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Tracey, Meghan, Erika, Steven, Dave, Craig Cochrane, Shane Griffin, and to Bill Webb and Clark Peterson for making it all happen.

DEDICATION:

This book is dedicated to my father, Leo M. Greene (1930-2001) who, when I was 12 years old, bought me the Red Boxed Set thereby opening the doors of imagination for me. We miss you dad.

—Scott Greene

This product requires the use of the Dungeons and Dragons® Player's Handbook, published by Wizards of the Coast®



**NECROMANCER™
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THIRD EDITION RULES,
FIRST EDITION FEEL

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PREFACE

Admit it. We all felt it.

When we cracked open our brand new official Third Edition manual of monsters and flipped the pages with expectant joy, checking for our favorite creatures — and they weren't there.

Where was the aerial servant, boalisk, or cave moray? The jackalwere, mustard jelly, or lurker above? What happened to the piercer, brown pudding, or rot grub? The shadow demon, skeleton warrior, slithering tracker, or juju zombie? And where — *just where* — were the demon lords and arch devils? In particular, where the heck was Orcus?!!

We waited patiently for official versions of our forgotten favorites. Yet they never came. That hole in our campaign was never filled.

Well, gentle reader, look no further than this book. Between the covers of this tome are Third Edition conversions of all your favorite monsters from First Edition that the official books left behind — plus a whole lot more.

And here is the important part:

You won't find any of the monsters in *Tome of Horrors* in any other official Wizards of the Coast product!

We worked directly with Wizards of the Coast to make sure that no monster in this book (well, only a handful) would be included in a later Wizards of the Coast product. So, you can rest assured that the contents of this book will not be superceded by any later "official" book.

Yet the *Tome of Horrors* is not just a book of converted monsters. In addition to the old favorites that we updated to Third Edition, we also included a large batch of brand new monsters as well as monsters compiled from several Necromancer Games products. In all, this book contains over 400 monsters: almost 300 converted from First Edition sources, over 25 compiled from various Necromancer Games products, and well over 100 brand new, never-before-seen monsters!

It is our pleasure to bring to you the *Tome of Horrors*, a folio of fiends both malevolent and benign. Use these monsters to restore your First Edition favorites to your campaign and to challenge your players in new and surprising ways. Imagine your players' reactions: "A shadow demon? Hey, that's not in the *Monster M...*"

Now, go roll initiative!

Clark Peterson
Necromancer Games

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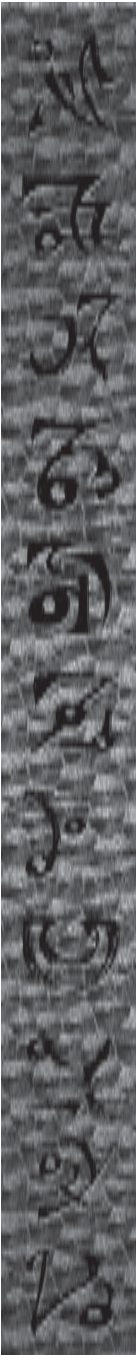
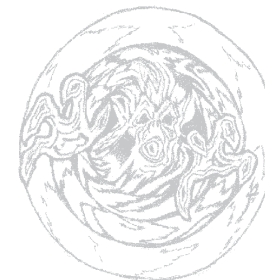
All monster entries in this book have a "Credit" and "Copyright Notice" section. Each serves a distinct purpose.

For those of you interested in the Open Game movement, the Copyright Notice section allows all the monsters in this book to be used by future publishers in their products — making this book increasingly valuable to you, since publishers other than Necromancer Games will be using these monsters in their products! For more information on Open Gaming, see the Legal Appendix.

The Credit section attempts to give a short historical background on the origin and source of the creature. Since many of the monsters in this book were conversions of creatures from earlier editions, it was important to us to attempt to credit the original author. We did our best to be as thorough as possible. Yet because many of the creatures have their true origin in *Original Dungeons & Dragons* or from sources such as *Strategic Review* magazine or TSR U.K., we were forced to limit our research to a monster's first appearance in an *Advanced Dungeons & Dragons* product — either a supplement, book, or module. If you are interested in a more thorough history or have information to share about monster sources, come join us on the Necromancer Games message boards at www.necromancergames.com!

ORGANIZATION

Except for the Animals Appendix, where normal animals are all collected and detailed, we chose to follow the old-style format of listing all the creatures alphabetically rather than adopt the convention of the Third Edition monster rulebook. For example, we included giant leeches as "Leech, Giant" and giant beetles as "Beetle, Giant," rather than stick them in an appendix of vermin, as the core books do. Similarly, the slithering tracker and mustard jelly are alphabetized under their own names, rather than lumped together as "Oozes." Even monsters that are now considered Hazards, such as the rot grub, are listed alphabetically in the body of the book rather than under "H" as "Hazards" or in some appendix. We believe this is a more usable and consistent format.



D: DAEMON TO DUST DIGGER

Spell-Like Abilities: At will — *animate dead*, *blasphemy*, *charm person*, *create undead*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *fireball*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *polymorph self*, *produce flame*, *pyrotechnics*, *suggestion*, *teleport without error* (self plus 50 lbs. of objects only), *unholy aura*, *unhallow*, and *wall of fire*; 1/day — *meteor swarm* (any) and *symbol* (any) as a 20-th level caster.

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

Improved Grab (Ex): To use this ability, Gorson must hit with both forepaw attacks. If he gets a hold, he can rake. Gorson has a grapple bonus of +32.

Rake (Ex): If Gorson gets a hold, he can make two rake attacks (+25 melee) for 1d6+5 points of damage each. If Gorson pounces on an opponent, he can use his rake attack.

Summon Devils (Sp): Three times per day, Gorson can automatically summon 2d8 nupperibo; or 4 lemures, hamatulas, or barbaz; or 2 osyluths; or one pit fiend.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20; darkvision 60 ft.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Gorson can communicate telepathically with any creature within 100 feet that has a language.

Regeneration (Ex): Gorson takes normal damage from holy and blessed weapons of at least +5 enhancement.

Wounding Battleaxe: Gorson's Large +2 battleaxe is imbued with the *wounding* special ability. Damage dealt by this weapon bleeds for 1 point of damage per round and multiple wounds result in multiple bleeding. The bleeding can be stopped by a successful Heal check (DC 15) or through the use of curative magic (*heal*, *healing circle*, and the like).

13. COPYRIGHT NOTICE

Author Scott Greene.

