

A Book of Wondrous Beasts

Compiled From The Accounts of Ancient Sages and Artists

by Daniel James Hanley

Basic Text Edition

Table of Contents

ALPHYN.....	3
AMPHISBAENA.....	3
ANTELOPE, SAW.....	4
BAGWYN.....	5
BONACON.....	5
BOREYNE.....	6
CALANDRIUS.....	7
CALOPUS.....	7
CALYGREYHOUND.....	8
CARESTES.....	9
CARETYNE.....	9
DRAGON, FIRE BREATHING.....	10
DRAGON, SERPENTINE.....	11
DRAGON, WORM.....	13
GULON.....	14
HERCINIA.....	15
HRYCUS.....	15
KEYTHONG.....	16
LAKE SERPENT.....	17
LEUCROTA.....	17
LINDWORM.....	18
MANTICORE, WINGLESS (BARICOS).....	19
MELUSINE.....	20
MERMECOLION.....	21
MONOCERUS.....	22
MUSCALIET.....	23
MUSIMON.....	24
ONOCENTAUR.....	24
OPINICUS.....	25
PANTHERA.....	26
PARANDRUS.....	27
PARD.....	27
SATYRAL.....	28
SCITALIS.....	29
SERRA (SAWFISH).....	30
THEOW (LEAPING WOLF).....	31
UNICORN, FEROCIOUS.....	32
WOOLLY SALAMANDER.....	34
YALE.....	35
YENA.....	36
YPPOTRYLL.....	38

ALPHYN

A vicious lupine creature with the forelimbs of an eagle.

NO. ENCOUNTERED: 1-6

SIZE: Large

HD: 5 (d10)

MOVE: 50 ft.

AC: 16

ATTACKS: 1 Bite (1d8), 2 Claws (1d6)

SPECIAL: Rend, Trip, Scent, Track, Twilight Vision

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: 5

XP: 280+5

The Alphyn is a fearsome predator that resembles a large and somewhat shaggy gray wolf, with a mane, eagle-like forelimbs, and an extremely long, thin tail. Some sages claim that Alphyns are a magical cross-breed of griffins and wolves. They are certainly amongst the fiercest beasts known, and will not hesitate to attack humans. They prefer forested areas in temperate to sub-arctic climates.

Alphyns can be trained if raised from pups, and are sought after as guardian animals. Alphyn puppies are worth up to 1,000 gp to the right buyers.

Combat: Alphyns attack with their teeth and claws. They are relentless combatants, and will never flee a fight.

Rend: If both claw attacks hit a single victim in combat, the Alphyn will rend for an addition 2-8 points of damage.

Trip: If an Alphyn's bite attack is successful, it will attempt to bring an opponent to the ground. If the victim fails a Dexterity check, they will automatically lose initiative the next round.

AMPHISBAENA

A venomous serpent with two heads and no tail.

NO. ENCOUNTERED: 1-6

SIZE: Large (8' long)

HD: 3 (d10)

MOVE: 20 ft., 40 ft. (roll)

AC: 15

ATTACKS: 2 Bites (1d4 + poison)

SPECIAL: Poison, Roll, Darkvision 60'

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: 2

XP: 50+3

The Amphisbaena is strange, giant snake with heads on both ends of its body. The creature is usually brown or green in color, although red specimens are not unknown. Its eyes glow green in the dark. The creature prefers arid

conditions, but unlike other snakes it is warm-blooded and active even in cold climes. It can sometimes be found in dry areas underground.

Combat: Amphisbaenas can attack with both heads. Anyone bitten by either head must save versus their Constitution or die from the creature's venom in 1 turn. Amphisbaenas will usually try to split their bite attacks between different opponents.

Amphisbaenas are highly sought after by alchemists, for use in healing potions. A complete specimen can easily net an adventurer 300 gp or more.

Roll: An Amphisbaena can grasp one end of its body with the other, and form itself into a rigid hoop. In this form it can roll at a speed of 40'.

ANTELOPE, SAW

An extremely quick beast with fearsome, saw-like horns.

NO. ENCOUNTERED: 1-12

SIZE: Medium

HD: 2 (d10)

MOVE: 80 ft.

AC: 18

ATTACKS: 1 Bite (1d4) or 1 Horn Slash (2d6)

SPECIAL: Twilight Vision

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: 2

XP: 15+2

A Saw Antelope resembles a stag at first glance, the major noticeable difference being a pair of large horns that resemble curved blades with deep serrations on the front edge. The creature also sports a pair of short tusks protruding from its mouth. Its tail is lion-like, and a series of short tufts of hair line its back.

The Saw Antelope is an extremely fast beast, and successfully killing one is the high point in many hunters' careers. It dwells in same environments as normal antelopes. Its high armor class reflects its great speed in evading attacks.

When a Saw Antelope is distressed, it makes a loud bellowing sound.

The horn of a Saw Antelope can be mounted in a handle and used as a weapon. Treat such a weapon as a scimitar. Mounted Saw Antelope horns are highly sought after by savage humanoids and tribesmen.

Combat: Although it is normally a peaceful herbivore, the Saw Antelope can be a fearsome combatant if threatened. It can either bite with its tusks, or employ its razor-sharp, serrated horns. There are stories of Saw Antelopes even being able to fell trees with their horns.

BAGWYN

A long-haired deer with extremely large horns.

NO. ENCOUNTERED: 1-10

SIZE: Medium

HD: 2 (d10)

MOVE: 60 ft.

AC: 15

ATTACKS: 2 Hooves (1d4), 1 Head Butt (1d4)

SPECIAL: Knockdown, Twilight Vision

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: 2

XP: 20+2

A Bagwyn is similar in appearance to a long-haired stag, but with a horse-like tail and two large, backwards curving horns in place of antlers. The beast dwells in plains and lightly forested areas in subtropical to temperate regions. It is sought after for its beautiful horns, with make fine drinking vessels or musical instruments. A set of undamaged Bagwyn horns is worth 10 gp.

Combat: Bagwyns are pugnacious and persistent, viciously attacking any creature they perceive to be a threat. They strike with both front hooves and a powerful head-butt.

Knockdown: Anyone struck by a Bagwyn's head-butt must make a Dexterity check or be knocked to the ground. Characters who have been knocked down must spend 1 round to get back to their feet, during which time they cannot attack or use spells.

BONACON

A seemingly inoffensive wild cow with a surprising defense.

NO. ENCOUNTERED: 2-12

SIZE: Large

HD: 2 (d10)

MOVE: 3 ft.

AC: 14

ATTACKS: None (see below)

SPECIAL: Fiery Flight, Immunity To Fire (half damage, quarter damage save), Twilight Vision

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: 2

XP: 23+2

The Bonacon is a species of wild cattle, brown to black in color and apparently non-aggressive. It is as tasty as an ordinary cow, and its hide grants it resistance to fire. It inhabits sub-tropical to sub-arctic plains and grasslands.

The Bonacon would seem to be the ideal target for hunters. Its horns curl back on themselves, depriving it of an effective gore attack. The creature does not bite, and is unable to strike with its front hooves. When faced with danger, a Bonacon will turn around and flee. That's when the Bonacon's would-be hunters start to wish they had

attacked something less dangerous, such as a rabid griffin...

Fiery Flight: A scared Bonacon will fart out burning excrement in a 30' x 30' area behind itself. All within that area will take 3d8 worth of fire damage on the first round, and 1d8 per round for 1d4 rounds afterwards. A successful Dexterity save will reduce all damage by half. Needless to say, all predatory animals (other than things like Fire Breathing Dragons) give Bonacons a very wide berth.

Bonocon Hide: Leather armor made from Bonacon hide grants the wearer a +1 bonus on saves versus fire. A complete skin is worth up to 200 gp.

BOREYNE

A composite monster with a variety of attacks.

NO. ENCOUNTERED: 1-4

SIZE: Medium

HD: 4 (d10)

MOVE: 30 ft.

AC: 16

ATTACKS: 2 Claws (1d4), 1 Bite (1d6) or 1 Gore (1d8)

SPECIAL: Rake, Poison Tongue, Twilight Vision

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: 4

XP: 110+4

This strange creature has a dog-like body; the forelegs, tail and mane of a lion; a boar-like snout; a pair of large horns; rear legs like a dragon; and a short, ridge-like dorsal fin. The beast is black in overall coloring, although the mane is commonly a light brown. The Boreyne is a vicious predator, dwelling in ruins and caves in dry regions.

Combat: Boreynes are veritable whirlwinds of destruction. They can strike with their daws, and either bite with their wicked teeth, or gore with their sharp horns.

Rake: If a Boreyne successfully bites, it can make two rake attacks with its hind legs. These attacks are at a +3 to hit, and do 1d4+2 damage each.

Poison Tongue: A Boreyne's tongue is barbed, and carries a paralyzing venom. Any creature that the Boreyne successfully bites will be subject to a secondary attack from the creature's tongue. The Boreyne must make a to-hit roll with a bonus of +4, ignoring any of the target's AC bonuses due to Dexterity. A hit does no real damage, but the victim must save versus their Constitution or be paralyzed for an hour.

CALANDRIUS

A small white bird with healing powers.

NO. ENCOUNTERED: 1-2

SIZE: Small

HD: 1 (d4)

MOVE: 5 ft., 60 ft. (fly)

AC: 15

ATTACKS: No Effective Attacks

SPECIAL: Spell-Like Abilities, Twilight Vision

SAVES: P

INT: Average

ALIGNMENT: Neutral Good

TYPE: Magical Beast

TREASURE: 2

XP: 5+1

The marvelous Calandrius bird is sought after for its powers of healing. The creature resembles a large, pure white raven, and is as intelligent as an average person. Calandriuses have no effective combat abilities, and do not attack. Many Paladins and good-aligned Clerics consider it their duty to protect these creatures. Conversely, fiendish and evil creatures single out the Calandrius for destruction. The bird understands the common tongue, although it cannot speak.

Spell-Like Abilities: The Calandrius is able to perform any one of the following powers for others: Cure Critical Wounds, Remove Disease, and Remove Blindness or Deafness. It will use these powers only for good purposes, never to benefit the cause of evil. In order to use its powers, the Calandrius must gaze into the eyes (or eye sockets) or the creature to be healed. Upon using one of its healing powers, the bird will suffer 1-2 hp of damage, which it must heal normally. A Calandrius will turn away from those who are unworthy of its healing.

CALOPUS

A horned pack hunter with a spiny back.

NO. ENCOUNTERED: 2-8

SIZE: Small

HD: 2 (d8)

MOVE: 50 ft.

