaned by looking at common monsters. The first thing you'll notice is that HD is almost always equal to or greater than CR. There are few monsters where their CR is higher than their HD, and those monsters have powerful abilities (like grick, magmin, medusa, and rast) in relation to their HD. HD can be up to double CR for standard, multi-faceted intelligent monsters (like the homunculus, howler, and phasm), and up to triple or just a bit over for combat wombats barely smart enough to breath (like many animals, giant vermin, and non-intelligent undead – the latter of which don't actually have to breath anyway).

So, to reverse this train of thought, a creature's CR should rarely be less than its HD and only for monsters that have powerful abilities (and generally at lower CRs – higher CRs are often expected to have powerful abilities). For the majority of creatures CR should be equal to or 1/2 of HD. For animal/vermin/non-intelligent undead types CR can fall below 1/3 of HD, but many are in the 1/2-1/3 HD range.

The relationship between CR and HD is further complicated by type and sub-type. You'll notice that undead usually have a fairly high HD to CR ratio, mostly because their BAB is like a wizard's and they have no Con, although their d12 HD partially compensates the lack of bonus hp. On the other hand, oozes have a lower HD to CR ratio that what you'd expect for a mindless combatant because their ooze traits are powerful.

Table 3.6: CR and Hit Dice shows the relationship of HD and CR from SRD monsters. This will give you a rough idea about what HD is generally appropriate to a particular CR. The drop in max HD at CR 13 is due the absence of any vermin types at that CR and above.

INITIATIVE

This line gives the creature's modifier on initiative checks. Initiative starts at 0 and is adjusted according to the creature's Dex modifier and the Improved Initiative feat.

Initiative doesn't play much of a role in monster creation. It's typically just the result of other factors. A few monster concepts depend upon a creature being very fast and quick, but even then initiative plays a vastly inferior role to special attacks/special qualities.

CR Considerations: Initiative is usually independent of CR considerations. But do remember

Table 3.7: Flying Maneuverability

Action	Maneuverability				
	Perfect	Good	Average	Poor	Clumsy
Minimum forward speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Move backward	Yes	Yes	No	No	No
Reverse	Free	–5 ft.	No	No	No
Turn	Any	90°/5 ft.	45°/5 ft.	45°/5 ft.	45°/10 ft.
Turn in place	Any	+90°/–5 ft.	+45°/–5 ft.	No	No
Maximum turn	Any	Any	90°	45°	45°
Up angle	Any	Any	60°	45°	45°
Up speed	Full	Half	Half	Half	Half
Down angle	Any	Any	Any	45°	45°
Down speed	Double	Double	Double	Double	Double
Between down and up	0	0	5 ft.	10 ft.	20 ft.

that a higher initiative gives a slight, if only a very slight, advantage to the monster in comparison with the majority of PCs in an average party. If the creature is a confuser, disabler, enslaver, or nullifier, initiative has some importance when compared to standard combatant because a first attack could immediately reduce party effectiveness. Other than these general statements, initiative doesn't play much of a role in CR determination. However, if you're increasing the EL of an encounter based upon situation, initiative can matter quite a bit, especially in an ambush.

SPEED

This line gives the creature's tactical speed on land (the amount of distance it can cover in one move action). If the creature wears armor that reduces its speed, the creature's base land speed follows its armor-modified speed (see titan as an example). If the creature has other modes of movement, these are given after (or in place of) the land speed. Unless noted otherwise, modes of movement are natural (not magical). Any speed except 30ft. modifies a creature's Jump skill as follows: -6 for every 10 feet of speed less than 30 feet, or +4 for every 10 feet faster than 30 feet. It is common to parenthetically include the number of 5-foot squares that the creature's movement equals after its base speed. Any additional movement types do not require such.

In general, speed is based upon creature size and number of legs/mobility type. See Table 3.8: Movement Speed by Type.

Burrow: A creature with a burrow speed can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot charge or run while burrowing. Most burrowing creatures do not leave behind tunnels other creatures can use (either because the material they tunnel through fills in behind them or because they do not actually dislocate any material when burrowing); see the individual creature descriptions for details.

Climb: A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC of more than 0, but it always can choose to take 10 even if rushed or threatened while climbing. The creature climbs at the given speed while climbing. If it chooses an accelerated climb it moves at double the given climb speed (or its base land speed, whichever is lower) and makes a single Climb check at a –5 penalty. Creatures cannot run while climbing. A creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus on their attacks against a climbing creature.

Fly: A creature with a fly speed can move through the air at the indicated speed if carrying no more than a light load. (Note that medium armor does not necessarily constitute a medium load.) All fly speeds include a parenthetical note indicating maneuverability, as follows:

—Perfect: The creature can perform almost any aerial maneuver it wishes. It moves through the air as well as humans move over smooth ground.

—Good: The creature is very agile in the air (like a housefly or a hummingbird), but cannot change direction as readily as those with perfect maneuverability.

—Average: The creature can fly as adroitly as a small bird.

—Poor: The creature flies as well as a very large bird.

—Clumsy: The creature can barely maneuver at all.

A creature that flies can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet and descend at least 10 feet. It can make only claw or talon attacks, but these deal double damage. A creature can use the run action while flying, provided it flies in a straight line.

Minimum Forward Speed: If a flying creature fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 150 feet in

Table 3.8: Movement Speed by Type

Movement Type	Size	Slow ft.	Average ft.	Fast ft.
Walking Biped	Fine	0	5	15
	Diminutive	5	10	20
	Tiny	10	15	25
	Small	15	20	30
	Medium	20	30	40
	Large	30	40	50
	Huge	40	50	60
	Gargantuan	50	60	70
	Colossal	60	70	80
Walking Quadruped	Fine	5	10	20
	Diminutive	10	15	25
	Tiny	15	20	30
	Small	30	40	50
	Medium	30	40	50
	Large	30	50	60
	Huge	40	60	70
	Gargantuan	50	70	80
	Colossal	60	80	90
Burrowing	Any	10	20	30
Climbing	Any	20	30	40
Flying	Fine	5	10	15
	Diminutive	10	20	30
	Tiny	20	30	40
	Small	40	40	60
	Medium	40	60	90
	Large	60	80	120
	Huge	80	100	140
	Gargantuan	100	120	160
	Colossal	120	140	200
Swimming	Any	30	60	80

the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall doesn't bring the creature to the ground, it must spend its next turn recovering from the stall. It must succeed on a DC 20 Reflex save to recover. Otherwise it falls another 300 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

Hover: The ability to stay in one place while airborne.

Move Backward: The ability to move backward without turning around.

Reverse: A creature with good maneuverability uses up 5 feet of its speed to start flying backward.

Turn: How much the creature can turn after covering the stated distance.

Turn in Place: A creature with good or average maneuverability can use some of its speed to turn in place.

Maximum Turn: How much the creature can turn in any one space.

Up Angle: The angle at which the creature can climb.

Up Speed: How fast the creature can climb.

Down Angle: The angle at which the creature can descend.

Down Speed: A flying creature can fly down at twice its normal flying speed.

Between Down and Up: An average, poor, or clumsy flier must fly level for a minimum distance after descending and before climbing. Any flier can begin descending after a climb without an intervening distance of level flight.

Swim: A creature with a swim speed can move through water at its swim speed without making Swim checks. It has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. The creature can always choose to take 10 on a Swim check, even if distracted or endangered. The creature can use the run action while swimming, provided it swims in a straight line.

The above climb and swim paragraphs should be included at the end of the monster's combat section when appropriate.

CR Considerations: Speed can play a significant role in CR. Increased mobility provides more options in combat. Additional movement types, like climb, burrow, and fly provide creatures with more ways to attack or defend against PCs through increased mobility. A good general rule is, the faster the creature, the more effective it is in combat and the slower it is, the less effective. This doesn't hold true for all things of course, but almost every creature would be tougher were it faster and/or if it had multiple methods of movement. Pay particular attention to speed if your monster possesses ranks in jump, tumble or if it has the Spring Attack feat or Sneak Attack special ability. If it has these abilities, a simple speed increase or decrease could result in a respective change in CR.

ARMOR CLASS

The Armor Class line gives the creature's AC for normal combat and includes a parenthetical mention of the modifiers contributing to it (usually Size, Dexterity, and natural armor). The creature's touch AC (all modifiers except for armor bonus, shield bonus, natural armor bonus, and any enhancement bonuses to

Table 3.9: Estimating Natural Armor Value

Type of Natural Armor	AC
Skin/Hides	
Human Skin	0
Tough Skin/Light Fur	1-2
Thick Skin/Thick Fur	2-4
Hide	3-5
Tough Hide	4-6
Tough Hide with Light Fur	5-8
Tough Hide with Thick Fur	7-9
Thick Tough Hide	8-10
Very Tough Hide	9-11
Awesomely Tough Hide	10+
Scales	
Leathery Scales	5-7
Lightly Scaled	6-9
Moderately Scaled	8-11
Heavily Scaled	10-13
Awesomely Scaled	13+
Shells/Exoskeletons	
Thinly covered	2-4
Moderately covered	3-6
Heavily covered	7-11
Awesomely covered	12+

those values) and flat-footed AC (all modifiers except Dex bonus) follow the combat-ready AC. If a creature wears armor or carries a shield, spell out the armor type in the stat block, such as "+4 chain shirt armor" or "+2 heavy steel shield," rather than "+4 armor" or "+2 shield." If the armor is magical it should be listed as +4 *+1 studded leather armor*.

A creature's armor proficiencies (if it has any) depend on its type, but in general a creature is automatically proficient with any kind of armor it is described as wearing (light, medium, or heavy), and with all lighter kinds of armor.

Although AC is pretty straightforward, there are some complications. As in all things monster related, pay particular attention to type and sub-types. For example, incorporeal creatures' AC is treated differently (incorporeals have no natural armor and instead have a deflection bonus to AC equal to their Cha modifier with a minimum of +1 regardless of Cha modifier), so be aware of these differences. Estimating natural armor is somewhat tricky; refer to Table 3.9: Estimating Natural Armor Value for some guidance.

CR Considerations: Armor class is very important to CR determination. There are three ways to defeat a monster: physical combat, magical combat, or avoidance/negation. AC plays a key role in physical combat by preventing damage. Effectively, AC (along with hit points) determines the staying power of a monster in physical combat. A creature with low AC and high hit points can last as many average rounds as a creature with high AC and low hit points. The functional difference is minimal; one creature is hit every round, but keeps on going, the other is hard to damage, but once damaged, can't last very long. However, AC has fewer connections to other statistics than Hit Dice. You have more leeway playing with a creature's AC than you do with altering its hit points.

Perhaps the best way to look at AC is to determine how often, on average, you want your PCs damaging your monster. For example, say your best fighter has a +6 to his attack. If you want him to hit roughly every other time he swings, make the monster's AC 16. At lower levels, where the damage dealt in an average round is a greater percentage of the monster's hit point totals, a lower expected hit percentage is almost required for an exciting combat to last more than a few rounds. At the higher BABs, balancing party effectiveness is more difficult in relation to AC. Some party members may be able to easily hit the monster, while others just swing and pray. At that time, the issue is probably one of greater hit points with the monster being comparatively easier to hit.

From the pure enjoyment standpoint, especially at higher levels, it's often more fun to have monsters that secondary-fighter types (3/4 BAB progression) can hit, and against which the fighter types can really wail upon. You may want to keep high hit percentages for the fighter types and moderate hit percentages for secondary-fighter types while beefing up the monster's hit points a bit to offset the fighter's power. Having hard-to-hit monsters is fun every once in a while, but generally, you want the majority of the party's characters possessing average and good BAB progressions to hit the majority of creatures on something less than a natural 20.

Although I said this advice is especially applicable at higher levels, this isn't bad advice for any level. Fighting monsters that only the brute can touch becomes frustrating for the secondary fighter types when it happens too often. You know your players, so do what you think they'd enjoy the most, but as always, don't be afraid to adapt your style into something that increases everyone's enjoyment.

Take a look at the Full Attack section below for a more thorough discussion of damage per round capability-it goes hand-in-hand with AC.

BASE ATTACK/GRAPPLE

The number before the slash on this line is the creature's base attack bonus (before any modifiers are applied; abbreviated BAB). This number won't often be used while gaming, but it can be handy sometimes, especially if the creature has the Power Attack or Combat Expertise feats. Creatures with less than one Hit Dice should be considered as having +0 BAB.

The number after the slash is the creature's grapple bonus, which is used when the creature makes a grapple attack or when someone tries to grapple the creature. The grapple bonus includes all modifiers that apply to the creature's grapple checks: base attack bonus, Strength modifier, special size modifier (see Table 3.1: Size and Abilities above), and any other applicable modifier, such as a racial bonus on grapple checks. Pay attention to type and sub-type here as well. Incorporeal creatures and swarms get a "—"for their grapple.

Base Attack is often a prerequisite for feats. Check the feats list for complete information.

CR Consideration: There aren't very many CR considerations for Base Attack. The mechanic is based upon the HD and type/sub-type of the creature, so balance issues reside in those factors. Don't forget to actually use the Power Attack or Combat Expertise feats if your monster possesses them; if you don't, you're playing the monster sub-optimally, which effectively reduces its CR. But this is standard advice for any of your creature's abilities.

Grapple is a bit more complex. Grappling can be deadly at almost every level, so pay attention to the creature's grapple bonus in relation to its function. A high grapple bonus for a monster that doesn't grapple often isn't much of a CR concern, but when the creature's a grappler, that bonus is very important. Also, size plays a very important role in grappling. In a simple combat comparison, a Huge grappling creature is probably going to be more of challenge than the same monster build that slams instead. This is because larger size gives increasingly negative attack modifiers, **except when grappling**. Not only is larger size not a negative modifier for grappling, it's actually a positive modifier. And it's often one that dramatically increases a creature's hit percentages and weighted damage per round in relation to a non-grappling monster. Keep that in mind when designing a grappler.

Take a look at the Full Attack section below to help you determine just how effective a grappler your want your new creature to be.

ATTACK

This line shows the single attack the creature makes with an attack action. In most cases, this is also the attack the creature uses when making an attack of opportunity as well. The attack line provides the weapon used (natural or manufactured), attack bonus, and form of attack (melee or ranged). The attack bonus given includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks and is shown with its Dex mod instead of its Str mod in such a case. Look at your monster's type and sub-type to determine its base attack and for any differences in its generation and application. For example, incorporeals use Dex instead of Str (as they have none) for melee attack modifiers, and they also ignore armor, natural armor, and shields.

If the creature uses natural attacks, the natural weapon given here is the creature's primary natural weapon. If the creature has several different weapons at its disposal, the alternatives are shown with each different attack separated by the word "or." A creature can use one of its secondary natural weapons when making an attack action, but does so with a –5 attack penalty, as noted in the Full Attack section below (if the creature has the Multiattack feat, the attack penalty is reduced to a -2).

The damage of each attack is noted parenthetically after the attack bonus and form of attack. Damage from an attack is always at least 1 point, even if a subtraction from a die roll reduces the result to 0 or lower. Damage from additional sources (like the hell hound's fiery bite) is listed after the physical damage and indicated with "plus [amount] [type]" nomenclature. For example, the hell hound's complete listing for attack is "Bite +5 melee (1d8+1 plus 1d6 fire)." Some attacks cause no damage, but have an effect that is listed where the damage normally would be, such as (attach) for the stirge and (entangle) for a net.

A creature's primary attack damage includes its full Strength modifier or 1-1/2 times its Strength bonus if the attack is with a two-handed weapon or with the creature's sole natural primary weapon. Some creatures use a single attack type (like slam) but have multiple natural primary weapons, so they do not get 1-1/2 times Strength bonus damage. Good examples of creatures with a single attack type that do not receive 1-1/2 times their Strength bonus are earth elementals of CR 5 and higher (Large sized and larger), gricks, invisible stalkers, mimics, and treants. These creatures are distinguished because they have one attack type, but multiple attacks under their full attack information. These creatures do not get 1-1/2 times their Strength bonus for any of their attacks because they have two or more natural primary weapons.

Table 3.10: Increased Damage by Size

Fine	Diminutive	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal
–	–	–	1	1d2	1d3	1d4	1d6	1d8
–	–	1	1d2	1d3	1d4	1d6	1d8	2d6
–	1	1d2	1d3	1d4 (Slam, Tentacle, Claw, or Sting)*	1d6	1d8	2d6	3d6
1	1d2	1d3	1d4	1d6 (Bite, Gore, Tail)*	1d8	2d6	3d6	4d6
1d2	1d3	1d4	1d6	1d8	2d6	3d6	4d6	6d6
1d3	1d4	1d6	1d8	1d10	2d8	3d8	4d8	6d8
1d4	1d6	1d8	1d10	1d12	3d6	4d6	6d6	8d6
1d2	1d3	1d4	1d6	2d4	2d6	3d6	4d6	6d6
1d4	1d6	1d8	1d10	2d6	3d6	4d6	6d6	8d6
1d6	1d8	1d10	2d6	2d8	3d8	4d8	6d8	8d8
1d8	1d10	2d6	2d8	2d10	4d8	6d8	8d8	12d8

*(Attack Type) is the suggested standard damage for an attack of that type. For larger or smaller creatures, move the damage appropriately.

Table 3.10: Increased Damage by Size offers guidelines on how damage should be assigned or modified based upon the size of the creature. If a creature has multiple natural attacks, the primary attack should do the most damage, and the secondary attacks should move down the scale. So if a medium creature has a bite and 2 claws, a good damage rating would be bite (1d6) and 2 claws (1d4). Remember, these are just guidelines, not set-in-stone rules, and you may wish to consider the Improved Natural Attack monster feat for increased damage.

See Full Attack below for descriptions of both natural weapons and manufactured weapons.

CR Considerations: CR and attack… what can I say? Well, your monster's got to hit your party if it's supposed to be a combatant of any caliber. Determine this the same way you determine hit percentages for the PCs against your monster's AC. Generally you want to make sure your monster, if it is going to engage in any melee combat at all, is capable of hitting your PC with the highest AC on something less than a natural 20. We'll talk more about this under the Full Attack section.

FULL ATTACK

This line shows all the physical attacks the creature makes when it uses a full-round action to make a full attack. It gives the number of attacks along with the weapon, attack bonus, and form of attack (melee or ranged). The first entry is for the creature's primary weapon, with an attack bonus including modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks and is shown with its Dex mod instead of its Str mod in such a case. The remaining weapons are secondary, and attacks with them are made with a –5 penalty to the attack roll, no matter how many there are. Creatures with the Multiattack feat take only a –2 penalty on secondary attacks. The damage that each attack deals is noted parenthetically. Damage from an attack is always at least 1 point, even if a subtraction from a die roll reduces the result to 0 or lower.

A creature's primary attack damage includes its full Strength modifier (1-1/2 times its Strength bonus if the attack is with the creature's sole natural weapon) and is given first. Secondary attacks add only 1/2 the creature's Strength bonus and are given second in the parentheses.

If any attacks also have some special effect other than damage, that information is given here. Unless noted otherwise, creatures using natural weapons deal double damage on critical hits.

Natural Weapons

Natural weapons are weapons that are physically a part of a creature. A creature making a melee attack with a natural weapon is considered armed and does not provoke attacks of opportunity. Likewise, it threatens any space it can reach. Creatures do not receive additional attacks from a high base attack bonus when using natural weapons. The number of attacks a creature can make with its natural weapons depends on the type of the attack—generally, a creature can make one bite attack, one attack per claw or tentacle, one gore attack, one sting attack, or one slam attack (although Large creatures with arms or arm-like limbs can make a slam attack with each arm). Such attacks should be listed in the individual monster's description.

Unless otherwise noted, a natural weapon threatens a critical hit on a natural attack roll of 20. When a creature has more than one natural weapon, one of them (or sometimes a pair or set of them) is the primary weapon. All the creature's remaining natural weapons are secondary.

The primary weapon is given in the creature's Attack entry, and the primary weapon or weapons is given first in the creature's Full Attack entry. A creature's primary natural weapon is its most effective natural attack, usually by virtue of the creature's physiology, training, or innate talent with the weapon. An attack with a primary natural weapon uses the creature's full attack bonus. Attacks with secondary natural weapons are less effective and are made with a –5 penalty on the attack roll, no matter how many there are. (Creatures with the Multiattack feat take only a –2 penalty on secondary attacks.) This penalty applies even when the creature makes a single attack with the secondary weapon as part of the attack action or as an attack of opportunity.

Natural weapons have types just as other weapons do. The most common are summarized below.

Bite: The creature attacks with its mouth, dealing piercing, slashing, and bludgeoning damage.

Claw or Talon: The creature rips with a sharp appendage, dealing piercing and slashing damage.

Gore: The creature spears the opponent with an antler, horn, or similar appendage, dealing piercing damage.

Slap or Slam: The creature batters opponents with an appendage, dealing bludgeoning damage.

Sting: The creature stabs with a stinger, dealing piercing damage. Sting attacks usually deal damage from poison in addition to hit point damage.

Tentacle: The creature flails at opponents with a powerful tentacle, dealing bludgeoning (and sometimes slashing) damage.

Manufactured Weapons

Some monsters employ manufactured weapons when they attack. Creatures that use swords, bows, spears, and the like follow the same rules as characters, including those for additional attacks from a high base attack bonus and two-weapon fighting penalties. This category also includes "found items" such as rocks and logs that a creature wields in combat— in essence, any weapon that is not intrinsic to the creature.

Some creatures combine attacks with natural and manufactured weapons when they make a full attack. When they do so, the manufactured weapon attack is considered the primary attack unless the creature's description indicates otherwise, and any natural weapons the creature also uses are considered secondary natural attacks. These secondary attacks do not interfere with the primary attack as attacking with an off-hand weapon does, but they take the usual –5 penalty (or –2 with the Multiattack feat) for such attacks, even if the natural weapon used is normally the creature's primary natural weapon.

The bonus for attacks with two-handed weapons is 1-1/2 times the creature's Strength modifier (if it is a bonus), and is given first. Offhand weapons add only 1/2 the Strength bonus and are listed separately like "Shortsword +15/+10/+5 melee (1d6+4) and shortsword +15 melee (1d6+2).

CR Consideration: Full attack is where combatants shine. I mentioned hit percentages against your PCs AC above, but don't only look at hit percentages. Look at damage as well. You can calculate a weighted average damage based upon how often a creature hits and its average amount of damage, giving you the best view of how powerful a combatant you're really dealing with. This information is most useful in the mid-levels and above, where busting the curve isn't as instantly fatal as at lower levels, but it's still useful at any CR.

For an example, let's look at the CR5 troll. Trolls are great combatants. They have two strong primary claw attacks at +9 melee (1d6+6) and a secondary bite at +4 melee (1d6+3). Against a typical 5th-level fighter's AC of 21, the troll will hit with each claw attack 45% of the time. The average claw damage is 9.5 but since it only hits 45% of the time the weighted average damage (including criticals) is 4.7025. His average bite damage is 6.5 but it will only hit 20% of the time creating a weighted average damage (including criticals) of 1.4.

To an AC 21 fighter, this troll is going to deal an average of 10.835 points of damage per round. However, this is excluding his special rend attack which deals 2d6+9 (average 16) when he hits on both claw attacks. He'll do that 20.25% of the time, so the troll's total per-round-weighted-averaged-damage is 14.075. A typical 5th-level fighter has around 42 hp and could stand toe-to-toe with the utterly average troll for two rounds but he'll fall unconscious with -2 hp after round 3.

But when looking at damage averages, don't forget to include the average minimum and maximum possible. For our troll the minimum weighted average damage is 10.03 per round while the maximum weighted average is 18.11. Although the true minimum is obviously 0 damage (there's a 24.2% chance he won't hit at all), and the true maximum is a terrifying 87 points of damage (if he hits and crits every attack while rolling the max damage for each die), working with weighted averages is a better estimate of a more likely outcome.

This reinforces what every 5th level party knows: trolls are damn scary and not fun when fought toe-to-toe.

MATH BREAK

Ok, here's how you can determine the above information for your own creatures. I'll use the troll as my example. First, look at the attack bonus for the

creature's first attack in his full attack entry. Compare it with the target AC on the D20 Mechanic Table in Appendix II. That will give you the percentage chance for a successful hit. For our troll's claw at +9 against an AC of 21 that's 45%.

Now that we know our troll hits 45% of the time we can determine average damage. The troll does 1d6+9 points of damage per claw attack. To determine average damage for a die, add its highest possible roll (6) with its lowest possible roll (1), divide by two, and then add bonuses. This makes our troll's average 9.5.

Repeat this process for every attack. For our troll, we simply use the above again since it has two identical claw attacks, and we determine its bite attack at +4 against an AC of 21 will hit 20% of the time with damage of 1d6+3 averaging out to 6.5 points of damage.

Once you have determined an attack's average damage and percentage to hit, you can find the a weighted average by multiplying the average damage by the percentage to hit, which accounts for the fact that the creature will not always hit. For our troll's claw attack it works out thusly: 45% x 9.5 = 4.275 (remember that 45% is .45 when multiplying). The bite attack is 25% x 6.5 = 1.3. There's our weighted average damage, but to give us a better picture of the monster's capabilities, we have to consider critical hits.

Since a troll has a crit threat range of 20 (as do all creatures unless specifically noted), it has a 5% chance to threaten a crit per attack. To confirm a crit, it must roll again and hit the target AC. To find the percentage to hit with a confirmed crit, you must multiply the crit threat range by the creature's percentage chance to hit the target AC. For our troll's claw attack against an AC of 21 that would be 2.25% of the time (.05 x .45 = .0225). Its bite attack against an AC of 21 would confirm a critical 1% of the time (.05 x .2 = .01).

The average damage of the critical is determined just like the regular damage above. For our troll's claw crit (2d6+12), the average damage is 19, and the bite attack's average crit (2d6+6) damage is 13.

Now we just repeat the process to determine the weighted average damage of the criticals. The troll's weighted average critical damage per claw attack is .4275 (.0225 x 19) and the weighted average critical damage for its bite attack is .13 (.01 x 13).

To find the most holistic weighted average damage per round (including critical hits and times when the monster will not hit at all), simply add all the weighted averages of all attacks and the weighted average of all their corresponding criticals. For our troll that comes out to 10.835 (4.275 + 4.275 + 1.3 + 0.4275 + 0.4275 + 0.13 = 10.835).

Easy enough! But hey, don't trolls rend as well?

Determining a monster's special attacks will depend upon the nature of each creature. For our troll, we determine it just like we did above. In order for the troll to rend, it has to hit with both claws. To determine

that probably of when it can rend, multiply 45% by 45%. This gives you 20.25%. You then determine the average damage for a rend (2d6+9) as 16 and perform the weighted average function to get a weighted average damage of 3.24 (.2025 x 16 = 3.24). Unlike the normal attacks, rend never crits, so there is no need to do anymore calculation on rend.

Some creature's special attacks will be indeterminable because they won't do any damage. For example, a *sleep* effect cannot be mathematically calculated to determine effect since it is completely situational.

SPACE/REACH

This line describes how much space the creature takes on the battle grid (and thereby needs to fight effectively) and how close a creature has to be to threaten an opponent. The number before the slash is

the creature's space, or how many feet one side of the creature occupies. The number after the slash is the creature's natural reach. If the creature has exceptional reach due to a weapon, tentacle, or the like, the extended reach and its source are noted in parentheses at the end of the line.

To determine a creature's base space/reach, look at the Table 3.1 Size and Abilities under Size, Type and Sub-Type. The monster concept determines exceptional reach.

CR Considerations: Like base attack, there aren't very many balance considerations for space/reach. The mechanic is based upon the size of the creature, so most balance issues reside in that statistic. In other words, when possible, changes in space/reach should be done through changes in a creature's size, not through changes in space/reach.

Generally, space/reach is only a CR concern for combatants. Monsters that don't rely upon they physical prowess don't have much (if any) of their CR riding on space/reach. Monsters with a reach beyond 5ft. have several advantages. It usually forces those with less reach to suffer Attacks of Opportunity to close and projects more power over the battlefield by allowing a greater probability for AoO due to movement through the monster's controlled squares. A creature with a high Dex and the Combat Reflexes feat can dominate its controlled space. Exceptional reach increases these concerns. Giving such a creature exceptional reach could result in a CR increase.

SPECIAL ATTACKS AND SPECIAL QUALITIES

Many creatures have unusual abilities. A monster entry breaks these abilities into special attacks (SA) and special qualities (SQ). Within the stat block, SA and SQ are listed in alphabetical order with additional information (when needed) is provided in the creature's Combat section.

Special qualities include defenses, vulnerabilities, and other special abilities that are not modes of attack. A special ability is either extraordinary (Ex), spell-like (Sp), or supernatural (Su). When a special ability allows a saving throw, the kind of save, the save DC, and the ability upon which the DC is based are noted in the descriptive text. Most saving throws against special abilities have DCs calculated as follows: 10 + 1/2 the attacker's racial Hit Dice + the relevant ability modifier.

A monster's special attacks and special qualities are alphabetically listed in its combat section. Special attacks are listed first, followed by special qualities. A creature's type usually determines its vision and some other special qualities. It is customary to only list darkvision and low-light vision on the SQ line with their appropriate ranges in a parenthetical note following the special quality's name. For lengthy qualities, such as the many immunities of constructs and undead, the standard is to simply list "construct traits" or "undead traits" on the SQ line.

If a creature has damage resistance overcome by magic, this short paragraph should be inserted at the end of its combat section: "A (creature's name) natural weapons, as well as any weapons it wields, are treated as magic for the purpose of overcoming damage reduction."

CR Considerations: The heart of a monster concept usually resides in its special attacks and/or special qualities. It's here that monsters distinguish themselves from each other and make their special mark on your game. There are six hundred special attacks and special qualities listed within this book (see Chapter 7: Special Abilities and Conditions), far too many to discuss here, but a few general statements can be made. As stated above, DC calculations are usually based upon the monster's racial HD + relevant ability modifier. That means that if you want to add a level or two of bard to your medusa, her gaze attack DC isn't going to increase because bard HD are not her racial HD. Adding classes to monsters doesn't improve their SA DCs, but if you add enough levels they could put their ability score increases into the associated ability.

Tying SA DCs to HD and relevant ability modifiers means that you should increase (or decrease) those two statistics if you want to manipulate the effectiveness of a special attack. If you wish, you can always use an Ability Focus feat for a +2 to an SA DC, if you want a little extra umph without increasing HD or abilities.

SAVES

This line gives the creature's Fortitude, Reflex, and Will save modifiers. Saves are based upon monster type and ability score. The feats Great Fortitude, Iron Will, and Lightning Reflexes also augment saves. The easy way to determine saves is to take the monster's HD/2 plus 2 for good saves and HD/3 for poor saves (as always, round down.). If a monster has a racial bonus against certain effects, it is customary to list it as follows (example is from the hound archon): Fort +6 (+10 vs. poison).

CR Considerations: Saves are to magical attacks as AC is to physical combat. Saves determine the expected staying power of a creature in magical combat. Saves are pretty well accounted for by HD and ability scores, so the only thing you need to think about are the feats that add +2 to saves (Great Fortitude, Iron Will, and Lightning Reflexes). These feats make the creature's magical defenses a bit tougher and can help overcome natural weaknesses of type or sub-type. Again, look at the D20 Mechanic Table in Appendix II to determine how your creature's saves hold up against a particular magical attack and its relevant DC. If you want to increase the saves, use feats or change ability scores before changing HD. Although changing ability scores will require some consideration, changing HD will affect many more things than changing ability scores.

ABILITIES

This line lists the creature's ability scores in the customary order: Str, Dex, Con, Int, Wis, Cha. Except where noted otherwise, each creature is assumed to have the standard array of ability scores before racial adjustments (all 11s and 10s; for even balance use three 11s and three 10s). To determine any creature's racial ability adjustments, subtract 10 from any even-numbered ability score and subtract 11 from any odd-numbered score. Exceptions are noted in the Combat section of a creature's descriptive text.

Nonabilities: Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for a nonability is +0. Each ability below has a non-ability section which further explains the nonability's effects.

Advancement/Improving: Advanced/improved creatures can use two other arrays besides the standard array. The elite array (15, 14, 13, 12, 10, 8) creates a monster with one weakness compared to the typical members of its species, but it is significantly better overall. The elite array is most appropriate for monsters who add levels in a player character class. The nonelite array (13, 12, 11, 10, 9, 8) doesn't necessarily make a monster better than normal, but it does customize the monster as an individual with strengths and weaknesses compared to a typical member of its race. The nonelite array is most appropriate for monsters who add class levels in a NPC class.

An advanced/improved creature's monster HD are treated the same as character level for determining ability score increases. This only applies to HD increases, monsters do not gain ability score increases for levels they "already reached" with their racial HD, since these adjustments are included in their basic ability scores.

Strength (Str)

Strength measures your monster's muscle and physical power. This ability is especially important for combatants and grapplers because it helps them prevail in combat. Strength also limits the amount of equipment your monster can carry.

You apply your monster's Strength modifier to:

—Melee attack rolls.

—Damage rolls when using a melee weapon (natural or manufactured) or a thrown weapon (including a sling). (Exceptions: Off-hand attacks receive only one-half the monster's Strength bonus, while two-handed attacks receive one and a half times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow.)

—Climb, Jump, and Swim checks. These are the skills that have Strength as their key ability.

—Strength checks (for breaking down doors and the like).

—Strength (of various amounts) is a prerequisite for the feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, and Power Attack

—Strength determines carrying capacity. Quadrupeds can carry heavier loads than bipeds can. Any creature with four or more motive limbs can carry a load as a quadruped, even if it does not necessarily use all the limbs at once.

—Incorporeal creatures have a Strength score of —.

Nonability Strength: Any creature that can physically manipulate other objects has at least 1 point of Strength. A creature with no Strength score can't exert force, usually because it has no physical body or because it doesn't move. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base attack bonus instead of a Strength modifier.

Dexterity (Dex)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is usually one of the most important for any small, tiny, diminutive, or fine creature.

You apply your monster's Dexterity modifier to:

—Ranged attack rolls, including those for attacks made with bows, crossbows, throwing axes, and other ranged weapons.

—Armor Class (AC), provided that the monster can react to the attack.

—Reflex saving throws, for avoiding fireballs and other attacks that moving quickly escapes.

—Balance, Escape Artist, Hide, Move Silently, Open Lock, Ride, Sleight of Hand, Tumble, and Use Rope checks. These are the skills that have Dexterity as their key ability.

—Dexterity (of various amounts) is a prerequisite for the feats Deflect Arrows, Dodge, Greater Two-Weapon Fighting, Improved Grapple, Improved Precise Shot, Manyshot, Multiweapon Fighting, Rapid Shot, Shot on the Run, Snatch Arrows, Stunning Fist, Two-Weapon Fighting, and Whirlwind Attack.

Nonability Dexterity: Any creature that can move has at least 1 point of Dexterity. A creature with no Dexterity score can't move. If it can perform actions (such as casting spells), it applies its Intelligence modifier to initiative checks instead of a Dexterity modifier. The creature automatically fails Reflex saves and Dexterity checks.

Constitution (Con)

Constitution represents your creature's health and stamina. A Constitution bonus increases a monster's hit points, so the ability is important for all monsters, regardless of their function.

You apply your monster's Constitution modifier to:

—Each roll of a Hit Die (though a penalty can never drop a result below 1—that is, a monster always

Table 3.11: Ability Modifiers and Bonus Spells

		Bonus Spells (By Spell Level)									
Score	Modifier	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	–5	Can't cast spells tied to this ability									
2–3	–4	Can't cast spells tied to this ability									
4–5	–3	Can't cast spells tied to this ability									
6–7	–2	Can't cast spells tied to this ability									
8–9	–1	Can't cast spells tied to this ability									
10–11	+0	—	—	—	—	—	—	—	—	—	—
12–13	+1	—	1	—	—	—	—	—	—	—	—
14–15	+2	—	1	1	—	—	—	—	—	—	—
16–17	+3	—	1	1	1	—	—	—	—	—	—
18–19	+4	—	1	1	1	1	—	—	—	—	—
20–21	+5	—	2	1	1	1	1	—	—	—	—
22–23	+6	—	2	2	1	1	1	1	—	—	—
24–25	+7	—	2	2	2	1	1	1	1	—	—
26–27	+8	—	2	2	2	2	1	1	1	1	—
28–29	+9	—	3	2	2	2	2	1	1	1	1
30–31	+10	—	3	3	2	2	2	2	1	1	1
32–33	+11	—	3	3	3	2	2	2	2	1	1
34–35	+12	—	3	3	3	3	2	2	2	2	1
36–37	+13	—	4	3	3	3	3	2	2	2	2
38–39	+14	—	4	4	3	3	3	3	2	2	2
40–41	+15	—	4	4	4	3	3	3	3	2	2
42–43	+16	—	4	4	4	4	3	3	3	3	2
44–45	+17	—	5	4	4	4	4	3	3	3	3

gains at least 1 hit point for every Hit Die and at least 1 hit point each time it advances).

—Fortitude saving throws, for resisting poison and similar threats.

—Concentration checks. Concentration is a skill, important to spellcasters, that has Constitution as its key ability.

—If a monster's Constitution score changes enough to alter its Constitution modifier, the monster's hit points also increase or decrease accordingly.

—A Constitution score of 13 is a prerequisite for the Improved Natural Armor feat.

—Constructs and Undead have a Constitution score of —.

Nonability Constitution: Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects or is harmless. The creature is also immune to ability damage, ability drain, and energy drain, and automatically fails Constitution checks. A creature with no Constitution cannot tire and thus can run indefinitely without tiring (unless the creature's description says it cannot run).

Intelligence (Int)

Intelligence determines how well your monster learns and reasons. This ability is important for some spellcasting monsters because it affects how many spells they can cast, how hard their spells are to resist, and how powerful their spells can be. It's also important for any creature you want to have a wide assortment of skills.

Table 3.12: Realized Abilities by Size

Size	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
Fine	*	*	*	*	*	*
Diminutive	1/1/3	12/17/22	8/10/14	–/2/6	10/12/14	2/3/9
Tiny	1/5/11	10/14/19	–/11/14	–/5/12	1/11/14	1/6/14
Small	1/11/17	8/13/29	–/12/15	–/7/16	1/10/16	1/9/18
Medium	–/14/27	1/13/23	–/14/23	–/8/18	1/12/20	1/10/26
Large	–/21/37	–/13/28	–/17/31	–/9/26	1/13/26	1/11/26
Huge	10/27/43	1/12/33	–/21/39	–/11/24	1/14/28	1/12/24
Gargantuan	23/36/48	1/10/17	–/25/33	–/20/32	1/20/33	1/18/32
Colossal	27/33/45	4/11/16	12/19/35	–/3/3	1/9/14	1/4/14

You apply your monster's Intelligence modifier to:

—A creature can speak all the languages mentioned in its description, plus one additional language per point of Intelligence bonus. Any creature with an Intelligence score of 3 or higher understands at least one language (Common, unless noted otherwise).

—The number of skill points gained for each HD or level. But your monster always gets at least 1 skill point per HD/level unless otherwise stated in its type/subtype description. A creature does not retroactively get additional skill points for previous HD or levels if it increases its intelligence.

—Appraise, Craft, Decipher Script, Disable Device, Forgery, Knowledge, Search, and Spellcraft checks. These are the skills that have Intelligence as their key ability.

—Some spellcasting monsters gains bonus spells based on their Intelligence scores. The minimum Intelligence score to cast such spells is 10 + the spell's level.

—Most vermin, constructs, oozes, plants and many undead have an Intelligence score of —; animals have an Intelligence score of 1 or 2. A creature of humanlike intelligence has a score of at least 3.

—An Intelligence score of 13 is a prerequisite for the feats Combat Expertise, Improved Disarm, Improved Feint, Improved Trip, and Whirlwind Attack.

Nonability Intelligence: Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with no Intelligence score is mindless, an automaton operating on simple instincts or programmed instructions. A creature with no intelligence score has immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) and automatically fails Intelligence checks. Mindless creatures do not gain feats or skills, although they may have bonus feats or racial skill bonuses.

Wisdom (Wis)

Wisdom describes a monster's willpower, common sense, perception, and intuition. While Intelligence represents the ability to analyze information, Wisdom represents being in tune with and aware of the surroundings. If you want your creature to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score.

You apply your creature's Wisdom modifier to:

—Will saving throws (for negating the effect of *charm monster* and other spells).

—Control Shape, Heal, Listen, Profession, Sense Motive, Spot, and Survival checks. These are the skills that have Wisdom as their key ability.

—Some spellcasting monsters get bonus spells based on their Wisdom scores. The minimum Wisdom score needed to cast such spells is 10 + the spell's level.

—A Wisdom score of 13 is a prerequisite for the Natural Spell feat.

Nonability Wisdom: Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score.

Charisma (Cha)

Charisma measures a monster's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how the monster is perceived by others. Charisma is very important for many monsters. Many Special Attacks/Qualities rely upon Charisma (look at each individual special ability for complete information). Every creature has a Charisma score, but some types (constructs, plants, undead, and vermin) often have Charismas of 1-3. Animals are usually in the 2-7 range, but there are some exceptions for particularly self-aware or fierce animals (like wolverines).

You apply your creature's Charisma modifier to:

—Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate, Perform, and Use Magic Device checks. These are the skills that have Charisma as their key ability.

Table 3.13: Realized Abilities by CR

Challenge Rating	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
1/10	1/1/1	12/13/15	10/10/11	1/1/2	14/14/14	4/4/4
1/8	1/1/2	15/15/15	10/10/10	–/2/2	10/11/12	2/2/2
1/6	1/4/10	13/14/15	10/10/12	1/1/2	11/12/14	2/4/6
1/4	3/5/13	10/14/17	10/10/14	2/5/10	9/11/14	2/4/8
1/3	4/9/13	11/15/17	10/11/15	1/3/10	9/11/14	2/5/7
1/2	3/11/17	10/13/19	10/12/15	–/7/13	–/9/14	1/6/11
1	–/12/18	–/13/18	–/12/17	–/5/14	1/10/14	1/6/18
2	1/13/22	9/14/22	–/13/19	–/4/13	1/11/14	1/7/14
3	–/14/25	1/13/21	–/13/26	–/7/14	1/11/21	1/10/24
4	1/17/27	1/12/19	–/15/21	1/6/16	1/11/15	1/8/17
5	–/18/27	1/13/25	–/16/23	–/8/18	1/12/18	1/10/18
6	1/18/35	8/13/29	10/15/22	–/8/15	8/12/16	2/9/16
7	–/20/35	1/13/29	–/17/24	–/9/16	1/12/17	1/11/26
8	–/21/29	8/13/22	–/17/24	2/9/18	10/13/19	1/11/20
9	15/23/34	8/14/31	–/19/25	–/9/18	10/13/19	2/11/18
10	12/23/31	4/11/18	–/18/26	2/13/18	1/13/19	1/11/18
11	–/26/35	8/15/33	–/20/29	–/12/18	10/13/19	1/12/24
12	14/28/35	1/9/17	–/21/29	–/11/21	1/13/20	1/11/20
13	23/29/39	9/12/21	–/21/31	–/17/22	11/17/22	1/15/20
14	20/25/31	10/12/18	18/21/27	14/17/22	15/17/22	14/17/20
15	26/29/35	10/10/13	21/21/21	8/14/20	13/18/21	12/17/20
16	25/30/38	10/13/25	20/21/25	14/17/22	15/18/23	14/18/22
17	–/29/31	–/12/19	20/22/29	14/17/20	15/18/21	14/19/24
18	29/33/48	10/10/10	–/22/23	14/17/20	15/18/21	14/17/20
19	29/32/35	10/10/10	21/23/25	14/18/22	15/19/23	16/18/22
20	31/35/45	10/14/27	23/26/35	3/19/26	14/21/26	14/20/26

—Checks that represent attempts to influence others.

—Some spellcasting monsters get bonus spells based on their Charisma scores. The minimum Charisma score needed to cast such spells is 10 + the spell's level.

—Spell-like abilities are based upon Charisma.

Nonability Charisma: Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma. Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score.

Ability Scores and Size

Determining the ability scores for your monster concept is simply one of comparing existing creature's abilities against your monster concept. In the core books there are several charts showing ability scores in relation to a sample creature, and they should help you select the number that best fits your concept. Or you can refer to the D20 Mechanic Table in Appendix II and work backwards from success chance to what ability score is needed to create the desired success chance.

As indicated in Table 3.1: Size and Abilities, the size of a creature modifies its base array. Although Table 3.1 gives the standard decrease/increase patterns for a monster based upon its size, Table 3.12: Realized Abilities by Size, based upon the monsters in the SRD, gives a slightly different opinion of size and abilities. Table 3.12 shows the min/average/max of each ability, with "—" for nonability minimums. All averages do not include nonabilities. Both ways are appropriate when making your monsters.

CR Considerations: Ability scores play a prominent role in CR determination. Every combatant relies upon Str, Dex, and Con to ensure a successful combat while almost every creature also relies upon its ability scores to determine the DCs of its special attacks. Abilities (along with HD) determine the power of a creature's special attacks and its combat prowess-the two main determiners of CR.

Table 3.13: Realized Abilities by CR shows the min/average/max of ability scores in relation to CR. — represents a nonability minimum score, and nonabilities are not included in averages.

SKILLS

This line gives the creature's skills, along with each skill's modifier (including adjustments for ability scores, armor check penalties, and any bonuses from feats or racial traits). All listed skills are class skills, unless the creature has a character class (noted in the entry). A creature's type and Intelligence score determine the number of skill points it has. The number given for each skill reflects synergy bonuses. If a synergy bonus is situational, list it parenthetically, such as the bonus to Survival while following tracks from having 5 ranks in Search: Survival +2 (+4 to following tracks).

Table 3.14: Skill Synergies

5+ ranks in …	Gives a +2 bonus on
Bluff	Diplomacy checks
Bluff	Disguise checks to act in character
Bluff	Intimidate checks
Bluff	Sleight of Hand checks
Craft	Related Appraise checks
Decipher Script	Use Magic Device checks involving scrolls
Escape Artist	Use Rope checks involving bindings
Handle Animal	Ride checks
Handle Animal	Wild empathy checks (class feature)
Jump	Tumble checks
Knowledge (arcana)	Spellcraft checks
(architecture and engineering)	Search checks involving secret doors and similar compartments
(dungeoneering)	Survival checks when underground
(geography)	Survival checks to keep from getting lost or for avoiding hazards
(history)	Bardic knowledge checks (class feature)
(local)	Gather Information checks
(nature)	Survival checks in aboveground natural environments
(nobility and royalty)	Diplomacy checks
(religion)	Checks to turn or rebuke undead (class feature)
(the planes)	Survival checks when on other planes
Search	Survival checks when following tracks
Sense Motive	Diplomacy checks
Spellcraft	Use Magic Device checks involving scrolls
Survival	Knowledge (nature) checks
Tumble	Balance checks
Tumble	Jump checks
Use Magic Device	Spellcraft checks to decipher spells on scrolls
Use Rope	Climb checks involving climbing ropes
Use Rope	Escape Artist checks involving ropes

The Skills section at the end of the creature's combat section recaps racial bonuses and other adjustments to skill modifiers for the sake of clarity; these bonuses should not be added to the listed skill modifiers.

Conditional Adjustments: An asterisk (*) beside the relevant score and in the Skills section of the descriptive text indicates a conditional adjustment, one that applies only in certain situations. These bonuses are not included in the creature's skill total as they are not always applicable. For example, a gargoyle has Hide +7* listed in its Skills list and a conditional adjustment of +8 in stony areas that brings its Hide up to a +15 under those certain conditions.

Natural Tendencies: Some creatures simply aren't made for certain types of physical activity. If it seems clear that a particular creature simply is not made for a particular physical activity, that creature takes a –8 penalty on skill checks that defy its natural tendencies. In extreme circumstances the creature fails the check automatically.

CR Considerations: Most skills are rarely involved with CR determination, but a few prominent ones (Hide, Listen, Move Silently, Spot, Tumble) are fairly important while others (Bluff, Concentration, Escape Artist, Spellcraft) have some importance depending upon the monster concept. Generally, the skills that either help the creature remain undetected, fight better, or cast spells better are the only important ones in relation to CR.

FEATS

The line gives the creature's feats. A monster gains feats just as a character does; one feat at 1HD and an additional feat every three HD. Sometimes a creature has one or more bonus feats, marked with a superscript [B]. Creatures often do not have the prerequisites for a bonus feat. If this is so, the creature can still use the feat. If you wish to customize the creature with new feats, you can reassign its other feats, but not its bonus feats. A creature cannot have a feat that is not a bonus feat unless it has the feat's prerequisites.

Bonus feats are a good way to create your monster concept without increasing the creature's HD and respective CR. If you want a fairly non-powerful creature that is feat-oriented, bonus feats are for you. However, don't assign more than three bonus feats to a creature because if you need that many additional feats, it's probable that you really should increase the HD and CR of your concept.

CR Considerations: Feats give extra umph to a creature, be that through increasing its combat abilities (Awesome Blow, Improved Critical, Power Attack etc.), casting abilities (metamagic feats, Combat Casting, etc.), or special abilities (Ability Focus, Empower Spell-Like Ability, Quicken Spell-Like Ability). Feats can play an important role in CR determination because they can allow creatures to utilize more effective tactics. A good example of this is the greater shadow from the SRD. Although it has three times the HD of a regular shadow, it really only varies from an advanced shadow in that it does 1d8 Str damage instead of 1d6. However, what it does have (and the reason its a CR 8 instead of a CR 5 or so) is Mobility and Spring Attack. This lets the nasty incorporeal bugger fly out of a wall, attack, and then fly back into a wall giving it a greatly increased tactical ability in comparison to an advanced shadow.

Feats can be important to CR determination, but generally they're expected based upon the creature's HD. It's really only the tremendously useful combinations (like the greater shadow's Mobility and Spring Attack coupled with its Incorporeal subtype) that have a strong impact on CR.

These feats apply to abilities most commonly found amongst monsters or are related to monsters.

Ability Focus [general]

Choose one of the creature's special attacks.

Prerequisite: Special attack.

Benefit: Add +2 to the DC for all saving throws against the special attack on which the creature focuses.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat it applies to a different special attack.

Awesome Blow [general, fighter]

Prerequisites: Str 25, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: As a standard action, the creature may choose to subtract 4 from its melee attack roll and deliver an awesome blow. If the creature hits a corporeal opponent smaller than itself with an awesome blow, its opponent must succeed on a Reflex save (DC = damage dealt) or be knocked flying 10 feet in a direction of the attacking creature's choice and fall prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent to the obstacle.

Craft Construct [item creation]

Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item.

Benefit: A creature with this feat can create any construct whose prerequisites it meets. Enchanting a construct takes one day for each 1,000 gp in its market price. To enchant a construct, a spellcaster must spend 1/25 the item's price in XP and use up raw materials costing half of this price (see individual construct monster entries for details).

A creature with this feat can repair constructs that have taken damage. In one day of work, the creature can repair up to 20 points of damage by expending 50 gp per point of damage repaired.

The market price of an advanced construct (a construct with more Hit Dice than the typical construct described in each entry) is increased by 5,000 gp for each additional Hit Die, and increased by an additional 50,000 gp if the construct's size increases. Most constructs start out with average hit points for its Hit Dice, but the creator can pay an additional 2,500 gp per HD to increase the construct's hit points to maximum while lesser amounts cost proportionally less (ie. 7.5 hit points per HD would cost an additional 1, 250 gp per HD). The XP cost for creating an advanced construct is equal to 1/25 the advanced construct's market price minus the cost of the special materials required.

Empower Spell-like Ability [general]

Prerequisite: Spell-like ability at Caster Level 6th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as an empowered spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by one half. Saving throws and opposed rolls are not affected. Spell-like abilities without random variables are not affected.

Table 3.15: Empower and Quicken Spell-like Ability

Spell Level	Caster Level to Empower	Caster Level to Quicken
0	4th	8th
1st	6th	10th
2nd	8th	12th
3rd	10th	14th
4th	12th	16th
5th	14th	18th
6th	16th	20th
7th	18th	—
8th	20th	—
9th	—	—

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) –2. For a summary, see Table 3.15: Empower and Quicken Spell-like Ability.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

Flyby Attack [general]

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

Hover [general]

Prerequisite: Fly speed.

Benefit: When flying, the creature can halt its forward motion and hover in place as a move action. It can then fly in any direction, including straight down or straight up, at half speed, regardless of its maneuverability.

If a creature begins its turn hovering, it can hover in place for the turn and take a full-round action. A hovering creature cannot make wing attacks, but it can attack with all other limbs and appendages it could use in a full attack. The creature can instead use a breath weapon or cast a spell instead of making physical attacks, if it could normally do so.

If a creature of Large size or larger hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds so generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Those caught in the cloud must succeed on a Concentration check (DC 10 + 1/2 creature's HD) to cast a spell.

Normal: Without this feat, a creature must keep moving while flying unless it has perfect maneuverability.

Improved Natural Armor [general]

Prerequisites: Natural armor, Con 13.

Benefit: The creature's natural armor bonus increases by 1.

Special: A creature can gain this feat multiple times. Each time the creature takes the feat its natural armor bonus increases by another point.

Improved Natural Attack [general]

Prerequisite: Natural weapon, base attack bonus +4.

Benefit: Choose one of the creature's natural attack forms. The damage for this natural weapon increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Multiattack [general]

Prerequisite: Three or more natural attacks.

Benefit: The creature's secondary attacks with natural weapons take only a –2 penalty.

Normal: Without this feat, the creature's secondary attacks with natural weapons take a –5 penalty.

Multiweapon Fighting [general]

Prerequisites: Dex 13, three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by 2 with the primary hand and reduced by 6 with off hands.

Normal: A creature without this feat takes a –6 penalty on attacks made with its primary hand and a –10 penalty on attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

Quicken Spell-like Ability [general]

Prerequisite: Spell-like ability at caster level 10th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions described below. The creature can use that ability as a quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

Using a quickened spell-like ability is a free action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability—in the same round that it

uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) –4. For a summary, see the table below.

In addition, a spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Normal: Normally the use of a spell-like ability requires a standard action and provokes an attack of opportunity unless noted otherwise.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

Snatch [general]

Prerequisite: Size Huge or larger.

Benefits: The creature can choose to start a grapple when it hits with a claw or bite attack, as though it had the improved grab special attack. If the creature gets a hold on a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one.

The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 x 10 feet, and takes 1d6 points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

Wingover [general]

Prerequisite: Fly speed.

Benefits: A flying creature with this feat can change direction quickly once each round as a free action. This feat allows it to turn up to 180 degrees regardless of its maneuverability, in addition to any other turns it is normally allowed. A creature cannot gain altitude during a round when it executes a wingover, but it can dive.

The change of direction consumes 10 feet of flying movement.

ENVIRONMENT

This line gives a type of climate and terrain where the creature is typically found. The three climates are cold, temperate, and warm. This describes a tendency, but is not exclusionary. Most outsiders and many extraplanar creatures list their home plane under Environment. If a monster lives on a particular layer of a plane, it is listed parenthetically after the plane name. A brief explanation of the various environments is found below. Some outsiders have the Native subtype, and their environment is chosen from the below list. See Chapter 2: Monsters and Their Environment for a thorough discussion on each environment.

Aquatic: The ocean floor holds many marvels, including undersea analogues of any of the terrain elements described in this section. Generally, aquatic terrain is divided into two categories: flowing water (such as streams and rivers) and nonflowing water (such as lakes and oceans).

Desert: Desert terrain exists in warm, temperate, and cold climates, but all deserts share one common trait: little rain. The three categories of desert terrain are tundra (cold deserts), rocky desert (often temperate), and sandy desert (often warm). Tundra differs from the other desert categories in two important ways. Because snow and ice cover much of the landscape, it's easy to find water. And during the height of summer, the permafrost thaws to a depth of a foot or so, turning the landscape into a vast field of mud. The muddy tundra affects movement and skill use like shallow bogs, although there's little standing water.

Forest: Forest terrain can be divided into three categories: sparse, medium, and dense. An immense forest could have all three categories within its borders, with more sparse terrain at the outer edge of the forest and dense forest at its heart.

Hills: A hill can exist in most other types of terrain, but hills can also dominate the landscape. Hills terrain is divided into two categories: gentle hills and rugged hills. Hills terrain often serves as a transition zone between rugged terrain such as mountains and flat terrain such as plains.

Marsh: Two categories of marsh exist: relatively dry moors and watery swamps. Both are often bordered by lakes, which effectively are a third category of terrain found in marshes.

Mountain: The three mountain terrain categories are alpine meadows, rugged mountains, and forbidding mountains. As characters ascend into a mountainous area, they're likely to face each terrain category in turn, beginning with alpine meadows, extending through rugged mountains, and reaching forbidding mountains near the summit.

Plains: Plains come in two categories: farms and grasslands. Farms are common in settled areas, of course, while grasslands represent untamed plains.

Underground: The four basic underground types (occupied structure, ruined structure, safe storage, and natural cavern complexes) are defined by their current status. Many underground environments are variations on these basic types or combinations of more than one of them. Sometimes old underground environments are used again and again by different inhabitants for different purposes.

CR Considerations: Environment usually has no role in CR determination. Environment only plays a factor if your creature is designed to ignore special penalties associated with a particular environment that PCs cannot reasonably be expected to overcome. For example, darkvision is really useful underground,

but PCs are expected to be able to simply overcome the environment (via a torch for example), so darkvision isn't really important for CR. A different example would be a marsh-based monster that can walk on water. In this case, the ability both does and does not matter based upon the expected party level it is supposed to challenge. A high CR monster with such an ability shouldn't have it considered since high level PCs will probably overcome the environment, but low level PCs will struggle against the muck, making the monster that much more effective against them.

ORGANIZATION

This line describes the kinds of groups the creature might form. A range of numbers in parentheses indicates how many combat-ready adults are in each type of group. Many groups also have a number of noncombatants, expressed as a percentage of the fighting population. Noncombatants can include young, the infirm, slaves, or other individuals who are not inclined to fight. If the organization line contains the term "domesticated," the creature is generally found only in the company of other creatures, whom it serves in some capacity.

Humanoid creatures usually have larger organization numbers than most creatures. Typically, leader types (and their NPC or PC class levels) are indicated, shaman or spell-caster types are indicated as well and the number of non-combatants (children, elderly, and in some cases females) should also be included. Although this is typical of humanoids, is always true of the goblinoid subtype.

If the creature typically works with another creature (such as goblins with dire wolves), the number and situation in which the secondary creatures appears should be indicated as well.

CR Consideration: Organization has no impact upon CR. Organization will make a difference concerning the EL of an encounter as certain creatures will usually be found in the groups indicated here.

CHALLENGE RATING

This shows the average level of a party of four adventurers (fighter, wizard, cleric, and rogue) for which one creature would make an encounter of moderate difficulty. Moderate difficulty uses around 15-25% of the party's resources. When testing CRs, test two of the monsters against a party that is on average two levels higher than a single monster's CR. This helps alleviate some of the randomness in die rolling and provides a slightly more accurate assessment of the monster's capabilities.

Determining CR without playtesting is one of the hardest things about monster creation, but the more of it you do, the better at it you'll become. Take a look at your monster's function, and then compare your monster to other creatures from various sources with a similar function, comparing their power against the power of your creature. If you are looking for a system to estimate CR before playtesting, pick up *Grim Tales* by Bad Axe Games, which will get you close to the proper CR.

The only true hard and fast rule about CR is that you **must** playtest your creature to be certain. Ideally you'll run it against different players, under different circumstances, and several times each. This isn't probably the way you'll be able to run your playtesting, but serially running a pair of your creatures against the same group will give you a good idea of how powerful a creature you've really created. Players will, once they learn of a monster's abilities and tactics, modify their play as you run them through several encounters. You should expect the first encounter to leave the party the worst off and the last you run (I recommend 5 if you have the time, but 3 is workable) should leave them in the best shape as they adapt to the creature.

Even after playtesting, assigning a CR can be a difficult task. It could be that your group unconsciously favors certain tactics over others that would be more effective against your creatures or it could be that probability favored one side more than other. But to be honest, every GM knows that CR is merely a guideline. It's not as rigidly definable as the effects of an ability score or the average hit points of a creature.

Class Levels and CR: If you add class levels to your creature, there are a few guidelines about recalculating its CR depending on what type of class you added.

Class levels that increase a monster's existing strengths are known as associated class levels. Each associated class level a monster has increases its CR by 1. Barbarian, fighter, paladin, and ranger are associated classes for a creature that relies on its fighting ability. Rogue and ranger are associated classes for a creature that relies on stealth to surprise its foes, or on skill use to give itself an advantage. A spellcasting class is an associated class for a creature that already has the ability to cast spells as a character of the class in question, since the monster's levels in the spellcasting class stack with its innate spellcasting ability.

If you add a class level that doesn't directly play to a creature's strength the class level is considered nonassociated, and things get a little more complicated. Adding a nonassociated class level to a monster increases its CR by 1/2 per level until one of its nonassociated class levels equals its original Hit Dice. At that point, each additional level of the same class or a similar one is considered associated and increases the monster's CR by 1.

Levels in NPC classes are always treated as nonassociated.

TREASURE

This line reflects how much wealth the creature owns. In most cases, a creature keeps valuables in its home or lair and has no treasure with it when it travels. Intelligent creatures that own useful, portable treasure (such as magic items) tend to carry and use these, leaving bulky items at home. Any equipment used in this manner is not considered in the creature's challenge rating. Treasure can include coins, goods, and items. Creatures can have varying amounts of each, as follows.

Standard: Refer to the treasure tables in the core rules and roll d% once for each type of treasure (Coins, Goods, Items) on the Level section of the table that corresponds to the creature's Challenge Rating (for groups of creatures, use the Encounter Level for the encounter instead). Some creatures have double, triple, or even quadruple standard treasure; in these cases, roll for each type of treasure two, three, or four times. Variance depends upon the monster concept and how it relates with its environment. If a monster possesses a magic weapon or armor in its description it should be noted in the treasure section such as "Standard plus *+1 longsword*."

None: The creature collects no treasure of its own.

Nonstandard: Some creatures have quirks or habits that affect the types of treasure they collect. These creatures use the same treasure tables, but with special adjustments.

Fractional Coins: Roll on the Coins column in the section corresponding to the creature's Challenge Rating, but divide the result as indicated.

% Goods or Items: The creature has goods or items only some of the time. Before checking for goods or items, roll d% against the given percentage. On a success, make a normal roll on the appropriate Goods or Items column (which may still result in no goods or items).

Double Goods or Items: Roll twice on the appropriate Goods or Items column.

Parenthetical Notes: Some entries for goods or items include notes that limit the types of treasure a creature collects.

When a note includes the word "no," it means the creature does not collect or cannot keep that thing. If a random roll generates such a result, treat the result as "none" instead.

When a note includes the word "only," the creature goes out of its way to collect treasure of the indicated type. Treat all results from that column as the indicated type of treasure.

It's sometimes necessary to reroll until the right sort of item appears.

CR Consideration: Treasure plays no direct role on CR, but generally the higher the CR the greater likelihood that treasure will be present at standard or even better.

ALIGNMENT

This line gives the alignment that the creature is most likely to have. Every entry includes a qualifier that indicates how broadly that alignment applies to the species as a whole. "Always" means the monster type will have the given alignment unless it is truly unique. "Usually" means that most creatures encountered will have the given alignment, although exceptions are not unique. "Often" means that the given alignment is the one most common out of all alignments for the creature, but not that the majority of creatures have the given alignment. A brief explanation of the various alignments is found below.

Lawful Good: A lawful good monster acts as a good creature is expected or required to act. It combines a commitment to oppose evil with the discipline to fight relentlessly. It tells the truth, keeps its word, helps those in need, and speaks out against injustice. A lawful good monster hates to see the guilty go unpunished.

Neutral Good: A neutral good monster does the best that a good creature can do. It is devoted to helping others. It does not feel beholden to maintaining order.

Chaotic Good: A chaotic good monster acts as its conscience directs it with little regard for what others expect of it. It makes its own way, but it's kind and benevolent. It believes in goodness and right but has little use for laws and regulations. It hates it when people try to intimidate others and tell them what to do. It follows its own moral compass, which, although good, may not agree with that of society.

Lawful Neutral: A lawful neutral monster acts as law, tradition, or a personal code directs its. Order and organization are paramount to it. It may believe in personal order and live by a code or standard, or it may believe in order for all and favor a strong, organized government.

Neutral: A neutral monster does what seems to be a good idea. It doesn't feel strongly one way or the other when it comes to good vs. evil or law vs. chaos. Most neutral monsters exhibit a lack of conviction or bias rather than a commitment to neutrality. Such a monster thinks of good as better than evil—after all, it would rather have good neighbors and rulers than evil ones. Still, it's not personally committed to upholding good in any abstract or universal way.

Some neutral monsters, on the other hand, commit themselves philosophically to neutrality. They see good, evil, law, and chaos as prejudices and dangerous extremes. They advocate the middle way of neutrality as the best, most balanced road in the long run.

Chaotic Neutral: A chaotic neutral monster follows its whims. It is an individualist first and last. It values its own liberty but doesn't strive to protect others' freedom. It avoids authority, resents restrictions, and challenges traditions. A chaotic neutral monster does not intentionally disrupt organizations as part of a

campaign of anarchy. To do so, it would have to be motivated either by good (and a desire to liberate others) or evil (and a desire to make those different from itself suffer). A chaotic neutral monster may be unpredictable, but its behavior is not totally random. It is not as likely to jump off a bridge as to cross it.

Lawful Evil: A lawful evil monster methodically takes what it wants within the limits of its code of conduct without regard for whom it hurts. It cares about tradition, loyalty, and order but not about freedom, dignity, or life. It plays by the rules but without mercy or compassion. It is comfortable in a hierarchy and would like to rule, but is willing to serve. It condemns others not according to their actions but according to race, religion, homeland, or social rank. It is loath to break laws or promises.

This reluctance comes partly from its nature and partly because it depends on order to protect itself from those who oppose it on moral grounds. Some lawful evil monsters have particular taboos, such as not killing in cold blood (but having underlings do it) or not letting children come to harm (if it can be helped). They imagine that these compunctions put them above unprincipled monsters.

Some lawful evil creatures commit themselves to evil with a zeal like that of a crusader committed to good. Beyond being willing to hurt others for their own ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to an evil deity or master.

Lawful evil is sometimes called "diabolical," because devils are the epitome of lawful evil.

Neutral Evil: A neutral evil monster does whatever it can get away with. It is out for itself, pure and simple. It sheds no tears for those it kills, whether for profit, sport, or convenience. It has no love of order and holds no illusion that following laws, traditions, or codes would make its any better or more noble. On the other hand, it doesn't have the restless nature or love of conflict that a chaotic evil monster has.

Some neutral evil monsters hold up evil as an ideal, committing evil for its own sake. Most often, such monsters are devoted to evil deities or secret societies.

Chaotic Evil: A chaotic evil monster does whatever its greed, hatred, and lust for destruction drive it to do. It is hot-tempered, vicious, arbitrarily violent, and unpredictable. If it is simply out for whatever it can get, it is ruthless and brutal. If it is committed to the spread of evil and chaos, it is even worse. Thankfully, its plans are haphazard, and any groups it joins or forms are poorly organized. Typically, chaotic evil monsters can be made to work together only by force and their leader lasts only as long as it can thwart attempts to topple or assassinate it.

Chaotic evil is sometimes called "demonic" because demons are the epitome of chaotic evil.

CR Consideration: Alignment has no effect on CR.

ADVANCEMENT

The monster entry usually describes only the most commonly encountered version of a creature. The advancement line shows how tough a creature can get, in terms of extra Hit Dice. (This is not an absolute limit, but exceptions are extremely rare.) Often, intelligent creatures advance by gaining a level in a character class instead of just gaining a new Hit Die. These creatures have "By character class" in their Advancement stat.

Advancement follows two basic patterns. The first is advancement by class just like a PC; the second is HD advancements. Generally speaking, a monster can advance up to three times their listed HD. For example, a 5HD creature can advance up to 15HD. Usually each of the two advancements share equal HD, and the second advancement results in a size increase. For example, our 5HD creature is medium sized. His first advancement is 6-10HD (Medium), and his second is 11-15HD (Large). This general pattern isn't always followed as many monster concepts don't fit easily into HD/size advancement. However, it should be considered the "standard" advancement pattern. One notable exception to this standard is the animal type. Animals (excluding dinosaurs) usually only advance in one step (so a 2 HD animal is advanced to a 3-4HD animal), and their size is almost never increased. If you want a larger animal, you may want to try out a dire variety. It may serve your needs nicely.

Some monsters cannot be advanced and have an "—" under Advancement.

Advancement/Improving: If a creature acquires a character class, it follows the rules for multiclass characters. The creature's Hit Dice equal the number of class levels it has plus its racial Hit Dice. A creature's "monster class" is always a favored class, and the creature never takes XP penalties for having it. Additional Hit Dice gained from taking levels in a character class never affect a creature's size.

Humanoids and Class Levels: Creatures with 1 or less HD replace their monster levels with their character levels. The monster loses the attack bonus, saving throw bonuses, skills, and feats granted by its 1 monster HD and gains the attack bonus, save bonuses, skills, feats, and other class abilities of a 1st-level character of the appropriate class.

Level Adjustment and Effective Character Level: To determine the effective character level (ECL) of a monster character, add its level adjustment to its racial Hit Dice and character class levels. The monster is considered to have experience points equal to the minimum needed to be a character of its ECL.

If you choose to equip a monster with gear, use its ECL as its character level for purposes of determining how much equipment it can purchase. Generally, only monsters with an Advancement entry of "By character class" receive NPC gear; other creatures adding character levels should be treated as monsters of the appropriate CR and assigned treasure, not equipment.

Feat Acquisition and Ability Score Increases: A monster's total Hit Dice, not its ECL, govern its acquisition of feats and ability score increases.

CR Considerations: Advancement has no effect on CR. However, advancing a creature following the guidelines here will usually change the CR of the creature you advanced.

LEVEL ADJUSTMENT

This line is included in the entries of creatures suitable for use as player monsters or as cohorts (usually creatures with Intelligence scores of at least 3 and possessing opposable thumbs). Add this number to the creature's total Hit Dice, including class levels, to get the creature's effective character level (ECL). A monster's ECL affects the experience the monster earns, the amount of experience the monster must have before gaining a new level, and the monster's starting equipment.

If a creature can be taken as an Improved Familiar via the same feat, it should be parenthetically noted as well as the required arcane spellcaster level.

Monsters with an ECL over 20 generally have a LA of "—" as do monsters which are unsuitable for use as player characters.

CR Considerations: Level adjustment has no effect on CR. However, if there is one thing more contentious than Challenge Rating it is LA and ECL. Determining an appropriate LA for a creature is a difficult task because the considerations for LA are completely different than the considerations for CR.

CR is a number designed to provide a guideline for making challenging and fun encounters around which experience points and character game progression occur. LA is a number designed to provide balance *between character classes*. As stated above, the method of determining ECL is based upon LA and HD but what is the method to determine LA? To be blunt, there isn't one. And there's one big reason for that.

Monsters by definition are challenges designed to be overcome by players. They have abilities created with the sole purpose of making things difficult. Something like *greater invisibility* at will is a difficult challenge for a group of PCs to overcome, but *greater invisibility* at will in the hands of a player is a game killer. A monster only has so many game opportunities to use its *greater invisibility,* but a player can use it at almost any part of the game. In other words, outside of combat and plot progression, monster abilities don't matter. Player Character abilities on the other hand matter every single moment of game play.