DEVIL: HUTIJIN (DUKE OF HELL)

Hit Dice: Large Outsider (Evil, Lawful)
20d8+120 (280 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 40 ft., fly 60 ft. (average)

AC: 40 (-1 size, +4 Dex, +27 natural)

Attacks: Large +3 *unholy trident* +32/+27/+22/+17 melee; or *net of snaring* +23 ranged

Damage: Large +3 *unholy trident* 2d6+15; *net of snaring* grapple

Face/Reach: 5 ft. by 5 ft./10 ft. (15 ft. with trident)

Special Attacks: Spell-like abilities, fear, summon devils, *net of snaring*

Special Qualities: Damage reduction 35/+5 SR 32, regeneration 10, devil qualities, see in darkness, telepathy

Saves: Fort +18, Ref +16, Will +17

Abilities: Str 28, Dex 18, Con 22, Int 22, Wis 20, Cha 21

Skills: Bluff +25, Climb +29, Concentration +26, Diplomacy +25, Intimidate +25, Knowledge (arcana) +26, Knowledge (the planes) +26, Listen +25, Move Silently +24, Scry +26, Search +26, Sense Motive +25, Spellcraft +26, Spot +26

Feats: Cleave, Great Cleave, Improved

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (Hutijin plus 3-6 gelugons and 2-4 pit fiends)

Challenge Rating: 22

Treasure: Standard plus Large +3 *unholy trident* and *net of snaring*

Alignment: Always lawful evil

Advancement: —

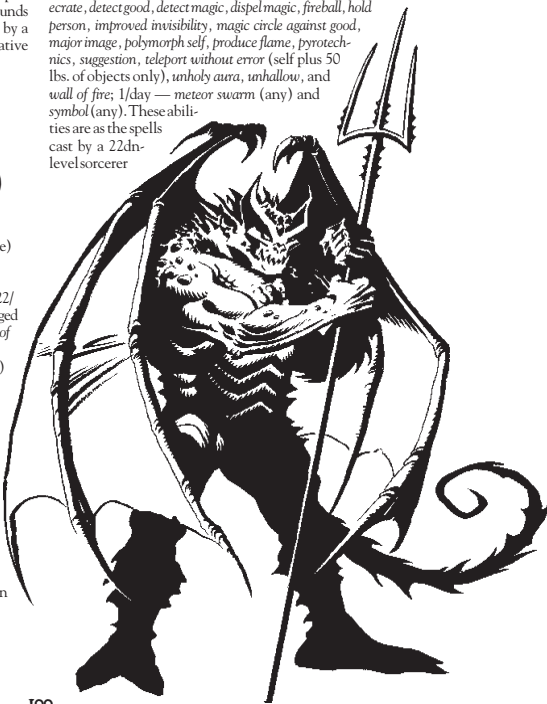
Hutijin is a loyal servant to Mephistopheles and commands two companies of pit fiends in the infernal armies of the eighth plane of Hell. Hutijin is a noble in the court of his master and commands much respect from the other dukes and nobles. His battle prowess and strong demeanor command respect from the other dukes of Hell.

Hutijin appears as a 14-foot tall pit fiend with small leathery wings and a large oval head. Upward curving horns protrude just above and in front of his pointed ears. His mouth is lined with sharpened teeth and two large fangs protrude from his mouth (even when it is closed). His flesh is dark red or rust colored.

COMBAT

Hutijin attacks using his Large +3 *trident* and *net of snaring*. He utilizes his spell-like abilities in combat and is not averse to summoning more devils to his aid in order to slay those that oppose him.

Spell-Like Abilities: At will — *animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *create undead*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *fireball*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *polymorph self*, *produce flame*, *pyrotechnics*, *suggestion*, *teleport without error* (self plus 50 lbs. of objects only), *unholy aura*, *unhallow*, and *wall of fire*; 1/day — *meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 22nd-level sorcerer



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(save DC 15 + spell level).

Fear (Su): As a free action, Hutijin causes fear by speaking. Those within 30 feet that hear his voice must succeed at a Will save (DC 25) or be affected as by *fear* cast by a 22nd-level sorcerer. If the save is successful, that creature cannot be affected by Hutijin's fear for one day.

Summon Devils (Sp): Twice per day, Hutijin can automatically summon 2 pit fiends or 4 lemures or gelugons.

Regeneration (Ex): Hutijin takes normal damage from holy and blessed weapons of at least +5 enhancement.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20; darkvision 60 ft.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Hutijin can communicate telepathically with any creature within 100 feet that has a language.

Unholy Trident: Hutijin's Large +3 *trident* is imbued with the *unholy* special ability. It deals +2d6 points of damage to good-aligned creatures and any good-aligned creature that attempts to wield it receives one negative level. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Net of Snaring: This magical net holds fast any creature it hits. An Escape Artist check (DC 24) or Strength check (DC 24) is required to break free. The net is AC 20 and has 30 hp.

CREDIT

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Author Scott Greene, based on original material by Gary Gygax.

DEVIL: LUCIFER

Hit Dice: Large Outsider (Evil, Lawful)
51d8+666 (1,074 hp)

Initiative: +10 (+6 Dex, +4 Improved Initiative)

Speed: 50 ft., fly 80 ft. (good)

AC: 60 (-1 size, +6 Dex, +45 natural)

Attacks: *Rod of Hell* +67/+62/+57/+52 melee; or 2 claws +62 melee, bite +57 melee, tail sting +57 melee

Damage: *Rod of Hell* 1d10+16; or claw 1d6+11 and 1d8 acid, bite 2d6+5 and 1d8 acid, tail sting 2d6+5 and poison

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

Special Attacks: Spell-like abilities, gaze weapons, acid, poison, summon devils, summon arch devil

Special Qualities: Damage reduction 50/+8, SR 49, regeneration 20, devil qualities, see in darkness, telepathy

Saves: Fort +40, Ref +33, Will +36

Abilities: Str 32, Dex 22, Con 36, Int 28, Wis 28, Cha 32

Skills: Alchemy +60, Bluff +66,

Concentration +64, Decipher Script +57, Diplomacy +66, Gather Information +62, Intimidate +62, Knowledge (arcana) +59, Knowledge (history [Hell]) +63, Knowledge (the planes) +60, Knowledge (religion) +61, Listen +60, Search +58, Sense Motive +64, Scry +62, Spellcraft +60, Spot +60

Feats:

Cleave, Combat Casting, Craft Wondrous Item, Empower Spell, Extend Spell, Great Cleave, Improved Initiative, Power Attack, Silent Spell, Toughness, Weapon Focus (claw, bite, rod)

Climate/Terrain:

Any land and underground

Organization:

Solitary or troupe (Lucifer plus 2-4 pit fiends)

Challenge Rating:

39

Treasure:

Double standard plus *Rod of Hell*

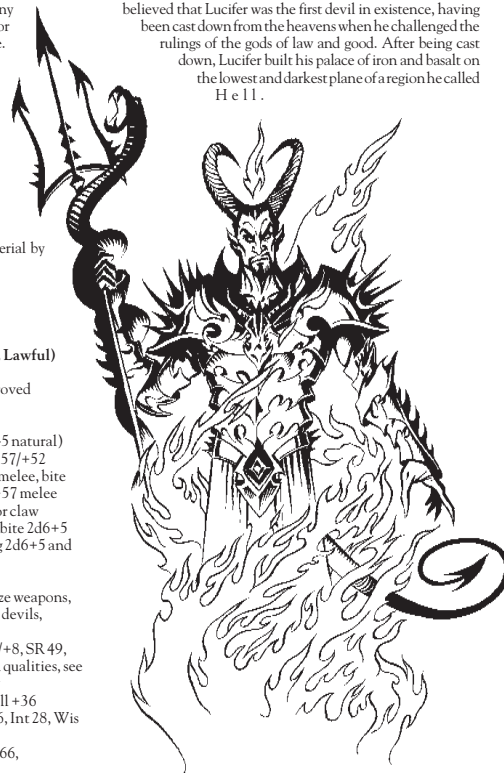
Alignment:

Always lawful evil

Advancement:

—

Lucifer has many names: The Prince of Lies, The Prince of Darkness, The Adversary, The Prince of Light, and Satan. It is believed that Lucifer was the first devil in existence, having been cast down from the heavens when he challenged the rulings of the gods of law and good. After being cast down, Lucifer built his palace of iron and basalt on the lowest and darkest plane of a region he called H e 11.



