

Old School Fantasy Role-Playing

CHROMATIC DUNGEONS

Basic Rules

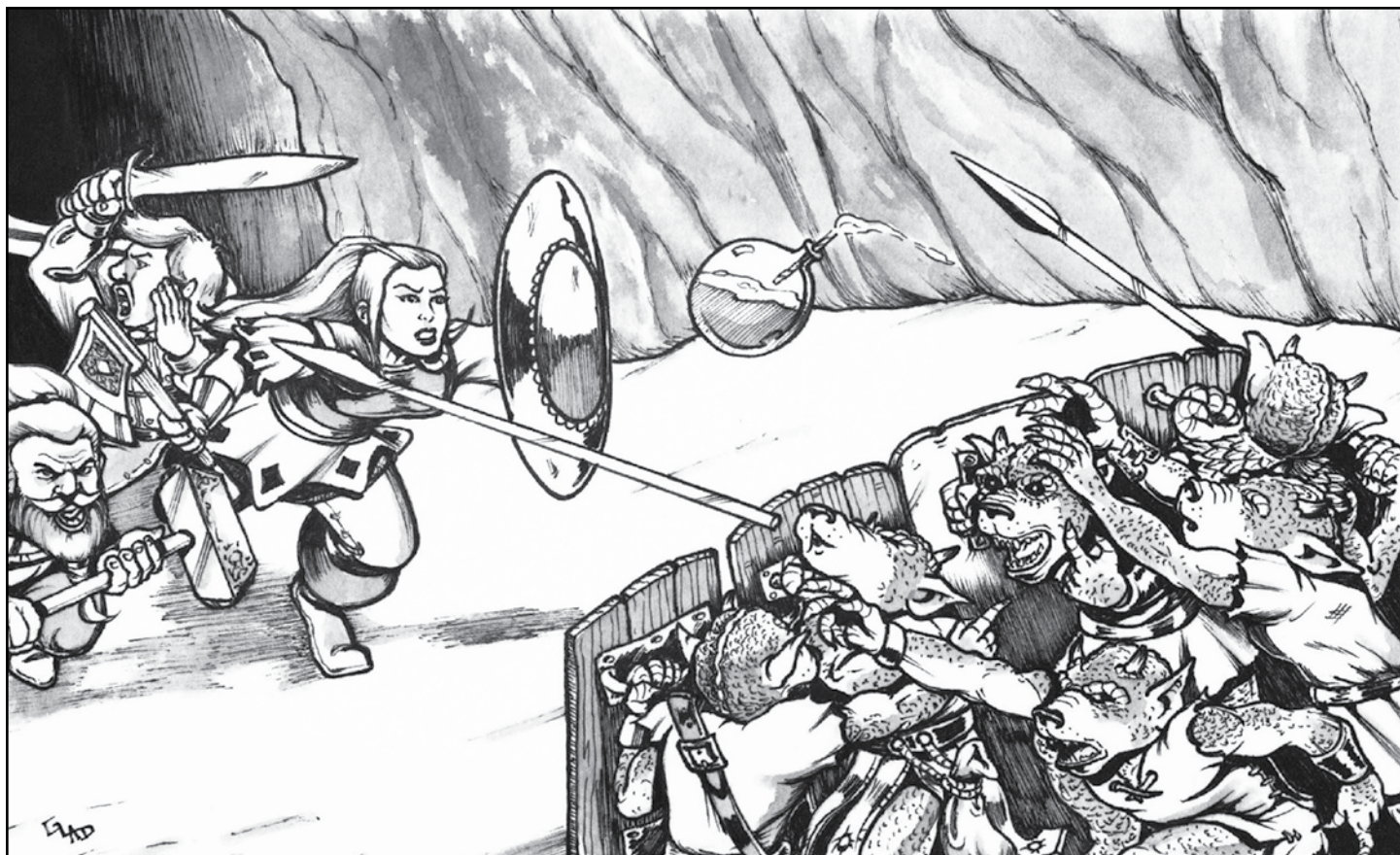


**Monsters
& Treasure**



Chromatic Dungeons Basic Rules

Monsters & Treasure



Written By: Roderic Waibel

Special thanks to the following contributors/consultants/sensitivity editors: Jennifer Kretchmer, Luca Alexander

Cover Art: Eric Lofgren

Interior Art**: Jae Young, Billy Blue, Ezequiel Sicaris, Johnathan Bingham, Liz Courts, Nathan Rosario, Rick Hershey/Fat Goblin Games, Colin Throm, Larry Elmore, Eric Lofgren, Storn Cook, V Shane, Kimagu, Michael Clarke, Bradley McDevitt, Grey Thornberry, Eric Pommer, Gary Dupis, Tamas Baranya, Mongoose OGL art, Shaman's Stockart, William McAusland, Michael Scotta, Dean Spencer, Public Domain

** Much of the artwork contained within has been commissioned solely for this product with a focus on diversity. For such art, a pool of artists of equal diversity was commissioned to represent the group they themselves are part of. This is done to avoid cultural appropriation, to ensure it was done respectfully, and to support the diverse freelancers in this industry. All stock art used in accordance with license and individual artists retain copyright.