AC: 14

ATTACKS: 1 Bite (1d8) or 1 Gore (2d4)

SPECIAL: Trip, Twilight Vision

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: 2

XP: 15+2

The fearsome Calopus dwells in warm plains and scrublands. It is about the size of a wolf, with a wolf-like body and coloration but a feline face. Two long, serrated horns sit atop its head, and long, porcupine-like spines poke through the fur of its back. Its horns are similar to those of the Saw Antelope. Unlike that beast, however, the Calopus is a vicious predator that hunts in packs.

Combat: The Calopus attacks with either its bite, or its sharp horns.

Trip: If an Calopus' bite attack is successful, it will attempt to bring an opponents to the ground. If the victim fails a Dexterity check, they will automatically lose initiative the next round.

Spines: A Calopus' spines defend it against unarmed attacks. Any unarmed attack on a Calopus (including attempts to grapple, or unarmored attacks from a monk) will cause the attacker 1d4 points of damage, unless they save versus Dexterity.

CALYGREYHOUND

Extraordinarily fast predators with strange horns.

NO. ENCOUNTERED: 2-8

SIZE: Small

HD: 2 (d8)

MOVE: 70 ft.

AC: 18

ATTACKS: 1 Bite (1d4), 2 Claws (1d3)

SPECIAL: Charge, Twilight Vision

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: 2

XP: 20+2

Among the fastest known predators, the Calygreyhound has a body like a long-haired greyhound, a head like a wildcat, dragon-like claws on its forefeet, and hooves on its rear legs. The creature's head is especially notable for its unique horns - short and branched like antlers, but with bulbous ends instead of points. Though their horns are useless in combat, the Calygreyhound is deadly enough without them. Very few beasts are fast enough to outrun a Calygreyhound.

Combat: Calygreyhounds charge into battle and attack with their claws and teeth. They do not like protracted melee combats. The beast will seek to run away after the first round, only to charge back at their prey again. A pack of Calygreyhounds will typically attack a target one at a time, so that each attacker can run away and allow another member of the pack to charge at the prey.

Charge: Calygreyhounds run into battle with great speed, allowing them a +2 on their to-hit and damage rolls for the initial round of a melee. A Calygreyhound needs at least 10' of available space in order to charge.

Initiative Gain: Due to their great speed, Calygreyhounds always gain initiative in combat.

CARESTES

A horned snake with an extremely flexible body.

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 2 (d8)

MOVE: 30 ft.

AC: 14

ATTACKS: 1 Bite (1d4)

SPECIAL: Hide, Poison, Flexibility, Twilight Vision

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: 2

XP: 30+2

The Carestes is a 6 foot long serpent, red to yellow in color. Atop its head are a pair of goat-like horns. It prefers to dwell in sandy desert areas, where it buries itself awaiting prey. It will leave its horns exposed so that the effect is like a partially buried animal skull.

Combat: A Carestes attacks with its poisonous bite. Its horns are not strong enough to be an effective attack.

Hide: If a buried and undetected Carestes senses prey, it will burst forth to attack, automatically gaining surprise.

Poison: The fast-acting venom of a Carestes causes its victims to save versus Constitution or be slain instantly.

Flexibility: A Carestes is even more flexible than ordinary snakes, and seems to move as if it had no skeleton at all. It can freely strike any opponent within 5' of itself, no matter which way the monster is facing or where the opponent is located. It can wrap around obstacles, and thus ignore any AC bonuses due to shields or cover.

CARETYNE

A fire-breathing bull with a valuable hide.

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 6 (d10)

MOVE: 30 ft.

AC: 14

ATTACKS: 1 Gore (2d6)

SPECIAL: Flaming Breath, Fire Immunity (full), Twilight Vision

SAVES: P

INT: Inferior

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: 6

XP: 270+6

The Caretyne resembles a black or white bull, but with a boar-like snout and tusks. Its hide is covered with glittering golden spots. Small flames constantly flare from the creature's nostrils, and whenever the monster opens its mouth its breath ignites in the air. About 30% of Caretynes are afflicted with a mutation that causes them to have only one external ear.

There appears to be some association between this creature and the Gorgon, although the exact nature of the relationship is unknown.

Combat: Caretynes attack with their horns, and are implacable fighters. If that was not enough, the object of a Caretyne's attack will be subject to the creature's fiery breath.

Flaming Breath: Anyone attacked by the Caretyne's gore attack must also save versus Dexterity. Failure indicates that the subject has been burned by the Caretyne's breath for an additional 1d8 points of damage.

Caretyne Hide: A Caretyne's hide is beautiful, and an undamaged one will command up to 500 gp if sold on the open market. Oddly, the hide itself appears not to have any flame-retarding properties; only the living creature is immune to fire damage.

DRAGON, FIRE BREATHING

The traditional dragon of art and heraldry, attacking with fire and poison.

NO. ENCOUNTERED: 1-2

SIZE: Large (20' long)

HD: 8 (d10)

MOVE: 40 ft., 100 ft. (fly)

AC: 20

ATTACKS: In Front - 1 Bite (1d12), 1 Nose Horn (1d6), 1 Tongue Barb (1d4 + Poison), 2 Claws (1d8); Sides and Back - 2 Wing Buffets (1d4), 1 Tail Slap (1d4), 1 Tail Sting (1d8 + Poison)

SPECIAL: Deepvision, Fiery Breath, Poison, Fire Resistance (Half), Scent, Twilight Vision

SAVES: P

INT: Low

ALIGNMENT: Neutral Evil

TYPE: Dragon

TREASURE: 12 (Hoard)

XP: 1,650+8

Fire Breathing Dragons are among the most feared creatures of legend. In overall appearance they somewhat resemble grotesque lizards with a pair of large wings sprouting from the shoulders above the forelegs. Their bodies are covered in large, tough scales, and range in color from brick red through dark green to blackish brown. The limbs of the creature are similar to a dog's in shape, and the monster is capable of rearing up onto its hind legs. The feet are taloned, and resemble those of a bird-of-prey. The head seems to combine the features of horse and a snake, with visible, fan-like ears. A sharp horn projects from the creature's nose. When the monster opens its mouth, its dagger-like teeth and wicked barbed tongue are revealed. The membranes of the bat-like wings are stretched between long finger-like projections that end in sharp spikes. A saw-like ridge runs along the creature's entire back. The long tail ends in a flange shaped like a barbed arrow, and is tipped with a cruel stinger.

Fire Breathing Dragons tend to dwell in temperate to cool climates. In areas where they live, they are often adopted as symbols of royalty, protection, or power. They are sometimes venerated by barbaric cultures, who will sometimes leave gifts of treasure or sacrificial victims to appease the monsters. While not particularly intelligent, Fire Breathing Dragons are greedy hoarders, and smart enough to realize the difference between worthless and valuable items. They will eat almost anything, but their favorite food is young maidens.

The more intelligent, magical varieties of Dragon seem to regard the Fire Breathing Dragon as a kind of primitive ancestor. The Fire Breathing Dragon bears no affection for any other variety of Dragon, and will happily eat any young or weak enough to become its victim.

Fire Breathing Dragons cannot talk or use magic spells, but they can sometimes (30% chance) understand spoken language.

Although they are natural inhabitants of the material plane, Fire Breathing Dragons are known to freely associate with infernal creatures of every variety, sometimes serving as mounts.

The hides of Fire Breathing Dragons are highly sought after for use as armor. A specimen will contain enough usable hide for a single suit of armor, or 5 shields. The armor is equivalent to plate mail in protective power, but is half the weight, and confers 10 points of Fire Resistance. Shields made from the hide have normal protective power against weapons, but allow the user a +4 bonus on their saving throw against breath weapons.

Combat: Fire Breathing Dragons are awesome foes. They will always start a combat by using their fiery breath, afterwards using the full range of their natural attacks. They are fast and fierce, able to use all of their physical attacks in a single round and against multiple opponents. Creature in front of the Dragon must contend with its bite, horn, claws and barbed tongue. Creatures to its sides and rear will be attacked with wing buffets, tail slaps, and stings. In addition to the creature's breath weapon, opponents must deal with the Dragon's deadly venom.

Breath Weapon: 6 times a day the Fire Breathing Dragon can ignite the air to a distance of 30 feet in an 180 degree arc in front of its maw. All combustible items in that area will burn, and anyone caught there will take damage equal to the monster's current Hit Points. A successful save versus Dexterity will halve damage. After using its breath weapon, the Dragon must wait a round before using it again.

Poison: The Fire Breathing Dragon's tongue and tail both contain a stinger that can inject a powerful poison. Anyone hit by either one must save versus Constitution or die. Fire Breathing Dragons are immune to the effects of their own, or another Dragon's, poison.

DRAGON, SERPENTINE

A constricting hunter of elephants, described by ancient sages.

NO. ENCOUNTERED: 1-2

SIZE: Large (90' long)

HD: 12 (d10)

MOVE: 30 ft., 30 ft. (fly)

AC: 17

ATTACKS: 1 Bite (1d8), 2 Claws (1d6), 1 Sting (1d8), 2 Slams (2d6)

SPECIAL: Deepvision, Constrict, Volatile Breath, Slight Cold Resistance (5 points), Scent, Twilight Vision

SAVES: P

INT: Inferior

ALIGNMENT: Chaotic Evil

TYPE: Dragon

TREASURE: See below

XP: 3,725+12

In appearance the Serpentine Dragon somewhat resembles a snake of enormous proportions, but there are some noticeable differences. The creature possesses two short legs that end in taloned feet. Joined to the legs at the shoulders are a pair of small feathered wings that seem as if they would be unable to support the creature in flight. The tail ends in a wicked stinger. The head is small for the size of the creature, and is most noticeable for its brilliantly colored crest, which can range from bright scarlet to blue in hue. Despite its feathered wings, the creature's body is scaly like that of a snake. Serpentine Dragons range in overall color from green to brown, with reddish tones occasionally seen.

Serpentine Dragons dwell in warm regions, where they prey primarily upon elephants. Consequentially, a

Serpentine Dragon's treasure will almost entirely consist of elephant tusks. From 6-36 tusks will be found, each worth 300 - 1200 gp. Serpentine Dragons generally inhabit deep caves, issuing forth only to hunt. Their treasure will be kept at the farthest end of their lair.

Serpentine Dragons are very warm bodied, and constantly seek ways to cool down. Consequently they are often found near waterways. Their thirst is prodigious, and they can sometimes be tricked into drinking poisons. On the other hand, their warm bodies confer a measure of protection from cold-based attacks.

Serpentine Dragons are extremely stupid compared to other draconian creatures. They cannot speak or even reason very effectively.