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He divided this region into distinct planes and appointed eight of his closest allies to rule, one to a plane. Each lord was allowed to mold and shape his domain as he saw fit, but all paid homage to Lucifer.

At some point, or so one version of the story goes, one of the devils, Asmodeus, felt he could do a better job of ruling Hell. He put into motion a plan that would align each of the other rulers with him and with the gained power place him on the Throne of Hell, thereby usurping Lucifer's power. With promises of power, each devil lord allied with Asmodeus, save for one. Belial remained loyal to Lucifer and fought against the infernal armies of the other collective lords to hold fast Lucifer's crown to the rulership of Hell. In the end, Belial and Lucifer were both beaten and outcast from rulership.

That is but one of several versions of the story of Hell's rulers. Another tells that Lucifer is the supreme ruler of Hell. In the battle against Asmodeus and the other arch devils, Belial (who sides with Lucifer in this version as well) and Lucifer destroy Asmodeus and several of the other arch devils. In their place, Lucifer appoints new rulers and remains on the throne, ever distrustful of those in power and always seeking to secure his place on the Throne of Hell.

COMBAT

Lucifer rarely engages in combat (and even more rarely does he engage in melee combat), preferring to summon pit fiends to fight his would-be challengers. If he does enter combat, he fights with his Rod, spells, spell-like abilities, gaze attacks, poison, and acid. Those that are slain are carried to his palace and enslaved or thrown into the Burning Pits where they are tormented forever.

Spell-Like Abilities: At will — *alter self*, *animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *daylight*, *deeper darkness*, *desecrate*, *detect good*, *detect magic*, *detect thoughts*, *dispel magic*, *fireball*, *geas/quest*, *hold monster*, *hold person*, *ice storm*, *improved invisibility*, *magic circle against good*, *major image*, *mass charm*, *polymorph self*, *produce flame*, *pyrotechnics*, *raise dead*, *read magic*, *see invisibility*, *suggestion*, *teleport without error* (self plus 50 lbs. of objects only), *unholy aura*, *unhallow*, *wall of fire*, *wall of ice*, and *wish*; 1/day — *greater restoration*, *meteor swarm* (any), *shapechange*, and *symbol* (any). These abilities are as the spells cast by a 38th-level sorcerer (save DC 21 + spell level).

Spells: Lucifer casts arcane spells as a 38th-level sorcerer (save DC 19 + spell level) and divine spells as a 38th-level cleric (save DC 19 + spell level). He has access to the domains of Evil, Law, Strength, and War.

Gaze Weapons (Su): Lucifer has two gaze weapons. He may use one each round as a standard action. Each gaze weapon has a range of 30 feet and functions as a spell cast by a 20th-level sorcerer. Each gaze attack has a save DC of 46.

Descent into Evil: Any creature meeting Lucifer's gaze must succeed at a Will save or have his alignment shift one step toward lawful evil on the law-chaos axis or the good-evil axis. A lawful evil creature is unaffected by this gaze attack.

Curse: Any creature meeting Lucifer's gaze must succeed at a Will save or be affected as if by a double-strength *bestow curse* spell (-12 to one ability score; or -8 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks; or each turn the target has a 25% chance to act normally, otherwise he takes no action).

Acid (Ex): Lucifer secretes acid at will from his sharpened claws and fangs. Any melee hit deals acid damage.

Poison (Ex): Tail sting; initial damage 3d6 temporary Constitution, secondary damage death, Fortitude save (DC 48).

Summon Devils (Sp): Three times per day Lucifer can automatically summon 1d4 pit fiends.

Summon Arch Devil (Sp): Once per day, Lucifer can attempt to summon each arch devil to his palace on the nethermost plane of Hell. The arch devil in question receives an SR roll to avoid this summoning (against caster level 20th), though most obey Lucifer's command and appear when summoned.

Regeneration (Ex): Lucifer takes normal damage from holy and blessed weapons of at least +4 enhancement.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20; darkvision 60 ft.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Lucifer can communicate telepathically with any creature within 100 feet that has a language.

Rod of Hell: Lucifer's great black iron rod functions as a +5 *greatclub* and has the following abilities:

Annihilation Ray: Once per round, and no more than 5/day, the rod can fire a ray to a range of 60 feet. A creature struck by this ray must succeed at a Fortitude save (DC 40) or be completely annihilated. No form of resurrection or revivification is possible.

Rod of Rulership: The rod has all of the abilities and powers of a rod of rulership (see "Rods" in the *DMG*, Chapter 8).

Trap the Soul: The rod can fire a ray to a range of 60 feet, once per round, and no more than 3/day. This ray traps the soul (as the spell of the same name) if the target fails a Will save (DC 40). Up to 10 such souls can be held in the rod at one time.

Any creature of good alignment that touches the rod must succeed at a Fortitude save (DC 40) or instantly die.

Skills: Lucifer receives a +4 racial bonus to Bluff, Diplomacy, and Sense Motive checks.

SERVANTS OF LUCIFER

Followers of Lucifer are far and wide and consist of evil humanoids, usually clerics, necromancers, sorcerers, and wizards. Devout followers of Lucifer are called Dark Cardinals and must sign a pact of evil with Lucifer. Dark Cardinals can receive spells from Lucifer and are granted access to the domains of Evil, Law, Strength, and War (a cleric can choose any two of these domains).

15. COPYRIGHT NOTICE

Authors Clark Peterson and Scott Greene.

DEVIL: MOLOCH (ARCH DEVIL)

Hit Dice:	Large Outsider (Evil, Lawful)
Initiative:	33d8+462 (651 hp)
Speed:	+10 (+6 Dex, +4 Improved Initiative)
AC:	47 (-1 size, +6 Dex, +32 natural)
Attacks:	2 claws +41 melee, bite +36 melee; or Medium-size +4 6-tailed shocking whip +43 ranged
Damage:	Claw 1d6+9, bite 1d8+4; or Medium-size +4 6-tailed shocking whip 2d6+13 subdual and 1d6 electricity
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Spell-like abilities, spells, breath weapon, improved grab, summon devils
Special Qualities:	Damage reduction 40/+6, SR 29, regeneration 20, devil qualities, see

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Saves:	in darkness, telepathy Fort +28, Ref +24, Will +24
Abilities:	Str 29, Dex 22, Con 32, Int 22, Wis 22, Cha 20
Skills:	Bluff +30, Concentration +44, Diplomacy +38, Gather Information +38, Intimidate +38, Knowledge (arcana) +39, Knowledge (the planes) +41, Knowledge (religion) +39, Listen +41, Move Silently +39, Scry +39, Search +41, Spellcraft +39, Spot +41
Feats:	Cleave, Combat Casting, Dodge, Exotic Weapon Proficiency (whip), Great Cleave, Improved Initiative, Multiattack, Power Attack, Weapon Focus (whip)
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (Moloch plus 1-4 cornugons)
Challenge Rating:	28
Treasure:	Double standard plus Medium-size +4 6-tailed shocking whip
Alignment:	Always lawful evil
Advancement:	—

Moloch rules the sixth plane of Hell, a flat, stinking plane of acid smoke and soot. He is currently plotting to wrest control of the plane completely from its true ruler, Baalzebul, for Moloch is nothing more than a lieutenant in Baalzebul's infernal army or seneschal to Baalzebul's court. Yet before he puts in motion steps to secure his plane, he must first deal with the machinations of the Great Serpent, Geryon. Geryon and Moloch hate each other; their infernal armies are constantly warring with each other either openly or through subterfuge.