© 2021 Izegrim Creations, All Rights Reserved

Table of Contents

Monster Entries Explained	5	Ice Dchaotic	26
Monster Variations	7	Imp	28
Creature Design Guidelines	7	Pit Fiend	28
Creature Attributes by HD	8	Succubus/Incubus	28
Encounter Balancing	8	Giant	29
Monster Attributes	8	Cyclops	29
Making Monsters Interesting	9	Fire	30
Beasts	10	Frost	30
Ant, giant	10	Hill	30
Bat, giant	10	Ogre	31
Bear, black	11	Humanoid	31
Bear, brown	11	Bugbear	32
Bear, cave	11	Gnoll	32
Centipede, giant	12	Goblin	32
Crocodile, giant	12	Kobold	34
Dog, wild	12	Lizardfolk	34
Dog, war	12	Man, bandit	34
Frog, giant	13	Orc	35
Horse	13	Lycanthrope	35
Lion	13	Werewolf	35
Lion, sabertooth	13	Monstrosity	36
Rat, giant	14	Basilisk	36
Snake, giant constrictor	14	Chimera	36
Snake, venomous	14	Gargoyle	37
Spider, giant	15	Griffon	37
Spider, huge	15	Medusa	37
Spider, Colossal	15	Minotaur	38
Wolf	16	Owlbear	38
Wolf, dire	16	Troll	39
Dinosaurs	16	Undead	39
Pteranodon	16	Ghoul	39
Stegosaurus	16	Mummy	40
Triceratops	17	Skeleton	40
Tyrannosaurus	17	Vampire	41
Dragons	17	Zombie	41
Black	18	Treasure	42
Bronze	18	Lair Treasure	42
Gold	19	Coins and Jewels Table	42
Red	20	Gemstone Table	43
Silver	20	Jewelry Type Table	43
White	21	Magic Items by HD Table	43
Elementals	21	Magic Item List by Rarity	44-45
Air	21	Magic Item Descriptions	45
Earth	22		
Fire	22		
Water	22		
Genie	23		
Fey	23		
Brownie	23		
Centaur	23		
Dryad	24		
Pegasus	24		
Unicorn	25		
Fiend	25		
Barbed Dchaotic	25		
Bone Dchaotic	26		
Dretch	26		



Monsters

No fantasy setting would be complete without monsters; fearsome creatures are a staple to any great fantasy adventure, from dragons to orcs to mummies to creatures hidden under your bed! While you certainly can have an adventure without monsters (it can be argued humans are the worst monsters of all), the vast majority of adventures in a fantasy world will have at least one monster at some point appear for the heroes to overcome.

Included in this section will be guidelines on how to create monster stat blocks, as well as the stat blocks and descriptions of most of the more common monsters that you may have heard about, to help give you an idea of how they are presented. This by no means limits the monsters in your game to those detailed herein. If there is not a monster in this section that you want to include, feel free to create it on your own, either from scratch, or by using existing monsters included here as a template or guide.

Stat Blocks

Each monster entry will have been formatted in the following stat block:

Name (type)
No. Appearing:
Alignment:
Size:
Move:
AC:
Hit Dice:
Attacks:
Damage:
Special Attacks:
Special Defenses:
Magic Resistance:
XP Value:

Description:

Treasure:

Name: Self explanatory. The name of the creature, as well as the type of the creature. This includes: beast, dinosaur, dragon, elemental, fey, fiend, giant, humanoid, lycanthrope, monstrosity, and undead.

No. Appearing: The typical number of creatures present in any given encounter or in their lair if applicable.

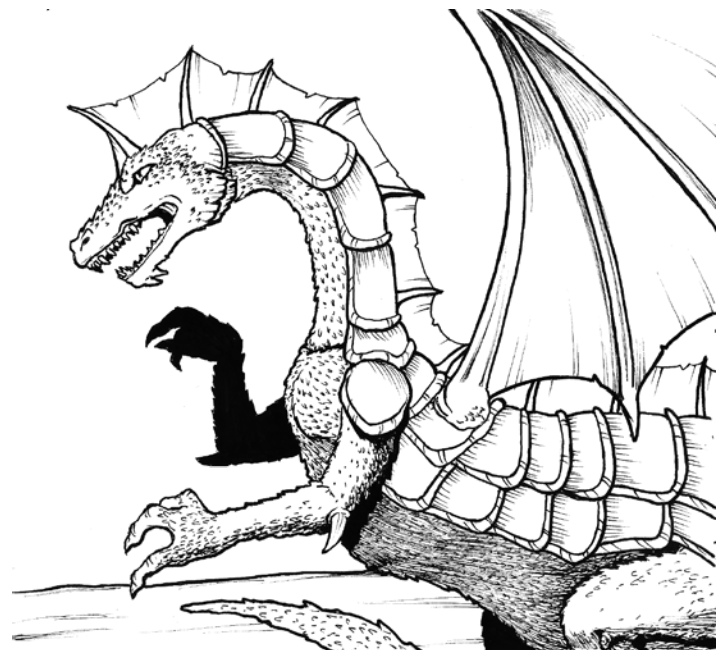
Alignment: The typical alignment of the creature. There may be exceptions, but for nearly every member of the creature species, they will be of this alignment as appropriate.

Size: The size rating of the creature. These include: tiny, small, medium, large, huge, and gargantuan. This is explained in greater detail in the *Player's Book*.

Move: The base movement rate of the creature on land. Additional values may be present for other modes of movement.

AC: The armor class of the creature.

Hit Dice: The hit dice value of the creature, or the fixed amount of hit points. Unless otherwise noted, each hit die represents 1d8



hit points. That is, if a creature has 4 HD, then you would roll 4d8 to determine that creature's hit points. Some creatures have an added bonus to their hit point total, which directly follows the number of HD. Thus, a HD of 4+9 means you roll 4d8, then add 9 to that sum for the total number of hit points. This secondary bonus reflects the extra toughness of the creature.

Some creatures have an * in their HD value. That denotes a special ability (in regards to calculating experience point values as described in the *Player's Book*). Creatures with a ** will use the exceptional row when determining experience point value.

Attacks: How many, and what types of attacks the creature has per round. Thus, if a creature has "2 claw/1 bite", then on its turn, it attacks twice with its claws and once more with its bite.

Damage: The appropriate damage the creature will inflict with each successful attack, in the same order as the attacks are listed. Therefore, if a creature has attacks of "2 claws/1 bite", and damage is listed as "1d6/1d6/1d8", then that means each claw will do 1d6 damage and the bite will do 1d8.

Special Attacks: Any special attacks the creature might have.

Special Defenses: Any special defenses the creature might have, such as damage resistance or invisibility.