The Serpentine Dragon's body produces two highly prized substances. Its blood, when hardened, becomes True, or Draconian Cinnabar. This provides a brilliant red pigment that, unlike mineral cinnabar, is completely nontoxic. True Cinnabar is worth 5 gp an ounce, and usually about 100 - 200 ounces can be successfully recovered from the dragon after death. The second substance that can be taken from the Serpentine Dragon is a red stone called a Dracontites, which is even more precious than diamonds. Obtaining the Dracontites is extraordinarily difficult, because it grows in the brain of the living dragon, and must be cut from the creature while it is still alive. Once the Dragon dies its brain secretes chemicals which render the stone dull and worthless. The Dracontites that can be extracted from a living Serpentine Dragon is worth between 10,000 - 60,000 gp.

Combat: A Serpentine Dragon's most dangerous attack is not its bite or claws, but the pummeling from its tail and subsequent constriction in its coils. Typically a Serpentine Dragon will attack first with its stinger, followed by blows with its tail in an attempt to constrict. Constricted characters may be subject to bite attacks, but the creature tends not to stick its head forward to bite unconstrained prey.

Volatile Breath: The Serpentine Dragon does not have a breath weapon per se, but instead exhales a highly reactive gas that causes the air around it to become illuminated and turbulent. At will the Serpentine Dragon can exhale the gas, which has the following effects:

1. An area of 100' around the Dragon's head is affected as if by a Light spell.
2. All missile attacks in that same area suffer a -4 penalty.
3. The Dragon can use its wings to ride the turbulent air, allowing it to effectively fly by constantly exhaling the gas.

The Serpentine Dragon cannot bite and exhale the gas on the same round. Once exhaled, a cloud of the gas stays in place and persists for only 1 turn unless the Dragon continues to breath it out.

Constrict: Any creature struck by the creature's slam attack must save versus Strength or be caught in the Dragon's coils. Victims so constricted will automatically suffer 3d6 points of damage each round. Victims are entitled to a Strength check each round to break free, but each such save after the first suffers a cumulative -2 penalty.

Slight Cold Resistance: A Serpentine Dragon ignores the first 5 points of damage inflicted by cold-based attacks.

DRAGON, WORM

A gigantic, semi-aquatic monster of legend.

NO. ENCOUNTERED: 1

SIZE: Large (100' long)

HD: 15 (d10)

MOVE: 40 ft., 40 ft. (swim)

AC: 18

ATTACKS: 1 Bite (2d10 + poison), 1 Slam (3d6)

SPECIAL: Deepvision, Constrict, Regenerate 5, Fire Resistance (Half), Possible Breath Weapon, Swallow Whole, Scent, Twilight Vision

SAVES: P

INT: Low

ALIGNMENT: Neutral Evil

TYPE: Dragon

TREASURE: 15 (hoard)

XP: 8,400+15

Inhabiting wet areas in temperate and cool climes, the Worm Dragon (usually simply referred to a Worm) is feared by all. This semi-aquatic monster resembles a enormous snake, unusually black or brown in color and with scales covered in slime. On very rare occasions a Worm may be an albino. The creature's head is vaguely serpentine, with large eyes and a wide mouth filled with sharp teeth and fangs. Inspection will reveal small holes in and behind the creature's head, through which it breathes water. Some Worms are legless and move solely by undulation; others possess very small legs that end in webbed, fin-like feet. Unlike other dragons, a Worm has no wings. Legend speaks of Worms even larger than usual, up to 1000 feet long. Since ordinary Worms are terrible enough, most people prefer not to consider the possibility of a monster 10 times as large and strong.

Although they are unable to speak, Worms are intelligent enough to accept tributes left for them, and not attack those who leave such tributes. Their lives consist of eating, sleeping, and killing. They do not associate with, or even think about, other types of dragon except as possible threats or food.

Regeneration: Worms are extraordinarily hard to kill due to their ability to regenerate 5 points of damage every round. The creature will simply re-bond any severed parts. Legend speaks of Worms cut clear in half simply rejoining their bodies and continuing to fight.

Constriction: Any creature struck by the creature's slam attack must save versus Strength or be caught in the Dragon's coils. Victims so constricted will automatically suffer 3d6 points of damage each round. Victims are entitled to a Strength check each round to break free, but each such save after the first suffers a cumulative -2 penalty.

Poison: Anyone bitten by a Worm must save versus Constitution or be slain by the creature's venom.

Swallow Whole: If the Worm hits a creature of medium size or smaller with a 19 or 20 on its bite attack, the victim must save versus Dexterity (Challenge Level 15) or be swallowed whole. Creatures so swallowed will automatically suffer 3d6 points of suffocation damage, plus an equal amount each round unless they can cut themselves out. A character who had a bladed weapon in their hand when swallowed can try to cut themselves out by inflicting more than 6 points of damage against AC 17. The Worm's regenerative abilities will close the hole thereafter.

Water Breathing: A Worm can breathe both air and water.

Breath Weapon: About 50% of Worms have the ability to use a weak breath weapon. The breath weapon takes the form of a gout of flames affecting a 10' x 10' area directly in front of the monster. Anyone in that area takes

6d6 damage, and easily combustible items will ignite. A Worm can also use its breath weapon underwater, creating a pocket of steam that does the same amount of scalding damage. A Worm can use its breath weapon 3 times a day, and no more than once a turn.

GULON

A ravenous glutton hunted for its fur.

NO. ENCOUNTERED: 1-4

SIZE: Medium

HD: 3 (d10)

MOVE: 30 ft.

AC: 14

ATTACKS: 1 Bite (1d6), 2 Claws (1d4)

SPECIAL: Devour, Twilight Vision

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: 3

XP: 40+3

Practically the embodiment of gluttony, the Gulon is a voracious predator approximately the size of a large dog. It is generally dog-like in shape with a fox-like tail, but its body is very stocky, and its face is feline. Its claws are exceptionally long and sharp, and its fur is long and brown. It is known to gorge itself on meat until it can barely move, afterwards squeezing itself between rocks or trees to induce vomiting. After purging, it will resume its gluttonous feeding.

The Gulon is sought for its soft, luxurious fur. A complete, undamaged Gulon pelt is worth 1,000 gp. Additionally, the blood of a Gulon is useful when preparing certain potions, and is worth 10 gp a pint. It is also said that certain unscrupulous villains will employ captive Gulons to dispose of the bodies of their enemies.

Combat: Gulons appear to enjoy killing, and will always attack. They are so vicious they will actually try to eat prey while it is still alive.

Devour: If all three of a Gulon's attacks succeed against a single target, the Gulon will attach itself and start to devour the victim. Each subsequent round the Gulon will automatically inflict 2d6 damage on the target, as the Gulon consumes flesh down to the bones.

HERCINIA

A glowing bird that illuminates the nighttime forest.

NO. ENCOUNTERED: 2-16

SIZE: Small

HD: 1 (d2)

MOVE: 5 ft., 60 ft. (fly)

AC: 14

ATTACKS: No Effective Attacks

SPECIAL: Twilight Vision

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: Nil

XP: 5+1

The Hercinia is a pale yellow, forest-dwelling bird, about the same size and shape as a raven. The most unusual thing about it is that its feathers glow in conditions of darkness. The glow is equal to a torch, and will even continue for 2-8 days after the bird's death. Therefore, the Hercinia is sometimes killed or captured by adventurers, and mounted on a pole or carried in a cage as a light source.

Many Wood Elf communities tame Hercinias, and encourage them to nest in the trees encircling their settlements. These Elves will be particularly angry if their Hercinias are molested in any way.

Combat: Hercinias have no effective attacks, and will attempt to flee any combat.

HRYCUS

A goat with fiery blood.

NO. ENCOUNTERED: 1-10

SIZE: Small

HD: 1 (d8)

MOVE: 30 ft.

AC: 13

ATTACKS: 2 Hooves (1d3), 1 Head-butt (1d6)

SPECIAL: Burning Blood, Twilight Vision

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: 1

XP: 9+1

The Hrycus appears identical to an ordinary goat, although its fur has a slightly reddish tinge. Anyone coming close can feel discernible heat coming from the animal. Hrycuses are preyed upon only by creatures that are immune to damage from fire.

Combat: If threatened, the Hrycus will defend itself with its hooves and horns. The worst part about fighting a Hrycus is its burning blood.

Burning Blood: The blood of a Hrycus is both corrosive and extraordinarily hot. Anyone striking a Hrycus with

an edged weapon must save versus Dexterity or be sprayed with its blood, taking 1-8 points of damage. Edged weapons that are used on a Hrycus will start to melt, becoming useless in 4 rounds. Note that only the creature's blood is dangerous; the rest of its body is hot, but not hazardously so. Hrycus blood will even melt such things as diamonds.

KEYTHONG

A wingless griffon covered with spikes.

NO. ENCOUNTERED: 1

SIZE: Large

HD: 7 (d10)

MOVE: 30 ft.

AC: 22

ATTACKS: 2 Claws (1d4), 1 Bite (2d8)

SPECIAL: Rake, Spikes, Darkvision 60', Twilight Vision

SAVES: P

INT: High

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: 5

XP: 360+7

A Keythong is a rare mutant form of Griffin. They are similar in appearance to ordinary Griffins, but they lack wings. The Keythong's body is covered with golden spikes that protrude from its fur and feathers. The mutation that produces Keythongs appears to affect only males. Ordinary Griffins and Keythongs recognize their kinship with each other, and will freely interbreed. The offspring of such unions are equally likely to be Keythongs or normal Griffins.

Keythongs inhabit flatter areas where Griffins also hunt, and will often cooperate with ordinary Griffins when hunting. They share the same taste for horseflesh as their normal kin. The Keythong's spikes make it a formidable opponent, as they deflect many blows that would otherwise damage the creature.

Combat: Keythongs who are hunting alone will often charge at opponents, relying on the sheer terror the sight of their spiky bodies create in opponents. When hunting in cooperation with Griffins, the Keythong will herd opponents into position for the Griffins' aerial assaults. Keythongs attack with their fore claws and bite, like ordinary Griffins, but can also rake with their rear claws.

Rake: If a Keythong successfully bites, it can make two rake attacks with its hind legs. These have a +3 to hit, and do 1d4+2 damage each.

Spikes: A Keythong's spikes make it very dangerous to attack with natural weapons. Any creature trying to hit a Keythong in melee without a weapon at least 2' in length must save versus Dexterity with each attack, or else suffer 1d4 points of damage.

LAKE SERPENT

The legendary inhabitant of dark lochs.