Moloch is a 14-foot tall, barrel-chested, hairless humanoid. His head is large, and his mouth is huge and lined with sharpened teeth. His eyes are blue, and his large curved horns are black. Moloch's flesh is dark brown.

COMBAT

Moloch attacks with either a claw/claw/bite routine or his whip and spell-like abilities.

Spell-Like Abilities: At will — *animate dead*, *blasphemy*, *burning hands*, *charm person*, *comprehend languages*, *desecrate*, *detect good*, *detect magic*, *detect thoughts*, *dispel*

magic, *fireball*, *fire charm*, *fly*, *geas/quest*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *polymorph self*, *produce flame*, *pyrotechnics*, *raise dead*, *read magic*, *see invisibility*, *suggestion*, *teleport without error* (self plus 50 lbs. of objects only), *unholy aura*, *unhallow*, *wall of fire*, and *wish*; 1/day — *flame strike*, *meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 27th-level sorcerer (save DC 15 + spell level).

Spells: Moloch casts arcane spells as a 27th-level sorcerer (save DC 15 + spell level) and divine spells as a 27th-level cleric (save DC 16 + spell level). He has access to the domains of Evil, Law, and Strength.

Breath Weapon (Su): 30 feet, cone of fear, once per round; Will save (DC 36) or flee in fear for 2d6 rounds.

Improved Grab (Ex): To use this ability, Moloch must hit a Large or smaller creature with a claw attack. Moloch has a grapple bonus of +46.

Tear (Ex): Moloch automatically hits a held opponent with his claws and bite attack each round he maintains the hold.

Summon Devils (Sp): Three times per day, Moloch can automatically summon 1d4 cornugons or 1d2 pit fiends.

Regeneration (Ex): Moloch takes normal damage from holy and blessed weapons of at least +6 enhancement.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20; darkvision 60 ft.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Moloch can communicate telepathically with any creature within 100 feet that has a language.

6-Tailed Shocking Whip: Moloch's Medium-size +4 6-tailed whip is imbued with the *shock* special ability. It deals 2d6+13 points of subdual damage and an extra 1d6 points of electricity damage on a successful hit.

SERVANTS OF MOLOCH

Followers of Moloch are evil humanoids and usually consist of assassins, clerics, sorcerers, and wizards. Devout followers of Moloch are called Knights of Moloch and must sign a pact of evil with Moloch. Knights can receive spells from Moloch and are granted access to the domains of Evil, Law, and Strength (a cleric can choose any two of these domains).

CREDIT

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DEVIL: NUPPERIBO

	Medium-Size Outsider (Evil, Lawful)
Hit Dice:	1d8 (4 hp)
Initiative:	+0
Speed:	20 ft.
AC:	11 (+1 natural)
Attacks:	Half-spear +1 melee; or 2 claws +1 melee
Damage:	Half-spear 1d6; or claw 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Damage reduction 5/silver,

D: DAEMON TO DUST DIGGER

Saves: blindsight, fast healing 1, devil qualities, mindless
Fort +2, **Ref** +2, **Will** +2
Abilities: Str 10, Dex 10, Con 10, Int —, Wis 11, Cha 4
Climate/Terrain: Any land and underground
Organization: Horde (20-100)
Challenge Rating: 1
Treasure: None
Alignment: Always lawful evil
Advancement: 2-3 HD (Medium-size)

Those evil souls that are taken to Hell and processed to become lemures but fail ultimately become nupperibo: a life-form even more disgusting and sad than the lowly lemure. Nupperibo are gathered by the dukes and arch devils and used as fodder in their never-ending wars. A typical nupperibo army consists of thousands of these creatures. Nupperibo are 5-foot tall vaguely humanoid creatures with clawed hands. They are dark gray or black in color.

COMBAT

Nupperibo unerringly follow the orders of their commander. They are relentless in their pursuit and attack, and continue to assault anything in their path until ordered to stop by their commander. A nupperibo slain in battle is often reformed (by the arch devils or dukes) into a lemure, having proved its worth in combat.

Blindsight (Ex): Nupperibo are blind and deaf but can ascertain all foes within 60 feet using scent and vibration.

Fast Healing (Ex): A nupperibo heals only if it is in the Hells.
Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20; darkvision 60 ft.

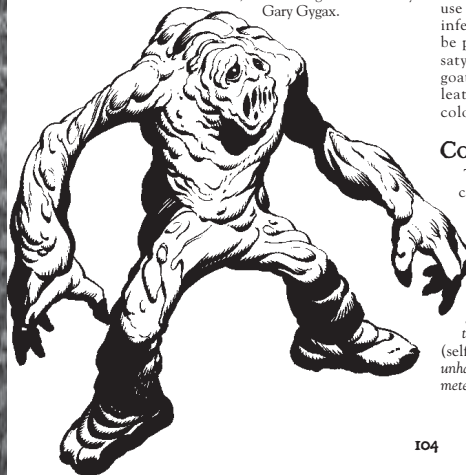
Mindless (Ex): Nupperibo are immune to all mind-influencing effects.

CREDIT

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DEVIL: TITIVILUS (DUKE OF HELL)

Medium-Size Outsider (Evil, Lawful)
Hit Dice: 15d8+75 (195 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 50 ft., fly 60 ft. (average)
AC: 38 (+2 Dex, +26 natural)
Attacks: +3 *wounding longsword* +22/+17/+12 melee
+3 *wounding longsword* 1d8+7
Damage: 5 ft. by 5 ft./5 ft.
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Spell-like abilities, fear, summon devils

Special Qualities: Damage reduction 35/+4, SR 30, regeneration 10, devil qualities, see in darkness, telepathy
Saves: Fort +20, Ref +19, Will +23
Abilities: Str 19, Dex 15, Con 20, Int 24, Wis 25, Cha 27

Skills: Bluff +22, Concentration +20, Decipher Script +23, Diplomacy +22, Gather Information +22, Intimidate +19, Knowledge (arcana) +22, Knowledge (the planes) +22, Listen +23, Move Silently +17, Scribe +23, Search +20, Sense Motive +23, Spellcraft +22, Spot +23

Feats: Cleave, Improved Initiative, Power Attack, Skill Focus (Bluff)
Climate/Terrain: Any land and underground
Organization: Solitary or troupe (Titivilus plus 2-4 erinyes)

Challenge Rating: 20
Treasure: Standard plus +3 *wounding longsword*

Alignment: Always lawful evil
Advancement: —

Titivilus the Confuser serves under Lord Dispat as messenger and chamberlain. He is a very evil and malign duke. His ability to manipulate others is put to use by his master, and he is often allowed to attend infernal gatherings where dukes otherwise would not be permitted. Titivilus is 6 feet tall and resembles a satyr with a round hairless head, the lower torso of a goat, cloven feet, and clawed hands. Small black leathery wings sprout from his back. His eyes are the color of coal.

COMBAT

Titivilus prefers to use his spell-like abilities in combat, though he will use his sword if pressed into melee. At the first sign of possible defeat, he will summon other devils to cover his escape.

Spell-Like Abilities: At will — *animate dead*, *bestow curse*, *blasphemy*, *charm person*, *comprehend languages*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *hold person*, *hypnotism*, *improved invisibility*, *magic circle against good*, *major image*, *polymorph self*, *produce flame*, *pyrotechnics*, see *invisibility*, *suggestion*, *teleport without error* (self plus 50 lbs. of objects only), *tongues*, *unholy aura*, *unhallow*, *ventriloquism*, and *wind walk*; 1/day — *feeblemind*, *meteor swarm* (any), *symbol* (any), and *wish*. These abilities

THE TOME OF HORRORS

DEVIL: TORMENTOR OF SOULS

are as the spells cast by a 20th-level sorcerer (save DC 18 + spell level).