But not only are monster and player abilities designed with opposing intents, monster abilities are often simply more powerful than class abilities. This is because monsters are really only designed to shine for one combat and then die before the might of the players. This means that their abilities are usually designed to be effective when facing overwhelming numbers (i.e. 4 PCs) and should consistently drain around 15%-25% of a four-party group's resources and perhaps incapacitate one PC before the monster goes down. This is the driving concept behind the CR mechanic. Player abilities on the other hand are always found in groups of four. Their abilities are designed to work well with others, not to have one big cool fight and then die. PC abilities are also often designed to enhance the role-playing environment not just for conflict resolution.

This means that playing a monster as a PC, once you step outside of the monsters that advance by class, becomes rather problematic. Ok, I know a few paragraphs above I said that there wasn't a method to determine LA. I lied. There is, but it's not what most players and GMs want to hear–playtesting. If you really want to have a monstrous PC simply playtest the PC out in your game just like you'd playtest a monster, but give many other scenario types than just combat. Playtest the monster out at the market buying some bread; playtest the monster entering a village. In other words, playtest the monster out in the social situations that are common for your game.

You'll find that some monsters (the combat wombats) are fairly easy to determine LA because they only fight. You'll also find that some monsters are very, very hard to determine LA and will require

a good player to avoid abusing their natural abilities. One word of general advice: be wary of players who want to accept "disadvantages" to play a particular monster as a class. Just as allowing a player to play a human child is difficult to balance; allowing a player to play a dragon child will be difficult to balance. And the dragon child starts off much more powerful…

THE DESCRIPTION

The description section of a monster is much simpler than the statistics section. There are a few main things that a description should provide. Firstly, a physical description of the creature is required. How many legs does it have? How many eyes? Does it wield manufactured weapons or does it have sharp pointy teeth? Use a paragraph or two to fully describe the average version of the monster that you'd expect your PCs to meet. You don't have to go into massive detail obviously, but you'll at least want to hit the high points of your monster's physique. You'll also want to make sure to state the size of the creature in your physical description. Nothing is worse than a PC going, "That's a good description, but just how BIG is it anyway?"

Besides the physical you should give some information on the social structure or behavior of the creature as well. Not all monsters will have a social structure, but everyone will at least have typical behaviors that help a GM place and use the creature in her world. How long you wish this section to be is up to you. But generally the longer this section is the less applicable the monster becomes to every campaign. The more detail you add the greater chance you have of causing a conflict between a reading GMs world and the world you're building in your creature. However, if you're making a monster up for your own use and don't care about other GMs, make this section as detailed as you enjoy doing. It's always fun to world build while making monsters.

Lastly, and traditionally as the final paragraph before the combat section, you should state the languages that the average example of your monster knows. This helps GMs place the monster in their world and gives additional information for roleplaying. You should also state what other languages are fairly common for the particular creature if you want your monster to know more than a single language.

THE COMBAT SECTION

The combat section contains a brief description of the monster's combat tactics, a listing of its SA/SQs and, for some powerful creatures, a round-by-round breakdown of how it tends to fight. The small tactics section gives behavioral notes on how non-intelligent creatures acquire their food and how intelligent creatures hunt or defend themselves. There are a few specific things that are mentioned in the combat section depending upon the monster concept.

If it is a creature that can be easily ridden, such as nighmares and unicorns, it should have a listed carrying capacity.

If the creature has any racial bonuses to skills they should be listed under a skills heading. If the creature possesses the aquatic subtype the following text should appear in the combat section:

Skills: A [monster name] has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

If the creature has a climb speed the following text should appear in the combat section:

Skills: A [monster name] has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened.

If the creature is a construct you should have a construction section explaining how the construct is created. See the construct type in Chapter 4: Type and Subtype for more information.

If your creature can be trained as a mount, you need to list training information under "Training a [monster name]" section such as those found under the giant eagle, griffon, hippogriff, howler, giant eagle, pegasus, and spider eater.

CHAPTER 4: TYPE AND SUBTYPE

In this chapter we'll look at each type and subtype's abilities and briefly discuss the various aspects of each type and subtype under designer notes. After the definition and traits of most types/subtypes, I've included a breakdown of SA/SQs common to that type/subtype. This will help you gain a quick understanding of what is common for monsters of that type/subtype and lets you cover your bases when making a new creature. But before we delve deeper, here's a general breakdown of the most common SA/SQs regardless of type/subtype. The most commonly shared SA/SQs are: Immunities (25%), Damage Reduction (24%), Spell-Like Abilities (23%), Improved Grab (18%), Spell Resistance (15%), Poison (13%), Resistances (12%), Breath Weapon (8%), Constrict (8%), Summon (8%), Vulnerabilities (8%), Telepathy (7%), Fast Healing (6%), and Blindsight (4%). All of these numbers (and all the numbers in this chapter) come only from SRD creatures to ensure there's no selection bias via including creatures from other sources. While the common SA/SQs in each type and subtype are not diehard rules, they are general observations about each individual group which should prove helpful to monster designers.

ABERRATION TYPE

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Features: An aberration has the following features.

—d8 Hit Dice.

—Base attack bonus equal to 3/4 total HD (as cleric).

—Good Will saves.

—Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: An aberration possesses the following traits (unless otherwise noted in a creature's entry).

—Darkvision out to 60 feet.

—Proficient with its natural weapons. If generally humanoid in form, proficient with all simple weapons and any weapon it is described as using.

—Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Aberrations not indicated as wearing armor are not proficient with armor. Aberrations are proficient with shields if they are proficient with any form of armor.

—Aberrations eat, sleep, and breathe.

Table 4.1: Type Information

Type	Hit Die	Attack Bonus	Good Saving Throws	Skill Points*
Aberration	d8	HD x3/4 (as cleric)	Will	2 + Int mod per HD
Animal	d8	HD x3/4 (as cleric)	Fort, Ref (and sometimes Will)	2 + Int mod per HD
Construct	d10	HD x3/4 (as cleric)	—	2 + Int mod per HD**
Dragon	d12	HD (as fighter)	Fort, Ref, Will	6 + Int mod per HD
Elemental	d8	HD x3/4 (as cleric)	Ref (Air, Fire), or Fort (Earth, Water)	2 + Int mod per HD
Fey	d6	HD x1/2 (as wizard)	Ref, Will	6 + Int mod per HD
Giant	d8	HD x3/4 (as cleric)	Fort	2 + Int mod per HD
Humanoid	d8	HD x3/4 (as cleric)	Varies (any one)	2 + Int mod per HD
Magical beast	d10	HD (as fighter)	Fort, Ref	2 + Int mod per HD
Monstrous humanoid	d8	HD (as fighter)	Ref, Will	2 + Int mod per HD
Ooze	d10	HD x3/4 (as cleric)	—	2 + Int mod per HD**
Outsider	d8	HD (as fighter)	Fort, Ref, Will	8 + Int mod per HD
Plant	d8	HD x3/4 (as cleric)	Fort	2 + Int mod per HD**
Undead	d12	HD x1/2 (as wizard)	Will	4 + Int mod per HD**
Vermin	d8	HD x3/4 (as cleric)	Fort	2 + Int mod per HD**

All types have a number of feats equal to 1 + 1 per 3 Hit Dice.

* As long as a creature has an Intelligence of at least 1, it gains a minimum of 1 skill point per Hit Die.

** Creatures with an Intelligence score of "—" gain no skill points or feats.

Designer Notes

Besides the shared traits of their type, aberrations commonly have the following SA/SQs: Poison (32%), Spells (23%), Improved Grab (18%), Scent (18%), Constrict (13%), Immunities (13%), Amorphous (9%), Amphibious (9%), Damage Reduction (9%), Engulf (9%), Tremorsense (9%).

Aberrations are the catch-all group of monster design. Not certain where your new creature should go? None of the other types seem appropriate? Aberration may be the place for it. Our list of SA/SQs shows that Aberrations tend to be Drainers, Grapplers, and Casters. This reflects a large variety of their abilities, but still only describes a relatively small percentage of aberrations. Unlike other types who have abilities that are shared by over 50% or more of all the creatures of that type, aberrations can only at best be grouped by the observation that 1/3 of them use poison. Again, this low percentage of similarity is because aberrations have a lot of different types of abilities.

Unfortunately, when trying to decide if your new creature fits aberration type, the definition isn't much of a help. Bizarre anatomy? Well I don't know if they looked at the majority of monsters, but in my book bizarre anatomy is almost a required. Strange abilities? Again, there are probably more monsters with strange abilities than without. Alien Mindset? I'd wager that more monsters have an alien mindset than don't. Now that the definition is out of the way we can start too look for what exactly is meant by such a loose conglomeration of words.

Bizarre Anatomy: Looking at the list of aberrations, one can see that they are all quite strange. Aboleths, cloakers, ethereal filchers, otyughs, rust monsters–all are nicely described by bizarre. However, some are up for argument about how bizarre they really are. Are destrachan really any more bizarre than eyeless dinosaurs that are rather vocal? Do they have a more bizarre anatomy than the behir- a multi-legged snake-like magical beast? Using real-world definitions, a behir, or rather any non-insect that has more than four legs is a serious aberration. From real-world perspectives a destrachan is much less bizarre than a behir. And let's not even mention the chimera…

Strange Abilities: Again, looking at the list of aberrations one can easily see they have strange abilities in spades. Mimics, gricks, aboleth, phasm, and will-o'-wisps all easily qualify. But some simply don't have strange abilities. Take the athach for example; it has no strange abilities unless one considers pounding people into mush with a big morningstar strange.

Alien Mindset: Some aberrations qualify for the alien mindset hands down. Cloakers, aboleth, naga, mimics, gibbering mouthers, and delvers can easily be understood as having an alien mindset. But again, drider, choker, and athach don't seem to have a mindset more unusual than many other creatures who hate others on general principle.

By now you're probably wondering when I'm going to give some advice on why some of these questionable creatures are aberrations instead of questioning their type placement. Well here's a list of things that help set aberrations apart and may help you type your monster concept.

If you want a creature that breaks a type mold, like an ooze with intelligence, you should comsider making it an aberration; ala, the mimic or the phasm.

If you want a creature that's a strange mixture of creatures or one that uses "strange" creatures as the mix, aberration is for you. Chimeras may have three different heads with goat, lion, and dragon parts, but they arranged "reasonably". Now if you had a monster that had a dragon's tail, lion's paws, a goat's body, and four heads, one of which was an insect head, you'd probably have an aberration. Creatures from myth are also usually not aberrations, but magical beasts. In this example, it's really the insect head that ensures the creature should be an aberration-without it you could reasonably argue that it would be a magical beast.

Creatures that are generally of one natural group (say mammal, reptile. bird, insect) but have traits associated with a different group are probably aberrations. Good example is the athach's poison bite and the grick's beak. There are very few mammals that make poison, and snakes generally don't have beaks like octopi, nor do octopi have long snake-like bodies. But obviously this isn't always true–look at the owlbear.

Anything that looks downright strange is an aberration. If it looks like it could have come from the deep, deep, ocean, it's probably an aberration. If it floats, has ten eyes, and a mouth the size of its body, it's an aberration.

Anything that you'd describe as "alien" when thinking about the creatures social interaction or lack thereof is probably an aberration. Not just unusual or odd, but alien.

But the final word on aberrations is that they are what a monster is when no other type better describes the creature. They're the junk bin, if you wish, of monster creation. It should be noted that the lowest CR for aberrations is 2 while the majority fall in the 3-8 range. Although the aberration type isn't particularly powerful, their usual "strange abilities" are typically too challenging for a 1st-Level party.

AIR SUBTYPE

This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane of Air. Air creatures always have fly speeds and usually have perfect maneuverability.

Designer Notes

Besides the shared traits of their subtype, air creatures commonly have the following SA/SQs: Immunities (50%), Spell-Like Abilities (50%), Damage Reduction (42%), Breath Weapon (33%), Resistances (25%).

The air subtype is pretty straightforward. Unlike the definition states, not all creatures with the air subtype fly, for instance, cloud giant. Air creature's link to the elemental planes tends to give them immunities and spell-like abilities related to the air. If you're making a creature which deals with electricity and flies, you may wish to consider the air subtype.

ANGEL SUBTYPE

Angels are a race of celestials, or good outsiders, native to the good-aligned Outer Planes.

Traits: An angel possesses the following traits (unless otherwise noted in a creature's entry).

—Darkvision out to 60 feet and low-light vision.

—Immunity to acid, cold, and petrification.

—Resistance to electricity 10 and fire 10.

— +4 racial bonus on saves against poison.

—Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability,* both with a radius of 20 feet (caster level equals angel's HD). (The defensive benefits from the circle are not included in an angel's statistics block.)

—*Tongues* (Su): All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to angel's Hit Dice). This ability is always active.

Designer Notes

Besides the shared traits of their subtype, angels commonly have the following SA/SQs: Damage Reduction (100%), Regeneration (66%), Spells (66%).

Stated bluntly, Angels kick ass. They're tough, knowledgeable, and possess strong resistances/ immunities; every single one from the SRD has damage reduction. Angels are paragons of good, so if you want a monster that epitomizes good, angel may be the right subtype. However, if you're looking at a LG creature, the archon sub-type may fit better-they're the angel's angel.

ANIMAL TYPE

An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture.

Features: An animal has the following features (unless otherwise noted in a creature's entry).

—d8 Hit Dice.

—Base attack bonus equal to 3/4 total HD (as cleric).

—Good Fortitude and Reflex saves (certain animals have different good saves).

—Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: An animal possesses the following traits (unless otherwise noted in a creature's entry).

—Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).

—Low-light vision.

—Alignment: Always neutral.

—Treasure: None.

—Proficient with its natural weapons only. A noncombative herbivore uses its natural weapons as a secondary attack. Such attacks are made with a –5 penalty on the creature's attack rolls, and the animal receives only 1/2 its Strength modifier as a damage adjustment.

—Proficient with no armor unless trained for war.

—Animals eat, sleep, and breathe.

Designer Notes

Besides the shared traits of their type, animals commonly have the following SA/SQs: Scent (50%), Improved Grab (23%), Poison (8%), Pounce (8%), Rake (6%), Keen Scent (5%), Trip (5%).

Animals are a straightforward type. If it's a real animal, then it's an animal type. If it once walked the earth and was a vertebrate (like dinosaurs) it's an animal. If it's a creature that one could image reading about in a hard Sci-Fi book where the hero explores a strange new planet, it's also probably an animal. If your concept if a giant-sized version of the above, it's an animal as well.

If your creature is basically an animal with human (or sub-human) intelligence, look towards magical beast for your type. The same thing goes if it has supernatural or spell-like abilities.

Animals typically have low CRs in the 1/3 CR-3 CR range. Although there are some powerful ones (roc, dinosaurs, giant squid) animals lack the magical prowess that's almost a requirement for the more difficult CRs. This isn't to say that you can't have a super animal, but a high-level party will usually be able to defeat it with ease, especially if a druid or ranger is involved.

AQUATIC SUBTYPE

These creatures always have swim speeds and thus can move in water without making Swim checks. An aquatic creature can breathe underwater. It cannot also breathe air unless it has the amphibious special quality.

Designer Notes

Besides the shared traits of their subtype, aquatic creatures commonly have the following SA/SQs: Improved Grab (25%), Amphibious (18%), Hold Breath (18%), Ink Cloud (18%), Jet (18%), Blindsense (14%), Keen Scent (14%), Rake (7%).

The aquatic subtype should be considered for any creature that you want to spend a significant amount of its time in or around water. The most common function for aquatic creatures is combatant with a bit of grappler thrown in. If you design a creature that

is equally at home on land and in water, aquatic may be the right subtype, but don't forget the amphibious special quality if you want them to breath air. Being able to ignore swim checks is a great advantage for a creature you plan on engaging in combat underwater.

ARCHON SUBTYPE

Archons are a race of celestials, or good outsiders, native to lawful good-aligned Outer Planes.

Traits: An archon possesses the following traits (unless otherwise noted in a creature's entry).

—Darkvision out to 60 feet and low-light vision.

—Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

—Immunity to electricity and petrification.

— +4 racial bonus on saves against poison.

—*Magic Circle against Evil* (Su): A *magic circle against evil* effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

—*Teleport* (Su): Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.

—*Tongues* (Su): All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Designer Notes

Besides the shared traits of their subtype, archons commonly have the following SA/SQs: Damage Reduction (100%), Spell-Like Abilities (100%), Spell Resistance (66%).

An angel by any other name… Archons are the angel's angel-they share the same toughness, the same damage reduction abilities, and they throw in spell-like abilities to boot. If your awesome good monster is also lawful, archon may be the right subtype. Although they aren't immune to acid and cold like the angels, greater teleporting at will cannot be overestimated, and archon is arguably the most powerful subtype (it's a four-way race between angel, archon, incorporeal, and swarm).

AUGMENTED SUBTYPE

A creature receives this subtype whenever something happens to change its original type. Some creatures (those with an inherited template) are born with this subtype; others acquire it when they take on an acquired template. The augmented subtype is always paired with the creature's original type. A creature with the augmented subtype usually has the traits of its current type, but the features of its original type.

Designer Notes

The augmented subtype doesn't serve much of a purpose. It just lets the reader know that the creature looks like the original type, but has the traits of the current type. This is used for some templates like some celestial creatures and all vampires. Although the fiendish template doesn't indicate that the base creature becomes augmented, the example in the SRD abyssal greater basilisk does possess the augmented subtype; I would follow the same example.

When making a new template, you may need the base creature to gain this subtype if the base creature looks like the original creature while having the traits of the template.

CHAOTIC SUBTYPE

A subtype usually applied only to outsiders native to the chaotic-aligned Outer Planes. Most creatures that have this subtype also have chaotic alignments; however, if their alignments change they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a chaotic alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the chaotic subtype overcomes damage reduction as if its natural weapons and any weapons it wields were chaotic-aligned (see Damage Reduction in Chapter 7).

Designer Notes

Besides the shared traits of their subtype, chaotic creatures commonly have the following SA/SQs: Spell-Like Abilities (88%). Damage Reduction (75%), Immunities (69%), Resistances (69%), Spell Resistance (63%), Telepathy (56%), Improved Grab (25%), True Seeing (25%).

The chaotic subtype usually indicates a powerful opponent. Since the majority of chaotic creatures have spell-like abilities, damage reduction, and immunities and resistances, they tend to be a tough bunch. Since the subtype only applies to outsiders from chaotic planes, it limits the monster concepts that are applicable for this subtype.

COLD SUBTYPE

A creature with the cold subtype has immunity to cold. It has vulnerability to fire, which means it takes 150% damage from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Designer Notes

Besides the shared traits of their subtype, chaotic creatures commonly have the following SA/SQs:

Breath Weapon (80%), Damage Reduction (40%).

Cold subtype creatures are cool-literally. They are the creatures that inhabit the ice and snow of the deepest artic environments with ease. Most of them have a breath weapon related to cold which gives them an easily understandable mental construction. If you have a monster that lives in cold environments and you're thinking it should have a cold-based breath weapon of some type, the cold subtype is made for you. Just remember that cold subtypes are vulnerable to fire, and PCs love their *fireballs*. That's what makes the cold subtype not as powerful as the fire subtype. Icy spells are simply fewer and farther between.

CONSTRUCT TYPE

A construct is an animated object or artificially constructed creature.

Features: A construct has the following features.

—10-sided Hit Dice.

—Base attack bonus equal to 3/4 total HD (as cleric).

—No good saving throws.

—Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the construct has an Intelligence score. However, most constructs are mindless and gain no skill points or feats.

Table 4.2: Constructs

Construct Size	Bonus Hit Points
Fine	—
Diminutive	—
Tiny	—
Small	10
Medium	20
Large	30
Huge	40
Gargantuan	60
Colossal	80

Traits: A construct possesses the following traits (unless otherwise noted in a creature's entry).

—No Constitution score.

—Low-light vision.

—Darkvision out to 60 feet.

—Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

—Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.

—Cannot heal damage on their own, but often can be repaired by exposing them to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. A construct with the fast healing special quality still benefits from that quality.

—Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.

—Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).

—Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.

—Since it was never alive, a construct cannot be raised or resurrected.

—Because its body is a mass of unliving matter, a construct is hard to destroy. It gains bonus hit points based on size, as shown on Table 4.2: Constructs.

—Proficient with its natural weapons only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry.

—Proficient with no armor.

—Constructs do not eat, sleep, or breathe.

Designer Notes

Besides the shared traits of their type, constructs commonly have the following SA/SQs: Damage Reduction (55%), Fast Healing (45%), Immunity to Magic (36%), Spell-Like Abilities (27%).

The construct type is one of the more powerful types. By their very nature, constructs are almost

Table 4.3: Construct Creation Table

Type	HD	CR	Check DC	Price	GP Cost	XP Cost
Homunculus	2	1	12	Never Sold	1,050	78
Ushabti	2	3	15	3,000	1,600	112
Screaming Skull	4	4	13	15,000	8,500	560
Warden Jack Swarm	5	4	15	7,000	4,500	240
Golem, Rope	6	5	13	14,200	7,200	560
Mirror Fiend	8	7	25	30,000	20,625	1,050
Golem, Flesh	9	7	13	20,000	10,500	780
Golem, Clay	11	10	15	40,000	21,500	1,540
Golem, Iron Maiden	12	9	16	52,000	34,000	1,760
Golem, Stone	14	11	17	90,000	50,000	3,400
Shield Guardian	15	8	16	120,000	65,000	4,600
Golem, Iron	18	13	20	150,000	80,000	5,600
Golem, Furnace	24	14	20	180,000	102,00	6,720

always resistors because they are immune to so many different attack forms, and considering that 1/3 of them have magic immunity and almost half have fast healing, they are formidable foes indeed. The construct type is easily understood. If your monster is made through magic, rather than born in any "natural" way, it's probably a construct. A monster concept using animated dead bodies walks a fine line between construct and undead, but if you want your creature to have no negative energy attachment (and hence, no turning) construct is the way to go.

Almost all constructs need a paragraph or two describing the process and cost (both money and XP) of its creation. You should also include what skills and what DC checks are needed for creation as well. Below is the full explanation of the process and Table 4.3 Construct Creation Table provides some comparables in your construct construction from the examples in the SRD and in *Monster Geographica Underground*.

Not all constructs need construction information, however. For example, the inevitables have no construct information. Animated objects also have no construct information since they are created through the *animate object* spell. However, if your monster concept is a non-intelligent construct that can be made through a material and magical process, you should definitely provide information concerning its construction.

Constructs generally fall in the mid-range to high CRs (7-15) because of their type abilities and the fact that all but the homunculus and the smaller animated objects are typically created as muscle-bound and magically resistant deterrents. If you're making a construct, you should carefully look at the abilities (and especially the resistances) you've created for you monster. Generally, I wouldn't make constructs below CR 3-4 because the type is just so powerful. However, of course, if you have something special in mind, like the homunculus, constructs can make great and unique little challenges.

Construction: First of all, creating a construct requires the Craft Construct [Item Creation] feat (listed below). The cost of construction includes the cost of the physical body and all the materials and spell components that are consumed or become a permanent part of the construct. Creating a construct is essentially similar to creating any sort of magic item. However, a construct's body includes costly material components that may require some extra preparation. The construct's creator can assemble the body or hire someone else to do the job. The builder must have the appropriate skill, which varies with the construct variety. Most constructs have two skill choices that can be used in their creation. For example, stone golems can be created using Craft (sculpting) or Craft (stonemasonry).

Completing the construct's creation drains the appropriate XP from the creator and requires casting any spells on the final day.

The creator must cast the spells personally, but they can come from outside sources, such as scrolls.

The characteristics of a construct that come from its nature as a magic item (caster level, prerequisite feats and spells, market price, cost to create) are given in summary form at the end of each construct's description.

Market Price Variations: The market price of each construct can vary based upon HP and/or size. The following examples should give you a guideline about pricing advanced versions of your constructs based upon the general power of the construct.

The market price of an advanced golem (a golem with more Hit Dice than the typical construct described in each entry) is increased by 5,000 gp for each additional Hit Die, and increased by an additional 50,000 gp if the construct's size increases. Most golems start out with average hit points for its Hit Dice, but

the creator can pay an additional 2,500 gp per HD to increase the golems's hit points to maximum while lesser amounts cost proportionally less (ie. 7.5 hit points per HD would cost an additional 1, 250 gp per HD). The XP cost for creating an advanced golem is equal to 1/25 the advanced golems's market price minus the cost of the special materials required.

The market price of advanced homunculi (a homunculi with more Hit Dice than the typical construct described in each entry) is increased by 2,000 gp for each additional Hit Die, and increased by an additional 50,000 gp if the construct's size increases, but homunculi cannot generally be created larger. Most homunculi start out with average hit points for its Hit Dice, but the creator can pay an additional 1,000 gp per HD to increase the homunculis's hit points to maximum while lesser amounts cost proportionally less (ie. 7.5 hit points per HD would cost an additional 500 gp per HD). The XP cost for creating an advanced homunculi is equal to 1/25 the advanced homunculis's market price minus the cost of the special materials required.

The market price of advanced shield guardian (a shield guardian with more Hit Dice than the typical construct described in each entry) is increased by 5,000 gp for each additional Hit Die, and increased by an additional 20,000 gp if the construct's size increases. Most shield guardian start out with average hit points for its Hit Dice, but the creator can pay an additional 2,500 gp per HD to increase the shield guardians's hit points to maximum while lesser amounts cost proportionally less (ie. 7.5 hit points per HD would cost an additional 1,250 gp per HD). The XP cost for creating an advanced shield guardian is equal to 1/25 the advanced shield guardians's market price minus the cost of the special materials required.

Craft Construct [Item Creation]

Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item.

Benefit: A creature with this feat can create any construct whose prerequisites it meets. Enchanting a construct takes one day for each 1,000 gp in its market price. To enchant a construct, a spellcaster must spend 1/25 the item's price in XP and use up raw materials costing half of this price (see individual construct monster entries for details).

A creature with this feat can repair constructs that have taken damage. In one day of work, the creature can repair up to 20 points of damage by expending 50 gp per point of damage repaired.

A newly created construct has average hit points for its Hit Dice.

DRAGON TYPE

A dragon is a reptile-like creature, usually winged, with magical or unusual abilities.

Features: A dragon has the following features.

—12-sided Hit Dice.

—Base attack bonus equal to total HD (as fighter).

—Good Fortitude, Reflex, and Will saves.

—Skill points equal to (6 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: A dragon possesses the following traits (unless otherwise noted in the description of a particular kind).

—Darkvision out to 60 feet and low-light vision.

—Immunity to magic sleep effects and paralysis effects.

—Proficient with its natural weapons only unless humanoid in form (or capable of assuming humanoid form), in which case proficient with all simple weapons and any weapons mentioned in its entry.

—Proficient with no armor.

—Dragons eat, sleep, and breathe.

Designer Notes

Besides the shared traits of their type, dragons commonly have the following SA/SQs: Breath Weapon (85%), Spell Resistance (85%), Spell-Like Abilities (77%), Alternate Form (23%), Poison (15%), Scent (15%). This information is quite skewed due the overwhelming presence of True Dragons in the sample.

Dragons are the king of beasts. Of all the types and subtypes that are alive and have a backbone (i.e. not an ooze, construct, or undead), the dragon type is probably the strongest. The best HD coupled with monk-like saves, a fighter's BAB progression, and a bard's skill points makes dragons powerful all-around foes. True Dragons (chromatic and metallic) are the strongest of the dragons, and the ones we're all most familiar with, but the "lesser" dragons are still tough opponents for whatever CR rating they are.

Dragons are fairly easy to type. Is it a winged reptilian? Does it have magical or unusual abilities? Does it have a breath weapon? If you answer yes to all three, your creature is a dragon. Given the examples in the SRD, if your new guy doesn't have a breath weapon, but does have a poison stinger, dragon's probably the right place as well. If you got a breath weapon, a reptilian body, but no wings, you still can call your new beastie a dragon without contention.

Dragons have a wide range of CRs (1-27), so they make good opponents at any CR. However, True Dragon CRs are a bone of contention with many GMs. True Dragons are usually 1-2 CRs lower than they actually should be, because the game designers bent the CR playtesting rules because they expect the PCs to know that they're going to face a dragon and what type. This isn't the assumption when running playtests for any other creature. It's up to you to decide to you want to follow this trend with any true dragons you create or if you'd rather go the standard blind encounter CR assignment.

EARTH SUBTYPE

This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane of Earth. Earth creatures usually have burrow speeds, and most earth creatures can burrow through solid rock.

Designer Notes

Besides the shared traits of their subtype, earth creatures commonly have the following SA/SQs: Damage Reduction (75%), Breath Weapon (50%), Spell-Like Abilities (50%), Immunities (38%), Fast Healing (25%), Summon (25%).

The earth subtype is one of the four elemental subtypes (air, earth, fire, water) and as such shares the same basic premise; a creature from another plane (outsider) that has a connection with one of the elemental planes. If you have a burrowing creature in mind, and especially if you want a creature that can burrow through solid rock, the earth subtype may be for you. However, not all earth subtypes need have burrow (stone giant) nor possess the outsider type, as the most important part of the earth subtype is just a conceptual link to the elemental plane of earth will do. Earth creatures also tend to have damage reduction or breath weapons, but again, not all of them do.

ELEMENTAL TYPE

An elemental is a being composed of one of the four classical elements: air, earth, fire, or water.

Features: An elemental has the following features.

—8-sided Hit Dice.

—Base attack bonus equal to 3/4 total HD (as cleric).

—Good saves depend on the element: Fortitude (earth, water) or Reflex (air, fire).

—Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: An elemental possesses the following traits (unless otherwise noted in a creature's entry).

—Darkvision out to 60 feet.

—Immunity to poison, sleep effects, paralysis, and stunning.

—Not subject to critical hits or flanking.

—Unlike most other living creatures, an elemental does not have a dual nature—its soul and body form one unit. When an elemental is slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead, reincarnate,* and *resurrection,* don't work on an elemental. It takes a different magical effect, such as *limited wish, wish, miracle,* or *true resurrection,* to restore it to life.

—Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.

—Proficient with whatever type of armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.

—Elementals do not eat, sleep, or breathe.

Designer Notes

Besides the shared traits of their type, elementals commonly have the following SA/SQs: Damage Reduction (63%), Vulnerabilities (38%), Burn (25%).

Elementals are one of the staple monsters of fantasy–beings composed of the primal elements themselves. Besides the four basic elementals (earth, air, fire, water) there is a lot of room for experimentation with the basic concept of elemental. Although the definition says an elemental must be composed of the four classical elements, you can easily pick another classical civilization's definition of element and include other items, like wood, metal, or even bone. But outside of expanding the definition, mixing the four standards can create a plethora of interesting creatures. Air and water could lead to a steamy elemental, earth and water to a muddy elemental and so forth. With all the various combinations you shouldn't have a shortage of elemental concepts.

Elementals are an average type when it comes to power. Average HD, average BAB, low skills, but some decent immunities/resistances (some acquired through the particular elemental subtype). Their eschewing eating, sleeping and breathing make them great guardians if your monster concept includes such. They're not expensive like constructs and naturally heal over time. Most of them tend to have some sort of damage reduction due their usual nature, but vulnerabilities are not uncommon as well for the same reason.

Elementals are typically good encounters for low to high-mid level PCs (CR1-11). They're fairly powerful combatants and usually have a supernatural attack associated with their element. Higher level challenges are rarer with the elemental type, but can be done without much difficulty.

EVIL SUBTYPE

A subtype usually applied only to outsiders native to the evil-aligned Outer Planes. Evil outsiders are also called fiends. Most creatures that have this subtype also have evil alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has an evil alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the evil subtype overcomes damage reduction as if its natural weapons and any weapons it wields were evil-aligned (see Damage Reduction in Chapter 7: Special Abilities and Conditions).

Designer Note

Besides the shared traits of their subtype, evil creatures commonly have the following SA/SQs: Damage Reduction (65%), Immunities (60%), Spell-Like Abilities (50%), Spell Resistance (50%), Resistances (45%), See in Darkness (40%), Telepathy (35%), Scent (30%), Summon (30%), Poison (20%).

Evil creatures are the meat and drink of any good adventure and those in with the evil subtype are the evilest of them all. Evil subtype creatures are evil intrinsically, for even if they have a non-evil alignment they are still subject to spells that effect evil. This subtype is generally the home of powerful outsiders possessing formidable abilities. Most creatures of the evil subtype possess powerful resistive abilities via damage reduction, immunities and spell resistance and fully a quarter of them can call to the outer planes for familial assistance. However, such summoning comes at a price–a price that they're not always willing to pay.

If your monster concept includes your creature being thoroughly evil, to the point where the very mechanics of the universe view the creature as evil regardless of its actions, the evil subtype should be your choice.

EXTRAPLANAR SUBTYPE

A subtype applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplanar subtype (but would not have when on its home plane). Every extraplanar creature in this book has a home plane mentioned in its description. Creatures not labeled as extraplanar are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, and the Plane of Shadow.

Designer Notes

Besides the shared traits of their subtype, extraplanar creatures commonly have the following SA/SQs: Damage Reduction (67%), Immunities (66%), Spell-Like Abilities (63%), Resistances (46%), Spell Resistance (37%), Summon (37%), Telepathy (23%), Fast Healing (20%), Breath Weapon (17%), Poison (11%), Scent (11%), Tongues (10%).

Extraplanar creatures are simply creatures that are native to one plane who are encountered on another. From a monster perspective, most extraplanar creatures are viewed as such from a material plane viewpoint. By themselves, extraplanar creatures are a diverse lot, but generally they have solid resistive abilities common among creatures native to any plane other than the material.

Extraplanar is a good subtype for creatures if you're having a little problem with placing a creature within a somewhat reasonable material plane magical world. If you've a concept that's rather strange, like xorn for example, a postulated extraplanar home ecology can make the suspension of disbelief that much easier for your players. Otherwise, the extraplanar subtype is pretty straightforward; if your creature isn't native to the location (plane) it is encountered in, it should be extraplanar without the native subtype. Also, outside of the janni, any creature that can move through the planes (via *planeshift* or somesuch ability) is an extraplanar creature. The janni are unique natural plane travelers as they call the material plan their home.

FEY TYPE

A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped.

Features: A fey has the following features.

—6-sided Hit Dice.

—Base attack bonus equal to 1/2 total HD (as wizard).

—Good Reflex and Will saves.

—Skill points equal to (6 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: A fey possesses the following traits (unless otherwise noted in a creature's entry).

—Low-light vision.

—Proficient with all simple weapons and any weapons mentioned in its entry.

—Proficient with whatever type of armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Fey not indicated as wearing armor are not proficient with armor. Fey are proficient with shields if they are proficient with any form of armor.

—Fey eat, sleep, and breathe.

Designer Notes

Besides the shared traits of their type, fey beings commonly have the following SA/SQs: Damage Reduction (100%), Spell-Like Abilities (67%), Spell Resistance (50%), Wild Empathy (50%).

Fey creatures possess one of the physically weakest types; 1d6HD and a BAB as a wizard doesn't make for good combatants. In fact of all the non-combatants, fey creatures count for the largest group outside of small animals used as familiars and incorporeal undead, which by subtype cannot do much physical combat. But don't look down on the fey because they're the type with the most tricksters as well, and they can be a serious pain in the butt if unwittingly offended.

Although fey is a weak type for martial pursuits, they have good skills, good saves, and every single one of them has damage reduction/cold iron. They also tend to have spell-like abilities that misdirect and trick, allowing them to avoid direct confrontation.

The fey type is best used to describe any creature that has a special, almost magical, connection to nature or particular natural formations. The spirits of location so common in mythology are probably best described as fey; if you have a monster concept that's tied to a natural location/phenomenon, the fey type may be the best fit.

Fey are usually low-level encounters. Generally within the 1-7 CR range, they're often best used as encounters that don't rely upon muscle for success. However, myth and legend provide plenty of opportunities for very powerful fey so don't feel too limited. Just remember they're not going to have very good HP at high CR so concentrate on spells and spell-like abilities.

FIRE SUBTYPE

A creature with the fire subtype has immunity to fire. It has vulnerability to cold, which means it takes 150% damage from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Designer Notes

Besides the shared traits of their subtype, fire beings commonly have the following SA/SQs: Damage Reduction (55%), Spell-Like Abilities (50%), Breath Weapon (44%), Heat (44%), Burn (22%), Spell Resistance (22%).

The fire subtype is one of the four classical elemental subtypes, and it is arguably the most powerful. Fire creatures have fire immunity and that takes a healthy chunk of offensive spells away from an adventuring party. On top of that, most fire subtypes have damage reduction, giving them staying power in physical combat.

Determining the fire subtype is pretty simple. Does your monster use fire in any way? If so, the fire subtype is probably applicable. However, not all fire subtypes use fire directly; some are simply well adapted to their environment and are subsequently immune to its heat (fire giant).

GIANT TYPE

A giant is a humanoid-shaped creature of great strength, usually of at least Large size.

Features: A giant has the following features.

—8-sided Hit Dice.

—Base attack bonus equal to 3/4 total HD (as cleric).

—Good Fortitude saves.

—Skill points equal to (2 + Int modifier, minimum 1) per HD, with quadruple skill points for the first Hit Die.

Traits: A giant possesses the following traits (unless otherwise noted in a creature's entry).

—Low-light vision.

—Proficient with all simple and martial weapons, as well as any natural weapons.

—Proficient with whatever type of armor (light, medium or heavy) it is described as wearing, as well as all lighter types. Giants not described as wearing armor are not proficient with armor. Giants are proficient with shields if they are proficient with any form of armor.

—Giants eat, sleep, and breathe.

Designer Notes

Besides the shared traits of their type, giants commonly have the following SA/SQs: Rock Catching (45%), Rock Throwing (45%), Immunities (27%), Spell-Like Abilities (27%), Scent (18%).

Giants are creatures of myth and legend. Giant man-like are beings usually invested with equally large human-like foibles, follies, and appetites. Giants often embody and amplify the traits of humanity; good giants represent the good traits of humanity made large while evil ones the worst written in large font.

The giant type is average at best, with average HD, average attacks, and poor skills. Giants have no type-based immunities to help them with their survival. In fact, the only real advantage giants have is that they're big and strong, which (as any fighter will tell you) is sometimes all you really need. The giant family (hill, frost, etc.) as opposed to those of the giant type almost always possess rock throwing and catching (only storm giants do not possess throwing) while the other giants make do with great strength and reach.

If your monster concept is basically a humanoid made larger, it's a giant. Some giants however, such as trolls, are quite different that what you'd expect of a

normal humanoid; the giant type has room for quite a bit of diversity. But again, the epitome of giant traits is size and strength, so if you're making a giant it should have both in spades. Generally, as listed under Size, Type and Subtype in Chapter 3: Monster Statistics, giants possess twice the expected strength of a creature their size.

The examples of giants given in the SRD show that the combination of large size (and subsequent reach), great strength, and usually a fast movement rate shouldn't be used for a CR lower than 3 (ogre). In other words, if your creature looks like it should be a giant type, the minimum giant CR is 3. When making a new giant, remember that they can provide a lot of opportunity for high CR encounters, especially if you compensate a bit for their spell-oriented weaknesses. Or if you want to just throw on a few classed levels to an existing giant that would work nicely as well since true giants all have the classed function.

GOBLINOID SUBTYPE

Goblinoids are stealthy humanoids who live by hunting and raiding and who all speak Goblin.

Designer Notes

Goblinoids. Who reading here doesn't have a great story about the pesky buggers? They're the traditionally evil (lawful-hobgoblin, neutral-goblin, chaotic-bugbear) counterpart to humanoids and involved in almost every low-level adventure in the world. They have no special abilities, no special SA/SQs (although darkvision is shared by all) to rely upon for survival. They have only their wits, strengths, and a traditionally fast reproductive cycle.

Goblinoids have a lot of potential when world-building. You can create several new goblinoids and give your world a unique flavor quickly and easily. Other than that, goblinoids do well to swell a hoard, stand behind a dungeon door, or surprise an overconfident hero who didn't think that hobgoblin a 15th-Level fighter.

To ramble on a bit more in the vein of the giant entry above, goblins are representations of the evils of humanity made small, while giants are them made big. If you wanted to make a monster based around the word "petty," you'd make it a goblinoid before making it a giant. Now, "brutality" would better fit a giant. "Cruelty" could work either way, as cruelty has always been both small and large.

GOOD SUBTYPE

A subtype usually applied only to outsiders native to the good-aligned Outer Planes. Most creatures that have this subtype also have good alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a good alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the good subtype overcomes damage reduction as if its natural weapons and any weapons it wields were good-aligned (see Damage Reduction in Chapter 7).

Designer Notes

Besides the shared traits of their subtype, good creatures commonly have the following SA/SQs: Immunities (100%), Spell-Like Abilities (100%), Damage Reduction (89%), Resistances (67%), Spells (56%), Tongues (55%), Spell Resistance (44%).

The good subtype is the counterpoint to the evil one above. Take what I said up there and reverse it and voila, you pretty much have the designer notes for the good subtype. But good is a bit different from evil in that it is generally more powerful. Every good creature has immunities and spell-like abilities. Almost every good creature has damage reduction, and two out of three have resistances as well. Good creatures are a powerful package, and most PCs are grateful they're almost always helpers.

If your monster concept includes the idea of the creature being intrinsically good, the good subtype should apply.

HUMANOID TYPE

A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually have well-developed societies. They usually are Small or Medium. Every humanoid creature also has a subtype.

Humanoids with 1 Hit Die exchange the features of their humanoid Hit Die for the class features of a PC or NPC class. Humanoids of this sort are presented as 1st-level warriors, which means that they have average combat ability and poor saving throws.

Humanoids with more than 1 Hit Die are the only humanoids who make use of the features of the humanoid type.

Features: A humanoid has the following features (unless otherwise noted in a creature's entry).

—8-sided Hit Dice, or by character class.

—Base attack bonus equal to 3/4 total HD (as cleric).

—Good Reflex saves (may be another save; a humanoid's good save can vary).

—Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, or by character class.

Traits: A humanoid possesses the following traits (unless otherwise noted in a creature's entry).

—Proficient with all simple weapons, or by character class.

—Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, or by character class. If a humanoid does not have a class and wears armor, it is proficient with that type of armor and all lighter types. Humanoids not indicated as wearing armor are not proficient with armor. Humanoids are proficient with shields if they are proficient with any form of armor.

—Humanoids breathe, eat, and sleep.

Designer Notes

Besides the shared traits of their type, humanoids commonly have the following SA/SQs: Spell-Like Abilities (22%), Weapon Familiarity (17%), Light-Sensitivity (13%), Stonecunning (13%).

Humanoids are usually the most common intelligent species on any planet. They're the baseline creatures most similar to mankind. The humanoid type isn't particularly powerful, providing no shared SA/SQs. However, humanoids are almost always classed creatures who gain their power through level progression rather than size progression. This has led to them being (usually) the most powerful and prolific species on the many worlds of the multiverse.

If your monster concept is basically human, with perhaps a bit of minor spell-like abilities or one special ability/quality and includes the creature gaining additional power through classed leveling, humanoid would probably be an appropriate type.

Humanoids make great low-level encounters (CR ½-2), and they can easily be upgraded via their classed function to make more challenging encounters. However, doing so often requires a lot of work on the GM side, since you're effectively dealing with an NPC more than a monster. It's a lot more effort to create a 5th-Level elf than it is to use a troll right out of the book. If you want some pre-statted NPCs of 1-20th Level, we've put out a PDF series called NPC Files that should save you some time.

INCORPOREAL SUBTYPE

An incorporeal creature has no physical body. Spectres, wraiths, and a few other creatures lack physical bodies. Such creatures are insubstantial and can't be touched by nonmagical matter or energy. Likewise, they cannot manipulate objects or exert physical force on objects. However, incorporeal beings have a tangible presence that sometimes seems like a physical attack against a corporeal creature.

Incorporeal creatures are present on the same plane as the characters, and characters have some chance to affect them.

Incorporeal creatures can be harmed only by other incorporeal creatures, by magic weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all nonmagical attack forms. They are not burned by normal fires, affected by natural cold, or harmed by mundane acids.

Even when struck by magic or magic weapons, an incorporeal creature has a 50% chance to ignore any damage from a corporeal source—except for positive energy, negative energy, force effects such as *magic missile,* or attacks made with *ghost touch* weapons. Although it is not a magical attack, holy water can affect incorporeal undead, but a hit with holy water has a 50% chance of not affecting an incorporeal creature.

Incorporeal creatures are immune to critical hits, extra damage from being favored enemies, and from sneak attacks. They move in any direction (including up or down) at will. They do not need to walk on the ground. They can pass through solid objects at will, although they cannot see when their eyes are within solid matter.

While an incorporeal creature can enter or pass through solid objects, it must remain adjacent to the object's exterior and cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see farther from the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

Incorporeal creatures have no Strength score, so their Dexterity modifier applies to both melee attacks and ranged attacks.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it.

Incorporeal creatures hiding inside solid objects get a +2 circumstance bonus on Listen checks, because solid objects carry sound well. Pinpointing an opponent from inside a solid object uses the same rules as pinpointing invisible opponents (see Invisibility).

Incorporeal creatures cannot fall or take falling damage.

Incorporeal creatures are inaudible unless they decide to make noise.

The physical attacks of incorporeal creatures ignore material armor, even magic armor, unless it is made of force (such as mage armor or bracers of armor) or has the ghost touch ability.

Incorporeal creatures pass through and operate in water as easily as they do in air.

Corporeal creatures cannot trip or grapple incorporeal creatures.

Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

Incorporeal creatures do not leave footprints, have no scent, and make no noise unless they manifest, and even then they only make noise intentionally.

Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures.

Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Designer Notes

Besides the shared traits of their subtype, incorporeal creatures commonly have the following SA/SQs: Turn Resistance (100%), Ability Drain/ Damage (83%), Create Spawn (83%).

The incorporeal subtype is arguably the most powerful subtype. An incorporeal creature has tremendous benefits bestowed upon it by virtue of its nature. Because of this the subtype is easily identifiable for new monster creations. Is it like a ghost? It's incorporeal.

Besides all the obvious benefits of being incorporeal, incorporeals have a great tactical ability to instantly flee to safety and return, continually harassing PCs. All the examples of incorporeals from the SRD are undead, but that need not be the case. There are plenty of other types that could subtype incorporeal. But notice that the lowest CR for an incorporeal is 3 with most of them being 5-11. The subtype is very powerful.

LAWFUL SUBTYPE

A subtype usually applied only to outsiders native to the lawful-aligned Outer Planes. Most creatures that have this subtype also have lawful alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a lawful alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the lawful subtype overcomes damage reduction as if its natural weapons and any weapons it wields were lawful-aligned (see Damage Reduction in Chapter 7: Special Abilities and Conditions).

Designer Notes

Besides the shared traits of their subtype, lawful creatures commonly have the following SA/SQs: Immunities (68%), Damage Reduction (64%), Spell-Like Abilities (64%), Spell Resistance (64%), Resistances (50%), Telepathy (29%), Scent (25%), Fast Healing (21%), Summon (21%), Fear Effect (18%), Poison (18%).

Not surprisingly, the lawful subtype is the opposite of the chaotic subtype. Lawful creatures are creatures in which law is a basic building block of their material. Like chaotic beings, the universe always considers them lawful even if they have a different alignment. This makes them easy to classify. If your creature exemplifies order, it will have the lawful subtype.

Creatures with this subtype vary greatly in CR (from ½ to 20), and the majority of them have immunities, damage reduction, spell-like abilities, and spell resistance. They are tough opponents on the average and almost all of them are outsiders.

MAGICAL BEAST TYPE

Magical beasts are similar to animals but can have Intelligence scores higher than 2. Magical beasts usually have supernatural or extraordinary abilities, but sometimes are merely bizarre in appearance or habits.

Features: A magical beast has the following features.

—10-sided Hit Dice.

—Base attack bonus equal to total HD (as fighter).

—Good Fortitude and Reflex saves.

—Skill points equal to (2 + Int modifier, minimum 1) per HD, with quadruple skill points for the first Hit Die.

Traits: A magical beast possesses the following traits (unless otherwise noted in a creature's entry).

—Darkvision out to 60 feet and low-light vision.

—Proficient with its natural weapons only.

—Proficient with no armor.

—Magical beasts eat, sleep, and breathe.

Designer Notes

Besides the shared traits of their type, magical beasts commonly have the following SA/SQs: Scent (47%), Immunities (19%), Improved Grab (19%), Breath Weapon (15%), Pounce (15%), Spell-Like Abilities (13%), Swallow Whole (9%).

The magical beast type is the second most common type of creatures in the SRD following outsiders. Magical beast is a powerful combatant type, with good HD, good saves, attacks like a fighter, but only a fighter's skills as well. It's well suited for many mythological creatures and can encompass many new monster concepts.

There is a bit of confusion between what makes a magical beast and what makes an aberration (see aberration above), but if you think your new beastie could fit into the magical beast type, it probably will. If you're riding the fence between the two, magical beast would still probably be alright.

Most magical beasts display their animal-like origin in the scent trait, but after that they have a wide diversity of abilities that are not commonly shared among each other. They cover a wide range of CRs and tend to group around the 5-9 range, providing good and exciting encounters for PCs of those levels.

MONSTROUS HUMANOID TYPE

Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well.

Features: A monstrous humanoid has the following features.

—8-sided Hit Dice.

—Base attack bonus equal to total HD (as fighter).

—Good Reflex and Will saves.

—Skill points equal to (2 + Int modifier, minimum 1) per HD, with quadruple skill points for the first Hit Die.

Traits: A monstrous humanoid possesses the following traits (unless otherwise noted in a creature's entry).

—Darkvision out to 60 feet.

—Proficient with all simple weapons and any weapons mentioned in its entry.

—Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Monstrous humanoids not indicated as wearing armor are not proficient with armor. Monstrous humanoids are proficient with shields if they are proficient with any form of armor.

—Monstrous humanoids eat, sleep, and breathe.

Designer Notes

Besides the shared traits of their type, monstrous humanoids commonly have the following SA/SQs: Spell Resistance (31%), Damage Reduction (23%), Spell-Like Abilities (23%), Rake (15%), Scent (15%).

Monstrous humanoids are somewhat comparable to magical beasts except that monstrous humanoids are usually bipedal. If they are not bipedal, a significant part of their body is very similar to regular humanoids, such as the centaur. They have average HD, good attacks and good saves, but poor skill points. Unlike magical beasts, monstrous humanoids are often proficient with weapons and armor, giving them additional strength and they're often classed.

Generally, monstrous humanoids are fairly low-level (1-6) and are good challenges for lower level parties. Monstrous humanoids are usually advanced via class and their most common shared SA/SQ is spell resistance, but even then only 1/3 of them tend to that. If your creature is humanlike, but has some traits that simply make it impossible to classify as humanoid (physical or supernatural), monstrous humanoid is probably the place for it. Since monstrous humanoids are often classed, they're good for unique recurring villains that continue to advance as the party progresses.

NATIVE SUBTYPE

A subtype applied only to outsiders. These creatures have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living creatures can be. Creatures with this subtype are native to the Material Plane (hence the subtype's name). Unlike true outsiders, native outsiders need to eat and sleep.

Designer Notes: Besides the shared traits of their subtype, native creatures commonly have the following SA/SQs: Spell-Like Abilities (60%), Poison (40%), Resistances (40%), Spell Resistance, Telepathy (40%).

The native subtype is an interesting one from a world-building perspective, although it provides only classification and little in the way of mechanical differences. Native creatures are, effectively, outsiders that have adapted to the prime material plane so completely they have lost some of their original heritage. All the native creatures from the SRD are of the outsider type, but one could imagine having native elementals although that is technically against the definition. Not that you should let the definitions stop you in your campaign world, of course...

Native creatures also have a duel nature of body and soul which has some additional world-building potential. How long does an original outsider have to occupy the material plane to receive a dual nature via a strong connection? From whom and in what process? The answers to these questions can add depth to the

world you're playing in and may be worth your time answering. Perhaps even an adventure or two could occur because of them. All in all, the native subtype is more interesting fluff-wise than crunch-wise.

OOZE TYPE

An ooze is an amorphous or mutable creature, usually mindless.

Features: An ooze has the following features.

—10-sided Hit Dice.

—Base attack bonus equal to 3/4 total HD (as cleric).

—No good saving throws.

—Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the ooze has an Intelligence score. However, most oozes are mindless and gain no skill points or feats.

Traits: An ooze possesses the following traits (unless otherwise noted in a creature's entry).

—Mindless: No Intelligence score and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

—Blind (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

—Immunity to poison, sleep effects, paralysis, polymorph, and stunning.

—Some oozes have the ability to deal acid damage to objects. In such a case, the amount of damage is equal to 10 + 1/2 ooze's HD + ooze's Con modifier per full round of contact.

—Not subject to critical hits or flanking.

—Proficient with its natural weapons only.

—Proficient with no armor.

—Oozes eat and breathe, but do not sleep.

Designer Notes

Besides the shared traits of their type, oozes commonly have the following SA/SQs: Acid (100%), Constrict (80%), Improved Grab (80%), Split (60%), Immunities (40%), Transparent (40%).

Oozes are a strong type; good HD, average attacks, very poor saves, but immunities that easily make up for those saves. Oozes' main weakness is their typical mindlessness which gives them little tactical ability in combat. Their concept is very creepy and scary and can send chills down player's spines. Perhaps the most famous ooze of all time is the house-sized blob from the old horror movies.

Oozes almost always attack with acid and grappling and sometimes simply mow down their opponents by engulfing them. They range in CR from 3-12 and present solid challenges for those levels. They're excellent for underground encounters and work well in aquatic adventures. Used creatively, they can make for exciting desert challenges as well.

OUTSIDER TYPE

An outsider is at least partially composed of the essence (but not necessarily the material) of some plane other than the Material Plane. Some creatures start out as some other type and become outsiders when they attain a higher (or lower) state of spiritual existence.

Features: An outsider has the following features.

—8-sided Hit Dice.

—Base attack bonus equal to total HD (as fighter).

—Good Fortitude, Reflex, and Will saves.

—Skill points equal to (8 + Int modifier, minimum 1) per HD, with quadruple skill points for the first Hit Die.

Traits: An outsider possesses the following traits (unless otherwise noted in a creature's entry).

—Darkvision out to 60 feet.

—Unlike most other living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead, reincarnate,* and *resurrection,* don't work on an outsider. It takes a different magical effect, such as *limited wish, wish, miracle,* or *true resurrection* to restore it to life. An outsider with the native subtype can be raised, reincarnated, or resurrected just as other living creatures can be.

—Proficient with all simple and martial weapons and any weapons mentioned in its entry.

—Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Outsiders not indicated as wearing armor are not proficient with armor. Outsiders are proficient with shields if they are proficient with any form of armor.

—Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish). Native outsiders breathe, eat, and sleep.

Designer Notes

Besides the shared traits of their type, outsiders commonly have the following SA/SQs: Immunities (64%), Spell-Like Abilities (59%), Damage Reduction (58%), Resistances (48%), Spell Resistance (36%), Summon (31%), Telepathy (25%), Improved Grab (20%), Vulnerabilities (14%), Poison (11%), Scent (11%), See in Darkness (10%), Spells (9%), Constrict (8%), Regeneration (8%), Tongues (8%), All-Around Vision (7%), True Seeing (7%), Plane Shift (6%).

Outsider is the most common monster type in the SRD. It is a strong type with average HD, good attacks, and great saves. Add in their rogue-like skills and they can fill many different monster concepts with ease. If your creature comes from anywhere but the material plane, it's an outsider (even if it has the native subtype). Outsiders can be proficient in arms and armor, and most of them possess immunities, spell-like abilities and damage reduction of one type or another.

Outsiders come in many varieties; angels, archons, demons, devils and many things in between. Besides the dragon type, outsiders have the widest range of typical CRs, going from ½ to 23 and tending towards CRs 6 and above. If your latest monster idea fits best originating outside the material plane, outsider is a powerful type guaranteed to pose a good challenge at any CR.

Outsiders also give you the ability to do some universe building. As you need to list the home plane of an outsider in its Environment stat, you have the opportunity to create a brand-new plane from which the outsider hails. Such creation slowly builds up your cosmology and adds detail to your campaign.

PLANT TYPE

This type comprises vegetable creatures. Note that regular plants, such as one finds growing in gardens and fields, lack Wisdom and Charisma scores (see Nonabilities in Chapter 3: Monster Statisitcs) and are not creatures, but objects, even though they are alive.

Features: A plant creature has the following features.

—8-sided Hit Dice.

—Base attack bonus equal to 3/4 total HD (as cleric).

—Good Fortitude saves.

—Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the plant creature has an Intelligence score. However, some plant creatures are mindless and gain no skill points or feats.

Traits: A plant creature possesses the following traits (unless otherwise noted in a creature's entry).

—Low-light vision.

—Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

—Immunity to poison, sleep effects, paralysis, polymorph, and stunning.

—Not subject to critical hits.

—Proficient with its natural weapons only.

—Proficient with no armor.

—Plants breathe and eat, but do not sleep.

Designer Notes

Besides the shared traits of their type, plants commonly have the following SA/SQs: Improved Grab (43%), Constrict (29%), Damage Reduction (14%), Regeneration (14%).

Plants are one of my favorite types. The variety, strangeness and durability of the normal plants surrounding us continually amaze me. The chance to make one mobile, aggressive, and even supernatural is exciting. Plants can thrive in almost any environment, and monsters of the plant type should follow that truism.

Although I love plants, the plant type isn't that impressive. Average HD, average attacks, poor skills, and only one good save don't start most GMs cackling

with glee. But thankfully the plant type has some good immunities derived from their vegetative durability. Plants are given somewhat short shrift in the SRD and vary in CR from 1 to 8, but the plant subtype has a lot of creative potential and a lot of room for monster-oriented world building. Plants can vary from annoying to deadly, and it's not always easy to tell one from the other. If your monster is a plant, it has the plant type. All in all, the plant type should be very straightforward.

REPTILIAN SUBTYPE

These creatures are scaly and usually cold-blooded. The reptilian subtype is only used to describe a set of humanoid races, not all animals and monsters that are truly reptiles.

Designer Notes

The reptile subtype is simply a descriptive one. Some magical effects are only effective against reptiles; if you're making a humanoid race that's more reptilian than anything else, make certain to give them the reptilian subtype.

SHAPECHANGER SUBTYPE

A shapechanger has the supernatural ability to assume one or more alternate forms. Many magical effects allow some kind of shape shifting, and not every creature that can change shapes has the shapechanger subtype.

Traits: A shapechanger possesses the following traits (unless otherwise noted in a creature's entry).

—Proficient with its natural weapons, with simple weapons, and with any weapons mentioned in the creature's description.

—Proficient with any armor mentioned in the creature's description, as well as all lighter forms. If no form of armor is mentioned, the shapechanger is not proficient with armor. A shapechanger is proficient with shields if it is proficient with any type of armor.

Designer Notes

Besides the shared traits of their subtype, shapechangers commonly have the following SA/SQs: Change Shape (67%), Scent (50%), Spell-Like Abilities (33%), Alternate Form (17%), Mimic Shape (17%).

Traditionally a fun monster type, shapechangers keep PCs on their toes. Unsurprisingly their most commonly shared SA/SQ is change shape, and half of them posses the scent ability as well. The shapechanger subtype provides no real mechanical benefits other than the use of arms and armor if so described, but it is a classification much like reptilian in that certain magical effects work only against shapechanges (for example, bane weapons) so if you make a creature that changes form via a supernatural ability, you may want give it the shapechanger subtype.

However, a quick glace at the Special Abilities and Conditions chapter will show you that several creatures possessing Alternate Form (Su) or Change Shape (Su) are not classified as shapeechangers. How do you tell the difference between a creature with the shapechanger subtype and one without? Well, it looks like a creature, in order to qualify for the shapechanger subtype, must use the shapechanging as its primary method of predation or as a way to, almost continually, avoid letting others know what it truly is. For example, some true dragons can shapechange but doing so isn't very high on their list of "things to do to avoid being killed." This is a rough, but workable guideline and should serve well enough.

SWARM SUBTYPE

A swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A swarm makes saving throws as a single creature. A single swarm occupies a square (if it is made up of nonflying creatures) or a cube (of flying creatures) 10 feet on a side, but its reach is 0 feet, like its component creatures. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures.

A swarm of Tiny creatures consists of 300 nonflying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 nonflying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of nonflying creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. The area occupied by a large swarm is completely shapeable, though the swarm usually remains in contiguous squares.

Traits: A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or lower causes it to break up, although damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds such as that created by a *gust of wind* spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Swarm Attack: Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's statistics block has "swarm" in the Attack and Full Attack entries, with no attack bonus given. The amount of damage a swarm deals is based on its Hit Dice, as shown on Table 4.4: Swarm Damage by Size.

A swarm's attacks are nonmagical, unless the description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, and other special abilities usually give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, poison, blood drain, or other SAs in addition to normal damage.

Swarms do not threaten creatures in their square, and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 swarm's HD + swarm's Con modifier; the exact DC is given in a swarm's description) negates the effect. Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Concentration check.

Designer Notes

Besides the shared traits of their subtype, swarms commonly have the following SA/SQs: Poison (33%), Tremorsense (33%).

The swarm subtype is arguably the most powerful subtype, perhaps second only to the incorporeal subtype. Immunity or reduced weapon damage, guaranteed damage, and distraction make for a triple threat. Fortunately they take 1-1/2 damage from area effect spells, but a full 1/3 of them have poison in addition to their normal powers.

Given the strength of the swarm subtype, one would expect swarms to have high CRs, but the ones in the SRD have fairly low CRs (1-8) with most being under 4 CR. Making up new swarms is a lot of fun, and the swarm subtype has a lot of potential for interesting encounters. It also has a lot of potential for truly scary swarms with CRs of 12+. Swarms that are resistance or immune to certain energy attacks can be very powerful as area effect spells are the most common method of combating a swarm.

UNDEAD TYPE

Undead are once-living creatures animated by spiritual or supernatural forces.

Features: An undead creature has the following features.

—12-sided Hit Dice.

—Base attack bonus equal to 1/2 total Hit Dice (as wizard).

—Good Will saves.

—Skill points equal to (4 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the undead creature has an Intelligence score. However, many undead are mindless and gain no skill points or feats.

Traits: An undead creature possesses the following traits (unless otherwise noted in a creature's entry).

—No Constitution score.

—Darkvision out to 60 feet.

—Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

—Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.

—Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.

Table 4.4: Swarm Damage by Size

Swarm HD	Swarm Base Damage
1–5	1d6
6–10	2d6
11–15	3d6
16–20	4d6
21 or more	5d6

—Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an *inflict* spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.

—Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

—Uses its Charisma modifier for Concentration checks.

—Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.

—Not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.

—Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.

—Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armor are not proficient with armor. Undead are proficient with shields if they are proficient with any form of armor.

—Undead do not breathe, eat, or sleep.

Designer Notes

Besides the shared traits of their type, undead commonly have the following SA/SQs: Turn Resistance (50%), Create Spawn (39%), Damage Reduction (39%), Ability Damage/Drain (28%), Energy Drain (28%), Disease (22%), Immunities (22%), Spell-Like Abilities (22%), Spell Resistance (22%), Telepathy (17%).

Undead are the heart of every real nightmare, the epitome of "wrong." Undead creatures are common to every fantasy world and staple foes of the heroic. The undead type is fairly strong, but has several vulnerabilities that prevent it from being one of the most powerful. The lack of a Constitution score, the poor BAB, the vulnerability to the cleric's turn all make up for the advantages they possess in immunities.

The weakest undead are mindless automatons that keep swinging until whatever was moving stops, but the strongest are crafty and dangerous foes usually possessing terrifying draining abilities or powerful

spells. Within the SRD, the undead type has exclusive access to the powerful incorporeal subtype (see above) and several templates (ghost, lich, skeleton, vampire, zombie) turn regular creatures into the walking dead providing a GM with plenty of choices. In fact 5 out of the 11 templates are for the undead. This makes the undead one of the most variable types in the game.

When making a new undead there are a few things to consider. Generally their CRs tend to be a bit lower as every party is expected to possess a cleric that can using turning. Against a party without turning, undead can usually safely be considered as 1 CR higher than listed, except for the low levelers like zombies and skeletons. Make sure you do your playtesting with a cleric in your group.

If your new undead is a drainer, it's also a spawner. Spawners can often test the credulity of players as what would happen were a group of them to descend upon a helpless hamlet far off in the wilderness. It's not inconceivable that a world would quickly be over run by such creatures. I like to put some sort of light weakness or vulnerability on my undead that makes them really dislike the light enough to explain why they're usually far from civilized areas and/or stay in fairly confined quarters (like the crypts in a big city) rather than just roaming around having fun down at the pub. This is just a personal preference, and you can obviously do whatever you prefer for your world.

Undead can use arms and armor. If you want to make a combat-oriented undead, you might want to take advantage of that since the undead's poor BAB can use what help it can get. For a combat oriented undead, draining can also be a powerful way of offsetting a poor BAB. Undead range in CR from 1/3 to 18, and a few of them (especially the templates) can have classed levels. Generally they advance in HD, however.

VERMIN TYPE

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates.

Features: Vermin have the following features.

—8-sided Hit Dice.

—Base attack bonus equal to 3/4 total HD (as cleric).

—Good Fortitude saves.

—Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the vermin has an Intelligence score. However, most vermin are mindless and gain no skill points or feats.

Traits: Vermin possess the following traits (unless otherwise noted in a creature's entry).

—Mindless: No Intelligence score and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

—Darkvision out to 60 feet.

—Proficient with their natural weapons only.

—Proficient with no armor.

—Vermin breath, eat, and sleep.

Designer Notes

Besides the shared traits of their type, vermin commonly have the following SA/SQs: Poison (57%), Tremorsense (47%), Improved Grab (37%), Constrict (23%), Web (23%).

The vermin type is a straightforward one with average power. Most vermin are combatants that rely upon draining or disabling their foe. Generally the vermin type only includes real invertebrates and their giant varieties. If you want a spell-using crab, you may have an aberration or a magical beast type. The magical beast type would probably be fine unless your crab thing also had additional strange abilities like a breath weapon, vaulting it into aberration territory. Vermin range in CR from 1/8 to 12 since all of them in the SRD are mindless without supernatural/spell-like abilities.

WATER SUBTYPE

This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane of Water. Creatures with the water subtype always have swim speeds and can move in water without making Swim checks. A water creature can breathe underwater and usually can breathe air as well.

Designer Notes

Besides the shared traits of their subtype, water creatures commonly have the following SA/SQs: Damage Reduction (56%), Immunities (56%), Spell-Like Abilities (56%), Breath Weapon (44%).

The water subtype is the last of the four elemental subtypes. Like the aquatic subtype, the water subtype can breath underwater and need not make swim checks. Unlike the aquatic subtype, water creatures can usually breathe air, so they don't require the amphibious special ability. The majority of water creatures have immunities, damage reduction, and spell-like abilities with breath weapons not being uncommon.

CHAPTER 5: TEMPLATES

Templates are perhaps the most exciting thing about monster creation in the d20 system. They allow for almost limitless diversity and variety in your monsters. Making a good template is very similar to making a good monster, but the core of a template is usually a larger monster concept-a monster concept that can be overlaid onto many different existing monsters.

Templates come in two basic varieties: inherited and acquired. Inherited templates are, unsurprisingly enough, inherited from the creature's parents or provided to the creature by its creator (for non-living creatures). Acquired templates are gained after the creature is born or created.

Just like every monster, every template has a set of statistics that provides the GM with the information needed to apply the template to an existing creature. I'll run through each of these statistics and give some comments where necessary just like in Chapter 3: Monster Statistics. But first a few words about template themes and the different types of templates.

TEMPLATE THEMES

Template creation tends to follow certain thematic elements that are somewhat similar to monster functions. As functions determine the role a creature plays, template themes are the common causal elements of template creation. Most templates will fall under one (or more) of these fourteen themes, and all of them are suitable for either inherited or acquired templates.

Additional Appendages: This theme revolves around adding additional appendages to the base creature. Templates that add heads, arms or legs make each individual monster more powerful. Some additions are more powerful than others, for example a dragon with two heads may get double the breath weapons.

Archetypal Templates: These template themes revolve around archetypal concepts. Air, bestial, chaos, cold, disease, dreams, evil, feral, fire, fungus, good, growth, hate, law, peace, war, water, and wood, are all archetypal template themes. Creatures that are aligned to one of these themes have traits that are representative of the archetype.

God-Tested Templates: These templates are layered over creatures that have endured a test from a god. These can be both beneficial (the creature passed) or detrimental (the creature failed). The detrimental ones need not be detrimental to power levels, but always to social situations. Drider are a great example of this concept (albeit as a monster, not a template) because they are still powerful but ostracized.

Greater Templates: Greater templates make a creature more powerful through using themes such as the elder-ages, ruler creatures (the King of Lions), immortals, and pretty much anything that makes a creature faster, stronger, and better without any associated penalties (such as a loss of intelligence from an archetypical primitive template). Basically, these creatures are just badass.

Half Templates: This theme incorporates creatures that are half of one type of another creature, such as half-dragons.

Magical Templates: These templates are based around exposure to a strong magical area, twisted magical experimentation, or a magical ritual gone wrong.

Metamind Templates: These templates involve creatures that are mind-linked like bees, ants, or other insects fit under this template. Imagine a bunch of metaminded giants…

Mixed Archetypal Templates: These themes revolve around taking an archetypical creature, such as a fire elemental, and layering on another archetypal template. For example, if you put a water template over a fire elemental you could effectively have a steam-based creature. Mixed archetypal templates are designed to only be placed over currently archetypal monsters.

Monster-Aligned Templates: This theme is similar to half templates, but to a lesser degree. A creature could be dragon-blooded as opposed to half-dragon. It would have a dragonish heritage, but to a lesser degree than a creature that is half-dragon.

Planar-Aligned Templates: Creatures with this template have a particular affinity for a plane, such as celestial or fiendish creatures.

Shapeshifting Templates: This theme revolves around adding shapeshifting abilities to a base creature. These abilities can be controllable or non-controllable.

Type/Subtype-Aligned Templates: These themes are similar to the monster-aligned templates except that a type/subtype is the focus of the alignment. Fey-aligned templates (seelie, unselie), ooze-aligned templates (oozy goblins!), and others work well as concepts.

Type/Subtype Mixing Templates: These template themes revolve around mixing type and subtype. Undead constructs, aquatic versions of normal monsters, and undead vermin concepts fit into the type/subtype mixing templates.

Undead Templates: Lots of unfriendly things can happen to you after your dead: vampires, ghosts, skeletons, and zombies-oh my!

CREATED TEMPLATES

Created templates are the effects of birth or creation. Created templates give you a good opportunity to further your campaign world's mythology or cosmology. One good way of doing this it to have creatures of a certain type, subtype, family, or

species always altered by a particular template. Such an application changes the threat level of these creatures across the board. For instance, if all creatures of the undead type also have a negative-energy-enhancing template, even weak undead become more threatening. Alternatively, you could choose to apply a Nordic influenced template to all giants in your campaign—or perhaps only to fire giants, making them much more powerful than other giants and giantkin. Perhaps all elves have either a seelie or an unseelie template reflecting the closer association of elves to faerie in your campaign. Applying a template in this way can make a fundamental change to the typical campaign world, setting it apart as something new and different.