Magic Resistance: If the creature has magic resistance, then the value would be listed here in a % format. This is a flat figure, and if the die result (rolled when the creature would be impacted by a magical effect) is less than or equal to the % listed, then the creature completely ignores the effects of the magic that otherwise would have impacted it. Even if the magic resistance roll fails, if the magic effect allows an ability check, the creature can still attempt one in order to mitigate the effects appropriate to that made check.

XP Value: The experience point award for defeating the creature.

Description: The basic description and ecology of the creature.

Treasure: The typical treasure the creature might own or carry. Many creatures will not have treasure because they have no desire or want for treasure. However, if you as the GM want to place treasure in that lair (from a previous victim, or a plot item), please feel free to do so.



Monster Variations

Many of the monsters here, particularly most humanoids, may have variations to their base stat block. Kobold spirit talkers, goblin assassins, and clan chieftains are some examples. If making such exception, please use the below table for guidance:

Variant Type	HD mod*	Abilities
Alchemist	+2	Spellcasting as 2nd level wizard
Assassin	+3	+3 to stealth ability checks, triple damage on surprise attacks
Captain	+4	+3 bonus to damage rolls. An additional attack per round. Very likely to have good armor and weapons
High priest	+7	Spellcasting as 9th level wizard
Hunter	+3	+3 to stealth ability checks, +2 to attack rolls and damage with ranged weapons
Lieutenant/small clan chieftain	+2	+2 bonus to damage rolls. Likely to have better armor
Priest	+4	Spellcasting as 5th level wizard
Scout	+1	+3 to stealth ability check rolls, +5 movement
Spirit Talker	+2	Spellcasting as 3rd level wizard
War chieftain	+6	+4 bonus to damage rolls. An additional attack per round. Assured to have good weapons and armor

* For experience point calculation (as described in the Player's Book), use the new HD value and the Special column. For bonus to attack rolls and hit point totals, use the new HD value.

Creature Design Guidelines

Applying an existing stat block as a template, use the following table when creating your own monsters. Look at the hit dice that you're looking for, then reference the typical amount of hit points, damage, and other abilities it may have along the row you

are using. There are always exceptions of course. For example, if you lower the AC of a creature but increase its hit points, or give it a special ability, then you could use the same row.

Or perhaps you want to increase the AC, hit points, and damage, but do not give it any special abilities; you could do that as well and keep the same HD guideline.

Creature Attributes By Hit Dice

Hit Dice	Armor Class	Hit Point Range	Damage Range	# of Abilities
<1	10	1-4	1-4	None
1	11	1-8	1-6	1 minor
2	12	4-10	1-6	1 minor
3	13	6-20	1-8	1 minor
4	14	10-25	1-10	1 minor
5	14	15-30	2-12	1 moderate
6	15	25-35	2-12	1 moderate
7	15	30-40	2-16	1 powerful
8	16	35-45	2-16	1 powerful, 1 minor
9	16	40-50	2-20	1 powerful, 1 minor
10	17	45-55	2-20	1 powerful, 1 moderate
11	17	50-60	3-30	1 powerful, 1 moderate
12	18	60-70	3-30	1 powerful, 2 moderate
13	19	70-80	3-30	2 powerful
14	19	80-90	3-30	2 powerful
15+	20	90-100	3-30	2 powerful, 2 minor

Minor Abilities: Infravision, bonuses to ability checks, an additional attack per round

Moderate Abilities: damage resistance, abilities that force an ability check (paralyzation, stunning, swallowing whole, etc), minor spell casting ability

Powerful abilities: significant spellcasting ability, damage immunities, several attacks per round, level drain, etc

Example 1: Owlbear

We want the owlbear to be a 5* HD creature. We're OK with an AC of 14, but we want to increase hit points to 5d8+8 (an average of 30), and we want to give it two

claw attacks and 1 beak attack. Damage range is up to 12, so we'll set each of the attacks as 1d6/1d6/1d4. For a moderate ability, we'll add a special *hug* attack.

Encounter Balancing

Balancing encounters is always a tricky thing, because every game table plays the game a bit differently, and each player has different skills in how to use the rules to their advantage. Only you know how your group plays. So what may seem an easy encounter for one group may be hard encounter for another. Likewise, some game tables may have only a few encounters in an adventuring day before being able to rest, while others may have up to a dozen.

Therefore, only a very general guideline will be used here, that being, treat every HD as roughly equal to a character of the same level. For example, a 5th level fighter would have a decent challenge fighting an owlbear, and it could go either way depending on the die rolls.

Monsters and Ability Checks

Monsters do not have assigned abilities like the PCs do, but are not immune to ability checks, as many spells and powers will force a target to attempt one. Follow the below guidelines to determine the target value a creature would have to do for the respective ability check. But again, feel free to assign a target value that best fits the creature.

Strength & Constitution

Creature Size	Score
Tiny	3
Small	6
Medium	10
Large	15
Huge	20
Gargantuan	25

Intelligence

The intelligence score of a creature is highly subjective. In some cases, the creature

description will tell you the exact value (like many dragons). Otherwise you'd need to determine a value based on how the creature acts and how it's described. For example, a creature like a spider or other animal will most likely have a very low intelligence, while thinking creatures like most humanoids would be between 9-11. Spellcasting creatures will typically have an intelligence of 13 or higher.

Wisdom

In most cases, all creatures will have a general wisdom between 9-11 unless otherwise noted. Some creatures, particularly those of great intelligence or power (such as a vampire), will have a wisdom of 13 or higher.

Dexterity

Most animals will have a dexterity of 13 or higher, unless it doesn't make sense (like a slow moving creature). Humanoids and other creatures would have a dexterity between 9-11. Slow moving creatures would have a dexterity between 3-5.

Charisma

Charisma is largely based from the perspective of the PCs. Therefore, humans and demi-human species will have an average charisma of 9-11, while many other humanoids such as orcs and goblins will be between 3-5. Many creatures will have a negligible charisma score.



Making Monsters Interesting

If monsters are treated as little more than bags of hit points, combat will be repetitive and boring. A monster is much more than just it's stat block, and all too often we get tunnel vision and tend to view monsters as only their stats and not how they behave.