Fear (Su): Touch; Will save (DC 22) or flee in terror for 2d6 rounds. If the save is successful, that creature cannot be affected again by Titivilus' fear touch for one day.

Summon Devils (Sp): Twice per day, Titivilus can

automatically summon four hamatulas; two lemures or barbazu; or one erinyes, osyluth, cornugon, or pit fiend.

Regeneration (Ex): Titivilus takes normal damage from holy and blessed weapons of at least +4 enhancement.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20; darkvision 60 ft.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by deeper darkness spells.

Telepathy (Su): Titivilus can communicate telepathically with any creature within 100 feet that has a language.

Wounding Longsword: Titivilus' +3 *longsword* has the *wounding* special ability. Damage dealt by this weapon bleeds for 1 point of damage per round and multiple wounds result in multiple bleeding. The bleeding can be stopped by a successful Heal check (DC 15) or through the use of curative magic (*heal*, *healing circle*, and the like).

CREDIT

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Medium-Size Outsider (Evil, Lawful)
Hit Dice: 8d8+8 (44 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 22 (+2 Dex, +10 natural)
AC: 22 (+2 Dex, +10 natural)
Attacks: +1 *ghost touch battleaxe* +11 melee; or *soulcatcher net* +11 ranged touch +1 *ghost touch battleaxe* 1d8+3; or *soulcatcher net* 1d4 and grapple
Damage: 5 ft. by 5 ft./5 ft.
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Spell-like abilities, ghost touch, *soulcatcher net*

Special Qualities: Damage reduction 20/+2, SR 15, souls track, regeneration 4, devil qualities, see in darkness, telepathy
Saves: Fort +7, Ref +8, Will +7
Abilities: Str 15, Dex 14, Con 13, Int 12, Wis 12, Cha 12

Skills: Balance +7, Climb +8, Intuit Direction +12, Jump +10, Knowledge (any one) +9, Listen +9, Search +9, Spot +9, Wilderness Lore +11

Feats: Alertness, Improved Initiative, Track, Weapon Focus (net)
Climate/Terrain: Any land and underground
Organization: Pack (2-5) or troupe (pack plus 1-4 hell hounds)

Challenge Rating: 9
Treasure: None
Alignment: Always lawful evil
Advancement: 9-16 HD (Medium-size); 17-24 HD (Large)

Tormentors of Souls, known as Tormentor Devils, make their way across the uppermost plane of Hell searching for souls that have entered the realms of evil. They are in the employ of this devil lord



FLAIL SNAIL

Large Vermin
 Hit Dice: 4d8+8 (26hp)
 Initiative: -1 (Dex)
 Speed: 10 ft.
 AC: 18 (-1 size, -1 Dex, +10 natural)
 Attacks: 4 tentacleslams +4 melee
 Damage: Tentacleslam 1d8+2
 Face/Reach: 5 ft. by 10 ft./5 ft.
 Special Qualities: Warp magic, immunities, blindsight, light blindness, vermin
 Saves: Fort +6, Ref +0, Will +1
 Abilities: Str 15, Dex 8, Con 14, Int 5, Wis 10, Cha 2
 Skills: Hide +4, Listen +3
 Climate/Terrain: Any land and underground
 Organization: Solitary
 Challenge Rating: 3
 Treasure: None (shell is worth 3,000-5,000 gp)
 Alignment: Always neutral
 Advancement: 5-9 HD (Large); 10-12 HD (Huge)

The flail snail appears as an 8-foot tall version of a normal snail, but in place of its head are four 5-foot long tentacles that end in mace-like balls of hardened bone. Its shell is striped in colors of red, blue, yellow, and green. The flesh of a flail snail is gray-blue. The shell of a dead flail snail can be sold on the open market for 3,000-5,000 gp.

COMBAT

A flail snail attacks by smashing its prey with its mace-like tentacles. It attacks until either it or its opponents are dead.

Warp Magic (Su): Each time a spell is cast on or at a flail snail, it produces a random effect. Only spells that directly affect a flail snail are warped. Area spells are not affected by this ability. Roll 1d10 and consult the table below to determine random effects.

1d10	Result
1-2	Spell misfires; caster disoriented for 1d4 rounds and must make a Concentration check (DC 10) to cast any spell while disoriented.
3-4	Spell misfires; creature nearest the flail snail is affected as if the spell had been cast on him.
5-7	Spell functions normally
7-9	Spell fails; nothing happens
10	Spell rebounds on caster (as <i>spell turning</i>)



Immunities (Ex): Flail snails are immune to fire and poison.
Blindsight (Ex): Flail snails can ascertain all foes by vibration within 60 feet.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds flail snails for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Vermin: Immune to mind-influencing spells and effects.

CREDIT

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FLIND

Medium-Size Humanoid (Gnoll)
 Hit Dice: 2d8+4 (13 hp)
 Initiative: +1 (Dex)
 Speed: 30 ft.
 AC: 18 (+1 Dex, +4 scale, +2 large shield, +1 natural)
 Attacks: Club +4 melee; or flindbar +4 melee
 Damage: Club 1d6+3; flindbar 1d6+3
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Qualities: Darkvision 60 ft.
 Saves: Fort +5, Ref +1, Will +1
 Abilities: Str 17, Dex 13, Con 14, Int 11, Wis 11, Cha 10
 Skills: Listen +3, Spot +4
 Feat: Power Attack
 Climate/Terrain: Temperate or warm land and underground

Organization: Solitary, pair, gang (2-5), mob (2-5 plus 10-20 gnolls), band (10-100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), or tribe (20-200 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, and 10-20 gnolls)

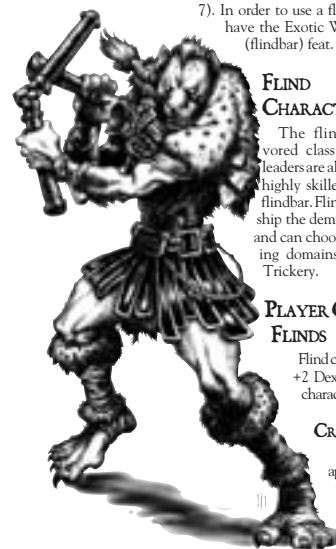
Challenge Rating: 1
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class

Flinds are a race closely related to gnolls. The two races share some strong similarities, and at first sight inexperienced adventurers could easily confuse the two. Flinds are much stockier than their lanky kin, much stronger and harder, and are certainly more dangerous. Flinds have dusky russet or brown fur, with hyena-like heads and rounded ears.

It is unknown if flinds are a subspecies of the gnoll or a genetic anomaly produced among large gnoll packs. Flinds are often found among gnoll bands acting as leaders; their strength and relatively superior intelligence puts them above their lesser brethren.

COMBAT

Flind combat tactics are similar to those of gnolls. They prefer to strike from ambush, using terrain and concealment to their best advantage. They are most often seen acting in the



role of leaders to gnoll bands, keeping discipline with a ruthless hand and little mercy.

Flindbar: A flindbar is a weapon that consists of two iron bars, approximately 18 inches in length, which are connected by a length of chain. They are otherwise identical to nunchaku (see the *PHB*, Chapter 7). In order to use a flindbar, a flind must have the Exotic Weapon Proficiency (flindbar) feat.