ACQUIRED TEMPLATES:

"ICK! I'M A WHAT?"

Acquired templates can have many different methods of acquisition. The actual process of template acquisition is up to you. The most common methods of acquisition are through injury, magical items, catastrophic/unique events, planar leaks, regional variation, allegiance to a powerful figure or cause, prestige classes, or any combination of the above. Of course, an acquired template can be gained in more than one manner if you so wish.

Combined Acquisition: This option makes a particular template accessible only under a set combination of acquired effects. For example, a PC must have both a magical item and be injured by a certain type of template before the template is acquired. Another example would be prestige class that has to be exposed to a particular planar leak before acquiring a template.

Injury Granted: This option makes a particular template accessible only via injury from an "infectious" templated creature, such as lycanthropes or vampires. Some infectious creatures may pass their template on at a mere scratch while others may require a certain particular injury type.

Magically Granted: This option makes a particular template accessible only via a spell or magic item. Magical granted templates are very appropriate for ritual magic, providing a unique goal for a magical society.

Planar Leaks: A connection between the Material Plane and an Outer or Inner Plane might alter the land and environment locally, causing the creatures in the affected area to take on a template appropriate to the connecting plane. For instance, a gate to the Elemental Plane of Fire might cause nearby animals to gain a fire-based template.

Prestige Classes: A creature might automatically gain a template after progressing for several levels in a prestige class. Alternatively, the prestige class might slowly grant the same abilities as a template. A creature who gained all the abilities associated with a template would gain the template when the last ability was acquired. A good example of this is the dragon disciple.

Region or Allegiance: Creatures native to a certain country or continent might all have a particular template. For example, perhaps all creatures of the underdepths have the cave-based template, or all the creatures of a lost valley have a primitive template. Long-time residency in a certain region, or even political allegiance, might produce a similar effect.

Unique Events: Some catastrophic events or powerful rituals may apply a template to all the creatures of a certain type in a given area. For example, an experiment gone wrong might awaken the intelligence of all the constructs created by a certain powerful wizard, or the completion of a powerful ritual or the impact of a strange meteor might transform all of a city's citizens into templated creatures.

Opposite-state creatures, such as fallen angels or redeemed devils, are often the product of a unique (or series of unique) events.

TEMPLATE DESCRIPTION

Unlike the standard monster whose description comes after its statistics, templates have their description first and then their statistics. This shows the main difference between a template and a normal monster- templates are an addition to an existing monster, not a new creature entirely.

Template descriptions, unlike monster descriptions begin with a statement explaining just what exactly the template's monster concept is. Most templates shouldn't require more than a paragraph or two at most to clearly explain the concept. Like monster descriptions, the longer you describe the template, the less universally useful the template becomes. But again, if you're creating for your world only, take as much time and space as you wish-no harm ever comes from world building through monsters. Except perhaps to the PCs, but hey…

In your description, you should state the conceptual aspect of the template and if there are any physical differences between a standard creature and a creature with your template. For example, celestial creatures often come in metallic colors. Also, don't forget to state the template name in the very beginning as [template name] creature.

TEMPLATE STATISTICS BLOCK

The template stat block contains the basic game information on the template. Since the template stat block is overlaid on an existing stat block, you should be careful to correctly make any changes. For example, if the template causes a change in size of the creature you need to make certain that you correctly change all of the traits that are dependent or related to a creature's size. See Chapter 3: Monster Statistics for the necessary information about how changing a specific trait changes other traits.

But before we look at the stat block in detail, there are a few overarching rules for applying templates:

Omitted Information: If the template description doesn't mention a particular piece of information (other than those noted in the preceding sections), it doesn't change. For instance, if the template description calls for a reduction in land speed but says nothing about climb, swim, burrow, or fly speeds, the other speeds remain the same as for the base creature. Likewise, if the template description omits an entire category of information (such as feats), then the template does not directly affect that category.

Class Levels: When applying a template to a creature that has class levels, change the creature as though the class levels did not exist unless otherwise indicated. Do not change the HD type of class levels unless the description calls for a change to "all current and future HD." Do not count class skills stemming from character classes as class skills when assigning skill points gained for racial HD. Likewise, do not count Hit Dice gained from class levels when granting SA/SQ based on HD unless the description specifies character level (racial HD plus class levels) rather than Hit Dice as the parameter to use.

The creature's monster class is always its favored class, and the creature never suffers XP penalties for having it. Additional HD from a character class never affects a creature's size.

Outsiders: When you create a template that changes a base creature's type to outsider, it's important to note two things. First, the creature's alignment must be noted for its subtype, and you must note from which plane it is now native. If it's native to the prime material, don't forget to give it the native subtype.

I'm a Half-Dragon, Half-Orc, Half-Ooze!: To avoid pointless logical gymnastics and long periods of protracted confusion, there are a few things that should be mentioned here about using "half-" templates. First and foremost, only one of these templates should be applied to any single creature. There are only two halves to a creature, so this guideline should be adhered to regularly if any templates of this nature are employed.

Second, unless stated specifically otherwise, the base creature is the original genetic type for the new, templated half-creature. This circumvents a great deal of conjecture as to whether a human with the half-dragon template is a dragon that is half-human or a human that is half-dragon. If the base creature was a dragon, the new creation is half-human. If the base creature was human, the new creature is half-dragon.

Third and finally, there should be a good reason for such a hybrid creature to exist. Is it even physically, magically, or conceptually possible to obtain a giant halfling or a half-genie balor within the context of the game world's cosmology? If so, what might be a good justification be for such a creature's existence? Are such hybrids numerous or extremely rare? Does an outsider with a half-human template possess a soul? You should consider these questions and see if making such creatures fits your purposes and the flavor of the campaign world.

[TEMPLATE NAME] CREATURE

Templates begin with an explanation of the concept behind the template. See The Template Description above for full information that should appear here.

Creating a [Template Name] Creature

The template stat block begins by stating what type of template it is (inherited or acquired) and lists the creatures to which the template may be applied.

It also states "A [template name] creature uses all the base creature's statistics and abilities except as noted here."

Size and Type

Information on type/subtype changes after the template is applied are listed here. If the template changes a creature's type, the creature gains the immunities, vulnerabilities, and unusual sensory capabilities of its new type, but its basic mechanics (including base attack bonus, base save bonuses, and skill point allotments for racial Hit Dice) remain the same unless stated otherwise. Also, if a template changes the base creature's type, the creature also acquires the augmented subtype unless the template description indicates otherwise. The augmented subtype is always paired with the creature's original type.

If the creature is associated with any plane besides the material, you should include, "[Templated name] creatures encountered on the Material Plane have the extraplanar subtype."

Some templates (your discretion) change vermin and animals to augmented magical beasts.

Hit Dice and Hit Points

Any change to HD is indicated here. This usually occurs from a change in type, but may occur for some template themes, most notably the greater template theme. Most templates do not change the number of Hit Dice a monster has, but some do.

Speed

Any changes in speed are indicated here. If your template provides a new movement mode, don't forget to indicated it under skills (for climb and swim) or include a maneuverability for fly.

Armor Class

Any changes in AC are indicated here. If your template is incorporeal, be certain to make all indicated changes correctly. See Chapter 3: Monster Statistics and Chapter 4: Type/Subtype for complete information. If your creature changes size because of a template, its AC will change accordingly.

Base Attack/Grapple

Templates usually do not change a creature's base attack bonus. If a template modifies a creature's base attack bonus, the template description states how that happens. Changes to a creature's Strength score can change a creature's grapple bonus, as can changes to its size.

Attack and Full Attack

Most templates do not change a creature's attack bonus or modes of attack, even when the creature's type changes (the creature's base attack bonus is the same as a creature of the original type). Of course, any change in ability scores may affect attack bonuses. A change in a monster's size also changes its attack bonus

Special Attacks and Special Qualities

A template may add or remove SA/SQs. The template should give the description of any removed or added SA/SQ.

This section is, more often than not, an alphabetized list of the special attacks the base creature receives from the template. If the template increases or decreases HD of the base creature, you may wish to recalculate the damage of any special attacks to make them more appropriate to the modified HD. You must recalculate special attack DCs that are calculated upon HD if HD changes.

An alphabetized list of the special qualities the base creature receives from the template comes after the special attacks list. As with special attacks, you'll need to check DCs if there's a HD change.

A section containing the SA/SQs from all the templates in the SRD can be found at the end of this chapter. Don't feel like you should limit yourself to just these SA/SQs, but they provide a look at some SA/SQs that were specifically designed for templates.

Ability Scores

If the template changes any of the base creature's ability score, it should be listed in this section. Refer to Chapter3 : Monster Statistics to see the effects changing a statistic has upon the rest of the creature's stat block. Some templates may require a minimum ability score; if so, indicate what minimums are required here as well.

When the base creature has a nonability (such as Constitution for constructs or undead), any alteration to that ability score is simply ignored unless the template changes the creature's type to one that normally has the score in question. A template that grants a normally mindless creature (such as most vermin, oozes, and plants, and some constructs and undead) a bonus to Intelligence is a little trickier. In most cases, you can assume the creature remains mindless and ignore the bonus, but some templates specify otherwise. If you wish, however, you can give the new creature an Intelligence score equal to the bonus, but you must then make a few additional decisions. For example, a mindless creature's immunity to mind-affecting effects

usually stems from the fact that it has no Intelligence, so you must decide whether it retains that ability. You must also decide whether it gains skill points for its new Intelligence score, whether it speaks any languages, and how having intelligence might affect its actions in combat (and thus its CR). When making your templates, it's best to specify what happens in the above situation instead of forcing a GM to decide.

Most templates that reduce ability scores specify a minimum (usually 1 or 0). Unless otherwise specified, if a template reduces an ability score to 0, the creature suffers the incapacity associated with a 0 in that ability.

SKILLS

Most templates don't change a creature's skills unless the key abilities for those skills have changed, or the template gives a bonus on one or more skills, or unless the template gives a feat that provides a bonus on a skill check.

Some templates change how skill points are determined, but this change usually only affects skill points gained after the template is applied. Treat skills listed in the base creature's description as class skills, as well as any new skills provided by the template.

If your template provides a racial bonus to any skills, indicate such here. If a change is movement mode is acquired, indicate the appropriate information (ie. swim text or climb text) here as well.

ENVIRONMENT AND ORGANIZATION

State the environment the templated creature normally appears in and state the organization typically found. These are both usually the same as the base creature.

CHALLENGE RATING

State how the template modifies the base creature's CR. This can be an increase or a decrease depending upon your template concept, although most templates increase CR.

TREASURE, ALIGNMENT, AND LEVEL ADJUSTMENT

List the appropriate information next to each of these stats. If they're the same as the base creature (which they usually will be) you can just say "Same as the base creature." See Chapter 3: Monster Statistics for more information.

TEMPLATE SPECIAL ATTACKS/SPECIAL ABILITIES

This is a listing of all the template SA/SQs as found in the SRD. Go to Chapter 7: Special Abilities and Conditions for additional information on the presentation of these abilities.

—Unlike the normal SA/SQs, the damage of each ability hasn't been neutered according to HD, but to CR instead. For example an attack that says "take 1d4 x 1/2 CR points of Charisma damage" should be read as the victim taking 1d4 points of damage for 1/2 the CR amount the template adds to the base creature. A creature with this ability that adds CR+4 to the base creature would do 2d4 points of Charisma damage.

—Creatures with variable SA/SQs always do the minimum damage listed. For example, if a CR+3 template had an ability that does 1d4 x 1/4 CR points of damage it would still do 1d4 damage.

Alternate Form (Su): A lycanthrope with this ability can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however.

Afflicted lycanthropes find this ability difficult to control (see Lycanthropy as an Affliction in the SRD), but natural lycanthropes have full control over this power. ***Source: SRD****-Lycanthrope.*

Alternate Form (Su): As listed in Chapter 7: Special Abilities and Conditions. ***Source: SRD****-Vampire.*

Blood Drain (Ex): As the second version listed in Chapter 7: Special Abilities and Conditions. ***Source: SRD****-Vampire.*

Breath Weapon (Su): As listed in Chapter 7: Special Abilities and Conditions. ***Source: SRD****-Half-Dragon (6d8, type varies).*

Children of the Night (Su): Creatures with this ability command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These allies arrive in 2d6 rounds and serve the creature for up to 1 hour. ***Source: SRD****-Vampire.*

Corrupting Gaze (Su): A creature with this ability can blast living beings with a glance, at a range of up to 30 feet. Targets that meet the creature's gaze must succeed on a Fortitude save or take 1d10 x CR points of damage and 1d4 points of Charisma damage x 1/2 CR. ***Source: SRD****-Ghost.*

Corrupting Touch (Su): An incorporeal creature with this ability that hits a living target with its touch attack deals 1d6 x 1/2 CR points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only. ***Source: SRD****-Ghost.*

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry in the SRD) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

If you want to use this template special ability for a creature besides a vampire, you'll need to create a spawn version as well. ***Source: SRD****-Vampire.*

Curse of Lycanthropy (Su): If a lycanthrope with this ability hits any humanoid or giant while in animal or hybrid form, the target must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope the victim cannot contract lycanthropy from that creature. Afflicted lycanthropes cannot pass on the curse of lycanthropy. ***Source: SRD****-Lycanthrope.*

Damage Reduction (Ex or Su): As listed in Chapter 7: Special Abilities and Conditions. ***Source: SRD****-Celestial (4-11 HD=5/magic; 12 or more HD=10/magic), Fiendish (4-11 HD=5/magic; 12 or more HD=10/magic), Half-Celestial (1-11 HD-5/magic, 12 or more HD=10/magic), Half-Fiend (1-11 HD-5/magic, 12 or more HD=10/magic), Lich (15/ bludgeoning and magic), Lycanthrope (afflicted in animal or hybrid form 5/silver, natural in animal or hybrid form 10/silver), Skeleton (5/Bludgeoning), Vampire (10/silver and magic).*

Daylight (Su): As listed in Chapter 7: Special Abilities and Conditions except at will. ***Source: SRD****-Half-Celestial.*

Domination (Su): As the version listed in Chapter 7: Special Abilities and Conditions. ***Source: SRD****-Vampire.*

Draining Touch (Su): An incorporeal creature that hits a living target with its touch attack drains 1d4 x 1/2 CR points from any one ability score it selects. On each such successful attack, the creature heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only. ***Source: SRD****-Ghost.*

Energy Drain (Su): As the version listed in Chapter 7: Special Abilities and Conditions. ***Source: SRD****-Vampire (two negative levels).*

Fast Healing (Ex): As listed in Chapter 7: Special Abilities and Conditions. ***Source: SRD****-Vampire (5).*

Fear Aura (Su): As listed in Chapter 7: Special Abilities and Conditions. ***Source: SRD****-Lich.*

Frightful Moan (Su): A creature with this supernatural ability can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 1d4 x CR rounds. This is a sonic necromantic mind-affecting fear effect. A target that successfully saves against the moan cannot be affected by the same creature's moan for 24 hours. The save DC is Charisma-based. ***Source: SRD****-Ghost.*

Gaseous Form (Su): As listed in Chapter 7: Special Abilities and Conditions. ***Source: SRD****-Vampire.*

Horrific Appearance (Su): Any living creature within 60 feet that views a creature with this ability must succeed on a Fortitude save or immediately take 1d4 x 1/2 CR points of Strength damage, 1d4 x 1/2 CR points of Dexterity damage, and 1d4 x 1/2 CR points of Constitution damage. A target that successfully saves against this effect cannot be affected by the same creature's horrific appearance for 24 hours. The save DC is Charisma-based. ***Source: SRD****-Ghost.*

Immunity to Special Attacks (Ex): As listed in Chapter 7: Special Abilities and Conditions. ***Source: SRD****-Half-Celestial (disease), Half-Dragon (sleep, paralysis, one based upon dragon type), Half-Fiend (poison), Lich (cold, electricity, polymorph-although they can still use polymorph effects on themselves, and mind-affecting effects), Skeleton (cold).*

Lycanthropic Empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack." ***Source: SRD****-Lycanthrope.*

Malevolence (Su): Once per round, an ethereal creature with this ability can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the templated creature's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the creature must be manifested (see manifestation below) and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save. A target that successfully saves is immune to that same creature's malevolence for 24 hours, and the creature cannot enter the target's space. If the save fails, the creature vanishes into the victim's body. The save DCs are Charisma-based. ***Source: SRD****-Ghost.*

Manifestation (Su): A creature with this ability dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When it manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested creature can be harmed only by other incorporeal opponents, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested creature can pass through solid objects at will, and its own attacks pass through armor. A manifested creature always moves silently. A manifested creature can strike with its touch attack or with a ghost touch weapon. A manifested creature remains partially on the Ethereal Plane, where is it not incorporeal. A manifested creature can be attacked by opponents on either the Material Plane or the Ethereal Plane. The creature's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting creature is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting creature manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested creature's touch spells don't work on nonethereal targets.

A creature with this ability has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes. ***Source: SRD****-Ghost.*

Paralyzing Touch (Su): Any living target a creature with this ability hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description). The save DC is Charisma-based.

The effect cannot be dispelled. Anyone paralyzed by a creature with this ability seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive. ***Source: SRD****-Lich.*

Resistance to Energy (Ex): As listed in Chapter 7: Special Abilities and Conditions. ***Source: SRD****-Celestial (1-7 HD=acid 5, cold 5, electricity 5; 8-12 or more HD=acid 10, cold 10, electricity 10), Fiendish (1-7 HD=cold 5, fire 5; 8-12 or more HD=cold 10, fire 10), Half-Celestial (acid 10, cold 10, electricity 10), Half-Fiend (acid 10, cold 10, electricity 10, fire 10), Vampire (cold 10, electricity 10).*

Scent (Ex): As listed in Chapter 7: Special Abilities and Conditions. ***Source: SRD****-Lycanthrope.*

Single Actions Only (Ex): A creature with this ability has poor reflexes and can perform only a single move action or attack action each round. It can move up to its speed and attack in the same round, but only if it attempts a charge. ***Source: SRD**-Zombie.*

Smite Evil (Su): As listed in Chapter 7: Special Abilities and Conditions. ***Source: SRD**-Celestial, Half-Celestial.*

Smite Good (Su): As listed in Chapter 7: Special Abilities and Conditions. ***Source: SRD**-Fiendish, Half-Fiend.*

Spell-Like Abilities: (Sp): An evil creature possessing this ability that also has an Intelligence or Wisdom score of 8 or higher has spell-like abilities depending on its Hit Dice, as indicated on the Table 5.1: Spell-like Abilities (Evil Creatures). The abilities are cumulative.

Unless otherwise noted, an ability is usable once per day. Caster level equals the creature's HD, and the save DC is Charisma-based. ***Source: SRD**-Half-Fiend.*

Table 5.1: Spell-like Abilities (Evil Creatures)

HD	Abilities
1–2	*Darkness* 3/day
3–4	*Desecrate*
5–6	*Unholy blight*
7–8	*Poison* 3/day
9–10	*Contagion*
11–12	*Blasphemy*
13–14	*Unholy aura* 3/day, *unhallow*
15–16	*Horrid wilting*
17–18	*Summon monster IX* (fiends only)
19–20	*Destruction*

Spell-Like Abilities (Sp): A good creature possessing this ability that also has an Intelligence or Wisdom score of 8 or higher has two or more spell-like abilities, depending on its Hit Dice, as indicated on Table 5.2: Spell-like Abilities (Good Creatures). The abilities are cumulative

Unless otherwise noted, an ability is usable once per day. Caster level equals the creature's HD, and the save DC is Charisma-based. ***Source: SRD**-Half-Celestial.*

Table 5.2: Spell-like Abilities (Good Creatures)

HD	Abilities
1–2	*Protection from evil* 3/day, *bless*
3–4	*Aid, detect evil*
5–6	*Cure serious wounds, neutralize poison*
7–8	*Holy smite, remove disease*
9–10	*Dispel evil*
11–12	*Holy word*
13–14	*Holy aura* 3/day, *hallow*
15–16	*Mass charm monster*
17–18	*Summon monster IX* (celestials only)
19–20	*Resurrection*

Spell Resistance (Ex): As listed in Chapter 7: Special Abilities and Conditions. ***Source: SRD**-Celestial (HD +5 max of 25), Fiendish (HD +5 max of 25), Half-Celestial (HD +10 max of 35), Half-Fiend (HD +10 max of 35).*

Spider Climb (Ex): As listed in Chapter 7: Special Abilities and Conditions. ***Source: SRD**-Vampire.*

Telekinesis (Su): A creature with this supernatural ability can use *telekinesis* as a standard action (caster level 12th or equal to the templated creature's HD, whichever is higher). When a creature uses this power, it must wait 1d4 rounds before using it again. ***Source: SRD**-Ghost.*

Turn Resistance: As listed in Chapter 7: Special Abilities and Conditions. ***Source: SRD**-Lich (+4), Vampire (+4).*

CHAPTER 6: BITS AND PIECES

In a magical world full of hostile monsters, it's not surprising that magic of the most mundane kind exits. Such holistic magic relies upon the wisdom of each cultural group and the strength of their will to survive as a species. It requires no special feats, no special classes, only special knowledge of how to properly harvest and/or prepare the natural material provided by each successful conflict against each other.

Every species of creature has special traits: elves are dexterous and perceptive, ogres are strong and stupid, and dragons are power incarnate. Each creature, when properly harvested and prepared, provides unique benefits to one wise enough (and often patient enough) to create items from the bits and pieces of fallen foes.

Bits and Pieces follow a few general rules;

—They are usually associated with the archetypal elements of a creature. Generally, the attribute will provide the benefit associated with a bit or piece, but holistic magic sometimes produces the opposite effect. For example, a giant may be strong, but something made from a giant bit or piece may take away the strength of the wearer as payment for a different but related benefit.

—They are often useful against the very creature from which they were made.

—They are always temporary items, usually taking at least a full day to create, and they never provide a benefit greater than what could reasonably be expected from a potion unless their benefits come with equally powerful detriments.

—They are usually associated with a single (or perhaps two or three) particular races/types who tend to use the items most frequently.

—They are usually more expensive as they do not use XP or gp to create. For balance reasons be careful when creating new holistic magic items; try to make sure they are worth the risk and time lost in gathering and creating them, but no more.

—A PC selling any holistic magic items should receive only half of the listed gp value.

—As the most primitive form of item magic, all bits and pieces detect as faint transmutation due their material change, regardless of what effects they produce.

So have fun storming the monster den, and don't forget to get some bits and pieces on the way out!

Allip Remains: Allips are undead creatures created through madness and suicide. When slain their spectral remains can be gathered (within a week) by wetting down the area where they died and collecting the wet dirt and dust into a ball. After the ball dries (two days) it can be broken over the head of a person suffering from any type of *insanity,* and they will be cured as if by a *greater restoration.* Allip remains only cure insanity.

Use Group: Humans, dwarves, elves.
Yield: One allip yields one dose of allip remains.
Price: 100 gp.

Blink Dog Paw: Blink dogs are champions of good, using their ability to pop in and out at will to combat evil in its many forms. But evil has its own ways. Taken from a fallen foe, cured in vinegar for two weeks, and then encased in a stone container for another two weeks, blink dog paws are then strung up and worn around the neck. For the next two weeks, a charm made from the paw of a blink dog forces any creature within 30 ft. of the bearer to make a successful Will save (DC 14) in order to use any form of teleport magic, such as *dimension door*. A failed save means the spell is wasted or the supernatural ability failed to work for that round. Blink dogs will viciously attack any creature they find wearing a blink dog paw. After two weeks blink dog paws lose their holistic magic, but are usually still worn as trophies.
Use Groups: Goblins.
Yield: A single blink dog can yield four paws.
Price: 50 gp.

Bulette Crest: Landsharks are a constant threat to hill villages far from large-scale cultivation. But controlling their rampages is made easier if a village is lucky enough to possess a bulette crest. Taken from a freshly slain bulette, covered in the blood of 10 sacrificial animals (goats, cattle, sheep), and then placed in the noon sun to completely dry for two days, the bulette crest gains its power after a week. Any bulette that comes within 300 ft. of a bulette crest must succeed on a Will save DC 19 or leave the area immediately. A bulette crest retains its power for two years.
Use Groups: Human, gnome.
Yield: A single bulette yields one crest.
Price: 1,000 gp.

Centaur Hair Necklace: Centaurs are powerful creatures, and their hair bestows upon the wielder a similar power. Unlike most holistic magic, centaur hair necklaces can be made only from hair willingly given by a living centaur. Taking hair from his main and tail, a single centaur chief can weave a necklace for up to six Medium creatures. Once placed around the wearer's neck, the wearer is treated as a quadruped for purposes of encumbrance only. The power of the necklace lasts for one week, and only bipedal creatures gain any benefit. Centaurs rarely give these gifts; only creatures that have proven their worth to centaur chiefs are given such blessings. Perhaps it is that centaurs are somewhat restrained and clannish folk, or perhaps that centaur chiefs prefer to maintain a full head and tail of hair.

Use Groups: Centaurs.
Yield: Once chief can provide enough hair for six Medium creatures.
Price: 100 gp per necklace.

Dark Naga Hide: The long hides of the evil dark nagas are put to good use by those who know that evil eventually turns against itself. After curing for one month and another month of daily anointing with almond oil, dark naga hide can be used to upholster furniture. Such upholstered furniture makes the use of enchantments more difficult for evil creatures sitting upon them. Evil creatures have their enchantment DCs modified by -1 whenever occupying such positions. A single dark naga hide can cover two Medium chairs, while two are needed for an average 3-person sofa. Unlike most other holistic magic items, dark naga hide never loses its ability until it wears out (usually 25 years of normal use).
Use Groups: Elves, humans.
Yield: One naga yields one hide.
Price: 1000 gp.

Dragon Blood, Red: Red dragons are true terrors, and few could ever hope to stand against them. However, an occasional careless dragon is slain, and such unusual circumstances provide a unique opportunity for holistic magic. If harvested within the first hour after death, burned with acid (requires at least 1d6 points of acid damage per pint), and mixed with the liquid from the eyes of the same dragon, a pint of red dragon blood grants the imbiber (Will save DC 15 to drink, Fortitude Save DC 15 to resist vomiting) fire resistance 20 for two weeks. The potent brew also removes vulnerability to cold if the imbiber possesses such vulnerability. The blood can be gathered into tight containers and remains fresh for two weeks from harvest date.

But even in death, red dragons are spiteful. Drinking more than two draughts of red dragon blood (over an entire lifetime) forces the imbiber to succeed on a Fortitude save DC 30 or suffer 3d6 fire damage as the blood enacts its vengeance inside the unlucky victim. A failed save results in damage and no benefit, while a successful save provides the above benefits. This ability only functions on an imbiber who willingly drinks out of greed.
Use Groups: Copper Dragons, Fire Giants.
Yield: A red dragon yields 2 pints of blood mixed with eye humors per size category. For example, a Large red dragon would yield 12 pints of blood mixed with eye humors.
Price: 900 gp per pint

Dwarf Beards: The dwarves are proud of their beards, braiding them lovingly and letting them grow down to their sturdy knees. Goblinoids however, are equally proud of their discovery of how such beards can be used against the very race that is so pleased to grow them. Shorn from a freshly fallen foe (not less than a day old) and covered with the rendered fat of their previous owner, a process usually taking two days, dwarf beards are wrapped around the waist or wrist of their new owner. For the next 2 days, the beard provides its wearer with a +2 racial bonus to Constitution. After that, and for a single week, it allows one use of *bear's endurance* (caster level equal to the dwarf's HD). This causes the beard to become very brittle and it quickly disintegrates into dust.
Use Groups: Goblinoids, giants.
Yield: Only full grown male dwarfs yield long enough beards.
Price: 400 gp.

Elephant Tusks: The powerful elephant common to the southern climes grows magnificent tusks that provide a protective power when placed at a dwelling's entrance. When the tusks are harvested from a freshly slain elephant, buried in the earth for a year and then coated with clarified butter, the two tusks grant everyone within a dwelling a +2 resistance bonus against disease. The tusks must be place on the inside of the main entrance, one of each side for a week before the effect starts to work, and the benefit lasts for an entire year as long as the tusks are undisturbed. Disturbing the tusks ends the magic effect. Important and rich people often possess this large example of holistic magic.
Use Groups: Humans.
Yield: An average elephant yields one pair of tusks.
Price: 2,500 gp per pair of tusks.

Elf Ears: This grisly bit of holistic magic is common among goblinoids. Fresh ears taken from a slain elf (not more than two days old) and slowly smoked over the campfire in which the remainder of the elf's body is roasted and consequently eaten creates a pair of elf ears with a unique benefit. Once completely dried (usually a week), pierced and strung, the ears can be ironically worn as earrings. A pair of elf ears provides the wearer a +2 racial bonus to listen checks for one week, after which they are usually ritually consumed.
Use Groups: Goblinoids, giants.
Yield: An average elf yields a single pair of ears.
Price: 75 gp per pair.

Ettercap Silk Glands: Lurking in warm forests amongst monstrous spiders and massive webbing, ettercaps prefer trapping a prey, becoming helpless in the webs. As their webs are their most potent weapon, it was only a matter of time before the wild elves found a natural remedy to such an effective weapon. Ettercap silk glands are first harvested from a freshly slain ettercap and then immediately wrapped in a cocoon made from the same ettercap's silk. Once back to a safe place, five butterfly coccons are added to the silk gland cocoon. Once all five butterflies emerge and fly away (usually at least a month), the silk glands are ready to be ground into a paste and smeared upon the hands of the creature seeking their benefit.

A creature with smeared hands gains a bonus to Escape Artist or Strength checks when made against webbing for a full month. The bonus varies based upon the number of creatures smeared with the silk gland paste. Up to five Medium creatures can be smeared, granting each a +1, but if a single creature is smeared, it receives a +5 bonus. Round down all fractional bonuses.
Use Group: Wild elves.
Yield: An ettercap yields enough silk glands to apply to 5 Medium creatures.
Price: 300 gp.

Ghost Dust: A ghost put to final rest by setting right its reason for existing leaves behind spectral traces where it dissipated. Gathering these remains (usually along with a lot of dirt and dust) requires several hours of painstaking work, but eventually yields a remarkable, if dangerous, benefit. Placing these remains in the light of a full moon for two months in a row produces the valuable ghost dust. When sprinkled over a willing creature, ghost dust allows the creature to become incorporeal at will for a period of one week.

During this week every time the creature turns incorporeal it must succeed on a Will save (DC equals the original ghost's HD +5) or become a real ghost for the remaining amount of time. Each additional use adds +1 to the DC. For example a 5 HD ghost is put to rest and turned into ghost dust. A PC uses the dust and succeeds on the DC 10 Will save the first time she become incorporeal. The next time, she'll have to succeed on a DC 11 Will save or become a real ghost.

Although this is a temporary change, the creature is no longer under any form of self-control as the original ghost asserts itself again upon the material world. After a week the creature becomes corporeal and is under complete self-control, but is shaken for two days from the unearthly experience.
Use Groups: Humans, elves, dwarves.
Yield: A single ghost yields enough dust for one application.
Price: 300gp.

Halfling Feet: All creatures know that halflings are a naturally sneaky race, and this ability is sympathetically captured in the form of halfling feet. Taken from a newly slain halfling (less than 1 hour old) both feet are boiled until all the meat, tendons, and ligaments fall from the bones (usually a complete day). The feet bones are gathered and placed in a soft pouch which is then worn about the neck. Halfling feet provide the wearer a +2 profane bonus to Move Silently for one week after which the bones lose their potency.
Use Groups: Goblinoids.
Yield: Only adult halfling feet can be used.
Price: 75 gp.

Hill Giant Jerky: Loud, large, and boorish, hill giants are the unwanted cousins in the giant family. Their rapaciousness, greed, and strength are well known, but such traits can be used to benefit the smaller races with proper preparation. A slain hill giant, if immediately butchered, and subsequently dried into jerky provides a useful tool for races that must contend with the powerful giants. When eaten, hill giant jerky provides a +4 racial bonus to strength for one week. Unfortunately, it also provides a -2 racial bonus to Intelligence and Charisma, and brings out the chaotic and evil tendencies of the imbiber. Shift alignment two steps towards chaotic, if only one shift brings the creature to chaotic or if the creature is already chaotic, shift alignment two (or the remaining) steps towards evil. For example a Neutral Good NPC becomes Chaotic Neutral after eating hill giant jerky. If the imbiber is already chaotic evil, shift their general attitude down one level (friendly becomes indifferent, indifferent becomes hostile). If the imbiber is a chaotic evil PC, switch the attitude of every NPC they meet down one level as the PC behaves even worse then normal.

Hill giant jerky is a powerful holistic item but is usually only used by ogres and orcs or by desperate gnomes faced with destruction at the hands of hill giants and who are willing to risk destruction by their own. However, it is not unusual for hill giant jerky to find its way onto the black market by virtue of its potency and price. Civilized areas usually outlaw the use of hill giant jerky and viciously persecute distributors.
Use Groups: Ogres, Orcs, Gnomes

Yield: An adult hill giant yields only 40 lbs. of homeopathic hill giant jerky (although there's another 460 lbs. of regular distasteful jerky). This is enough for 200 individual doses.
Price: 300 gp per dose.

Kobold's Fingerbone: Even the weakest of nature's creatures can provide useful homeopathic items. The tenacious kobold shows this adage to be true, as every miner knows. A forefinger bone from a kobold's hand, if left in the center of a deadfall or at the bottom of a mine for a fortnight, provides the bearer a +1 racial bonus to Craft (trapmaking) and a +1 racial bonus to Profession (miner) checks for one week.
Use Groups: Gnomes, dwarves, miners.
Yield: An average kobold yields 6 forefinger bones.
Price: 1 gp.

Lich Eyes: Liches are true terrors of the undead world, combining an everlasting form with puissant magic. But should one ever permanently fall in combat, they also provide an opportunity to create one of the rarest holistic magical items; lich eyes.

Normally just pinpricks of malevolence, when dead, their light goes out, but if the inside of a lich's eye sockets are scraped with a dove's feather, the feather will collect the remaining bits of glowing spectral matter. Once gathered, the spectral matter must be balled up and placed within a vial of holy water and left to rest for three months. After this time has elapsed the matter can be withdrawn, balled up into two tiny balls and placed onto the eyes of a living creature.

A creature who has placed lich eyes onto its own eye gains several benefits. First, it can see the true shape of all incorporeal undead, granting it a +1 circumstance modifier for any attack rolls against incorporeal undead. Secondly, once per day for the next month, the creature can cast any 1st-Level arcane spell (caster level equal to the HD of the lich) as a free action.

After a month, all benefits wear off and sometime before the next month ends, the user must succeed on a Fortitude save DC 10 + lich's HD or suffer 2d4 points of permanent negative energy damage than can only be cured by a *wish* or a *miracle*. If a single individual uses lich's eyes more than twice in their lifetime, they take permanent negative energy damage without a save, and the negative energy cannot be healed, even by a *wish* or *miracle*.
Use Group: Elves, Humans.
Yield: One lich yields enough for one application.
Price: 5,000 gp.

Mummy's Wrap: The ancient kingdoms preserved their dead though mummification, but some mummies refuse to remain dead. The mummies inflict their vengeance upon tomb robbers, but if defeated, their wraps can be used to help put others of their kind to permanent rest. If taken from a recently killed mummy (no more than two days old) and placed in a canoptic jar for two months before being removed and wrapped around the waist of a living creature, the mummy wrap gives a +2 resistance bonus against a mummy's despair ability and a mummy's mummy rot curse. A mummy wrap's protection lasts only 48 hours after being placed around a creature's waist, after which it crumbles to dust. A wrap left in its canoptic jar retains its powers for centuries if need be.
Use Groups: Humans.
Yield: A Medium mummy usually yields 5 wraps.
Price: 150 gp per wrap.

Ochre Jelly Jelly: One wonders what strange curiosity caused the first lizardfolk to try and eat a dead ochre jelly, but the result was a surprising one. If prepared properly (requiring an obscene amount of sugar to ochre jelly) a freshly killed ochre jelly can be consumed without harm and with a small benefit. If at least 20 parts sugar to 1 part ochre jelly isn't used in the preparation, the imbiber must succeed on a Will save DC equal to 10 + ochre jelly's HD or be unable to consume the concoction. Even if successfully consumed, a successful Fortitude save DC equal to 20 + ochre jelly's HD must be made to resist vomiting it right back up without any beneficial effects.

A single 4 oz. serving of ochre jelly jelly provides the imbiber acid resistance 2 for 48 hours. It tastes something like orange marmalade mixed with sweet and sour sauce. Prepared ochre jelly jelly lasts for one month if kept in a tight container.
Use Groups: Lizardfolk, green hags, humans.
Yield: One average sized jelly yields up to 105,000 lbs. of ochre jelly jelly, but only if 100,000 lbs. of sugar is added. The limiting factor is usually sugar.
Price: 2 gp per 4 oz.

Ogre's Tongue: One wouldn't think that anything useful ever came out of an ogre's mouth but ogre's tongue proves that idea incorrect. A freshly harvested tongue (not more than two days old before drying begins) is worth its weight in gold to the right buyers. Cut into small slices and dried during the night over a month's time, ogre's tongue magically transforms into a valuable spellcasting material component addition as well as a small protective, albeit with an unfortunate side effect. Any caster that uses a slice of dried ogre's tongue in the casting of an Empowered spell adds +1 to the DC to save against its effects.

Alternatively, if eaten (Will save DC 8 required for non-goblinoids) ogre's tongue renders the eater mute for an hour, but also provides a +2 racial bonus to Fortitude saves for two hours.
Use Groups: Humans, goblinoids.
Yield: An average ogre's tongue yields 10 dried slices.
Price: 50 gp per slice.

Salt Mephit Salt: Salt taken from a freshly slain salt mephit is powerful stuff indeed. Like normal salt, it is a required substance for most living creatures, but salt mephit salt is twice as potent and possesses unusually good food-preserving properties. Only a quarter the usual amount of salt is required when preserving food when using salt mephit salt and only half the normal amount is required when consuming salt as a daily requirement.
Use Group: Desert human nomads.
Yield: An average salt mephit yields 30 usable pounds of salt mephit salt.
Price: 15 gp per lbs.

Scrag's Neck Bladder: Scrags, the fearsome aquatic version of the land-bound troll, are constant threats to tritons and merfolk. But the underwater dwellers have learned how to use the few vulnerabilities of the scrag to their benefit. Once a scrag is killed, its neck is severed from both head and shoulder and the spinal column is removed. A curious surgery is then performed on a floating platform outside the boundries of the water. In the air, the flesh of the neck is removed, and the neck is sewn together to form a primitive bladder. When kept out of the water for 7 days (not that difficult for merfolk, but an arduous task for tritons) the neck gains its power.

When carried back underwater, the neck emanates throughout a 60 ft. area, causing the water to become more like air. This makes breathing for aquatic creature uncomfortable, but it is mainly used to counter the scrags regeneration abilities. A scrag within 60 ft. of a scrag's neck bladder is treated as if not mostly in water and thereby loses its regeneration.

A scrag's neck bladder retains its potency for two weeks. It can be replenished once by being held above the water for another week and regains its potency for another two weeks, but after a single recharging it loses all powers.
Use Groups: Merfolk, tritons.
Yield: One scrag yields one scrag neck bladder.
Price: 300 gp.

Stirge Blood: The Tiny stirge is the bane of ranchers and herders throughout the known worlds. They'll decimate a herd in a few weeks (or less) leaving only drained leathery hides behind. But ranchers have their own protection against the foul beasts provided by the very blood they suck. If drained from a freshly killed stirge and applied to the body, stirge blood provides complete protection from stirge attack for two days as scent tells them the user is one of their own. Freshly gathered blood can be stored in a tight container for two weeks, but after that it is too old to be useful.
Use Groups: Ranchers and herders of all races.
Yield: A single stirge provides enough blood to protect one large creature.
Price: 10 gp per application.

Stone Giant Teeth Necklace: Stone giants are renowned for their strength, skill with stonework, and their prodigious rock throwing. Stone giant teeth pass on some of the same qualities to their possessors. If taken from a newly dead stone giant (not more than one hour), placed inside a stone container and left underground for 3 months, the teeth can be strung into a potent holistic magic necklace. The wearer of the necklace gains the ability to throw rocks as a sling. These thrown rocks have a range increment of 90 ft. however, and are treated as a sling rock sized two size categories larger than the creature throwing them (a Large creature throws rocks as a sling sized for Gargantuan creatures and deals 3d6 points of damage). This ability lasts for one month, after which the necklace becomes a mundane item.

The necklace also allows the wearer to use *bull's strength* once (caster level equal to the giant's HD). Using this ability renders the necklace a mundane item once the spell duration expires.
Use Groups: Bugbears, Dwarves.
Yield: A single adult stone giant usually yields enough teeth for one necklace.
Price: 1,000 gp.

Troglodyte Hide: Troglodytes infest underground habitats, filling their caves with a foul stench offensive to all reasonable life. But the gnomes have found a good use for a dead troglodyte. If skinned, a fallen troglodyte's hide can be cured like leather and cut into square-foot patches of holistic remedy verses the very scent it used to produce. Each square foot of troglodyte hide provides a +1 racial bonus to saves against troglodyte stench (additional square feet do not stack) for one week.

If a skin is kept whole, cured, and sewn into a cloak (one whole skin makes a Small cloak, two skins make a Medium cloak, four make a Large, etc…) an additional benefit is gained. For two weeks the wearer receives a +2 racial bonus on Hide checks; in rocky or underground settings, the bonus improves to +4. After two weeks the holistic magic is used up, but the cloak is still functional as a waterproof, if somewhat unusual, cloak.
Use Groups: Gnomes, Dwarves.
Yield: A single adult troglodyte yields 10 square-foot patches or a single Small cloak.
Price: Patch 25 gp; Cloak 200 gp for Small and + 100gp for every size larger.

Yeth Hound Teeth: Yeth hounds are renowned for their fearsome bay, and the teeth from a freshly slain yeth hound provide some measure of protection against such. When taken from a freshly slain yeth hound and immersed in ox blood for two days, the tooth provides it's owner a +1 circumstance bonus on saves against *fear* effects. This bonus lasts for one week.
Use Groups: Humans.
Yield: An average yeth hound yields 20 useable teeth.
Price: 100gp per tooth

CHAPTER 7: SPECIAL ABILITIES AND CONDITIONS

Welcome to the Special Attacks, Special Qualities, and Conditions Chapter in Beast Builder! Here we've compiled every special attack or quality from every creature in the SRD (except psionic creatures) and *Monster Geographica: Underground*. Except for a few very common ones like darkvision, low-light vision, each SA/SQ lists a source monster, making published comparables easier to find when you're creating your own monster. Simply run down this alphabetical listing to the SA/SQ you want your creature to have, and all of the SRD and *Monster Geographica: Underground* monsters that share the ability are listed for you. Also, at the end of this section you'll find a listing of all the various conditions these special attacks or qualities may inflict upon your hapless PCs. Perusing this list should also help get the creative juices flowing as well.

A few points on the terminology used in this chapter:

—Many SA/SQs have been neutered and broken down to component parts to demonstrate a useful guideline for using the SA/SQ with creatures more or less powerful than the source listed. For example, the SA death throes (from the source monster balor) has been broken down to an effect based upon the HD of the creature possessing the ability as opposed to simply relisting the balor's massive effects. This allows GMs to use the ability with creatures of much less puissance.

—Some SA/SQs have variables, such as damage reduction, poison, and spell resistance, which are non-standard. In other words, these SA/SQs are not based upon the typical formula of 1/2HD + Ability modifier. In these circumstances, every creature has their amount listed in parenthesis after their name in the source list. This should help give a better understanding between existing creatures' CR and expected levels of power in variable traits which are not rigidly defined according to HD and ability.

—Some SA/SQs will have multiple varieties (like entangle, create spawn, madness, and vulnerability to sunlight). Some have supernatural and extraordinary versions, while others just use the same name even though the effects are different. All versions are listed here with their source/sources.

—Some SA/SQs have variables in them such as 1d4 x 1/4 HD. These should be read as the ability doing 1d4 points of damage per every 4 HD of the creature possessing the ability.

—Creatures with variable SA/SQs always do the minimum damage listed. For example, if a 3HD creature had an ability that does 1d4 x 1/4 HD, it would still do 1d4 damage.

—Some entries contain "creatures of the same species are immune" to a particular SA/SQ. This means that any additional monsters with the same name (for example, two androsphinxes) are immune to the effects of that ability. Some entries contain "creatures of the same family are immune" to a particular SA/SQ. This means that any additional monsters within the same family (for example, sprites) are immune to the effects of that ability. Creatures of the same species are also immune as they are a sub-set of family.

—Every entry with a source is listed in this manner: ***Source: [source name]****-monster name.* If there are multiple sources they are listed thusly: ***Source: [source name]****-monster name, monster name;* ***Source: [source name]****-monster name.* Sources used in this list are the *SRD* and *Monster Geographica: Underground*. All total, almost 600 creatures' (from over twenty different monster books) SA/SQs are included in this chapter.

—Only creatures with complete entries are included in this chapter. Templates are discussed in the template section.

— The most commonly shared SA/SQs among creatures from the SRD are: Immunities (25%), Damage Reduction (24%), Spell-Like Abilities (23%), Improved Grab (18%), Spell Resistance (15%), Poison (13%), Resistances (12%), Breath Weapon (8%), Constrict (8%), Summon (8%), Vulnerabilities (8%), Telepathy (7%), Fast Healing (6%), and Blindsight (4%).

Hopefully, all of this compiled material should prove an invaluable resource in your Beast Building endeavors. Otherwise, I've really wasted a lot of time…

WHAT IS A SPECIAL ABILITY?

A special ability is either extraordinary (Ex), spell-like (Sp), or supernatural (Su) in nature.

Extraordinary Abilities (Ex): Extraordinary abilities are nonmagical, don't become ineffective in an *antimagic field,* and are not subject to any effect that disrupts magic. Using an extraordinary ability is a free action unless otherwise noted.

Spell-Like Abilities (Sp): Spell-like abilities are magical and work just like spells (though they are not spells and so have no verbal, somatic, material, focus, or XP components). They go away in an *antimagic field* and are subject to spell resistance if the spell the ability resembles or duplicates would be subject to spell resistance.

A spell-like ability usually has a limit on how often it can be used. A spell-like ability that can be used at will has no use limit. Using a spell-like ability is a standard action

Table 7.1: Special Ability Types

	Extraordinary	Spell-Like	Supernatural
Dispel	No	Yes	No
Spell resistance	No	Yes	No
Antimagic field	No	Yes	Yes
Attack of opportunity	No	Yes	No

Dispel: Can *dispel magic* and similar spells dispel the effects of abilities of that type?

Spell Resistance: Does spell resistance protect a creature from these abilities?

Antimagic Field: Does an *antimagic field* or similar magic suppress the ability?

Attack of Opportunity: Does using the ability provoke attacks of opportunity the way that casting a spell does?

unless noted otherwise, and doing so while threatened provokes attacks of opportunity. It is possible to make a Concentration check to use a spell-like ability defensively and avoid provoking an attack of opportunity, just as when casting a spell. A spell-like ability can be disrupted just as a spell can be. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

For creatures with spell-like abilities, a designated caster level defines how difficult it is to dispel their spell-like effects and to define any level-dependent variables (such as range and duration) the abilities might have. The creature's caster level never affects which spell-like abilities the creature has; sometimes the given caster level is lower than the level a spellcasting character would need to cast the spell of the same name. If no caster level is specified, the caster level is equal to the creature's Hit Dice. The saving throw (if any) against a spell-like ability is 10 + the level of the spell the ability resembles or duplicates + the creature's Cha modifier.

Some spell-like abilities duplicate spells that work differently when cast by characters of different classes. A monster's spell-like abilities are presumed to be the sorcerer/wizard versions. If the spell in question is not a sorcerer/wizard spell, then default to cleric, druid, bard, paladin, and ranger, in that order.

Supernatural Abilities (Su): Supernatural abilities are magical and go away in an *antimagic field* but are not subject to spell resistance. Supernatural abilities cannot be dispelled. Using a supernatural ability is a standard action unless noted otherwise. Supernatural abilities may have a use limit or be usable at will, just like spell-like abilities. However, supernatural abilities do not provoke attacks of opportunity and never require Concentration checks. Unless otherwise noted, a supernatural ability has an effective caster level equal to the creature's Hit Dice. The saving throw (if any) against a supernatural ability is 10 + 1/2 the creature's HD + the creature's ability modifier (often Charisma). Some creature's supernatural abilities are rendered inert against an opponent who has previously saved against the same creature's ability, for example, the scare ability of the krenshar.

SPECIAL ABILITIES AND SPECIAL QUALITIES

Abhorrent Stench (Ex): Whenever approached, a creature with this ability emits a misty spray of foul gasses that fills up to 300 square feet, rising 10 feet in the air, and lingers for 1 hour. Living creatures able to smell the cloud must succeed on a Fortitude save or become severely nauseated, gagging and coughing as tears well up in their eyes. Nauseated victims are unable to attack, cast spells, concentrate on spells or do anything else requiring attention. The only action a nauseated victim can take is a single move (or move-equivalent action) per turn. These effects last as long as the victim is in the affected area and for 1d10 rounds after leaving the area. Those who remain in the area that make their save must continue to save each round with a +1 resistance bonus. Targets with the Scent or other heightened olfactory qualities suffer a -4 circumstance penalty to resist the noxious vapors. If a victim spends 10 rounds breathing inside the affected area, it must succeed on a Fortitude save or take 1d4 points of subdual damage the next round and each round thereafter. Leaving the area will end this damage. The save DCs are Constitution-based. ***Source: Monster Geographica Underground****-Stinkgnarl.*

Ability Score Loss (Sp or Su): Some attacks reduce the opponent's score in one or more abilities. This loss can be temporary (ability damage) or permanent (ability drain).

Ability Damage: This attack damages an opponent's ability score. The creature's descriptive text gives the ability and the amount of damage. If an attack that causes ability damage scores a critical hit, it deals twice the indicated amount of damage (if the damage is expressed as a die range, roll two dice). Ability damage returns at the rate of 1 point per day for each affected ability.

Ability Drain: This effect permanently reduces a living opponent's ability score when the creature hits with a melee attack. The creature's descriptive text gives the ability and the amount drained. If an attack that causes ability drain scores a critical hit, it drains

twice the indicated amount (if the damage is expressed as a die range, roll two dice). Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points (10 on a critical hit) whenever it drains an ability score no matter how many points it drains. Temporary hit points gained in this fashion last for a maximum of 1 hour.

Some ability drain attacks allow a Fortitude save (DC 10 + 1/2 draining creature's racial HD + draining creature's Cha modifier); the exact DC is given in the creature's descriptive text. If no saving throw is mentioned, none is allowed.

Points lost to ability damage return at the rate of 1 point per day (or double that if the character gets complete bed rest) to each damaged ability, and the spells *lesser restoration* and *restoration* offset ability damage as well. Ability drain, however, is permanent, though *restoration* can restore even those lost ability score points.

While any loss is debilitating, losing all points in an ability score can be devastating.

—Strength 0 means that the character cannot move at all. He lies helpless on the ground.

—Dexterity 0 means that the character cannot move at all. He stands motionless, rigid, and helpless.

—Constitution 0 means that the character is dead.

—Intelligence 0 means that the character cannot think and is unconscious in a coma-like stupor, helpless.

—Wisdom 0 means that the character is withdrawn into a deep sleep filled with nightmares, helpless.

—Charisma 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.

Keeping track of negative ability score points is never necessary. A character's ability score can't drop below 0. Having a score of 0 in an ability is different from having no ability score whatsoever (see nonabilities below).

Some spells or abilities impose an effective ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the spell's or ability's duration, and the ability score immediately returns to its former value.

If a character's Constitution score drops, then he loses 1 hit point per Hit Die for every point by which his Constitution modifier drops. A hit point score can't be reduced by Constitution damage or drain to less than 1 hit point per Hit Die.

The ability that some creatures have to drain ability scores is a supernatural one, requiring some sort of attack. Such creatures do not drain abilities from enemies when the enemies strike them, even with unarmed attacks or natural weapons, unless specifically stated in the creature's description.

Some creatures may heal hit points for every point of drained ability. Usually the amount is 5 hit points per single ability point, but each individual creature will indicate if this happens and to what amount.

***Source: SRD**-Allip (1d4 Wis drain), Gibbering Mouther (1 Con damage), Green Hag (2d4 Str damage), Sea Hag (2d6 Str damage), Howler (1 Wis drain), Lamia (1d4 Wis drain), Rast (1 Con damage), Roper (2d8 Str damage), Shadow (1d6 Str damage), Greater Shadow (1d8 Str damage), Stirge (1d4 Con damage), Vampire Spawn (1d4 Con), Vargouille (1 Int and 1 point Cha drain per hour), Wraith (1d6 Con drain), Dread Wraith (1d8 Con drain).* ***Source: Monster Geographica Underground**-Black Skeleton (1d3 Str damage against good-aligned creatures), Blood Ooze (1d4 Con drain), Blood Pudding (1d2 Con damage), Cave Keeper (1 Con damage), Cave Leech (1d4 Con drain), Cinder Wight (1 Con damage), Crystal Moss (1d4 Int drain), Parasitic Deviant Mimic (1d3 varies drain), Dorje Ooze (1 Int drain and 1 Wis drain and 1 Cha drain), Fear Guard (1d4 Wis damage), Gholimor (1d3 Con damage), Gutslug (1d4 Con drain), Horach (1d2 Int drain and 1d2 Dex drain), Leech Bat (1d2 Con damage), Mercury Ooze (1 Dex and 1 Con drain, 1 week later save or permanent confusion), Pallemon (1d4 Int damage), Spectral Angler (1 Cha drain), Vampire Spider (1d4 Con drain), Walking Disease (1d6 Con damage).*

Absorb (Ex): An ooze that makes a successful grapple check against a grabbed ochre jelly sucks the jelly into its body. The jelly floats passively inside the ooze, surrounding the ooze's nucleus. Once per round as a free action, the ooze can inflict 2 points of damage per HD to the jelly and cure itself of a like amount. If the ooze is destroyed, the ochre jelly is freed. An ooze can only hold one jelly at a time. ***Source: Monster Geographica Underground**-Oozecrawler.*

Absorb Arcane Magic (Su): Any arcane spell cast at a creature possessing the absorb arcane magic supernatural ability is automatically absorbed. This cures 1 point of damage per 3 points of damage the spell would otherwise deal (non-damaging spells cure 1 point of damage per spell level of the spell). Spells that affect an area are not absorbed, but they also do not affect the creature. The creature cannot absorb divine magic and is affected by it normally. ***Source: Monster Geographica Underground**-Arcanoplasm.*

Absorb Text (Su): A creature with this ability can absorb the text of all written materials within 15 feet as a standard action, unless otherwise noted. By concentrating, the creature lifts all writing off nearby surfaces, and the text swirls through the air into the creature's mouth. Affected objects are left blank, and the creature gains full knowledge of all the absorbed text. Only text written with some form of liquid (whether ink, dye, or blood) is affected. Objects the creature is unaware of (such as hidden objects, and objects inside containers) are unharmed, and attended or magical items can make Will saves to resist. The save DC is Charisma-based. If the creature absorbs the text of a scroll, the creature gains the ability to cast the

scroll's spells once each as a spell-like ability. ***Source: Monster Geographica Underground****-Inscriber.*

Acid (Ex): A creature with the acid extraordinary ability secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any successful melee or constrict attack deals acid damage, and the opponent's armor and clothing immediately take the listed damage unless the target succeeds on Reflex saves. If the creature is an ooze, damage is 10 + 1/2 ooze's HD + ooze's Con modifier per full round of contact; otherwise consult Table 7.2: Acid Damage. A metal or wooden weapon that strikes a creature with acid also dissolves immediately unless it succeeds on a Reflex save. The save DCs are Constitution-based.

The creature's acidic touch deals the indicated points of damage per round to wooden or metal objects, unless otherwise described, but it must remain in contact with the object for 1 full round to deal this damage. ***Source: SRD****-Black Pudding, Elder Black Pudding, Gray Ooze;* ***Source: Monster Geographica Underground****-Stone Pudding.*

Table 7.2: Acid Damage

Size	Acid Damage
Diminutive	9
Tiny	11
Small	13
Medium	16
Large	18
Huge	21
Gargantuan	23
Colossal	26

Acid (Ex): A creature with acid deals additional acid damage on a successful attack. The amount of damage is indicated in the creature's description, but it is usually 1d6 x 1/4 HD unless otherwise indicated. The acid does not harm metal or stone. ***Source: SRD****-Gelatinous Cube, Ochre Jelly;* ***Source: Monster Geographica Underground****-Abroan, Arcanoplasm, Blood Pool, Cave Star, Cone Ooze, Gutwrench, Pseudoslab, Shadow Ooze.*

Acid Spray (Ex): A creature with the acid spray extraordinary ability can spray acid in a 20-foot cone, dealing 1d8 x 1/2 HD points of damage to everything in the area, unless otherwise indicated. Once it uses this ability, it can't use it again until 1d4 rounds later.

The creature can also produce a concentrated stream of acid that deals 1d8 points of damage per HD to a single target within 5 feet. In either case, a Reflex Save halves the damage. The save DC is Constitution-based. ***Source: SRD****-Digester.*

Acid Spray (Ex): When attacked or disturbed, a creature with the acid spray ability can release a 10-foot cone of acidic vapor once per round. Those within the cone must succeed on a Fortitude save or take 1d4 x 1/2 HD plus Con modifier points of acid damage. The save DC is Constitution-based. ***Source: SRD****-Giant Bombardier Beetle.*

Acid Sting (Ex): If a creature with acid sting successfully grabs an opponent, it can attempt to sting each round at a +3 attack bonus. A hit with the sting attack deals 1d4 x 1/2 HD points of piercing damage and 1d4 x 1/2 HD points of acid damage. ***Source: SRD****-Giant Ant Soldier.*

Adhesive (Ex): A creature with the adhesive extraordinary ability exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered creature automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the creature is alive without removing the adhesive first.

A weapon that strikes an adhesive-coated creature is stuck fast unless the wielder succeeds on a Reflex save. A successful Strength check is needed to pry it off. The Reflex save is Strength-based.

Strong alcohol dissolves the adhesive, but the creature still can grapple normally. A creature can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. ***Source: SRD****-Mimic.*

Adhesive (Ex): A creature's tentacles secrete a sticky substance that helps them grip and hold an opponent. A victim hit by a tentacle is automatically grappled, and to break free it must succeed on an Escape Artist check or a Strength check. If a creature with the adhesive extraordinary ability begins the round with a grappled target, the creature may lift the opponent an additional 30 into the air. When the opponent has reached the end of the tentacle's reach, the creature drops its victim. Victims dropped take falling damage (1d6 points of damage per 10 feet fallen). A weapon that strikes one of the creature's tentacles is stuck fast and snatched away unless the wielder succeeds on a Reflex save. The check DCs are Strength-based.

A creature can dissolve its adhesive selectively and at will, and the substance breaks down 10 minutes after the creature dies. ***Source: Monster Geographica Underground****-Grasping Cell.*

Adhesive Grapple (Ex): As a grapple action that does not provoke an attack of opportunity, a creature with adhesive grapple may attack to latch onto another individual, covering part or all of its body in a liquefied adhesive. When making this attack, the creature gains a +8 racial bonus to grapple attacks and checks (should be included in the stat block). ***Source: Monster Geographica Underground****-Deviant Mimic (all types).*

Agonizing Touch (Su): Living targets touched by a creature with agonizing touch must succeed on a Fortitude save or be affected as if by *symbol of pain* for 1d6 rounds. In addition, the touched creature must succeed on a Will save or be affected as if by *confusion* for a like amount of time. In each case, the caster level equals the creature's HD. Victims normally immune to disease receive a +4 bonus on the Fortitude save against the *symbol of pain* effect. Undead are immune to the pain effect, but not the *confusion* which addles their magical energy system, making them act unpredictably. The save DCs are Charisma-based. ***Source: Monster Geographica Underground****-Dark Elf Spirit.*

Air Mastery (Ex): Airborne opponents take a –1 penalty on attack and damage rolls against a creature with the air mastery extraordinary ability. ***Source: SRD****-Air Elemental, Djinni.*

Alien Mind (Ex): Creatures with an alien mind have an intelligence that is completely alien to all creatures (except usually one kind, such as arachnoids). This grants the creature two benefits: first, it gains an ability similar to the rogue ability slippery mind, except that the creature gains a second save against any mind-affecting spell or effect, not just enchantments; second, any creature attempting to contact or read an alien minded creature's (except one kind, such as arachnoids) mind directly must succeed on a Will save or be stunned for 1 round. The Will save is Wisdom-based. ***Source: Monster Geographica Underground****-Banded Spider, Banded Spider Mother.*

All-Around Vision (Ex): A creature with all-around vision can look in any direction, bestowing a +4 racial bonus on Spot and Search checks. Opponents gain no flanking bonuses when attacking the creature. ***Source: SRD****-Juvenile Tojanida, Adult Tojanida, Elder Tojanida, Minor Xorn, Average Xorn, Elder Xorn;* ***Source: Monster Geographica Underground****-Addlevetch, Arachnopygmy, Gloom Crawler, Sand Flail, Stalassein, Vacuous Engulfer.*

Alter Physiology (Ex): A creature with this ability can change the physiology of its minions, giving them enormous strength and speed at the eventual cost of their lives. As a standard action, the creature can send a telepathic command to any number of minions

within 50 feet. The affected minions gain +4 Strength, +4 Constitution, and -2 AC, and are affected as by a *haste* spell (for a net -1 to AC), but take 1d4 points of damage every round thereafter. The process cannot be reversed. As the minions dissolve internally, their skin turns pale and flakes away, before they are reduced to viscous pools. ***Source: Monster Geographica Underground****-Brood Mother Vylar, Greater Vylar.*

Alternate Form (Su): A creature with this special quality has the ability to assume one or more specific alternate forms. This ability works much like the *polymorph* spell, except that the creature is limited to the forms specified, and does not regain any hit points for changing its form. Assuming an alternate form results in the following changes to the creature:

—The creature retains the type and subtype of its original form. It gains the size of its new form.

—The creature loses the natural weapons, natural armor, movement modes, and extraordinary special attacks of its original form.

—The creature gains the natural weapons, natural armor, movement modes, and extraordinary special attacks of its new form.

—The creature retains the special qualities of its original form. It does not gain any special qualities of its new form.

—The creature retains the spell-like abilities and supernatural attacks of its old form (except for breath weapons and gaze attacks). It does not gain the spell-like abilities or supernatural attacks of its new form.

—The creature gains the physical ability scores (Str, Dex, Con) of its new form. It retains the mental ability scores (Int, Wis, Cha) of its original form.

—The creature retains its hit points and save bonuses, although its save modifiers may change due to a change in ability scores.

—The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanlike hands to cast spells with somatic components.

—The creature is effectively camouflaged as a creature of its new form, and it gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

***Source: SRD**-Bralani (whirlwind form), Quasit, Imp, Bronze Dragon, Gold Dragon, Silver Dragon, Ghaele (globe), Phasm; **Source: Monster Geographica Underground**-Crag Man (stalagmite), Oozecrawler (pool of jelly), Udamentaz (arachnid).*

Ambush (Ex): As its first attack, a creature with this ability may spring out from hiding and make a charge attack. If the charge is successful, the creature deals an extra 1d6 x 1/4 HD points of damage. If the creature is spotted before it attacks, it cannot deal the extra damage. ***Source: Monster Geographica Underground**-Gutslinger.*

Amorphous (Ex): An amorphous creature is not subject to critical hits. It cannot be flanked. ***Source: SRD**-Gibbering Mouther; **Source: Monster Geographica Underground**-Arcanoplasm, Blood Pudding, Slavering Mouther, Stone Slug, Undead Ooze.*

Amorphous (Ex): A creature possessing the amorphous extraordinary ability has immunity to poison, *sleep,* paralysis, polymorph, and stunning effects. It is not subject to critical hits and, having no clear front or back, cannot be flanked. ***Source: SRD**-Phasm.*

Amphibious (Ex): Amphibious creatures can breathe water as well as survive indefinitely on land. ***Source SRD**-Chuul, Sea Hag, Merfolk, Skum, Nixie; **Source: Monster Geographica Underground**-Ravvimen.*

Ancestral Memories (Su): Once per week, a creature with this ability can contact his or her ancestors to seek advice on a specific course of action. Doing so acts as the *augury* spell cast by a cleric of a level equal to the creature's Hit Dice total. Because this is a supernatural ability it requires no divine focus. It is the creature's ancestors, rather than a deity, who offer a prediction. Creature with the ancestral memories supernatural ability also receive a +2 racial bonus on Knowledge (history) skill checks and they can make such checks untrained. ***Source: Monster Geographica Underground**-Eldlorn.*

Animate Objects (Su): Once per round, a random object within 20 feet of a creature possessing the animate objects supernatural ability animates as though by the spell *animate objects* (caster level 20th). These objects defend the creature to the best of their ability, but their coordination and effectiveness is dependent upon the intelligence of the creature which animated them. ***Source: SRD**-Ravid.*

***Animate Trees* (Sp):** A creature with the *animate trees* supernatural ability can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the creature that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level equals creature's HD, unless otherwise indicated). Animated trees possess the double damage against objects special ability and the vulnerability to fire special quality. ***Source: SRD**-Treant.*

Animated Host (Su): Once a victim trapped within a creature with this ability has died, it reanimates as a zombie in the next round (as if by an *animate dead* spell). It cannot escape, however, and serves only to fuel the creature and provide it with skills and abilities (see steal essence below). While it is trapped, the zombie cannot be attacked, damaged, turned, rebuked, or commanded, and it doesn't suffer any damage from the creature it is within. If the zombie is somehow forced out of the creature, the zombie has the normal abilities of a zombie. The victim of a creature with the animated host ability must be alive when it is placed inside the creature or the animate host ability fails. ***Source: Monster Geographica Underground**-Iron Maiden Golem.*

Annihilate (Ex): Touch attacks from a creature with this ability deal 1d12 x 1/3 HD points of damage, plus the creature's Constitution modifier. In addition, matter which comes into contact with the creature is instantly annihilated. Weapons striking the monster must succeed on Reflex saves or be obliterated, as must possessions of targets struck by the monster. Determine which single item risks annihilation when a creature makes a touch attack against an opponent as when rolling a natural 1 on a saving throw against a magical attack. The save DCs are Constitution-based. ***Source: Monster Geographica Underground**-Void Monster.*

Arcane Sight (Su): A creature with this ability senses all magic within 120 feet as if using *detect magic*. ***Source: Monster Geographica Underground**-Quickener.*

Arcane Spell Mimicry (Su): A creature with the arcane spell mimicry supernatural ability can mimic any arcane spell of 4th level or lower that is cast within 30 feet of it. The spell takes effect on the creature's next action, has a caster level equal to the creature's

HD (unless otherwise noted), and does not require any components. The save against a mimicked spell is the level of the spell + the creature's Charisma bonus. ***Source: Monster Geographica Underground****-Arcanoplasm.*

Arcanesense (Su): A creature with arcanesense automatically detects the location of any arcane spellcaster within 100 feet. This functions as a *detect evil* spell but there is no chance the creature is stunned and it is not blocked by stone, lead, or other material. ***Source: Monster Geographica Underground****-Arcanoplasm.*

Armtwist (Ex): Creatures utilize this particular wrestling maneuver to inhibit strong opponents by twisting the victim's arm behind his back and pulling it up toward his neck. A creature using this ability does unarmed strike damage plus 1 point of Strength damage with a successful grapple check. A Fortitude save (DC 10 + damage dealt) negates the Strength damage. This ability is only effective against creatures within one size category of the creature. ***Source: Monster Geographica Underground****-Cave Giant.*

Astral Projection **(Su):** This supernatural ability functions just like the spell of the same name (caster level equals creature's HD, unless otherwise noted) and a creature possessing *astral projection* can use it at will. ***Source: SRD****-Nightmare, Cauchemar.*

Attach (Ex): If a creature with attach extraordinary ability hits with its bite attack or with a touch attack (see each individual description), it latches onto the opponent's body with its powerful jaws. An attached creature loses its Dexterity bonus to AC. An attached creature can be struck with a weapon or grappled itself. To remove an attached creature through grappling, the opponent must achieve a pin against the creature. ***Source: SRD****-Dire Weasel, Stirge, Weasel;* ***Source: Monster Geographica Underground****-Cave Star, Haemovorid, Leech Bat.*

Attuned (Su): A creature with this ability is aware of the exact locations of all intelligent creatures within its territory. Though it can be blinded, the creature suffers no penalties when fighting intelligent opponents it cannot see. ***Source: Monster Geographica Underground****-Tzorda.*

Augmented Critical (Ex): A creature with the augmented critical ability has an increased critical threat range on its natural attacks. Unless otherwise listed, the creature threatens a critical hit on a natural attack roll of 18–20, dealing triple damage on a successful critical hit. ***Source: SRD****-Tarrasque;* ***Source: Monster Geographica Underground****-Slaughterford.*

Aura of Desecration (Su): A creature has a continuous aura of desecration that affects a 10-foot radius. This aura can be dispelled, but the creature can restart it again as a free action on its next turn. All turn attempts made within the aura suffer a -3 profane penalty; all undead within or entering the aura gain a +1 profane bonus to attack rolls, damage rolls, and saves (these bonuses should be included in the creature's statistics block). This spell otherwise functions as a *desecrate* spell. ***Monster Geographica Underground****-Phantasm.*

Aura of Insanity (Su): Creatures with less than 6 HD that view a creature with this ability must succeed on a Will save or be affected as if by an *insanity* spell (caster level equal to creature's HD, unless otherwise noted). Victims of 2 HD or less are not only driven mad, but also are compelled to worship the creature as a god (as if affected by a *charm person* spell, caster level equal to the creature's HD, unless otherwise indicated). The save DC is Charisma-based. Only a *restoration, greater restoration, miracle*, or *wish* spell can restore the mind of one driven insane by aura of insanity. ***Source: Monster Geographica Underground****-Tentacled Horror.*

Aura of Menace (Su): A menacing aura surrounds creatures with this supernatural ability. When fighting or angry, any hostile creature within a 20-foot radius (unless otherwise noted) of the creature must succeed on a Will save to resist its effects. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the creature that generated the aura. A target that has resisted or broken the effect cannot be affected again by the same creature's aura for 24 hours. The save DC is Charisma-based. ***Source: SRD****-Lantern Archon, Hound Archon, Trumpet Archon.*

Aversion to Daylight (Ex): If exposed to natural daylight (not merely a *daylight* spell), a creature with an aversion to daylight takes a –4 penalty on all attack rolls, saving throws, and skill checks. ***Source: SRD****-Nightcrawler, Nightwalker, Nightwing.*

Babble (Su): This creature constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of a monster with the babble supernatural ability must succeed on a Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect.

Creatures that successfully save cannot be affected by the same creature's babble for 24 hours. The save DC is Charisma-based. ***Source: SRD****-Allip.*

Babble (Su): Anyone within 50 feet of a sleeping creature possessing the babble supernatural ability has a 50% chance of hearing the creature's quiet babbling. Roll 1d10 and consult Table 7.3: Babble Table to

determine what language the creature is speaking. A roll of 9 or 10 represents a dead language that cannot be understood without *comprehend languages*.