How intelligent or cunning a creature is can play a huge factor in how the encounter will unfold. Most creatures have a natural behavior, even the least intelligent of beasts, and should have those behaviors considered when you as the GM is running them. It will make the encounters much more diverse and fun.

Wolves

Behavior: Wolves will circle their prey before attacking, and the wolves behind or to the sides of their opponent will attack while the wolves directly in front will stay out of melee range. As the opponent moves to face the wolves that just attacked them from the rear, the other wolves will now attack.

Goblins

Behavior: Goblins tend to be cowardly, so they resort to a lot of hit and run tactics. They will attack with ranged weapons whenever possible, then move and try to hide behind whatever cover they can. As the PCs move to engage the goblins that just attacked them, other previously hidden goblins will attack from range and then also move to cover/concealment.

Kobolds

Behavior: Kobolds love to use traps. This includes luring PCs into rigged tunnels that when pins are removed, the tunnels will collapse on the party. They also keep snakes, spiders, and scorpions in baskets they throw into groups of enemies.

Ogre

Behavior: While dim witted, ogres will use rudimentary tactics when possible. If attacked in its lair, for example, before charging blindly into battle (although they will do that if they feel overconfident), they might position the fire pit between them and the PCs and lob ranged weapons or even bones or garbage until resorting to melee combat. Or they may attempt to grapple and throw an unlucky PC into the fire pit directly.

Hobgoblin

Behavior: Highly organized, hobgoblins will form military formations of pike men in front of archers or other troops with ranged weapons. They will form shield walls and create other defensive fortifications to funnel PCs into killing zones.

Monster Details

The following are entries for some of the most common types of monsters one might encounter in an adventure. Using the above guidelines, you are encouraged to create your own monsters and give them traits and backgrounds that best fit your preferences.

Creatures are categorized and sorted by type: *beast*, *dinosaur*, *dragon*, *elemental*, *fey*, *giant*, *humanoid*, *lycanthrope*, *monstrosity*, and *undead*.

Beast

This category includes all normal sized and giant sized versions of animals that exist in our world today. These are creatures that are eligible for the *polymorph* spell, as long as the other rules of that spell are followed (size limitations). Unless otherwise noted, beasts are only semi-intelligent, with typical intelligence scores of 3-6 and wisdom scores of 7-10. They tend to be fairly agile and robust, with dexterity scores between 8-16 and constitution scores of 10-18, depending on the size of the creature. Larger beasts tend to be less agile and more robust, while smaller are very agile but less robust. As a general rule, use your best judgment when deciding what ability score value a particular creature would have. A cave bear will have significantly higher strength than even the strongest normal human for example.

Ant, Giant (beast)

No. Appearing: 1d6 (5d10x10 colony)
Alignment: n/a
Size: small
Move: 30ft, climb 30ft
AC: 15
Hit Dice: 1
Attacks: 1
Damage: 1d6
Special Attacks: n/a
Special Def: n/a
Magic Resist: n/a
XP Value: 10



Description: Giant ants resemble normal ants, except they are up to three feet long, and thankfully are encountered in much smaller colonies than normal ants are. Unfortunately, any large or smaller organic source (read: people) is often viewed as a food source and may be attacked by an ant patrol. Like regular ants, giant ants communicate via pheromones, leaving messages and alerts for other ants to follow.

In an ant colony, there will also be many workers (that don't typically fight) and an ant queen. This queen will also not fight, but will be approximately five times the size of her warriors.

Treasure: A random ant patrol will typically not have any treasure. However, an ant colony might have treasure from those unfortunately souls who were killed and brought back to the colony for food. The ants have no need or want for treasure, so most non-organic items that won't compost (metal, coins, glass, etc) will have been discarded outside of the ant colony. This also benefits the ants, because humanoids will be drawn to these items, and more often than not be attacked themselves by dozens of ants emerging from the colony.

Bat, Giant (beast)

No. Appearing: 3d6
Alignment: n/a
Size: small
Move: fly 60ft
AC: 15
Hit Dice: 1d4 hp
Attacks: 1 bite
Damage: 1d4

Special Attacks: n/a
 Special Def: see below
 Magic Resist: n/a
 XP Value: 30

Description: Giant bats appear as cat sized versions of their normal vampire bat cousins. Thankfully they live in much smaller colonies. Due to their sonic hearing sense, they are immune to being blinded.

Treasure: n/a



Bear (beast)

	Black	Brown/Polar	Cave
No. Appearing:	1d2	1d2	1
Alignment:	n/a	n/a	n/a
Size:	medium	large	huge
Move:	40ft	40ft	40ft
AC:	13	15	15
Hit Dice:	3+3	5*+10	8*+20
Attacks:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Damage:	1d4/1d4/1d6	1d6/1d6/1d8	1d10/1d10/2d6
Special Attacks:	bear hug	bear hug	bear hug
Special Def:	frenzy	frenzy	frenzy
Magic Resist:	n/a	n/a	n/a
XP Value:	75	160	600

Description: Regardless of species, all bears are dense, heavily muscled creatures with two powerful claws and a bite. Black bears are slightly smaller than a human, while brown and polar bears are roughly twice as large, standing up to 8ft in height when on two legs. Cave bears are massive, standing well over 12ft in height.



All bears, if they are successful in hitting the same opponent with both of its claw attacks in the same round, will bring the opponent in for a bear hug, automatically inflicting damage equal to twice the die for a claw attack. If used in this way, the bear will not get additional claw attacks on subsequent rounds, but the victim will automatically suffer damage each round from the hug.

In addition to the bear hug, if a bear is dropped to below half of its maximum hit point total, it will enter a frenzy, gaining damage resistance. This resistance will reduce all incoming damage to the bear by half, and will last until the bear dies or there are no more opponents to attack.

Treasure: Black, brown, and polar bears don't often bring back prey to their lairs, so treasure would be very rare. Cave bears do, however, and a typical lair would be littered with several normal items, 50% of 5d10 gp, 25% of 2d10 pp, 75% of 10d10 sp, 90% of 10d10 cp, and 25% of a magic item.