NO. ENCOUNTERED: 1, 1-4

SIZE: Large (25')

HD: 7 (d10)

MOVE: 10 ft., 50 ft. (swim)

AC: 15

ATTACKS: 1 Bite (2d6)

SPECIAL: Deepvision, Twilight Vision

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: 7

XP: 180+7

A Lake Serpent is a reptilian creature, with a dragon-like head attached to a long, serpentine neck. Sometimes the head will feature a pair of short, horn-like growths. The body of a Lake Serpent is notable for the two large humps on its back, which are often visible as the creature swims close to the surface. The creature moves by means of two pairs of flippers, and a long tail. Lake Serpents are generally brownish-gray in color, but green and black specimens are not unknown. The creatures inhabit deep lakes in cool temperate regions.

Lake Serpents breath air, and are able to come ashore (although they are slow and lumbering outside of the water). Their long necks also allow them to stay in the water, and attack prey on land (or in boats).

Lake Serpents are curiously susceptible to the Divine power of Clerics. A cleric can Turn (but not destroy) a Lake Serpent as if the creature was a Unique Undead. A Lake Serpent can only be Turned, not Commanded. Lake Serpents are not in any way related to Undead creatures, and their weakness to Clerical rebuking has never been adequately explained.

LEUCROTA

A monstrous hybrid with sharp bone ridges instead of teeth.

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 5 (d10)

MOVE: 80 ft.

AC: 14

ATTACKS: 1 Bite (3d6 + severing)

SPECIAL: Darkvision 60', Severing, Voice Imitation, Scent, Track, Vulnerable To Back And Flank Attacks

SAVES: P

INT: Average

ALIGNMENT: Neutral Evil

TYPE: Magical Beast

TREASURE: 5

XP: 320+5

A Leucrota is the foul offspring of a Yena and a lion. Through some oddity of heredity the Leucrota bears only a partial resemblance to its parents. The beast somewhat resembles a stag or wild ass in overall shape, but with lion-like limbs, cloven hooves, and a head that suggest both a horse and a badger. The most noticeable thing about the creature's head is the enormous mouth that stretches almost from ear to ear. The Leucrota has no actual teeth.

Instead, two blade-like bone ridges project from its gums, meeting like the top and bottom of a box.

Unlike Yenas, Leucrotas are pure predators with no love for carrion. Like Yenas, they have the ability to imitate the sound of the human voice, which they use to attract hapless people to devour. Also like Yenas, Leucrotas have completely rigid backbones, and are unable to turn their heads or twist their bodies.

Leucrotas are very fast, and can easily outrun most other animals.

Combat: A Leucrota attacks with its bite, which is universally feared for its tendency to sever limbs. The Leucrota enjoys inflicting pain and suffering, and revels in the copious flows of blood unleashed by its jaws.

Severing: If a Leucrotta hits on its bite attack with a natural roll of 19 or 20 the creature's horrible jaws will sever an extremity. Roll a d8 to determine which extremity is lost.

1-2 - Hand
3-4 - Arm
5-6 - Foot
6 - Leg
8 - Head

Voice Imitation: The Leucrota can very effectively imitate the human voice. Like a parrot it can repeat any words or phrases it has previously heard. In addition, it can create the sound of human laughter, crying, screaming, or any other utterance. The Leucrota is fond of using its Voice Imitation ability to create ambushes. Although intelligent, the Leucrota will not actually converse. It attaches no importance to speech other than as a means to trick human prey.

Vulnerable To Back And Flank Attacks: Because of the creature's rigid backbone, it cannot effectively defend itself from attacks to its hindquarters or flanks. Attacks from its side or back are made with a +4 to hit. Rogues may add an additional number to their damage multiplier (i.e double damage becomes triple) when they successfully Backstab a Leucrota from the sides or rear.

LINDWORM

A two-legged, wingless dragon.

NO. ENCOUNTERED: 1-4

SIZE: Large (20' long)

HD: 10 (d10)

MOVE: 30 ft.

AC: 18

ATTACKS: 1 Bite (2d8)

SPECIAL: Breath Weapon, Pounce, Twilight Vision

SAVES: P

INT: Average

ALIGNMENT: Lawful Evil

TYPE: Dragon

TREASURE: 12 (hoard)

XP: 1350+10

A Lindworm is a two-legged and wingless draconian related to the Worm Dragon. They somewhat resemble Wyverns, and are about 20 feet in length. Lindworms range in color from green to brown to red, with black occasionally seen. Unlike Wyverns they can speak, although they do not use magic. They will often extort tribute from isolated villages, exchanging treasure and the occasional sacrifice for agreeing not to rampage. Lindworms avoid areas claimed by other types of Dragon.

Combat: Lindworms are very aggressive, attacking first with their breath weapon and only thereafter using their vicious bite. If a battle turns against them they will try to bargain their way out of it.

Breath Weapon: 3 times a day a Lindworm can breath fire in a cone 30' long and 30' wide. The breath weapon does damage equal to the Lindworm's current hit points, and sets fire to all combustible materials. A save versus Dexterity will halve damage. A Lindworm must wait 1 full Turn between uses of its breath weapon.

Pounce: Although it cannot fly, the Lindworms' strong legs make it an excellent jumper. It can forego its normal attacks to jump up and crush opponents in front of itself. It can try to crush up to 3 opponents at a time in this way. Each victim must save versus Dexterity or suffer 3d6 points of damage as the Lindworm lands on top of them. A successful save indicate the character was able to move out of the way in time, and suffers no damage.

MANTICORE, WINGLESS (BARICOS)

A monstrous lion with a man's face, and a sting like a scorpion.

NO. ENCOUNTERED: 1-4

SIZE: Large

HD: 7 (d10)

MOVE: 50 ft.

AC: 17

ATTACKS: 1 Bite (3d8), 2 claws (1d4), 1 Sting (1d4 + poison)

SPECIAL: Darkvision 60 ft., Poison, Rake, Twilight Vision

SAVES: P

INT: Low

ALIGNMENT: Neutral Evil

TYPE: Magical Beast

TREASURE: 5

XP: 330+7

The Wingless Manticore, or Baricos, is a terrible monster with the body of a lion, the face of a man, and a long tail that ends in stinger like that of a scorpion. The creature is blood red in color, with gray, blue, or scarlet eyes. The mouth is grotesquely wide, opening to reveal three rows of interlocking razor-sharp teeth. The roar of the Wingless Manticore resembles the blast of a high-pitched trumpet.

Wingless Manticores dwell in the same areas as their flying relatives, although they are somewhat more common in jungles and less so in scrubland. The two species recognize each other as kin. Both will freely cooperate with each other, and may be found in mixed groups that are sometimes led by a Satyr.

The Wingless Manticore has a great greed for human flesh. It is much faster on land than the winged variety, and can easily outrun a person.

Combat: The Wingless Manticore is a ferocious beast that will always attack humanoids if it thinks it can win. They leap into combat, biting first with their horrific jaws and thereafter stinging with their poisonous tails and using their claws. The Wingless Manticore tends to concentrate its attacks on a single victim at a time. They will try to drag away any slain bodies as quickly as possible in order to feast on the flesh.

Sting: The Wingless Manticore's long tail allows it to sting within melee range in any direction, including forwards. Anyone hit by the stinger must save versus Constitution or suffer an additional 4d6 hit points of damage from the creature's poison.

Rake: If a Wingless Manticore successfully bites, it can make two rake attacks with its hind legs. These have a +3 to hit, and do 1d4+2 damage each.

MELUSINE

A beautiful female fey with tails instead of legs, magical powers, and a love for human men.

NO. ENCOUNTERED: 1

SIZE: Medium (natural or human form), Large (dragon form)

HD: 7 (d6)

MOVE: 30 ft., 30ft. (swim), 60 ft. (fly in dragon form)

AC: 15

ATTACKS: Human Form - 1 Weapon; Dragon Form - 1 Bite (1d12), 2 Claws (1d8)

SPECIAL: Spells, Alternate Forms, Twilight Vision

SAVES: M

INT: Exceptional

ALIGNMENT: Neutral

TYPE: Fey

TREASURE: 9

XP: 405+7

In their natural form, Melusines appear to be nude women of exceptional beauty. Instead of legs, however, they possess two serpentine tails, augmented with fish-like fins. Melusines dwell in rivers and lakes in areas of pristine natural beauty. These creatures have a great affection for human men, and crave their companionship. A Melusine is easily insulted, however, and will desert her lover if she feels she is not being properly respected.

There are no males among the Melusines, so they reproduce by mating with human men. The boys born of such unions grow up to be great Wizards. The female offspring, on the other hand, are all Melusines. Melusines love their offspring intensely, and even if they desert the father they will never cease protecting and caring for their children.

Combat: In their natural or human forms, Melusines have no natural attacks. They will use some kind of weapon if they must fight in humanoid form. They prefer to assume their draconic form to conduct melee combat, however. Typically, they will try to resolve conflicts with magic first.

Magical Abilities: A Melusine has the spell-casting ability of a 10th level Wizard. All Melusines can breathe water or air with equal facility. A Melusine who has taken a human husband gains the ability to create a small castle for them both to inhabit. The castle is permanent, but a Melusine may only create a single castle per husband.

Alternate Form: At will, a Melusine may assume either a fully human shape, or the form of a small and beautifully colored dragon. One day a week, however, they lose the ability to change forms, and must assume their natural shape. Typically, a Melusine who has taken a human husband will demand privacy on the day she must assume her natural form.

Dragon Form: In dragon form, a Melusine is approximately 15 feet long. She gains the use of two claws and a bite attack.

MERMECOLION

A bizarre combination of lion and giant ant.

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 5 (d10)

MOVE: 30 ft.

AC: 17

ATTACKS: 1 Bite (1d10), 2 Claws (1d4)

SPECIAL: Stinger, Twilight Vision

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: 2

XP: 160+5

This bizarre monster has the front body, including the head and legs, of a lion. Its rear half, however, is that of a gigantic ant, with four legs and an abdomen that terminates in a vicious stinger. What outlandish magical or alchemical experiment produced such abominations is unknown. It appears that the foolish mage responsible was destroyed by his creations, which escaped into the wilderness. Mermecolions now haunt desert oases, seeking to quell their ravenous appetites.

Mermecolions are always hungry. They must eat both the normal amount of meat required for a lion of their size, and the amount of plant matter required for a giant ant. The beast will always attack anything that looks edible.

Male Mermecolions are also notable for the fact that not only do they have mammalian style genitals, they appear to be attached backwards!