Those who can understand what the creature says must succeed on a Will save or go temporarily insane (as if affected by a *confusion* spell) for 1d6 hours. The next time the listener sleeps, it must succeed on another Will save or suffer the insanity permanently. The save DC is Charisma-based. ***Source: Monster Geographica Underground****-Artificeer.*

Table 7.3: Babble Table

D10	Language
1	Abyssal
2	Celestial
3	Common
4	Draconic
5	Infernal
6	Undercommon
7	Dwarven
8	Elven
9 or 10	Unintelligible

Backbreaker (Ex): Creatures opt for this wrestling hold to restrict the movement of dexterous adversaries by positioning the foe atop his shoulders and contorting the victim's body around his neck. A creature using this ability does unarmed strike damage plus 1 point of Dexterity damage with a successful grapple check. A Fortitude save (DC 10 + damage dealt) negates the Dexterity damage. This ability is only effective against targets within one size category of the creature. ***Source: Monster Geographica Underground****-Cavern Giant.*

Barbed Defense (Su): Any creature striking a monster with the barbed defense ability with handheld weapons or natural weapons takes 1d8+6 points of piercing and slashing damage from the monster's barbs, unless otherwise stated. Note that weapons with exceptional reach, such as longspears, do not endanger their users in this way. ***Source: SRD****-Barbed Devil.*

Battle Frenzy (Ex): Twice per day, unless otherwise indicated, a creature can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, –2 AC penalty). The frenzy lasts for 6 rounds, and the creature suffers no ill effects afterward. ***Source: SRD****-Bearded Devil.*

Bay (Su): When a creature with the bay supernatural ability howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected victim is immune to the same creature's bay for 24 hours. The save DC is Charisma-based. ***Source: SRD****-Shadow Mastiff, Yeth Hound.*

Beak Deflection (Ex): A creature with this ability that uses its beak for fighting defensively gains a +6 bonus to Armor Class rather than the usual +2 bonus. ***Source: Monster Geographica Underground****-Erolth.*

Beard (Ex): A creature with the beard extraordinary ability has a spiny beard or mane. If it hits a single opponent with both claw attacks, it automatically hits with its beard. Unless otherwise stated, the affected creature takes 1d8+2 points of damage and must succeed on a Fortitude save or be infected with a vile disease as indicated in each individual creature's description. Damage is dealt each day until the afflicted victim succeeds on three consecutive Fortitude saves, the disease is cured magically, or the victim dies. The save DC is Constitution-based. ***Source: SRD****-Bearded Devil.*

Berserk (Ex): When a golem with the berserk extraordinary ability enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a golem goes berserk, no known method can reestablish control. ***Source: SRD****-Clay Golem, Flesh Golem.*

Bite of Despair (Su): A living creature hit by the bite of a creature with this ability must succeed on a Will save or envision itself lying in a coffin desperately trying to escape. The victim falls to the ground and lies perfectly still in a helpless, catatonic state. Because it believes that it is inside of an airtight coffin, the victim immediately starts suffocating. Characters in this predicament can hold their breath for two rounds per point of Constitution. Afterwards, they must make a DC 12 Constitution check each round to continue holding their breath. The check DC is Constitution-based and increases by +1 each round.

When the character finally fails, he lapses into unconsciousness on the first round, falls to -1 hp on the second round and then feigns death on the third round. Fortunately, the character's associates can revive him from this state in the same manner as the *sleep* spell. The effect spontaneously ends four minutes later if neither of the other conditions occurs. Victims previously affected by this illusion receive a +4 bonus to their Will save to resist bite of despair for the remainder of the combat. This is an enchantment and compulsion effect. The DCs are Wisdom based. ***Source: Monster Geographica Underground****-Waking Dead.*

Black Cloud (Ex): A creature can release a choking, toxic black cloud which affects everything but their own species. Any creature within 10 feet instantly takes 2d6 points of damage unless otherwise listed. They must

also succeed on a Fortitude save or be affected for 3 hours as though by an *insanity* spell (caster level equal to creature's Hit Dice, unless otherwise noted). The save DC is Constitution-based. ***Source: SRD**-Achaierai*.

Bladed Lid (Ex): A construct with a bladed lid can place creatures within itself. A living victim inside the construct when the lid is closed is pierced by two dagger-like blades per HD, dealing 2 points of damage per blade each round. The lid automatically seals with an *arcane lock* spell with a caster level equal to that of the construct's creator. The lid can be forced open with a successful Strength check or by casting *dispel magic*. The *knock* spell has no effect on the lid. The check DC is Strength-based and should include a +10 bonus from the *arcane lock* spell. ***Source: Monster Geographica Underground**-Iron Maiden Golem.*

Blind (Ex): A sheet-like creature with the blind extraordinary ability can grapple an opponent up to three sizes larger than itself. The creature makes a normal grapple check. If it wins, it wraps itself around the opponent's head, causing that creature to be blinded until removed. ***Source: SRD**-Animated Object.*

Blinding Beauty (Su): Humanoids within 30 feet of the creature possessing the blinding beauty supernatural ability are affected by this ability (unless otherwise stated). Those who look directly at a creature with blinding beauty must succeed on a Fortitude save or be blinded permanently as though by the *blindness* spell. The creature can suppress or resume this ability as a free action. ***Source: SRD**-Nymph.*

Blindsense (Ex): Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Spot or Listen checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. ***Source: SRD**-Dire Bat (40 ft.), True Dragons (60 ft.), Pseudodragon (60 ft.), Sahuagin (30 ft.), Bat Swarm (20 ft.), Bat (20 ft.), Shark (all sizes, 30 ft.); **Source: Monster Geographica Underground**-Compost Seeker (30 ft.), Brood Mother Vylar (90 ft.), Greater Vylar (90 ft.), Lesser Vylar (90 ft.).*

Blindsight (Ex): This ability is similar to blindsense, but is far more discerning. Using nonvisual senses (or a combination of such senses), like sensitivity to

vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. The ability's range is specified in the creature's descriptive text. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object (though it still can't see ethereal creatures). This ability operates out to a range specified in the creature description.

—Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight.

—Blindsight (unlike darkvision) does not subject a creature to gaze attacks.

—Blinding attacks do not penalize creatures using blindsight.

—Deafening attacks thwart blindsight if the creature relies on hearing.

—Blindsight works underwater but not in a vacuum.

—Blindsight negates *displacement* and *blur* effects.

—Some creatures are sensitive to sound due their blindsight ability and suffer penalties on saves against sonic effects. See each individual creature's descrition.

The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered

as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

***Source: SRD**-Assassin Vine (scent, sonic, vibration, 30 ft.), Darkmantle (sonic, 90 ft.), Destrachan (sonic, 100 ft.), Grimlock (scent, sonic, 40 ft.), Black Pudding (scent, sonic, vibration, 60 ft.), Black Pudding (scent, sonic, vibration, 60 ft.), Elder Black Pudding (scent, sonic, vibration, 60 ft.), Gelatinous Cube (scent, sonic, vibration, 60 ft.), Gray Ooze (scent, sonic, vibration, 60 ft.), Ochre Jelly (scent, sonic, vibration 60 ft.), Yrthak (sonic, 120 ft.), Porpoise (sonic, 120 ft.) Whale (all varieties, sonic, 120 ft.); **Source: Monster Geographica Underground**-Abroan (vibration, 30 ft.), Bhuta (sonic, 30 ft.), Blind Maw (vibration, 60 ft.), Blood Ooze (vibration, 60 ft.), Blood Pool (vibration, 60 ft.), Blood Pudding (vibration, 60 ft.), Bolrow (scent, vibration, 60 ft.), Cavern Wolf (sonic, 60 ft.), Cave Beetle (sonic, vibration, 60 ft.), Cave Star (vibration, 60 ft.), Chamber Worm (air pressure, temperature, vibration, 30 ft.), Cone Ooze (scent, vibration, 60 ft.), Crypt Guardian (vibration, 60 ft.), Crystal Moss (vibration, 60 ft.), Dorje Ooze (scent, vibration, 60 ft.), Ethreal Assassin (vibration, 100 ft.), Flosid (sonic, vibration, 60 ft.), Fluttering Ooze (vibration, 60 ft.), Gholimor (vibration, 100 ft.), Gnishma (vibration, 60 ft.), Grasping Cell (vibration, 120 ft.), Gutslug (vibration, 30 ft.), Gutwrench (scent, taste, vibration, 60 ft.), Mercury Ooze (scent, vibration, 60 ft.), Pallemon (sonic, vibration, 60ft.), Piryke (vibration, 30 ft.), Pseudoslab (scent, vibration, 60 ft.), Quickener (vibration, 120 ft.), Rahulh (vibration, 60 ft.), Shadow Ooze (vibration, 60 ft.), Silent Reaper (vibration, 120 ft.), Snailfolk (vibration, 60 ft.), Stinkgnarl (sonic, vibration, 60 ft.), Stone Pudding (scent, vibration, 60 ft.), Stone Slug (scent, vibration, 60 ft.), Undead Ooze (scent, vibration, 60 ft.), Void Monster (vibration, 120 ft.), Wurggis (vibration, 60 ft.).*

Blink (Su): A creature can use *blink* as the spell (caster level equal to HD, unless otherwise noted), and can evoke or end the effect as a free action. ***Source: SRD**-Blink Dog*

Blood Drain (Ex): On a successful grapple check after grabbing, a creature possessing multiple tendril-like mouths attaches one of its mouths to the opponent. It automatically deals bite damage and drains blood, dealing 1 point of Constitution damage each round. A mouth can be ripped off (dealing 1 point of damage) with a Strength check or severed by a successful sunder attempt (mouths have 2 hit points, unless indicated otherwise).

A severed mouth continues to bite and drain blood for 1d4 rounds after such an attack. A creature whose Constitution is reduced to 0 is killed. ***Source: SRD**-Gibbering Mouther.*

Blood Drain (Ex): A creature with the blood drain extraordinary ability drains blood from a grabbed or grappled opponent, dealing points of Constitution damage each round it maintains the hold. Some creatures detach after draining their fill of blood ***Source: SRD**-Rast (1), Stirge (1d4, detach after 4), Vampire Spawn (1d4); **Source: Monster Geographica Underground**-Blood Ooze (1d4), Cave Leech (1d4), Gutslug (1d4, detach after 8), Haemovorid (1d4 Con, detach after 4), Leech Bat (1d2 Con, detach after 4), Vampire Spider (1d4), Wurggis (1 Con first round, 1d4 Con after).*

Blood Frenzy (Ex): Once per day a creature with blood frenzy that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. Unless otherwise noted, it gains +2 Constitution and +2 Strength, and takes a –2 penalty to Armor Class. A creature cannot end its frenzy voluntarily. ***Source: SRD**-Sahuagin.*

Blood Spawn (Su): When a creature with this ability takes 10 or more points of damage from a piercing or slashing weapon in a single attack, the spilled blood transforms into 1d8 bats, 1d4 rats, or 1d2 Small monstrous spiders (equal chance for each). These blood spawn, though hostile to the creature's attackers, are not under the creature's control, and disappear after 1d4 rounds. The creature's blood loses this quality when the creature dies. ***Source: Monster Geographica Underground**-Teo-Selerai.*

Break Weapon (Ex): Any character attacking a creature possessing this ability with a non-magical melee weapon must succeed on a DC 20 Reflex save or the weapon will take 15 points of damage. The save DC is Constitution-based. ***Source: Monster Geographica Underground**-Lava Lurker.*

Breath Weapon (Su): A breath weapon attack usually deals damage and is often based on some type of energy. Such breath weapons allow a Reflex save for half damage (DC 10 + 1/2 breathing creature's racial HD + breathing creature's Con modifier; the exact DC is given in the creature's descriptive text). A creature is immune to its own breath weapon unless otherwise noted. Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save.

A creature attacking with a breath weapon is actually expelling something from its mouth (rather than conjuring it by means of a spell or some other magical effect). Most creatures with breath weapons are limited to a number of uses per day or by a minimum length of time that must pass between uses. Such creatures are usually smart enough to save their breath weapon until they really need it.

—Using a breath weapon is typically a standard action.

—No attack roll is necessary. The breath simply fills its stated area.

—Any character caught in the area must make the appropriate saving throw or suffer the breath weapon's full effect. In many cases, a character who succeeds on his saving throw still takes half damage or some other reduced effect.

—Breath weapons are supernatural abilities except where noted.

—Creatures are immune to their own breath weapons.

—Creatures unable to breathe can still use breath weapons. (The term is something of a misnomer.)

Source: SRD*-Behir (7d6 electricity), Chimera (3d8, type varies), Black Dragon (damage varies, acid), Blue Dragon (damage varies; electricity), Green Dragon (damage varies, acid), Red Dragon (damage varies, fire), White Dragon (damage varies, cold), Brass Dragon (damage varies, fire and sleep), Bronze Dragon, (damage varies, electricity and repulsion), Copper Dragon (damage varies, acid and slow), Gold Dragon (damage varies, fire and weakening gas), Silver Dragon (damage varies, cold or paralyzing), Dragon Turtle (12d6, fire), Frost Worm (15d6, cold), Iron Golem (1d4 Con/ 3d4 Con, poisonous gas), Gorgon (turn to stone), Hellhound (2d6, fire), Nessian Warhound (3d6, fire), Cryohydra (3d6, cold), Pyrohydra (3d6, cold), Air Mephit (1d8, dust and grit), Dust Mephit (1d4, irritating particles), Earth Mephit (1d8, rock shards), Fire Mephit (1d8, fire), Ice Mephit (1d4, cold), Magma Mephit (1d4, fire), Ooze Mephit (1d4, acid), Salt Mephit (1d4, salt crystals), Steam Mephit (1d4, fire), Water Mephit (1d8, acid), Winter Wolf (4d6, cold).* ***Source: Monster Geographica Underground****-Amohaji (4d6, fire), Cave Keeper (stun and Con damage, coal dust), Draconid (3d6, fire), Furnace Golem (10d6, fire), Gorgotaur (turn to stone), Hypnogrub (1d10, cold), Straga (cloudkill).*

Burn (Ex): A creature's attack deals additional fire damage from the creature's flaming body. Those hit by a creature's attack also must succeed on a Reflex save or catch on fire. The flame burns for 1d4 rounds. The save DC varies with the creature's size (see Table 7.4: Burn Table) and is modified by the creature's Constitution bonus. A burning target can take a move action to put out the flame.

Creatures hitting a creature possessing the burn extraordinary ability with natural weapons or unarmed attacks take fire damage as though hit by the creature's attack, and also catch on fire unless they succeed on a Reflex save.

Some creatures possessing the burn ability are treated as if they were larger than they actually are. These creatures are often greater or elder forms of a particular type of monster. ***Source: SRD****-Fire Elemental.*

Table 7.4: Burn Table

Creature Size	Bonus to DC	Damage
Small	+1	1d4
Medium	+2	1d6
Large	+4	2d6
Huge	+8	2d8
Gargantuan	+10	2d8
Colossal	+12	2d8

Burn (Ex): When a creature with the burn ability hits with its slam attack, its opponent must succeed on a Reflex save or catch fire. The save DC is Constitution-based. The flame burns for 1d4 rounds if not extinguished sooner. A burning creature can use a full-round action to put out the flame. ***Source: SRD****-Thoqqua;* ***Source: Monster Geographica Underground****-Magma Worm.*

Burrow Through Obstacle (Ex): A creature with the burrow through obstacle ability cannot efficiently burrow through wood or stone, but as a full round action it can dig its way through 6 inches of either material. Metal prevents its passage entirely. ***Source: Monster Geographica Underground****-Bandersnatch.*

Cacophony (Su): When a living target comes within 40 feet of a creature with this ability, it releases an ear-shattering roar of tumultuous sounds as a free action that can be heard up to 1,000 feet away. Affected creatures within 60 feet must succeed on a Will save or take 1d6 points of sonic damage each round until they leave the area. Spellcasters within the area must succeed on a Concentration check (DC 10 + sonic damage taken) to successfully cast a spell. The screaming lasts 1d4 rounds before ceasing for one round. After that, the creature remains silent unless a target moves within 40 feet of it—it then screams again and repeats the above cycle. The save DC is Constitution-based.

This cacophonous scream increases the chance of wandering monsters by +20%, who come to investigate the source of the disturbance. ***Source: Monster Geographica Underground****-Screaming Skull.*

Cadaverous Healing (Ex): A monster with the cadaverous healing ability has the uncanny ability to recover from mortal wounds. Whenever it would begin its turn with negative hit points, it starts healing at a rate of 5 hit points per round, until it has more than 0 hit points. When it reaches -10 hit points, it falls to the ground, as if dead. A creature with cadaverous healing does not truly die until it reaches -30 hit points. Most

creatures with cadaverous healing usually take the opportunity presented to flee from a losing encounter. ***Source: Monster Geographica Underground****-Bolrow.*

Camouflage (Ex): This creature looks like a normal part of the environment, be that like a plant or a rock formation. When at rest it takes a DC 20 Spot check to notice it before it attacks.

Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice any subterranean or rocky versions. *Source: Assassin Vine;* ***Source: Monster Geographica Underground****-Stone Pudding.*

Camouflage (Ex): A creature with this ability can control the opaqueness of its body. It can appear at its normal opaqueness, or fully transparent (granting it a +12 bonus on Hide checks) or anywhere in between. ***Source: Monster Geographica Underground****-Hypnogrub.*

Camouflage (Ex): A creature with this ability can adjust its coloring to match its surroundings. When the creature is at rest, it has a racial bonus to Hide checks. See each description for how much of a bonus. ***Source: Monster Geographica Underground****-Jellyhive (+5), Stone Slug (+6).*

Camouflage (Sp): A creature with this ability can cloak itself in an illusory glamer that deceives all senses, making it appear to be a natural part of its surroundings. Typically this ability is used to make the creature's head appear to be an open stone archway. A Will save allows a character who studies or interacts with the illusion to disbelieve it. The save DC is Charisma based. This ability is equivalent to a 5th level spell (caster level equal to the creature's Hit Dice, unless otherwise noted). ***Source: Monster Geographica Underground****-Slather.*

Canny Defense (Ex): When not wearing armor or using a shield, a creature with this ability adds its Intelligence bonus to its Armor Class. ***Source: Monster Geographica Underground****-Pallemon.*

Can't be Tripped (Ex): A creature that can't be tripped, can't, shockingly enough, be tripped. A few creatures with a multitude of legs (more than four, usually) have this ability, as regardless if one limb is knocked off the ground, it has plenty of others to keep it stable. ***Source: SRD****-Behir*

Capsize (Ex): A submerged creature that possesses the capsize ability can surface under a boat or ship with a chance of capsizing the vessel depending on the size of the creature and the size of the vessel. See Table 7.5: Capsize Table.

Creatures of Medium or Large size can coordinate their attacks to increase their chance of capsizing any sized boat or ship. For every additional Medium or Large creature assisting in the capsize attempt, add 5%, up to an additional 15%. Huge, Gargantuan, and Colossal creatures can only increase their chance of capsizing a ship or boat that is larger than 60 ft. For every additional Huge, Gargantuan, or Colossal creature assisting in the capsize attempt, add 10%, up to an additional 20%. ***Source: SRD****-Dragon Turtle;* ***Source: Monster Geographica Marsh & Aquatic****-Dire Piranha, Dingonek, Merchant's Bane, Mokele M'bembe, Giant Bog Turtle, Morgathrell.*

Table 7.5: Capsize Table

Creature Size	Vessel Size			
	< 20 ft.	20-40 ft.	40-60 ft.	> 60 ft.
Medium	50%	20%	N/A	N/A
Large	75%	50%	20%	N/A
Huge	95%	50%	50%	20%
Gargantuan	100%	75%	75%	20%
Colossal	100%	95%	75%	50%

Captivating Song (Su): When a creature with the captivating song supernatural ability sings, all creatures (other than those of the same species) within a 300-foot spread must succeed on a Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same creature's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the creature, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the creature stands there and offers no resistance to the monster's attacks. The effect continues for as long as the creature sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save. ***Source: SRD****-Harpy.*

Carapace (Ex): A creature possessing the carapace extraordinary ability has an exceptionally tough and highly reflective armor-like carapace. It deflects all rays, lines, cones, and even *magic missil*e spells. There is a 30% chance of reflecting any such effect back at the caster; otherwise, it is merely negated. Check for reflection before rolling to overcome the creature's spell resistance, if there is any. ***Source: SRD****-Tarrasque.*

Change Shape (Su): A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. Changing shape results in the following changes to the creature:

—The creature retains the type and subtype of its original form. It gains the size of its new form.

—The creature loses the natural weapons, movement modes, and extraordinary special attacks of its original form.

—The creature gains the natural weapons, movement modes, and extraordinary special attacks of its new form.

—The creature retains all other special attacks and qualities of its original form, except for breath weapons and gaze attacks.

—The creature retains the ability scores of its original form.

—The creature retains its hit points and saves.

—The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanlike hands to cast spells with somatic components.

—The creature is effectively camouflaged as a creature of its new form, and gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

Each individual creature can have specific information that differs from the above listed in their description. ***Source: SRD****-Aranea, Hound Archon, Barghest, Greater Barghest, Doppelganger, Rakshasa;* ***Source: Monster Geographica Underground****-Arachnomorph, Barathelar, Gnomide.*

Change Size **(Sp):** Twice per day, unless otherwise noted, a creature with *change size* can magically change another creature's size. This works just like an *enlarge person* or *reduce person* spell (the creature chooses when using the ability), except that the ability can work on the creature itself. A Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell. ***Source: SRD****-Efreeti, Janni, Earth Mephit (enlarge only).*

Chaos Burst (Su): Once per round as a standard action, a creature with the chaos burst ability can release a burst of crackling gray energy in a 20-foot radius around itself. Lawful creatures caught in the area take 5d8 points of damage and are staggered for 1d6 rounds. Non-lawful and non-chaotic creatures take 3d8 points of damage, but are not staggered. Chaotic-aligned creatures are immune to this effect. A Will save halves the damage and stagger effect. The save DC is Constitution based. ***Source: Monster Geographica Underground****-Bedlam.*

Chaotic Resonance (Su): A creature with chaotic resonance emanates an aura of pure chaos, an invisible and ever-changing ring of chaotic matter. This aura disrupts spells and magic items (except those of a chaotic nature) used within 20 feet of the creature. Spellcasters in the area must make a successful caster level check each time they attempt to cast a spell. If the check fails, the spell fizzles away just as if it had been cast. Any magic item used within this area must succeed on a Fortitude save or lose its magical properties for that round. A new save must be made each round the item remains within the area. The check DC and save DC are Constitution based.

Spells with the "chaotic" descriptor that are cast within this area function as if they were empowered (as by the Empower Spell feat). Chaotically-aligned weapons deal an extra 1d6 points of damage while in this area. Lawful-aligned weapons are unaffected by this aura. ***Source: Monster Geographica Underground****-Bedlam.*

Charm Person **(Sp):** A creature with the *charm person* supernatural ability can use *charm person* three times per day as the spell (caster level equals the creature's HD, unless otherwise noted). Those affected must succeed on a Will save or be *charmed* for 24 hours. The save DC is Charisma-based. ***Source: SRD****-Nixie.*

Charm Reptiles **(Sp):** Unless otherwise noted, a creature can use this ability three times per day. It works as a *mass charm* spell that affects only reptilian animals. The creature can communicate with any charmed reptiles as though casting a *speak with animals* spell. This ability is the equivalent of a 1st-level spell. ***Source: SRD****-Black Dragon.*

Circle of Devastation (Ex): When three or more opponents are within the threat range of a construct possessing the circle of devastation extraordinary ability, the construct attacks as if it possessed the Whirlwind Attack feat. This reaction is a programmed response; therefore, the creature exercises no judgment in determining whether to utilize the ability. ***Source: Monster Geographica Underground****-Barangulaak.*

Clotting Vulnerability (Ex): A creature possessing clotting vulnerability that takes cold damage is *slowed* (as the spell) for 1d4 rounds. ***Source: Monster Geographica Underground****-Blood Ooze.*

Cloudwalking (Su): A creature can tread on clouds or fog as though on solid ground. The ability functions continuously but can be negated or resumed at will. ***Source: SRD****-Silver Dragon.*

Club (Ex): If a creature with this ability scores a successful critical hit with an attack, the target must succeed on a Fortitude save or have a bone broken. A target with a broken bone suffers a –2 penalty to Dexterity and Strength until the bone heals. The save DC is Strength-based. ***Source: Monster Geographica Underground****-Ophean.*

Coffin of Death (Su): On a successful grapple check, a creature with the coffin of death ability pulls the creature into its torso and tightly squeezes it. As the victim struggles, the creature literally weaves a stone cocoon in the shape of a coffin around the hapless enemy. The victim must succeed on a Fortitude save or become petrified. A victim that succeeds on its save still takes 1d6 x 1/2 HD points of damage. The save DC is Strength-based. ***Source: Monster Geographica Underground****-Crypt Guardian.*

Cold (Ex): A creature's body generates intense cold, causing opponents to take an extra 1d8 points of cold damage (unless otherwise noted) every time the creature succeeds on an attack. Opponents attacking a creature unarmed or with natural weapons take this same cold damage each time one of their attacks hits. ***Source: SRD****-Frost Worm;* ***Source: Monster Geographica Underground****-Undead Ooze.*

Combustion (Ex): A creature with the combustion extraordinary ability forces a target to succeed on a Reflex save or take an extra 1d8 x 1/2 HD points of fire damage as clothes ignite or armor becomes searing hot. The damage continues for another 1d4+2 rounds after the creature's last successful attack. Such creatures can also ignite flammable materials with a touch. The save DC is Constitution-based. ***Source: SRD****-Combustion.*

Command Undead (Su): A creature with command undead is able to rebuke and command undead at will as an evil cleric of a level equal to its Hit Dice. A creature usually keeps commanded wraiths, shadows, ghouls, and other lesser undead nearby for as long as possible. If the creature also has an aura of desecration (see above), other undead frequently follow a creature even after its domination has lapsed. In some cases, the gruesome entourage that accompanies a creature can be more dangerous than the creature itself.

If the creature also possesses the skeleton merge supernatural ability (see below), skeletons that are rebuked by a creature are drawn towards the creature to be permanently merged into its form instead of cowering in awe. In this case, commanded skeletons are likewise assimilated by the creature as soon as their usefulness as separate beings ends. ***Source: Monster Geographica Underground****-Bone Sovereign.*

Confounding Appearance (Ex): Creatures with this ability are naturally difficult to see, requiring a DC 15 Spot check to notice one. Even if a creature sees the creature with confounding appearance, it must then make a second DC 15 Spot check to notice that it is something other than a normal part of the environment. ***Source: Monster Geographica Underground****-Fluttering Ooze.*

Confusion (Su): Three times per day, unless otherwise noted, a creature with this ability can confuse creatures within 15 feet by swaying its head and body. Each creature in the area must succeed on a Will save or be confused for 1d4 rounds. The save DC is Charisma-based. ***Source: Monster Geographica Underground****-Ethereal Adder.*

Confusion Aura (Su): A creature with this ability can, as a free action, create an aura of confusion. Anyone within 40 feet of the creature must succeed on a Will save or be affected as by a *confusion* spell for 5 rounds, unless otherwise noted. A target that makes a successful save cannot be affected by the confusion aura of the same creature for 24 hours. The save DC is Charisma-based. ***Source: Monster Geographica Underground****-Huggermugger, Inscriber.*

Constrict (Ex): A creature with this special attack can crush an opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry; often it is its slam/claw damage value plus 1-1/2 x Str bonus or plus 2 x Str bonus. If the creature also has the improved grab ability it deals constriction damage in addition to damage dealt by the weapon used to grab. ***Source: SRD****-Animated Object, Assassin Vine, Behir, Choker, Chuul, Couatl, Darkmantle, Marilith, Pit Fiend, Kraken, Lillend, Black Pudding, Elder Black Pudding, Gray Ooze, Ochre Jelly, Otyugh, Flamebrother Salamander, Average Salamander, Noble Salamander, Shambling Mound, Giant Octopus, Constrictor Snake (all sizes), Monstrous Scorpions (all sizes);* ***Source: Monster Geographica Underground****-Arcanoplasm, Blind Maw, Cave Leech, Ceiling Diver, Dagger Worm, Dorje Ooze, Ethereal Adder, Eye Killer, Gholimor, Gloom Crawler, Mawler, Mercury Ooze, Shadow Ooze, Slime Crawler, Tentacled Horror.*

Consume Item (Ex): A creature with consume item can consume items by damaging them, dealing 1d8+1 points of damage, while ignoring half of the object's hardness. ***Source: Monster Geographica Underground****-Assuming Deviant Mimic.*

Consume Magic (Su): A creature with consume magic can *detect magic* on any item it touches at will. It then can consume the magic of the item at a rate of one +1 for items with enhancement bonuses, or one magical effect (at random) per round for magic items without enhancement bonuses. After consuming the magic from the item, the creature physically devours the item dealing 1d6 hit points per round, ignoring hardness. ***Source: Monster Geographica Underground****-Arcarivore Deviant Mimic.*

Consume Power (Su): A creature with this ability is completely unaffected by psionics, except that it heals 1 hit point of damage per psionic power point paid to manifest the power used against it. ***Source: Monster Geographica Underground****-Dorje Ooze.*

Cooperation (Ex): When creatures with this ability congregate, they work better together. If two creatures of the same species with this ability flank the same opponent, they have a +4 flanking bonus on attacks instead of the usual +2. ***Source: Monster Geographica Underground****-Marloc.*

Corporeal Instability (Su): A blow from a creature with corporeal instability against a living opponent can cause a terrible transformation. The target must succeed on a Fortitude save or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a creature of the same species which inflicted corporeal instability upon it.

A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a creature with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal instability is not a disease or a curse and so is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its form for the duration of the spell. A *restoration, heal,* or *greater restoration* spell removes the affliction (a separate *restoration* is necessary to restore any drained points of Wisdom). ***Source: SRD****-Chaos Beast.*

Corrosive Slime (Ex): A creature with the corrosive slime extraordinary ability produces a mucus-like slime that contains a highly corrosive substance. The slime is particularly effective against stone. The creature's mere touch deals 1d6 x 1/6 HD points of acid damage to organic creatures or objects. Against metallic creatures or objects, the slime deals 2d8 x 1/6 HD points of damage, and against stony creatures (including earth elementals) or objects it deals 4d10 x 1/6 HD points of damage. A slam attack by the creature leaves a patch of slime that deals 1d6 x 1/6 HD points of damage on contact and another 1d6 x 1/6 HD points of damage in each of the next 2 rounds. A large quantity (at least a quart) of water or weak acid, such as vinegar, washes off the slime.

An opponent's armor and clothing dissolve and become useless immediately unless the wearer succeeds on a Reflex save. Weapons that strike a creature with the corrosive slime ability also dissolve immediately unless the wielder succeeds on a Reflex save. A creature attacking with natural weapons takes damage from the slime each time an attack hits unless the creature succeeds on a Reflex save. These save DCs are Constitution-based. ***Source: SRD****-Delver.*

Corrupt Water **(Sp):** Unless otherwise noted, once per day a creature with corrupt water can stagnate 10 cubic feet of water, making it become still, foul, and unable to support animal life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 10 + 1/2 creature's HD + Cha modifier) or become fouled. This ability is the equivalent of a 1st-level spell. Range is 90 ft. unless otherwise noted. ***Source: SRD****-Black Dragon.*

Corrupting Touch (Su): A creature with corrupting touch that hits a living target with its incorporeal touch attack deals 1d4 x 1/6 HD points of damage ignoring any armor its target may have. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only. ***Source: Monster Geographica Underground****-Crorit, Dark Voyeur.*

Cover of Darkness (Sp): A creature with this ability can create *darkness* once per day as the spell (caster level equals creature's HD, unless otherwise noted). ***Source: Monster Geographica Underground****-Ethereal Assassin.*

Create/Destroy Water **(Sp):** Unless otherwise noted a creature with *create/destroy water* can use this ability three times per day. It works like the *create water* spell, except that the creature can decide to destroy water instead of creating it, which automatically spoils unattended liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 10 + 1/2 creature's HD + Cha modifier) or be ruined. This ability is the equivalent of a 1st-level spell. ***Source: SRD****-Blue Dragon.*

Create Spawn (Su): Any humanoid reduced to Strength 0 by a creature with the create spawn supernatural ability becomes a shadow under the control of its killer within 1d4 rounds. ***Source: SRD****-Shadow, Greater Shadow.*

Create Spawn (Su): Any humanoid slain by a creature with the create spawn ability becomes an undead creature of the same species that killed it in 1d4 rounds (wights spawn wights, spectres spawn spectres, etc.) unless otherwise indicated. Spawn are under the command of the creature that created them and remain enslaved until its death. They do not possess any of the abilities they had in life. ***Source: SRD****-Mohrg (zombie), Spectre, Wight, Wraith, Dread Wraith;* ***Source: Monster Geographica Underground****-Ka Spirit, Slavering Mouther (ghoul).*

Create Spawn (Su): Any living creature reduced to Wisdom 0 by a creature with this ability and is killed by another creature becomes a fear guard under the control of its killer within 2d6 hours. If a *bless* spell is cast on the corpse before this time, it prevents the transformation. ***Source: Monster Geographica Underground****-Fear Guard.*

Crown of Horns (Ex): When a creature with this ability charges, it lowers its head to gore its enemy with its head full of horns. On a successful charge, the creature deals 1d4 x HD points of damage with its horns. This attack can only be made if the creature is at least 30 feet away from its target. ***Source: Monster Geographica Underground****-Undal.*

Crush (Ex): This special attack allows a flying, jumping, or falling creature of at least Huge size to land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the creature (though it can attempt normal overrun or grapple attacks against larger opponents).

A crush attack affects as many targets as can fit under the creature's body. Creatures in the affected area must succeed on a Reflex save (DC equal to 10 + 1/2 creatue's HD + Con modifier) or be pinned, automatically taking bludgeoning damage during the next round unless the creature moves off them. If the creature chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape. The damage is indicated in each individual description.

A crush attack deals the indicated damage plus 1-1/2 times the creature's Strength bonus. ***Source: SRD****-True Dragons;* ***Source: Monster Geographica Underground****-Fungal Render.*

Crush (Ex): A creature with the crush extraordinary ability deals additional damage with a successful grapple check. Usually, unless otherwise noted, the damage is equal to the creature's regular damage ***Source: SRD****-Mimic.*

Crush Armor (Su): A creature with the crush armor supernatural ability can crush metal and stone objects. As a standard action, a creature can focus its power on a non-magical suit of metal armor and crush it. The character in the armor must succeed on a Reflex save, or its armor will take 6d10 points of bludgeoning damage. If the armor is totally destroyed, the character inside will suffer 2d10 points of crushing damage. The save DC is Charisma-based. ***Source: Monster Geographica Underground****-Crorit.*

Crush Item (Su): A creature possessing the crush item supernatural ability can destroy any weapon or item of at least one size smaller than itself (even magic ones, but not artifacts) by picking it up and crushing it between its hands. The creature must make a successful disarm attempt to grab an item held by an opponent. The item is entitled to a Fortitude save to resist destruction. The save DC is Strength-based. ***Source: SRD****-Nightwalker.*

Crush Personality (Sp): Three times per day (unless otherwise noted) a creature with the crush personality ability can point toward a single, sentient living target within 30 feet and telepathically infiltrates its mind, belittling and disparaging the enemy's ethos and frailties. The target must succeed on a Will save or be stunned for 1d4 rounds and suffer damage based upon the target's alignment (see Table 7.6: Crush Personality Damage Table).

Employing this ability causes the creature's skull to pulsate with a dull yellow glow. This attack only works against victims less intelligent than the creature. If the target is of equal or greater Intelligence than the creature, the creature is stunned for one round and cannot use this ability for 1d4 hours. The save DC is Charisma-based. ***Source: Monster Geographica Underground****-Pallemon.*

Table 7.6: Crush Personality Damage Table

Alignment	Damage
Same as Creature	No damage
One Step Away	1d6 damage
Two Steps Away	2d6 damage
Three Steps Away	3d6 damage
Three + Steps Away	4d6 damage

***Cure Serious Wounds* (Sp):** A creature with the *cure serious wounds* spell-like ability can heal a creature's wounds as though using the *cure serious wounds* spell (caster level equal to creature's HD). Some creatures have this ability only when used in consort with others of their own kind. For these creatures caster level equals total number of HD required to use the ability and for them it is a full-round action. ***Source:SRD**-Formian Worker.*

Curse (Su): A construct with this ability can attempt to curse a character that has invaded its resting place. A character must succeed on a Will save or suffer a permanent -1 sacred penalty on all saving throws for each Hit Die of the construct. The save DC is Charisma based. This curse is far reaching, and also affects all of the character's family members, though with only half the penalty (round down).

Individuals who take no treasure from a creature's tomb are freed from the curse upon departing, but those who escape with treasure cannot escape the guilt of their theft. This curse can only be removed by a *remove curse* spell and an *atonement* spell cast by a cleric with access to the Death domain, or when all items removed from the tomb are returned along with a penance worth 10% of the value of the missing treasure. *Remove curse* and *atonement* spells are only effective if cast upon the original defiler of the tomb. Cursed family members subject to these spells discover that the curse is nullified only for a day's time, after which it returns in full force. ***Source: Monster Geographica Underground**-Ushabti.*

Cursed Wound (Ex): The damage a creature with the cursed wound extraordinary ability deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a creature possessing cursed wound must succeed on a DC (4 + 2 x creature HD, unless otherwise noted) caster level check, or the spell has no effect on the injured character. ***Source: SRD**-Clay Golem.*

Damage Reduction (Ex or Su): A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability.

Some monsters are vulnerable to piercing, bludgeoning, or slashing damage.

Some monsters are vulnerable to certain materials, such as alchemical silver, adamantine, or cold-forged iron. Attacks from weapons that are not made of the correct material have their damage reduced, even if the weapon has an enhancement bonus.

Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the damage reduction of these monsters. Such creatures' natural weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage reduction.

A few very powerful monsters are vulnerable only to epic weapons; that is, magic weapons with at least a +6 enhancement bonus. Such creatures' natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Some monsters are vulnerable to chaotic-, evil-, good-, or lawful-aligned weapons. When a cleric casts *align weapon,* affected weapons might gain one or more of these properties, and certain magic weapons have these properties as well. A creature with an alignment subtype (chaotic, evil, good, or lawful) can overcome this type of damage reduction with its natural weapons and weapons it wields as if the weapons or natural weapons had an alignment (or alignments) that match the subtype(s) of the creature.

When a damage reduction entry has a dash (–) after the slash, no weapon negates the damage reduction.

A few creatures are harmed by more than one kind of weapon. A weapon of either type overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction. A weapon must be both types to overcome this damage reduction. A weapon that is only one type is still subject to damage reduction.

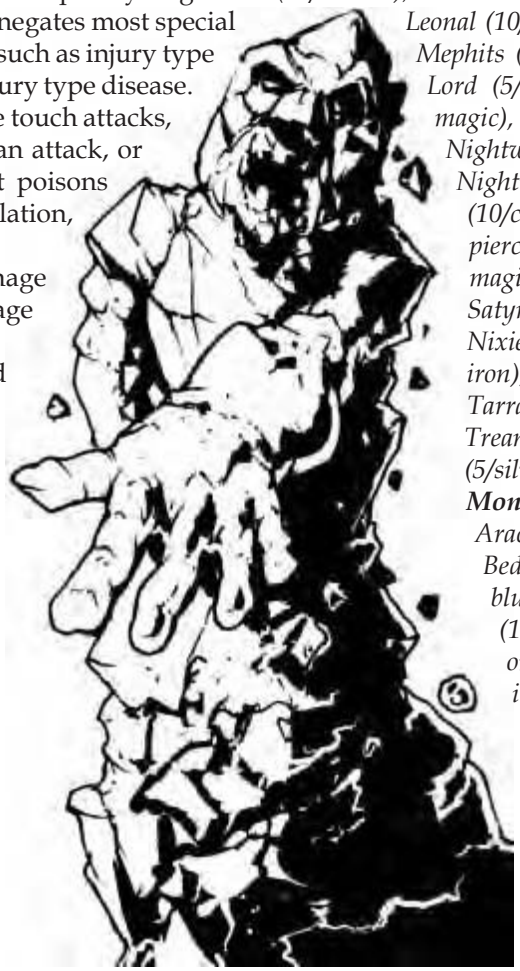
Some magic creatures have the supernatural ability to instantly heal damage from weapons or to ignore blows altogether as though they were invulnerable.

The numerical part of a creature's damage reduction is the amount of hit points the creature ignores from normal attacks. Usually, a certain type of weapon can overcome this reduction. This information is separated from the damage reduction number by a slash. Damage reduction may be overcome by special materials, by magic weapons (any weapon with a

+1 or higher enhancement bonus, not counting the enhancement from masterwork quality), certain types of weapons (such as slashing or bludgeoning), and weapons imbued with an alignment. If a dash follows the slash then the damage reduction is effective against any attack that does not ignore damage reduction.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).

Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack, such as injury type poison, a monk's stunning, and injury type disease. Damage reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact.



Attacks that deal no damage because of the target's damage reduction do not disrupt spells.

Spells, spell-like abilities, and energy attacks (even nonmagical fire) ignore damage reduction.

Sometimes damage reduction is instant healing. Sometimes damage reduction represents the creature's tough hide or body. In either case, characters can see that conventional attacks don't work.

If a creature has damage reduction from more than one source, the two forms of damage reduction do not stack. Instead, the creature gets the benefit of the best damage reduction in a given situation.

Source: ***SRD****-Astral Deva (10/evil), Planetar (10/evil), Solar (15/epic and evil), Lantern Archon (10/evil and magic), Hound Archon (10/evil), Trumpet Archon (10/evil), Avoral (10/evil or silver), Barghest (5/magic), Greater Barghest (10/magic), Bodak (10/cold iron), Babau (10/cold iron or good), Balor (15/ cold iron and good), Bebilith (10/good), Dretch (5/ cold iron or good), Glabrezu (10/good), Hezrou (10/good), Marilith (10/good and cold iron), Nalfeshnee (10 good), Quasit (5 cold iron or good), Succubus (cold iron or good), Vrock (10/good), Barbed Devil (10/good), Bearded Devil (5/ silver or good), Bone Devil (10/good), Chain Devil (5/silver or good), Erinyes (5/good), Hellcat (5/good), Horned Devil (10/good and silver), Ice Devil (10/good), Imp (5/good or silver), Lemure (5/good or silver), Pit Fiend (15/good and silver), True Dragons (varies/magic), Dryad (5/cold iron), Large and Huge Air Elemental (5/—), Greater and Elder Air Elemental (10/—), Large and Huge Earth Elemental (5/—), Greater and Elder Earth Elemental (10/—), Large and Huge Fire Elemental (5/—), Greater and Elder Fire Elemental (10/—), Large and Huge Water Elemental (5/—), Greater and Elder Water Elemental (10/—), Gargoyle (10/magic), Kapoacinth (10/magic), Ghaele (10/evil and cold iron), Gibbering Mouther (5/bludgeoning), Clay Golem (10/adamantine), Flesh Golem (5/adamantine), Iron Golem (15/adamantine), Stone Golem (10/adamantine), Grick (10/magic), Annis Hag (2/bludgeoning), Kolyarut (10/chaotic), Marut (15/chaotic), Zelekhut (10/chaotic), Leonal (10/evil and silver), Magmin (5/magic), Mephits (5/magic), Mummy (5/—), Mummy Lord (5/—), Night Hag (10/cold iron and magic), Nightcrawler (15/silver and magic), Nightwalker (15/silver and magic), Nightwing (15/silver and magic), Nymph (10/cold iron), Rakshasa (15/good and piercing), Average Salamander (10/ magic), Noble Salamander (15/magic), Satyr (5/cold iron), Grig (5/cold iron), Nixie (5/ cold iron), Pixie (10/cold iron), Hellwasp Swarm (10/magic), Tarrasque (15/epic), Titan (15/lawful), Treant (10/slashing), Vampire Spawn (5/silver), Yeth Hound (5/silver);* ***Source: Monster Geographica Underground****-Arachnogolem (15/bludgeoning), Bedlam (10/lawful), Black Skeleton (10/ bludgeoning and good), Cave Keeper (10/magic), Cave Leech (10/piercing or slashing), Cellar Dweller (5/cold iron), Cinder Wight (10/magic), Compost Seeker (2/—), Crag Man (5/—), Crorit (10/magic and cold iron), Crypt Thing (10/bludgeoning and magic), Arcarivore Deviant Mimic (10/non-magic weapons), Assuming Mimic (10/magic), Draconid (10/magic), Furnace Golem (15/adamantine), Gravel Golem (15/bludgeoning), Hypnogrub (5/magic), Leytru (10/bludgeoning), Manavore (10/adamantine), Mirror Fiend (15/Bludgeoning and magic), Olivid (3/—), Pedra Wyrm (10/magic or stone) Piryke (10/ magic), Redcap (5/ cold iron), Reliquary Guardian (10/ bludgeoning and magic), Screaming Skull (5/adamantine), Slavering Mouther (10/bludgeoning and magic), Spitting Ghoul (5/silver), Stone Slider Ghoul (5/good and magic), Straga (5/bludgeoning), Teo-Selerai (10/magic), Tzorda (10/ epic), Vampire Spider (10/magic and silver), Void Monster (20/magic), Wailhaunt (10/magic).*

Dance of Ruin (Su): To use this ability, a group of at least three creatures possessing the dance of ruin supernatural ability must join hands in a circle, dancing wildly and chanting. At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for others of the same family within the radius take 1d6 x 2/3 the combined HD of three creatures points of damage (Reflex half). Stunning, paralyzing, or slaying one of the dancers stops the dance. The save DC is Charisma-based. ***Source: SRD****-Vrock.*

Dancing Chains (Su): Dancing chains allows a creature to control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, it can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the creature itself and do damage, unless otherwise noted, as a spiked chain. If a chain is ever in another combatant's possession, the creature can attempt a Will save to break the creature's power over that chain. If the save is successful, the creature cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is Charisma-based.

A creature with dancing chains can climb chains it controls at its normal speed without making Climb checks. ***Source: SRD****-Chain Devil.*

Darkness (Su): This ability allows the creature to cause darkness as the *darkness* spell (caster level equal to HD, unless otherwise noted). Individual descriptions indicate how many times per day this supernatural ability may be used. ***Source: SRD****-Darkmantle, Tiefling.*

Darkvision (Ex): Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Daylight **(Sp):** This ability allows the creature to use *daylight* (caster level equal to HD, unless otherwise noted). Individual descriptions indicate how many times per day this supernatural ability may be used. ***Source: SRD****-Aasimar.*

Daylight Powerlessness (Ex): Creatures with daylight powerlessness are powerless in natural sunlight (not simply a *daylight* spell) and flee from it. A creature caught in sunlight cannot attack and can take only a single move or attack action in a round. ***Source: SRD****-Spectre, Wraith and Dread Wraith.*

Daylight Weakness (Ex): When exposed to natural sunlight (not simply a *daylight* spell), a creature with daylight weakness suffers 2d6 points of damage and immediately flees from the source of light. A creature caught in sunlight cannot attack and can only take a single move or attack action in a round. ***Source: Monster Geographica Underground****-Fear Guard.*

Dazzle (Ex): In an area of shadowy illumination or darkness, a creature with this ability can dazzle opponents within 5 feet by suddenly bringing its light to full intensity as a move action. A nearby opponent must succeed on a Fortitude save or be dazzled for 1 round. The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Igran-Krider.*

Deaf (Ex): A deaf creature has no auditory senses, and is immune to sonic attacks and all spells and spell-like effects that require a victim to hear the caster. ***Source: Monster Geographica Underground****-Blind Maw.*

Deafening Bark (Ex): A creature with this ability barks constantly in battle (a free action, unless using a bite attack) or when it smells prey. All targets within a 60-foot radius of the creature must succeed on a Will save or be stunned for 1d4 rounds. Even if the save succeeds, the victim suffers a -2 morale penalty to attack rolls, saves, and checks for the next 1d4 rounds. Whether or not the save is successful, an affected target is immune to the effects of that creature's deafening bark for one day. This is a sonic, mind affecting effect. The save DC is Charisma-based.

Dwarves gain a +4 racial bonus on Will saves against deafening bark; success means no effect, while failure is the equivalent of a success for others. ***Source: Monster Geographica Underground****-Ore Hound.*

Death Attack (Sp or Su): A creature with this ability can kill instantly via spell or supernatural power. In most cases, a death attack allows the victim a Fortitude save to avoid the affect, but if the save fails, the character dies instantly.

—*Raise dead* doesn't work on someone killed by a death attack.

—Death attacks slay instantly. A victim cannot be made stable and thereby kept alive.

—In case it matters, a dead character, no matter how she died, has –10 hit points.

—The spell *death ward* protects a character against these attacks.

Source: SRD*-Solar, Bodak, Nightcrawler, Nightwalker, Gynosphinx;* ***Source: Monster Geographica Underground****-Artificeer, Death Watch Beetle Eye Killer, Hellscorn, Piryke, Soulless One.*

Death Rattle (Ex): A creature with death rattle can produce a clicking noise that sets up sonic vibrations in all creatures within 30 feet, once every 1d4+1 hours. These vibrations are similar to a *power word kill* spell but cast as an area effect. Victims with fewer hit points than 2 x HD are killed outright and up to a total of 20 x HD hit points of such opponents. All opponents in the area that are not killed outright are stunned for 1d4 x 1/2 HD rounds. If an opponent in the area of effect has more than 2 x HD hit points, that creature still takes 2 x HD hit points of damage from the vibrations. A successful Fortitude save halves the damage and negates the stun effect. The save DC is Constitution-based. This is a death effect. ***Source: Monster Geographica Underground****-Death Watch Beetle.*

Death Spray (Ex): The instant a creature possessing this extraordinary ability is killed or destroyed, the pustules on its skin all burst simultaneously, so that all targets within 5 feet of it are exposed to a disease as listed in its description. Creatures of the same species are immune to each other's death spray. ***Source: Monster Geographica Underground****-Spitting Ghoul.*

Death Throes (Ex): When killed, a creature with death throes explodes in a blinding flash of light that deals, unless otherwise noted, 5 x HD points of damage to anything within 5 x HD feet (Reflex half). This explosion automatically destroys any weapons or items the creature is holding. The save DC is Constitution-based. ***Source: SRD****-Balor.*

Death Throes (Ex): When killed, a creature with death throes turns to ice and shatters in an explosion that, unless otherwise noted, deals 1d6 x HD points of cold damage and 1d6 x 1/2 HD points of piercing damage to everything within 100 feet (Reflex half). The save DC is Constitution-based. ***Source: SRD****-Frost Worm.*

Death Throes (Ex): When a creature with this ability is killed by fire or lightning it explodes, dealing 1d6 x HD points of fire damage to every creature within 15 feet (Reflex save half). The save DC is Dexterity-based. ***Source: Monster Geographica Underground****-Ethereal Assassin.*

Debilitating Aura (Su): A creature with this ability constantly radiates a field of debilitating energy in a 15-foot radius. Any living creature inside the field (except others in the same family) must succeed on a Fortitude save each round or be exhausted so long as it remains in the field. The effect wears off of a victim 1d4 rounds after the creature dies or the victim leaves the area of effect. Debilitating aura is a necromantic effect. The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Grimvole, Grim Master Grimvole.*

Debilitating Touch (Su): Any living target struck by a creature with this ability must succeed on a Fortitude save; otherwise it contracts a disease from the creature. The disease's incubation period is 1 day and it inflicts 1d6 temporary points of randomly determined ability damage. The DCs are Charisma based. ***Source: Monster Geographica Underground****-Walking Disease.*

Desecrate **(Su):** A creature possessing the desecrate supernatural ability perpetually generates the effect of the *desecrate* spell from its unholy body (caster level equals HD, unless otherwise indicated). The creature benefits from all of the spell's powers (should be included in the statistics block), but undead allies may not gain *desecrate*'s attack and damage bonuses depending upon individual description. ***Source: Monster Geographica Underground****-Bone Sovereign, Stone Slider Ghoul.*

Desecrating Aura (Su): A creature with a desecrating aura gives off a 20-foot radius emanation of utter desecration, imbuing their surroundings with negative energy. This ability works much like a *desecrate* spell, except that the creature's evil is so great that it is treated as the shrine of an evil power. All undead within 20 feet of the creature (including the creature itself if it is undead) gain a +2 profane bonus on attack rolls, damage rolls, and saving throws, and +2 hit points per HD. (If the creature is undead, its Hit Dice, attack, and save entries should include these profane bonuses.) Charisma checks made to turn undead within this area take a –6 penalty.

A creature's desecrating aura cannot be dispelled except by a *dispel evil* spell or similar effect. If the effect is dispelled, the creature can resume it as a free action on its next turn. Its desecrating aura is suppressed if it enters a *consecrated* or *hallowed* area, but the creature's presence also suppresses the *consecrated* or *hallowed* effect for as long as it remains in the area. ***Source: SRD****-Nightcrawler, Nightwalker, Nightwing.*

Despair (Su): At the mere sight of a creature possessing the despair supernatural ability, the viewer must succeed on a Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that target cannot be affected again by the same creature's despair ability for 24 hours. The save DC is Charisma-based. ***Source: SRD****-Mummy, Mummy Lord.*

Destructive Harmonics (Su): This special ability allows a creature to blast sonic energy in a cone up to 80 feet long. It can also use this attack to affect any creatures or objects within a 30-foot radius. It can tune the harmonics of this destructive power to affect different types of targets. All save DCs are Charisma-based and all damage is unless otherwise indicated.

Flesh: Disrupting tissue and rending bone, this attack deals 1d6 x 1/2 HD points of damage to all within the area (Reflex half).

Nerves: Destructive harmonics can be focused to knock out foes rather than slay them. This attack deals 1d6 x ¾ HD points of nonlethal damage to all within the area (Reflex half).

Material: When using this form of harmonics, a creature chooses wood, stone, metal, or glass. All objects made of that material within the area must succeed on a Fortitude save or shatter. Objects (or portions of objects) that have less than half the creatures hit points are potentially affected by this attack. ***Source: SRD****-Destrachan.*

Destructive Sonics (Su): The peal of a creature with this ability echoes out in all directions, creating a sphere of destructive sound with a radius of 10 feet per HD, unless otherwise noted. The peal does 1d6 x HD points of sonic damage to organic creatures (Reflex half). The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Singer.*

Detach Spore (Ex): As soon as a creature with this ability deals 2 x HD points of Constitution damage to a single victim, its main body detaches itself, leaving the pulsating needle and a chunk of flesh within the victim's skin. On the following round, this chunk explodes in a small cloud of spores dealing one point of Charisma damage to the victim. If a victim sustains more than four points of Charisma damage in this manner, he must succeed on a Fortitude save or one point of Charisma damage becomes drained instead. The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Wurggis.*

Detect Gems **(Sp):** This is a divination effect similar to a *detect magic* spell, except that it finds only gems. The creature can scan a 60-degree arc each round: By concentrating for 1 round it knows if there are any gems within the arc; 2 rounds of concentration reveal the exact number of gems; and 3 rounds reveal their exact location, type, and value. A creature with the *detect gems* spell-like ability can use it three times per day unless otherwise noted. This ability is the equivalent of a 2nd-Level spell. ***Source: SRD****-Gold Dragon.*

Detect Law (Su): A creature with detect law can continuously *detect law* as the spell (caster level equal to creature's HD unless otherwise noted), though there is no chance of it becoming stunned by overwhelming lawful auras. It can suppress or resume this ability as a free action. ***Source: Monster Geographica Underground****-Bedlam.*

Detect Magic **(Su):** A monster with the detect magic supernatural ability can detect magic as the spell (caster level equals HD) at will. ***Source: SRD****-Ethereal Filcher.*

Detect Thoughts **(Su):** A creature with the detect thoughts supernatural ability can continuously use *detect thoughts* as the spell (caster level equal to HD, unless otherwise noted; Will negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based. ***Source: SRD****-Doppelganger, Dark Naga, Rakshasa;* ***Source: Monster Geographica Underground****-Singer.*

Detect Undead **(Sp):** A creature can *detect undead* at will, as the spell cast by a cleric equal in level to its Hit Dice, unless otherwise noted. ***Source: Monster Geographica Underground****-Bone Sovereign.*

Digest (Ex): A victim pinned by a creature with this ability automatically suffers 4d6 points of acid damage after each full round spent pinned. ***Source: Monster Geographica Underground****-Gutwrench.*

Dimension Door **(Su):** A creature with the dimension door supernatural ability can teleport, as *dimension door* (caster level equal to HD, unless otherwise noted), once per round as a free action. The ability affects only the creature, which never appears within a solid object and can act immediately after teleporting. ***Source: SRD****-Blink Dog.*

Disease (Ex or Su): When a character is injured by a contaminated attack touches an item smeared with diseased matter, or consumes disease-tainted food or drink, he must make an immediate Fortitude saving throw. If he succeeds, the disease has no effect—his immune system fought off the infection. If he fails, he takes damage after an incubation period. Once per day afterward, he must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage.

These Fortitude saving throws can be rolled secretly so that the player doesn't know whether the disease has taken hold.

Diseases have various symptoms and are spread through a number of vectors. The characteristics of several typical diseases are summarized on Table 7.7: Diseases Table, and they are also defined below.

Disease: Diseases whose names are printed in *italic* in the table are supernatural in nature. The others are extraordinary.

Infection: The disease's method of delivery—ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite and that most inhaled diseases can also be ingested (and vice versa).

DC: The Difficulty Class for the Fortitude saving throws to prevent infection (if the character has been infected), to prevent each instance of repeated damage, and to recover from the disease.

Table 7.7: Disease Table

Disease	Infection DC	Incubation	Damage
Bayou bloat	Injury 11	2d6 hours	1d3 Dex
Blinding sickness	Ingested 16	1d3 days	1d4 Str[1]
Cackle fever	Inhaled 16	1 day	1d6 Wis
Demon fever	Injury 18	1 day	1d6 Con[2]
Devil chills[3]	Injury 14	1d4 days	1d4 Str
Fading fever	Injury 18	1 day	2d6 Con
Filth fever	Injury 12	1d3 days	1d3 Dex, 1d3 Con
Ghoul fever	Contact 15	1 day	1d3 Dex, 1d3 Con
Mindfire	Inhaled 12	1 day	1d4 Int
Mummy rot[4]	Contact 20	1 day	1d6 Con
Red ache	Injury 15	1d3 days	1d6 Str
Shakes	Contact 13	1 day	1d8 Dex
Slimy doom	Contact 14	1 day	1d4 Con[2]
Stone Slug Festering	Injury 14	1 day	1d4 Con, 1d6 Dex
Vylar Fever	Injury 12	1d3 days	1d3 Str, 1d3 Con

1 Each time the victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded.
2 When damaged, character must succeed on another saving throw or 1 point of damage is permanent drain instead.
3 The victim must make three successful Fortitude saving throws in a row to recover from devil chills.
4 Successful saves do not allow the character to recover. Only magical healing can save the character.

Incubation Period: The time before damage begins.

Damage: The ability damage the character takes after incubation and each day afterward.

Typical diseases include the following (magical or supernatural diseases are always italicized):

–Blinding Sickness: Spread in tainted water.

–Bayou Bloat: The victim's stomach rapidly swells. Ravvimen spread it.

–Cackle Fever: Symptoms include high fever, disorientation, and frequent bouts of hideous laughter. Also known as "the shrieks."

–Demon Fever: Night hags spread it. Can cause permanent ability drain.

–Devil Chills: Barbazu and pit fiends spread it. It takes three, not two, successful saves in a row to recover from devil chills.

–Fading Fever: Ethereal adders spread it. Those reduced to 0 Constitution fade from existence, leaving no corpse.

–Filth Fever: Dire rats and otyughs spread it. Those injured while in filthy surroundings might also catch it.

–Ghoul Fever: Spread by spitting ghouls. If killed by the disease, the victim rises the next midnight as a ghoul under its own self-control. It has no abilities that it possessed in life.

–Mindfire: Feels like your brain is burning. Causes stupor.

–Mummy Rot: Spread by mummies. Successful saving throws do not allow the character to recover (though they do prevent damage normally).

–Red Ache: Skin turns red, bloated, and warm to the touch.

–The Shakes: Causes involuntary twitches, tremors, and fits.

–Slimy Doom: Victim turns into infectious goo from the inside out. Can cause permanent ability drain.

–Stone Slug Festering: Spread by stone slugs.

–Vylar Fever: Spread by lesser vylar.

Use of the Heal skill can help a diseased character. Every time a diseased character makes a saving throw against disease effects, the healer makes a check. The diseased character can use the healer's result in place of his saving throw if the Heal check result is higher. The diseased character must be in the healer's care and must have spent the previous 8 hours resting.

Characters recover points lost to ability score damage at a rate of 1 per day per ability damaged, and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

Source: SRD*- Bearded Devil (devil chills), Pit Fiend (devil chills), Dire Rat (filth fever), Ghoul (ghoul fever), Ghast (ghoul fever), Mummy (mummy rot), Mummy*

Lord (mummy rot), Night Hag (demon fever), Otyugh (filth fever), Rat Swarm (filth fever); ***Source: Monster Geographica Underground****-Ethereal adder (fading fever), Leytru (filth fever), Ravvimen (bayou bloat), Skulleton (filth fever), Stone Slug (ston slug fester), Teo-Selerai (filth fever), Lesser Vylar (vylar fever).*

Disease Spores (Ex): Once every 4 rounds as a standard action unless otherwise noted, a creature can release an explosion of disease-ridden spores into a 20 foot radius around it. Anyone inhaling the spores is subject to the effects of a *contagion* spell (caster level equal to creature's HD, unless otherwise noted). All spores released at once carry the same disease. A successful Fortitude save negates the effect. The save DC is Constitution based. ***Source: Monster Geographica Underground****-Udamentaz.*

Disgorge (Ex): A creature that has infused itself to its victim (see infuse below) can force the victim's own blood out through its pores, eyes, ears, and mouth. This is a standard action that deals 1d2 points of Constitution damage each round. At Constitution 0, the host dies, and the creature exits. To onlookers it appears as if the victim is bleeding profusely. ***Source: Monster Geographica Underground****-Blood Pudding.*

Dissolve Magic (Su): A creature with this ability that makes a successful touch attack causes the target to be drained of magic. If the target is a magic item, the item must succeed on a Will save or instantly lose all magical abilities, as if it were struck by a *rod of cancellation*. If a creature is holding it at the time, then the item can use the holder's Will save bonus in place of its own if the holder's is better. Artifacts are unaffected.

If the target is a creature with the ability to cast spells or use spell-like abilities, the victim must succeed on a Will save or lose all memorized spells, open spell slots, or the ability to use its spell-like abilities for the rest of the day. Affected creatures or objects with spells cast on them are affected as if by a targeted *dispel magic* effect (caster level equal to creature's HD, unless otherwise noted). Each time the creature successfully uses its dissolve magic ability, it gains 5 temporary hit points.

The save DCs are Constitution-based. ***Source: Monster Geographica Underground****-Manavore.*

Dissolve Mind (Su): Any opponent constricted by a creature with this ability must succeed on a Fortitude save each round or take 1 point of Intelligence drain, 1 point of Wisdom drain, and 1 point of Charisma drain. A new save is required at the same DC each round that the creature constricts. The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Dorje Ooze.*

Dissolving Burst (Ex): A creature with the dissolving burst ability sprays acid through tiny pores in its skin or shell, filling a 10-foot radius around the creature. The corrosive substance deals no damage to living matter, but wreaks havoc on equipment and other inanimate objects. The acid deals 3d6 points of damage to all unattended objects within the area of effect. Opponents in the midst of the spray must succeed on a Reflex save or any objects on their person also take damage from the acid. The save DC is Constitution-based. It takes a creature one hour to replenish its supply of acid. ***Source: Monster Geographica Underground****-Cave Hermit.*

Distort Perception (Su): Any opponent moving toward a creature possessing the distort perception ability with the intention of committing a hostile action against it encounters a powerful mind-affecting field that distorts the opponent's spatial perceptions. The opponent must succeed on a Will save to continue toward the creature and complete its intended action. If the save succeeds, the target ignores this ability for the remainder of the encounter. Targets failing the save travel in a random direction for the remainder of the round taking no other actions. (Use the grenade like weapon chart in the Player's Handbook to determine the creature's exact direction.) Impenetrable physical barriers, such as a wall or door in the target's path immediately cease its movement, but passable impediments such as a chasm or a s*pike stones* spell do not. Each round, the target receives a new Will save to shrug off the effect. If it succeeds on the save, it acts normally for that round, although it must still succeed on a Will save every round to counteract the continuous power. The only range limitation for the ability is that the victim must possess a clear line of sight to the creature, although actual visual contact between the creature and its foe is unnecessary. This is a mind-affecting effect. The save DC is Charisma-based. ***Source: Monster Geographica Underground****-Gremmin.*

Distraction (Ex): Any living opponent that begins its turn with a swarm in its space must succeed on a Fortitude save or be nauseated for 1 round. The save DC is Constitution-based. ***Source: SRD****-Bat Swarm, Centipede Swarm, Hellwasp Swarm, Locust Swarm, Rat Swarm, Spider Swarm;* ***Source: Monster Geographica Underground****-Abroan, Warden Jack Swarm.*

Division (Ex): Any single attack that deals enough slashing damage to a creature with the division extraordinary ability cuts the creature into two pieces. The amount of damage required is equal to one-fifth the creature's normal hit point total. Thus, a creature with 60 hit points is cut in half if a single attack deals at least 12 points of damage. If the creature succeeds at a DC 15 Fortitude save, both pieces survive independently (each with half the creature's remaining hit points). If the save fails, only one half survives, retaining all of the creature's present hit points. If both halves survive,

each begins to regenerate as a separate creature with a hit point total equal to that of the original creature. However, the part that does not have a head can only bite once it has fully regenerated; it usually simply burrows into the ground to heal before returning to the battle. This special ability is only available to creatures with regeneration. ***Source: Monster Geographica Underground****-Compost Seeker.*

Dodge Bonus (Ex): A creature with the dodge bonus extraordinary ability has a +4 dodge bonus to Armor Class against all opponents two sizes larger (or more) than the creature. ***Source: Monster Geographica Underground****-Daurzam.*

Dominate Monster (Su): A creature with the dominate monsters supernatural ability can use a *dominate monster* ability as the spell (10th-level caster or caster level equal to creature's HD) although the subject may be of any kind and may be up to one size larger than the creature (Will negates). Targets that successfully save cannot be affected by the same creature's dominate monster ability for 24 hours. A single creature can dominate up to four subjects at a time. The save DC is Charisma-based. ***Source: SRD****-Formian Taskmaster.*

Dominated Creature (Ex): A creature with the dominated creature extraordinary ability is never encountered alone. One dominated creature of a different family than the dominator always accompanies it (choose or determine randomly any creature of CR equal to 3/4HD of dominator). In order to possess this ability, a creature must have the dominate monster ability or another ability with which it can dominate others to fill the dominated creature role. ***Source: SRD****-Formian Taskmaster.*

Domination (Su): A creature with the domination supernatural ability can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the creature must take a standard action, and those merely looking at it are not affected. Anyone the creature targets must succeed on a Will save or fall instantly under the creature's influence as though by a *dominate person* spell (caster level equal to creature's HD, unless otherwise noted). The ability has a range of 30 feet. The save DC is Charisma-based. ***Source: SRD****-Vampire Spawn;* ***Source: Monster Geographica Underground****-Vampire Spider.*

Dorje Power (Sp): A creature with this ability can manifest one selected power of 1st to 3rd level from the psion's power list. This power may be manifested once per round as a free action that does not provoke an attack of opportunity. ***Source: Monster Geographica Underground****-Dorje Ooze.*

Double Damage against Objects (Ex): A creature that makes a full attack against an object or structure deals double damage. ***Source: SRD****-Treant.*

Drag (Ex): If a creature with the drag extraordinary ability succeeds with a distance grapple it can drag the grappled opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires a Escape Artist check or a successful opposed grapple check. The check DCs are Strength-based. The creature can draw the opponent within 10 feet of itself and bite with a +4 attack bonus in the same round.

Some creatures possess a sticky strand or filament (see the strands or filament abilities below) they use with their drag extraordinary ability. If such a strand hits it automatically latches onto the opponent's body. A strand has 10 hit points, unless otherwise noted, and can be attacked by making a successful sunder attempt. However, attacking a creature's strand does not provoke an attack of opportunity. If the strand is currently attached to a target, the creature takes a –4 penalty on its opposed attack roll to resist the sunder attempt. Severing a strand deals no damage to such a creature. ***Source: SRD****-Roper.* ***Source: Monster Geographica Underground****-Cave Fisher.*

Dream Haunting (Su): A creature with dream haunting can visit the dreams of individuals by becoming ethereal and then hovering over the creature. Once the creature invades someone's dreams, it rides on the victim's back until dawn. The sleeper suffers from tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions, by confronting and defeating the creature. Some creatures possessing dream haunting can only haunt the dreams of particularly aligned targets while others require special items or both. ***Source: SRD****-Night Hag.*

Drench (Ex): A monster with drench puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin (if these are of Large size or smaller) at a mere touch. The creature can dispel magical fire it touches as *dispel magic* (caster level equals creature's HD). ***Source: SRD****-Water Elemental.*

Dust (Ex): A creature with this ability can use its crumbled remains to attack any creature that comes within 10 feet, twice per day. The creature billows forth the dust in a 10-foot cloud that affects any creature caught within it. Targets must succeed on a Fortitude save or be affected as by a *stinking cloud* for 6 rounds. A victim that fails its save is affected as by a *stinking cloud* for 6 rounds. The dust cloud remains for 2 rounds before dispersing. The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Skulleton.*

Earth Friend (Su): Any non-evil creature innately linked to the earth itself such as an earth elemental or an earth mephit (any creature with the Earth subtype) refuses to attack a creature with the earth friend supernatural ability under any circumstances. This includes any of the aforementioned creatures under the control of another individual. Any effort to forcibly compel a summoned or charmed creature to attack the earth friend automatically breaks the bonds between the master and the being under his command. ***Source: Monster Geographica Underground****-Mal'Orm.*

Earth Glide (Ex): A monster with earth glide can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing creature using earth glide flings it back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save. ***Source: SRD****-Earth Elemental, Minor Xorn, Average Xorn, Elder Xorn.*

Earth Mastery (Ex): A creature with earth mastery gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, it takes a –4 penalty on attack and damage rolls. (These modifiers should not be included in the statistics block.) ***Source: SRD****-Earth Elemental.*

Electric Field (Ex): Creatures with the electric field extraordinary ability generate an electric field that allows them to sense their surroundings. A single creature's field gives it senses equivalent to darkvision out to 20 feet. For every additional creature of the same species within 20 feet, the range of this darkvision increases by 10 feet. Thus, a group of 10 creatures with electric field would have darkvision out to 110 feet. Not all creatures must be within 20 feet of each other. In the example of ten creatures, the increase in darkvision out to 110 feet occurs even if the 10 creatures are in a line 200 feet long. ***Source: Monster Geographica Underground****-Ceiling Diver.*

Electricity Ray (Su): This creature can fire rays of electricity from its body. This form of special attack works like a ranged attack. Hitting with an electricity ray attack requires a successful ranged touch attack roll, ignoring armor, natural armor, and shield and using the creature's ranged attack bonus. Electricity ray attacks have no range increment. Unless otherwise noted, the creature can fire this ray once per round, with a range of 50 feet, and with damage of 2d8. ***Source: SRD****-Juvenile Arrowhawk, Adult Arrowhawk, Elder Arrowhawk.*

Electricity Sense (Ex): A creature with electricity sense automatically detects any electrical discharges within 100 feet. ***Source: SRD****-Shocker Lizard.*

Elemental Disjunction (Su): A victim hit by a creature with this ability must succeed on a Fortitude save or have its ability to interact with the elements interfered with, becoming separated from either air or earth (50% chance) for 2d4 rounds. The save DC is Charisma-based. A *dispel magic* spell targeting the affected victim ends the effect prematurely. A victim cannot be disjoined from its own subtype, instead suffering 2d8 points of damage.