Centipede, Giant (beast)

No. Appearing: 1d6
Alignment: n/a
Size: small
Move: 25ft
AC: 14
Hit Dice: 1*
Attacks: 1 bite
Damage: 1d4+venom
Special Attacks: venom
Special Def: n/a
Magic Resist: n/a
XP Value: 25

Description: Giant centipedes grow to an average of three feet long. They will attack with their venomous bite. On a successful attack roll, the target must make a constitution check or suffer the effects of a weak venom.

Treasure: The lair of giant centipedes may include belongings from previous victims. This includes a 10% chance of 1d10 coins (randomly) and a 1% chance of one magic item.

Crocodile (beast)

No. Appearing:	Normal 2d6	Giant 1d6
Alignment:	n/a	n/a
Size:	large	huge
Move:	20ft/60ft swim	30ft/80ft swim
AC:	15	17
Hit Dice:	3*+3	8*+20
Attacks:	1 bite	1 bite
Damage:	2d6	2d10
Special Attacks:	see below	see below
Special Def:	n/a	n/a
Magic Resist:	n/a	n/a
XP Value:	70	525

Description: Crocodiles (also alligators) are some of the oldest creatures that have remained largely unchanged over millions of years. There's a reason for that. They are near perfect hunters. While remaining still underwater, they gain a +5 bonus to stealth dexterity checks. If the croc manages to score a hit with its bite, the target will be grappled and the croc will begin to spin in a death spiral. Unless the target makes

a strength check contested by the croc's strength check (whoever succeeds by more wins), they will fall prone and automatically take the croc's damage at the start of the croc's next turn.

Treasure: Giant crocs have a 45% chance of having 1d8x10 random gems or coins, and a 5% chance of having a magical item in its belly if it would normally be protected from digestion (metal, glass, etc).

Dog (beast)

	Hunting/Wild	War
No. Appearing:	2d6	1d6
Alignment:	n/a	n/a
Size:	medium	medium
Move:	35ft	35ft
AC:	12	12
Hit Dice:	1	2
Attacks:	1 bite	1 bite
Damage:	1d6	1d8
Special Attacks:	n/a	n/a
Special Def:	n/a	n/a
Magic Resist:	n/a	n/a
XP Value:	10	35

Description: Most domestic and wild dogs will fall under the hunting/wild dog stat block. These are smaller than dogs bred for war or guarding, and are excellent at tracking and detecting prey. If a hunting dog has found the scent of a prey item, they will have a base 19 ability score in regards to making ability checks to track the prey.

War dogs are much larger, and include both dogs bred for war, and for guarding. Often they are armored in studded leather protection (giving them an AC of 14).

Treasure: Dogs do not keep any treasure on their own.



Frog, Giant (beast)

No. Appearing: 2d4
 Alignment: n/a
 Size: medium
 Move: 20ft, leap 50ft
 AC: 13
 Hit Dice: 2*
 Attacks: 1 bite
 Damage: 1d6
 Special Attacks: swallow
 Special Def: stealth
 Magic Resist: n/a
 XP Value: 30

Description: Giant frogs can grow up to 6ft in length, and are mottled in color, offering

them a +6 bonus to any ability check for stealth. When attacking, they snap their tongue out to 10ft. If the attack hits and if the target is medium sized or smaller, it is brought forward to the frog's mouth and will suffer bite damage automatically. If the target is small size or smaller, it is also swallowed and will be completely restrained while inside the frog's stomach, taking 1d6 points of acid damage each round. The frog can only eat one creature per day in this manner.

Treasure: If cut open, the frog's stomach will have a 25% of having 3d10 random coins, 1d6 gems or jewels, and a 5% of a magic item.

Horse (beast)

	Draft	Riding	War
No. Appearing:	1	1	1
Alignment:	n/a	n/a	n/a
Size:	large	large	large
Move:	40ft	50ft	45ft
AC:	13	12	13
Hit Dice:	4+4	3+3	5+10
Attacks:	2 hooves	2 hooves	2 hooves
Damage:	1d8/1d8	1d6/1d6	1d8/1d8
Special Attacks:	n/a	n/a	n/a
Special Def:	n/a	n/a	n/a
Magic Resist:	n/a	n/a	n/a
XP Value:	35	20	75

Description: Draft horses are large and muscular, often used as work or pack horses. Riding horses (also including wild horses) are used for transportation and aren't as large. War horses are specifically bred draft horses to be conditioned to handle the perils and chaos of war.

Treasure: Horses have no treasure.



Lion (beast)

	Lion (tiger)	Sabertooth
No. Appearing:	2d6	1d6
Alignment:	n/a	n/a
Size:	large	large
Move:	40ft	40ft
AC:	15	15
Hit Dice:	5*+5	6*+12
Attacks:	2 claw/1 bite	2 claw/1 bite
Damage:	1d6/1d6/1d8	1d8/1d8/2d6
Special Attacks:	rear claws	rear claws
Special Def:	n/a	n/a
Magic Resist:	n/a	n/a
XP Value:	250	350

Description: Standard lions are those we think of when we think of African lions. This stat block is also applicable for tigers. Sabertooth lions are prehistoric, having two large fangs that are over a foot long each. Both kinds of lions will get two rear claw attacks as bonus attacks if both forepaw attacks are successful on a single target.

Treasure: n/a

Rat, Giant (beast)

No. Appearing: 2d8
 Alignment: n/a
 Size: small
 Move: 20ft
 AC: 12
 Hit Dice: 1 (1d4 hp)
 Attacks: 1 bite
 Damage: 1d4
 Special Attacks: see below
 Special Def: n/a
 Magic Resist: n/a
 XP Value: 10

Description: Giant rats are 2-3 foot long versions of their normal cousins. While weak, a swarm of giant rats can take town a formidable opponent. Additionally, and possibly their greatest weapon, is their disease invested nature. Any creature bitten by a giant rat will need to make a constitution ability check at a +5 bonus or come down with a moderate disease (see section on diseases in the *Player's Book*).