Combat: A Mermecolion normally attacks with its bite and claws, like an ordinary lion. They are fearless creatures, attacking openly and relentlessly.

Stinger: If a Mermecolion strikes a single target in front of it with both claws, it will attack with its rear stinger. This attack will be at a +3, and if successful will inflict 1d4 point of damage, plus 1d8 points of acid damage. The creature can also freely use its stinger against opponents located behind itself, without the need for successful claw attacks. Attacks with the stinger against opponents at the creature's rear are at normal chances to hit.

MONOCERUS

A fierce beast related to the Unicorn.

NO. ENCOUNTERED: 1-6

SIZE: Large

HD: 3 (d10)

MOVE: 60 ft.

AC: 16

ATTACKS: 2 Hooves(1d4), 1 Horn(2d6)

SPECIAL: Skewer, Twilight Vision

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: 2

XP: 45*3

At first glance, a Monocerus could be mistaken for its cousin, the Unicorn, having an equine body; cloven hooves; a stag-like tail; and a three foot long, spiraling horn in the middle of its forehead. The Monocerus, however, lacks the Unicorn's intelligence, magical abilities, and love of virgins. It does possess a terrible howl, and a fierce nature that causes it to resist all attempt to capture it. Monoceruses are also found in a wider variety of colors than Unicorns, and unlike Unicorns, will dwell anywhere horses will live. Monoceruses and Unicorns are indifferent towards each other.

Monocerus horns have no magical properties, but are still valued as trophies. They can also be made into fine weapons if mounted into a handle. Treat a mounted Monocerus horn as a piercing weapon that does 1d6 points of damage, and has an encumbrance value of 2.

Combat: Monoceruses are fierce combatants. They will pound opponents with their hooves, and attempt to pierce them with their wickedly sharp horn. If the Monocerus has room to charge an opponent, it will attempt to skewer its unfortunate target.

Skewer: If a Monocerus charges at an opponent, it will attack only with its horn in an attempt to skewer. Such an attack is at +2 to hit, and if successful it deals 4d6 points of damage.

MUSCALIET

A small animal that kills trees with its extreme body heat.

NO. ENCOUNTERED: 1

SIZE: Small

HD: 1 (d6)

MOVE: 30 ft., 30 ft. (climb), 10 ft. (burrow), 15 ft. (jump)

AC: 17

ATTACKS: 1 Bite (1d4), 2 daws (1d2)

SPECIAL: Deepvision, Cold Resistance (half)

SAVES: P

INT: Animal

ALIGNMENT: Neutral (evil)

TYPE: Magical Beast

TREASURE: 1

XP: 7+1

The Muscaliet is unique among animals in that it is despised by Druids and Elves, who consider it an unnatural abomination that must be destroyed. This hatred is due to the creature's role in the destruction of forests.

Physically, the Muscaliet somewhat resembles a hare, but with the tail and legs of a squirrel, and the snout and daws of a burrowing mole. Closer inspection reveals a pair of small tusks protruding from its mouth. Its natural habitat is forests, and it lairs in burrows underneath trees. The creature is unnaturally hot to the touch, and has a voracious appetite. A single Muscaliet can completely strip of a tree of all its leaves and fruit within a month. Also, when it creates its burrow the beast damages the tree's roots, and as the Muscaliet sleeps its tremendous body heat further starts to dry up and kill the tree's roots. It is for that reason, and the creature's locust-like tendency to destroy the food sources of other creatures, that druids and elves (as well as human orchard owners) so hate it. Bounties are often posed for Muscaliets, and the creatures can be worth anywhere from 2 to 10 gold pieces dead.

There is some speculation as to the origin of the beast. Elven sages are fond of blaming the existence of Muscaliets on the dwarves, saying that somehow the dwarves interbred various underworld abominations with small forest animals until they created a monster that would destroy the elven forests. Druids tend to be of a similarly conspiratorial mindset when proposing a possible source for the Muscaliet, often resorting to blaming them on the missionary priests of various desert-dwelling tribes. The druids claim the desert clergy wish to turn the whole world into wasteland (thereby destroying the Druidic faith). Certain wizards who have considered the matter claim there may be a connection between the Muscaliet and the Elemental Plane of Fire.

Muscaliets can easily climb trees, are strong burrowers, and accomplished jumpers. They use their strong tails like springs to add length and power to their jumps.

Combat: Muscaliets are herbivores, and not normally aggressive towards humans. If attacked, they can use their tusked mouths and burrowing daws to inflict nasty bites. If hard pressed, they will try to scamper up a tree. If they feel trapped in a tree, they will drop onto opponents from above, attacking with tooth and nail at a +2 to hit.

Cold Resistance: A Muscaliet's body heat also grants it resistance to cold. It only takes half damage from cold-based attacks, and one quarter damage on a successful save

MUSIMON

A mountain goat with two sets of horns.

NO. ENCOUNTERED: 2-40

SIZE: Small

HD: 1 (d8)

MOVE: 30 ft.

AC: 13

ATTACKS: 2 Hooves (1d3), 1 Head-butt (1d8)

SPECIAL: Twilight Vision

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: Nil

XP 7+1

A Musimon is a beast that resembles a goat, but has a sheep-like head. The males possess two pairs of horns, one set short and goat-like, the other longer and curved like a ram's. Musimons are found in mountainous region in temperate climates, and are renowned for their courage and tenacity.

Combat: Musimons are herd animals, and the males will attack threatening creatures en masse. Their two sets of horns and aggressive dispositions make them more dangerous opponents than ordinary goats or sheep. They will always seek higher ground than their opponents.

ONOCENTAUR

An insane creature that is half man, half wild ass.

NO. ENCOUNTERED: 1-4, 4-16

SIZE: Large

HD: 4 (d10)

MOVE: 50 ft., 30 ft. (swim)

AC: 14

ATTACKS: 2 Hooves (1d4), 1 Weapon

SPECIAL: Insanity, Hold Breath, Twilight Vision

SAVES: P

INT: Average

ALIGNMENT: Chaotic Neutral

TYPE: Monstrous Humanoid

TREASURE: 4

XP: 60+4

Onocentaurs appear similar to ordinary centaurs at first glance, but closer inspection will reveal that their lower halves are those of wild asses, not horses. Their human-like upper bodies also lack the apparent nobility and grace of regular centaurs, instead having a desperate and unkempt appearance.

Onocentaurs naturally inhabit plains, deserts, and grasslands, often near the coast. They will freely associate with fey, much like centaurs, but often find their friends among the more malevolent sort. Onocentaurs will also team up with humanoids like Goblins and Ogres in order to raid human settlements. Onocentaurs can swim, and will therefore also cooperate with the malevolent races of the sea. Onocentaurs serve the powers of Chaos, and the monsters often try to introduce their bizarre deities to the other creatures they associate with.

By human standards, all Onocentaurs are insane. Their personalities constantly alternate between calm rationality and murderousness. They are lustful creatures, and will seek to mate with anything that strikes their fancy, whatever the species. On the other hand, they have also been known to give gifts to those they encounter, and ask for nothing in return except for a game of chess. There appears to be no rhyme or reason to the creatures' behavior.

Combat: Onocentaurs prefer to carry clubs, morning stars, or longbows, and will use those weapons to deadly effect. If caught without a weapon, they can still strike with their hooves. They will attempt to create confusion and disorder in enemy ranks, before coming in for the kill. They can also charge into combat in a manner similar to mounted knights.

Insanity: Every time an Onocentaur is encountered, the Castle Keeper must determine if the creature is in a friendly or unfriendly mood. There is a 50% chance for either reaction. Even if the PCs have already encountered the same Onocentaur only minutes before, the creature's reaction must be re-determined.

Hold Breath: Onocentaurs can hold their breath for up to a half hour at a time. This allows them to swim for extended periods of time, and also renders them immune to spells like Stinking Cloud.

OPINICUS

A close relative and rival of the Griffin.

NO. ENCOUNTERED: 1-12

SIZE: Large

HD: 7 (d10)

MOVE: 40 ft., 80 ft. (fly)

AC: 22

ATTACKS: 2 Claws (1d4), 1 Bite (2d8)

SPECIAL: Rake, Darkvision 60', Twilight Vision

SAVES: P

INT: High

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: 5

XP: 360+7

Similar in appearance to a Griffin, an Opinicus has the body of a lion; the tail of a camel; the wings and head of an eagle; and a long, almost serpentine neck. Unlike a Griffin, the Opinicus possesses no apparent external ears, and all four limbs are leonine. Opinicuses and Griffins dwell in the same areas, but do not recognize each other as kin. Opinicuses eat the same things as Griffins, and nest in the same way. The two species are likely to fight over territory and prey.

Opinicuses are just as intelligent as Griffins, but not as easy to train or loyal. They are known to turn on those who try to use them as mounts.

Combat: Opinicuses are just as comfortable fighting on the ground as in the air. A pack will often divide its attacks, half landing to hound prey on the ground, and other half of the pack harrying from the air.

Rake: If a Opinicus successfully bites, it can make two rake attacks with its hind legs. These have a +3 to hit, and do 1d4+2 damage each.

PANTHERA

A powerful but benevolent cat with a unique breath weapon.

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 7 (d8)

MOVE: 30 ft.

AC: 16

ATTACKS: 1 Bite (1d10), 2 Claws (1d4)

SPECIAL: Breath Weapon, Rake, Twilight Vision

SAVES: P+M

INT: Average

ALIGNMENT: Lawful Good

TYPE: Magical Beast

TREASURE: 7

XP: 350+7

The most beautiful of all the great cats, the magical Panthera is truly an amazing sight. Shaped much like a leopard, it is graced with brilliantly iridescent fur that sparkles in rainbow hues and is accented with spots of deep black and pure white.

A Panthera is both intelligent and of a benevolent disposition. It spends most of its time asleep in its cave lair, only rising every three days or so to eat. Pantheras have been known to protect camps from predators, and they never poach the livestock of humans or other intelligent species.

Pantheras are rare creatures, because each female is only capable of breeding once. Apparently the claws of baby Pantheras damage their mother's womb, making a second conception impossible.

A Panthera's hide, if hung up or worn, will destroy any bad smells in an area up to 300' by 300'. Spells such as Stinking Cloud will be dispelled by the power of the hide. Because of this magical quality and its incredible beauty, a reasonably intact Panthera hide may be sold for approximately 5,000 gp. Paladins and good-aligned Clerics, however, often see the Panthera as a creature to be protected and praised, and may become indignant if they learn that one has been killed merely to incense a dining hall or create a cape.

