

a saving throw upwards or downwards per experience level of the caster above or below 11th respectively at the GM's discretion.

Lair Probability: This is the general chance that the monster will be encountered in its lair. If a creature is not found in its lair then it is considered as "wandering".

Typically, most beasts will keep some or most of their treasure in their lair, so if the monster is wandering, the players will normally need to find the lair to obtain its full treasure. All the greedy glory - if they don't get it captured in the process.

Intelligence: This statistic indicates the general intelligence of the monster relative to the average human. Example values include "Non-", "Animal", "Semi-", "Low", "Average", "Very", "High", "Exceptional" or "Genius" or occasionally even higher. A dumb animal or non-intelligent creature has an effective intelligence of 0 and a genius has an effective intelligence of 18 and can go as high as 25 to God levels.

Alignment: The alignment shown for any given type of creature may not necessarily represent the alignment of an individual monster of that type. Non-intelligent or animalistic monsters, will have little variation in their alignments, while more intelligent creatures might deviate from the prevailing alignment by a small amount.

It is possible to have a Neutral Evil goblin for instance, or even a tribe of Neutral Evil goblins but good aligned ones would be rare in the extreme. Each alignment has an "alignment language" specific to that alignment, allowing characters of that alignment to communicate with one another to a certain degree.

Level/XP: These values represents a pre-calculation of the creature's experience value and level.

Psychic Ability: A yes or no regarding whether or not the creature has an innate ability to use any of the following abilities: Astral Projection, Aura Reading, Channeling, Clairaudience, Clairvoyance, Divination, Empathy, ESP, Intuition, Levitation, Mind Blast, Pyrokinesis, Psychokinesis, Telekinesis and Telepathy.



FLUORESCENT OOZE

Frequency: Uncommon
No. Encountered: 1
Size: Man-Sized or Larger
Move: 90 ft / 120 ft
Armor Class: 5
Hit Dice: 4
Attacks: 1 (smother)
Damage: 1d10
SA: Emit Spores (See below)
SD: Charm (See below)
MR: Standard
Intelligence: Low
Lair Probability: 70%
Alignment: Neutral Evil
Level/XP: 4/400 + 4 per hp
Psychic Ability: None

This ooze is a rare type of amoeba. They glow various colors while emitting a rhythmic pulsating hypnotic musical beat which will cause paralysis for 1d4 rounds to any creature within twenty feet range that fails a *Save vs. Paralyzation*.

They exist to eat, slowly crawling around in dungeons from floor to ceiling, hunting for any kind of tasty flesh or living tissue to devour. Their amorphous form allows them to flow through small spaces like cracks or holes in walls. Electric damage simply divides / multiplies the creature into one or more smaller ones, each doing one-half normal damage. They can also emit spores that will cause anyone or anything within a 10 ft radius to *Save vs. Poison* or become Charmed as if in a drug like trance. Characters in the trance will experience exaggerated senses of sight, smell, sounds, etc as if on an acid trip. During this time the creature will slowly smother them leaving their dead bodies glowing a bright green, orange or yellow color!



GORE DOG

Frequency: Rare
No. Encountered: 3d6
Size: Medium
Move: 150 ft
Armor Class: 6
Hit Dice: 2 + 2
Attacks: 4 (claw, bite, tail, gore)
Damage: 1d4+1, 1d6, 1d12, 2d4+2
SA: Bleeding (See below)
SD: None
MR: Standard
Intelligence: Semi
Lair Probability: 30%
Alignment: Neutral
Level/XP: 2/50 + 2 per hp
Psychic Ability: None

Physical similar in many ways to a hound or domesticated dog, these lively creatures are among the friendliest and most loyal animals you might ever encounter. They live to hunt, love to play, and have an incredibly strong pack instinct that drives them to fiercely protect those they bond with or care for. Sadly however, the majority of Gore Dogs are only ever able to live in the wild among roaming packs of their own kind; mostly because the dangers of their often overly aggressive affections can be truly deadly, though especially when encountered in groups.



Blessed with a single, razor sharp, segmented, bone horn, sometimes up to 2 feet long, protruding and constantly growing from their brow and forehead; with a general fearlessness, plus an endurance for running vast distances without tiring, the Gore Dog species has an instinctive impulse to track and chase down any prey and play items with boundless enthusiasm.

This is also often a deadly enthusiasm because of an evolutionary desire to ram things with their horned head, slashing and stabbing at the hind legs and abdomens of any fleeing creatures they can keep pace with. These attacks usually cause massive bleeding from multiple, deep penetrating wounds, while also embedding broken bone segments within their victim, which inflict further continuous bleeding causing *1d4 damage per round*, and ultimately the greater chance of infection or disease and death.

GRETZEL

Frequency: Uncommon
No. Encountered: 2d16
Size: Man-Sized
Move: 90 ft
Armor Class: 3
Hit Dice: 4 + 2
Attacks: 3 (claw, claw, gore)
Damage: 1d4, 1d4, 1d6
SA: Petrify (See below)
SD: None
MR: Standard
Intelligence: Low
Lair Probability: 10%
Alignment: Chaotic Evil
Level/XP: 4/400 + 4 per hp
Psychic Ability: None

These horrible beasts are half human and half gargoyle (without the planar abilities) the result of gargoyles fornicating with humans and other races. Gargoyles in the flesh aren't that picky when it comes to choosing a "mate". They have been known to scrape the gutters and make use of a demi-human when in great "need". The quality of the mating partner has a effect on the quality of resulting Gretzel. They are usually broken into three groups of varying qualities. The Gretzel are cunning, deranged and sometimes mentally unstable resembling demonic monstrous half-breeds. They have Infravision and can turn someone or something to stone on a natural 20 roll. Players or creature hit must *Save vs. Petrification*.

ELITE CLASS: These are usually the most intelligent ones who wield power over the clans political, economic, and military circles, which as an intricate set of overlapping small but dominant groups share decisions. They rule over the Warrior and Worker classes and rarely lower themselves to the day to day activities of anyone below them unless they are giving them their marching orders.

WARRIOR CLASS: Answering only to the powerful, these beasts spend the majority of the time fighting and protecting the Elite. They can command the Workers as well and will punish them for any insubordination.

WORKER CLASS: The lowest ring in the Gretzel society are those who have nothing to sell but their labor skills. This includes manual laborers, mental workers and those with no skills of all types. Working-class are categorized into four groups: Unskilled laborers, artisans, outworkers, and underground workers.



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