Treasure: n/a



Snake (beast)

	Constrictor	Venomous
No. Appearing:	1	1d6
Alignment:	n/a	n/a
Size:	huge	medium
Move:	30ft	20ft
AC:	15	13
Hit Dice:	6+6	1*
Attacks:	1 bite	1 bite
Damage:	1d6	1
Special Attacks:	constrict	venom
Special Def:	n/a	n/a
Magic Resist:	n/a	n/a
XP Value:	350	15



Description: Giant constrictor snakes (like the boa or anaconda) can grow up to 30ft long or longer, and live in warm tropical climates. They attack by biting, and if successful, will wrap around the target and begin to constrict it. Once wrapped around a target, at the start of the snake's turns, the victim will automatically take 2d6 points of constricting damage.

Venomous snakes include the cobra, rattlesnake, asp, and adder. If a successful bite is made, the target will need to make a constitution check or suffer the effects of a weak venom.

Treasure: n/a

Spider (beast)

	Giant	Huge	Colossal
No. Appearing:	2d12	2d6	1d6
Alignment:	n/a	n/a	n/a
Size:	small	medium	huge
Move:	30ft	40ft	50ft
AC:	13	14	15
Hit Dice:	1*	3*+3	5*+15
Attacks:	1 bite	1 bite	1 bite
Damage:	1d4	1d6	1d8
Special Attacks:	venom	venom	venom
Special Def:	n/a	n/a	n/a
Magic Resist:	n/a	n/a	n/a
XP Value:	75	200	700

Description: Arachnids come in many sizes and variants. For intents of game play, you can use the above stat blocks for most types of spiders, from those that hunt (like wolf spiders) to those that weave webs to trap prey. Giant spiders grow to be up to two feet in diameter (not counting legs), huge spiders grow up to five feet in diameter (not counting legs), and colossal spiders can grow up to 15 feet in diameter (not counting legs).

If a spider uses a web, any creature that comes into contact with the web will be stuck fast unless they make a successful strength ability check. Even if the check is made, movement is reduced by half, and a new check must be made any time a character starts their turn in the web. Huge spiders will impose a -2 penalty to this strength check due to thicker, stronger webs, and colossal spiders will impart a -5 penalty.

All spiders are venomous. Any successful bite attack will force the target to make a constitution check or suffer the effects of a venom. Giant spiders use weak venom, huge and colossal spiders have strong venom.

Treasure: Spiders often have the treasure of previous victims in their webs and lairs, even if they themselves don't have any want of treasure. Giant spiders have a 15% chance of having coins and jewelry, huge spiders

have a 25% chance of coins and jewels and 5% of a magic item, and colossal spiders have a 50% of coins and jewels and 20% of having 1d4 magic items.



Wolf (beast)

	Normal	Dire
No. Appearing:	2d10	2d6
Alignment:	n/a	n/a
Size:	medium	large
Move:	40ft	45ft
AC:	14	15
Hit Dice:	2	3+3
Attacks:	1 bite	1 bite
Damage:	1d6	1d8+1
Special Attacks:	n/a	n/a
Special Def:	n/a	n/a
Magic Resist:	n/a	n/a
XP Value:	50	75

Description: Dire wolves are much like their lesser cousins, but they grow much larger, up to five feet in height and ten feet long.

Treasure: n/a



Dinosaur

This section includes a few of the more well known and famous dinosaurs we all became familiar with as kids. Most dinosaurs live in remote jungle climates where people have not settled yet. They are non-intelligent (intelligent 3-5), would have average ratings for wisdom and charisma (8-10), but may have very high dexterity, strength, or

constitution scores depending on size of the creature. Use your best judgment when assigning values if they are needed.

Pteranodon (dinosaur)

No. Appearing:	2d10
Alignment:	n/a
Size:	large
Move:	20ft/fly 80ft
AC:	13
Hit Dice:	4
Attacks:	1 beak
Damage:	1d8
Special Attacks:	n/a
Special Def:	n/a
Magic Resist:	n/a
XP Value:	75

Description: Often confused with pterodactyls, pteranodons are large winged reptiles, larger than pterodactyls.

Treasure: n/a

Stegosaurus (dinosaur)

No. Appearing:	2d4
Alignment:	n/a
Size:	huge
Move:	30ft
AC:	17
Hit Dice:	10+20
Attacks:	1 tail
Damage:	2d8+2
Special Attacks:	n/a
Special Def:	n/a
Magic Resist:	n/a
XP Value:	1,000

Description: Stegosaurus are huge lumbering creatures, heavily armored with bony plates and a tail that ends in sharp, foot-long spikes. They are generally non-hostile unless they feel threatened.

Treasure: n/a

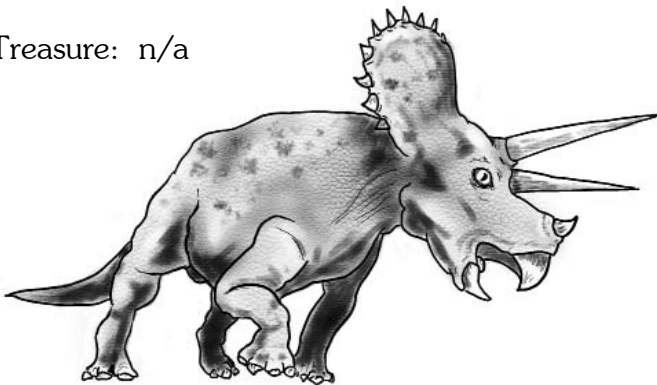
Tetrapod (dinosaur)

No. Appearing: 1d4
Alignment: n/a
Size: huge
Move: 40ft
AC: 18/12
Hit Dice: 16+30
Attacks: 1 gore
Damage: 3d6+3
Special Attacks: n/a
Special Def: n/a
Magic Resist: n/a
XP Value: 2,000

Description: These are very large dinosaurs, almost as large as a elephant, with a huge frontal bony plate that protects its head and all attacks coming from the front (AC 18 is enforced for all attacks coming from the front). Any attacks from the rear, or the flank, will be able to target the body which is AC 12.