Combat: Pantheras are good aligned, and will never attack intelligent creatures unless those creatures attack it first. Pantheras possess a powerful breath weapon, and they will always use it on the first round of combat. If forced into melee, Pantheras attack with a bite and their foreclaws, often raking with their rear claws for a secondary set of attacks. Pantheras hate evil dragons, and will attempt to kill any young or incapacitated ones they find on sight.

Breath Weapon: Three times a day, a Panthera can roar, breathing out a cloud of sweet-smelling fumes in a 100' by 100' area in front of itself. Any creature, except dragons and dragon-kin, that breathes the fumes must save versus Charisma or be affected as by a Charm spell. The fumes affect Dragons differently, however. Any dragon or dragon-kin that breathes the Panthera's fumes will be affected as by a Fear spell, with no saving throw. In either case, no spell or special ability that relies upon creating a noxious smell (such as a Stinking Cloud spell) will function within the cloud of a Panthera's fumes. The effects of a Panthera's breath weapon last for an entire day.

Rake: If a Panthera successfully bites a victim, it can rake with its rear claws. These two attacks are at +3 to hit, and do 1d4+2 Damage each.

PARANDRUS

A beast that can change its coloration to match its surroundings.

NO. ENCOUNTERED: 2-12

SIZE: Large

HD: 3 (d8)

MOVE: 40 ft.

AC: 13

ATTACKS: 2 Hooves (1d3), 1 Gore (1d6)

SPECIAL: Camouflage, Twilight Vision

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: 2

XP: 45+3

The Parandrus inhabits forests and plains in warm regions. It resembles a large, thickly-built stag the size of an ox, with shaggy hair of dark brown to black color, cloven hooves, and a pair of black antlers. When threatened, it has the uncanny ability to conceal itself by changing its coloration to match its surroundings.

Parandrus hide is sought after by wizards for use in magical items that confer invisibility. A Parandrus' hide can fetch around 500 gp if it is reasonably intact. Of course, catching one is easier said than done.

Combat: The Parandrus is not an aggressive creature, and normally avoids combat. If cornered, however, it can strike with its hooves and gore with its antlers. Usually, it will simply use its camouflage ability and run away.

Camouflage: At will, a Parandrus can alter its coloration to look exactly like its environment. This makes it effectively invisible (as the spell), although it can freely attack and move.

PARD

A large predatory cat that makes powerful leaping attacks.

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 6 (d10)

MOVE: 50 ft.

AC: 15 (13 when leaping)

ATTACKS: 1 Bite (1d12), 2 Claws (1d6)

SPECIAL: Leaping Attack, Rake, Twilight Vision

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: 5

XP: 270+6

The Pard is a vicious feline predator universally feared for its great size and aggressive nature. In appearance it is somewhat similar to its lesser kin the leopard, having a cream to orange colored body covered with intense black spots that resemble stars. The two species live in the same areas. The Pard is much larger, faster, and more belligerent than the leopard, however, and its fur is much finer in texture. A full-grown Pard can easily reach 14 feet in length, larger even than a tiger. In fact, legends claim that leopards were originally the degenerate result of

cross breeding between Pards and lions.

A complete, minimally damaged Pard skin is worth upwards of 2,000 gp to the right buyers. Few hunters are foolish enough to try to make a living hunting Pards, however.

Combat: A Pard's initial attack will always begin with a powerful leap. The creature can leap up to 20 feet backwards or forward from a stationary position, or up to 15 feet upwards. It will direct all of its initial attacks onto a single opponent, seeking to employ its secondary rake attack with its rear claws.

Leaping Attack: Such is the force of a Pard's leap that it grants the creature a +4 to hit and damage on its bite and claw attacks. On the round that it uses its leap, however, a Pard's armor class is reduced to 13.

Rake: If a Pard successfully bites a victim, it can rake with its rear claws. These two attacks are at +3 to hit, and do 1d6+2 Damage each.

SATYRAL

A man-headed beast with horns and an evil intelligence.

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 6 (d10)

MOVE: 30 ft.

AC: 17

ATTACKS: 2 Claws (1d6), 1 Bite (1d10), 1 Gore (2d4)

SPECIAL: Possible Clerical Abilities, Twilight Vision, Darkvision 60 ft.

SAVES: P

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: 6

XP: Common Satyral: 180+6

Satyral Cleric: 360+6

Also known as the Lympago and the Mantiger, the Satyral is a vicious relative of the Manticore. This bizarre creature has a body like a tiger, but with the head of a mature human. The human head has flowing hair that forms a kind of mane, and a pair of wicked horns sprout from the forehead. The creature's teeth are sharp and tusk-like. Its claws are particularly long and sharp, and unlike an ordinary tiger, the Satyral cannot retract them. Satyrals are much smarter than Manticores. They can speak and understand the Common tongue, and sometimes other languages as well. A full 30% of Satyrals have the abilities of a 6th Level Cleric. These Satyral priests devote themselves to the worship of demons, and will often rule over a group of marauding Manticores.

Combat: Satyrals love to kill, but they are highly intelligent creatures, and will not attack an obviously superior force. When Satyrals command groups of Manticores, they will always wait for the Manticores to soften any resistance before committing themselves to battle. Clerical Satyrals will use their spells in preference to engaging directly in melee. If forced into hand-to-hand combat, however, the Satyral is an able opponent, using its wicked claws, sharp teeth, and fearsome horns.

Possible Clerical Abilities: The 30% of Satyrals who are Clerics will select their spells wisely, mixing offensive and support magic. Clerical Satyrals also have the ability to rebuke and control undead, exactly like an ordinary evil Cleric.

SCITALIS

A brilliantly colored and glowing snake.

NO. ENCOUNTERED: 1-6

SIZE: Medium

HD: 3 (d8)

MOVE: 15 ft., 20 ft.(climb)

AC: 17

ATTACKS: 1 Bite (1d6 + 1)

SPECIAL: Captivate, Heat Damage, Slight Cold Resistance, Twilight Vision

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: 3

XP: 50+3

The Scitalis is a marvelous beast that resembles a man-sized snake. The creature's scales, however, glow with a scintillating pattern of red, orange and yellow. It sheds light in a five foot radius around itself, but that does not detract from its abilities as a hunter. In fact, the Scitalis relies upon its captivating appearance to stun prey.

The Scitalis is a hot-blooded creature, allowing it to remain active during the winter and dwell in areas normally too cold for serpents. The thing is so hot in fact that attempting to grab hold of its body will result in 1 point of heat damage, unless the grappler succeeds at a Constitution check.

The Scitalis' skin is an ingredient in potions of a fiery nature, and it is also needed to create the Robe of Scintillating Colors. A complete, undamaged specimen is worth 1,000 gp to the right buyers.

Combat: The Scitalis will always seek to make itself visible to all attackers, so that it can stun them with its appearance before moving in to strike with its bite. It can rear up in a manner similar to a cobra, to better position itself to be seen and to strike. Its bite inflicts 1d6 points of damage, plus an additional point of heat damage. Fortunately, the creature has no venom.

Captivate: Any creature looking directly at a Scitalis must make a Wisdom save each round or be captivated by the the scintillating pattern of the beast's scales. Captivated opponents will unable to take any actions except staring at the Scitalis. Affected creatures receive a new saving throw each round to free themselves of the effects. Fortunately, the Scitalis is relatively slow, and will not pursue fleeing prey.

Slight Cold Resistance: Any cold-based damage inflicted on the Scitalis is reduced by one point per die of damage inflicted.

SERRA (SAWFISH)

An enormous fish with a saw-like fin on its back and a hatred of ships.

NO. ENCOUNTERED: 1-4

SIZE: Large

HD: 5 (d8)

MOVE: 40 ft.(swim), 60 ft. (fly)

AC: 18

ATTACKS: 1 Bite (1d8)

SPECIAL: Calm Winds, Attack Hull, Twilight Vision

SAVES: P

INT: Low

ALIGNMENT: Neutral Evil

TYPE: Magical Beast

TREASURE: See below

XP: 200+5

The dreaded Serra is a bane to all sailors. In appearance it resembles an elongated fish twenty feet in length, with two legs on its lower half, and a serpentine head. Its front fins are enormous and wing-like, allowing the creature to freely fly above the surface of the ocean for up to ten minutes. Beginning atop its head and running along its back is an incredibly sharp and tough serrated dorsal crest that it can use to wicked effect against ships. The creature's overall coloration is green and blue, but its wings and dorsal comb are brilliant scarlet.

For reasons known only to itself, the Serra hates ships and shipping. An encounter with a Serra often begins with the beast shooting out of the water and into the air, apparently racing the ship. When it tires of the race, it will dive back into the water to prepare for its assault. It has the magical ability to Calm Winds, allowing it to bring sailing ships to a standstill. It will then attack the hull of the ship itself, attempting to drown the sailors.

The seas where Serras hunt are often rich in treasure from sunken ships. The creature itself has no care for treasure, however, and is content to let hordes of goods and gold sink to the sea floor. It is not unusual for the wrecks to become the homes of other marine-dwelling creatures, who simply wait for the Serra to send more ships to the ocean bottom and add to their horde. There are even rumors of Serras actively cooperating with evil marine races to attack the nations of the surface world.

Combat: If forced into close quarters, a Serra can bite. The beast will seek to flee any counter-attack however, using its ability to fly to escape opponents. It is a characteristic tactic of Serras to attack, flee, and come back to attack again..

Calm Winds: At will, a Serra can bring all winds in a 1/4 mile radius around itself to a standstill. In order to use this ability, however, the creature must surface and spread its wings, taking no other actions and leaving it vulnerable to attack.

Attack Hull: A Serra can swim under a ship and use its serrated dorsal crest to inflict 2d4 points of hull damage per round.

THEOW (LEAPING WOLF)

A mountain dwelling wolf with hooves and a colorful mane.

NO. ENCOUNTERED: 4-24

SIZE: Small

HD: 2 (d8)

MOVE: 60 ft., 30 ft. (leap)

AC: 16

ATTACKS: 1 Bite (1d8)

SPECIAL: Twilight Vision, Track, Leap, Surefooted

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: 1

XP: 15+2

The Theow, or Leaping Wolf is also sometime called a Theas. The beast resemble an ordinary wolf in some respects, but is adapted to life on steep mountains in warm regions. The overall shape of its body and head is similar to the other wolves, but instead of paws it possesses cloven hooves similar to those of mountain goats. The most striking aspect to a Theow's appearance is its multi-colored mane, in which white, black, brown, tawny, gray and red hues are mottled together. Its coat grows long and dense in winter, but in summer its fur is extremely short and close to the body.