FLIND CHARACTERS

The flind's favored class is fighter. Flind leaders are always fighters and are highly skilled in the use of the flindbar. Flind clerics usually worship the demon prince Yeenoghu and can choose two of the following domains: Chaos, Evil, and Trickery.

PLAYER CHARACTER FLINDS

Flind characters have +6 Str, +2 Dex, and +4 Con. Flind characters are ECL 4.

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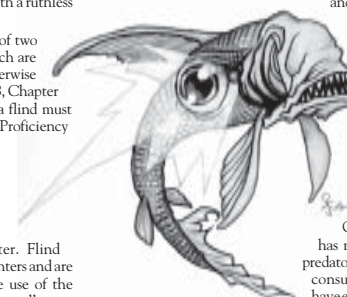
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FLOATING EYE

Diminutive Beast (Aquatic)
 Hit Dice: 1/2d10 (2 hp)
 Initiative: +2 (Dex)
 Speed: Swim 60 ft.
 AC: 16 (+4 size, +2 Dex)
 Attacks: Bite (-4 melee)
 Damage: Bite 1
 Face/Reach: 1 ft. by 1 ft./0 ft.
 Special Attacks: Hypnotic gaze
 Special Qualities: Darkvision 60 ft., low-light vision
 Saves: Fort +0, Ref +2, Will -1
 Abilities: Str 1, Dex 15, Con 11, Int 1, Wis 4, Cha 2
 Skills: Hide +24
 Climate/Terrain: Any aquatic
 Organization: School (3-12)
 Challenge Rating: 1/10
 Treasure: None
 Alignment: Always neutral
 Advancement: 1 HD (Diminutive)

Floating eyes are 6-inch long semi-transparent fish that have a single large eye located in the center of their body along their dorsal region. The creature's eye is capable of bioluminescence,



and it has such minute control over the intensity and patterns of the light that it can mesmerize other creatures that see it. Floating eyes are part of an unusual symbiotic relationship with a variety of predatory fish, including sharks. Once the floating eye

has mesmerized its prey, predatory fish move in and consume it. After they have eaten, the floating eye moves in and gorges itself on the scraps. Floating eyes are small saltwater fish that have transparent bodies and a single large eye about the size of a walnut located in the center of their body.

COMBAT

Floating eyes avoid combat, relying on their *hypnotic gaze* ability. If forced into combat, they bite an opponent.

Hypnotic Gaze (Ex): Will save (DC 10); affected targets are held for 1d6 rounds. This ability is otherwise similar to the *hypnotism* spell cast by a 3rd-level sorcerer.

Skills: Due to its coloration, the floating eye receives a +8 racial bonus to Hide checks.

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FLUMPH

Small Aberration
 Hit Dice: 2d8 (9hp)
 Initiative: +3 (Dex)
 Speed: Fly 20 ft. (average)
 AC: 20 (+1 size, +3 Dex, +6 natural)
 Attacks: Spikes +4 melee
 Damage: Spikes 1d6 and 1d4 acid
 Face/Reach: 5 ft. by 5 ft./0 ft.
 Special Attacks: Acid
 Special Qualities: Nauseating spray, darkvision 60 ft.
 Saves: Fort +0, Ref +3, Will +5
 Abilities: Str 10, Dex 16, Con 11, Int 10, Wis 14, Cha 10
 Skills: Hide +7, Listen +7, Move Silently +7, Search +4, Spot +7
 Feat: Weapon Finesse (spikes)
 Climate/Terrain: Any underground
 Organization: Pair or colony (4-16)
 Challenge Rating: 1
 Treasure: None
 Alignment: Always lawful good
 Advancement: 3-6 HD (Small)

F: FALSE SPIDER TO FROST MAN

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Flumphs are small, very strange creatures that spend their days floating along looking for food and water. They are non-offensive and only attack when actively hunting for food. Flumphs prefer the darkness of the underground and are rarely, if ever, encountered above ground. The flumph appears as a saucer-shaped jellyfish with many small spike-like tentacles dangling from its underbelly. Its body is about 2 feet in diameter and milky white in color. Two short eyestalks protrude from the top of its body. The flumph's eyestalks are gray, its eyes are black, and its tentacles are dark gray.

COMBAT

The flumph spends most of its time hunting small animals and vermin, which it kills and devours by dropping on them and piercing them with its acidic spikes. If threatened by a creature larger than itself, it fires its nauseating spray in an attempt to repel its attackers. If this attack fails, the flumph rises above its foes and drops at them, attacking with its spikes.

A flumph is helpless if turned over (requires a successful grapple check).

Acid (Ex): A flumph that hits an opponent with its spikes injects acid into the wound, dealing 1d4 points of damage. The acid damage continues for the next 2d4 rounds. Immersion in running water or cleansing the wound for two full rounds stops the acid damage.

Nauseating Spray (Ex): Line, 1 foot wide, 1 foot high, and 20 feet long, once every 1d4 rounds; nauseated for 1d4 rounds, Fortitude save (DC 11) negates. Once the save is made, that creature is immune to the effects of that flumph's spray for one day. The odor from this spray lingers in the area (and on any creature hit) for 1d4 hours and can be detected at a range of 100 feet. Creatures that come within 100 feet of an affected area or creature during this time must succeed at a Fortitude save (DC 11) or become nauseated for 1d4 rounds.

Feats: The flumph gains the Weapon Finesse (spikes) feat as a bonus feat.

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FLY, GIANT

Hit Dice: 3d8+3 (16hp)
Initiative: +2 (Dex)
Speed: 30 ft., fly 60 ft. (average)
AC: 14 (+2 Dex, +2 natural)
Attacks: Bite +4 melee
Damage: Bite 1d6+3
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Scent, vermin
Saves: Fort +4, Ref +3, Will +1
Abilities: Str 14, Dex 15, Con 12, Int —, Wis 10, Cha 9
Skills: Jump +7, Listen +3, Spot +3
Climate/Terrain: Any land and underground
Organization: Solitary or swarm (6-11)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4-5 HD (Medium-size); 6-9 HD (Large)

Giant flies are larger relatives of normal flies. Like their lesser cousins, they are most often found in areas of garbage, litter, and refuse. A giant fly resembles a normal fly and can grow to a length of 12 feet, though most average about 6 feet long.

COMBAT

Giant flies attack by biting their opponents.

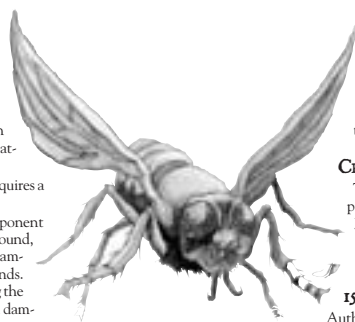
Vermin: Immune to mind-influencing effects. Giant flies have darkvision to a range of 60 feet.