Air: The victim is unable to interact with air and cannot breathe. The victim must make a Constitution check. The save must be repeated each round, with the DC increasing by +1 for each previous success. When the victim fails one of these Constitution checks, it begins to suffocate. In the first round, it falls unconscious (0 hp). In the following round, it drops to -1 hit points and is dying. In the third round, it suffocates. In addition, the victim cannot make noise, as if affected by a *silence* spell.

Earth: The victim and its equipment become ethereal (as an *ethereal jaunt* spell), unable to interact with material objects.

Source: Monster Geographica Underground*-Wailhaunt.*

Elemental Endurance (Ex): A creature with elemental endurance can survive on the Elemental Planes of Air, Earth, Fire, or Water for up to 48 hours. Failure to return to the Material Plane before that time expires causes the creature to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane. ***Source: SRD****-Janni.*

Elven Blood (Ex): For all effects related to race, a creature with elven blood is considered an elf. Creatures with elven blood are vulnerable to special effects that affect elves, and they can use magic items that are only usable by elves. ***Source: SRD****-Half-Elf.*

Energy Drain (Su): Some horrible creatures, especially undead monsters, possess a fearsome supernatural ability to drain levels from those they strike in combat. The creature making an energy drain attack draws a portion of its victim's life force from her. Most energy drain attacks require a successful melee attack roll—mere physical contact is not enough. Each successful energy drain attack bestows one or more negative levels on the opponent. If an attack that includes an energy drain scores a critical hit, it drains twice the given amount. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points (10 on a critical hit) for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. A victim takes the following penalties for each negative level it has gained.

–1 on all skill checks and ability checks.

–1 on attack rolls and saving throws.

–5 hit points.

–1 effective level (whenever the creature's level is used in a die roll or calculation, reduce it by one for each negative level).

If the victim casts spells, she loses access to one spell as if she had cast her highest-level, currently available spell. (If she has more than one spell at her highest level, she chooses which she loses.) In addition, when she next prepares spells or regains spell slots, she gets one less spell slot at her highest spell level.

Negative levels remain for 24 hours or until removed with a spell, such as *restoration*. After 24 hours, the afflicted creature must attempt a Fortitude save (DC 10 + 1/2 attacker's HD + attacker's Cha modifier). (The DC is provided in the attacker's description.) If the saving throw succeeds, the negative level goes away with no harm to the creature. The afflicted creature makes a separate saving throw for each negative level it has gained. If the save fails, the negative level goes away, but the creature's level is also reduced by one.

A character with negative levels at least equal to her current level, or drained below 1st level, is instantly slain. Depending on the creature that killed her, she may rise the next night as a monster of that kind. If not, she rises as a wight. A creature gains 5 temporary hit points for each negative level it bestows (though not if the negative level is caused by a spell or similar effect).

A character who permanently loses a level instantly loses one Hit Die. The character's base attack bonus, base saving throw bonuses, and special class abilities are now reduced to the new, lower level. Likewise, the character loses any ability score gain, skill ranks, and any feat associated with the level (if applicable). If the exact ability score or skill ranks increased from a level now lost is unknown (or the player has forgotten), lose 1 point from the highest ability score or ranks from the highest-ranked skills. If a familiar or companion creature has abilities tied to a character who has lost

a level, the creature's abilities are adjusted to fit the character's new level.

The victim's experience point total is immediately set to the midpoint of the previous level.

***Source: SRD**-Succubus (one negative level), Devourer (one negative level), Nightcrawler (one negative level), Spectre (two negative levels), Vampire Spawn (one negative level), Wight (one negative level), Cinder Wight (one negative level);* ***Source: Monster Geographica Underground**-Ethereal Assassin (one negative level), Phantasm (one negative level), Slavering Mouther (one negative level), Vampire Spider (two negative levels).*

Enervation Ray (Su): This allows a creature to fire a black enervation ray at targets within 200 feet. The effect is identical with the *enervation* spell (caster level equals creature's HD, unless otherwise noted). ***Source: SRD**-Kolyarut.*

Engulf (Ex): A creature with engulf can try to wrap a creature one size smaller (or more) than itself in its body as a standard action. The creature attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and attacks the engulfed victim with a +4 bonus on its attack roll. It can still use any other attacks (such as a tail whip) to strike at other targets.

Attacks that hit an engulfing creature deal half their damage to the monster and half to the trapped victim. ***Source: SRD**-Cloaker.*

Engulf (Ex): An amorphous creature possessing multiple mouths can try to engulf a victim of its size or smaller if the victim has already been grabbed by three or more mouths.

The opponent must succeed on a Reflex save or fall and be engulfed. In the next round, the creature makes twice its regular number of bite attacks (each with a +4 attack bonus). An engulfed victim cannot attack the creature from within. The mouths previously attached to the engulfed victim are now free to attack others. The save DC is Strength-based. ***Source: SRD****-Gibbering Mouther;* ***Source: Monster Geographica Underground****-Slavering Mouther.*

Engulf (Ex): A creature with the engulf extraordinary ability can simply mow down targets one size or smaller than themselves as a standard action. The creature cannot make slam attacks during a round in which it engulfs. It merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the creature, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the creature moves forward. Engulfed victims are considered to be grappled and trapped within its body and are subject to the any special attacks such as paralysis or acid. The save DC is Strength-based. ***Source: SRD****-Gelatinous Cube.* ***Source: Monster Geographica Underground****-Cone Ooze, Pseudoslab, Undead Ooze.*

Enslave (Su): A creature with the enslave special attack can dominate the will of another creature as per the *dominate person* spell. An enslaved creature obeys their enslaver's telepathic commands until freed by *remove curse*. Unless otherwise noted the enslaved creature can attempt a new Will save every 24 hours to break free and control is also broken if the enslaver dies or travels more than 1 mile from its slave. The save DC is Charisma-based. ***Source: SRD****-Aboleth.*

Entangle (Ex): A creature with the entangle extraordinary ability can entangles foes much like an attack with a net. The creature either uses a weapon (such as a whip) or a natural attack (like a long tentacle) which have, unless otherwise noted, 1 x HD hit points. If the creature hits, the target and it immediately make opposed Strength checks; if the creature wins, it may make a grapple without drawing an attack of opportunity. ***Source: SRD****-Balor.*

Entangle (Ex): A creature with this ability carries a stout rope some 50 feet long that entangles opponents of any size as an *animate rope* spell (caster level 16th). It can hurl its rope 30 feet with no range penalty. Typically, the creature entangles a foe, lifts it into the air, and drops it from a great height. If it cannot fly, it uses the rope to its greatest strategic advantage depending upon it's description. ***Source: SRD****-Erinyes.*

Entangle (Su): A creature with the entangle supernatural ability can animate plants within 30 feet of itself as a free action. The effect lasts until the creature dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to *entangle* (caster level equals the creature's Hit Dice). ***Source: SRD****-Assassin Vine.*

Envelop (Ex): A creature with this ability has a grotesquely distended abdominal cavity that is mostly hollow, with which it attempts to envelop opponents into its body, trapping them inside. Instead of using its slam attack, a creature can make a melee touch attack against a target one size smaller (or more) than itself. Though this attack deals no damage, a successful hit initiates a grapple check as a free action without provoking an attack of opportunity.

If the creature establishes a hold, the opponent is drawn into its body and trapped. Trapped victims are considered grappled, though the creature is not considered grappled. Trapped victims can attempt to escape by succeeding at two grapple checks against the creature on subsequent rounds: the first gets it back to the abdomen's opening and the second allows it to free itself completely. Dealing 10 points of damage to the creature's interior (AC 13) with a light slashing or piercing weapon opens a hole large enough for a trapped victim to slip out. The hole closes immediately after the victim escapes; another trapped victim must cut its own way out.

Large creatures can hold up to 2 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 512 Fine creatures within their abdominal cavities. Larger creatures follow the same progression. Some creatures with the envelop ability have a fierce poison in their abdominal cavities making them even more dangerous while most creatures possessing envelop also possess the expel ability (see below) ***Source: Monster Geographica Underground****-Foul Spawner.*

Enveloping Mount (Su): Mounts with this ability are not ridden like normal mounts but flow their semi-malleable bodies around a trusted rider. The creature can initiate or end this ability as a full round action. While enveloped, the rider gains a +4 cover bonus to armor class. An attack that misses the rider within the margin provided by cover instead hits the mount, provided that the attack roll is at least equal to the mounts armor class. The rider must depend on the mount for movement just as if riding a more conventional mount, but needs no saddle. The rider follows all other normal rules for mounted combat, including making Concentration

checks to cast spells if the mount moves more than its speed. A mount can make no physical attacks of its own while enveloping a rider. ***Source: Monster Geographica Underground****-Stonestrider.*

Ethereal Push (Su): An opponent hit by a slam attack from a creature with this ability must succeed on a Fortitude save or be forced onto the ethereal plane. The opponent remains ethereal for 1d4 rounds, unable to interact with the physical world; following the restrictions described in the *ethereal jaunt* spell. The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Stonestrider.*

Etherealness (Su): Phase spiders and certain other creatures can exist on the Ethereal Plane. While on the Ethereal Plane, a creature is called ethereal. Unlike incorporeal creatures, ethereal creatures are not present on the Material Plane.

Ethereal creatures are invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane. Even most magical attacks have no effect on them. *See invisibility* and *true seeing* reveal ethereal creatures.

An ethereal creature can see and hear into the Material Plane in a 60-foot radius, though material objects still block sight and sound. (An ethereal creature can't see through a material wall, for instance.) An ethereal creature inside an object on the Material Plane cannot see. Things on the Material Plane, however, look gray, indistinct, and ghostly. An ethereal creature can't affect the Material Plane, not even magically. An ethereal creature, however, interacts with other ethereal creatures and objects the way material creatures interact with material creatures and objects.

Even if an opponent on the Material Plane can see an ethereal creature, the ethereal creature is on another plane. Only force effects can affect the ethereal creatures. If, on the other hand, both creatures are ethereal, they can affect each other normally.

A force effect originating on the Material Plane extends onto the Ethereal Plane, so that a *wall of force* blocks an ethereal creature, and a *magic missile* can strike one (provided the spellcaster can see the ethereal target). Gaze effects and abjurations also extend from the Material Plane to the Ethereal Plane. None of these effects extend from the Ethereal Plane to the Material Plane.

Ethereal creatures move in any direction (including up or down) at will. They do not need to walk on the ground, and material objects don't block them (though they can't see while their eyes are within solid material).

Ghosts have a power called manifestation that allows them to appear on the Material Plane as incorporeal creatures. Still, they are on the Ethereal Plane, and another ethereal creature can interact normally with a manifesting ghost. Ethereal creatures pass through and operate in water as easily as air. Ethereal creatures do not fall or take falling damage.

Source: SRD*-Couatl (ethereal jaunt), Ethereal Filcher (ethereal jaunt), Ethereal Marauder (ethereal jaunt), Nightmare (etherealness), Cauchemar (etherealness), Phase Spider (ethereal jaunt);* ***Source Monster Geographica Underground****-Ethereal Assassin (ethereal jaunt), Stonestrider (ethereal jaunt).*

Evasion (Ex): This extraordinary ability allows a creature to leap or twist out of the way. If subjected to an attack that allows a Reflex save for half damage, a monster with evasion takes no damage on a successful save.

As with any Reflex save, a creature with evasion have room to move in order to evade. A bound creature or one squeezing through an area cannot use evasion. Also, as with a Reflex save for any creature, evasion is a reflexive ability. The creature need not know that the attack is coming to use evasion.

Many creatures cannot use evasion in medium or heavy armor, but some creatures with the evasion ability as an innate quality do not have this limitation. ***Source: SRD****-Giant Eagle;* ***Monster Geographica Underground****-Leytru.*

Evil Eye (Su): Three times per day, a creature can cast its dire gaze upon any single target within 30 feet. The target must succeed on a Will save or be dazed for three days, although *remove curse* or *dispel evil* can restore sanity sooner. In addition, an affected creature must succeed on a Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the evil eye. The save DCs are Charisma-based. ***Source: SRD****-Sea Hag.*

Expel (Ex): As a standard action, a creature with the expel extraordinary ability can expel up to 1 Medium, 4 Small, 16 Tiny, 64 Diminutive, or 256 Fine creatures it has enveloped (see envelop above) into any occupied 5-foot squares it threatens. This does not provoke attacks of opportunity upon the creature itself, but the allies being expelled may provoke attacks of opportunity for leaving the expeler's square and passing through others as they are expelled. A newly expelled ally rolls initiative and enter combat normally on the following round. ***Source: Monster Geographica Underground****-Foul Spawner.*

Expel Skeletons (Su): As a full round action, a creature can expel the skeletons it carries in its body. At any given time, the creature has 1d4 skeletons in its body. Expelled skeletons can act in the round they were expelled, and each skeleton can be of any size up to one size smaller than the creature. Slain skeletons can be engulfed by the creature and then reanimated and expelled again in 1d2 hours when they are returned to full strength. ***Source: Monster Geographica Underground****-Undead Ooze.*

Explosion (Su): A creature with the explosion supernatural ability can cause the ground, a large rock, a stone wall, or the like to explode into shattered stone. This attack deals 2d6 points of piercing damage to all within 10 feet of the effect's center. Some creatures have limitations on the use of explosion. See each individual description. ***Source: SRD****-Yrthak.*

Explosive Rocks (Su): During the course of the entire day, creatures with this ability imbue volatile qualities into a number of ordinary rocks. Unfortunately, the explosive charge lasts for only a short time before harmlessly dissipating. At any given time, they possess only 1d4 such stones. During a planned assault, they usually carry 2d4 explosive rocks rather than 1d4. Unlike their normal ranged attacks, explosive rocks function as grenade like weapons exploding on contact that inflict 3d6 points of fire damage to its target in addition to normal bludgeoning damage from the rock itself and 1d6 points of fire damage to anything within 5 ft. There is a 5% chance that any hit scored against a creature carrying explosive rocks accidentally detonates an explosive rock. ***Source: Monster Geographica Underground****-Nokker.*

Eye Rays (Su): A creature's eyes can produce different magical rays. Each round, it can fire one ray as a free action. Unless otherwise noted, each particular ray is usable only once every 4 rounds. A creature can fire an eye ray in the same round that it makes physical attacks. The plethora of different effects can include:

–*Confusion Eye*: This eye shoots a ray that acts as a *confusion* spell, except that it affects one creature (caster level equals creature's HD, unless otherwise noted).

–Cold: Deals 1d6 x HD points of cold damage to the target (Fortitude half).

–*Daze Eye*: This eye can shoot a ray that works like the *daze* spell, except that it affects one creature with up to 8 HD (caster level equals creature's HD, unless otherwise noted).

–Electricity: Deals 1d6 x HD points of electricity damage to the target (Fortitude half).

–Fire: Deals 1d6 x HD points of fire damage to the target (Fortitude half).

–*Inflict Light Wounds*: This sphere shoots a ray that works like the *inflict light wounds* spell (caster level equals creature's HD, unless otherwise noted).

–Petrification: The target must succeed on a Fortitude save or turn to stone permanently.

Hitting with an eye ray attack requires a successful ranged touch attack roll, ignoring armor, natural armor, and shield and using the creature's ranged attack bonus. Eye rays have a 100 ft. range, which is a simple maximums and they have no range increment. An eye ray's attack roll never takes a range penalty.

Some creatures have multiple eyes, allowing them to use as many eye ray attacks as they have eyes in a single round. Others can cycle through the eye ray effects depending upon need. See the individual description for more information. The save DCs are either Dexterity or Charisma-based. Again, see each individual description.

Source: SRD*-Retriever;* ***Source: Monster Geographica Underground****-Addlevetch.*

Fast Healing (Ex): A creature with fast healing has the extraordinary ability to regain hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except for what is noted here, fast healing is like natural healing.

At the beginning of each of the creature's turns, it heals a certain number of hit points (defined in its description).

—Unlike regeneration, fast healing does not allow a creature to regrow or reattach lost body parts.

—A creature that has taken both nonlethal and lethal damage heals the nonlethal damage first.

—Fast healing does not restore hit points lost from starvation, thirst, or suffocation.

—Fast healing does not increase the number of hit points regained when a creature polymorphs.

Source: SRD*-Quasit (2), Retriever (5), Imp (2), Formian Myrmarch (2), Formian Queen (2), Five-Headed Hydras (15), Six-Headed Hydras (16), Seven-Headed Hydras (17), Eight Headed Hydras (18), Nine-Headed Hydras (19), Ten-Headed Hydras (20), Eleven-Headed Hydras (21), Twelve-Headed Hydras (22), Kolyarut (5), Marut (10), Zelekhut (5), Mephits (2), Shield Guardian (5), Vampire Spawn (2);* ***Source: Monster Geographica Underground****- Inscriber (1), Mirror Fiend (10), Rock Troll (5), Tzorda (15), Vampire Spider (5), Void Monster (5), Brood Mother Vylar (12).*

Fast Metabolism (Ex): Because of its incredibly fast metabolism a creature with this ability continually acts as if under the influence of a *haste* spell (these effects should be included in the creature's statistics). Unfortunately, not all of the effects are beneficial to the creature. Potions consumed by a creature with fast metabolism last only half of their normal durations, and a poisoned creature must succeed on a Fortitude saving throw to avoid the poison's secondary damage on the following round rather than one minute later as normal. To meet its incredible physiological demands, creatures with fast metabolism consume three times as much food per day as comparably sized humans. A *slow* spell cast at the creature temporarily suppresses this ability but does not dispel it. ***Source: Monster Geographica Underground****-Leytru.*

Fear (Su or Sp): Fear attacks can have various effects.

Fear Aura (Su): The use of this ability is a free action. The aura can freeze an opponent (such as a mummy's despair) or function like the *fear* spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of area.

Fear Cones (Sp) and Rays (Su): These effects usually work like the *fear* spell. In other words, an invisible cone (or ray) of terror causes each living creature in the area (or the target for a ray) to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round.

If a fear effect allows a saving throw, it is a Will save (DC 10 + 1/2 fearsome creature's racial HD + creature's Cha modifier; the exact DC is given in the creature's descriptive text). All fear attacks are mind-affecting fear effects.

Spells, magic items, and certain monsters can affect characters with fear. In most cases, the character makes a Will saving throw to resist this effect, and a failed roll means that the character is shaken, frightened, or panicked.

Some creatures can cause fear in other manners, but the effects are, unless otherwise noted, the same.

Shaken: Characters who are shaken take a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Frightened: Characters who are frightened are shaken, and in addition they flee from the source of their fear as quickly as they can. They can choose the path of their flight. Other than that stipulation, once they are out of sight (or hearing) of the source of their fear, they can act as they want. However, if the duration of their fear continues, characters can be forced to flee once more if the source of their fear presents itself again. Characters unable to flee can fight (though they are still shaken).

Panicked: Characters who are panicked are shaken, and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Panicked characters cower if they are prevented from fleeing.

Becoming Even More Fearful: Fear effects are cumulative. A shaken character who is made shaken again becomes frightened, and a shaken character who is made frightened becomes panicked instead. A frightened character who is made shaken or frightened becomes panicked instead.

***Source: SRD**-Avoral, Cloaker, Barbed Devil, Bone Devil, Horned Devil, Ice Devil, Pit Fiend, True Dragons, Ghaele, Nightwalker, Shadow Mastiff, Tarrasque, Vargouille;* ***Source: Monster Geographica Underground**-Barathelar, Black Skeleton, Crorit, Crypt Guardian, Dark Voyeur, Fear Guard, Mirror Fiend, Ossecap, Tzorda.*

Fearless Loyalty (Ex): A powerful bond grows between a creature with this ability and its master, such that the creature gains a +2 circumstance bonus on all attack rolls, checks, and saves if it witnesses its master being threatened or harmed. This bonus lasts as long as the threat is immediate and apparent. The creature must be under the master's ownership for one full month for this bond to be established, and lasts for the rest of the creature's life. ***Source: Monster Geographica Underground**-Ore Hound.*

Feed (Su): When a creature with the feed supernatural ability slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish, miracle,* or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A creature with the feed supernatural ability advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses it devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

A creature with feed only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total. Some creatures, after feeding a certain amount, transform into a greater form. See each individual creature description for additional information. ***Source: SRD**-Barghest, Greater Barghest.*

Ferocity (Ex): This creature is such a tenacious combatant that it continues to fight without penalty even while disabled or dying. ***Source: SRD**-Dire Boar, Boar.*

Fiddle (Su): A creature with the fiddle supernatural ability possesses a unique affinity to the instrument. When the fiddler plays, any opponent not of his family within 30 feet of the instrument must succeed on a Will save or be affected as though by *irresistible dance* for as long as the playing continues. In the hands of other beings, the fiddle has no special powers. The save DC is Charisma-based. ***Source: SRD**-Grig.*

Fiery Aura (Ex): Anyone within 20 feet of a creature possessing a fiery aura must succeed on a Fortitude save or take 1d6 x 1/2 HD points of heat damage per round from the intense heat. The save DC is Constitution-based. ***Source: SRD**-Magmin.*

Fiery Bite (Su): A creature with fiery bite deals extra points of fire damage every time it bites an opponent, as if its bite were a flaming weapon. The amount of fire damage varies according to each individual description. ***Source: SRD**-Hellhound, Nessian Warhound.*

Filament (Ex): A creature with the filament extraordinary ability possesses a strong, sticky filament that it can fire or dangle across passageways. The creature can strike up to 60 feet away with its filament (no range increment). It continuously creates the filament material and can regrow a severed filament in one hour. Unless otherwise noted, filaments possess 15 hit points. ***Source: Monster Geographica Underground****-Cave Fisher.*

Find Master (Su): As long as a construct and its master are on the same plane, the construct can find its master. ***Source: SRD****-Shield Guardian.*

Find Target **(Sp):** When ordered to find an item or a target, a creature with the find target spell-like ability does so unerringly, as though guided by *discern location.* The being giving the order must have seen (or must have an item belonging to) the target to be found, or must have touched the object to be located. This ability is the equivalent of an 8th-level spell. ***Source: SRD****-Retriever.*

Fire (Su): Any opponent struck by a creature possessing the fire supernatural ability must succeed on a Reflex save or catch fire. The save DC is Charisma-based. ***Source: Monster Geographica Underground****-Cinder Wight.*

Fire (Ex): A creature with this ability generate tremendous heat that slowly incinerates matter in direct contact with it. Its intense warmth deals 1d6 x 1/4 HD points of fire damage per round to organic and inorganic material. ***Source: Monster Geographica Underground****-Flosid.*

Fists of Thunder and Lightning (Su): A creature with fists of thunder and lightning delivers a loud thunderclap whenever it hits something with its left fist, dealing an extra 1d6 x 1/5 HD points of sonic damage and causing the target to be deafened for 1d6 x 1/7 HD rounds (Fortitude negates the deafness). Its right fist delivers a shock for an extra 1d6 x 1/5 HD points of electricity damage, and the flash of lightning causes the target to be blinded for 1d6 x 1/7 HD rounds (Fortitude negates the blindness). The save DCs are Strength-based. ***Source: SRD****-Marut.*

Flail (Ex): Once every three rounds, a creature with this ability may make a flailing attack. It frantically writhes and flops its body, swinging its limbs wildly. This is a full-round action, but allows a creature to make a normal melee attack against every target within its reach. ***Source: Monster Geographica Underground****-Stone Slug.*

Flaming Body (Su): The body of a creature is wreathed in flame. Anyone grappling the creature takes 1d6 x 1/3HD points of fire damage each round, unless otherwise noted. ***Source: SRD****-Balor.*

Flaming Hooves (Su): A blow from a creature possessing flaming hooves sets combustible materials alight. ***Source: SRD****-Nightmare, Cauchemar.*

Flaming Jelly (Ex): Once per day as a full round action unless stated otherwise, a creature with this ability can unleash a blast of caustic abdominal fluid that ignites upon contact with oxygen (whether air, or the oxygen in water). The fluid erupts forth in a 60-foot cone, and all targets within this area are covered in the jelly and burst into flame. On the first round, affected creatures take 1d4 x HD points of fire damage. The jelly continues to burn for three more rounds, dealing 1d4 points of fire damage less than in the first round during the second round, and then 2d4 less than the first round during the third round. The jelly burns out in the following round. The fire from the jelly can only be extinguished by surrounding it with a vacuum or by magic designed to put out fires such as the *quench* spell; cold, ice, and water have no effect as the jelly feeds off of the oxygen present therein. A victim that succeeds on a Reflex save takes only half damage every round. The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Horach.*

Flicker (Ex): Creatures with this ability skip from second to second. This flicker effect provides the creature a +8 natural armor bonus, but it makes it almost impossible for the creature to hide or camouflage themselves. In any situation where the creature might normally make a Hide check, a viewer trying to locate the creature makes a simple Spot check (DC 10), instead. ***Source: Monster Geographica Underground****-Time Spider.*

Flight (Ex or Su): A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists. ***Source: SRD****-Ogre Mage, Rast, Ravid, Yeth Hound;* ***Source: Monster Geographica Underground****-Ethereal Assassin, Gholimor.*

Fluid Drain (Ex): When a creature with this ability makes a successful tentacle attack, its tentacles burrow into its opponent's flesh to drain its brain fluids. The subject of such an attack must succeed on a Fortitude save or take 1d2 points of Intelligence drain and 1d2 points of Dexterity drain. The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Horach.*

Flurry of Blows (Ex): A creature with this ability can make an additional attack at the expense of accuracy. It can make one extra attack per round as a full attack action, but each attack receives a -2 penalty. ***Source: Monster Geographica Underground****-Slaughterford.*

Follow-Up (Ex): A creature with the follow-up extraordinary ability has more than one type of natural weapon, but its unique anatomy prevents the creature from using them all effectively in combat. A creature can use its claws to bat an opponent up near its face, where it can make additional attacks. If it successfully hits an opponent with one claw attack, it can make an attack with an additional weapon (such as a spiky chin) or if it successfully hits with both claw attacks, it can make another additional attack (such as a bite). A creature with follow-up cannot make both additional attacks in the same round. ***Source: Monster Geographica Underground****-Bolrow.*

Force Blast (Sp): Once per round a creature with force blast may fire a blast of magical force at the enemy. This blast takes the appearance of a ball of blue-green energy that slams into opponents. This blast has a range of 120 feet and explodes in a 10-foot radius. All beings in the explosive radius of this attack take 1d8 x 1/2 HD points of force damage. ***Source: Monster Geographica Underground****-Chitinous Battlemount.*

Freedom of Movement (Su): Creatures with the freedom of movement supernatural ability have continuous *freedom of movement* as the spell (caster level equal to creature's HD, unless otherwise noted). The effect can be dispelled, but the creature can create it again on its next turn as a free action. If the creature can be ridden, the *freedom of movement* effect doesn't extend to the rider ***Source: SRD****-Storm Giant, Spider Eater.*

Freeze (Ex): A creature possessing the freeze extraordinary ability can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the creature is really alive. Most creatures with freeze have a natural appearance (such as stone, coral, etc.) which helps make them more difficult to detect as a living creature. ***Source: SRD****-Gargoyle, Kapoacinth.*

Freezing Bite (Su): A creature with freezing bite deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon. ***Source: SRD****-Winter Wolf.*

Freezing Fog **(Sp):** Unless otherwise noted a creature can use this ability three times per day. *Freezing fog* is similar to a *solid fog* spell but also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a *grease* spell. If the creature also possesses the icewalking ability, it is immune to the *grease* effect. This ability is the equivalent of a 5th-level spell. ***Source: SRD****-White Dragon.*

Freshwater Sensitivity (Ex): If a creature with freshwater sensitivity is fully immersed in fresh water, it must succeed on a DC 15 Fortitude save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed. ***Source: SRD****-Sahuagin.*

Frightful Presence (Ex): This special quality makes a creature's very presence unsettling to foes. It takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken. Actions required to trigger the ability are given in the creature's descriptive text. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect. ***Source: SRD****-True Dragons;* ***Source: Monster Geographica Underground****-Black Skeleton, Mirror Fiend.*

Frigid Aura (Su): Once per round, as a free action, a creature with the frigid aura supernatural ability can create an aura of intense cold in a 30-foot radius burst unless otherwise indicated. Any creature within this area must succeed on a Fortitude save or suffer 1d6 points of cold damage. Those damaged are also affected as by a *slow* spell (caster level equals creature's HD, unless otherwise noted) for 1d4 rounds. The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Blackwater Slough.*

Frigid Aura (Ex): A creature with this extraordinary ability constantly radiates a field of extreme cold in a 25-foot radius, unless otherwise noted. Each round a target is within this area, it must succeed on a Fortitude save or suffer 1d6 points of cold damage. The save DC is Charisma-based. ***Source: Monster Geographica Underground****-Soulless One.*

Furnace-Interior (Ex): A golem with this ability can try to shove a grabbed opponent up to two sizes smaller than itself into its interior by making a successful grapple check. An opponent thrown into the golem's interior is trapped as a metal grating closes over the opening in the same round. A trapped creature automatically takes 2d6 points of fire damage each round. Escaping the creature's interior requires a successful Strength check to bend the bars. Alternately a trapped creature can escape by dealing at least 25 points of damage to the bars (AC 22). If applicable, the golem's damage reduction applies to all attacks against the bars. A golem's interior can hold a number of creatures dependent upon its size (see swallow whole below). ***Source: Monster Geographica Underground****-Furnace Golem.*

Garlic Distaste (Ex): The scent of garlic repels creatures with this ability, keeping them at bay. A creature will not willingly come within 15 feet of a clove of garlic, even if there is nearby food. Similarly, a creature will not come within 5 feet of a person who has eaten a substantial amount of garlic within the last 24 hours. ***Source: Monster Geographica Underground****-Manavore*

Gaseous Form (Su): Some creatures have the supernatural or spell-like ability to take the form of a cloud of vapor or gas.

Creatures in gaseous form can't run but can fly. A gaseous creature can move about and do the things that a cloud of gas can conceivably do, such as flow through the crack under a door. It can't, however, pass through solid matter. Gaseous creatures can't attack physically or cast spells with verbal, somatic, material, or focus components. They lose their supernatural abilities (except for the supernatural ability to assume gaseous form, of course).

Creatures in gaseous form have damage reduction 10/magic. Spells, spell-like abilities, and supernatural abilities affect them normally. Creatures in gaseous form lose all benefit of material armor (including natural armor), though size, Dexterity, deflection bonuses, and armor bonuses from force armor still apply.

Gaseous creatures do not need to breathe and are immune to attacks involving breathing (troglodyte stench, poison gas, and the like).

Gaseous creatures can't enter water or other liquid. They are not ethereal or incorporeal. They are affected by winds or other forms of moving air to the extent that the wind pushes them in the direction the wind is moving. However, even the strongest wind can't disperse or damage a creature in gaseous form.

Discerning a creature in gaseous form from natural mist requires a DC 15 Spot check. Creatures in gaseous form attempting to hide in an area with mist, smoke, or other gas gain a +20 bonus.

Source: SRD*-Vampire Spawn*

Gaze Attack (Su): A gaze special attack takes effect when opponents look at the creature's eyes. The attack can have almost any sort of effect: petrification, death, charm, and so on. The typical range is 30 feet, but check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save (DC 10 + 1/2 gazing creature's racial HD + gazing creature's Cha modifier; the exact DC is given in the creature's descriptive text). A successful saving throw negates the effect. A monster's gaze attack is described in abbreviated form in its description. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Only looking directly at a creature with a gaze attack leaves an opponent vulnerable. Opponents can avoid the need to make the saving throw by not looking at the creature, in one of two ways.

Averting Eyes: The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, and so on. Each round, the opponent has a 50% chance to not need to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.

Wearing a Blindfold: The opponent cannot see the creature at all (also possible to achieve by turning one's back on the creature or shutting one's eyes). The creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid this as described above. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn.

Gaze attacks can affect ethereal opponents. A creature is immune to gaze attacks of others of its kind unless otherwise noted.

Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to make a saving throw against the gaze attack each round. The creature also can veil its eyes, thus negating its gaze ability. ***Source: SRD****-Basilisk (turn to stone), Bodak (death), Chain Devil (unnerving gaze), Ghaele (slay evil*

and fear), Medusa (turn to stone), Spirt Naga (charm), Nymph (stun), Nightwalker (fear), Rast (paralysis); ***Source: Monster Geographica Underground****-Eye Killer (death), Hellscorn (look of longing), Pedra Wyrm (turn to stone for 1d6 hours), Piryke (blindness), Soulless One (death), Udamentaz (confusion).*

Gibbering (Su): A creature can gibber as a free action. All creatures (other than those of the same family) within a 60-foot spread must succeed on a Will save or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A target that successfully saves cannot be affected by the same creature's gibbering for 24 hours. The save DC is Charisma-based. ***Source: SRD****-Gibbering Mouther.*

Gills (Ex): Aquatic creatures with the gills extraordinary ability can survive out of the water for 1 hour per point of Constitution (after that, refer to the suffocation rules). ***Source: SRD****-Aquatic Elf.*

Great Hug (Ex): A creature with the great hug extraordinary ability wraps its massive arms around its victim's torso, literally squeezing the life out of him. A creature using this ability does unarmed strike damage plus an additional 1d6 points of nonlethal damage with a successful grapple check. This ability is only effective against targets within one size category of the creature. ***Source: Monster Geographica Underground****-Cavern Giant.*

Grind (Ex): Any opponent grappled by an ooze with this ability is subject to a grind attack in the following round if it does not escape a successful Escape Artist check or burst out with a Strength check. Both are standard actions. The check DCs are Strength-based.

Victims that remain grappled at the beginning of the ooze's turn take 2d10 + 1 1/2 Str modifier points of damage from being ground up by the horny ridges and muscular pseudopods within its mass. Trapped victims also begin to suffocate. A victim trapped inside a ooze can still attack the creature by using a light slashing or piercing weapon, albeit with a –4 circumstance penalty. ***Source: Monster Geographica Underground****-Gnishma.*

Ground Manipulation (Su): At will, as a standard action (unless indicated otherwise), a creature can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the creature in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned). ***Source: SRD****-Gibbering Mouther.*

Guard (Ex): If ordered to do so, a construct moves swiftly to defend its master, blocking blows and disrupting foes. All attacks against the master take a –2 penalty when the construct is adjacent to its master. ***Source: SRD****-Shield Guardian.*

Guarded Thoughts (Ex): Creatures with guarded thoughts are immune to any form of mind reading. ***Source: SRD****-Dark Naga.*

Guts (Ex): A creature with this ability can expel its innards from its mouth, for one of two specific purposes. A creature can only perform one of these actions or the other in a given round.

Snare: A creature can launch its innards from its mouth to make a ranged touch attack that can strike up to 30 feet away (no range increment). If the creature hits with the attack, the guts stick to the prey. This deals no damage, but allows the creature to drag the stuck opponent 10 feet closer each subsequent round (provoking no attacks of opportunity) unless that creature breaks free, which requires a Escape Artist check or a Strength check.. A creature can draw in a victim within 5 feet of itself and bite with a +4 attack bonus in the same round. A creature cannot otherwise make a bite attack until it retracts it innards. The check DCs are Strength-based

Decoy: When pressed, a creature can launch its innards up to 30 feet away and detach them, to distract predators. The guts flop and thrash about so long as they are left there. Any creature touching the innards suffers 1d4 points of acid damage per round. The stench of the guts is repellent; any creature trying to eat the guts must succeed on a Fortitude save or be nauseated for 1d4 rounds. The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Gutslinger.*

Half Damage from Slashing and Piercing (Ex): A creature takes half damage from slashing and piercing weapons. Weapons with additional effects (such as flaming) may apply their additional effects against the creature, depending upon each individual description. ***Source: SRD****-Bat Swarm, Rat Swarm.*

Hallucination Cloud (Ex): A creature with the hallucination cloud extraordinary ability can release spores in a 20-foot radius (centered on its body) as a full round action. Those within the cloud must succeed on a Fortitude save or hallucinate for as long as they remain in the cloud plus 1d4 rounds afterwards. The save DC is Constitution-based. Hallucinations are determined randomly for each creature affected. ***Source: Monster Geographica****-Basidirond.*

Hardness (Ex): A monster with the hardness extraordinary ability has the same hardness as the material from which it was created or animated. ***Source: SRD****-Animated Object.*

Harmonic Attack (Ex): A creature with this ability can fire a 20-foot ray of sonic energy as a standard action, unless stated otherwise. A target struck by the ray must succeed on a Fortitude save or be stunned for 1d3 rounds. The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Leech Bat.*

Table 7.8: Hallucination Cloud Random Effects Table

1d8	Effect
1	Individual believes he is in a swamp and strips off gear and armor to avoid sinking.
2	Individual believes he is being attacked by a swarm of spiders. He attacks the floor and surrounding area.
6	Individual believes item held has turned into a viper; drops item and retreats back from it.
4	Individual believes he is suffocating and gasps for air and clutches throat.
5	Individual believes he has shrunk to 1/10 normal size. He begins yelling for help.
6	Individual believes his associates have contracted a disease. He will not come closer than 10 feet.
7	Individual believes he is melting; grasps self in attempt to hold together.
8	Individual believes his back is covered with leeches. He tears armor, clothing, etc. from his back to get at them.

Haste (Su): After a creature with the haste supernatural ability has engaged in at least 1 round of combat, it can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell. ***Source: SRD****-Clay Golem.*

Haste (Su): A creature with haste is affected by a permanent *haste* spell. This grants it one extra attack. This also grants the creature a +1 bonus on attack rolls and a +1 dodge bonus to its AC and Reflex saves (should be included in the statistics block). The creature loses the +1 AC bonus anytime it would lose a dodge bonus. ***Source: Monster Geographica Underground****-Cave Troll, Teo-Selerai.*

Hatch (Ex): A creature with this ability can create and force-grow eggs as a standard action. The creature suffers 5 points of damage for every lesser minion hatched, and 15 points of damage for every greater minion hatched. It can spend no more than 20 hit points each round in this fashion, and no more than 100 hit points each day. The eggs form and are hatched in niches in the walls of the creature's chamber. ***Source: Monster Geographica Underground****-Brood Mother Vylar.*

Healing (Ex): Creatures with this ability are hearty creatures, able to regrow lost limbs over a period of a few weeks. This ability also grants them a +5 circumstance bonus to their Fortitude save against any attack which alters their natural form, such as an aboleth's or chaos beast's. ***Source: Monster Geographica Underground****-Gholimor.*

Heat (Ex): This creature's body is intensely hot, so its unarmed attacks deal extra fire damage. If it uses metallic weapons, they also conduct this heat. The amount of damage is listed individually. ***Source: SRD****-Azer (1), Efreeti (1d6), Flamebrother Salamander (1d6), Average Salamander (1d6), Noble Salamander (1d8), Thoqqua (2d6);* ***Source: Monster Geographica Underground****-Furnace Golem (1d6), Magma Worm (2d6).*

Heat (Ex): An enraged creature possessing the heat extraordinary ability generates heat so intense that anything touching its body takes 1d6 x HD points of fire damage, unless otherwise stated. Opponents striking the creature with natural attacks or unarmed attacks are subject to this damage, but opponents striking with melee weapons do not take damage from the creature's heat. This heat can melt or char weapons; any weapon that strikes a creature is allowed a Fortitude save to avoid destruction. The save DC is Constitution-based. ***Source: SRD****-Remorhaz.*

Hiss (Su): Three times per day, a creature with the hiss ability may emit a sinister spitting sound similar to a serpent's hiss that affects all creatures within a 20-foot radius Affected creatures must succeed on a Will save or be frightened for 3d6 rounds. A creature that succeeds on its Will is immune to that creature's hiss for 24 hours. This is a sonic, mind-affecting effect. The save DC is Charisma-based. ***Source: Monster Geographica Underground****-Barathelar.*

Hive Mind (Ex): All creatures possessing the hive mind extraordinary ability are in constant communication with their queen as long as they are within 50 miles of their queen. If one creature is aware of a particular danger, they all are. If one in a group is not flatfooted, none of them are. No creature possessing hive mind in a group is considered flanked unless all of them are. ***Source: SRD****-Formians.*

Hive Mind (Ex): Any swarm with the hive mind extraordinary ability that has at least 1 hit point per Hit Die forms a hive mind, giving it an Intelligence of 6. When a swarm is reduced below this hit point threshold, it becomes mindless. ***Source: SRD****-Hellwasp.*

Hold Breath (Ex): This creature can hold its breath for a number of rounds equal to four times its Constitution score, unless otherwise indicated, before it risks drowning. ***Source: SRD**-Lizardfolk, Sea Cat, Crocodile, Giant Crocodile, Porpoise, Whales (all varieties).*

Homebrew (Ex): A creature with this ability can make an alchemical brew that can emulate the effects of any first through third level spell that targets a creature. These non-magical concoctions function in the same manner as magical potions, and are made with a caster level of 10th. ***Source: Monster Geographica Underground**-Noja.*

Horn (Su): A creature with this ability keeps its source of power in its horn. If a creature's horn is removed, it loses any regeneration ability and suffers a -6 effective penalty to Strength and Constitution until its horn is reattached. The horn is AC 20, hardness 10, and has 20 hit points. A creature's horn cannot be removed unless it is helpless. It takes a successful Strength check (DC 40) or l0 points of damage to the horn to remove a creature's horn. ***Source: Monster Geographica Underground**-Tentacled Horror.*

Horrific Appearance (Su): The sight of a creature with horrific appearance is so revolting that anyone (other than another creature of the same family) who sets eyes upon one must succeed on a Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. Targets that are affected by this power or that successfully save against it cannot be affected again by the same creature's horrific appearance for 24 hours. The save DC is Charisma-based. ***Source: SRD**-Sea Hag.*

Hurl Body (Ex): A creature with this ability can tether itself to an overhanging stone with its tendrils and then launch itself at opponents as a projectile. If its hits a target, a creature causes 1d6 points of damage, plus 1d6 points of damage for every 10 feet it falls. A creature with hurl body ignores the first 50 feet it falls for the purposes of falling damage. ***Source: Monster Geographica Underground**-Pompilian.*

Hypnosis (Ex): A creature with this ability can project shifting patterns of light from its body in a 60-foot cone as a free action. All targets within the area must succeed on Will save or be hypnotized for 1d6 minutes. Targets that fail their saving throws will not recognize the creature as a threat until after it attacks them. This effect is otherwise identical to the *hypnotism* spell, and there is no limit to the number of victims that can be affected in this way. The save DC is Charisma-based.

A creature with this ability may also project normal, harmless light of varying intensities from its body as a free action. ***Source: Monster Geographica Underground**-Hypnogrub.*

Hypnotic Lights (Ex): As a standard action, a creature with this ability can shift the color and intensity of its light in such a way as to try to hypnotize onlookers. Any creature within 30 feet must succeed on a Will save or be fascinated by the lights. A target that succeeds on the saving throw or is freed from the trance is immune to the same creature's hypnotic lights for 24 hours. The save DC is Charisma-based. ***Source: Monster Geographica Underground**-Igran-Krider.*

Hypothermia (Ex): A creature with this ability causes those who takes cold damage from their touch attack to succeed on a Fortitude save or suffer the effects of hypothermia. Treat the victim as fatigued. The penalties end when the victim is healed of all cold damage caused by the creature (including damage after the victim succumbs to hypothermia). The save DC is Charisma-based. ***Source: Monster Geographica Underground**-Soulless One.*

Icewalking (Ex): This ability works like the *spider climb* spell, but the surfaces the creature climbs must be icy. It is always in effect. ***Source: SRD**-White Dragon.*

Immune to Weapon Damage (Ex): A creature with the immune to weapon damage is immune to all weapons' damage. This includes magic weapons, but weapons with additional effects (such as flaming) may apply their additional effects against the creature, depending upon each individual description. ***Source: SRD**-Centipede Swarm, Hellwasp Swarm, Locust Swarm;* ***Source: Monster Geographica Underground**-Abroan, Bedlam (chaotic weaons), Orvender (stone weapons, 1/2 damage from metallic), Warden Jack Swarm.*

Immunity to Magic (Ex): A creature with immunity to magic is immune to any spell or spell-like ability that allows spell resistance. However, certain spells and effects may function differently against the creature, as noted in each individual description. ***Source: SRD****-Clay Golem, Flesh Golem, Iron Golem, Stone Golem, Will-O'-Wisp;* ***Source: Monster Geographica Underground****-Arachnogolem, Barangulaak, Bedlam (chaos effects), Crypt Guardian, Furnace Golem, Gravel Golem, Iron Maiden Golem, Mirror Fiend, Rope Golem.*

Immunity to Magic (Ex): A creature with this ability is immune to any spell or spell-like ability that allows spell resistance, unless the spell targets the creature directly. Any spell directly targeted at the creature that overcomes its spell resistance deals 1d6 points of damage per spell level to the creature, but otherwise has no effect. A *rod of cancellation* that touches a creature deals 12d6 points of damage but is then annihilated. ***Source: Monster Geographica Underground****-Void Monster.*

Immunity to Special Attacks (Ex): A creature with this special quality ignores all damage or effects of the indicated type each time it takes damage of that kind (commonly acid, cold, critical hits, electricity, fire, petrification, poison, or sonic). It doesn't matter whether the damage has a mundane or magical source.

If the creature has fire or cold immunity, it has a vulnerability to the opposite elemental type. Fire is vulnerable to cold, and cold vulnerable to fire. This means it takes 150% damage from the opposing element, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Since an immunity completely negates the damage from a particular energy attack, those attacks do not disrupt a spell.

If a creature is immune to transformation, no mortal magic can permanently affect or fix its form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to any of its available forms as a free action.

Some creatures are not only immune to a particular energy type, but it is beneficial to them, be that through a healing effect or through gaining bonus statistics for a limited duration or some other effect. Such information is listed in each individual creature's description.

Source: SRD*-Astral Deva (acid, cold, petrification), Planetar (acid, cold, petrification), Solar (acid, cold, petrification), Lantern Archon (electricity, petrification), Hound Archon (electricity, petrification), Trumpet Archon (electricity, petrification), Juvenile Arrowhawk (acid, electricity, poison), Adult Arrowhawk (acid, electricity, poison), Elder Arrowhawk (acid, electricity, poison), Avoral (electricity, petrification), Azer (fire), Behir (electricity), Bodak (electricity), Chaos Beast (critical hits, transformation), Delver (acid), Babau (electricity, poison), Balor (electricity, fire, poison), Dretch (electricity, poison), Glabrezu (electricity, poison), Hezrou (electricity, poison), Marilith (electricity, poison), Nalfeshnee (electricity, poison), Quasit (poison), Succubus (electricity, poison), Vrock (electricity, poison), Destrachan (gaze, visual effects of illusions, other sight-based effects), Barbed Devil (fire, poison), Bearded Devil (fire, poison), Bone Devil (fire, poison), Chain Devil (cold), Erinyes (fire, poison), Horned Devils (fire, poison), Ice Devil (fire, poison), Imp (poison), Lemure (fire/poison), Pit Fiend (fire, poison), Digester (acid), Doppelganger (sleep, charm effects), True Dragons (sleep, paralysis), Black Dragon (acid), Blue Dragon (electricity), Green Dragon (acid), Red Dragon (fire), White Dragon (cold), Brass Dragon (fire), Bronze Dragon (electricity), Copper Dragon (acid), Gold Dragon (fire), Dragon Turtle (fire, sleep, paralysis), Duergar (paralysis, phantasms, poison), Fire Elemental (fire), Formian Worker (poison, petrification, cold), Formian Warrior (poison, petrification, cold), Formian Taskmaster (poison, petrification, cold), Formian Myrmarch (poison, petrification, cold), Formian Queen (poison, petrification, cold), Frost Worm (cold), Djinni (acid), Efreeti (fire), Ghaele (electricity, petrification), Fire Giant (fire), Frost Giant (cold), Storm Giant (electricity), Grimlock (gaze attacks, visual effects of illusions, other sight-based effects), Hellhound (fire), Nessian Warhound (fire), Cryohydra (cold), Pyrohydra (fire), Leonal (electricity, petrification), Lillend (poison), Magmin (fire), Fire Mephit (fire), Ice Mephit (cold), Magma Mephit (fire), Steam Mephit (fire), Mimic (acid), Dark Naga (poison), Night Hag (fire, cold, charm, sleep, fear), Nightcrawler (cold), Nightwalker (cold), Nightwing (cold), Gelatinous Cube (electricity), Gray Ooze (cold, fire), Pseudodragon (sleep, paralysis), Rast (fire), Ravid (fire), Roper (electricity), Flamebrother Salamander (fire), Average Salamander (fire), Noble Salamander (fire), Shambling Mound (electricity), Shocker Lizard (electricity), Tarrasque (fire, poison, disease, energy drain, ability damage), Thoqqua (fire), Juvenile Tojanida (acid, cold), Adult Tojanida (acid, cold), Elder Tojanida (acid, cold), Unicorn (poison, charm, compulsion), Winter Wolf (cold), Wyvern (sleep, paralysis), Minor Xorn (cold, fire) Average Xorn (cold, fire), Elder Xorn (cold, fire), Yrthak (gaze, visual effects of illusions, other sight-based effects);* ***Source: Monster Geographica Underground****-Amohaji (paralysis, sleep), Banded Spider (disease, poison), Banded Spider Mother (disease, poison), Basidirond (cold-causes slow, but no damage), Bedlam (chaos effects, transformation), Blind Maw (sonic effects requiring hearing the caster), Bone Sovereign (cold), Cinder Wight (fire), Cone Ooze (sonic), Death Watch Beetle (death effects), Deviant Mimics (all types) (acid), Flosid (fire, electricity), Furnace Golem (fire), Horach (mind-affecting effects), Hypnogrub (cold), Jellyhive (acid, paralysis), Magma Worm (fire), Morph (polymorph), Ossecap (sleep, mind-affecting effects), Pallemon (mind-affecting effects, sleep, paralysis, stun), Pseudoslab (cold, fire), Quickener (death effects, disease, poison, paralysis, sleep, stun), Snailfolk (bludgeoning*

attacks), Soulless One (cold), Straga (poison), Undead Ooze (cold), Void Monster (acid, disease, mind-affecting effects, paralysis, poison, polymorph, sleep, stun), Wailhaunt (acid, electricity, sonic).

Impale (Ex): A creature with the impale ability is usually covered with horns or possesses a few prominent horns. Creatures with the impale ability deal extra damage with a successful grapple check. The amount of damage is listed in each individual monster description. ***Source: SRD**-Barbed Devil.*

Implant (Ex): Creatures with the implant extraordinary ability lay their eggs inside paralyzed creatures. The young emerge later, literally devouring the host from inside. ***Source: SRD**-Spider Eater (42 days), Xill (90 days); **Source: Monster Geographica Underground**-Cave Beetle (5d12+60 minutes).*

Improved Domination (Sp): A creature with this ability can use *dominate person* (Will save negates) on any creature it can sense via telepathy. The subject may be of any type and may be up to the same size as the creature. This domination lasts for one month, although victims with Intelligence 12 or greater get another save after 24 hours. There is no limit to the number of victims a creature with improved domination can control. This ability will not work through lead. The save DC is Charisma-based.

Dominated servants gain the feats Blind- Fight, Combat Reflexes, Endurance, Great Fortitude, Iron Will, Lightning Reflexes, Power Attack, and Toughness (x2). When attacking in groups, the servants gain a +2 coordination bonus on attack rolls and cannot be flanked or sneak attacked unless alone. ***Source: Monster Geographica Underground**-Undermind.*

Improved Grab (Ex): If a creature with this special attack hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Unless otherwise noted, improved grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents.

A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text). When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight. ***Source: SRD**-Ankheg, Assassin Vine, Behir, Choker, Chuul, Couatl, Darkmantle, Glabrezu, Hezrou, Marilith, Retriever, Barbed Devil, Hellcat, Pit Fiend, Tyrannosaurus, Dire Bear, Dire Lion, Dire Shark, Dire Tiger, Gibbering Mouther, Gray Render, Annis Hag, Kraken, Leonal, Lillend, Mohrg, Nightcrawler, Black Pudding, Elder Black Pudding, Gray Ooze, Ochre Jelly, Otyugh, Owlbear, Purple Worm, Rast, Remorhaz, Flamebrother Salamander, Average Salamander, Noble Salamander, Shambling Mound, Tarrasque, Tendriculos, Juvenile Tojanida, Adult Tojanida, Elder Tojanida, Wyvern, Xill, Black Bear, Brown Bear, Polar Bear, Crocodile, Giant Crocodile, Leopard, Lion, Octopus, Giant Octopus, Constrictor Snake (all sizes), Squid, Giant Squid, Tiger, Giant Ant Worker, Giant Ant Soldier, Giant Ant Queen, Giant Praying Mantis, Monstrous Scorpion (all sizes); **Source: Monster Geographica Underground**-Arcanoplasm, Bandersnatch, Blind Maw, Blood Ooze, Blood Pudding, Cavern Giant, Cavern Lizard, Cave Leech, Ceiling Diver, Chamber Worm, Crypt Guardian, Dagger Worm, Dorje Ooze, Eye Killer, Furnace Golem, Gholimor, Gloom Crawler, Gnishma, Gutslug, Hypnogrub, Lassoo, Lava Lurker, Leytru, Living Web, Magma Worm, Mawler, Mercury Ooze, Planar Lamprey, Rahulh, Rope Golem, Shadow Ooze, Slather, Slime Crawler, Stalassein, Tentacled Horror, Trapper, Tzorda, Walking Disease.*

Improved Speed (Ex): Animated or created monsters which have the improved speed extraordinary ability with two legs (statues, ladders) or a similar shape that allows faster movement have a +10 foot bonus to their base speed. Objects with multiple legs (tables, chairs, quadruped statues) have a +20 foot bonus to speed. Wheeled objects have a +40 foot bonus to speed.

Some objects or created monsters might have additional modes of movement. A wooden object/monster can float and has a swim speed equal to half its land speed. A rope or similar sinuous object/monster has a climb speed equal to half its land speed. A sheet-like monster/object can fly (clumsy maneuverability) at half its normal speed. ***Source: SRD**-Animate Object.*

Improved Tracking (Ex): A creature with improved tracking is a consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage. ***Source: SRD**-Invisible Stalker.*

Improved Trample (Ex): A creature with this ability can trample normally (as per trample below) as a full-round action, or integrate trampling into a charge. It can trample creatures while charging and end the charge with an attack on the charged opponent, continue forward after charging to trample the opponent and creatures lined behind it, or both. The creature must still obey normal movement restrictions on a charge; it must have a clear path (excepting Large or smaller creatures it tramples), and cannot move more than twice its speed. ***Source: Monster Geographica Underground****-Tzorda.*

Improved Uncanny Dodge (Ex): A creature with this ability retains its Dexterity bonus to AC when flat-footed or struck by an invisible attacker, and it cannot be flanked except by another creature with this ability of 4 HD (or 4 levels if classed) higher than the creature's HD. It can flank creatures with the uncanny dodge ability if they are 4 HD (or 4 levels if classed) or more lower than its HD. ***Source: Monster Geographica Underground****-Leytru.*

Incorporeality (Su): As a standard action, a creature with this ability may make itself and all of its equipment incorporeal. Becoming material again is a free action. ***Source: Monster Geographica Underground****-Stone Slider Ghoul.*

Infernal Wound (Su): The damage a creature with infernal wounds deals with its weapon causes a persistent wound. An injured victim loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a victim damaged by creature with the infernal wound supernatural ability must succeed on a caster level check, or the spell has no effect on the injured victim.

A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The check DC is Constitution-based. ***Source: SRD****-Bearded Devil, Horned Devil.*

Infuse (Ex): A creature that makes a successful grapple check can merge its form with that of a living target. If it succeeds, the creature's form disappears as it soaks through skin, wounds, and any other opening in the host's body. This special attack deals no damage but allows the creature to use its disgorge special attack (see disgorge above).

A victim infused with a creature can try to forcibly eject the creature once per round as a full-round action (coughing it up, vomiting, and so on). This requires a successful Fortitude save. A victim can be affected by the creature's infuse attack again, but gains a +2 circumstance bonus on its Fortitude save. This bonus lasts for one day and is effective against the infuse attack of that creature only. The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Blood Pudding.*

Infuse Intellect (Ex): Whenever a creature with this ability hits with a melee touch attack it bombards the target with a massive infusion of useless knowledge and trivial information. The enormous, sudden influx overloads the foe's mind. The attack deals nonlethal damage equal to the difference between the creature's Intelligence and its victim's Intelligence as well as dazing the hapless victim for one round. A successful Will save (DC 10 + nonlethal damage dealt) negates the daze effect and reduces the damage in half. Targets of equal or greater Intelligence than the creature suffer no ill effects from this attack. This attack does not work on targets with Intelligence less than 3. ***Source: Monster Geographica Underground****-Pallemon.*

Inhabit (Ex): A swarm with inhabit can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting requires 1 minute, and the victim must be Small, Medium, or Large (although four swarms working together can inhabit a Huge creature). The swarm can abandon the body at any time, although doing this takes 1 full round. Any attack against the host deals half damage to the swarm as well, although the swarm's resistances and immunities may negate some or all of this damage.

If a swarm inhabits a dead body, it can restore animation to the creature and control its movements, effectively transforming it into a zombie of the appropriate size for as long as the swarm remains inside. If a swarm inhabits a living victim, it can neutralize the effects of its own poison and control the victim's movement and actions as if using *dominate monster* on the victim. The swarm quickly consumes a living victim, dealing 2d4 points of Constitution damage per hour they inhabit a body. A body reduced to Constitution 0 is dead.

An inhabited victim is relatively easy to spot, since its skin crawls with the forms of insects inside. The swarm is intelligent enough to attempt to hide beneath loose clothing or a large cloak to keep its presence from being detected. The swarm can attempt a Disguise check to conceal its inhabitation of a host, with a –4 penalty if currently inhabiting a Small host.

A *remove disease* or *heal* spell cast on an inhabited victim forces the swarm to abandon its host. ***Source: SRD****-Hellwasp.*

Ink Cloud (Ex): An aquatic creature with ink cloud can emit a cloud of jet-black ink once per minute as a free action. The cloud provides total concealment, which the creature normally uses to escape a fight

that is going badly. Creatures within the cloud are considered to be in darkness. The size of the cloud is stated in the creature's description ***Source: SRD****-Kraken (80 ft. spread), Octopus (10 ft diameter sphere), Giant Octopus (20 ft. diameter sphere), Squid (10 ft. diameter sphere), Giant Squid (20 ft. diameter sphere).*

Ink Cloud (Ex): In water, a creature with ink cloud can emit a spherical cloud of jet-black ink with a radius of 30 feet once per minute as a free action. The effect is otherwise similar to *fog cloud* cast by an individual of a level equal to the creature's Hit Dice. Out of water, the ink emerges in a stream up to 30 feet long, which the creature can squirt into an opponent's eyes. The affected target must succeed on a Reflex save or be blinded for 1 round. The save DCs are Constitution based. ***Source: SRD****-Juvenile Tojanida, Adult Tojanida, Elder Tojanida.*

Innate Counterspell (Su): A creature with this ability is permanently protected by a constant counterspell effect, which works as if a *dispel magic* spell (caster level equal to creature's HD, unless otherwise noted) were used to attempt to counter spells targeting the creature. The creature must make a dispel check as a free action: it rolls ld20 + its effective caster level against a DC of 11 + the spell's caster level. Spells that are successfully counterspelled grant the creature 1 temporary hit point for each level of the counterspelled spell. ***Source: Monster Geographica Underground****-Manavore.*

Insanity (Su)**:** An opponent that touches a creature with this ability (including with natural or unarmed attacks) must succeed on a Will save or be stricken insane as by an *insanity* spell (caster level equal to creature's HD, unless otherwise indicated). The save DC is Constitution-based. ***Souce: Monster Geographica Underground****-Screaming Skull.*

Invisibility (Su or Sp): Invisibility makes a creature undetectable by vision, including darkvision. The ability to move about unseen is not foolproof. While they can't be seen, invisible creatures can be heard, smelled, or felt.

Invisibility does not, by itself, make a creature immune to critical hits, but it does make the creature immune to extra damage from being a ranger's favored enemy and from sneak attacks.

A creature can generally notice the presence of an active invisible creature within 30 feet with a DC 20 Spot check. The observer gains a hunch that "something's there" but can't see it or target it accurately with an attack. A creature who is holding still is very hard to notice (DC 30). An inanimate object, an unliving creature holding still, or a completely immobile creature is even harder to spot (DC 40). It's practically impossible (+20 DC) to pinpoint an invisible creature's location with a Spot check, and even if a character succeeds on such a check, the invisible creature still benefits from total concealment (50% miss chance).

An opponent can use hearing to find an invisible creature. A character can make a Listen check for this purpose as a free action each round. A Listen check result at least equal to the invisible creature's Move Silently check result reveals its presence. (A creature with no ranks in Move Silently makes a Move Silently check as a Dexterity check to which an armor check penalty applies.) A successful check lets a character hear an invisible creature "over there somewhere." It's practically impossible to pinpoint the location of an invisible creature. A Listen check that beats the DC by 20 pinpoints the invisible creature's location.

Table 7.9: Listen Check DCs to Detect Invisible Creatures

Invisible Creature Is . . .	DC
In combat or speaking	0
Moving at half speed	Move Silently check result
Moving at full speed	Move Silently check result –4
Running or charging	Move Silently check result –20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

A character can grope about to find an invisible creature. A character can make a touch attack with his hands or a weapon into two adjacent 5-foot squares using a standard action. If an invisible target is in the designated area, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has successfully pinpointed the invisible creature's current location. (If the invisible creature moves, its location, obviously, is once again unknown.)

If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than 5 feet. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location.

If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally, but the invisible creature still benefits from full concealment (and thus a 50% miss chance). A particularly large and slow creature might get a smaller miss chance.

If a character tries to attack an invisible creature whose location he has not pinpointed, have the player

choose the space where the character will direct the attack. If the invisible creature is there, conduct the attack normally. If the enemy's not there, roll the miss chance as if it were there, don't let the player see the result, and tell him that the character has missed. That way the player doesn't know whether the attack missed because the enemy's not there or because you successfully rolled the miss chance.

If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with flour to at least keep track of its position (until the flour fell off or blew away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible.

Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud, or other soft surfaces can give enemies clues to an invisible creature's location.

An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from concealment.

An opponent with the scent ability can detect an invisible creature as it would a visible one.

An opponent with the Blind-Fight feat has a better chance to hit an invisible creature. Roll the miss chance twice, and he misses only if both rolls indicate a miss. (Alternatively, make one 25% miss chance roll rather than two 50% miss chance rolls.)

An opponent with blindsight can attack (and otherwise interact with) creatures regardless of invisibility.

An invisible burning torch still gives off light, as does an invisible object with a *light* spell (or similar spell) cast upon it.

Ethereal creatures are invisible. Since ethereal creatures are not materially present, Spot checks, Listen checks, Scent, Blind-Fight, and blindsight don't help locate them. Incorporeal creatures are often invisible. Scent, Blind-Fight, and blindsight don't help creatures find or attack invisible, incorporeal creatures, but Spot checks and possibly Listen checks can help.

Invisible creatures cannot use gaze attacks.

Invisibility does not thwart *detect* spells.

Since some creatures can detect or even see invisible creatures, it is helpful to be able to hide even when invisible.

***Source: SRD**-Hellcat (in well-lit areas), Invisible Stalker (natural, cannot be dispelled), Phantom Fungus (greater, cannot be dispelled), Pixie (greater), Will-O'-Wisp (natural, cannot be dispelled).* ***Source: Monster Geographica Underground**-Haemovorid.*

Jagged Rake (Ex): Against a grappled opponent, a creature with this ability receives two rake attacks dealing normal claw damage on a successful hit. Furthermore, if the creature hits with a rake, the

victim must succeed on a Fortitude save or contract the disease filth fever (incubation period 1d3 days; damage 1d3 Dex and 1d3 Con) from the infectious agents living under the creature's claws. The save DC is Constitution-based. ***Source: Monster Geographica Underground**-Leytru.*

Jelly (Ex): A victim whose Constitution is reduced to 0 by a creature with this ability immediately dissolves, becoming a mindless ochre jelly with all statistics and abilities replaced by an ochre jelly's. A *greater restoration* spell can return a creature so transformed to normal. ***Source: Monster Geographica Underground**-Oozecrawler.*

Jet (Ex): An aquatic creature with the jet extraordinary ability can jet backward once per round as a full-round action, at a speed indicated in the creature's description. It must move in a straight line but does not provoke attacks of opportunity while jetting. ***Source: SRD**-Kracken (280 ft.), Octopus (200 ft.), Giant Octopus (200 ft.), Squid (240 ft.), Giant Squid (320).*

Keen Scent (Ex): A creature with the keen scent extraordinary ability can notice opponents by scent in a 180-foot radius and, if aquatic, can detect blood in the water at a range of up to 1 mile. ***Source: SRD**-Dire Shark, Shark (all sizes).*

Keen Senses (Ex): A creature with keen senses sees four times as well a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet. ***Source: SRD****-True Dragon.*

Keen Strike (Ex): A creature with this ability scores a critical threat on 18-20. In addition, a creature slaying a victim with a critical hit decapitates its victim unless it succeeds on a DC 18 Fortitude save. The save is Constitution-based. ***Source: Monster Geographica Underground****-Silent Reaper.*

Kiss (Su): A creature with the kiss supernatural ability can cause a terrible transformation to occur in a victim. An affected opponent must succeed on a Fortitude save or begin a terrible transformation that turns the opponent into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation).

First, over a period of 1d6 hours, all the victim's hair falls out.

Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs.

During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3).

The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight (even a *daylight* spell can delay death), but to reverse the transformation requires *remove disease*. The save DC is Constitution-based. ***Source: SRD****-Vargouille.*

Kiss of Death (Su): Creatures with this ability use their terrifying melee touch attack against defenseless foes. Commensurate with its name, the creature approaches its adversary and kisses the helpless enemy, forcing it to succeed on a Fortitude save or die. Success results in 5d6 points of damage. The save DC is Charisma-based. ***Source: Monster Geographica Underground****-Hellscorn.*

Lay on Hands (Su): A creature with the lay on hands supernatural ability can heal wounds (its own or those of others) by touch. Each day it can heal a total number of hit points of damage equal to its HD x its Charisma bonus. The creature may choose to divide its healing among multiple recipients, and it doesn't have to use it all at once. Using lay on hands is a standard action.

Alternatively, the creature can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The creature decides how many of its daily allotment of points to use as damage after successfully touching an undead creature.