A Theow has no fear of heights. It will bravely leap across deep ravines and stand atop precarious crags. Like ordinary wolves Theows are pack hunters, and can Track prey in manner similar to a Ranger.

Combat: Theows attack in packs, and will use coordinated tactics to flush out prey. They are not usually dangerous to humans, but desperately hungry Theows have been known to attack people. They like to chase prey into steep and dangerous terrain where the prey is at a disadvantage, but the Theows can move easily. If they can manage it, they will try to make prey fall from cliffs or into natural pits.

Leap: Theows can leap up to 30 feet forwards and up to 15 feet upwards. If they are able to leap into the attack, they will strike with a +2 on their attack and damage rolls.

Surefooted: A Theow can move at normal speed over rocky and precarious ground, with no danger of losing its footing.

UNICORN, FEROCIOUS

A lovely but terrible beast that can only be captured by a beautiful virgin.

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 3 (d8)

MOVE: 250 ft.

AC: 30

ATTACKS: 4 Gores (3d6 + 5)

SPECIAL: Twilight Vision, Always Wins Initiative, Irresistible Attack, Immune to Magic, Immune To Poison, Immune To Disease, Complete Healing, Always Saves, Weakness For Virgins

SAVES: Always Saves

INT: Average

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: None (see below)

XP: 5,100+3

The Ferocious Unicorn is a disarmingly small creature the size of a small pony or very large goat. In overall form it resembles a flawless white horse, but with cloven hooves and a tail like that of an elephant. Its eyes are deep, brilliant azure, and its chin is bearded like a goat. Atop its head is a 3 foot long, ivory-colored, spiraling horn - the fabled Alicorn.

The Ferocious Unicorn dwells in lonely places of great beauty far from human settlement - trackless forests, forbidding deserts, and seemingly endless plains. Accidentally encountering one is as rare as it is unfortunate. The beast is incredibly fast and aggressive towards men, and nothing can resist the attack of its horn.

Ferocious Unicorns and lions hate each other. A Ferocious Unicorn will always attack lions and part-lion creatures in preference to others. Likewise, Ferocious Unicorns are known to fight with elephants in places where both are found together. Woe to the man or unchaste woman who is confronted by the Ferocious Unicorn, because the beast will almost certainly slay them before they can even try to flee or defend themselves.

Those few hunters who succeed in slaying or capturing a Ferocious Unicorn usually retire afterwards, confident that there is no beast that can possibly offer an equivalent challenge.

The Ferocious Unicorn is often used as a symbol for the Ultimate God or his earthly incarnation. Due to its unusual powers, some philosophers even consider the Ferocious Unicorn to be itself an incarnated portion of the Ultimate God's power.

Combat: A Ferocious Unicorn is a mighty foe in battle. It attacks only with its horn, but it is so fast that it can do so four times in a single round. The creature is almost impossibly agile in combat, easily able to attack in any direction or split its attacks between multiple opponents. The beast's extreme speed and agility also account for its extraordinary armor class.

Always Wins Initiative: Unless surprised, the Ferocious Unicorn will always win initiative against any opponent, of any type, from any plane of existence.

Irresistible Attack: The Ferocious Unicorn always hits anything it attacks with its horn. The point of the Ferocious Unicorn's horn is the sharpest thing in existence on any plane, and nothing that exists can defend itself against the beast's attack. The Ferocious Unicorn can slide its horn through adamant as if it was soft cheese.

Immune To Magic: No magical spell or effect of any kind can directly affect or damage the Ferocious Unicorn, including spells that deal damage through elemental energies (such as Fireball or Lightning Bolt). As long as the

Unicorn bears its horn, it is impossible (even through a Wish spell) to make the beast vulnerable to magic.

Immune To Poison: No poison of any kind can affect the Ferocious Unicorn as long as its horn is intact. Ferocious Unicorns can dip their horns into poisoned ponds, streams, and wells, and thereby detoxify the water for other creatures to drink.

Immune To Disease: No disease, magical or mundane, can affect a Ferocious Unicorn as long as it still bears its horn.

Complete Healing: Unless its horn is removed, the Ferocious Unicorn will completely heal itself of all damage at the beginning of each round. A Ferocious Unicorn slain and left with its horn intact will even be Resurrected by its healing power. Beheading without cutting the horn from the forehead does not count as removing the horn - the creature's headless body will simply disappear and a new body will appear attached to the once-severed head.

Always Saves: In addition to enjoying complete immunity from magic and poison, a Ferocious Unicorn automatically makes any Saving Throws.

Weakness For Virgins: Despite its fierce nature, the Ferocious Unicorn will become docile in the presence of a virgin female of at least 15 Charisma. Upon first encountering such a virgin, the Ferocious Unicorn will placidly approach her, and seek to lay its head in her lap. Would-be hunters of the Ferocious Unicorn exploit its weakness, using beautiful virgins as bait and striking when the Unicorn lays down peacefully. The practice is still extremely dangerous, however. If the hunters fail to dispatch the Unicorn on their first round of attack, the beast will become ferocious once again and turn on the hunters. Under no circumstance will a Ferocious Unicorn ever attack a virgin female, however, even one that has been used as bait. The Ferocious Unicorn will even let beautiful virgins ride on its back, and will feed and protect them if they ever get lost in the wilderness.

The Alicorn: The Ferocious Unicorn does not keep any treasure, but it bears a prize more valuable than gold or diamonds. The Unicorn's Horn is the source of all its magical abilities, and the horn's power continues even after being severed from the beast.

It is actually impossible to slay a Ferocious Unicorn without removing its horn. In order to sever the horn, the Unicorn must be reduced to 0 hit points, or somehow successfully grappled. Thereafter, a character who still has an unused action in that combat round must succeed in inflicting 8 points of cutting damage against AC 20. Success means the horn has been severed, and the Ferocious Unicorn either stays dead, or loses all special abilities except Twilight Vision and becomes a non-magical Beast.

A complete Alicorn will change colors if brought within 10 feet of a poison. If the horn is dipped into a liquid or touched to a wound, it completely detoxifies it, neutralizing all poisons, destroying all diseases, and killing all parasites. A drinking cup made from the horn will have these same properties. If a portion equal to a tenth of the horn is powdered, put in wine and swallowed, it will form an elixir that will cure all poisons, cure all diseases, kill all parasites, heal all damage, and even restore lost senses. If the entire Alicorn is completely pulverized, dissolved into wine and poured into the mouth of a corpse, it will function as a Resurrection spell.

If its possessor decides to use the Alicorn as a weapon, the horn has a magical +5 to hit and damage, with a base damage of 1d6. The Alicorn is capable of damaging anything that exists, even creatures that require better than +5 weapons to hit.

A complete Alicorn is worth upwards of 50,000 gp.

WOOLLY SALAMANDER

A reptilian creature so cold it can put out fires.

NO. ENCOUNTERED: 1-4

SIZE: Small

HD: 2 (d10)

MOVE: 20 ft.

AC: 14

ATTACKS: 1 Bite (1d4 + 4d6 cold venom damage) or 1 Spit (4d6 cold venom damage)

SPECIAL: Spit Venom, Twilight Vision, Immunity to Fire (complete),

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: 1

XP: 29+2

A Woolly Salamander is a very rare, lizard-like beast about two to three feet in length. It ranges in color from red to blue, but is always covered with yellow spots. The creature radiates cold that can be felt within a ten foot radius. The creature is so cold that it can actually put out small fires (such as a campfire) if it wanders into them. It inhabits dark and dank places, coming out into the open only in overcast and rainy conditions.

Woolly Salamanders are prized for their skins, which have a peculiar downy feel. With the proper processing, the creature's hide can be turned into a gray, wool-like textile that is completely resistant to fire. Items made of Salamander Wool cannot be burnt, and if they are turned into cloaks or suits of clothing they confer 20 points of fire resistance to their wearer (i.e. the first 20 points of damage from fire can be ignored). Salamander Wool clothes can actually be cleaned by throwing them into a fire. Unfortunately, the amount of wool that can be taken from a single Woolly Salamander is only sufficient to create a one foot square piece of cloth. It can easily take up to forty Woolly Salamander skins to create a complete fireproof cloak or suit of cloths. A complete, relatively undamaged Woolly Salamander can be sold for 250 gp. A complete cloak or set of clothing made from Salamander Wool is worth upwards of 20,000 gp.

Combat: The Woolly Salamander attacks with its bite, which can do some damage by itself. The creature's mouth, however, exudes an extremely cold, milky-white venom for which the creature to be feared.

Venom: Creatures is bitten by the Woolly Salamander must save versus Constitution or suffer 4d6 points of cold damage from the effects of its venom. The venom does double damage to creatures of a fiery nature (such as elementals). The Woolly Salamander can also spit its venom at targets within 10'. This is a ranged touch attack, with the usual chances for a hit and the same effects as if the victim had been bitten (4d6 cold damage).

Complete Fire Immunity: A Woolly Salamander is completely immune to fire of any kind, and never takes any damage from fire-based attacks.

Cold Body: Even magical flame is not immune to the effects of the Woolly Salamander. Weapons with flaming enchantments, such as swords, will have that enchantment deactivated for a full hour if they are used to strike a Woolly Salamander.

Plant Toxicity: The skin of Woolly Salamanders is toxic to plant life. Any plant contacting a living Woolly Salamander will take image at the rate of 1 point per minute of exposure.

YALE

A beast with long horns that can swivel in their sockets.

NO. ENCOUNTERED: 1-8

SIZE: Large

HD: 2 (d10)

MOVE: 60 ft.

AC: 17

ATTACKS: 2 Horns (1d10), 1 Bite (2d4)

SPECIAL: Twilight Vision

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: 2

XP: 20+2

A Yale is an antelope-like creature with a pair of three foot long, slightly curved horns that it can independently swivel in any direction. The beast's coat ranges in color from black to tawny. Many specimens also show spots, often of a reddish or pale yellow color. A pair of boar-like tusks protrude from the creature's mouth. Its hooves are cloven, and its tail is similar to that of an elephant. Yales inhabit warm grasslands, preferring places near rivers or lakes.

Yale horns have extremely sharp points, and can be used as weapons. If one is properly mounted with a handle, a Yale's horn can be used like a rapier to inflict 1d6 points of damage on an opponent (the damage potential is lower than the same horn used by the living Yale, because the animal knows how to use its horns to best effect). A Yale horn is worth 100 gp to the right buyers.

For some unknown reason, Basilisks hate Yales and will attack them on sight.