On its plate are several very long and sharp horns in which the tetrapod will use to defend itself.

Treasure: n/a



Tyrannosaurus (dinosaur)

No. Appearing: 1
Alignment: n/a
Size: huge
Move: 50ft
AC: 15
Hit Dice: 20+40
Attacks: 1 bite
Damage: 3d10
Special Attacks: n/a
Special Def: n/a
Magic Resist: n/a
XP Value: 5,000

Description: These are huge bipedal dinosaurs with powerful back legs, huge jaws lined with rows of razor sharp teeth, and tiny itty bitty arms. Veracious hunters, t-rexes will attack nearly anything.

Treasure: n/a



Dragons

Possibly the most iconic monster of mythology and folklore, dragons have inspired awe and imagination for centuries in cultures all over the world. The dragons presented herein are just a small sampling of what may actually be encountered, depending on the flavor you are looking for. Dragons can live in any habitat, from deserts, to mountains, to oceans, and even in the clouds themselves.

Regardless of specific type, all dragons have the following traits:

- * Flight: every dragon has the ability to fly, either from wings, or by magic.
- * Speech: every dragon speaks its own language, as well as the language of the common people from the region in which it lives. Many intelligent dragons speak several languages.
- * Breath Weapon: all dragons can exhale a breath weapon of a type that matches the habitat in which it lives.
- * Long lived: each dragon can live to be a thousand years or longer, and reach adulthood after roughly 100 years.

* Solitary: unless a dragon is searching for a mate, they are solitary creatures, preferring to live in remote and hard-to-reach places.

* Love of treasure: all dragons love to hoard valuables, and many take a matter of pride in how much treasure they acquire over their long life spans.

* Dragon fear: the first time a creature comes within 100ft of a dragon, they must make a wisdom ability check or be stricken with *fear* as per the spell. Once the check is made or the effect expires, the creature will be immune to the fear of that particular specific dragon.

Dragons vary in intelligence as noted under their individual stat block. As a general rule, their wisdom and charisma score would match their intelligence score, and if the dragon is huge size, it would have a strength score of 22 and constitution of 20. A gargantuan size dragon would have a strength score of 25 and constitution of 22. Most dragons would have a dexterity score between 13 and 18.

Dragon, Black (dragon)

No. Appearing: 1
Alignment: chaotic
Size: huge
Move: 40ft/swim 50ft/fly 60ft
AC: 17
Hit Dice: 6**+12
Attacks: 2 claw/1 bite
Damage: 1d4/1d4/3d6
Special Attacks: breath weapon
Special Def: n/a
Magic Resist: n/a
XP Value: 340

Description: Black dragons have long serpentine bodies that grow up to 30ft in length. They are slender, with sinewy muscled limbs and bat-like wings. Per their namesake, they are typically black in color, with very dark brown and green variants, and small of decomposing material. They make their lairs deep in swamps, preferring ruins of a lost civilization if possible. They are



not the most intelligent dragons (intelligence 8), but are smart enough to be cunning and deceptive when dealing with other intelligent creatures.

A black dragon's breath weapon is a stream of acid up to 30ft long and 5ft wide. Any creature caught in this stream must make a dexterity check or suffer 6d8 points of acid damage. A successful check results in only half damage being taken. The dragon can make this attack up to three times per day.

Treasure: The lair of a black dragon will have a 100% of coins and jewels, a 100% of having a magical item, another 50% change of having additional coins and jewels, and another 25% of having 1d4 magical items.

Dragon, Bronze (dragon)

No. Appearing: 1
Alignment: lawful
Size: gargantuan
Move: 50ft/fly 80ft
AC: 18
Hit Dice: 8**+10
Attacks: 2 claw/1 bite
Damage: 1d6/1d6/4d6
Special Attacks: see below
Special Def: n/a
Magic Resist: n/a
XP Value: 850

Description: Bronze dragons get their names for the shiny bronze scales that cover their body, bodies that grow up to 40ft in length. Large, broad wings sprout from their backs, and they are heavily muscled. These dragons are reclusive, making their lairs in temperate climates in locations that are hard to find and reach. However, they are exceptionally intelligent (intelligence 17) and have a great interest in interacting with the affairs of mankind. To aid in this, they have the ability to change their shape into any other creature twice per day.

In addition to this ability of shapechanging, all bronze dragons can cast spells as if they were a 3rd level wizard. Their breath weapon is a bolt of lightning that shoots out to a distance of 100ft and 5ft wide. Any creature in this line that does not make a dexterity check at a -1 penalty will suffer 8d8 points of damage. Those that succeed suffer only half damage. This breath weapon can be used up to twice per day.

Treasure: The treasure of a bronze dragon will reflect its nature. A bronze dragon lair will have a 100% chance of having 2d6 magical scrolls, and another 75% of 1d4 random magical items. They will also have a 100% chance of having double the normal coins and jewels.

Dragon, Gold (dragon)

No. Appearing:	1
Alignment:	lawful
Size:	gargantuan
Move:	40ft/fly 120ft
AC:	22
Hit Dice:	10**+20
Attacks:	2 claw/1 bite
Damage:	1d8/1d8/6d6
Special Attacks:	see below
Special Def:	n/a
Magic Resist:	n/a
XP Value:	1,600

Description: Gold dragons have long, snake-like bodies that grow to over 60ft long. They have feelers that look like long moustache strands as an identifying feature,

along with their shiny golden scales. They do not have wings, but can fly magically.

Gold dragons are the epitome of goodness and fairness, and will often get involved with the affairs of mankind in order to protect the innocent and the land. They are more often shapechanged (an ability they can do at will) into a humanoid form than their dragon form, and make their lairs in hard to reach elaborate temples or palaces. All gold dragons are exceptionally intelligent (intelligence 20) and have the spellcasting ability as if they were 5th level wizards. The gold dragon can either breathe a cone of fire up to 60ft out and 30ft wide, or a cloud of poison that is 30ft in diameter. The fire will cause 10d8 points of damage to any who do not make a dexterity check at a -2 penalty (success = half damage). If a constitution check at a -3 penalty is not made for the poison cloud, the victim will suffer the effects of a strong poison. The gold dragon can choose which of these to use, but can only use a breath weapon a total of 3 times per day.