A few rare creatures can heal an amount of damage equal to their full normal hit points with lay on hands. This is noted in their description. ***Source: SRD****-Avoral, Leonal.*

Leap (Ex): A quadruped with the leap extraordinary ability can jump into the air during combat. This allows it to make four claw/bash attacks instead of two, each at full attack bonus (unless otherwise noted), but it cannot bite at the same time. ***Source: SRD****-Bulette.*

Leech Life (Su): Any living being within 30 foot of a creature with this ability must succeed on a Fortitude save each round or take 1 point of Strength damage. For every additional creature of the same species within 30 feet of each other, the leech life radius of each is extended by 10 feet. Thus, if 2 creatures are within 30 feet of one another, both have their radius extended to 40 feet. If 5 creatures are all within 30 feet, each has this effect extended to a 70-foot radius. In any case, a target within overlapping radii need only save once each round. A victim whose Strength score is reduced to 0 by this ability and then dies rises upon the following midnight as a ghoul. ***Source: Monster Geographica Underground****-Stone Slider Ghoul.*

Lethal Shock (Su): Whenever two or more creatures with the lethal shock supernatural ability are within 20 feet of each other, they can work together to create a lethal shock. This effect has a radius of 20 feet, centered on any one contributing creature. The shock deals 2d8 points of electricity damage for each creature contributing to it, to a maximum of 12d8. A Reflex save (DC 10 + number creatures contributing) reduces the damage by half. ***Source: SRD****-Shocker Lizard.*

Life Drain (Su): A creature with this special ability surreptitiously deals ability damage, always affecting the target's ability with the highest score. The victim must succeed on a Will save or suffer 1d3 points of ability damage from the appropriate ability. If the victim fails the save, it will not automatically notice the attack or its source. If the creature succeeds on its save, it will feel that something is amiss but cannot precisely determine the origin or cause. If a victim fails the first save, a second successful Will save will pinpoint the ability loss unless it is something immediately obvious (like Str damage leading to an encumbrance change). The save DC is Constitution-based. ***Source: Monster Geographic Underground****-Parasitic Deviant Mimic.*

Lifesense (Su): A creature with lifesense notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch.* ***Source: SRD****-Dread Wraith.*

Lifestealer (Su): A lifestealer's kiss literally sucks the breath from its helpless opponent, immediately triggering the onset of respiratory arrest. A victim must succeed on a Fortitude save or begin to suffocate. A *remove curse* spell is the only means of saving the victim's life. Fortunately, the creature can only utilize the ability against a helpless opponent. Using this ability is a full round action. The save DC is Charisma-based. ***Source: Monster Geographica Underground****-Barathelar.*

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a creature possessing the light blindness extraordinary ability for 1 round. On subsequent rounds, it is dazzled as long as it remains in the affected area. ***Source: SRD****-Drow, Sahuagin;* ***Source: Monster Geographica Underground****-Burrower, Silid, Stalassein, Teo-Selerai.*

Light Generation (Ex): Creatures with this ability can change the color and intensity of the light emanating from their bodies as a move action. Their maximum brightness is that of a torch, and their minimum sheds shadowy illumination within 5 feet (as a candle). They can just as easily illuminate anywhere between these extremes or hide their light completely. ***Source: Monster Geographica Underground****-Igran-Krider.*

Light Ray (Ex): This creature emits powerful rays of light. This form of special attack works like a ranged attack. Hitting with a light ray attack requires a successful ranged touch attack roll, ignoring armor, natural armor, and shield and using the creature's ranged attack bonus. Light ray attacks have no range increment. This attack overcomes damage reduction of any type. ***Source: SRD****-Lantern Archon (1d6, 30 ft.), Ghaele (2d12, 300 ft.).*

Light Sensitivity (Ex): Creatures possessing light sensitivity are dazzled in bright sunlight or within the radius of a *daylight* spell. ***Source: SRD****-Duergar, Kobold, Orc;* ***Source: Monster Geographica Underground****-Coblynau, Daurzam, Kulkum., Leech Bat, Ravvimen, Silent Reaper.*

Light Sensitivity (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) effectively blinds a creature with light sensitivity for 1 round, overloading its sense receptors. It must also succeed on a DC 18 Will save or retreat immediately to the deepest recesses of its lair, dropping any victim currently grappled. In addition, it suffers a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light. ***Source: Monster Geographica Underground****-Chamber Worm, Eye Killer.*

Light Vulnerability (Ex): Creatures with light vulnerability are completely powerless when exposed to any form of bright light (such as sunlight or a *daylight* spell), becoming paralyzed. They are unable to act physically, having effective Strength and Dexterity scores of 0, but may take purely mental actions. Creatures trapped in light for 3 consecutive rounds are destroyed. ***Source: Monster Geographica Underground****-Dark Voyeur.*

Light Vulnerability(Ex): Creatures with light vulnerability are adversely affected by light. If exposed to a strong light source (anything brighter than a torch), the creature is dazzled. If exposed to sunlight or a *daylight* spell, it takes 1 point of damage each round and is blinded. ***Source: Monster Geographica Underground****-Deep Fey.*

Light Vulnerability(Ex): If a creature with light vulnerability is completely bathed in light, such as from a *sunbeam* spell, it ceases its attack and tries to flee. ***Source: Monster Geographica Underground****-Shadow Ooze.*

Limited Telepathy (Su): Creatures with limited telepathy can communicate telepathically with any creature within 30 feet that speaks or understands any language if the other party wishes to converse. Creatures with limited telepathy cannot converse with an unwilling party. ***Source: Monster Geographica Underground****-Mal'Orm.*

Locate Object **(Sp):** Unless otherwise indicated, a creature with the *locate object* ability can use this ability as the spell of the same name once per day. ***Source: SRD****-Red Dragon.*

Look of Longing (Su): Creatures with this gaze attack ability cause all within 30 feet who see them to succeed on a Will save (negates) or suffer a -4 moral penalty on all attack rolls, damage rolls, and saving throws for the duration of the combat. The save DC is Charisma-based. ***Source: Monster Geographica Underground****-Hellscorn.*

Low-Light Vision (Ex): A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. It retains the ability to distinguish color and detail under these conditions. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Creatures with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Luck Bonus **(Sp):** Once per day a creature with the luck bonus spell-like ability can touch a gem and enspell it to bring good luck. As long as the creature carries the gem, it and every good creature in a 10-foot radius per 1/4 HD (unless otherwise noted) receives a

+1 luck bonus on all saving throws and similar rolls, as for a *stone of good luck*. If the creature gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3 hours plus 3 hours per 1/4 HD of the creature (unless otherwise noted) but ends if the gem is destroyed. This ability is the equivalent of a 2nd-level spell. ***Source: SRD**-Gold Dragon.*

Lucky (Su): Fortune always smiles on a lucky creature granting it a +2 luck bonus to all saving throws. Furthermore, once per day, the creature receives the option of rolling two dice and keeping the better outcome. The creature can invoke this benefit on any die roll including attack, damage, saves, and skill checks; however, the creature must announce the intention to use this power prior to making his roll. ***Source: Monster Geographica Underground**-Mal'Orm.*

Luminescence (Ex): A creature with the luminescence extraordinary ability has long and flexible tendrils ending in luminescent glands which it uses to attract prey. These glands give off a weak but constant full spectrum glow, each shedding bright light to a range of 30 feet and shadowy illumination to a range of 60 feet. The light resembles sunlight, but does not adversely affect sunlight-sensitive creatures. The creature cannot turn off or extinguish these lights, but it can cover its tendrils with its body as a move action and completely smother the light. The tendrils can be targeted with sunder attacks. Each has 8 hp (separate from the creature's total hit points). ***Source: Monster Geographica Underground**-Cavernivore.*

Lurk (Ex): Any victim that voluntarily walks into the illusory mouth of a creature with this ability automatically becomes grappled. The creature usually prepares to swallow a target that is approaching its mouth as a readied action, allowing it to immediately make a grapple check upon its target's entrance. ***Source: Monster Geographica Underground**-Slather.*

Madness (Su): Anyone targeting a creature with the madness supernatural ability with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage, unless otherwise noted. ***Source: SRD**-Allip.*

Madness (Ex): A creature with the madness extraordinary ability uses its Charisma modifier on Will saves instead of its Wisdom modifier, and has immunity to *confusion* and *insanity* effects. The creature cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

Madness provides a +6 bonus to a creature's Charisma scores and a –6 penalty to its Wisdom scores. A creature restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma. ***Source: SRD**-Derro.*

Magic Absorption (Su): With this supernatural ability, any spell (arcane or divine) that would affect a creature is automatically dispelled and absorbed by the creature as a free action. Spells needn't be targeted at the creature. An instantaneous area effect spell (such as *fireball*) is absorbed if the creature is within its area, and a lasting spell (such as *summon monster* or *wall of force*) is absorbed and disappears as soon as the creature touches its effect. An opponent that strikes or is touched by a creature in melee has all spells affecting it absorbed. Any spell a creature absorbs becomes a spell-like ability the creature can use at will. Magic items that come into contact with a creature (including weapons striking the creature) must make DC 21 Will saves or be turned into normal items. Determine which single item risks absorption when a creature makes a touch attack against an opponent as when rolling a natural 1 on a saving throw against a magical attack. Even artifacts have a chance of being absorbed by a creature, although the creature must make a touch attack to try and both the artifact and the creature are destroyed if the creature is successful. Supernatural effects are not absorbed or countered but never affect the creature. Creatures heal one hit point per spell level absorbed and hit points equal to half the caster level of items absorbed. The only exceptions are the spells *dispel magic* and *antimagic field*. If a *dispel magic* spell affects a creature (treat the creature as a spell with caster level equal to HD, unless otherwise noted), the creature suffers 2d6 points of damage. If the dispel check is failed, the creature absorbs the spell normally. A creature within an *antimagic field* must succeed on a Will save (as if *antimagic field* normally allowed a save) each round or suffer 3d6 points of damage. ***Source: Monster Geographica Underground**-Quickener.*

***Magic Aura (Sp)*:** At will a creature with *magic aura* can cause their bodies to radiate magic as a *magic aura* spell. Caster level equals creature's HD, unless otherwise noted. ***Source: Monster Geographica Underground**-Deviant Mimics (all types), Mawler.*

Magic Circle against Evil (Su): A *magic circle against evil* effect always surrounds this creature. Caster level equals the creature's Hit Dice. (The defensive benefits from the circle are not included in the creature's statistics block.) ***Source: SRD**-Lantern Archon, Hound Archon, Trumpet Archon, Lammasu, Unicorns.*

Magic Drain (Su): A creature with magic drain can weaken magic armor, weapons, and shields by making a successful touch attack. The targeted item must succeed on a Fortitude save or lose 1 point of its enhancement bonus. The save DC is Charisma-based. An item that loses its entire enhancement bonus becomes merely a masterwork item and loses any special abilities (such as flaming) as well. Casting *dispel*

evil upon the item reverses the effect of the magic drain, provided this occurs within a number of days after the attack equal to the caster's level and the caster succeeds on a DC 29 caster level check. ***Source: SRD****-Nightwing.*

Magic Sustenance (Ex): A creature with this ability must consume at least 1 spell level or 25 gp worth of magical items per day (see dissolve magic above). Each day that a creature does not consume magic causes 1 point of Constitution damage, which cannot be healed normally until after the creature successfully uses its dissolve magic ability. ***Source: Monster Geographica Underground****-Manavore.*

Magic Tracking (Su): A creature with this ability can sense the exact location of the remains and grave items it is tasked to guard from any distance. If the remains or any grave items are stolen, it can track the missing objects perfectly over any distance. It cannot track across planar boundaries. ***Source: Monster Geographica Underground****-Reliquary Guardian.*

Magical Glow (Su): A creature with this ability glows as if illuminated by a greenish-white candle. This glow increases as a creature dissolves magic or successfully counterspells it, if it has those abilities. A creature does not benefit from the concealment normally caused by *darkness, blur, displacement, invisibility*, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures. ***Source: Monster Geographica Underground****-Manavore.*

Make Whole **(Sp):** A creature possessing the *make whole* spell-like ability can repair an object as though using the *make whole* spell (caster level equal to creature's HD). Some creatures have this ability only when used in consort with others of their own kind. For these creatures, caster level equals 2 x total number of HD required to use the ability, and it is a full-round action. *Source: Formian Worker.*

Many Voices (Ex): A creature with this ability has a voice that is much like the natural sounds of the wind. A character must succeed on a DC 15 Listen check to distinguish the creature's voice from its windy background. One successful check allows a character to understand any number of creatures during a given encounter. ***Source: Monster Geographica Underground****-Wailhaunt.*

Massive Infection (Su): After a successful grapple check, a creature with this ability instantaneously transmits millions of lethal pathogens to the victim. The target must succeed on a Fortitude save; otherwise the virulent microorganisms cause 1d6 points of Constitution damage per round, and the victim is dazed as his body tries to fend off the invaders. Each round thereafter, the victim receives a new saving throw until he succeeds or dies, whichever comes first. The creature does not need to maintain a hold on its victim to continue dealing damage to it. Targets succeeding at their initial or subsequent saving throw suffer 3d6 points of damage but stop taking Constitution damage, are no longer dazed, and acquire immunity to this attack form for 2d6 rounds. Because of this fact, the creature always tries to disengage from the grapple after employing this power. Any humanoid victim slain by this power rises as a creature of the same species that killed it 1d4 days later. A *remove disease* or *heal* spell will immediately end the effect without dealing damage to the victim. ***Source: Monster Geographica Underground****-Walking Disease.*

Master Pain (Ex): As a full-round action, upon encountering a living member of one of the divine races (celestials), a creature with master pain may attempt a DC 20 Fortitude save to shift its alignment to chaotic good for 1d4 rounds. If it succeeds, it may interact with other creatures as would a normal creature of its type. If the save fails, the creature howls in torment and attacks the nearest living creature in a foul rage until it or the target is dead. ***Source: Monster Geographica Underground****-Dark Elf Spirit.*

Meld into Stone **(Sp):** A creature with this spell-like ability can *meld into stone* as the spell (caster level equal to creature's HD, unless otherwise noted) as a standard action. A creature can use this ability at will and maintain its melded state indefinitely unless it is using the enveloping mount ability (see above). While using the enveloping mount ability, a creature may only use this ability twice per day. ***Source: Monster Geographica Underground****-Stonestrider.*

Melt Weapons (Ex): Any metal weapon that strikes a creature possessing the melt weapon extraordinary ability must succeed on a Fortitude save or melt away into slag. The save DC is Constitution-based. ***Source: SRD****-Magmin.*

Merge (Ex): A split creature can combine with another as a standard action. To do so, the creature needs to move into the second creature's space. The new creature has the combined total of the originals' hit points (including temporary hit points if applicable). ***Source: Monster Geographica Underground****-Blood Ooze.*

Mind Feed (Ex): A creature with mind feed feeds off the minds of other creatures as a free action. Intelligent creatures within 25 feet of the creature must succeed on a Will save each round or suffer 1d4 points of Intelligence damage. The DC increases by +2 for any targets touching the creature. The save DC is Charisma-based. ***Source: Monster Geographica Underground****-Crystal Moss.*

Mimic Shape (Ex): A creature possessing the mimic shape extraordinary ability can assume the general shape of any object that fills roughly a cube equal to the space of a creature one size smaller than the creature itself. Usually, the exact dimensions the creature can occupy are stated in its description. The creature cannot substantially alter its size, though. Unless otherwise noted, a creature possessing mimic shape has a hard and rough texture, no matter what appearance it might present. Anyone who examines the creature can detect the ruse with a successful Spot check opposed by the creature's Disguise check. Of course, by this time it is generally far too late. ***Source: SRD****-Mimic;* ***Source: Monster Geographica Underground****-Deviant Mimics (all types), Mawler.*

Mimicry (Ex): A creature with mimicry can imitate the sounds of almost any animal found near its lair. ***Source: SRD****-Green Hag.*

Mind blast **(Sp)**: A creature with *mind blast* can release the power of its mind in a powerful psionic attack shaped like a cone 60 feet long. Anyone caught in this cone must succeed on a Will save or be stunned for 3d4 rounds. The save DC is Charisma-based. Unless otherwise noted, the creature can use this ability once per day. ***Source: Monster Geographica Underground****-Bhuta, Undermind.*

Mindless (Ex): Immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). ***Source: SRD****-Lemure*

Mirror Bound (Su): A creature that is mirror bound has an affinity for mirrors, but has a special affinity to one special mirror. The mirror is always a glass of the inhabiting creature's size category or larger with a hardness of 1 and 5 hit points. All damage inflicted upon a creature's mirror is also inflicted upon the creature itself. If its mirror is shattered, the creature instantly returns to the broken glass, its body transforming 1d6 shards into exact copies of itself, but of Diminutive size and with only 1 hit point. These copies must all be destroyed to kill the creature, otherwise they will each flee to another mirror of their home mirror's original size or larger and will reappear at full size with total hit points in 1d4 days. A mirror bound to a creature has the properties of a *ghost touch* item and may be manipulated by ethereal and incorporeal creatures. Such an item retains its properties even if its inhabitant is destroyed. ***Source: Monster Geographica Underground****-Dark Voyeur.*

Mirror Symbiosis (Ex): A creature with this ability has a symbiotic link with a mirror that allows it to heal its damage. However, this may at times become a liability. The mirror can be attacked as an ordinary object, and it shares its hit points with the creature as if they were one entity. The mirror has AC 2 and hardness 10. The mirror also benefits from any magical immunities. Entering or exiting the mirror is a standard action for the creature. ***Source: Monster Geographica Underground****-Mirror Fiend.*

Mirror Travel (Su): Creatures possessing the mirror travel supernatural ability may travel between any two mirrors known to them much like the spell *tree stride* (caster level equals creature's HD, unless otherwise noted) allows druids and rangers to walk between trees. The mirrors traveled through can be no more then one size category smaller then the creature, and creatures have a transport range of 1 mile. Creatures with mirror travel may, of course, travel without the use of mirrors. ***Source: Monster Geographica Underground****-Dark Voyeur.*

Mnemonic Exchange (Su): Intelligent opponents hit by a creature possessing this ability are affected by one of two possible effects (creature's choice).

Intelligence Drain: The creature can causes 1d6 points of Intelligence damage to the target, learning all the target knows about a single particular subject for a number of days equal to the target's original Intelligence modifier.

Infuse Knowledge: The creature can infuse the target with a portion of the creature's own knowledge about

a particular subject. The target gains a +6 competence bonus on a Craft, Knowledge, or Profession skill possessed by the creature for a number of days equal to the creature's Intelligence modifier (minimum 1), and must immediately succeed on a Will save or be dazed for 2dl2 rounds. This is a mind-affecting effect. The save DC is Intelligence-based. ***Source: Monster Geographica Underground****-Inscriber.*

Moan (Ex): A creature with the moan extraordinary ability can emit a dangerous subsonic moan as a standard action. By changing the frequency, the creature can cause one of four effects. All creatures of the same type are immune to these sonic, mind-affecting attacks. Unless otherwise specified, a target that successfully saves against one of these effects cannot be affected by the same moan effect from the same creature for 24 hours. All save DCs for moan effects are Charisma-based and all effects are unless otherwise noted:

Unnerve: Anyone within a 60-foot spread automatically takes a –2 penalty on attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed on a Will save or enter a trance, unable to attack or defend themselves until the moaning stops.

Fear: Anyone within a 30-foot spread must succeed on a Will save or become panicked for 2 rounds.

Nausea: Anyone in a 30-foot cone must succeed on a Fortitude save or be overcome by nausea and weakness. Affected victims fall prone and become nauseated for 1d4+1 rounds.

Stupor: A single opponent within 30 feet of the creature must succeed on a Fortitude save or be affected as though by a *hold monster* spell for 5 rounds. Even after a successful save, the creature must repeat the save if the creature uses this effect again.

Source: SRD*-Cloaker.*

Moan (Su): A creature with this ability can emit a low, melancholy moan as a free action. Those within 60 feet who can hear this dirge are wracked with guilt for disturbing the rest of the dead and suffer a -1 morale penalty on initiative checks and attack rolls throughout the combat or until leaving the area. A Will save negates this effect. A creature that succeeds on the saving throw is immune to that creature's moan for 24 hours. The save DC is Charisma-based. This is a sonic, mind-affecting effect. ***Source: Monster Geographica Underground****-Ushabti.*

Mob Tactics (Ex): Creatures with the mob tactics ability crawl over each other in an attempt to mob opponents. When up to four creatures occupy a single 5-foot space, they attack with a +1 circumstance bonus. A creature must be of Tiny size or smaller to possess this ability. ***Source: Monster Geographica Underground****-Barrow Rat.*

Movement Modes: Monsters move in various ways as described in Chapter Three: Monster Statistics. Below is a listing of which creatures move in each movement type. The walk movement mode lists the creatures that **cannot** walk, as that list is much shorter.

Burrow: ***Source: SRD****-*Ankheg, Badger, Bulette, Delver, Dire Badger, Blue Dragon, Brass Dragon, White Dragon, Frost Worm, Nightcrawler, Purple Worm, Remorhaz, Thoqqua, Weasel, Wolverine, Average Xorn, Elder Xorn, Minor Xorn; ***Source: Monster Geographica: Underground****-*Albine, Bandersnatch, Barrow Rat, Burrower, Cellar Dweller, Compost Seeker, Crystal Serpent, Dagger Worm, Gnomide, Gore Mole, Gremmin, Grimvole, Grim Master, Groundling, Lassoo, Magma Worm, Mal'Orm, Marloc, Planar Lamprey, Rock Troll, Sand Flail, Slather.

Climb: ***Source: SRD****-*Giant Ant Soldier, Giant Ant Worker, Ape, Aranea, Trumpet Archon, Baboon, Behir, Choker, Constrictor Snakes, Bebilith, Dire Ape, Dire Rat, Dire Wolverine, Drider, Ettercap, Girallon, Grick, Leopard, Lizard, Monkey, Monstrous Centipedes, Monstrous Spiders, Black Pudding, Elder Black Pudding, Ochre Jelly, Phase Spider, Rat, Shocker Lizard, Vipers, Centipede Swarm, Rat Swarm, Spider Swarm, Wolverine; ***Source: Monster Geographica: Underground****-*Acidweaver, Arachnogolem, Arachnomorph, Arachnopygmy, Arcanoplasm, Barrow Rat, Cave Beetle, Brainlock Spider, Cave Fisher, Cave Hermit, Cavernivore, Chitinous Battlemounts, Draconid, Drone Weaver, Drudge Crawler, Grasping Cell, Grindgut Spitter, Horach, Igran-Krider, Inscriber, Jellyhive, Leytru, Cavern Lizard, Mercury Ooze, Oozecrawler, Rahulh, Shadow Ooze, Slime Crawler, Snailfolk, Banded Spider, Banded Mother Spider, Stalassein, Stone Pudding, Stonestrider, Teo-Selerai, Time Spider, Undead Ooze, Vampire Spider, Lesser Vylar.

Fly: ***Source: SRD****-* Allip, Astral Deva, Planetar, Solar, Lantern Archon, Adult Arrowhawk, Elder Arrowhawk, Juvenile Arrowhawk, Avoral, Bat, Giant Bee, Belker, Bralani, Chimera, Cloaker, Cockatrice, Couatl, Darkmantle, Balor, Nalfeshnee, Quasit, Succubus, Vrock, Erinyes, Horned, Imp, Pit Fiend, Dire Bat, Black Dragon, Blue Dragon, Brass Dragon, Bronze Dragon, Copper Dragon, Gold Dragon, Green Dragon, Red Dragon, Silver Dragon, White Dragon, Dragonne, Eagle, Giant Eagle, Air Elemental, Gargoyle, Djinni, Efreeti, Janni, Ghaele, Griffon, Harpy, Hawk, Hippogriff, Homunculus, Zelekhut, Invisible Stalker, Lammasu, Lillend, Manticore, Medusa, Air Mephit, Dust Mephit, Earth Mephit, Fire Mephit, Ice Mephit, Magma Mephit, Ooze Mephit, Salt Mephit, Steam Mephit, Water Mephit, Nightmare, Cauchemar, Nightwalker, Nightwing, Ogre Mage, Owl, Giant Owl, Pegasus, Giant Praying Mantis, Pseudodragon, Rast, Raven, Ravid, Roc, Shadow, Greater Shadow, Spectre, Androsphinx, Criosphinx, Gynosphinx, Hieracosphinx, Spider Eater, Grig, Pixie, Stirge, Bat

Swarm, Hellwasp Swarm, Locust Swarm, Vargouille, Will-O'-Wisp, Wraith, Dread Wraith, Wyvern, Yeth Hound,Yrthak; ***Source: Monster Geographica: Underground***-Bedlam, Ceiling Diver, Crorit, Dark Elf Spirit, Dark Voyeur, Ethereal Assassin, Fear Guard, Fluttering Ooze, Gholimor, Gutslug, Haemovorid, Ka Spirit, Leech Bat, Phantasm, Piryke, Quickener, Sand Flail, Soulless One, Spectral Angler, Straga, Void Monster, Wailhaunt, Wurggis.

Swim: ***Source: SRD***-Aboleth, Polar Bear, Chuul, Crocodile, Giant Crocodile, Elasmosaurus, Dire Shark, Dragon Turtle, Black Dragon, Bronze Dragon, Gold Dragon,Green Dragon,White Dragon,Water Elemental, Aquatic Elf, Storm Giant, Gibbering Mouther, Green Hag, Sea Hag, Cryohydra, Hydra, Pyrohydra, Kraken, Krenshar, Monitor Lizard, Locathah, Manta Ray, Ooze Mephit, Water Mephit, Merfolk, Merrow, Water Naga, Nymph, Octopus, Giant Octopus, Porpoise, Purple Worm, Rat, Sahuagin, Sea Cat, Shambling Mound, Sharks, Shocker Lizard, Skum, Vipers, Nixie, Squids, Adult Tojanida, Elder Tojanida, Juvenile Tojanida, Triton, Baleen Whale, Cachalot Whale, Orca Whale, Scrag; ***Monster Geographica: Underground***-Amohaji, Bhuta, Blackwater Slough, Cave Leech, Gholimor, Gloom Crawler, Grimvole, Grim Master, Lava Lurker, Lavum, Magma Worm, Ravvimen, Vacuous Engulfer.

Walk: ***Source: SRD***-Allip, Lantern Archon, Adult Arrowhawk, Elder Arrowhawk, Juvenile Arrowhawk, Dire Shark, Air Elemental, Queen Formian, Shrieker, Kraken,Manta Ray,Porpoise,Shadow,GreaterShadow, Sharks, Squids, Vargouille, Baleen Whale, Cachalot Whale, Orca Whale, Will-O'-Wisp; ***Source: Monster Geographica: Underground***-Bedlam, Ceiling Diver, Crorit, Dark Elf Spirit, Ethereal Assassin, Fear Guard, Gholimor, Lavum, Piryke, Quickener, Sand Flail, Void Monster, Wurggis.

Multiple Natural Weapons (Ex): In the first round of combat, a creature with this ability will have 1d4 random bony appendages. It can make a full attack with all of these appendages at its maximum attack bonus and can make a standard attack with any of these. An appendage juts out from the body and can take the form of a set of jaws, a claw, a bony club (slam), or a horn (gore). In every round after the first, a creature produces another appendage, up to a maximum number equal to its Hit Dice. Each weapon's attack bonus and damage is the same regardless of what type of damage it inflicts (1d6 for Medium creatures). ***Source: Monster Geographica Underground***-*Morph.*

Mucus Cloud (Ex): A creature with a mucus cloud surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any opponent coming into contact with and inhaling this substance must succeed on a Fortitude save or lose the ability to breathe air for the next 3 hours. An affected victim suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours. The save DC is Constitution-based. ***Source: SRD***-*Aboleth.*

Mucus Pustules (Ex): Whenever a creature with this extraordinary ability makes a successful slam attack, it causes several spherical pustules on its surface to burst and splatter the target with slimy mucus. The stinking glop acts like a powerful glue, and if a target is hit 3 or more times with the mucus attack, it will become entangled for 10d6 minutes. The target suffering mucus entanglement must succeed on a Reflex Save every turn or become stuck and immobile. The save DC is Dexterity-based. ***Source: Monster Geographica Underground***-*Stinkgnarl.*

Multilingual (Ex): If a creature with this ability encounters a creature that speaks a language it is not familiar with, it can learn that language rapidly. If a creature listens to another creature speaking an unfamiliar language for 2d6 minutes, it becomes conversant in that language, and the creature will become fluent in that language if it continues to hear the language for a total of 24 hours. ***Source: Monster Geographica Underground***-*Erolth.*

Natural Cunning (Ex): Creatures with natural cunning possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed. ***Source: SRD***-*Minotaur;* ***Source: Monster Geographica Underground***-*Gorgotaur, Huggermugger.*

Necrophage (Su): A creature with this ability employs a macabre power to feast upon the memories of dead sentient beings. Victims possessing more HD than the creature receive a Will save to prevent the ravenous thief from stealing his mental images and personal mementos. The creature only receives one opportunity to perform this grim task on any individual head that it remains in physical contact with for at least one minute per level or HD of the intended target. If it fails in its initial attempt, the creature cannot partake in its intangible meal. Devouring a victim's memories grants the creature a +1 bonus to Intelligence and bonus skill points equal to the victim's HD. The creature prefers skills that aid in future feeding, such as Hide, Move Silently, Search, Spot, and other abilities of a similar vein.

The bonuses acquired through this ability are temporary, lasting one hour per HD of the victim. In addition to the aforementioned bonuses, the creature also acquires access to specific memories as if it cast *speak with dead* at 6th level. Consuming the creature's memories in this manner causes its skull to contract, reducing it to one-tenth its original size.

Victims slain and devoured of memories can only be returned to life via *wish* or *miracle*. ***Source: Monster Geographica Underground****-Silent Reaper.*

Negative Energy (Su): A creature with this ability channels negative energy when used to attack, dealing 1d4 points of damage per successful attack. Additionally creatures with more than three attack can cause additional effects. If more than three attacks strike the same victim in the same round, a sudden surge of corrupted magical energy is sent through the target. The target must succeed on a Fortitude save or suffer further effects, depending on the number of successful attacks. If a target is hit by 4-5 attacks, it will be shaken for 2d4 rounds; if hit by 6-7 attacks, it will be stunned for 2d6 rounds; if hit by 8-9 attacks, it will go to sleep (as the spell) for 2d6 minutes; if hit by 10-11 attacks it will be paralyzed for 3d6 minutes; if hit by 12 attacks it will be petrified; and, if hit by all 13 attacks, the target dies. The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Piryke.*

Nervelash (Su): Three times per day, unless otherwise indicated, a creature with this ability can make a magical strike at the victim's nervous system. The opponent must succeed on a Fortitude save or suffer 1d8 points of Constitution damage. A nervelash is a necromantic effect, and creatures immune to necromantic effects or are not subject to critical hits are immune to nervelash. The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Grimvole, Grimvole Grim Master.*

Nondetection (Su): A creature with this ability has continuous *nondetection* as the spell (caster level equal to creature's HD, unless otherwise noted). ***Source: SRD****-Deep Gnome;* ***Source: Monster Geographica Underground****-Nymorryx.*

Noxious Fumes (Ex): Any creature of a different species within 30 feet of a creature with this ability must succeed on a Fortitude save every round or become nauseated by its fumes until 1d4 rounds after leaving the area or the creature's death. The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Brood Mother Vylar.*

Nullify Light (Sp): A creature with this ability continually dims the output of any light sources within 50 feet of itself by 90%. Unless stated otherwise, the creature cannot suppress this ability. ***Source: Monster Geographica Underground****-Rahulh.*

Ooze Dart (Ex): A creature with this ability stores oozes in sacs on its body and launches them at opponents up to 10 feet away. A creature has 1d6+10 sacs, each one containing an ooze three sizes smaller than itself. Once free from the sac, an ooze attacks normally. ***Source: Monster Geographica Underground****-Jellyhive.*

Orc Blood (Ex): For all effects related to race, a creature with orc blood is considered an orc. ***Source: SRD****-Half-Orc.*

Ore Nose (Ex): A creature with this ability can locate precious metals by scent within 30 feet, just as other creatures can locate living beings by scent, and may track such metals by scent with a Wisdom check. For instance, if a fleeing opponent bears a large quantity of gold, a creature with this ability may track her). ***Source: Monster Geographica Underground****-Ore Hound.*

Oversized Weapon (Ex): A creature possessing the oversized weapon extraordinary ability can wield a weapon one size larger than themselves without penalty. ***Source: SRD****-Cloud Giant, Titan;* ***Source: Monster Geographica Underground****-Barangulaak.*

Pack Attack (Ex): Creatures with this ability coordinate their attacks. If two creatures flank the same opponent, they have a +4 flanking bonus on attacks instead of the usual +2. ***Source: Monster Geographica Underground****-Wyrdwolf.*

Paralysis (Ex or Su): This special attack renders the victim immobile. Paralyzed characters cannot move, speak, or take any physical actions. The target is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions, such as casting a spell with no components.

Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw (the DC is given in the creature's description). Unlike *hold person* and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Some monsters and spells have the supernatural or spell-like ability to paralyze their victims, immobilizing them through magical means. Paralysis from toxins is discussed under Poison below.

***Source: SRD**-Chuul (tentacles, 6 rounds), Ghast (bite and claw, 1d4+1 rounds), Ghoul (bite and claw, 1d4+1 rounds), Mohrg (tongue, 1d4 minutes), Mummy (sight, 1d4 rounds), Mummy Lord (sight, 1d4 rounds), Nightwalker (gaze, 1d8 rounds), Gelatinous Cube (secretion, 3d6 rounds), Rast (gaze, 1d6 rounds), Androsphinx (roar, 1d4 rounds), Spider Eater (poison, 1d8+5 weeks), Tendriculos (digestive juices, 3d6), Vargouille (shriek, 2d4 rounds), Xill (bite, 1d4 hours)). **Source: Monster Geographica Underground**-Cave Beetle (poison, 1d3 hours), Cave Star (poison, 1d10 rounds), Centioch (poison, 2d4 rounds), Corpse Fungus (spores, 1d4 hours), Foul Spawner (poison, until released), Gholimor (gas, 1d4 +1 rounds), Lavum (poison, 1d4 hours), Piryke (tentacles, 3d6 minutes), Pompilian (spines, 3d4 rounds), Pseudoslab (slime, 2d6 rounds), Spitting Ghoul (bite or claw, 1d4+1 rounds).*

Parasitic Implant (Ex): A creature with the parasitic implant extraordinary ability carries 1d4+1 small, wormlike parasites within their bodies in some manner. These parasites are released upon helpless opponents and magically burrow into their victims skulls in 2d6+2 agonizing rounds. Once in place, the parasite feeds on the victim's emotions, placing them into a permanent *calm emotion* state. The victim is magically aware that the worm within their skull will eat their brain in 1d4+1 rounds if they don't follow the orders of the creature who carried the parasite. A parasite can only be killed by *remove disease*, *heal*, *limited wish*, *wish*, or *miracle*.

When a creature dies, all of its slaves' brains are consumed by their parasites. This consumption renders the victim helpless, screaming and writhing on the ground. ***Source: Monster Geographica Underground**-Brilkoun.*

***Pass Without Trace* (Ex):** Creatures with this ability use *pass without trace* (as the spell) as a free action. ***Source: SRD**-Barghest, Greater Barghest, Forest Gnome.*

***Passwall* (Sp):** Once per day, as a standard action, a creature with the *passwall* spell-like ability can create an effect similar to the *passwall* spell (caster level equals creature's HD, unless otherwise noted). ***Source: Monster Geographica Underground**-Crag Man.*

***Passwall* (Sp):** Certain undead possess the amazing ability to walk through specific organic or inorganic material as if affected by the *passwall* spell as cast by a 9th level sorcerer. The only restriction is that the creature can only use the ability to pass through the same material as its coffin. Therefore, a creature buried in a wooden coffin walks through wooden doors but is unable to travel through a stone wall. This ability functions constantly. ***Source: Monster Geographica Underground**-Waking Dead.*

Pelt (Ex): A creature with this ability uses a modified version of the *magic missile* spell once per round. This version causes small rocks to launch from the creature's hand to strike a single target dealing bludgeoning damage. Treat these rocks exactly as the *magic missile* spell in all other aspects (caster level equals creature's HD, unless otherwise noted). ***Source: Monster Geographica Underground**-Gravel Golem.*

Perfect Memory (Ex): A creature with this ability has total recall on any event it has ever witnessed or experienced and any information it has ever heard. ***Source: Monster Geographica Underground**-Erolth.*

Petrification (Su): This special attack instantly turns the victim to stone unless they succeed on a Fortitude save. The save DC is Constitution-based. Creatures with the petrification supernatural ability have an immunity to the petrification ability of creatures of the same species, but other petrification attacks affect them normally. The text of the creature will indicate what particular attack is the one that petrifies. ***Source: SRD**-Cockatrice; **Source: Monster Geographica Underground**-Stone Pudding.*

Petroleum Belch (Ex): Every 1d4 rounds (unless otherwise noted), the creature spews a massive globule of hot, slippery oil that coats everything within 5 feet of itself. The slick substance automatically deals 1d6 points of fire damage, and any victim within the area of effect must succeed on a Reflex save or fall to the ground. The save DC is constitution-based. ***Source: Monster Geographica Underground**-Flosid.*

Photophobia (Ex): Photophobic creatures hate all light and are dazzled when not in darkness or shadowy illumination. A photophobic creature exposed to sunlight or a *daylight* spell immediately becomes panicked. ***Source: Monster Geographica Underground**-Bandersnatch.*

Pierce (Ex): As a free action, a creature with the pierce extraordinary ability can transform its hands into stony points. When striking with its hands in this manner, it deals piercing damage (rather than bludgeoning damage) with its slam attack. ***Source: Monster Geographica Underground****-Crag Man.*

Piercer Hellstorm (Sp): Once per day, a creature with the piercer hellstorm ability can summon 2dl0 piercers with a 50% chance of success. ***Source: Monster Geographica Underground****-Crag Man.*

Pin Defensively (Ex): If a creature successfully pins a target in a grapple, the target always provides soft cover (+4 bonus to AC) against attacks. This is in addition to the random chance to hit the wrong target when aiming at grappling creatures. ***Source: Monster Geographica Underground****-Lassoo.*

Pinning Rush (Ex): If a creature with this ability successfully bull rushes a target and pushes it against a wall or other barrier, it deals normal slam damage and has a chance of pinning the target. The target must succeed on a Reflex save or the creature moves into the victim's space and is considered to be grappling the victim. The victim begins the grapple pinned. If the save is successful, the creature still moves against the wall, but its opponent takes a 5-foot step into an adjacent square. If there are no nearby open squares, the save automatically fails. The save DC is Strength-based. ***Source: Monster Geographica Underground****-Gutwrench.*

Pipes (Su): A creature with the pipes supernatural ability can play a variety of magical tunes on its pan pipes. When it plays, all creatures within a 60-foot spread (except creatures of the same species) must succeed on a Will save or be affected by *charm person, sleep,* or *fear* (caster level equals creature's HD, unless otherwise noted; the creature chooses the tune and its effect).

In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours. The save DC is Charisma-based. ***Source: SRD****-Satyr.*

Plane Shift (Su)*:** This ability affects only the creature possessing the *plane shift* supernatural ability. It is otherwise similar to the spell (caster level equal to HD, unless otherwise noted). ***Source: SRD*-Bebilith, Djinni, Efreeti, Janni.*

Planewalk (Su): Creatures possessing the planewalk supernatural ability like to slip between the folds of space to attack enemies as though from thin air. They can cross from the Ethereal Plane with a move action but take 2 rounds to cross back, during which time they are immobile. As a creature fades away, it becomes harder to hit: opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A creature can planewalk with a willing or helpless creature. ***Source: SRD****-Xill.*

Pliable Body (Ex): As a move action, a creature with this ability may retract its entire body into its shell and secrete a powerful adhesive that affixes its feet to the ground. This powerful glue prevents an enemy from tipping the creature over and provides a +8 cover bonus to AC. An opponent may attempt a Strength check to pry the creature's body from the ground, thus negating its cover bonus to AC. The check DC is Constitution-based usually and includes at least a +10 racial bonus.

In addition to the defensive applications of this ability, a creature's invertebrate physiology enables it to squeeze its head underneath a narrow space to see what is on the other side or to poke a flattened finger into a keyhole to investigate the locking mechanism. An enemy that attacks a vulnerable creature in such a precarious position ignores the creature's natural armor bonus. ***Source: Monster Geographica Underground****-Snailfolk.*

Pocket Dimension (Su): If a creature possesses this ability, objects and victims pulled through its mouth are transported to an endless black void without air or gravity. All newly-arrived victims and objects appear at the same point, but there is no exit present. Teleporting out is impossible, but *plane shift* and other methods of planar travel function normally. Victims who need air risk suffocation immediately. When a creature with this ability is killed, the contents of the pocket dimension appear inside its torso. This does no damage to the victims and objects appearing (which burst free), but usually destroys the creature's corpse. If a *portable hole* is brought inside a creature, the hole, the creature, the contents of the hole and the pocket dimension, and anything within a 10-foot radius of the creature are drawn into the Astral Plane, destroying the *portable hole* and creature in the process. ***Source: Monster Geographica Underground****-Vacuous Engulfer.*

Poison (Ex): Poison attacks deal initial damage, such as ability damage (see below) or some other effect, to the opponent on a failed Fortitude save. Unless otherwise noted, another saving throw is required 1 minute later (regardless of the first save's result) to avoid secondary damage. A creature's descriptive text provides the details.

A creature with a poison attack is immune to its own poison and the poison of others of its kind.

The Fortitude save DC against a poison attack is equal to 10 + 1/2 poisoning creature's racial HD + poisoning creature's Con modifier (the exact DC is given in the creature's descriptive text).

Table 7.10: Poisons

Poison	Type	Initial Damage	Secondary Damage	Price
Nitharit	Contact DC 13	0	3d6 Con	650 gp
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con	300 gp
Malyss root paste	Contact DC 16	1 Dex	2d4 Dex	500 gp
Terinav root	Contact DC 16	1d6 Dex	2d6 Dex	750 gp
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con	4,500 gp
Dragon bile	Contact DC 26	3d6 Str	0	1,500 gp
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	180 gp
Arsenic	Ingested DC 13	1 Con	1d8 Con	120 gp
Id moss	Ingested DC 14	1d4 Int	2d6 Int	125 gp
Oil of taggit	Ingested DC 15	0	Unconsciousness	90 gp
Lich dust	Ingested DC 17	2d6 Str	1d6 Str	250 gp
Dark reaver powder	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str	300 gp
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha*	1,000 gp
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis	1,500 gp
Burnt othur fumes	Inhaled DC 18	1 Con*	3d6 Con	2,100 gp
Black adder venom	Injury DC 11	1d6 Con	1d6 Con	120 gp
Small centipede poison	Injury DC 11	1d2 Dex	1d2 Dex	90 gp
Bloodroot	Injury DC 12	0	1d4 Con + 1d3 Wis	100 gp
Drow poison	Injury DC 13	Unconsciousness	Unconsciousness for 2d4 hours	75gp
Greenblood oil	Injury DC 13	1 Con	1d2 Con	100 gp
Blue whinnis	Injury DC 14	1 Con	Unconsciousness	120 gp
Medium spider venom	Injury DC 14	1d4 Str	1d4 Str	150 gp
Shadow essence	Injury DC 17	1 Str*	2d6 Str	250 gp
Wyvern poison	Injury DC 17	2d6 Con	2d6 Con	3,000 gp
Large scorpion venom	Injury DC 18	1d6 Str	1d6 Str	200 gp
Giant wasp poison	Injury DC 18	1d6 Dex	1d6 Dex	210 gp
Deathblade	Injury DC 20	1d6 Con	2d6 Con	1,800 gp
Purple worm poison	Injury DC 24	1d6 Str	2d6 Str	700 gp

*Permanent drain, not temporary damage.

A successful save avoids (negates) the damage.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Any poison smeared on an object or exposed to the elements in any way remains potent until it is touched or used.

Although supernatural and spell-like poisons are possible, poisonous effects are almost always extraordinary.

Unless otherwise stated, a monster, unlike a PC, does not have a 5% chance of exposing itself to a poison whenever it applies it to a weapon or otherwise readies it for use. Additionally, unlike PCs, a monster who rolls a natural 1 on an attack roll with a poisoned weapon does not need to succeed on a DC 15 Reflex save or accidentally poison itself with the weapon.

Poisons can be divided into four basic types according to the method by which their effect is delivered, as follows.

Contact: Merely touching this type of poison necessitates a saving throw. It can be actively delivered via a weapon or a touch attack. Even if a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison can still affect it. A chest or other object can be smeared with contact poison as part of a trap.

Ingested: Ingested poisons are virtually impossible to utilize in a combat situation. A poisoner could administer a potion to an unconscious creature or attempt to dupe someone into drinking or eating something poisoned. Assassins and other characters tend to use ingested poisons outside of combat.

Inhaled: Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack with a range increment of 10 feet. When it strikes a hard surface (or is struck hard), the container releases its poison. One dose spreads to fill the volume of a 10-foot cube. Each creature within the area must make a saving throw. Holding one's breath is ineffective against inhaled poisons; they affect the nasal membranes, tear ducts, and other parts of the body.

Injury: This poison must be delivered through a wound. If a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison does not affect it. Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons.

Table 7.10: Poison categories include:

Type: The poison's method of delivery (contact, ingested, inhaled, or via an injury) and the Fortitude save DC to avoid the poison's damage.

Initial Damage: The damage the character takes immediately upon failing his saving throw against this poison. Ability damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes.

Secondary Damage: The amount of damage the character takes 1 minute after exposure as a result of the poisoning if he fails a second saving throw. Unconsciousness lasts for 1d3 hours. Ability damage marked with an asterisk is permanent drain instead of temporary damage.

Price: The cost of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison is always illegal, and even in big cities it can be obtained only from specialized, less-than-reputable sources.

***Source: SRD**-Aranea (1d6 Str, 2d6 Str), Athach (1d6 Str, 2d6 Str), Couatl (2d4 Str, 4d4 Str), Bebilith (1d6 Con, 2d6 Con), Quasit (1d4 Dex, 2d4 Dex), Derro (use greenblood oil or Medium monstrous spider venom), Bone Devil (1d6 Str, 2d6 Str), Imp (1d4 Dex, 2d4 Dex), Pit Fiend (1d6 Con, death), Drider (1d6 Str, 1d6 Str), Drow Elf (unconsciousness, unconsciousness), Ettercap (1d6 Dex, 2d6 Dex), Formian Warrior (1d6 Str, 1d6 Str), Formian Taskmaster (1d6 Str, 1d6 Str), Formian Myrmarch(2d6 Dex, 2d6 Dex), Violent Fungus (1d4 Str and 1d4 Con, 1d4 Str and 1d4 Con), Homunculus (sleep, sleep), Medusa (1d6 Str, 2d6 Str), Dark Naga (sleep), Guardian Naga (1d10 Con, 1d10 Con), Spirit Naga (1d8 Con, 1d8 Con), Water Naga (1d8 Con, 1d8 Con), Nightcrawler (2d6 Str, 2d6 Str), Phase Spider (1d8 Con, 1d8 Con), Pseudodragon (sleep, sleep), Purple Worm (1d6 Str, 2d6 Str), Spider Eater (none, paralysis), Centipede Swarm (1d4 Dex, 1d4 Dex), Hellwasp Swarm (1d6 Dex, 1d6 Dex), Spider Swarm (1d3 Str, 1d3 Str), Vargouille (prevents natural or magical healing of bite wounds), Wyvern (2d6 Con, 2d6 Con), Viper Snake (all sizes, 1d6 Con, 1d6 Con), Giant Bee (1d4 Con, 1d4 Con), Giant Wasp (1d6 Dex, 1d6 Dex), Tinyl Monstrous Centipede (1 Dex, 1 Dex), Small Monstrous Centipede (1d2 Dex, 1d2 Dex), Medium Monstrous Centipede (1d3 Dex, 1d3 Dex), Large Monstrous Centipede (1d4 Dex, 1d4 Dex), Huge Monstrous Centipede (1d6 Dex, 1d6 Dex), Gargantuan Monstrous Centipede (1d8 Dex, 1d8 Dex), Colossal Monstrous Centipede (2d6 Dex, 2d6 Dex), Tiny Monstrous Scorpion (1 Con, 1 Con), Small Monstrous Scorpion (1d2 Con, 1d2 Con), Medium Monstrous Scorpion (1d3 Con, 1d3 Con), Large Monstrous Scorpion (1d4 Con, 1d4 Con), Huge Monstrous Scorpion (1d6 Con, 1d6 Con), Gargantuan Monstrous Scorpion (1d8 Con, 1d8 Con), Colossal Monstrous Scorpion (1d10 Con, 1d10 Con), Tiny Monstrous Spider (1d2 Str, 1d2 Str), Small Monstrous Spider (1d3 Str, 1d3 Str), Medium Monstrous Spider (1d4 Str, 1d4 Str), Large Monstrous Spider (1d6 Str, 1d6 Str), Huge Monstrous Spider (1d8 Str, 1d8 Str), Gargantuan Monstrous Spider (2d6 Str, 2d6 Str), Colossal Monstrous Spider (2d8 Str, 2d8 Str), Acidweaver (1d6 Str, 1d6 Str); **Source: Monster Geographica Underground**-Arachnogolem (1d10 Con, 1d10 Con), Arachnomorph (1d6 Str, 2d6 Str), Arachnopygmy (1d2 Dex, 1d2 Dex), Banded Spider (1d8 Str, 1d8 Str), Banded Spider Mother (2d8 Str, 2d8 Str), Blood Pool (1d2 Con, 1d4 Con), Brainlock Spider (bite 1d4 Str, 1d4 Str and spores 1d6 Int, 2d6 Int), Cave Beetle (paralysis, paralysis), Cave Star (paralysis, paralysis), Centioch (paralysis, paralysis), Crystal Moss (1d4 Int, 1d6 Int), Draconid (1d6 Dex, 1d6 Dex), Drone Weaver (1d6 Str, 1d6 Str), Drudge Crawler (1d6 Str, 1d6 Str), Ethereal Assassin (2d6 Dex, 2d6 Dex), Grindgut Spitter (1d6 Str, 1d6 Str), Lavum (1d4 Dex, paralysis), Mal'Orm (1d6 Str, blindness), Oozecrawler (1d6 Con, 2d6 Con), Pedra Wyrm (2d8 Str, 2d6 Str), Redcap (1d4 Con, 1d4 Con), Reliquary Guardian (1d6 Str, 1d6 Str), Spitting Ghoul (1d4 Con, disease), Time Spider (1d6 Str, 1d6 Str), Udamentaz (1d8 Con, 1d6 Con), Vampire Spider (1d6 Str, 1d6 Str).*

Population Explosion (Ex): A creature with this ability can emit a dense cloud of airborne spores that fills an adjacent 10-foot radius area and lingers for 2d4 rounds. Living targets within its area of effect must succeed on a Fortitude save or the spores inhibit the target's breathing for 1d4 rounds. Vicitms affected by the spores suffer a -2 penalty to attack, damage rolls

and saving throws. In addition, all targets within the cloud suffer a 20% miss chance on attacks, although the cloud does not limit their range of vision. The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Wurggis.*

Portal Organ (Su): A creature with this ability possesses a teleportation organ that is essentially a magical portal that transports any contents arriving from the gizzard to that of the creature's closest blood relative (usually sibling or child), which can be anywhere in the world. Once transported, the victim may try to cut its way out of the receiving creature as described under the swallow whole special ability, but this might well result in their being flushed to that creature's teleportation organ, which always transfers to yet another creature, never the first creature that swallowed the victim. ***Source: Monster Geographica Underground****-Planar Lamprey.*

Positive Energy Lash (Su): A creature with positive energy lash can make a touch attack or hit with a melee attack to infuse a target with positive energy. The energy produces an unpleasant tingle in living creatures and against undead foes (even incorporeal ones), it deals 2d10 x 1/3 HD points of damage. ***Source: SRD****-Ravid.*

Possession (Su): Once per round (unless otherwise noted), a creature with this ability can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level equal to creature's HD, unless otherwise noted), except that it does not require a receptacle. To use this ability, the creature must move into the target's space; moving into the target's space to use this ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save. A target that successfully saves is immune to that same creature's possession for one day, and the creature cannot enter the target's space. If the save fails, the creature vanishes into the target's body.

The host can eject the creature with a successful Will save. This save can be attempted once per round. If successful, the creature is forced from the host's body, and it cannot attempt to posses the same host for 1 minute. If turned or subjected to a *dismissal* spell while possessing a host, the creature is ejected. If a creature possesses the energy drain special ability, it automatically deals the appropriate damage each round to its host. The save DCs are Charisma-based. ***Source: Monster Geographica Underground****-Phantasm.*

Pounce (Ex): When a creature with this special attack makes a charge, it can follow with a full attack, including rake attacks if the creature also has the rake ability. ***Source: SRD****-Hellcat, Deinonychus, Megaraptor,*

Dire Lion, Dire Tiger, Dragonne, Griffon, Lammasu, Leonal, Androsphinx, Criosphinx, Gynosphinx, Hieracosphinx, Leopard, Lion, Tiger; ***Source: Monster Geographica Underground****-Teo-Selerai.*

Powerful Charge (Ex): When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The amount of damage from the attack is given in the creature's description. ***Source: SRD****-Triceratops (4d8+20), Minotaur (4d6+6), Rhinoceros (4d6+24);* ***Source: Monster Geographica Underground****-Ceiling Diver (2d3+4), Gorgotaur (4d6+7).*

Precise Collapse (Su): Once per day (unless otherwise noted), creatures with this ability may discharge a thin gray ray at any unstable ceiling within 30 feet, causing a partial collapse. They exercise tremendous control over the planned cave in, only causing a 5-foot square of roof to come crashing to the ground. Any creature underneath the cave in takes 4d6 points of bludgeoning damage, but a Reflex save reduces the damage in half. Because of its limited size, there is a relatively negligible amount of debris. The save DC is Dexterity-based. ***Source: Monster Geographica Underground****-Nokker.*

Preternatural Cold (Su): A creature with this ability channels a supernatural cold from beyond the grave, inflicting 1 point of cold damage each time it makes a successful slam attack. Any target suffering a loss of 3 hit points in one encounter due to this cold effect must succeed on a Fortitude save or also suffer 1 point of Strength damage. Each additional point of cold damage requires another Fortitude save. The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Living Web.*

Programming (Ex): Whenever a construct with the programming extraordinary ability is reduced to one quarter its original hit points, the creature immediately flees. If pursuers continue to attack the creature even after it attempts to escape, the creature undertakes no action other than to keep moving. This overrides any other programming the construct may have. ***Source: Monster Geographica Underground****-Barangulaak.*

Prospector's Fever (Su): Three times per day, unless otherwise noted, a creature with this ability may affect one living target within 30 feet. The target must succeed on a Will save or spend the next 2d6 rounds searching its immediate vicinity for gold. The victim ignores all external stimuli with the exception of any direct or indirect attacks affecting it. Hostile acts against the victim immediately snap the victim back to reality, but verbal pleas prove fruitless. This is a mind-affecting effect. The save DC is Charisma-based. ***Source: Monster Geographica Underground****-Gremmin.*

Protection from Energy (Ex): While a creature with protection from energy can be affected by energy and by energy spells, it is less vulnerable to a single particular energy's attacks (+4 circumstance bonus on all saves relating to the particular energy type) as it is protected by methods stated in its description. ***Source: SRD****-Destrachan (sonic).*

Protective Aura (Su): Against attacks made or effects created by certainly aligned creatures (as described for each creature), this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the creature with the protective aura supernatural ability. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability,* both with a radius of 20 feet (caster level equals creature's HD). This aura can be dispelled, but the creature can create it again as a free action on its next turn. (The defensive benefits from the circle should not be included in the creature's statistics block.) ***Source: SRD****-Astral Deva, Planetar, Solar, Ghaele, Protective Aura.*

Protective Slime (Su): A creature with protective slime has a thick coating of slime over their skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a Reflex save to avoid taking this damage. An individual who strikes the creature with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a Reflex save. The save DCs are Constitution-based. ***Source: SRD****-Babau.*

Psionics (Sp): Telepathy, mental combat and psychic powers—psionics is a catchall word that describes special mental abilities possessed by various creatures. These are spell-like abilities that a creature generates from the power of its mind alone—no other outside magical force or ritual is needed. Each psionic creature's description contains details on its psionic abilities.

Psionic attacks almost always allow Will saving throws to resist them. However, not all psionic attacks are mental attacks. Some psionic abilities allow the psionic creature to reshape its own body, heal its wounds, or teleport great distances. Some psionic creatures can see into the future, the past, and the present (in far-off locales) as well as read the minds of others. Psionic abilities are usually usable at will. ***Source: SRD****-Aboleth, Couatl;* ***Source: Monster Geographica Underground****-Bhuta, Dorje Ooze, Gholimor.*

Pungency (Ex): Creatures with this ability smell so bad that any living creature within 10 feet must succeed on a Fortitude saving throw each round or become nauseated. Nauseated victims are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a victim can take is a single move or move-equivalent action per turn. This effect lasts until the victim moves out of range, plus 1 round. The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Skunk Goblin.*

Purge (Ex): Three times per day as a standard action but no more than once every 4 rounds, a creature with the purge ability can expel rock, mud, and bile in a 50-foot cone, dealing 1d8 x HD points of damage (unless otherwise noted) to creatures in the area (Reflex half). Living creatures that fail their saves are tormented by itching skin and burning eyes for 3 rounds and suffer a -4 penalty to AC and a -2 penalty on attack rolls. An itching creature that takes a full-round action to clean itself ends the penalties early. The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Burrower.*

Push (Ex): A monster with the push extraordinary ability can start a bull rush maneuver without provoking an attack of opportunity. If the creature also possesses earth mastery or water mastery, their modifiers also apply to the creature's opposed Strength checks while using the push extraordinary ability. ***Source: SRD****-Earth Elemental.*

Quartz Disc (Ex): Elementals with this ability manifest quartz discs from within their bodies which they can then throw as ranged weapons. These discs do 1d4 x 1/2 HD points of damage with a range of 40 feet. Once out of contact with the elemental, the discs return to their home plane after two minutes. ***Source: Monster Geographica Underground****-Sand Flail.*

Quickness (Su): A creature with the quickness ability is supernaturally quick. It can take an extra standard action or move action during its turn each round. ***Source: SRD****-Choker.*

Quills (Ex): A creature possessing the quills extraordinary ability has long quills bristling around its neck. While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by a creature's quill attack must succeed on a Reflex save or have the quill break off in his or her flesh. Lodged quills impose a –1 penalty on attacks, saves, and checks per quill, unless otherwise noted. The save DC is Dexterity-based. ***Source: SRD****-Howler.*

Rage (Ex): A creature with the rage extraordinary ability that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and –2 AC. The creature cannot end its rage voluntarily. ***Source: SRD****-Dire Badger, Dire Wolverine, Wolverine;* ***Source: Monster Geographica Underground****-Dagger Worm, Drudge Crawler.*

Rage (Ex): A creature with this ability can fly into a rage a certain number of times per day as indicated in the description. In a rage, a creature temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but it takes a –2 penalty to Armor Class. The increase in Constitution increases the creature's hit points by 2 points per HD, but these hit points go away at the end of the rage when its Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are). While raging, a creature cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can it cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. It can use any feat it has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the creature's (newly improved) Constitution modifier. A creature may prematurely end its rage. At the end of the rage, the creature loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

A creature can fly into a rage only once per day, unless otherwise indicated. Entering a rage takes no time itself, but a creature can do it only during its action, not in response to someone else's action. ***Source: Monster Geographica Underground****-Marloc.*

Rake (Ex): A creature with this special attack gains extra natural attacks when it grapples its foe. Normally, a monster can attack with only one of its natural weapons while grappling, but a monster with the rake ability usually gains two additional claw attacks that it can use only against a grappled foe. Rake attacks are not subject to the usual –4 penalty for attacking with a natural weapon in a grapple.

A monster with the rake ability must begin its turn grappling to use its rake—it can't begin a grapple and rake in the same turn. ***Source: SRD****-Behir, Hellcat, Dire Lion, Dire Tiger, Griffon, Annis Hag, Lammasu, Leonal, Sahuagin, Skum, Androsphinx, Criosphinx, Gynosphinx, Hieracosphinx, Leopard, Lion, Tiger.*

Ray (Su or Sp): This form of special attack works like a ranged attack. Hitting with a ray attack requires a successful ranged touch attack roll (ignoring armor, natural armor, and shield) and using the creature's ranged attack bonus. Rays have varying ranges which are simple maximums, and they have no range increment. A ray's attack roll never takes a range penalty. Even if a ray hits, it usually allows the target to make a saving throw (Fortitude or Will); the creature's descriptive text specifies the maximum range, effects, and any applicable saving throw. Rays never allow a Reflex saving throw, but if a character's Dexterity bonus to AC is high, it might be hard to hit her with the ray in the first place.

Rebuke Undead (Su): Creatures with this ability can rebuke or command undead as evil clerics (effective cleric level equals the creature's HD). Creatures with this ability can gain the benefits associated with the Extra Turning feat if they take the feat. ***Source: Monster Geographica Underground****-Stone Slider Ghoul.*

Reduce Person (Sp): Once per day, a creature can permanently shrink a target of its own size or smaller down to two inches (Fine size) as if by an improved version of the *reduce person* spell (caster level equal to creature's HD, unless otherwise indicated). The target must succeed on a DC 10 Fortitude save to negate the effect.

Some tiny or smaller creatures can work in concert with each other to use this ability. In this case, a group of five or more such creatures may work together to produce the above effect (caster level equal to the total HD of the group of five tiny or smaller creatures, unless otherwise indicated). However, with every two additional creatures over five that are in the casting group, the DC increases by one point. The save DC is Charisma-based. ***Source: Monster Geographica Underground****-Cellar Dweller.*

Refractive (Ex): A creature with this ability has skin that bends and distorts light coming into contact with it, making it difficult for opponents to ascertain its exact position. As a result, opponents attempting to strike the creature suffer a 20% miss chance. *True seeing* allows an opponent to pinpoint its precise location, but *see invisibility* proves ineffective. ***Source: Monster Geographica Underground****-Leytru.*

Regeneration (Ex): A creature with this ability is difficult to kill. Damage dealt to the creature is treated as nonlethal damage. The creature automatically heals nonlethal damage at a fixed rate per round, as given in the entry. Certain attack forms, typically fire and acid, deal lethal damage to the creature, which doesn't regenerate. The creature's descriptive text describes the details. A regenerating creature that has been rendered unconscious through nonlethal damage can be killed with a coup de grace. The attack cannot be of a type that automatically converts to nonlethal damage.

Attack forms that don't deal hit point damage ignore regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts; details are in the creature's descriptive text. Severed parts that are not reattached wither and die normally.

A creature must have a Constitution score to have the regeneration ability. ***Source: SRD****-Planetar (10), Solar (15), Chain Devil (2), Horned Devil (5), Ice Devil (5), Pit Fiend (5), Ogre Mage (5), Tendriculos (10), Troll (5).* ***Source: Monster Geographica Underground****-Bicephalous Troll (5), Blood Pool (1), Cave Troll (3), Compost Seeker (5), Crystal Moss (3), Ethereal Assassin (3), Jellyhive (2), Tentacled Horror (5).*

Regeneration (Ex): If a creature possesses this powerful version of the regeneration extraordinary ability, no form of attack deals lethal damage to it. It regenerates even if it fails a saving throw against a *disintegrate* spell or a death effect. If the creature fails its save against a spell or effect that would kill it instantly (such as those mentioned above), the spell or effect instead deals nonlethal damage equal to the creature's full normal hit points +10. The creature is immune to effects that produce incurable or bleeding wounds, such as mummy rot, a sword with the wounding special ability, or a clay golem's cursed wound ability. The creature can be slain only by raising its nonlethal damage total to its full normal hit points +10 and using a *wish* or *miracle* spell to keep it dead.

If the creature loses a limb or body part, the lost portion regrows in 1d6 minutes (the detached piece dies and decays normally). The creature can reattach the severed member instantly by holding it to the stump. ***Source: SRD****-Tarrasque (40).*

Rejuvenation (Su): If a creature possessing the rejuvenation supernatural ability is destroyed, roll 1d20 plus the creature's HD against a DC of 16. If this check is successful, the creature reforms after 2d4 days have passed. If the check fails, the creature is truly dead. The only guaranteed way to be rid of a rejuvenating creature is to destroy is with *remove disease*. ***Source: Monster Geographica Underground****-Dark Elf Spirit.*

Remote Sight (Sp): By concentrating for one round, a creature with this ability can psychically see through the eyes of one of its dominated victims. The creature can keep this link active each round as a free action. Both improved domination and *mind blast* (see above) can be used through this link, although the save DC for both is reduced by two due to the weakness of the proxy mind. ***Source: Monster Geographica Underground****-Undermind.*

Rend (Ex): A creature that hits with both claw/slam attacks latches onto the opponent's body and tears the flesh. This attack automatically deals extra points of damage as listed in its description; usually it is double the creature's standard damage die plus 1-1/2 times the creature's Str modifier. ***Source: SRD****-Dire Ape, Girallon, Gray Render, Annis Hag, Sea Cat, Troll; Source: Monster Geographica Underground-Bicephalous Troll, Cave Troll, Rock Troll, Greater Vylar, Wyrdwolf.*

Rend (Ex): If a creature with this ability hits with a tendril attack, the tendril sticks solidly to the opponent's body with a gluey resin. The first tendril that hits deals no damage, but if a creature has more than one tendril attached, it deals 1d4 points of damage per tendril each round as it pulls its victim apart. A creature can break free, which requires an Escape Artist check or a Strength check. The check DCs are Strength-based.

A tendril has 10 hits points and can be attacked by making a successful sunder attempt. However, attacking a tendril does not provoke an attack of opportunity. If the tendril is currently attached to a target, the creature takes a -4 penalty on its opposed attack roll to resist the sunder attempt. Severing a tendril deals no damage to a creature.

A creature has a total number of tendrils as indicated in its description which can be used in combat, although it can only use some of them in a full attack. ***Source: Monster Geographica Underground****-Fungal Render.*

Rend Armor (Ex): If a creature with rend armor hits with both claw attacks, it pulls apart any armor worn by its foe. Unless indicated otherwise, this attack deals 1d6 x 1/4HD + 2x Strength modifier points of damage to the opponent's armor. Opponents not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check. ***Source: SRD****-Bebilith;* ***Source: Monster Geographica Underground****-Slaughterford.*

Resilient (Ex): A resilient creature has a +4 racial bonus on Fortitude and Reflex saves (included in the statistics block). ***Source: SRD****-Phasm.*

Resistance to *Charm* (Ex): Creatures possessing the resistance to *charm* extraordinary ability have a +2 racial bonus on saving throws against all *charm* effects. This bonus should not be included in the statistics block). ***Source: SRD****-Dark Naga.*

Resistance to Energy (Ex): A creature with this special quality ignores some damage of the indicated type each time it takes damage of that kind (commonly acid, cold, fire, or electricity). The entry indicates the amount and type of damage ignored. Each resistance ability is defined by what energy type it resists and how many points of damage are resisted. It doesn't matter whether the damage has a mundane or magical source.

When resistance completely negates the damage from an energy attack, the attack does not disrupt a spell. This resistance does not stack with the resistance that a spell might provide. ***Source: SRD****-Astral Deva (electricity 10, fire 10), Planetar (electricity 10, fire 10), Solar (electricity 10, fire 10), Juvenile Arrowhawk (cold 10, fire 10), Adult Arrowhawk (cold 10, fire 10), Elder Arrowhawk (cold 10, fire 10), Avoral (cold 10, sonic 10), Bodak (acid 10, fire 10), Babau (acid 10, cold 10, fire 10), Balor (acid 10, cold 10), Dretch (acid 10, cold 10, fire 10), Glabrezu (acid 10, cold 10, fire 10), Hezrou (acid 10, cold 10, fire 10), Marilith (acid 10, cold 10, fire 10), Nalfeshnee (acid 10, cold 10, fire 10), Quasit (fire 10), Succubus (acid 10, cold 10, fire 10), Vrock (acid 10, cold 10, fire 10), Barbed Devil (acid 10, cold 10), Bearded Devil (acid 10, cold 10), Bone Devil (acid 10, cold 10), Erinyes (acid 10, cold 10), Hellcat (fire 10), Horned Devil (acid 10, cold 10), Ice Devil (acid 10, cold 10), Imp (fire 5), Lemure (acid 10, cold 10), Pit Fiend (acid 10, cold 10), Formian Worker (electricity 10, fire 10, sonic 10), Formian Warrior (electricity 10, fire 10, sonic 10), Formian Taskmaster (electricity 10, fire 10, sonic 10), Formian Myrmarch (electricity 10, fire 10, sonic 10), Formian Queen (electricity 10, fire 10, sonic 10), Janni (fire 10), Ghaele (cold 10, fire 10), Leonal (cold 10, sonic 10), Lillend (fire 10), Mummy Lord (fire 10 from ring), Aasimar (acid 5, cold 5, electricity 5), Tiefling (cold 5, electricity 5, fire 5), Roper (cold 10), Shambling Mound (fire 10), Hellwasp Swarm (fire 10), Juvenile Tojanida (electricity 10, fire 10), Adult Tojanida (electricity 10, fire 10), Elder Tojanida (electricity 10, fire 10), Vampire Spawn (cold 10, electricity 10), Minor Xorn (electricity 10, Average Xorn (electricity 10), Elder Xorn (electricity 10);* ***Source: Monster Geographica Underground****-Banded Spider (cold 5, fire 5, sonic 5, acid 10, electricity 10), Banded Spider Mother (cold 10, fire 10, sonic 10, acid 10, electricity 20), Blood Pudding (fire 10), Charrel (fire 20), Cone Ooze (cold 10, fire 10), Draconid (fire 10), Flosid (acid 10, cold 10), Furnace Golem (cold 20), Gnishma (15), Gutwrench (acid 25), Living Web (fire 5), Morph (cold 15), Oozecrawler (acid 20, fire 20), Straga (cold 10, electricity 10, fire 10), Tentacled Horror (acid 10).*

Roar (Ex): As a move action (or as a free action when combined with a regular move). a creature with this ability can let out a tremendous roar. All targets who hear the roar (except others of the same species) within a 50-foot spread must succeed on a Fortitude save or be deafened for 2d4 rounds. A victim that fails its Fortitude save must succeed on a Will save or also be shaken for the same amount of time. The deafening save DC is Constitution-based; the fear save DC is Charisma-based. This is a sonic, mind-affecting fear effect. ***Source: Monster Geographica Underground****-Ossecap.*

Roar (Su): A creature with the roar supernatural ability can loose a devastating roar every 1d4 rounds, unless otherwise indicated. All creatures except those of the same species as the roarer within 120 feet must succeed on a Will save or become fatigued. Those within 30 feet who fail their saves become exhausted. The save DC is Charisma-based. ***Source: SRD****-Dragonne.*

Roar (Su): A creature with the roar supernatural ability can roar up to three times per day. Each roar releases a blast in a 60-foot cone that duplicates the effects of a *holy word* spell and deals an extra 1d6 x 1/6 HD points of sonic damage (Fortitude negates). The save DC is Charisma-based. ***Source: SRD****-Leonal.*

Roar (Su): Three times per day a creature can loose a mighty roar. The first time it does this, all targets within 500 feet must succeed on a Will save or be affected as though by a *fear* spell for 2d6 rounds.

If it roars a second time during the same encounter, all those within 250 feet must succeed on a Fortitude save or be paralyzed for 1d4 rounds, and all those within 90 feet are deafened for 2d6 rounds (no save).

If it roars a third time during the same encounter, all those within 250 feet must succeed on a Fortitude save or take 2d4 points of Strength damage for 2d4 rounds. In addition, any victims a size smaller (or more) than the roarer within 90 feet must succeed on a Fortitude save or be thrown to the ground and take 2d8 points of damage. The force of this roar is so great that it deals 50 points of damage to any stone or crystalline object within 90 feet. Magic items and held or carried items can avoid damage with a Reflex save. Other creatures of the same species are immune to these effects. The save DCs are Charisma-based. ***Source: SRD****-Androsphinx.*

Rock Burst (Su): As a full-round action, a creature can send bursting rock fragments outward in all directions. All creatures within 20 feet of the creature must make a successful Reflex save or suffer 1d10 x 1/3 HD points of bludgeoning damage (Reflex half). The save DC is Dexterity-based. ***Source: Monster Geographic Underground****-Crorit.*

Rock Catching (Ex): A creature of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape) if it possesses the rock catching extraordinary ability. Creatures of larger sizes can catch correspondingly larger-sized rocks, allowing them to catch rocks the same size as themselves.

Once per round, a creature that would normally be hit by a rock can succeed on a Reflex save to catch it as a free action. The DC to catch a rock is dependent upon its size. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be ready for and aware of the attack in order to make a rock catching attempt. **Source: SRD**- *Giant.*

Table 7.11: Rock Catching Table

Size of Rock	Catch DC
Small	15
Medium	20
Large	25
Huge	30
Gargantuan	35
Colossal	40

Rock Throwing (Ex): Some creatures are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. The size of the range increment varies according to the creature's description, but the most common is listed in Table 7.12.

Table 7.12: Rock Throwing Table

Creature Size	Rock Weight	Damage	Range Increment
Large	40-50lbs.	2d6	120
Huge	60-80lbs.	2d8	140
Gargantuan	90-120lbs.	2d10	180
Colossal	130-160lbs	4d8	240

Almost all adult giants in the giant family possess rock throwing, and a few giants specialize in the ability, allowing them to throw for damage as if they were a size larger, throw at a range increment as if they were two sizes larger, or both. Fire giants heat their thrown rocks, adding an additional 2d6 fire damage. Cavern Giants throw stalactites to the same effect. ***Source: SRD****-Giant;* ***Source: Monster Geograhpica Underground****-Cavern Giant.*

Roll Over (Ex): A creature with this ability can use its body to crush a grappled foe that is two or more sizes smaller than itself. The opponent is pinned, automatically taking 1d10 x 1/3 HD points of bludgeoning damage. Thereafter, if the creature chooses to maintain the pin, treat it as a normal grapple attack. While pinned, the opponent takes crush damage each round. ***Source: Monster Geographica Underground****-Hypnogrub.*

Rotting Possession (Su): If a creature with this ability successfully hits with a touch attack, it can merge with the body of a living creature. The target can resist this attack with a successful Will save. If the save is failed, the victim falls under total control of the creature. This ability is similar to a *magic jar* spell (caster level equal to creature's HD, unless otherwise noted), except that it does not require a receptacle. Each round the victim remains possessed, it must succeed on a Fortitude save (using its normal saving throw bonus, not the possessing creature's) or rot away, suffering 1d6 points of Constitution damage. The save DCs are Charisma-based.