Combat: When Yales feel threatened they can be fearsome opponents, attacking with their horns and tusks. Yales have a habit of entering combat with one horn pointed forward, and the other pointed backwards. Some believe the Yale sometimes does this to prevent both horns from being dulled or damaged at the same time in combat. Other people believe the Yale attacks in such a peculiar way in order to be ready for sudden attacks from the rear.

Swiveling Horns: Each one of the Yale's horns can move freely in its socket to attack anywhere around or above the creature. The Yale can use both horns to attack the same opponent, or direct its horn attacks against two separate targets. They can even use their horns to parry blows, which accounts for their relatively high armor class.

YENA

A filthy beast with powerful jaws and a hunger for human corpses.

NO. ENCOUNTERED: 1-6

SIZE: Medium

HD: 4 (d10)

MOVE: 30 ft.

AC: 13

ATTACKS: 1 Bite (3d6)

SPECIAL: Darkvision, Crushing Bite, Voice Imitation, Silence Canines, Paralyzing Glance, Vulnerable To Back and Flank Attacks

SAVES: P

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: 5

XP: 160+4

Closely related to ordinary Hyenas, Yenas are far more dangerous beasts. Intelligent and actively malevolent, they haunt burial grounds and wastelands in warm climes. A Yena's favorite food is rotted human flesh and bone, and it will freely associate with Ghouls. Mixed packs of Ghouls and Yenas will strip graveyards clean of bodies, and sometimes move on to hunting live prey by night.

In appearance the Yena somewhat resembles a very large Hyena, but with much larger and more prominent teeth, and a very noticeable ridge on its back. The creature's eyes are oddly iridescent, and its head has a distinctively sinister cast. Yenas possess completely rigid backbones, and are unable to turn their heads. Consequentially, the creature must move its entire body in order to look behind itself.

Yenas possess frighteningly powerful digestive systems and can eat any organic matter. Their monstrously powerful jaws and extraordinarily hard teeth are capable of crushing nearly anything.

Yenas do not have a fixed gender. Instead, each year they switch genders, so that a previously male Yena will become female, and visa-versa. Yenas lust after lions, and the product of their mating is the Leucrota.

Yenas love filth, and prefer to dwell in disgusting and ugly circumstances. Their lairs will contain treasure looted from graves, which the Yena may place in such a way as to entice would-be looters into an ambush.

Despite their love of carrion, Yenas are cunning and efficient hunters. They use their natural abilities to trick and incapacitate prey before making a kill. When Yenas are found with Ghouls, it is often the Ghouls who follow the lead of the Yenas.

The eyes of a Yena are highly prized. Inside each is a opalescent stone that if placed under the tongue will confer the ability to determine an Augury (as the spell) once a day.

Yenas hate and fear Pantheras.

Combat: Yenas will try to hide in the shadows and use their vocal imitation ability to draw human prey to them. Once the Yena judges itself to have the upper hand it will suddenly and viciously attack with its fearsome teeth. A Yena will try to bring down the most powerful opponents first.

Crushing Bite: Anyone hit by a Yena's bite must save versus Constitution or else the bones in area bitten will be crushed by the monster's horrible jaws. Yenas can easily bite through metal armor, even full plate. The location of the bite and the effects of the crushing are determined with a d4 on the following table:

- 1 - Arm: The affected arm is useless until bone is reset and healed.
- 2 - Leg: Character is unable to walk until the bone is set and healed, unless provided with crutches or a brace. AC is decreased by 2 points until leg heals. Characters on crutches move at half rate.
- 3 - Ribs: Bite damage suffered is permanent unless magically healed.
- 4 - Hand: Hand become useless. Character cannot cast spells with a somatic component until the hand is fixed.

Voice Imitation: The Yena can imitate the sound of the human voice, although not well enough to actually speak. It can, however, create the sound of muffled speech, crying, screaming, laughing, or any other human sound short of articulated words. The Yena uses this ability to draw out human prey.

Silence Canines: Any dog or wolf within 10' of a Yena will be unable to bark, howl, or make any other sounds.

Paralyzing Glance: Anyone encountering or fighting a Yena must save versus Dexterity or meet the creature's gaze. If this happens 3 times the victim will be Paralyzed and unable to move, attack, defend, or use spells for a turn.

Vulnerable To Back and Flank Attacks: Because of the creature's rigid backbone, it cannot effectively defend itself from attacks to its hindquarters or flanks. Attacks from its side or back are made with a +4 to hit. Rogues may add an additional number to their damage multiplier (i.e double damage becomes triple) when they successfully Backstab a Yena from the sides or rear.

YPPOTRYLL

A tusked camel with an aggressive nature.

NO. ENCOUNTERED: 1-10

SIZE: Large

HD: 3 (d10)

MOVE: 40 ft.

AC: 14

ATTACKS: 1 Bite (2d4) or 1 Spit, 1 Tail Whip (1d3)

SPECIAL: Twilight Vision, Spitting

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: 1

XP: 30+3

The Yppotryll is a strange, desert dwelling beast of burden. Its body is similar to the double-humped Bactrian camel, but its legs and hooves resemble those of an ox or bull. Its head is boar-like, complete with a pair of wicked tusks. Its tail is long and hairless, resembling that of a serpent. They are found both dwelling wild and in domestication.

Domesticated Yppotrylls are sometimes ridden into battle by fierce desert tribes. The creatures have extremely nasty tempers, however, and must be handled carefully. It is not unknown for a Yppotryll to attack its owner if it is upset. A Yppotryll is much stronger than a camel, and can carry up to 900 lbs as a heavy load. Up to 350 lbs is considered a light load. Like camels, they can go for long periods of time without eating or drinking. Also like camels, their smell is offensive to horses.

Combat: Yppotrylls can bite with their tusked mouths, inflicting vicious wounds. They will bite with little provocation, and domesticated ones can also be trained to bite on command. Yppotrylls can also strike with their tails at creatures behind them.

Spit: Like ordinary camels, Yppotrylls will spit at anyone attacking them, or sometimes for no clear reason at all. Victims must save versus their Dexterity or be blinded for 1-4 rounds. A Yppotryll cannot both spit and bite in the same round.

OPEN GAME LICENSE Version 1.0a

The following work is designated Open Game Content: all names and mechanical representations of creatures.

The following is designated Product Identity: any and all illustrations, and the distinctive border on each page.

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

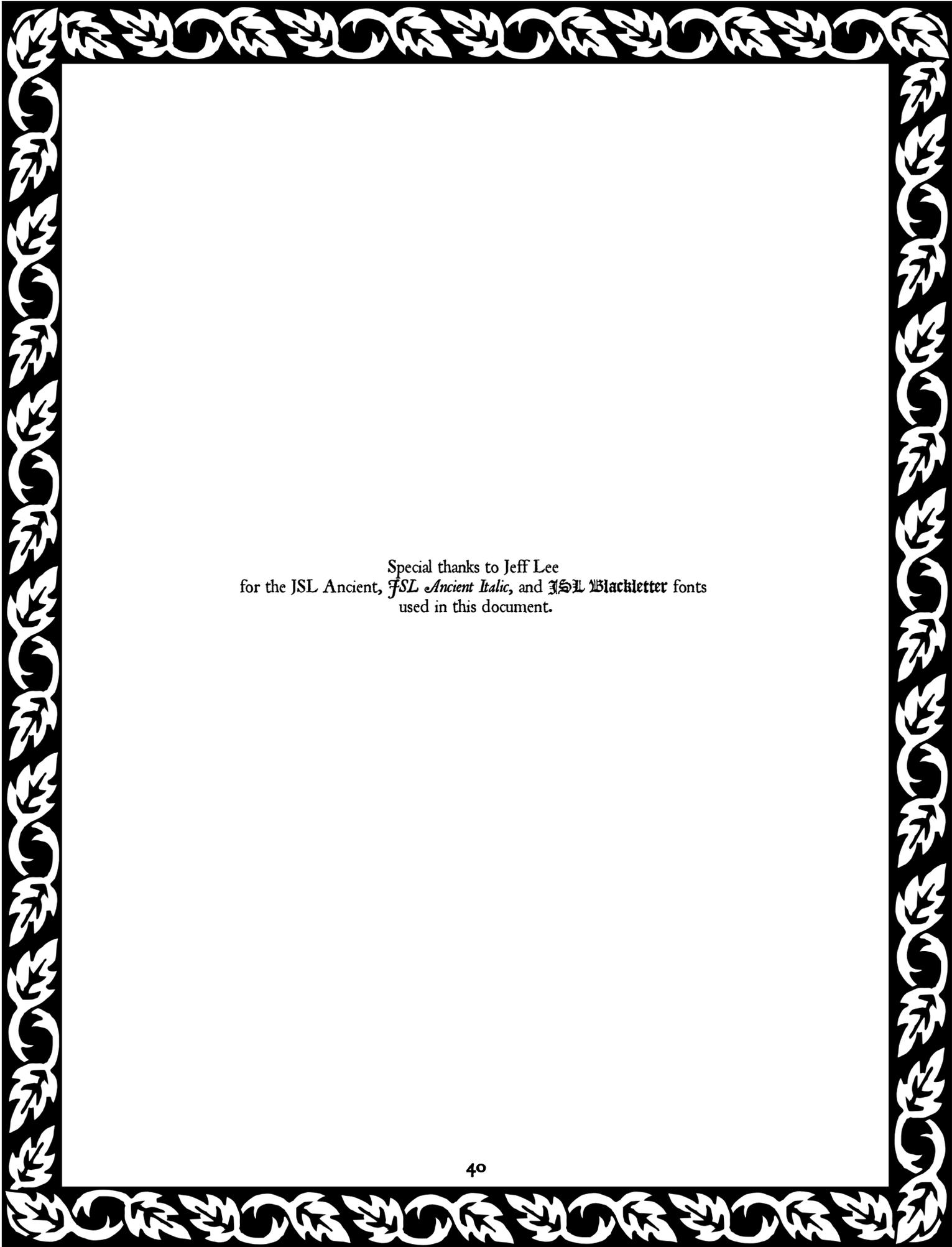
15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.
System Reference Document Copyright 2000, Wizards of the Coast, Inc; Authors Johnathan Tweet, Monte Cook, Skip Williams, based upon original material by E. Gary Gygax and Dave Arneson.

Castles & Crusades: Player's Handbook, Copyright 2004, Troll Lord games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters & Treasure, Copyright 2005, Troll Lord games; Authors Robert Doyel and Stephen Chenault

A Book of Wondrous Beasts, Copyright 2009, Daniel James Hanley



Special thanks to Jeff Lee
for the JSL Ancient, *JSL Ancient Italic*, and **JSL Blackletter** fonts
used in this document.