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FOGWARDEN

Hit Dice: 4d8+4 (22hp)
Initiative: +3 (Dex)
Speed: Fly 40 ft. (good)
AC: 15 (+3 Dex, +2 deflection bonus)
Attacks: Lightning bolt +7 ranged
Damage: Lightning bolt 3d6
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Fear aura, lightning bolt
Special Qualities: Electricity discharge, animate dead, damage reduction 20/+1, immunities, gaseous form, sunlight vulnerability

THE TOME OF HORRORS

Saves: Fort +2, Ref +3, Will +4
Abilities: Str —, Dex 16, Con 12, Int 12, Wis 11, Cha 14
Skills: Hide +9*, Intimidate +8, Listen +6, Move Silently +11, Sense Motive +6, Spot +6
Feat: Weapon Focus (lightning bolt)
Climate/Terrain: Any cold land
Organization: Solitary or troupe (1-6 animated corpses [treat as Medium-size 2 HD zombies that cannot be turned])
Challenge Rating: 6
Treasure: None
Alignment: Always neutral evil
Advancement: 5-8 HD (Medium-size); 9-12 HD (Large)

The fogwarden is sometimes called the ice apparition, for much like the standard apparition, the fogwarden feeds on the fear of its victims. The fogwarden, however, is not undead. A fogwarden is usually found inhabiting the coldest and most desolate areas of the world. The fog surrounding it flashes with its life force. These flashes are often mistaken for the will-o'-wisp. A fogwarden's natural form is that of a vaguely humanoid form composed of fog and mist. The only true discernable feature is its icy blue eyes.

COMBAT

Fogwardens favor instilling fear and panic in their opponents to actual combat. In melee, the fogwarden attacks by launching a bolt of lightning at its foes. When a fogwarden is destroyed, it evaporates completely, leaving no trace of its existence.

Fear Aura (Su): Fogwardens radiate fear in a 30-foot radius. Their fear aura is otherwise identical with *fear* cast by a 4th-level sorcerer (Will save DC 14). Whether or not the save is successful, that creature cannot be affected by that fogwarden's fear aura for one day.

Lighting Bolt (Su): Line of lightning 5 feet wide, 5 feet high, and 30 feet long, once every other round; damage 3d6, Reflex save (DC 14) halves.

Electricity Discharge (Su): A fogwarden's body constantly discharges electricity. Any metal object (including weapons) that contacts its body must make a Reflex save (DC 14) or take 3d6 points of electricity damage. A creature holding the metal object at the time of contact likewise suffers the same amount of damage.

Animate Dead (Su): The electrical aura of the fogwarden can animate dead creatures within 20 feet. This is otherwise identical with *animate dead* cast by a 4th-level cleric. The animated creatures resemble zombies and are under the control of the fogwarden that animated them. Though the animated creatures are in effect zombies, they cannot be turned or rebuked. If the fogwarden is slain or moves more than 20 feet from a zombie, the animated creature collapses dead.

Gaseous Form (Su): A fogwarden's natural form allows it to

seep through small or narrow openings. It cannot enter water or other liquid. A fogwarden has complete control of its movement and is not subject to the effects of wind.

Immunities: The fogwarden is immune to cold and electricity based attacks, gases, and poisons. Due to its gaseous form, it is immune to critical hits.

Sunlight Vulnerability (Ex): Fogwardens shun sunlight. A fogwarden exposed to sunlight can take only partial actions and is destroyed after 1 hour of exposure.

Skills: Fogwardens receive a +8 racial bonus to Move Silently checks. *Fogwardens receive a +12 bonus to Hide checks when in fog or mist.

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FOO CREATURE

See the Templates Appendix.

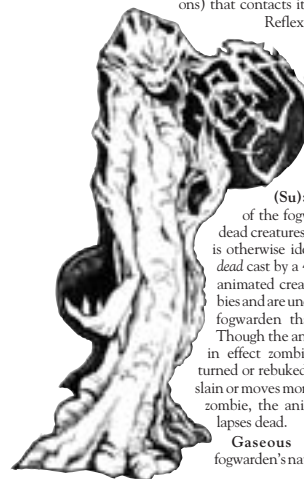
FOO DOG

See the Templates Appendix, under Foo Creature.

FORESTER'S BANE (SNAPPER SAW)

Hit Dice: 5d8+30 (52 hp)
Initiative: +0
Speed: 0 ft.
AC: 16 (-2 size, +8 natural)
Attacks: 6 stalks +7 melee
Damage: Stalk 2d4+6
Face/Reach: 15 ft. by 15 ft./10 ft.
Special Attacks: Engulf
Special Qualities: Plant, blindsight
Saves: Fort +10, Ref +1, Will +0
Abilities: Str 22, Dex 10, Con 22, Int —, Wis 13, Cha 9
Climate/Terrain: Temperate plains, hills, mountains, and forest
Organization: Solitary or pair
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 6-10 HD (Huge); 11-15 HD (Gargantuan)

The forester's bane is a huge, dark green, immobile, and carnivorous shrub. Closer inspection reveals large, tough leaves radiating from its central stalk. These dark green leaves hide six purple serrated stalks inside its body. At the center of this low-growing shrub is a 3-foot diameter yellowish orb from which sprout many small green branches. Each branch has small, sweet smelling (and tasting) berries of various colors growing from it.



F: FALSE SPIDER TO FROST MAN

COMBAT

When a living creature moves within 5 feet of the forester's bane's leaves, it attempts to engulf the creature in its body. Trapped creatures are subjected to 1-6 serrated stalks that slash and cut them until they escape. The forester's bane releases a trapped victim when either it or the victim is dead.

Engulf (Ex): The forester's bane can try to wrap a Medium-size or smaller creature in its leaves as a standard action. The snapper saw attempts a grapple that does not provoke an attack of opportunity (grapple check +17). If it gets a hold, it uses its serrated stalks to cut its victim with a +4 attack bonus. It can still use its other stalks to strike other targets. Attacks that hit an engulfing forester's bane deal half their damage to the monster and half to the trapped victim.

Blindsight (Ex): The forester's bane has no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

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

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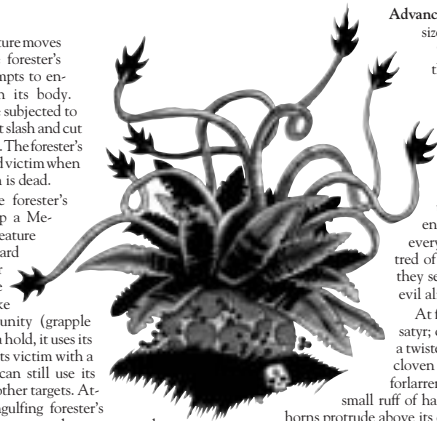
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FORLARREN

Hit Dice: Medium-Size Fey
3d6+3 (13 hp)
Initiative: +2 (Dex)
Speed: 30 ft.
AC: 18 (+2 Dex, +6 natural)
Attacks: 2 slams +2 melee
Damage: Slam 1d4+1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Heat metal
Saves: Fort +2, Ref +5, Will +4
Abilities: Str 12, Dex 15, Con 12, Int 4, Wis 13, Cha 8
Skills: Hide +7, Listen +6, Move Silently +5, Spot +6
Feat: Alertness
Climate/Terrain: Any temperate land
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always neutral (evil tendencies)



Advancement: 4-9 HD (Medium-size)

The powers of a nymph are such that she can enchant and seduce nearly any creature that has the capacity to know beauty. Some say that even the great and terrible demons are not immune to a nymph's charms. The forlarren, they say, is the proof. The forlarren is a lonely creature that feels cursed by its own existence. They detest themselves and everything they see, consumed by hatred of life itself. Such is their rage that they seek to vent their ire on good and evil alike.

At first glance, a forlarren resembles a satyr; closer inspection, however, shows a twisted, leering face, clawed hands, and cloven hooves like those of a goat. A forlarren is usually hairless, having only a small ruff of hair on the back of its head. Small horns protrude above its eyes.