The creature can be forced to leave a body by a *remove curse* or a *break enchantment* spell (DC 11 + 2 x creature's HD). A creature targeted by *dispel evil* while possessing a creature is utterly destroyed if it fails the spell's Will save. ***Source: Monster Geographica Underground****-Ka Spirit.*

Rush (Ex): Once per minute, a creature with the rush extraordinary ability can move at 9 times its normal speed, unless otherwise stated. ***Source: SRD****-Tarrasque.*

Rust (Ex): A creature with the rust extraordinary ability that makes a successful attack causes the target metal to corrode, falling to pieces and becoming

useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons and other magic items made of metal must succeed on a Reflex save or be dissolved. The save DC is Constitution-based. ***Source: SRD****-Rust Monster.*

Rust Magic (Ex): A creature that makes a successful touch attack against a magical metal item causes the target item to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of magical metal instantly. Magic armor and weapons and other magic items made of metal must succeed on a Reflex save or be dissolved. Nonmagical metal weapons are unaffected. The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Manavore.*

Rustproof (Ex): A golem with this ability is not affected by rust attacks. ***Source: Monster Geographica Underground****-Furnace Golem.*

Sap Sentience (Sp): Every 1d6 rounds unless otherwise noted, a creature with this ability opens its telepathic channels and literally sucks the Intelligence from its foes. All living creatures within 20 feet of the creature must succeed on a Will save or suffer 1d4 points of Intelligence damage. The creature absorbs any Intelligence damage lost in this manner and adds them to its Intelligence score until the end of the following round. Although this sudden influx of intellect does not bestow any additional skill points spells or similar benefits, it does affect the Difficulty Class of spell saving throws based upon Intelligence as well as any other Intelligence-based SA/SQs. For instance, a creature employs the sap sentience ability in the midst of four humanoid foes. Two of the enemies successfully save against the effects whereas the other two fail sustaining 2 and 3 points of Intelligence damage respectively. Until the end of the following round, the creature receives a +5 bonus to his Intelligence score. The save DCs are Wisdom-based. ***Source: Monster Geographica Underground****-Pallemon.*

Scare (Ex or Su): As a standard action, a creature with scare can pull the skin back from its head, revealing the musculature and bony structures of its skull. This alone is usually sufficient to scare away foes (treat as a Bluff check with a +3 bonus).

Combining this scare ability with a loud screech produces an unsettling effect that works like a *scare* spell from a 3rd-level caster (Will partial). A target that successfully saves cannot be affected again by the same creature's scare ability for 24 hours. The shriek does not affect other creatures of the same species. This is a supernatural, sonic mind-affecting fear effect. The save DC is Charisma-based. ***Source: SRD****-Krenshar.*

Scent (Ex): This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The creature detects an opponent's presence but not its specific location. Noting the direction of the scent is a move action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The

ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10. ***Source: SRD****-Hound Archon, Barghest, Greater Barghest, Behir, Blink Dog, Bugbear, Bulette, Chimera, Bebilith, Hellcat, Digester, Deinonychus, Elasmosaurus, Megaraptor, Triceratops, Tyrannosaurus, Dire Ape, Dire Badger, Dire Bear, Dire Boar, Dire Lion, Dire Rat, Dire Tiger, Dire Weasel, Dire Wolf, Dire Wolverine, Dragon Turtle, Dragonne, Cloud Giant, Girallon, Gorgon, Gray Render, Grick, Griffon, Grimlock, Hellhound, Nessian Warhound, Hippogriff, Hydras, Krenshar, Manticore, Minotaur, Otyugh, Owlbear, Pegasus, Phasm, Rust Monster, Sea Cat, Shadow Mastiff, Spider Eater, Rat Swarm, Tarrasque, Troll, Unicorn, Winter Wolf, Worg, Wyvern, Yeth Hound, Ape, Baboon, Badger, Black Bear, Brown Bear, Polar Bear, Bison, Boar, Camel, Cat, Cheetah, Dog, Riding Dog, Elephant, Heavy Horse, Light Horse, Heavy Warhorse, Light Warhorse, Hyena, Leopard, Lion, Mule, Pony, War Pony, Rat, Constrictor Snake (all sizes), Viper Snake (all sizes), Tiger, Weasel, Wolf, Wolverine, Giant Ant Worker, Giant Ant Soldier, Giant Ant Queen;* ***Source: Monster Geographica Underground****-Bhuta, Bicephalous Troll, Cavern Lizard, Cavern Wolf, Cave Troll, Compost Seeker, Gorgotaur, Grimvole Grim Master, Manavore, Rock Troll, Slime Crawler, Stalassein.*

Scream (Ex): A creature with this ability can emit a grotesque scream as a standard action. All targets within 20 feet of the creature must succeed on a Fortitude save or be shaken for 2d4 rounds. This is a sonic effect. The save DC is Charisma-based. ***Source: Monster Geographica Underground****-Palnor.*

Secretion (Ex): Any opponent hit by a creature with the secretion extraordinary ability must succeed on a Reflex save or be entangled by the creature's sticky resin for 2d6 rounds. Further attacks by the creature against an opponent already entangled by this secretion extend the period of entanglement by 1 round (on a failed save), not 2d6 rounds. The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Cone Ooze.*

See in Darkness (Su): Some creatures see perfectly in darkness of any kind, even that created by a *deeper darkness* spell. ***Source: SRD****-Barbed Devil, Bearded Devil, Bone Devil, Erinyes, Horned Devil, Ice Devil, Lemure, Pit Fiend;* ***Source: Monster Geographica Underground****-Deep Fey, Fear Guard, Walking Disease.*

See Invisibility (Su)*:** Creatures with this ability constantly *see invisibility* with a range of 60 feet. ***Source: Monster Geographica Underground*-Ethereal Adder.*

Sense Magic (Ex): The creature with the sense magic extraordinary ability continuously senses magic as the spell *detect magic,* up to a range of 90 feet. ***Source: Monster Geographica Underground****-Manavore.*

Sense Psionics (Su): A creature with this ability can sense whether any creature within 60 feet of it has psionic powers. ***Source: Monster Geographica Underground****-Dorje Ooze.*

Servant of Undeath (Ex): Undead with this ability cannot be controlled, though they can be turned, destroyed, or rebuked. ***Source: Monster Geographica Underground****-Stone Slider Ghoul.*

Shadow Blend (Su): In any condition of illumination other than full daylight, a creature with shadow blend can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will. ***Source: SRD****-Shadow Mastiff.*

Shadow Form (Su): As a full-round action, a creature with the shadow form supernatural ability can create a shadowy humanoid servant. This ability is identical to a *project image* spell (caster level equals creature's HD, unless otherwise noted), with the following exceptions: a shadow form does not mimic the appearance of the creature, has an unlimited duration, and does not allow a Will save to disbelieve. The creature can use its spell-like abilities through the shadow form. A successful *dispel magic* spell cast on the shadow form destroys it, after which the creature may not create another for 5 rounds. ***Source: Monster Geographica Underground****-Blackwater Slough.*

Shadow Shift (Su): A creature with shadow shift can manipulate shadows. This ability is effective only in shadowy areas and has three possible effects.

Obscure Vision: The creature gains concealment (20% miss chance) for 1d4 rounds.

Dancing Images: This effect duplicates a *mirror image* spell (caster level equals HD, unless otherwise noted).

Silent Image: This effect duplicates a *silent image* spell (caster level equals HD, unless otherwise noted). The save DC is Charisma-based.

Source: SRD*-Cloaker.*

Shape Control (Ex): Up to once per round as a free action, a creature with this ability may alter its shape with a successful DC 20 Escape Artist check in order to take the best advantage of the surrounding

terrain. For example, this might allow it to pass through small tunnels or expand outward to fill a cave mouth. This effectively permits the creature to act as if it were up to two sizes smaller or larger than its actual size –whatever size is most beneficial at any given moment- though no actual numeric or combat benefits are gained. For example, a Large creature may move through small spaces as if it were Small, or it might gain the 20 feet by 20 feet statistic of a Gargantuan creature if it were useful. However, it does not gain the AC and attack modifiers or the reach benefits commensurate with these sizes. ***Source: Monster Geographica Underground****-Morph.*

Shape Earth (Su): As a full round action, a creature (or several creatures if Small or smaller) can magically alter the shape or stability of stone or earth. The creature must designate a 10 foot square area it wishes to imbue with one of three effects.

Each effect is stored in the designated area until the creature desires to trigger it. The effect can be triggered by any of the creatures that created it, if applicable. A creature (or group) can only designate one area at a time. The save DCs are Dexterity-based.

To trigger the effect, a creature must knock seven times (7 rounds) on a wall that is adjacent to and within 30 feet of the designated area.

Collapse: causes a 10 foot x 10 foot square area of ceiling to collapse. Any living creature caught in the falling debris takes 2d6 hit points of damage (Reflex save half).

Dead End: blocks an existing passage with a 1 foot thick wall of stony earth.

Open pit: causes a 10 foot x 10 foot square area in the floor to suddenly open up. Creatures falling into the pit take 1d6 points of falling damage (Reflex save half).

Source: Monster Geographica Underground*-Coblynau.*

Shell (Ex): A creature with the shell extraordinary ability can withdraw into its shell and seal it tight as a move action. This action provides a +8 cover bonus to AC but prohibits the creature from moving or attacking. A sealed shell is airtight, allowing the creature total protection against gases and other airborne attack forms and giving it buoyancy and a ten minute supply of oxygen. A destroyed shell regenerates in one month. ***Source: Monster Geographica Underground****-Cave Hermit.*

Shield of Stone (Su): At will, the a creature with this ability conjures a swirling mass of tiny stones and pebbles identical in function to the *shield* spell with the exception that the stone shield does not negate *magic missile*. Shield of stone gives the creature a cover bonus (+4 to AC and +2 to Reflex saves). ***Source: Monster Geographica Underground****-Orvender.*

Shield Other **(Sp):** The master of a construct possessing the *shield other* spell-like ability can activate this defensive ability if within 100 feet of the shield guardian. Just as the spell of the same name, this ability transfers to the construct half the damage that would be dealt to the master. However, this ability does not provide the spell's AC or save bonuses. ***Source: SRD****-Shield Guardian.*

Shock (Ex): The touch of a creature possessing the shock extraordinary ability deals 1d8 x 1/4 HD points of electricity damage. This ability can only be used for one attack once every three rounds as the creature requires two rounds to recharge for another shock (unless otherwise stated). ***Source: Monster Geographica Underground****-Ceiling Diver, Crystal Serpent.*

Shriek (Ex): Movement or a light source within 10 feet of a creature with the shriek extraordinary ability causes the creature to emit a piercing sound that lasts for 1d3 rounds. The sound attracts nearby creatures that are disposed to investigate it. Some creatures that live near creatures possessing shriek come to learn that the creature's noise means there is food nearby. ***Source: SRD****-Shrieker.*

Shriek (Ex): Once per hour, a creature with shriek can emit an intense, high-pitched howl that stuns its prey. Creatures (other than those of the same species) hearing the shriek within 100 feet must succeed on a Fortitude save or be stunned and deafened for 1d3 rounds. The save DC is Constitution based. ***Source: Monster Geographica Underground****-Cavern Wolf.*

Shriek (Su): A creature with shriek supernatural ability can let loose with a terrible cry. Those within 60 feet (except other creatures of the same species) who hear the shriek and can clearly see the creature must succeed on a Fortitude save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A target that successfully saves cannot be affected again by the same creature's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based. ***Source: SRD****-Vargouille.*

Silence (Sp): Creatures with this ability consume sound and can create a sphere of *silence* as a free action. The sphere's range is 10 feet per HD, unless otherwise indicated. A group of creatures of the same species creates a single sphere with a diameter of ten times the sum of the HD of all of the creatures in the group. This effect is treated as if cast by a sorcerer of a level equal to the creature's Hit Dice. A sphere created by a group of creatures is treated as if cast by a sorcerer of a level equal to the summed total of the HD of the creatures. A creature can drop or raise the sphere at will. ***Source: Monster Geographica Underground****-Singer.*

Skeleton Merge (Su): When a creature with the skeleton merge ability comes into contact with an animated skeleton under its control (see command undead above), it can merge the other monster into its form as a free action, adding the normal skeleton's Hit Dice to its own and increases its size. For example, a creature that merges with a troll skeleton (5 HD) gains 5 HD and adds the troll skeleton's large size to its own. The skeleton ceases to exist as a separate entity and becomes part of the creature. The standard size array applies: 1 Colossal creature = 2 Gargantuan creatures = 4 Huge creatures = 16 Large creatures = 32 Medium creatures and so on. ***Source: Monster Geographica Underground****-Bone Sovereigns.*

Skeleton Spawn (Su): As a standard action, a creature with the skeleton spawn supernatural ability can create any number of skeletal monsters from its body. Skeletons spawned by the creature are under its complete mental control. The Hit Dice of the spawned skeletons are deducted from the creature's Hit Dice and return to the creature when it again merges with the spawn. If a skeleton spawn is destroyed, it cannot be merged back into the creature; its Hit Dice are lost. Spawned skeletons are treated in all ways like standard skeletons and can act as the remains of any creature the sovereign desires.

A creature can lose no more than half its Hit Dice in one round and cannot reduce is Hit Dice to fewer than 4 through this process. Spawned skeletons can be of any variety of types. For example, a creature with 24 Hit Dice could create a chimera skeleton and a wolf skeleton (11 HD total), two troll skeletons (12 HD total), 12 human warrior skeletons (12 HD total), or any combination which adds up to 12 Hit Dice or fewer. There is no limit to the number of spawned skeletons that a creature can control at once. Because spawning makes a creature weaker, it only does so when it is heavily outnumbered by lesser foes or to cover a retreat. ***Source: Monster Geographica Underground****-Bone Sovereign.*

Slavering (Su): A creature can slaver as a free action. All creatures (other than those of the same family) within a 60-foot spread must succeed on a Will save or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same creature's slavering for 24 hours. The save DC is Charisma-based. ***Source: Monster Geographica Underground****-Slavering Mouther.*

Slime (Ex): If hit by a slime attack, a victim's skin transforms into a clear, slimy membrane. Unless otherwise noted, the transformation takes 1d4+1 minutes. A victim must remain moistened with cool, fresh water or take, unless otherwise noted, 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). The save DC is Constitution-based.

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction. ***Source: SRD****-Aboleth.*

Slippery (Ex): A creature with this ability exudes a thin, oily film from its mouth that leaves a slug-like trail behind it as it slithers along. Any creature stepping in this slime must succeed on a Reflex save or slip and fall prone. This slime remains for 1d2 hours before losing its potency and drying up. The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Slime Crawler.*

Slow (Su): An opponent hit by a slow attack must succeed on a Fortitude save or be affected as though by a *slow* spell for 1d6 rounds, unless otherwise indicated. The save DC is Constitution-based. ***Source: SRD****-Ice Devil.*

Slow (Su): A creature with the slow supernatural ability can create a *slow* effect, as the spell, as a free action once every 2 rounds, unless otherwise noted. The effect has a range of 10 feet and a duration of 1/2 HD rounds, requiring a Will save to negate. The save DC is Constitution-based. ***Source: SRD****-Stone Golem.*

Smite (Su): Three times per day a creature with the smite supernatural ability can create a nimbus of powerful light. When the creature triggers the ability, rainbow-colored beams play around its body. One round later they burst in a 60-foot radius. Any creature within this area must succeed on a Will save or be dazed for 1d10 rounds as visions of its worst fears hound it. The victim receives its full Dexterity and shield bonuses to AC if attacked but can take no actions. Other creatures of the same family (unless otherwise indicated) are immune to this effect. The save DC is Charisma-based. ***Source: SRD****-Nalfeshnee.*

Smite Good (Su): Once per day, a creature with this ability can make a normal melee attack adding its Charisma bonus (if any) to its attack roll and which deals 1 extra point of damage per HD against a good foe. ***Source: Monster Geographica Underground****-Vampire Spider.*

Smoke (Su): During the excitement of battle, a creature with the smoke supernatural ability snorts with rage. This snorting fills a 15-foot cone with a hot, sulfurous smoke that chokes and blinds opponents. Anyone in the cone must succeed on a Fortitude save or take a –2 penalty on all attack and damage rolls until 1d6 minutes after leaving the cone, unless otherwise

noted. The cone lasts 1 round, and the creature uses it once as a free action during its turn each round. The save DC is Constitution-based.

Because of the smoke it gives off, a creature with the smoke ability has concealment against creatures 5 feet away and total concealment against creatures 10 feet or farther away. The smoke does not obscure the creature's vision at all. ***Source: SRD****-Nightmare, Cauchemar*

Smoke Claws (Ex): A creature in smoke form (see below) can engulf opponents by moving on top of them. It fills the air around one Medium or smaller opponent without provoking an attack of opportunity. The target must succeed on a Fortitude save or inhale part of the creature. The save DC is Constitution-based.

Once inhaled, the smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs, dealing (unless otherwise noted) 3d4 points of damage per round. An affected creature can attempt another Fortitude save each subsequent round to cough out the semivaporous menace. ***Source: SRD****-Belker.*

Smoke Form (Su): This ability allows a creature to can assume a smoke form at will. It can switch forms once per round as a free action and can spend up to 20 rounds per day in smoke form. A creature in smoke form can fly at a speed of 50 feet (perfect). The ability is otherwise similar to a *gaseous form* spell (caster level equal to the creature's HD, unless otherwise noted). ***Source: SRD****-Belker.*

Smoke Form (Ex): A creature with the smoke form extraordinary ability has a natural form similar to the *gaseous form* spell, although the creature retains its natural armor bonus, all attacks, and can use its supernatural abilities. Its fly speed is 40 feet per round with perfect maneuverability. The creature is subject to the effects of wind (in that it can be blown away, but it cannot be dispersed and takes no damage from wind). It cannot enter water or other liquid and cannot pass through small holes or narrow openings. ***Source: Monster Geographica Underground****-Cinder Wight.*

Smoke Inhalation (Su): As a full round action, a creature with the smoke inhalation supernatural ability can attempt to force some of its smoky form (see smoke form above) into the lungs of a living opponent by moving into a space occupied by an opponent. The target must succeed on a Fortitude save or inhale part of the creature. Smoke inside the victim's lungs burns the surrounding tissues and organs, dealing 1 point of Constitution damage each round for ld4+2 rounds. The affected creature can attempt another Fortitude save each round to cough out the burning residue. A successful save halts the damage. The save DC is Charisma-based. ***Source: Monster Geographica Underground****-Cinder Wight.*

Smother (Ex): A creature with this ability that hits with its slam attack attempts to start a grapple as a free action without provoking an attack of opportunity. If it succeeds at this grapple check, it wraps itself around its opponent's head. On the following round, the opponent must hold its breath or begin taking suffocation damage. The victim may attempt to peel that attached creature away with a successful opposed Strength or Escape Artist check; an ally may also attempt an opposed Strength check to pull away the creature.

Damage dealt to a creature in the process of smothering a victim is split between creature and victim (round odd numbers to the creature). The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Fluttering Ooze.*

Smother (Ex): A creature with this ability can wrap itself around grappled prey. The round following the initial successful grapple, a victim must either hold her breath or begin to suffocate. A grappled victim also takes slam damage each round the hold is maintained. A victim can escape the creature's hold by making a Escape Artist check or a Strength check. The check DCs are Strength-based. While engulfed, a victim can only attack by using a light slashing or piercing weapon, and then only if the weapon was in hand when the victim was first enveloped. Damage inflicted on a creature by other opponents while it encompasses a victim causes an equal amount of damage to the victim. Blunt weapons deal full damage to the victim but do not harm the creature. ***Source: Monster Geographica Underground****-Trapper.*

Sneak Attack (Ex): If a creature with sneak attack can catch an opponent when he is unable to defend himself effectively from attack, it can strike a vital spot for extra damage.

The monster's attack deals extra damage any time its target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not) or when the monster flanks its target. This extra damage is, unless otherwise noted, 1d6 at 3 HD (or less), and it increases by 1d6 every 3 HD thereafter (2d6 at 6-8 HD, 3d6 at 9-11 HD, etc.). Should the monster score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a creature can make a sneak attack that deals nonlethal damage instead of lethal damage. It cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

A monster can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical

hits is not vulnerable to sneak attacks. The creature must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A monster cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach. ***Source: SRD****-Babau, Derro;* ***Source Monster Geographica Underground****-Cave Hermit, Gutslug, Leytru, Silid, Slithe.*

Snort (Ex): Three times a day, a creature with the snort extraordinary ability can spray its mucus in a 20 foot cone as a standard action. Anything caught in the area must succeed on a Reflex save or become coated with the substance. If a victim is then exposed to open flame, the mucus ignites immediately inflicting 1d6 x 1/2 HD points of fire damage and inflicting 1d6 points of additional fire damage each round for 1d6 rounds (or until the flames are extinguished). It takes a full round action to extinguish the burning mucus, requiring a Reflex save. Water automatically douses the flames and rolling on the ground or smothering the fire grants a +4 bonus on the save. The save DCs are Constitution-based. The mucus burns away after being set on fire, but unignited mucus lasts a full hour before losing its volatility. It can be washed off normally with 1 minute of work. ***Source: Monster Geographica Underground****-Charrel.*

Solid Form (Su): Once per day as a full-round action, a normally incorporeal creature that possesses the solid form supernatural ability is able to use nearby bones, rubble, and debris to form a solid housing for its spiritual form. This solid form moves as the creature does and allows the creature to use its slam attack. This casing has hit points equal to the creatures, and adds a +6 natural armor bonus to the creature's regular armor class. Attacks made against this false body ignore the creature's damage reduction (if there is any) and damage only the solid form unless they are also able to harm the creature's incorporeal form. A creature is incapable of using its incorporeal touch while encased in its solid form, and its incorporeal traits do not benefit it in any way. When the solid form is reduced to 0 hit points, it will be entirely destroyed, leaving only the creature's true incorporeal form. ***Source: Monster Geographica Underground****-Crorit.*

Sonic Attacks (Su): Unless otherwise noted, a sonic attack follows the rules for spreads. The range of the spread is measured from the creature using the sonic attack. Once a sonic attack has taken effect, deafening the subject or stopping its ears does not end the effect. Stopping one's ears ahead of time allows an opponent to avoid having to make a saving throw against mind-affecting sonic attacks, but not to other kinds of sonic attacks (such as those that deal damage). Stopping one's ears is a full-round action and requires wax or other soundproof material to stuff into the ears.

Sonic Lance (Su): Once every 2 rounds (unless otherwise indicated) a creature with the sonic lance supernatural ability can focus sonic energy in a ray up to 60 feet long. This is a ranged touch attack that deals 1d6 x 1/2 HD points of damage to a single target. ***Source: SRD****-Yrthak.*

Sound Imitation (Ex): A creature with sound imitation can mimic any voice or sound it has heard at anytime it likes. Listeners must succeed on a Will save (DC 10 + 1/2 creature's HD + Cha modifier) to detect the ruse. ***Source: SRD****-Blue Dragon.*

Sound Sensitivity (Ex): Creatures with sound sensitivity are very sensitive to sound and suffer double damage from sonic attacks. They are also rendered inert by the playing of soothing music within 30 feet of them. A successful Perform (any instrument) check (DC 18) causes the affected creature to become helpless for as long as the music continues to be played. ***Source: Monster Geographica Underground****-Abroan.*

Speak with Animals (Su): This ability works like *speak with animals* (caster level equal to creature's Hit Dice, unless otherwise noted) but is a free action and does not require sound. ***Source: SRD****-Avoral, Leonal.*

Speak with Sharks (Ex): A creature with speak with sharks can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." The creature can use the Handle Animal skill to befriend and train sharks. ***Source: SRD****-Sahuagin.*

Special Arrows (Ex): Creatures with the special arrow ability sometimes employ arrows that deal no damage but can erase memory or put a creature to sleep.

Memory Loss: An opponent struck by this arrow must succeed on a Will save or lose all memory. The save DC is Charisma-based. The subject retains skills, languages, and class abilities but forgets everything else until he or she receives a *heal* spell or memory restoration with *limited wish, wish,* or *miracle*.

Sleep: Any opponent struck by this arrow, regardless of Hit Dice, must succeed on a Fortitude save or be affected as though by a *sleep* spell. The save DC is Charisma-based.

***Source: SRD**-Pixie; **Source: Monster Geographica Underground**-Haemovorid.*

Spell Deflection (Su): A trapped essence (see trap essence below) provides a measure of magical protection. If any of the following spells are cast at the creature (and overcome any spell resistance), they affect the imprisoned essence instead: *banishment, chaos hammer, confusion, crushing despair, detect thoughts, dispel evil, dominate person, fear, geas/quest, holy word, hypnosis, imprisonment, magic jar, maze, suggestion, trap the soul,* or any form of charm or compulsion. In many cases, this deflection effectively neutralizes the spell. Some of these effects might eliminate the trapped essence, depriving the creature of its spell-like abilities until it can consume another victim. ***Source: SRD**-Devourer.*

Spell Immunity (Ex): A creature with spell immunity avoids the effects of spells and spell-like abilities that directly affect it. This works exactly like spell resistance, except that it cannot be overcome. Sometimes spell immunity is conditional or applies to only spells of a certain kind or level. Spells that do not allow spell resistance are not affected by spell immunity.

Spell Resistance (Ex): A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine if a spell or spell-like ability works against a creature with spell resistance, the caster must make a caster level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw. The creature does not have to do anything special to use spell resistance. The creature need not even be aware of the threat for its spell resistance to operate.

Only spells and spell-like abilities are subject to spell resistance. Extraordinary and supernatural abilities (including enhancement bonuses on magic weapons) are not. A creature can have some abilities that are subject to spell resistance and some that are not. Even some spells ignore spell resistance; see When Spell Resistance Applies, below.

A creature can voluntarily lower its spell resistance. Doing so is a standard action that does not provoke an attack of opportunity. Once a creature lowers its resistance, it remains down until the creature's next turn. At the beginning of the creature's next turn, the creature's spell resistance automatically returns unless the creature intentionally keeps it down (also a standard action that does not provoke an attack of opportunity).

A creature's spell resistance never interferes with its own spells, items, or abilities.

Spell resistance does not stack. It overlaps.

Spell resistance prevents a spell or a spell-like ability from affecting or harming the resistant creature, but it never removes a magical effect from another creature or negates a spell's effect on another creature. Spell resistance prevents a spell from disrupting another spell.

A creature with spell resistance cannot impart this power to others by touching them or standing in their midst. Only the rarest of creatures and a few magic items have the ability to bestow spell resistance upon another.

Against an ongoing spell that has already been cast, a failed check against spell resistance allows the resistant creature to ignore any effect the spell might have. The magic continues to affect others normally.

When Spell Resistance Applies: Each spell includes an entry that indicates whether spell resistance applies to the spell. In general, whether spell resistance applies depends on what the spell does:

Targeted Spells: Spell resistance applies if the spell is targeted at the creature. Some individually targeted spells can be directed at several creatures simultaneously. In such cases, a creature's spell resistance applies only to the portion of the spell actually targeted at that creature. If several different resistant creatures are subjected to such a spell, each checks its spell resistance separately.

Area Spells: Spell resistance applies if the resistant creature is within the spell's area. It protects the resistant creature without affecting the spell itself.

Effect Spells: Most effect spells summon or create something and are not subject to spell resistance. Sometimes, however, spell resistance applies to effect spells, usually to those that act upon a creature more or less directly, such as *web.*

Spell resistance can protect a creature from a spell that's already been cast. Check spell resistance when the creature is first affected by the spell.

Check spell resistance only once for any particular casting of a spell or use of a spell-like ability. If spell resistance fails the first time, it fails each time the creature encounters that same casting of the spell. Likewise, if the spell resistance succeeds the first time, it always succeeds. If the creature has voluntarily lowered its spell resistance and is then subjected to a spell, the creature still has a single chance to resist that spell later, when its spell resistance is up.

Spell resistance has no effect unless the energy created or released by the spell actually goes to work on the resistant creature's mind or body. If the spell acts on anything else and the creature is affected as

a consequence, no roll is required. Creatures can be harmed by a spell without being directly affected.

Spell resistance does not apply if an effect fools the creature's senses or reveals something about the creature.

Magic actually has to be working for spell resistance to apply. Spells that have instantaneous durations but lasting results aren't subject to spell resistance unless the resistant creature is exposed to the spell the instant it is cast.

When in doubt about whether a spell's effect is direct or indirect, consider the spell's school:

Abjuration: The target creature must be harmed, changed, or restricted in some manner for spell resistance to apply. Perception changes aren't subject to spell resistance. Abjurations that block or negate attacks are not subject to an attacker's spell resistance—it is the protected creature that is affected by the spell (becoming immune or resistant to the attack).

Conjuration: These spells are usually not subject to spell resistance unless the spell conjures some form of energy. Spells that summon creatures or produce effects that function like creatures are not subject to spell resistance.

Divination: These spells do not affect creatures directly and are not subject to spell resistance, even though what they reveal about a creature might be very damaging.

Enchantment: Since enchantment spells affect creatures' minds, they are typically subject to spell resistance.

Evocation: If an evocation spell deals damage to the creature, it has a direct effect. If the spell damages something else, it has an indirect effect.

Illusion: These spells are almost never subject to spell resistance. Illusions that entail a direct attack are exceptions.

Necromancy: Most of these spells alter the target creature's life force and are subject to spell resistance. Unusual necromancy spells that don't affect other creatures directly are not subject to spell resistance.

Transmutation: These spells are subject to spell resistance if they transform the target creature. Transmutation spells are not subject to spell resistance if they are targeted on a point in space instead of on a creature. Some transmutations make objects harmful (or more harmful), such as *magic stone*. Even these spells are not generally subject to spell resistance because they affect the objects, not the creatures against which the objects are used. Spell resistance works against *magic stone* only if the creature with spell resistance is holding the stones when the cleric casts *magic stone* on them.

***Source: SRD**-Achaierai (19), Astral Deva (30), Planetar (30), Solar (32), Hound Archon (16), Trumpet Archon (29), Avoral (25), Azer (13), Chaos Beast (15), Babau (14), Balor (28), Glabrezu (21), Hezrou (19), Marilith (25), Nalfeshnee (22), Succubus (18), Vrock (17), Derro (15), Barbed Devil (23), Bearded Devil (17), Bone Devil (21), Chain Devil (18), Erinyes (20), Hellcat (19), Horned Devil (28), Ice Devil (25), Pit Fiend (32), Devourer (21), True Dragons (varies), Drider (17) Formian Warrior (18), Formian Taskmaster (21), Formian Myrmarch (25), Formian Queen (30), Ghaele (28), Annis Hag (19), Green Hag (18), Sea Hag (14), Kolyarut (22), Marut (25), Zelekhut (20), Leonal (28), Night Hag (25), Nightcrawler (31), Nightwalker (29), Nightwing (27), Ogre Mage (19), Pseudodragon (19), Rakshasa (27), Roper (30), Grig (17), Pixie (15), Tarrasque (32), Titan (32), Xill (21); **Source: Monster Geographica Underground**-Artificeer (30), Barathelar (15), Bedlam (20 vrs Law descriptor), Brilkoun (14). Coblynau (16), Crorit (20), Deep Fey (16), Manavore (14), Pallemon (18), Redcap (16), Reliquary Guardian (13), Slaughterford (19), Stone Slider Ghoul (16), Tentacled Horror (19), Teo-Selerai (13), Tzorda (30), Vampire Spider (16), Void Monster (25), Brood Mother Vylar (34), Walking Disease (24).*

Spell Resistance (Su): A creature with this ability has spell resistance (as above), but for each spell that it successfully resists, it gains a number of temporary hit points equal to the level of the spell. ***Source: Monster Geographica Underground**-Piryke.*

Spell Storing **(Sp):** A construct with this ability can store one spell of 4th level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the construct can store another spell (or the same spell again). ***Source: SRD**-Shield Guardian.*

Spells (Sp): Sometimes a creature can cast arcane or divine spells just as a member of a spellcasting class can (and can activate magic items accordingly). Such creatures are subject to the same spellcasting rules that characters are, except as follows.

A spellcasting creature that lacks hands or arms can provide any somatic component a spell might require by moving its body. Such a creature also does need material components for its spells. The creature can cast the spell by either touching the required component (but not if the component is in another creature's possession) or having the required component on its person. Sometimes spellcasting creatures utilize the Eschew Materials feat to avoid fussing with noncostly components.

A spellcasting creature is not actually a member of a class unless its entry says so, and it does not gain any class abilities. A creature with access to cleric spells must prepare them in the normal manner and receives domain spells if noted, but it does not receive domain granted powers unless it has at least one level in the cleric class. ***Source: SRD****-Planetar (17th-Level Cleric), Solar (20th-Level Cleric), Aranea (3rd-Level Sorcerer), Trumpet Archon (14th-Level Cleric), Couatl (9th-Level Sorcerer), True Dragons (Level varies, Sorcerer or Sorcerer and Cleric as arcane for Red and Metallic Dragons), Drider (6th-Level, Cleric or Wizard or Sorcerer), Formian Queen (17th-Level Sorcerer), Ghaeles (14th-Level Cleric), Lammasu (7th-Level Cleric), Lillend (6th-Level Bard), Mummy Lord (10th-Level Cleric), Dark Naga (7th-Level Sorcerer), Guardian Naga (9th-Level Sorcerer), Spirt Naga (7th-Level Sorcerer), Water Naga (7th-Level Sorcerer), Nymph (7th-Level Druid), Rakshasa (7th-Level Sorcerer), Androsphinx (6th-Level Cleric).* ***Source: Monster Geographica Underground****-Arachnomorph (3rd-Level Sorcerer), Brilkoun (10th-Level Sorcerer), Erolth (12th-Level Druid).*

Spells (Su): Each round of combat, a creature with this supernatural ability babbles incoherently, waves its arms wildly, and gestures threateningly. 50% of the time nothing happens. The other 50% of the time, it casts potent spells at its attackers. Roll 1d8 on the table below, or simply choose spell from another sourcebook (caster level equals creature's HD or the lowest caster level needed for each particular spell, unless otherwise noted). ***Source: Monster Geographica Underground****-Artificeer.*

Table 7.13: Random Offensive Spell Chart

1d8	Spell Name
1	Imprisonment
2	Disjunction
3	Prismatic spray
4	Power word, kill
5	Meteor swarm
6	Weird
7	Energy drain
8	Wail of the banshee

Spider Climb (Ex): A creature with the spider climb extraordinary ability can climb on sheer surfaces as though using the *spider climb* spell. ***Source: SRD****-Copper Dragon, Vampire Spawn;* ***Monster Geographica Underground****-Cave Troll, Teo-Selerai.*

Spikes (Ex): With a snap of its tail, a creature with spikes can loose a volley of six spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only twenty-four spikes in any 24-hour period. ***Source: SRD****-Manticore.*

Spin Attack (Ex): Once per day, an elemental with this ability can employ a spin attack. To use this ability, it must spend one full round spinning in place. While spinning, an elemental has a -2 circumstance penalty to AC. At the beginning of the following round, the elemental generates a whirlwind cloud of quartz discs (see above). Anyone within 30 feet suffers 1d6 x HD points of damage (Reflex half). The save DC is Dexterity-based. ***Source: Monster Geographica Underground****-Sand Flail.*

Spit (Ex): A creature can spit its venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Opponents hit by this attack must make successful saves to avoid the particular poison's effect. ***Source: SRD****-Guardian Naga.*

Spit (Ex): A creature with this ability can spit a glob of acid up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Opponents hit by this attack take 1d4 x 1/5 HD points of acid damage. The acid, unless somehow neutralized, lasts for 3 rounds, dealing another 1d4 x 1/5 HD points of acid damage each round.

A victim who takes all 3 rounds of damage has its possessions put at risk. A single item belonging to the victim (determined as if by a rolling a natural 1 on a saving throw against a magical attack) must succeed on a Fortitude save or be dissolved. The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Greater Vylar.*

Spit Acid (Ex): A creature with the spit acid extraordinary ability can spit acid in a 30-ft. line doing 1d4 x HD points of acid damage unless otherwise noted (Reflex Save half). One such attack depletes the creature's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. The save DC is Constitution-based. ***Source: SRD****-Ankheg.*

Spittle (Ex): A creature with the spittle extraordinary ability can fire a stream of spittle at one opponent within 30 feet as a free action every round,

unless otherwise indicated. The creature makes a ranged touch attack; if it hits, it deals 1d4 x 1/4 HD points of acid damage (unless otherwise indicated), and the target must succeed on a Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect but are still subject to the acid damage. The save DC is Constitution-based. ***Source: SRD****-Gibbering Mouther;* ***Source: Monster Geographica Underground****-Slavering Mouther.*

Split (Ex): Slashing and piercing weapons deal no damage to a creature with the split extraordinary ability. Instead the creature splits into two identical creatures, each with half of the original's current hit points (round down). A creature with 10 hit points or less cannot be further split and dies if reduced to 0 hit points. Some creatures also split under elemental attacks, such as electricity. Each creature's description will indicate exactly what causes it to split. ***Source: SRD****-Black Pudding, Elder Black Pudding, Ochre Jelly;* ***Source: Monster Geographica Underground****-Blood Ooze.*

Spores (Ex): A creature with the spores extraordinary ability can release masses of spores from its body once every 3 rounds as a free action, unless otherwise noted. The spores automatically deal 1d8 points of damage to all targets adjacent to the creature. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless, neutralize poison,* or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water. ***Spores: SRD****-Vrock.*

Spores (Ex): A creature with the spores extraordinary ability can (unless otherwise noted) fire a line of spores 30 feet long that spreads into a 20-foot cloud upon impacting a solid surface. Any living creature in the cloud must succeed on a Fortitude save or die in 1d4 rounds from spore infection. Even if the save succeeds, affected creatures are blinded and nauseated for 1d4 rounds. The casting of a *remove disease* spell prevents death from spore infection but does not cure the blindness or nausea. The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Ascomoid.*

Spores (Ex): Creatures with the spores extraordinary ability can (unless otherwise noted) fire a line of spores 10 feet long at a single target. The target must succeed on a Fortitude save or die in 1d4+1 rounds from spore infection unless *remove disease* is cast on the victim. The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Basidirond.*

Spores (Ex): A creature with the spores ability can emit a cloud of spores. Anyone standing within 10 feet of the creature when this attack is unleashed must succeed on a Reflex save or be paralyzed for 1d4 hours. This ability can only be used once per day. The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Corpse Fungus.*

Spread Thin (Ex): An ooze with this ability is spread so thinly over the stone and rock of its habitats that any blow from a normal weapon does no damage. Additionally, a DC 30 Search check is necessary in order to see the ooze in torchlight or brighter illumination. ***Source: Monster Geographica Underground****-Shadow Ooze.*

Sprint (Ex): Once per hour, a creature with sprint can move ten times its normal speed when it makes a charge. ***Source: SRD****-Cheetah.*

Squeeze (Ex): A creature with the squeeze extraordinary ability can squeeze into spaces smaller than itself as if it were a creature one size smaller. It suffers no penalties for combat in an area that would normally be too small for it to fight within effectively. ***Source: Monster Geographica Underground****-Bandersnatch.*

Stability (Ex): A creature with the stability extraordinary ability are exceptionally stable on their feet, receiving a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground). ***Source: SRD****-Dwarf, Duergar.*

Stalagmite Form (Ex): A creature with the stalagmite form extraordinary ability has a natural form of a stalagmite. While in this form it does not radiate magic, and *true seeing* does not reveal its humanoid form. The creature can change forms as a free action once per round. ***Source: Monster Geographica Underground****-Crag Man.*

Stampede (Ex): A frightened herd of creatures with the stampede ability flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of their size or smaller that gets in their way, dealing 1d12 points of damage for each five creatures in the herd (Reflex half). The save DC is Strength-based. ***Source: SRD****-Bison.*

Staunch Guardian (Ex): A creature possessing the staunch guardian extraordinary ability fights with increased ferocity whenever an adversary stands within 10 feet of its designated ward. The creature receives a +2 morale bonus to attack and damage rolls as long as a foe remains within the ward's immediate vicinity. ***Source: Monster Geographica Underground****-Crypt Guardian.*

Steal Essence (Su): A creature that has created a host using its animate host ability (see above) gains 10 temporary hit points, uses its own base attack bonus or the host's (whichever is higher), and can make normal use of the victim's skills, feats, and non-magical class abilities. The creature must substitute its own ability scores when determining its total skill bonuses, and the creature must meet the requirements for any feat in order to make use of that feat. A creature cannot use any divine spells or divinely granted special abilities, since the host within is no longer able to receive such abilities from its deity. If the creature possesses immunity to magic, it cannot use any arcane spells as they are disrupted. ***Source: Monster Geographica Underground****-Iron Maiden Golem.*

Stench (Ex): A creature possessing the stench extraordinary ability produces a foul-smelling, toxic liquid from its skin whenever it fights. Any living creature (except others of the same family) within 10 feet must succeed on a Fortitude save or be nauseated for as long as it remains within the affected area and for 1d4 rounds afterward. Opponents that successfully save are sickened for as long as they remain in the area. A target that successfully saves cannot be affected again by the same creature's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes either condition from one victim. Targets that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Constitution-based. ***Source: SRD****-Hezrou.*

Stench (Ex): The stink of death and corruption surrounding a creature with the stench extraordinary ability is overwhelming. Living targets within 10 feet must succeed on a Fortitude save or be sickened for 1d6+4 minutes. A target that successfully saves cannot be affected again by the same creature's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Targets with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based. ***Source: SRD****-Ghast;* ***Source: Monster Geographica Underground****-Slavering Mouther.*

Stench (Ex): When a creature with the stench extraordinary ability is angry or frightened, it secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living targets (except those of the same species) within 30 feet of the creature must succeed on a Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based.

Opponents that successfully save cannot be affected by the same creature's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Opponents with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. ***Source: SRD****-Troglodyte.*

Stench (Ex): A creature's stench is so foul that any living creatures within 30 feet of it must succeed on a Fortitude save or be shaken until they leave its presence. The save DC is Constitution-based. ***Source: Monster Geographica Underground****-Gnishma.*

Stone-Like (Ex): Creatures with this ability are hard to see when set against a stone surface, requiring a DC 15 Spot check to recognize one as a living creature. The DC increases to 20 if the creature is in a specially carved niche, allowing it to appear as part of a wall or floor. Victims who fail to notice a creature and walk into it are automatically successfully attacked or engulfed if the creature possesses that special ability. ***Source: Monster Geographica Underground****-Pseudoslab.*

Stone Cone (Su): Every 1d4 rounds unless otherwise noted, a creature with this ability may release a 40 ft. long cone of pebbles, rocks and stones that deal 6d6 points of impact damage. A successful Reflex save reduces the damage in half. The save DC is Dexterity-based. ***Source: Monster Geographica Underground****-Orvender.*

Stone Shape (Ex): Unless otherwise noted, once every 10 minutes, a creature with the stone shape ability can soften and shape up to 10 cubic feet of stone +1 cubic feet per HD, as a *stone shape* spell (caster level equals HD, unless otherwise noted). ***Source: SRD****-Delver.*

Stonecunning (Ex): Creatures with stoncunning have a sixth sense about stonework. This ability grants a creature a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A creature that merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and the creature can use the Search skill to find stonework traps as a rogue can. A creature with stonecunning can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. ***Source: SRD****-Dwarf, Duergar, Svirfneblin, Deep Halfling;* ***Source: Monster Geographica Underground****-Eldlorn, Soot Goblin.*

Stoneform (Su): As a full-round action, a creature with this ability can harden its body to take the form of a small boulder or chunk of crystal. In this form, the creature gains +4 to natural armor and a +20 racial bonus on Hide checks. ***Source: Monster Geographica Underground****-Stone Slug.*

Stoneyskin (Su): Once per day, as a standard action, a creature with the stoneyskin supernatural ability can toughen its skin to the hardness of stone. It gains damage reduction 5/— for 1 minute, unless otherwise indicated. ***Source: Monster Geographica Underground****-Barrow Rat.*

Strands (Ex): A creature with the strands extraordinary ability has a few strong, sticky strands. The creature can have up to six strands at once, and it can strike up to 50 feet away (no range increment). If a strand is severed, the creature can extrude a new one on its next turn as a free action. ***Source: SRD****-Roper.*

Strangulation (Ex): A creature with this ability deals ld8+3 points of damage with a successful grapple check. Because the target is seized by the neck, a strangled foe cannot speak or cast spells with verbal components. ***Source: Monster Geographica Underground****-Rope Golem.*

Strobe (Su): A creature with this ability can disorient its prey by momentarily increasing the brightness of its glowing eyes, as a free action once per minute. All targets within 40 feet must succeed on a Fortitude save or be blinded for 1d2+1 rounds. Targets can avoid this attack in the same manner as a gaze attack. The save DC is Charisma-based. ***Source: Monster Geographica Underground****-Wyrdwolf.*

Stun (Su): If a creature with the stun supernatural ability strikes an opponent twice in one round with its attack, the target must succeed on a Fortitude save or be stunned for (unless otherwise noted) 1d6 rounds. The save DC is Strength-based. ***Source: SRD****-Astral Deva, Horned Devil.*

Stunning Glance (Su): As a standard action, a wrathful creature with stunning glance can stun a creature within 30 feet with a look, unless otherwise indicated. The target creature must succeed on a Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based. ***Source: SRD****-Nymph.*

Stunning Screech (Su): This ability allows a creature to emit a piercing screech once per hour. All creatures (except others of the same family) within a 30-foot radius must succeed on a Fortitude save or be stunned for 1 round. The save DC is Constitution-based. ***Source: SRD****-Vrock.*

Stunning Shock (Su): Once per round, a creature with stunning shock can deliver an electrical shock to a single opponent within 5 feet. This attack deals 1d8 x HD points of nonlethal damage to living opponents (Reflex half). The save DC is Constitution-based. ***Source: SRD****-Shocker Lizard.*

Summon **(Sp or Ex):** A creature with the *summon* ability can summon specific other creatures of its kind much as though casting a *summon monster* spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature that has just been summoned cannot use its own summon ability for 1 hour. Most creatures with the ability to summon do not use it lightly, since it leaves them beholden to the summoned creature. In general, they use it only when necessary to save their own lives. An appropriate spell level (1/2 HD, unless otherwise noted, up to maximum of 9th level.) is given for each summoning ability for purposes of Concentration checks and attempts to dispel the summoned creature. No experience points are awarded for summoned monsters.

Some creatures summon in mundane (extraordinary) ways, such as calling, honking, or signaling. These creatures have a delay between the arrival of their summoned help as indicated in their description. Creatures summoned in this manner are treated as normal creatures with no limits upon the

length of their stay and without obligations, unless stated otherwise. ***Source: SRD****-Babau (demon), Balor (demon), Dretch (demon), Glabrezu (demon), Hezrou (demon), Marilith (demon), Nalfeshnee (demon), Succubus (demon), Vrock (demon), Barbed Devil (devil), Bone Devil (devil), Erinyes (devil), Horned Devil (devil), Ice Devil (devil), Pit Fiend (devil), Brass Dragon (djinni), Air Mephit (air mephit), Dust Mephit (dust mephit), Earth Mephit (earth mephit), Fire Mephit (fire mephit), Ice Mephit (ice mephit), Magma Mephit (magma mephit), Ooze Mephit (ooze mephit), Salt Mephit (salt mephit), Steam Mephit (steam mephit), Water Mephit (water mephit), Nightcrawler (undead), Nightwalker (undead), Nightwing (undead).* ***Source: Monster Geographica Underground****-Crag Man (piercer), Gnomide (elemental), Ophean (ophean).*

Sunlight Powerlessness (Ex): Creatures with sunlight powerlessness are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A creature caught in sunlight cannot attack and can take only a single move or attack action in a round. ***Source: SRD****-Spectre, Wraith, Dread Wraith.*

Superior Low-Light Vision (Ex): A creature with superior low-light vision can see four times (unless otherwise indicated) as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination. This trait replaces low-light vision if a creature would normally possess such. ***Source: SRD****-Aquatic Elf, Giant Owl.*

Superior Two-Weapon Fighting (Ex): A creature with superior two-weapon fighting can fight with a weapon in each hand without taking a penalty on attack or damage rolls for attacking with two weapons. ***Source: SRD****-Ettin.*

Surprise Charge (Ex): As its first attack, a creature with surprise charge may spring out from hiding and make a charge attack. With this charge, it can move three times its normal speed and, if it is aquatic, jump out of the water to grab an opponent that is above the surface. ***Source: Monster Geographica Underground****-Lavum.*

Swallow Whole (Ex): If a creature with this special attack begins its turn with an opponent held in its mouth (see Improved Grab), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed has various consequences, depending on the creature doing the swallowing. A swallowed opponent is considered grappled, while the creature that did the swallowing is not. A swallowed opponent can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free should be noted in the creature description; refer to Table 7.14: Swollow Whole Table), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If the swallowed opponent escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Table 7.14: Swallow Whole Table

Creature Size	Damage Range to Exit
Medium	5-10
Large	10-15
Huge	15-25
Gargantuan	25-35
Colossal	35-50

The number of victims that can be swallowed is, unless otherwise noted, based upon the creature's size. There are two ways in which the size pattern (2, 8, 32, 128, 512) is applied for swallow whole as size is decreased. Some creatures can swallow whole 2 opponents two size categories smaller than themselves (examples-behir, tyrannosaurus, purple worm, and tarrasque), while the other group (examples-dire shark, nightcrawler, remorhaz, and tendriculos) starts the swallow whole pattern against creatures that are only one size category smaller than themselves. ***Source: SRD****-Behir (25 to exit), Tyrannosaurus (25 to exit), Dire Shark (25 to exit), Nightcrawler (35 to exit), Purple Worm (25 to exit), Remorhaz (25 to exit), Tarrasque (50 to exit), Tendriculos (25 to exit);* ***Source: Monster Geographica Underground****-Jellyhive (only oozes which cannot cut their way out), Lava Lurker (20 to exit), Magma Worm (25 to exit), Planar Lamprey (25 to exit), Slather (20 to exit), Stalassein (15 to exit).*

Tail Slap (Ex): A creature with tail slap can slap one opponent each round with its tail. A tail slap deals the damage indicated in the creature's description plus 1-1/2 times its Strength bonus and is treated as a secondary attack. A creature must be at least Large to possess tail slap. ***Source: SRD****-True Dragons.*

Tail Sweep (Ex): This special attack allows a creature of at least Gargantuan size to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal creature), extending from an intersection on the edge of the creature's space in any direction. Targets within the swept area are affected if they are four or more size categories smaller than the sweeping creature. A tail sweep automatically deals the damage indicated in the creature's description plus 1-1/2 times the creature's Strength bonus. Affected creatures can attempt Reflex saves to take half damage (DC equal to 10 + 1/2 HD + Str modifier.). ***Source: SRD****-True Dragons.*

Tangle of Weeds (Ex): Every 1d6 rounds (unless stated otherwise), a creature with this ability may regurgitate an enormous ball of tangled weeds that it directs at a single target. The clump of twisted plant matter possesses a 5 foot range increment and requires a ranged touch attack to hit. Any target of the same size as the creature or smaller struck by a tangle of weeds must succeed at Reflex save or be entangled. Casting a spell with a somatic component necessitates a Concentration check or the caster loses the spell. Breaking free from the dense strands of plant matter requires a Strength check or a Escape Artist check. All DCs are Constitution-based. ***Source: Monster Geographica Underground****-Ravvimen.*

Taproot (Ex): In order to gain more leverage for its attacks, a plant with this ability possesses a thick, woody taproot it can drill deep into the rock. This gives the plant a +4 stability bonus against charge-type attacks. ***Source: Monster Geographica Underground****-Stinkgnarl.*

Telekinesis (Su): At will, a creature can use *telekinesis* as a sorcerer with level equal to the creature's HD. A creature may only use this power against non-living objects. A creature may also optionally use this power to hurl rocks at enemies (ranged attack, 1d4 damage, range increment 30 feet). ***Source: Monster Geographica Underground****-Crorit.*

Telepathic Link (Sp): All creatures of the same species with this ability can communicate with each other through telepathy, at a range of 200 feet. ***Source: Monster Geographica Underground****-Marloc.*

Telepathy (Su): A creature with this ability can communicate telepathically with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple targets at once telepathically, although maintaining a telepathic conversation with more than one target at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Some creatures have a limited form of telepathy, while others have a more powerful form of the ability. ***Source: SRD****-Couatl, Babau, Balor, Bebilith, Dretch, Glabrezu, Hezrou, Marilith, Nalfeshnee, Succubus, Vrock, Barbed Devil, Bearded Devil, Bone Devil, Erinyes, Hellcat, Horned Devil, Ice Devil, Pit Fiend, Formian Taskmaster, Formian Queen, Djinni, Efreeti, Janni, Nightcrawler, Nightwalker, Nightwing, Pseudodragon;* ***Source: Monster Geographica Underground****-Amohaji, Gholimor, Mal'Orm (limited telepathy), Marloc (telepathic link), Pallemon, Snailfolk, Undermind, Brood Mother Vylar, Greater Vylar, Lesser Vylar.*

Teleport (Su): A creature with the *teleport* supernatural ability can use g*reater teleport* at will, as the spell (caster level equal to creature's Hit Dice, unless otherwise noted), except that the creature can transport only itself and up to 50 pounds of objects. ***Source: SRD****-Lantern Archon, Hound Archon, Trumpet Archon.*

Teleport Other **(Sp):** When a creature uses this attack, all targets within a 50-foot range must succeed on a Will save or be teleported away in a random direction (1d4; 1, north; 2, south; 3, east; 4, west) and to a random distance (1d10 x 100 feet) away from the creature. Roll randomly for each target that fails its save. The save DC is Charisma-based.

A teleported target never arrives in a solid object and arrives in the closest open space available if the target area is solid. Teleported targets can arrive in mid-air at the specified location rather than on a solid surface, if the creature so wishes. Targets that fall as a result of this situation take normal falling damage. An opponent that succeeds at its save is unaffected by that creature's teleport other ability for 24 hours. ***Source: Monster Geographica Underground****-Crypt Thing.*

Tentacles (Ex): A creature with the tentacles extraordinary ability has a number of tentacles (see each individual description) possessing an AC of 13 and 5 hit points. Damaging a tentacle does not harm the creature itself. Most creatures with tentacles use them to grapple, and severing a single tentacle does not break that individual tentacles hold on a creature. For an additional round after being severed, the tentacle constricts the victim for (unless otherwise noted) 1d4 points of damage and then falls off. A severed tentacle has a grapple check of +2 for a single round, and a severed tentacle regrows in 1d4 days. ***Source: Monster Geographica Underground****-Cave Leech.*

Thorns (Ex): A creature with the thorns extraordinary ability can loose a cluster of needle-sharp thorns at any foe within 20 feet. An opponent hit by the thorns suffers a –1 circumstance penalty to attacks, saves, and ability and skill checks until all the thorns are removed. Further hits increase the circumstance penalty by 1 cumulatively. Removing all the thorns requires 10 rounds. ***Source: Monster Geographica Underground****-Ambush.*

Tied to Place (Su): A creature with the tied to place supernatural ability is tied to the place of its original creation/conception. Although it may slowly move from this place, a creature cannot go beyond a 100-foot radius from it. It may only spend one minute outside its place at a time, after which it must succeed on a DC 15 Fortitude save each minute or sustain 1 point of damage. This damage can be regenerated normally if the creature has regeneration. ***Source: Monster Geographica Underground****-Blood Pool.*

Time Web (Ex): Creatures with this unique web ability can layer their webs to fill tunnels and caverns up to 20 feet in diameter. The webbing exists in the usual three spatial dimensions, but unlike normal webbing, they actively travel through the fourth dimension of time. The parts of the web that exist in space are sticky, making it strong and difficult to escape. The parts of the web that exist in time are not sticky. It takes two rounds for a creature in its lair to move to the location and time of a trapped creature. A creature's web traps targets within its area when it appears suddenly around them. Targets within 10 feet of the edge of the web may succeed on a Reflex save to move out of the web's area and escape being entangled by the web. The save DC is Dexterity-based.

An entangled victim can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are Constitution-based. Attempts to escape or burst the webbing gain a +5 bonus if the victim has something to walk on or grab while pulling free.

Each 5-foot section has the hit points given on the table below and a hardness of 0 (unless listed otherwise). Time webs have damage reduction 5/—. Some webs (as listed in their description) take double damage from fire, but not all webs do so. The length of time a thread exists in normal space and the period at which it appears in any one place are also based on the size of the spider.

A creature can move across its own web at its climb speed and can pinpoint the location and time of any target touching its web. A character may figure out how to use the web to move through time by making a DC 35 Knowledge (arcana) check. This allows the party to spatially and temporally navigate along the non-sticky part of the web, according to the thread length and period of existence.

Some creatures (as listed in their description) with the time web extraordinary ability can lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the creature and one other creature of the same size. ***Source: Monster Geographica Underground****-Time Spider.*

Tongue Grab (Ex): If a creature hits an opponent of a size smaller than itself (or smaller) with its tongue, it deals ld4 points of damage and pulls the opponent into its space without provoking an attack of opportunity, using its remaining attacks against other opponents. A successful hold does not deal any additional damage with the tongue, since the creature cannot constrict with this attack. However, a creature that has grabbed an opponent of two sizes smaller (or more) with its tongue deals 1d8 x 1/4 HD points of bite damage on its second consecutive successful grapple check. ***Source: Monster Geographica Underground****-Blind Maw.*

Tongues (Su): A monster with the *tongues* supernatural ability can speak with any creature that has a language as though using a *tongues* spell (caster level equal to creature's Hit Dice, unless otherwise noted). This ability is always active. ***Source: SRD****-Astral Deva, Planetar, Solar, Lantern Archon, Hound Archon, Trumpet Archon, Succubus, Ghaele.*

Toss (Ex): A creature with this ability that makes a successful charge attack can attempt to toss the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the creature wins the opposed Strength check, it tosses the opponent into the air to fall prone into any space that the creature threatens. This deals 1d6 points of falling damage in addition to the damage dealt by the initial charge attack. Characters with Tumble who are not flat-footed can make a Tumble check (DC 15) to avoid this additional damage and land on their feet. ***Source: Monster Geographica Underground****-Gore Mole.*

Touch of Betrayal (Su): Whenever a creature with this touch attack ability hits a living target, the foe must succeed on a Will save or fall to the ground sobbing and crying uncontrollably for 1d4 rounds. The helpless victim completely ignores his surroundings and offers no resistance, allowing anything to strike it at will. The save DC is Charisma-based. ***Source: Monster Geographica Underground****-Hellscorn.*

Table 7.15: Time Web Table

Creature Size	Web Hit Points	Thread Length	Thread Duration
Tiny	2	1-2 rounds	Every 4 days
Small	4	2-4 rounds	Every 2 days
Medium	6	4-8 rounds	1/day
Large	12	8-15 rounds	1-2 times/day
Huge	14	15-30 rounds	Every 6-8 hours
Gargantuan	16	30-60 rounds	Every 3-4 hours
Colossal	18	60-120 rounds	Every 1-2 hours

Toxic Spit (Ex): A creature with this ability can spit a 10-foot cone of toxic spittle at its targets once per round, unless otherwise indicated. Those within the cone must succeed on a Reflex save or suffer 1d8 x 1/4 HD points of acid damage. The save DC is Dexterity-based. ***Source: Monster Geographica Underground****-Grindgut Spitter.*

Trample (Ex): As a full-round action, a creature with this special attack can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over the opponents in its path; any opponent whose space is completely covered by the trampling creature's space is subject to the trample attack. If a target's space is larger than 5 feet, it is only considered trampled if the trampling creature moves over all the squares it occupies. If the trampling creature moves over only some of a target's space, the target can make an attack of opportunity against the trampling creature at a –4 penalty. A trampling creature that accidentally ends its movement in an illegal space returns to the last legal position it occupied or the closest legal position if there's a legal position that's closer.

A trample attack deals bludgeoning damage (the creature's slam damage + 1-1/2 times its Str modifier). The creature's descriptive text gives the exact amount. Trampled opponents can attempt attacks of opportunity, but these take a –4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage.

The save DC against a creature's trample attack is 10 + 1/2 creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature. ***Source: SRD****-Animated Object, Gorgon, Treant, Giant Stag Beetle;* ***Source: Monster Geographica Underground****-Ascomoid, Blind Maw, Burrower, Gnishma, Ossecap.*

Transformation (Ex): A victim hit by this special ability must succeed on a Fortitude save or begin to exude a terrible noxious vapor from their skin over the next 1d4+1 minutes. The subject must succeed at a second Fortitude save to be able to speak or take any actions. Failure indicates that the subject will vomit forth the same noxious vapor, which will fill up a 10-foot radius around the creature; this radius increases by 10 feet every round following, up to a maximum radius of 100 feet. Anyone breathing this gas or consuming water that has been polluted by it must succeed at a Fortitude save or suffer from paralysis for 1d4+1 rounds. The victim will suffer 1d3 points of Constitution damage every round that this continues. The save DCs are Constitution-based. Only a *remove disease, heal* or *mass heal* spell will end the affliction. ***Source: Monster Geographica Underground****-Gholimor.*

Transparent (Ex): Creatures that are transparent are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a creature and walk into it are automatically hit by its melee attack, grappled, or engulfed. ***Source: SRD****-Gelantinous Cube, Gray Ooze.*

Trap Essence (Su): To use a trap essence supernatural ability, a creature must forgo its normal melee attacks and make a trap essence attack. This requires a normal attack roll but deals no damage, and the victim must succeed on a Fortitude save or be slain instantly. A slain target's essence is trapped within the creature (usually in the rib cage), and a tiny figure takes on that victim's features in the same area. The trapped essence cannot be raised or resurrected, but a *limited wish, miracle,* or *wish* spell frees it, as does destroying the creature. A creature can hold only one essence at a time.

The trapped essence provides the creature with enough power to use five spell-like abilities for each Hit Die or level of the trapped creature. As this energy is expended, the twisted soul fades away until it evaporates completely. The trapped essence gains one negative level for every five times the creature uses one of its spell-like abilities. When the essence's number of negative levels equals the creature's total Hit Dice or level, the essence is destroyed. If an essence is freed, the restored creature must succeed on a Fortitude save for each negative level or lose that level permanently. All save DCs are Charisma-based ***Source: SRD****-Devourer.*

Tree Dependent (Su): A creature that is tree-dependent is mystically bound to a single, enormous tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A creature's tree does not radiate magic. Most creatures that are tree dependent are associated with a particular type of tree, such as oak. ***Source: SRD****-Dryad.*

Tremor (Su): Creatures with this ability can make the ground tremble beneath them up to 60 ft. away. Targets must succeed on a Reflex save or be knocked down and prone. The shaking is so violent that creatures inside the area also suffer 1d4 x 1/2 HD points of bludgeoning damage. The save DC is Constitution-based. ***Source: Monster Geographic Underground****-Gnomide.*

Tremorsense (Ex): A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water.

If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect

path. It must itself be in contact with the ground, and the targets must be moving.

As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

The ability's range is 60 ft., unless otherwise specified in the creature's descriptive text. ***Source: SRD****-Bulette, Delver, Nightcrawler, Phasm, Purple Worm, Remorhaz, Centipede Swarm, Spider Swarm, Minor Xorn, Average Xorn, Elder Xorn, Monstrous Spider (all sizes), Monstrous Spider (all sizes);* ***Source: Monster Geographica Underground****-Ambush, Ascomoid, Banded Spider, Banded Spider Mother, Basidirond, Cave Leech, Cellar Dweller, Compost Seeker, Crag Man, Crystal Serpent, Gloom Crawler, Gore Mole, Jellyhive, Magma Worm, Planar Lamprey, Rahulh, Sand Flail, Straga, Tentacled Horror, Warden Jack Swarm.*

Trill (Su): The trill supernatural ability allows a creature to emit a noise that forces its prey to stand motionless. This sonic mind-affecting compulsion affects all creatures other than creatures of the same species within a 100-foot radius. Creatures must succeed on a Will save or be stunned for as long as the creature trills and for 1d4 rounds thereafter, even if they are attacked. However, if attacked or violently shaken (a full-round action), a victim is allowed another saving throw. Once an opponent has resisted or broken the effect, it cannot be affected again by that same creature's trill for 24 hours. The effect's caster level is equal to the creature's HD. The save DC is Charisma-based. ***Source: SRD****-Frost Worm.*

Trip (Ex): If a creature with the trip extraordinary ability hits with an attack, it can attempt to trip its opponent (at full attack bonus) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the creature. ***Source: SRD****-Dire Wolf, Shadow Mastiff, Winter Wolf, Worg, Yeth Hound, Cheetah, Hyena, Wolf;* ***Source: Monster Geographica Underground****-Cavern Wolf.*

True Seeing (Su): This ability is identical with *true seeing* (caster level equal to HD, unless otherwise noted), except that it has personal range and the creature must concentrate for 1 full round before it takes effect. Thereafter the ability remains in effect as long as the creature concentrates on it. ***Source: SRD****-Avoral, Balor, Glabrezu, Marilith, Nalfeshnee, Erinyes;* ***Source: Monster Geographica Underground****-Banded Spider, Banded Spider Mother.*

Turn Resistance (Ex): A creature with this special quality (usually an undead) is less easily affected by clerics or paladins. When resolving a turn, rebuke, command, or bolster attempt, add the indicated number to the creature's Hit Dice total. ***Source: SRD****-Allip (+2), Ghoul (+2), Ghast (+2), Shadow (+2), Greater Shadow (+2), Spectre (+2), Vampire Spawn (+2).* ***Source: Monster Geographica Underground****-Black Skeleton (+4), Bone Sovereign (+2), Cinder Wight (+2), Crorit (+5), Crypt Thing (+4), Fear Guard (+2), Ka Spirit (+2), Soulless One (+4), Spitting Ghoul (+2), Stone Slider Ghoul (+4), Vampire Spider (+4).*

Uncanny Dodge (Ex): A creature with uncanny dodge retains its Dexterity bonus to AC when flat-footed, and it cannot be flanked except by a rogue (or another opponent with the Uncanny Dodge ability) of at least 4HD greater than its HD. It can flank characters with the uncanny dodge ability as if it were a rogue equal to its HD. ***Source: SRD****-Astral Deva.*

Undead Cloak (Ex): A creature with this ability is undetectable by nonintelligent undead, as if it were the target of a continuous *hide from undead* effect. If a nonintelligent undead opponent is ordered to attack a creature with undead cloak, it treats the creature as totally concealed. Intelligent undead are not affected by the undead cloak. ***Source: Monster Geographica Underground****-Groundling.*

Underground Animal Empathy (Ex): A creature with underground animal empathy can communicate and empathize with normal subterranean animals. This gives it a +2 racial bonus to checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands. A creature also has a +4 racial bonus on Handle Animal checks when dealing with underground animals. ***Source: Monster Geographica Underground****-Cellar Dweller.*

Unearthly Grace (Su): A creature possessing unearthly grace adds its Charisma modifier as a bonus on all its saving throws and as a deflection bonus to its Armor Class. (The statistics block should reflect these bonuses). ***Source: SRD****-Nymph.*

Unhallowed Presence (Su): A creature with this supernatural ability exudes an unholy effect similar to that of an *unhallow* spell. Within 25 feet of the creature, all turning checks to turn undead suffer a -4 profane penalty, and turning checks to rebuke undead gain a +4 profane bonus. This is in addition to the creature's turn resistance, if it possesses any. ***Source: Monster Geographica Underground****-Soulless One.*

Unholy Aura (Su): Evil creatures within a 25-foot radius of a creature with this ability (including the creature itself) are protected by the effects of an *unholy aura* spell (caster level equal to creature's HD, unless otherwise noted). The deflection and resistance bonuses from the aura should be calculated into the creature's statistics. The *unholy aura* can be dispelled, but the creature can create it again on its next turn as a free action. ***Source: Monster Geographica Underground****-Soulless One.*

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of an opponent with the unnatural aura supernatural ability at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range. ***Source: SRD****-Spectre, Wraith, Dread Wraith.* ***Source: Monster Geographica Underground****-Phantasm.*

Uproot (Ex): As a free action, a plant with the uproot ability can uproot itself. While uprooted the plant can move 5 feet per round and still attack. ***Source: Monster Geographica Underground****-Fungal Render.*

Vacuum Pull (Su): As a move action, a creature with this ability can open its mouth, creating a powerful suction that draws nearby objects and creatures inside. This generates a 60-foot cone of suction equivalent to hurricane-force winds. Any target a size smaller (or more) than the creature that is blown far enough to reach the creature's space is pulled into the mouth and swallowed whole. If the creature possesses the pocket dimension ability, targets are pulled into the pocket dimension beyond. Due to the suction, a creature's mouth is pulled close as part of the action in which it is opened, almost immediately ending the winds. If a creature has multiple mouths, each mouth functions as stated. ***Source: Monster Geographica Underground****-Vacuous Engulfer.*

Vampiric Touch (Su): As a melee touch attack, a creature with the vampiric touch supernatural ability can steal life force from its foe, as the *vampiric touch* spell (caster level equals creature's HD, unless otherwise noted). ***Source: SRD****-Kolyarut.*

Vocalization (Ex): As a full round action, a creature with this ability can honk at a particular pitch to cause nausea. All targets within a 40-foot cone must succeed on a Fortitude save or be nauseated for 1d4 rounds. Other creatures of the same species are immune to this attack. This is a sonic effect. The save DC is Charisma-based. ***Source: Monster Geographica Underground****-Ophean.*

Vomit (Ex): A creature with this ability can vomit forth a variety of disgusting gases or a volley of bone chips, as follows, in a 10-foot cone.

Sleep Gas: Fortitude save or fall asleep for 1d10 minutes (target can be awakened normally). The save DC is Constitution-based.

Laughing Gas: Fortitude save or suffer from *hideous laughter* (as the spell) for 1d4 rounds. The save DC is Constitution-based.

Hallucinatory Gas: Will save or stunned for 1d4 rounds. The save DC is Constitution-based.

Bone Chips: A shower of bone chips fills the area, causing 2d10 points of piercing damage to all creatures in it (Reflex for half). The save DC is Dexterity-based.

Source: Monster Geographica Underground*-Palnor.*

Vorpal Attack (Su): This special ability allows a creature to make attacks like a vorpal weapon. Either the creature's natural attacks or a manufactured weapon is the source of the attack, depending upon the creature's description. ***Source: SRD****-Balor.*

Vorpal Bite (Ex): A few unique mimicking creatures possess this extraordinary ability. A creature that scores a critical hit with its bite attack while being worn severs the extremity that was inside it at the time. For example, a creature being worn as a boot severs the victim's leg. A creature can only use its vorpal bite while being worn.

A victim that loses a limb suffers a -4 penalty to skill checks that require the use of two limbs. For example, a victim that loses a hand or arm suffers -4 penalty to Climb checks, Disable Device checks, and so forth. Further, a creature that loses its primary

weapon-wielding arm or hand suffers a -6 penalty when wielding a weapon in its offhand. A victim with the Two-Weapon Fighting feat that loses its primary arm or hand ignores the penalty for wielding a weapon in its offhand.

If the victim loses a foot or leg, the penalty applies to Balance checks, Jump checks, and the like. Additionally, the victim's speed is reduced to one-quarter. If the severed extremity happens to be the head, the victim dies immediately (unless it can live without its head). ***Source: Monster Geographica Underground****-Mawler.*

Vortex (Su): A monster with the vortex supernatural ability can transform itself into a whirlpool once every 10 minutes, provided it is underwater and remains in that form for up to 1 round for every 2 HD it has. In vortex form, the creature can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet tall or more, depending on the creature's size. The creature controls the exact height, but it must be at least 10 feet.

The creature's movement while in vortex form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. A target might be caught in the vortex if it touches or enters the vortex, or if the creature moves into or through the target's space.

Victims one or more size categories smaller than the creature might take damage when caught in the vortex (see Table 7.16: Vortex Table for details) and may be swept up by it. An affected target must succeed on a Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected target is allowed a Reflex save each round to escape the vortex. The victim still takes damage, but can leave if the save is successful. The save DCs against the vortex's effects are Strength-based and vary with the creature's size.

Victims trapped in the vortex cannot move except to go where the creature carries them or to escape the whirlwind. Victims caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Victims caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The creature can only have as many opponents trapped inside the vortex at one time as will fit inside the vortex's volume.

The creature can eject any carried opponents whenever it wishes, depositing them wherever the vortex happens to be. A summoned creature possessing vortex always ejects trapped opponents before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

A creature in vortex form cannot make slam attacks and does not threaten the area around it.

Table 7.16: Vortex Table

Size	Bonus to DC	Damage	Height
Small	1	1d4	10–20 ft.
Medium	2	1d6	10–30 ft.
Large	4	2d6	10–40 ft.
Huge	8	2d8	10–50 ft.
Gargantuan	10	2d8	10–60 ft.
Colossal	12	2d8	10–60 ft.

Some creatures possessing the vortex ability are treated as if they were larger than they actually are. These creatures are often greater or elder forms of a particular type of monster. ***Source: SRD****-Water Elemental.*

Vulnerabilities (Ex): Drinking liquid with high alcohol content weakens an infused creature (see infuse above) and reduces further Constitution damage by one-half for the next 10 minutes.

Consuming pure vinegar causes an infused creature to eject itself in the same round the vinegar is consumed. A victim drinking pure vinegar to purge an infused monster must succeed on a DC 12 Fortitude save or be nauseated for 3 rounds. A monster does not infuse itself again with this target for one day. ***Source: Monster Geographica Underground****-Blood Pudding.*

Vulnerabilities (Ex): Certain oozes are vulnerable to salt and alcohol. A pint of salt deals 1d4 points of damage to such an ooze each round for 1d2 rounds. A pint of alcohol poured or thrown on an ooze deals no damage but causes it to take a -4 penalty on grapple checks for 1 minute. ***Source: Monster Geographica Underground****-Gutslug.*

Vulnerability to Energy (Ex): Some creatures have vulnerability to a certain kind of energy effect (typically either cold or fire). Most creatures have this vulnerability because of their Type/Subtype, but some creatures are vulnerable regardless of Type/Subtype. Such a creature takes 150% normal damage from the effect, regardless of whether a saving throw is allowed or if the save is a success or failure. ***Source: SRD****-Azer (cold), Red Dragon (cold), White Dragon (fire),*

Brass Dragon (cold), Gold Dragon (cold), Fire Elemental (cold), Frost Worm (fire), Efreeti (cold), Fire Giant (cold), Frost Giant (fire), Hellhound (cold), Nessian Warhound (cold), Magmin (cold), Fire Mephit (cold), Ice Mephit (fire), Magma Mephit (cold), Steam Mephit (cold), Mummy (fire), Mummy Lord (fire), Rast (cold), Roper (fire), Flamebrother Salamander (cold), Average Salamander (cold), Noble Salamander (cold), Thoqqua (cold), Treant (fire), Winter Wolf (fire), Yrthak (sonic); ***Source: Monster Geographica Underground****-Cinder Wight, Gnishma (acid, electricity), Grasping Cell (electricity), Magma Worm (cold), Morph (fire), Rope Golem (fire), Sand Flail (water), Undead Ooze (fire).*

Vulnerability to Purification (Ex): In addition to taking damage from *cure* spells, a creature that is vulnerable to purification takes 5d6 points of damage from a *remove disease* spell or any similar effect. ***Source: Monster Geographica Underground****-Dark Elf Spirit.*

Vulnerability to Rust (Ex): A golem with this vulnerability is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell. ***Source: SRD-****Iron Golem;* ***Source: Monster Geographica Underground****-Iron Maiden Golem.*

Vulnerability to Silence (Ex): A creature with this ability cannot fly when affected by a *silence* spell. ***Source: Monster Geographica Underground****-Wailhaunt.*

Vulnerability to *Stone to Flesh* (Ex): A creature with this vulnerability is slowed (as by a *slow* spell) for 3 rounds if *stone to flesh* is cast on it. The creature does not receive a save against this effect. ***Source: Monster Geographica Underground****-Stone Pudding.*

Vulnerability to Sunlight (Ex): Creatures with a vulnerability to sunlight loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to the direct rays of the sun deals 1 point of damage to the creature. ***Source: SRD****-Bodak.*

Vulnerability to Sunlight (Ex): A creature with vulnerability to sunlight takes, unless otherwise noted, 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun. ***Source: SRD****-Derro;* ***Source: Monster Geographica Underground****-Gloom Crawler.*

Vulnerability to Sunlight (Ex): If a creature with this vulnerability is exposed to natural sunlight (not merely a *daylight* spell) is instantly turned to stone (as if by the *flesh to stone* spell) if it fails a DC 17 Fortitude save. This effect is permanent but can be dispelled if the creature is removed from the sunlight and *stone to flesh* is cast on it. A new save must be made each round the creature remains within the sunlight. ***Source: Monster Geographica Underground****-Rock Troll.*

Vulnerable to Vinegar (Ex): Vinegar is caustic to creatures with this vulnerability, dealing 2d6 points of acid damage for every quart poured on it. ***Source: Monster Geographica Underground****-Gnishma.*

Wall of Stone* (Sp)**: Once per day, a creature with this ability can create a *wall of stone* as per the spell (caster level equals creature's HD, unless otherwise noted.) ***Source: Monster Geographica Underground*-Gore Mole.*

Water Breathing (Ex): A creature can breathe underwater indefinitely and can freely use any breath weapon, spells, and other abilities while submerged. ***Source: SRD****-Black Dragon, Green Dragon, Bronze Dragon, Gold Dragon, Storm Giant.*

Water Breathing* (Sp):** Once per day a creature with the supernatural ability *water breathing* can use *water breathing* as the spell (caster level equals HD, unless otherwise noted). Some creatures bestow this ability upon others as circumstance demands. ***Source: SRD*-Nixie.*

Water Dependent (Ex): Water dependent creatures can survive out of the water for 1 hour per 2 points of Constitution, after that, refer to the drowning rules. ***Source: SRD****-Sahuagin.*

Water Mastery (Ex): A creature with water mastery gains a +1 bonus on attack and damage rolls if both it and its foe are touching water. If an opponent is airborne or earthbound, it takes a –4 penalty on attack and damage rolls. (These modifiers should not be included in the statistics block.)

A creature with water mastery can be a serious threat to a ship that crosses its path. It can easily overturn small craft (5 feet of length per Hit Die of the creature) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed. ***Source: SRD****-Water Elemental.*

Wave of Parasites (Su): Once per day unless otherwise noted, a creature with this ability may unleash a 20 ft. cone of microscopic parasitic organisms that burrow beneath the skin and assault the body's major organs. Victims within the cone receive a Reflex save to completely avoid the cone, or the tiny parasites produce massive organ failure 1d4 rounds later (unless the victim makes a Fortitude save). Victims suffering organ failure die immediately, while those making their saving throw fend off the parasitic assault but

still suffer 3d6 points of damage. A *remove disease* or *heal* spell immediately ends the effect, without dealing damage to the victim. The save DCs are Charisma-based. ***Source: Monster Geographica Underground****-Walking Disease.*

Weakness (Ex): A creature with the weakness extraordinary ability can weaken a foe by making a successful attack. The opponent must succeed on a Fortitude save or take 1d8 x 1/5 HD points of Strength damage, unless otherwise noted. The save DC is Constitution-based. ***Source: SRD****- Roper.*

Weakness (Su): A creature with the weakness supernatural ability can weaken a foe by making a special touch attack. The opponent must succeed on a Fortitude save or take 1d4 x 1/4 HD points of Strength damage, unless otherwise noted. The save DC is Charisma-based. ***Source: SRD****-Green Hag.*

Weapon Familiarity (Ex): A creature possessing the weapon familiarity extraordinary ability can treat certain exotic weapons as martial weapons. This usually represents a racial familiarity and/or preference with the particular weapons. Dwarves treat dwarven waraxes and dwarven urgroshes as martial weapons rather than exotic weapons, and gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons. ***Source: SRD****-Dwarf, Gnomes (Rock, Forest, Deep).*

Web (Ex): A creature with the web extraordinary ability can throw a web up to (unless otherwise noted) eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the creature. The web anchors the target in place, allowing no movement.

An entangled target can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are Constitution-based.

Creatures with the web extraordinary ability often create sheets of sticky webbing from 5 to 60 feet square, depending on their size. They usually position these sheets to snare flying targets but can also try to trap prey on the ground. Approaching opponents must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped victim has something to walk on or grab while pulling free. Each 5-foot section has the hit points given on Table 7.17 and a hardness of 0 (unless listed otherwise). Sheet webs have damage reduction 5/—. Some webs (as listed in their description) take double damage from fire, but not all webs do so.

Any creature with the web extraordinary ability can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Table 7.17: Web Table

Size	Hit Points
Tiny	2
Small	4
Medium	6
Large	12
Huge	14
Gargantuan	16
Colossal	18

Some creatures (as listed in their description) with the web extraordinary ability can lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the creature and one other creature of the same size. ***Source: SRD****-Aranea, Bebilith, Ettercap, Monstrous Spider (all sizes).* ***Source: Monster Geographica Underground****-Arachnomorph, Banded Spider, Banded Spider Mother, Draconid, Grindgut Spitter, Oozecrawler, Vampire Spider.*

Web of Acid (Ex): A creature with the web extraordinary ability can throw a web of acid up to (unless otherwise noted) eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the creature. The web of acid anchors the target in place, allowing no movement.

An entangled victim can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are Constitution-based.

Creatures with the web of acid extraordinary ability often create sheets of sticky webbing from 5 to 60 feet square, depending on their size. They usually position these sheets to snare flying targets but can also try to trap prey on the ground. Approaching targets must succeed on a DC 20 Spot check to notice a web of acid; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped victim has something to walk on or grab while pulling free. Each 5-foot section has the hit points given on Table 7.18 and a hardness of 0 (unless listed otherwise). Sheet webs have damage reduction 5/—. Some webs (as listed in their description) take double damage from fire, but not all webs do.

Any creature with the web of acid extraordinary ability can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Additionally, the creature can trigger the release of a powerful acid from the web itself (as a standard action). Any victim caught in the web must succeed on a Fortitude save or suffer 1d4 x 1/2 HD points of acid damage as the acid soaks into their flesh and begins breaking their tissues down. This damage persists for 2d4 rounds or until the victim removes itself from the web. The damage continues for one round after the victim removes itself from the web, as the acid continues to burn the skin. This damage can be avoided by immediately dousing the victim in one gallon (plus one gallon per size category above Medium) of mild alcohol (most wines or other alcoholic drinks qualify). The save DC is Dexterity-based.

Table 7.18: Web of Acid Table

Size	Hit Points
Tiny	2
Small	4
Medium	6
Large	12
Huge	14
Gargantuan	16
Colossal	18

Some creatures (as listed in their description) with the web of acid extraordinary ability can lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the creature and one other creature of the same size. ***Source: Monster Geographica Underground****-Acid Weaver.*

Whirl (Ex): While in combat and not flatfooted or unable to attack, a creature with the whirl ability constantly twirls its tail around itself along the ground. On its turn, it makes a single melee touch attack roll as a free action (a trip attack that does not provoke attacks of opportunity) with its tail. This trip attack roll applies against all targets within 10 feet; each opponent struck must proceed to make a Strength or Dexterity check opposed by the creature's Strength check (applying modifiers for size and stability, as normal for trip attacks). Targets who fail are tripped. If the creature loses, its opponents cannot react to trip it. This ability can be used even in cramped fighting quarters. ***Source: Monster Geographica Underground****-Albine*

Whirlwind (Su): A creature with the whirlwind supernatural ability can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has, unless stated otherwise. In this form, the creature can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the creature's size. The creature controls the exact height, but it must be at least 10 feet.

The creature's movement while in whirlwind form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the creature possessing the whirlwind ability moves into or through the creature's space.

Targets one or more size categories smaller than the creature might take damage when caught in the whirlwind (see Table 7.19: Whirlwind Table for details) and may be lifted into the air. An affected target must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. An opponent that can fly is allowed a Reflex save each round to escape the whirlwind. The opponent still takes damage but can leave if the save is successful. The save DC against the whirlwind's effects is Strength-based and varies with the creature's size (see Table 7.19: Whirlwind Table).

Victims trapped in the whirlwind cannot move except to go where the creature carries them or to escape the whirlwind.

Victims caught in the whirlwind can otherwise act normally but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Victims caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The creature can only have as many opponents trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The creature can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned creature always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Table 7.19: Whirlwind Table

Size	Bonus to DC	Weight	Damage	Height
Small	1	1 lb.	1d4	10–20 ft.
Medium	2	2 lb.	1d6	10–30 ft.
Large	4	4 lb.	2d6	10–40 ft.
Huge	8	8 lb.	2d8	10–50 ft.
Gargantuan	10	10 lb.	2d8	10–60 ft.
Colossal	12	12 lb.	2d8	10–60 ft.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

A creature in whirlwind cannot make slam attacks and does not threaten the area around it.

Some creatures possessing the whirlwind ability are treated as if they were larger than they actually are. These creatures are often greater or elder forms of a particular type of monster. ***Source: SRD**-Air Elemental, Djinni.*

Whirlwind Blast (Su): When in whirlwind form (see below), a creature with whirlwind blast can attack with a scouring blast of wind, dealing (unless otherwise noted) 3d6 points of damage in a 20-foot line (Reflex half). The save DC is Constitution-based. ***Source: SRD**-Bralani.*

Whirlwind Form (Su): A creature with whirlwind form can shift between its normal and whirlwind forms as a standard action. In normal form, it cannot fly or use its whirlwind blast, but it can use its other abilities. In whirlwind form, it can fly (perfect 100 ft. unless otherwise noted), make slam attacks and whirlwind blast attacks, and use spell-like abilities if it possesses any. Whirlwind form is considered an alternate form (see above).

A creature can remain in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the creature revert to any particular form when killed. A *true seeing* spell, however, reveals both forms simultaneously. ***Source: SRD**-Bralani.*

Wild Empathy (Ex): A creature with wild empathy can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The creature rolls 1d20 and adds its HD and Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the creature and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time.

A creature can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but it takes a –4 penalty on the check. ***Source: SRD**-Dryad, Nymph, Nixie, Unicorn.*

Wing (Ex): A creature with the wing extraordinary attack can slam opponents with its wings, even when flying. Wing attacks deal the damage indicated in the creature's description plus 1/2 its Strength bonus and are treated as secondary attacks. A creature must be at least Medium to possess this ability. ***Source: SRD**-True Dragons.*

Wounding (Ex): Any living opponent damaged by creature with the wounding extraordinary ability continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check, the application of a *cure* spell, or some other healing magic. ***Source: SRD**-Bat Swarm.*

Wounding (Ex): Any living opponent hit by a monster with this ability must succeed on a Fortitude save or take 1 point of Constitution damage. The save DC is Constitution-based. ***Source: Monster Geographica Underground**-Warden Jack Swarm.*

Wrap (Ex): A creature with this ability can enfold its prey in its own body. The prey may be up to the same size category as the creature for this attack to work. Grappled victims are automatically hit by the creature's slam attack every round. A wrapped victim can cut its way out by using a light slashing or piercing weapon to deal the indicated points of damage to the creature.

Once the victim exits the wrap, the hole closes; another wrapped opponent must again cut its own way out. Creatures can wrap up to 1 victim of their own size, 2 victims a size smaller, 4 victims two sizes smaller, 8 victims three sizes smaller, 16 victims four sizes smaller and so on. ***Source: Monster Geographica Underground**-Living Web (5 to exit).*

Table 7.20: Wrap Table

Creature Size	Damage Range to Exit
Medium	5-10
Large	10-15
Huge	15-25
Gargantuan	25-35
Colossal	35-50

CONDITIONS

If more than one condition affects a character, apply them all. If certain effects can't combine, apply the most severe effect.

Ability Damaged: The character has temporarily lost 1 or more ability score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious. Ability damage is different from penalties to ability scores, which go away when the conditions causing them go away.

Ability Drained: The character has permanently lost 1 or more ability score points. The character can regain these points only through magical means. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

Blinded: The character cannot see. He takes a –2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half speed, and takes a –4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Blown Away: Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down and rolls 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet. A flying creature that is blown away is blown back 2d6 x 10 feet and takes 2d6 points of nonlethal damage due to battering and buffering.

Charmed: A *charmed* character retains free will but makes choices according to a skewed view of the world.

—A *charmed* creature doesn't gain any magical ability to understand his new friend's language.

—A *charmed* character retains his original alignment and allegiances, generally with the exception that he now regards the *charming* creature as a dear friend and will give great weight to his suggestions and directions.

—A *charmed* character fights his former allies only if they threaten his new friend, and even then he uses the least lethal means at his disposal as long as these tactics show any possibility of success (just as he would in a fight between two actual friends).

—A *charmed* character is entitled to an opposed Charisma check against his master in order to resist instructions or commands that would make him do something he wouldn't normally do even for a close friend. If he succeeds, he decides not to go along with that order but remains *charmed.*

—A *charmed* character never obeys a command that is obviously suicidal or grievously harmful to her.

—If the *charming* creature commands his minion to do something that the influenced character would be violently opposed to, the subject may attempt a new saving throw to break free of the influence altogether.

—A *charmed* character who is openly attacked by the creature who *charmed* him or by that creature's apparent allies is automatically freed of the spell or effect.

—A *charmed* character won't volunteer information or tactics that his master doesn't ask for.

Checked: This occurs when characters are prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.

Compelled: A compulsion overrides a character's free will in some way or simply changes the way the character's mind works. A charm makes the character a friend of the caster; a compulsion makes the character obey the caster. A compelled character won't volunteer information or tactics that his master doesn't ask for.

Confused: A *confused* character's actions are determined by rolling d% at the beginning of his turn: 01–10, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11–20, act normally; 21–50, do nothing but babble incoherently; 51–70, flee away from caster at top possible speed; 71–100, attack nearest creature (for this purpose, a familiar counts as part of the subject's self). A *confused* character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a *confused* character. Any *confused* character who is attacked automatically attacks its attackers on its next turn, as long as it is still *confused* when its turn comes. A *confused* character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Cowering: The character is frozen in fear and can take no actions. A cowering character takes a –2 penalty to Armor Class and loses her Dexterity bonus (if any).

Dazed: The creature is unable to act normally. A dazed creature can take no actions but has no penalty to AC. A dazed condition typically lasts 1 round.

Dazzled: The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a –1 penalty on attack rolls, Search checks, and Spot checks.

Dead: The character's hit points are reduced to –10, his Constitution drops to 0, or he is killed outright by a spell or effect. The character's soul leaves his body. Dead characters cannot benefit from normal or magical healing, but they can be restored to life via magic. A dead body decays normally unless magically preserved, but magic that restores a dead character to life also restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, resurrected characters need not worry about rigor mortis, decomposition, and other conditions that affect dead bodies.

Deafened: A deafened character cannot hear. She takes a –4 penalty on initiative checks, automatically fails Listen checks, and has a 20% chance of spell failure when casting spells with verbal components. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

Disabled: A character with 0 hit points, or one who has negative hit points but has become stable and conscious, is disabled. A disabled character may take a single move action or standard action each round (but not both, nor can she take full-round actions). She moves at half speed. Taking move actions doesn't risk further injury, but performing any standard action (or any other action the DM deems strenuous, including some free actions such as casting a quickened spell) deals 1 point of damage after the completion of the act. Unless the action increased the disabled character's hit points, she is now in negative hit points and dying.

A disabled character with negative hit points recovers hit points naturally if she is being helped. Without help she has a 10% chance each day to start recovering hit points naturally (starting with that day); otherwise, she loses 1 hit point. Once an unaided character starts recovering hit points naturally, she is no longer in danger of losing hit points (even if her current hit points are negative).

Drowning: Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding her breath. Each round, the DC increases by 1.

When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the second round, she drops to –1 hit points and is dying. In the third round, she drowns.

It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain.

Dying: A dying character is unconscious and near death. She has –1 to –9 current hit points. A dying character can take no actions and is unconscious. At the end of each round (starting with the round in which the character dropped below 0 hit points), the character rolls d% to see whether she becomes stable. She has a 10% chance to become stable. If she does not, she loses 1 hit point. If a dying character reaches –10 hit points, she is dead.

Energy Drained: The character gains one or more negative levels, which might permanently drain the character's levels. If the subject has at least as many negative levels as Hit Dice, he dies. Each negative level gives a creature the following penalties: –1 penalty on attack rolls, saving throws, skill checks, ability checks; loss of 5 hit points; and –1 to effective level (for determining the power, duration, DC, and other details of spells or special abilities). In addition, a spellcaster loses one spell or spell slot from the highest spell level castable.

Entangled: The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a –2 penalty on all attack rolls and a –4 penalty to Dexterity. An entangled character who attempts to cast a spell must make a Concentration check (DC 15 + the spell's level) or lose the spell.

Exhausted: An exhausted character moves at half speed and takes a –6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Fascinated: A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a –4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

Fatigued: A fatigued character can neither run nor charge and takes a –2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Flat-Footed: A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his Dexterity bonus to AC (if any) and cannot make attacks of opportunity.

Frightened: A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Frightened is like shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear.

Grappling: Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappling character can undertake only a limited number of actions. He does not threaten any squares and loses his Dexterity bonus to AC (if any) against opponents he isn't grappling.

Helpless: A helpless character is paralyzed, *held*, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A helpless target is treated as having a Dexterity of 0 (–5 modifier). Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks gets no special bonus against helpless targets. Rogues can sneak attack helpless targets.

As a full-round action, an enemy can use a melee weapon to deliver a coup de grace to a helpless foe. An enemy can also use a bow or crossbow, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. A rogue also gets her sneak attack damage bonus against a helpless foe when delivering a coup de grace. If the defender survives, he must make a Fortitude save (DC 10 + damage dealt) or die.

Delivering a coup de grace provokes attacks of opportunity. Creatures that are immune to critical hits do not take critical damage, nor do they need to make Fortitude saves to avoid being killed by a coup de grace.

Incorporeal: Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like effects, or supernatural effects.

Knocked Down: Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 x 10 feet.

Nauseated: Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

Panicked: A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a –2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Panicked is a more extreme state of fear than shaken or frightened.

Paralyzed: A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature—ally or not. Each square occupied by a paralyzed creature, however, counts as 2 squares.

Petrified: A petrified character has been turned to stone and is considered unconscious. If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete; there is some amount of permanent hit point loss and/or debilitation.

Pinned: A character who is held immobile (but not helpless) in a grapple.

Prone: The character is on the ground. An attacker who is prone has a –4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to Armor Class against ranged attacks, but takes a –4 penalty to AC against melee attacks.

Standing up is a move-equivalent action that provokes an attack of opportunity.

Shaken: A shaken character takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks. Shaken is a less severe state of fear than frightened or panicked.

Sickened: The character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Stable: A stable character is one who was dying but who has stopped losing hit points and still has negative hit points. The character is no longer dying, but is still unconscious. If the character has become stable because of aid from another character (such as a Heal check or magical healing), then the character no longer loses hit points. He has a 10% chance each hour of becoming conscious and disabled (even though his hit points are still negative).

If the character became stable on his own and hasn't had help, he is still at risk of losing hit points. Each hour, he has a 10% chance of becoming conscious and disabled. Otherwise he loses 1 hit point.

Staggered: A character whose nonlethal damage exactly equals his current hit points is staggered. A staggered character may take a single move action or standard action each round (but not both, nor can she take full-round actions).

A character whose current hit points exceed his nonlethal damage is no longer staggered; a character whose nonlethal damage exceeds his hit points becomes unconscious.

Starvation and Thirst: Characters might find themselves without food or water and with no means to obtain them. In normal climates, Medium characters need at least a gallon of fluids and about a pound of decent food per day to avoid starvation. (Small characters need half as much.) In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.

Characters who have taken nonlethal damage from lack of food or water are fatigued. Nonlethal damage from thirst or starvation cannot be recovered until the character gets food or water (as needed)—not even magic that restores hit points heals this damage.

Stunned: A stunned creature drops everything held, can't take actions, takes a –2 penalty to AC, and loses his Dexterity bonus to AC (if any).

Suffocating: A character who has no air to breathe can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a DC 10 Constitution check in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each round until failure.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to –1 hit points and is dying. In the third round, she suffocates.

Slow Suffocation: A Medium character can breathe easily for 6 hours in a sealed chamber measuring 10 feet on all sides. After that time, the character takes 1d6 points of nonlethal damage every 15 minutes. Each additional Medium character or significant fire source (a torch, for example) proportionally reduces the time the air will last.

Small characters consume half as much air as Medium characters. A larger volume of air, of course, lasts for a longer time.

Turned: Affected by a turn undead attempt. Turned undead flee for 10 rounds (1 minute) by the best and fastest means available to them. If they cannot flee, they cower.

Unconscious: Knocked out and helpless. Unconsciousness can result from having current hit points between –1 and –9 or from nonlethal damage in excess of current hit points.

APPENDIX I: MONSTER EDITING CHECKLIST

Here's a good monster editing process. It will take you step-by-step through the process of editing your monsters to make sure they're as good as they can be. You should continually reference Chapter 3: Monster Statistics while running down this checklist, and every special attack or quality should be referenced against Chapter 7: Special Abilities and Conditions as well.

I. Name

- A. Does it give you an idea of what the monster does, how powerful it may be, or is it a creative name only?
- B. Would the creature be better served with a different type of name?
- C. Revisit the name after finishing the mechanics of the monster and ask yourself the questions again.
- D. Does it have any classed levels?
  1. Are they written properly (capitalization-wise) like 1st-Level Warrior?

II. Size

- A. Note the size of the creature. Many other statistics will be based upon this information.

III. Type and Subtype

- A. Check the type and subtype against the HD type of the monster.
  1. Do they match?
- B. Look to see if any special qualities (such as plant traits) match up with the creature's type and subtype.
- C. Are its Saves correctly based upon type as well?
- D. Check to make sure that appropriate subtypes are given. If it has an environment other than the Material Plane, it should have Extraplanar. If it has Alternate Form or Change Shape, it should probably have Shapechanger subtype. Etc.

IV. Hit Dice

- A. Is your creature one of the types with special +HP modifiers based upon size (such as constructs?
  1. Compare its size, type, and its HD listing to make sure they all match.
- B. Is the parenthetical average hit points actually the average? Double check your math.
- C. Double-check bonus hit points from Con modifier and Toughness (or similar) feats.

V. Initiative

- A. Is the creature's initiative correctly based upon Dexterity and any modifying feats?

VI. Speed

- A. Does the creature's movement types match its description?
- B. Are the speeds relatively close to the recommended for each type, or is there unique anatomy/magical explanations for greater variation?
- C. Did you put the first movement type's parenthetical squares listing?

VII. Armor Class

- A. Are the parenthetical numbers in the proper order (Size, Dexterity, natural armor/ incorporeal deflection, manufactured armor, magic items)?
- B. Do the numbers add up properly?
- C. If the creature has natural armor, does it generally measure up to Table 3.9: Estimating Natural Armor Value?
  1. If it doesn't measure up, is there a good reason for an exception?

VIII. Base Attack/Grapple

- A. Is the creature's BAB correct for its HD and Type?
  1. Don't forget, if it's a swarm or an incorporeal, the grapple should be —.
- B. Has Size and Str been factored in for its grapple?
- C. Does the creature have any racial bonuses for grapple?
- D. Does the creature have any bonuses for grapple from feats (such as Improved Grapple)?

IX. Attack

- A. Has the attack been determined properly in relation to BAB, Size, and the appropriate statistic?
  1. Don't forget Incorporeals use Dexterity for melee attacks.
- B. If more than one option for Attack is listed, is it listed properly with an "or"
  1. Are secondary attacks at -5 from normal (or at -2 with the Multiattack feat)?
- C. Is the damage properly written in parenthesis, and is it somewhat comparable with the expected damage based upon size and type of natural weapon?

D. If a natural weapon is listed, is the damage calculated properly based upon Strength and number of primary weapons?
E. If a manufactured weapon is used, does it have the proper crit threat range and multiplier indicated if it's different than 20/x2?
F. Is the damage calculated properly based upon Strength and number of hands used?
G. If there are any additional damage types, are they listed as "plus [amount] [type]" after the standard damage dice?
H. If there is additional damage listed, does that damage match the damage listed under the special attack section in the monster's Combat section?
I. Repeat line A. from Full Attack action below.

X. Full Attack

A. Does the creature have more than a single attack in its full attack section?
1. If it only has one, its damage should be calculated at 1-1/2 times its Strength bonus.
2. If it has multiple different attacks are the secondary attacks properly penalized?
B. As in the Attack statistic, is the damage from all attacks listed properly and according to style?
C. Have two-weapon/multiweapon fighting penalties been properly included?
D. Is the creature using Weapon Finesse? If so, does entry reflect Dex modifier rather than Str?

XI. Space/Reach

A. Does the monster's Space/Reach match up with its Size?
1. If there is a discrepancy, is it addressed (usually in parenthesis after the normal Space/Reach) by unique anatomy or in the monster's description?

XII. Special Attacks and Special Qualities

A. Are all Type/Subtype Special Attacks and/or Special Qualities listed?
B. Are all listed Attacks/Qualities alphabetically listed and explained (if needed) in the creature's Combat section? In the combat section, are the alphabetized Special Attacks listed before the alphabetized Special Qualities?
C. Do sensory abilities (such as blindsight, darkvision, tremorsense) and telepathy have a listed range?

XIII. Saves

A. Are saves properly calculated based upon Type/Subtype, statistic modifiers, feats, and racial bonuses?
B. Are bonuses against specific attacks (such as enchantments, poison, or spells and spell-like abilities) listed parenthetically?

XIV. Abilities

A. Are all abilities listed properly and are all nonabilities indicated based upon Type/Subtype?
B. Do the abilities generally match up with the Size of the monster?

XV. Feats

A. Are all feats listed alphabetically, and does the creature have the proper number based upon its Type/Subtype and HD?
B. Are all bonus feats indicated with a superscript [B]?
C. Are all feats being accounted for in their various modifiers (i.e. is Improved Initiative being counted in the monster's Initiative statistic)?
D. Does the creature meet the prerequisites for all feats (other than bonus feats)?

XVI. Environment

A. Is the climate listed reasonable for the creature Type/Subtype and monster concept?
1. If an outsider or extraplanar, is the proper nomenclature maintained?

XVII. Organization

A: Is the nomenclature correct based upon the monster concept?

XVIII. Challenge Rating

A. Are two of these creatures a moderate fight for a party of four characters(Cleric, Fighter, Rogue, Wizard) that are two levels higher than the single creature's CR?
B. Do you expect to consume around 15-25% of their resources in the fight?

XIX. Treasure

A. Is the treasure type appropriate for the monster concept? Is the nomenclature correct?
B. Have any magic items, weapons or armor listed on the Armor Class or Attack lines been included?

XX. Alignment

A. Does the alignment match the description/concept of the monster?

XXI. Advancement

A. Is the creature's advancement done in three stages where its HD multiply accordingly?
1. If not, is there a good reason (be that type or concept) which precludes the standard advancement?

XXII. Level Adjustment

A. Is the creature appropriate for a player race?
   1. If so, what level of regular Cleric, Fighter, Rogue, or Wizard compare with a creature as written?

B. Is the listed ECL fairly accurate in this assessment?

C. Is the creature not appropriate for a player race, but is a valid choice for a cohort or familiar? If so, add (cohort) or (familiar).

XXIII. Skills

A. Skills are done last.

B. How many skill points does the creature have based upon its Type/Subtype and its HD?
   1. Does the total of its skill modifiers (accounting for all statistic modifiers and synergy or racial bonuses) equal this total?

C. Do any skills exceed the rank maximum of HD+3?

D. If you find problems in the skills, it will take a long time to sort them out for higher HD monsters. Take your time, and try to only make a single correction. You don't want to have to correct your correction.

E. Does the monster have a climb speed? If so, it gets a +8 racial bonus on Climb checks. Also include the appropriate text in the combat section under skills (see Chapter 3: Monster Statistics under Speed).

F. Does the monster have a swim speed? If so, it gets a +8 racial bonus on Swim checks. Also include the appropriate text in the combat section under skills (see Chapter 3: Monster Statistics under Speed).

G. Is the monster's base speed greater than 30 feet? If so, add +4 to Jump modifier for every 10 ft. over 30 ft.

H. Is the monster's base speed less than 30 feet? If so, add -6 to Jump modifier for every 10 ft. below 30 ft.

I. Are penalties/benefits due to Size in your Hide modifier?

J. Have any situational modifiers been added in parentheses (such as Concentration +4 [+8 casting defensively])?

K. Double-check all synergy bonuses (See Chapter 3: Monster Statistics, Table 3.14: Skill Synergies).

XXIV. Final Thoughts

A. Does this monster congeal into a good mix of concept and mechanical application?

B. Is it something that would make a good, memorable encounter appropriate for its CR?

C. Did you make any mistakes? You might want to go through the monster again and check.

APPENDIX II: D20 MECHANIC

The below table is the heart of the d20 system. It can be used two ways, and examples of each use follow below. The letter A means "always," or in other words, 100% success. The minimum listed success chance is 5N. This means that in uses where the minimum chance of success is always 5% (such as rolling a natural 20 always hits) there is a 5% chance of success, but for applications without a minimum the success chance is "never", or in other words, 0% success.

Attack Percentages: Find the attack bonus of your creature in the leftmost column, and move to the right until you find the AC you're trying to hit. The number listed is your success chance. For example, a monster with a +13 attack tries to hit a fighter with an AC of 28. The chance the monster will hit is 30%. For another example, a monster with a +33 attack tries to hit a fighter with an AC of 29. The chance the monster will hit is A, or always 100%.

Save Percentages: Find the DC of the save in the top row, and move downward until you find your monster's save bonus. For example, your monster is attacked by an enchantment with a save DC of 19, and it has a Will save of +4. The chance the monster will save is 30%. For another example, your monster is attacked by an enchantment spell with a save DC of 28, and it has a Will save of +7. The chance the monster will save is 5N, or never, since saves do not have a minimum success chance.

Attack/Save AC/DC	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35
-5	55	50	45	40	35	30	25	20	15	10	5	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N
-4	60	55	50	45	40	35	30	25	20	15	10	5	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N
-3	65	60	55	50	45	40	35	30	25	20	15	10	5	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N
-2	70	65	60	55	50	45	40	35	30	25	20	15	10	5	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N
-1	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N
0	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N
1	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N
2	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	5N	5	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N
3	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N
4	A	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N
5	A	A	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	5N	5N	5N	5N	5N	5N	5N	5N	5N	5N
6	A	A	A	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	5N	5N	5N	5N	5N	5N	5N	5N	5N
7	A	A	A	A	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	5N	5N	5N	5N	5N	5N	5N	5N
8	A	A	A	A	A	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	5N	5N	5N	5N	5N	5N	5N

Attack/Save AC/DC	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35
9	A	A	A	A	A	A	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	5N	5N	5N	5N	5N	5N
10	A	A	A	A	A	A	A	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	5N	5N	5N	5N	5N
11	A	A	A	A	A	A	A	A	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	5N	5N	5N	5N
12	A	A	A	A	A	A	A	A	A	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	5N	5N	5N
13	A	A	A	A	A	A	A	A	A	A	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	5N	5N
14	A	A	A	A	A	A	A	A	A	A	A	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	5N
15	A	A	A	A	A	A	A	A	A	A	A	A	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5
16	A	A	A	A	A	A	A	A	A	A	A	A	A	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10
17	A	A	A	A	A	A	A	A	A	A	A	A	A	A	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15
18	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20
19	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25
20	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	95	90	85	80	75	70	65	60	55	50	45	40	35	30
21	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	95	90	85	80	75	70	65	60	55	50	45	40	35
22	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	95	90	85	80	75	70	65	60	55	50	45	40
23	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	95	90	85	80	75	70	65	60	55	50	45
24	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	95	90	85	80	75	70	65	60	55	50
25	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	95	90	85	80	75	70	65	60	55
26	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	95	90	85	80	75	70	65	60
27	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	95	90	85	80	75	70	65
28	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	95	90	85	80	75	70
29	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	95	90	85	80	75
30	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	95	90	85	80
31	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	95	90	85
32	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	95	90
33	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	95
34	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
35	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
36	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
37	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
38	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
39	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A

APPENDIX III: RANDOM(ISH) MONSTER GENERATOR

Sometimes inspiration is dry. The old creative juices aren't flowing, and yet you still want to test your PCs against a creature they've never seen nor heard of before. What's a GM to do? Use the Random(ish) Monster Generator! I guarantee within a few minutes and a dozen or so rolls of the dice, you'll have a creature so bizarre it would make an aberration proud! You'll have a creature that no sane PC has ever encountered before and never will again! A creature worthy of table talk for years to come!

Or maybe not; but I do promise that a few random rolls will kickstart your GMing prowess. Sometimes the best way to create something new is to be given disparate bits that require careful crafting to turn into a formidable foe. Using the random(ish) monster generation system will give you plenty of raw materials to work with, and after sanding away the rough edges and some stat work, you just may find yourself the proud owner of a new monster of note.

There are two main ways to use the random(ish) monster generator tables. The first is to begin with the special abilities and special qualities of your new creature, and the other is to end the generation process with the special abilities and special qualities. Both aspects have their advantages. The first brings the heart of the creature to the forefront quickly because the SA/SQs are the real meat of any monster, but the second forms the framework within which the new creature comes into being. Experiment with both generation methods, and use the one you like best. I'll give an example of both types for your enjoyment.

Random(ish) Monster Generation Example One: First I'll roll on Table III.1: Guaranteed SA/SQ to determine my monster's SA/SQ. I roll a 77, so my new monster has Constrict (Ex). Next I determine how many random SA/SQs my new creature will possess on Table III.2: Number of Random SA/SQs. My trusty D100 provides my new creature with four SA/SQs (25). Now rolling on Table III.3: Type of Random SA/SQs. I get Keen Senses (Ex) (426), Moan (Ex) (504), Death Spray (Ex) (217), and Telepathy (Su) (866). Rather odd bunch of SA/SQs but certainly workable–great senses, a vicious moan, a nasty retributive strike, and telepathy to use against your enemies. I like.

Next, I roll a 56 on Table III.4: Size, making my new creature Medium. Then, I roll a 60 on Table III.5: Type for Monstrous Humanoid, and a 38 on Table III.6: Subtype for a creature with no subtype. This makes my new beastie a Medium Monstrous Humanoid. To determine Hit Dice, I roll a 44 on Table III.7: Hit Dice, producing 5HD (getting the bonus +20 on my weapon table roll!). Then I roll a 57 on Table III.8: Movement, producing a fast walking quadruped. Well, that's not too far to stretch. My new random(ish) creature is a quadruped (or more peds even, I haven't decided yet) Medium Monstrous Humanoid with 5 HD.

Ok, now what type of natural armor am I dealing with here? A roll of 72 on Table III.9: Natural Armor gives light scales, and my last roll on Table III.10: Weapon Table (64+20) yields tentacle attacks on the weapon table. And there's my first random(ish) monster ™. This one's going to take a bit of work to put together, and I'll probably change the type from monstrous humanoid to aberration. I've got a scaled quadruped (but I think I'll go with many-legged instead of just four) covered with disgusting pustules from death spray, who also has tentacle attacks and the cloaker's moan ability. That sounds just bizarre enough to qualify as an aberration. The tentacle attack pushed me over. I could have still arguably stayed within monstrous humanoid territory if it would have been a claw or a bite. But the tentacle attack goes nicely with my Constrict (Ex) ability so I'm not complaining too much…

Random(ish) Monster Generation Example Two: This time around, I'm going to do all the physical bits first (size, type, subtype, HD, etc) and then move into the SA/SQs. I start with a size roll of 79 (large), a type roll of 42 (giant), and a subtype roll of 68 (cold). Now we're getting somewhere! A Large Giant (Cold) is something that'll be fun to create. Now let's see how powerful he'll be with a HD roll of 63 (8 HD), a movement roll of 25 (average walking biped), an armor roll of 70 (light scales), and finally a weapon roll of 3+20 (bite). Hrm… I now have a Large Giant (cold) who has scales and bites people. OK, that's workable. Let's see what SA/SQs are in store for my new beauty.

My guaranteed SA/SQ roll comes up 04 (Immunity), and my random SA/SQ roll of 7 gives me two random SA/SQs. Two quick rolls later, and I'm looking at Time Web (Ex) (881) and Scent (Ex) (679) as the remaining SA/SQs. This one is odd–a time web weaving giant, with a bite attack and a sharp nose. Hrm. I think I'll call him a Snot Web Giant.

Appendix III: Random(ish) Monster Generator

So there's the random(ish) monster generator. I only fudged once on the two examples above (I first rolled an animal for the example two, but how boring!), and it's been a blast to create and fiddle with monster traits. A lot of cool monster ideas are now only a dice throw away…

If you are interested in a more automated monster generation system, pick up *Beast Builder: A Digital Companion* by Dimensions Game Software. Working closely with Dimensions Game Software, *Beast Builder: A Digital Companion* uses mechanics and design guidelines from *A Magical Society: Beast Builder.*

Table III.1: Guaranteed SA/SQ

Guaranteed SA/SQ	D100
Immunity (Ex)	1-13
Damage Reduction (Ex or Su)	14-25
Spell-Like Ability (Sp)	26-37
Improved Grab (Ex)	38-46
Spell Resistance (Ex)	47-54
Poison (Ex)	55-61
Resistance (Ex)	62-67
Breath Weapon (Su)	68-72
Constrict (Ex)	73-77
Summon (Sp or Ex)	78-82
Vulnerability (Ex)	83-87
Telepathy (Su)	88-91
Fast Healing (Ex)	92-94
Blindsight (Ex)	95-96
Darkvision (Ex)	97-98
Low-Light Vision (Ex)	99-100

Table III.2: Number of Random SA/SQs

Random SA/SQs	D100
One	1-3
Two	4-8
Three	9-19
Four	20-37
Five	38-60
Six	61-78
Seven	79-88
Eight	89-93
Nine	94-97
Roll Twice	98-100

Table III.3: Type of Random SA/SQs

Random Special Ability or Special Quality	D1000
Abhorrent Stench (Ex)	1
Ability Score Loss (Sp or Su)	2-11
Absorb (Ex)	12
Absorb Arcane Magic (Su)	13
Absorb Text (Su)	14
Acid (Ex)	15-19
Acid (Ex)	20-24
Acid Spray (Ex)	25
Acid Spray (Ex)	26
Acid Sting (Ex)	27
Adhesive (Ex)	28
Adhesive Grapple (Ex)	29
Agonizing Touch (Su)	30
Air Mastery (Ex)	31
All-Around Vision (Ex)	32-36
Alter Physiology (Ex)	37
Alternate Form (Su)	38-47
Ambush (Ex)	48
Amorphous (Ex)	49
Amorphous (Ex)	50
Amphibious (Ex)	51
Ancestral Memories (Su)	52
Animate Objects (Su)	53
Animate Trees (Sp)	54
Animated Host (Su)	55
Annihilate (Ex)	56
Arcane Sight (Su)	57
Arcane Spell Mimicry (Su)	58
Arcanesense (Su)	59
Armtwist (Ex)	60
Astral Projection (Su)	61
Attach (Ex)	62-63
Attuned (Su)	64
Augmented Critical (Ex)	65
Aura of Desecration (Su)	66
Aura of Insanity (Su)	67

Table III.3: Type of Random SA/SQs Continued

Random Special Ability or Special Quality	D1000
Aura of Menace (Su)	68
Aversion to Daylight (Ex)	69
Babble (Su)	70
Babble (Su)	71
Backbreaker (Ex)	72
Barbed Defense (Su)	73
Battle Frenzy (Ex)	74
Bay (Su)	75
Beak Deflection (Ex)	76
Beard (Ex)	77
Berserk (Ex)	78
Bite of Despair (Su)	79
Black Cloud (Ex)	80
Bladed Lid (Ex)	81
Blind (Ex)	82
Blinding Beauty (Su)	83
Blindsense (Ex)	84-88
Blindsight (Ex)	89-99
Blink (Su)	100
Blood Drain (Ex)	101-102
Blood Drain (Ex)	103-104
Blood Frenzy (Ex)	105
Blood Spawn (Su)	106
Break Weapon (Ex)	107
Breath Weapon (Su)	108
Burn (Ex)	109
Burn (Ex)	110
Burrow Through Obstacle (Ex)	11
Cacophony (Su)	112
Cadaverous Healing (Ex)	113
Camouflage (Ex)	114-118
Camouflage (Ex)	119-123
Camouflage (Ex)	124-128
Camouflage (Sp)	129-133
Canny Defense (Ex)	134
Can't be Tripped (Ex)	135

Random Special Ability or Special Quality	D1000
Capsize (Ex)	136
Captivating Song (Su)	137
Carapace (Ex)	138
Change Shape (Su)	139-143
Change Size (Sp)	144
Chaos Burst (Su)	145
Chaotic Resonance (Su)	146
Charm Person (Sp)	147-151
Charm Reptiles (Sp)	152
Circle of Devastation (Ex)	153
Clotting Vulnerability (Ex)	154
Cloudwalking (Su)	155
Club (Ex)	156
Coffin of Death (Su)	157
Cold (Ex)	158
Combustion (Ex)	159
Command Undead (Su)	160
Confounding Appearance (Ex)	161
Confusion (Su)	162-163
Confusion Aura (Su)	164
Constrict (Ex)	165-174
Consume Item (Ex)	175
Consume Magic (Su)	176
Consume Power (Su)	177
Cooperation (Ex)	178
Corporeal Instability (Su)	179
Corrosive Slime (Ex)	180
Corrupt Water (Sp)	181
Corrupting Touch (Su)	182
Cover of Darkness (Sp)	183
Create/Destroy Water (Sp)	184
Create Spawn (Su)	185-187
Create Spawn (Su)	188-190
Create Spawn (Su)	191-193
Crown of Horns (Ex)	194
Crush (Ex)	195

Table III.3: Type of Random SA/SQs Continued

Random Special Ability or Special Quality	D1000
Crush (Ex)	196
Crush Armor (Su)	197
Crush Item (Su)	198
Crush Personality (Sp)	199
Cure Serious Wounds (Sp)	200
Curse (Su)	201
Cursed Wound (Ex)	202
Damage Reduction (Ex or Su)	203
Dance of Ruin (Su)	204
Dancing Chains (Su)	205
Darkness (Su)	206
Darkvision (Ex)	207
Daylight (Sp)	208
Daylight Powerlessness (Ex)	209
Daylight Weakness (Ex)	210-211
Dazzle (Ex)	212
Deaf (Ex)	213
Deafening Bark (Ex)	214
Death Attack (Sp or Su)	215
Death Rattle (Ex)	216
Death Spray (Ex)	217
Death Throes (Ex)	218
Death Throes (Ex)	219
Death Throes (Ex)	220
Debilitating Aura (Su)	221
Debilitating Touch (Su)	222
Desecrate (Su)	223
Desecrating Aura (Su)	224
Despair (Su)	225
Destructive Harmonics (Su)	226
Destructive Sonics (Su)	227
Detach Spore (Ex)	228
Detect Gems (Sp)	229
Detect Law (Su)	230-231
Detect Magic (Su)	232-233
Detect Thoughts (Su)	234-235

Random Special Ability or Special Quality	D1000
Detect Undead (Sp)	236
Digest (Ex)	237
Dimension Door (Su)	238
Disease (Ex or Su)	239-244
Disease Spores (Ex)	245
Disgorge (Ex)	246
Dissolve Magic (Su)	247
Dissolve Mind (Su)	248
Dissolving Burst (Ex)	249
Distort Perception (Su)	250
Distraction (Ex)	251
Division (Ex)	252
Dodge Bonus (Ex)	253
Dominate Monster (Su)	254
Dominated Creature (Ex)	255
Domination (Su)	256
Dorje Power (Sp)	257
Double Damage against Objects (Ex)	258
Drag (Ex)	259
Dream Haunting (Su)	260
Drench (Ex)	261
Dust (Ex)	262
Earth Friend (Su)	263
Earth Glide (Ex)	264
Earth Mastery (Ex)	265
Electric Field (Ex)	266
Electricity Ray (Su)	267
Electricity Sense (Ex)	268
Elemental Disjunction (Su)	269
Elemental Endurance (Ex)	270
Elven Blood (Ex)	271
Energy Drain (Su)	272-281
Enervation Ray (Su)	282
Engulf (Ex)	283-284
Engulf (Ex)	285-286
Engulf (Ex)	287-288

Table III.3: Type of Random SA/SQs Continued

Random Special Ability or Special Quality	D1000
Enslave (Su)	289
Entangle (Ex)	290-292
Entangle (Ex)	293-294
Entangle (Su)	295-296
Envelop (Ex)	297-298
Enveloping Mount (Su)	299
Etherealness (Su)	300
Evasion (Ex)	301
Evil Eye (Su)	302
Expel (Ex)	303
Expel skeletons (Su)	304
Explosion (Su)	305
Explosive Rocks (Su)	306
Eye Rays (Su)	307
Fast Healing (Ex)	308-317
Fast Metabolism (Ex)	318
Fear (Su or Sp)	319
Fearless Loyalty (Ex)	320
Feed (Su)	321
Ferocity (Ex)	322
Fiddle (Su)	323
Fiery Aura (Ex)	324
Fiery Bite (Su)	325
Filament (Ex)	326
Find Master (Su)	327
Find Target (Sp)	328
Fire (Ex)	329-330
Fire (Su)	331-332
Fists of Thunder and Lightning (Su)	333
Flail (Ex)	334
Flaming Body (Su)	335
Flaming Hooves (Su)	336
Flaming Jelly (Ex)	337
Flicker (Ex)	338
Flight (Ex or Su)	339-343
Fluid Drain (Ex)	344

Random Special Ability or Special Quality	D1000
Flurry of Blows (Ex)	345
Follow-Up (Ex)	346
Force Blast (Sp)	347
Freedom of Movement (Su)	348-350
Freeze (Ex)	351
Freezing Bite (Su)	352
Freezing Fog (Sp)	353
Freshwater Sensitivity (Ex)	354
Frightful Presence (Ex)	355
Frigid Aura (Ex)	356
Frigid Aura (Su)	357
Furnace-Interior (Ex)	358
Garlic Distaste (Ex)	359
Gaseous Form (Su)	360
Gaze Attack (Su)	361
Gibbering (Su)	362
Gills (Ex)	363
Great Hug (Ex)	364
Grind (Ex)	365
Ground Manipulation (Su)	366
Guard (Ex)	367
Guarded Thoughts (Ex)	368
Guts (Ex)	369
Half Damage from Slashing and Piercing (Ex)	370
Hallucination Cloud (Ex)	371
Harmonic Attack (Ex)	372
Haste (Su)	373
Haste (Su)	374
Hatch (Ex)	375
Healing (Ex)	376
Heat (Ex)	377
Heat (Ex)	378
Hiss (Su)	379
Hive Mind (Ex)	380
Hive Mind (Ex)	381
Hold Breath (Ex)	382

Table III.3: Type of Random SA/SQs Continued

Random Special Ability or Special Quality	D1000
Homebrew (Ex)	383
Horn (Su)	384
Horrific Appearance (Su)	385
Hurl Body (Ex)	386
Hypnosis (Ex)	387
Hypnotic Lights (Ex)	388
Hypothermia (Ex)	389
Icewalking (Ex)	390
Immune to Weapon Damage (Ex)	391
Immunity to Magic (Ex)	392
Immunity to Magic (Ex)	393
Immunity to Special Attacks (Ex)	394
Impale (Ex)	395
Implant (Ex)	396
Improved Domination (Sp)	397
Improved Evasion (Ex)	398
Improved Grab (Ex)	399-404
Improved Speed (Ex)	405
Improved Tracking (Ex)	406
Improved Trample (Ex)	407
Incorporeality (Su)	408-410
Infernal Wound (Su)	411
Infuse (Ex)	412
Infuse Intellect (Ex)	413
Inhabit (Ex)	414
Ink Cloud (Ex)	415
Ink Cloud (Ex)	416
Innate Counterspell (Su)	417
Insanity (Su)	418
Invisibility (Su or Sp)	419
Jagged Rake (Ex)	420
Jelly (Ex)	421
Jet (Ex)	422
Keen Scent (Ex)	423-425
Keen Senses (Ex)	426-427
Keen Strike (Ex)	428

Random Special Ability or Special Quality	D1000
Kiss (Su)	429
Kiss of Death (Su)	430
Lay on Hands (Su)	431
Leap (Ex)	432
Leech Life (Su)	433
Lethal Shock (Su)	434
Life Drain (Su)	435
Lifesense (Su)	436
Lifestealer (Su)	437
Light Blindness (Ex)	438-439
Light Generation (Ex)	440
Light Ray (Ex)	441
Light Sensitivity (Ex)	442-446
Light Sensitivity (Ex)	447-451
Light Vulnerability (Ex)	452-456
Light Vulnerability (Ex)	457-461
Light Vulnerability (Ex)	462-466
Limited Telepathy (Su)	467
Locate Object (Sp):	468
Look of Longing (Su)	469
Low-Light Vision (Ex)	470
Luck Bonus (Sp)	471
Lucky (Su)	472
Luminescence (Ex)	473
Lurk (Ex)	474
Madness (Ex)	475
Madness (Su)	476
Magic Absorption (Su)	477
Magic Aura (Sp)	478
Magic Circle against Evil (Su)	479
Magic Drain (Su)	480
Magic Sustenance (Ex)	481
Magic Tracking (Su)	482
Magical Glow (Su)	483
Make Whole (Sp)	484
Many Voices (Ex)	485

Table III.3: Type of Random SA/SQs Continued

Random Special Ability or Special Quality	D1000
Massive Infection (Su)	486
Master Pain (Ex)	487
Meld into Stone (Sp)	488
Melt Weapons (Ex)	489
Merge (Ex)	490
Mimic Shape (Ex)	491
Mimicry (Ex)	492
Mind blast (Sp)	493
Mind Feed (Ex)	494
Mindless (Ex)	495-499
Mirror Bound (Su)	500
Mirror Symbiosis (Ex)	501
Mirror Travel (Su)	502
Mnemonic Exchange (Su)	503
Moan (Ex)	504
Moan (Su)	505
Mob Tactics (Ex)	506
Mucus Cloud (Ex)	507
Mucus Pustules (Ex)	508
Multilingual (Ex)	509
Multiple Natural Weapons (Ex)	510
Natural Cunning (Ex)	511-512
Necrophage (Su)	513
Negative Energy (Su):	514
Nervelash (Su)	515
Nondetection (Su)	516-517
Noxious Fumes (Ex)	518
Nullify Light (Sp)	519
Ooze Dart (Ex)	520
Orc Blood (Ex)	521
Ore Nose (Ex)	522
Oversized Weapon (Ex)	523-524
Pack Attack (Ex)	525
Paralysis (Ex or Su)	526
Parasitic Implant (Ex)	527
Pass Without Trace (Ex)	528
Passwall (Sp)	529
Passwall (Sp)	530
Pelt (Ex)	531
Perfect Memory (Ex)	532
Petrification (Su)	533
Petroleum Belch (Ex)	534
Photophobia (Ex)	535
Pierce (Ex)	536
Piercer Hellstorm (Sp)	537
Pin Defensively (Ex)	538
Pinning Rush (Ex)	539
Pipes (Su)	540
Plane Shift (Su)	541-542
Planewalk (Su)	543-544
Pliable Body (Ex)	545
Pocket Dimension (Su)	546
Poison (Ex)	547-556
Population Explosion (Ex)	557
Portal Organ (Su)	558
Positive Energy Lash (Su)	559
Possession (Su)	560
Pounce (Ex)	561-565
Powerful Charge (Ex)	566-568
Precise Collapse (Su)	569
Preternatural Cold (Su)	570
Programming (Ex)	571
Prospector's Fever (Su)	572
Protection from Energy (Ex)	573
Protective Aura (Su)	574
Protective Slime (Su)	575
Psionics (Sp)	576-577
Pungency (Ex)	578
Purge (Ex)	579
Push (Ex)	580
Quartz Disc (Ex)	581
Quickness (Su)	582

Table III.3: Type of Random SA/SQs Continued

Random Special Ability or Special Quality	D1000
Quills (Ex)	583
Rage (Ex)	584-586
Rage (Ex)	587-589
Rake (Ex)	590-592
Ray (Su or Sp)	593
Rebuke Undead (Su)	594
Reduce Person (Sp)	595
Refractive (Ex)	596
Regeneration (Ex)	597-611
Regeneration (Ex)	612
Rejuvenation (Su)	613
Remote Sight (Sp)	614
Rend (Ex)	615-624
Rend (Ex)	625
Rend Armor (Ex)	626
Resilient (Ex)	627
Resistance to *Charm* (Ex)	628-632
Resistance to Energy (Ex)	633-654
Roar (Ex)	655
Roar (Su)	656
Roar (Su)	657
Roar (Su)	658
Rock Burst (Su)	659
Rock Catching (Ex)	660
Rock Throwing (Ex)	661
Roll Over (Ex)	662
Rotting Possession (Su)	663
Rush (Ex)	664
Rust (Ex)	665
Rust Magic (Ex)	666
Rustproof (Ex)	667
Sap Sentience (Sp)	668
Scare (Ex or Su)	669
Scent (Ex)	670-685
Scream (Ex)	686
Secretion (Ex)	687

Random Special Ability or Special Quality	D1000
See in Darkness (Su)	688
See Invisibility (Su)	689
Sense Magic (Ex)	690
Sense Psionics (Su)	691
Servant of Undeath (Ex)	692
Shadow Blend (Su)	693
Shadow Form (Su)	694
Shadow Shift (Su)	695
Shape Control (Ex)	696
Shape Earth (Su)	697
Shell (Ex)	698
Shield of Stone (Su)	699
Shield Other (Sp)	700
Shock (Ex)	701
Shriek (Ex)	702
Shriek (Ex)	703
Shriek (Su)	704
Silence (Sp)	705
Skeleton Merge (Su)	706
Skeleton Spawn (Su)	707
Slavering (Su)	708
Slime (Ex)	709
Slippery (Ex)	710
Slow (Su)	711-712
Slow (Su)	713-714
Smite (Su)	715
Smite Good (Su)	716-717
Smoke (Su)	718
Smoke Claws (Ex)	719
Smoke Form (Ex)	720
Smoke Form (Su)	721
Smoke Inhalation (Su)	722
Smother (Ex)	723
Smother (Ex)	724
Sneak Attack (Ex)	725-726
Snort (Ex)	727

Table III.3: Type of Random SA/SQs Continued

Random Special Ability or Special Quality	D1000
Solid Form (Su)	728
Sonic Attacks (Su)	729-730
Sonic Lance (Su)	731
Sound Imitation (Ex)	732
Sound Sensitivity (Ex)	733
Speak with Animals (Su)	734-735
Speak with Sharks (Ex)	736
Special Arrows (Ex)	737
Spell Deflection (Su)	738
Spell Immunity (Ex)	739-740
Spell Resistance (Ex)	741-750
Spell Resistance (Su)	751
Spell Storing (Sp)	752
Spells (Sp)	753-757
Spells (Su)	758
Spider Climb (Ex)	759-760
Spikes (Ex)	761
Spin Attack (Ex)	762
Spit (Ex)	763-764
Spit (Ex)	765-766
Spit Acid (Ex)	767-768
Spittle (Ex)	769
Split (Ex)	770-771
Spores (Ex)	772-773
Spores (Ex)	774-775
Spores (Ex)	776-777
Spores (Ex)	778-779
Spread Thin (Ex)	780
Sprint (Ex)	781-782
Squeeze (Ex)	783
Stability (Ex)	784
Stalagmite Form (Ex)	785
Stampede (Ex)	786
Staunch Guardian (Ex)	787
Steal Essence (Su)	788
Stench (Ex)	789-790

Random Special Ability or Special Quality	D1000
Stench (Ex)	791-792
Stench (Ex)	793-794
Stench (Ex)	795-796
Stone-Like (Ex)	797
Stone Cone (Su)	798
Stone Shape (Ex)	799
Stonecunning (Ex)	800-804
Stoneform (Su)	805
Stoneyskin (Su)	806
Strands (Ex)	807
Strangulation (Ex)	808
Strobe (Su)	809
Stun (Su)	810
Stunning Glance (Su)	811
Stunning Screech (Su)	812
Stunning Shock (Su)	813
Summon (Sp or Ex)	814-823
Sunlight Powerlessness (Ex)	824-825
Superior Low-Light Vision (Ex)	826-830
Superior Two-Weapon Fighting (Ex)	831-835
Surprise Charge (Ex)	836
Swallow Whole (Ex)	837-851
Tail Slap (Ex)	852
Tail Sweep (Ex)	853
Tangle of Weeds (Ex)	854
Taproot (Ex)	855
Telepathic Link (Sp)	856
Telepathy (Su)	857-871
Teleport (Su)	872-876
Teleport Other (Sp)	877
Tentacles (Ex)	878
Thorns (Ex)	879
Tied to Place (Su)	880
Time Web (Ex)	881
Tongue Grab (Ex)	882
Tongues (Su)	883-892

Table III.3: Type of Random SA/SQs Continued

Random Special Ability or Special Quality	D1000
Toss (Ex)	893
Touch of Betrayal (Su)	894
Toxic Spit (Ex)	895
Trample (Ex)	896
Transformation (Ex)	897
Transparent (Ex)	898
Trap Essence (Su)	899
Tree Dependent (Su)	900
Tremor (Su)	901
Tremorsense (Ex)	902-911
Trill (Su)	912
Trip (Ex)	913
True Seeing (Su)	914-916
Turn Resistance (Ex)	917-921
Uncanny Dodge (Ex)	922
Undead Cloak (Ex)	923
Underground Animal Empathy (Ex)	924
Unearthly Grace (Su)	925
Unhallowed Presence (Su)	926
Unholy Aura (Su)	927
Unnatural Aura (Su)	928
Uproot (Ex)	929
Vacuum Pull (Su)	930
Vampiric Touch (Su)	931
Vocalization (Ex)	932
Vomit (Ex)	933
Vorpal Attack (Su)	934
Vorpal Bite (Ex)	935
Vortex (Su)	936
Vulnerabilities (Ex)	937-938
Vulnerabilities (Ex)	939-940
Vulnerability to Energy (Ex)	941-950
Vulnerability to Purification (Ex)	951
Vulnerability to Rust (Ex)	952
Vulnerability to Silence (Ex)	953
Vulnerability to *Stone to Flesh* (Ex)	954
Vulnerability to Sunlight (Ex)	955
Vulnerability to Sunlight (Ex)	956
Vulnerability to Sunlight (Ex)	957
Vulnerable to Vinegar (Ex)	958
Wall of Stone (Sp)	959
Water Breathing (Ex)	960-961
Water Breathing (Sp)	962-963
Water Dependent (Ex)	964
Water Mastery (Ex)	965
Wave of Parasites (Su)	966
Weakness (Ex)	967
Weakness (Su)	968
Weapon Familiarity (Ex)	969
Web (Ex)	970-989
Web of Acid (Ex)	990
Whirl (Ex)	991
Whirlwind (Su)	992
Whirlwind Blast (Su)	993
Whirlwind Form (Su)	994
Wild Empathy (Ex)	995-996
Wing (Ex)	997
Wounding (Ex)	998
Wounding (Ex)	999
Wrap (Ex)	1000

Table III.4: Size

Creature Size	D100
Fine	1-2
Diminutive	3-9
Tiny	10-21
Small	22-40
Medium	41-60
Large	61-79
Huge	80-91
Gargantuan	92-99
Colossal	100

Appendix III: Random(ish) Monster Generator

Table III.5: Type

Creature Type	D100
Aberration	1-8
Animal	9-16
Construct	17-22
Dragon	23-27
Elemental	28-32
Fey	33-37
Giant	38-45
Humanoid	46-53
Magical Beast	54-59
Monstrous Humanoid	60-67
Ooze	68-72
Outsider	73-80
Plant	81-86
Undead	87-94
Vermin	95-100

Table III.6: Subtype

Creature Subtype	D100
None	1-50
Air	51-53
Angel	54-56
Aquatic	57-59
Archon	60-62
Augmented	63
Chaotic	64-66
Cold	67-69
Earth	70-72
Evil	73-75
Extraplanar	76-79
Fire	80-82
Goblinoid	83
Good	84-86
Incorporeal	87-89
Lawful	90-92
Native	93-95
Reptilian	96
Swarm	97
Water	98-100

Table III.7: Hit Dice

Creature HD	D100
1/2	1-6
1	7-14
2	15-22
3	23-30
4	31-37
5*	38-44
6	45-51
7	52-57
8	58-63
9	64-68
10**	69-73
11	74-77
12	78-81
13	82-84
14	85-87
15***	88-89
16	90-91
17	92
18	93
19	94
20	95
21	96
22	97
23	98
24	99
25+	100

* Add +20 to your roll on Table III.10: Weapon Table
** Add +60 to your roll on Table III.10: Weapon Table
*** +1 additional roll on Table III.10: Weapon Table

Table III.8: Movement

Creature Movement	Slow	Average	Fast
Walking Biped	1-5	6-25	26-30
Walking Quadruped (or more)	31-35	36-55	56-60
Flying	61-65	66-70	71-75
Climbing	76-78	79-83	84-85
Burrowing	86-88	89-91	92-93
Roll Twice*		94-100	

* If you get both Biped and Quadruped, roll again.

Table III.9: Natural Armor

Natural Armor	None (+0)	Barely (+1)	Very Light (+2)	Light (+2 to +5)	Moderate (+4 to +7)	Heavy (+6 to +10)	Awesome (10+)
Skin/Hide	1-10	11-20	21-30	31-42	43-51	52-57	58-60
Scales			61-65	66-75	76-80	81-83	84-85
Shell				86-88	89-91	92-94	95
Exoskeleton				96	97-98	99	100

Table III.10: Weapon Table

Weapon	D100
Bite	1-25
Claw	26-49
Manufactured	50-59
Gore	60-65
Slam	66-78
Sting	79-84
Tail	84
Tentacle	85-87
Wing	88
Roll Twice	89-96
Roll Three Times	97-100

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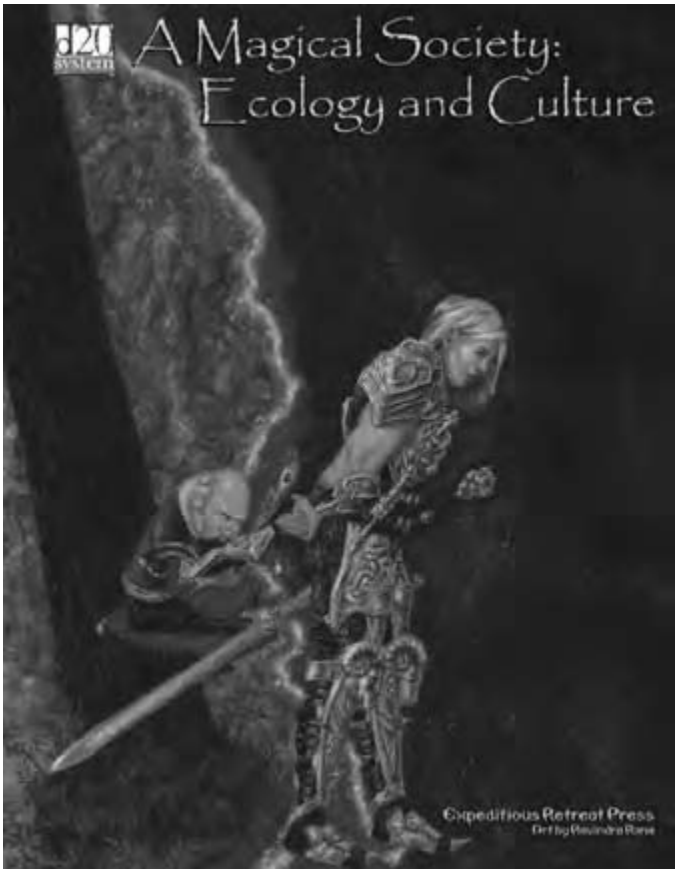

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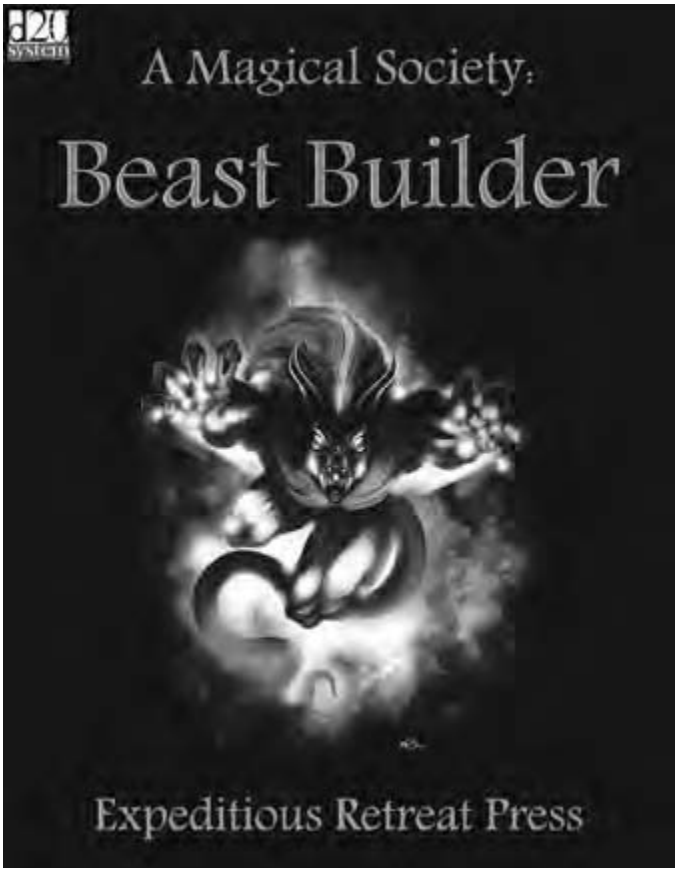

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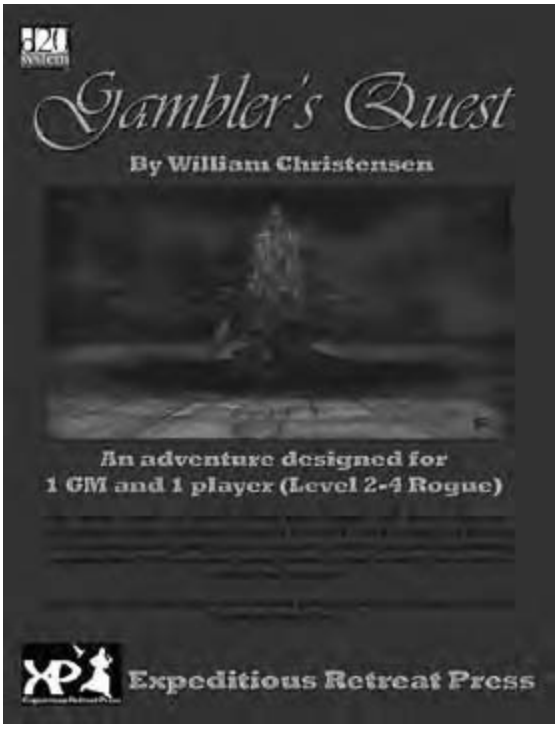

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