COMBAT

The forlarren attacks with its fists, using them to pummel an opponent. It focuses on a single opponent in combat and attacks until it or its opponent is slain. If a forlarren succeeds in killing an opponent, the kindly traits of its Fey mother surface and it shows profound remorse. It ceases combat, if possible, or flees if other opponents insist on continuing the fight. Should its opponents allow combat to end, the forlarren may offer its solace to the surviving companions amid wails and sobs. After a few days, however, the dominant evil nature of its fiendish father resurfaces and the forlarren once more attacks all creatures on sight—including those it had previously befriended.

Heat Metal (Sp): Once per day, by making a melee touch attack, the forlarren can heat metal as the spell cast by a 6th-level druid (Will DC 13). Once the affected metal reaches the searing stage (after 3 rounds), it remains at that stage until the forlarren breaks contact with the affected metal. The metal returns to its starting temperature 2 rounds later, just as with the spell.

CREDIT

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FOXWERE

See the Templates Appendix, Under Therianthrope.



THE TOME OF HORRORS

FROG, MONSTROUS

	GIANT	GIANT DIRE	KILLER	ABYSSAL DIRE
Hit Dice:	Medium-Size Beast 2d10+6 (17 hp) +0 (Dex)	Large Animal 4d8+16 (34 hp) +1 (Dex)	Small Beast 1d10+2 (7 hp) +1 (Dex)	Large Outsider 6d8+24 (54 hp) +1 (Dex)
Initiative:	+0 (Dex)	+1 (Dex)	+1 (Dex)	+1 (Dex)
Speed:	20 ft., swim 30 ft.	30 ft., swim 40 ft.	10 ft., swim 30 ft.	30 ft., swim 40 ft.
AC:	13 (+3 natural)	17 (-1 size, +1 Dex, +7 natural)	14 (+1 size, +1 Dex, +2 natural)	18 (-1 size, +1 Dex, +8 natural)
Attacks:	Tongue +1 ranged, bite -4 melee; or bite +4 melee	Tongue +0 ranged, bite +2 melee; or bite +7 melee	Tongue +2 ranged; or bite +2 melee, 2 claws -2 melee	Tongue +7 ranged, bite +1 melee; or bite +10 melee
Damage:	Tongue grapple, bite 2d8+3	Tongue grapple, bite 2d6+5	Tongue grapple, bite 1d6+1, claw 1d3	Tongue grapple, bite 2d6+5
Face/Reach:	5 ft. by 5 ft./5 ft. (10 ft. with tongue)	5 ft. by 10 ft./5 ft. (10 ft. with tongue)	5 ft. by 5 ft./5 ft. (10 ft. with tongue)	5 ft. by 10 ft./5 ft.
Special Attacks:	Leap, improved grab, swallow whole	Leap, improved grab, swallow whole	Improved grab, rake 1d3	Leap, improved grab, swallow whole, smite good, rake 1d8+2
Special Qualities:	Darkvision 60 ft.	Low-light vision	Darkvision 60 ft.	Damage reduction 5/+1, resistances, SR 12, darkvision 60 ft.
Saves:	Fort +6, Ref +3, Will -1	Fort +8, Ref +5, Will +0	Fort +4, Ref +3, Will -1	Fort +9, Ref +6, Will +3
Abilities:	Str 16, Dex 11, Con 16, Int 2, Wis 9, Cha 6	Str 20, Dex 13, Con 18, Int 2, Wis 9, Cha 6	Str 12, Dex 13, Con 14, Int 5, Wis 12, Cha 10	Str 20, Dex 13, Con 18, Int 5, Wis 12, Cha 10
Skills:	Hide +6, Spot +3	Hide +5, Spot +4	Hide +11, Spot +4	Hide +7, Spot +8
Feats:	—	—	—	Weapon Focus (tongue)

POISONOUS

Hit Dice:	Diminutive Beast 1d10 (5 hp)
Initiative:	+1 (Dex)
Speed:	5 ft.
AC:	15 (+4 size, +1 Dex)
Attacks:	Bite +2 melee
Damage:	Bite 1d2-3 and poison
Face/Reach:	1 ft. by 1 ft./0 ft.
Special Attacks:	Poison
Special Qualities:	Low-light vision
Saves:	Fort +2, Ref +3, Will +1
Abilities:	Str 4, Dex 12, Con 11, Int 2, Wis 12, Cha 4
Skills:	Hide +19, Spot +4
Climate:	Temperate or warm land, aquatic, or underground
Organization:	Giant frog, dire frog, and Abyssal dire frog: solitary or pair; killer frog and poisonous frog: pack (2-5), cluster (4-7), or swarm (3-18)
Challenge Rating:	Killer frog and poisonous frog 1; giant frog 2; dire frog 4; Abyssal dire frog 5
Treasure:	None
AL:	Always neutral (neutral evil for Abyssal dire frog)
Advancement:	Giant frog: 3-4 HD (Medium-size), 5-6 HD (Large); dire frog: 5-7 HD (Large), 8-12 HD (Huge); killer frog: 2 HD (Small), 3 HD (Medium-size); Abyssal dire frog: 7-10 HD (Large), 11-18 HD (Huge); poisonous frog: 2 HD (Diminutive), 3 HD (Small)

Monstrous frogs are larger versions of normal frogs. All have razor-sharp teeth lining their mouths. The dire frog appears as a 10-foot long, feral amphibian with dark mottled skin and black splotches on

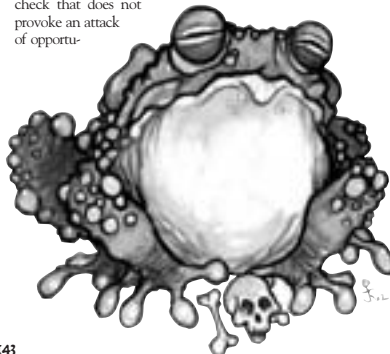
its body. The Abyssal dire frog is about 12 feet long, blackish-green, and oozes slime from its body.

COMBAT

Giant frogs leap into combat using their charge attack. Those with the Improved Trip ability make a trip attack and use their rake attack if possible. Though giant frogs (the smallest variety) may flee or not attack opponents larger than themselves, the larger variety (dire, killer, and Abyssal) are ferocious and nearly mindless killing machines, attacking everything in sight that is not a frog or a tsathar.

Leap (Ex): All types of giant frogs (except killer and poisonous) can leap and still attack as if it were a charge attack. Each type of frog, however, leaps a different distance: giant frog—30 feet horizontally, 10 feet vertically; giant dire frog—40 feet horizontally, 15 feet vertically; Abyssal dire frog—40 feet horizontally, 15 feet vertically.

Improved Grab (Ex): To use this ability, the monstrous frog must hit an opponent of up to one size smaller with its tongue attack. If it gets a hold, the monstrous frog reels its opponent in and bites in the same round. This attack is a grapple check that does not provoke an attack of opportunity.



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THE TOME OF HORRORS

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Example

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Yet we will give you an example of how to do it.

Let’s say you want to use the dark creeper, the pech, the mobat, and the shadow demon in your product. You go to the respective monster pages, and you compile the names of the monsters and the respective Copyright Notice information for each of the monsters:

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- Pech, Author Scott Greene, based on original material by Gary Gygax.
- Mobat, Author Scott Greene and Clark Peterson, based on original material by Gary Gygax.
- Shadow Demon, Author Scott Greene, based on original material by Neville White.

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