Treasure: Gold dragons have acquired much treasure during their long life spans. They will have 100% chance of having double the amount of coins and jewels, and 100% of having 1d4 magical items. They will also have an additional 75% chance of having an additional 1d6 magical items.

Dragon, Red (dragon)

No. Appearing: 1
Alignment: chaotic
Size: gargantuan
Move: 40ft/fly 100ft
AC: 21
Hit Dice: 9**+18
Attacks: 2 claw/1 bite
Damage: 1d8/1d8/3d10
Special Attacks: see below
Special Def: n/a
Magic Resist: n/a
XP Value: 1,300



Description: For all that gold dragons represent goodness and law, red dragons represent greed and destruction. These classic fire breathing creatures can grow up to 50ft long, with huge broad wingspans. They are intelligent (intelligence 15), and will use their legendary status to intimidate and oppress any and all creatures within their territory. They are extremely prideful, and very greedy, looking to hoard anything that is rare or valuable. They prefer to make their lairs in volcanic mountains.

A red dragon's breath weapon is a cone of flame up to 60ft in length and 30ft wide. Any creature that fails a dexterity ability check at a -2 penalty will suffer the full 9d8

points of damage. A successful check results in half damage. Red dragons also have the spellcasting ability of a 4th level wizard, and are immune to all fire damage.

Treasure: Their greed and lust for treasure often results in large treasure hordes. Red dragons have a 100% of having double the normal coins and jewels, and a 90% chance of having 1d4 magic items. They also have an additional 50% chance of an additional 1d6 magic items.

Dragon, Silver (dragon)

No. Appearing: 1
Alignment: lawful
Size: gargantuan
Move: 40ft/fly 80ft
AC: 20
Hit Dice: 9**+15
Attacks: 2 claw/1 bite
Damage: 1d6/1d6/5d6
Special Attacks: see below
Special Def: n/a
Magic Resist: n/a
XP Value: 1,300

Description: Silver dragons grow to up to 45ft in length, with shimmering silver scales that resemble chrome more than silver. They are sleek in appearance and heavily muscled. Lawful aligned, silver dragons will often involve themselves in the matters of mankind in the search for justice. They are intelligent (intelligence 16) and have the spellcasting ability of 4th level wizards. They make their lairs in fortresses high in mountain passes.

Silver dragons have a breath weapon of a paralyzing cloud of 30ft radius. Any creature within this cloud that fails a constitution check at a -1 penalty will be paralyzed for 2d4 rounds. The silver dragon can breathe this cloud up to 3 times per day.

Treasure: A silver dragon lair will have a 100% chance of coins and jewels, and a 100% chance of 1d4 magical items. Additionally, there will be a 50% chance of having additional coins and jewels.

Dragon, White (dragon)

No. Appearing:	1
Alignment:	chaotic
Size:	huge
Move:	40ft/fly 60ft
AC:	17
Hit Dice:	5**+10
Attacks:	2 claw/1 bite
Damage:	1d4/1d4/2d8
Special Attacks:	breath weapon
Special Def:	n/a
Magic Resist:	n/a
XP Value:	235

Description: The brutish white dragon is heavily muscled and grows up to 25ft long. They are not very intelligent (intelligence 7), but are smart enough to recognize threats and language, and are able to speak the common tongue proficiently, and can form basic tactics.

Being the weaker dragons, they constantly look for any opportunity to show off their strength and power. They make their lairs in frozen climates, and thus are immune to cold damage themselves. Every white dragon has a breath weapon of a cone of freezing ice that inflicts 5d8 points of damage to all within the area of effect unless they make a successful dexterity check. A successful check results only in half damage.



Treasure: Despite their lust for treasure, often white dragons do not have the ability or resources to acquire the huge hordes that their more powerful red dragon cousins can. They will jealously guard any and all treasure they have, and will often encase it in ice so it cannot be easily stolen. A white dragon has 95% of coins and jewels, and a 50% of 1d4 magical items.

Elementals

Elementals are creatures that normally live on one of the elemental planes of existence that matches their type. Thus, a fire elemental normally lives on the Elemental Plane of Fire. Through various means, they can be summoned into the Prime Material plane where they would be encountered by adventurers. Unless otherwise noted, most elementals would have ability scores between 10-14 with the following differences: Air elementals would have a dexterity of 15-18, water elementals would have a constitution between 15-18, earth elementals would have a strength score between 15-18, and fire elementals would have a dexterity score between 15-18.

Elemental, Air (elemental)

No. Appearing:	1
Alignment:	n/a
Size:	large
Move:	fly 80ft
AC:	18
Hit Dice:	8**+8
Attacks:	1
Damage:	2d10
Special Attacks:	see below
Special Def:	immune to non-magical weapons
Magic Resist:	n/a
XP Value:	900



Description: Air elementals appear as 10ft tall tornados swirling with debris. They are somewhat intelligent (intelligence 6), so they can react to things and form basic strategy. It attacks by moving over the area where the target is, pummeling it with strong winds and debris.

Treasure: An air elemental lair will have a 75% of coins and jewels, and a 50% chance of magical items.

Elemental, Earth (elemental)

No. Appearing: 1
Alignment: n/a
Size: huge
Move: 30ft/burrow 20ft
AC: 18
Hit Dice: 8*+16
Attacks: 1 fist
Damage: 4d8
Special Attacks: n/a
Special Def: immune to non-magical weapons
Magic Resist: n/a
XP Value: 900



Description: Earth elementals appear as huge 10ft tall hulking humanoids made of stone and rock. They have the ability to burrow through dirt and rock at a speed of 20ft per round. When it attacks, it smashes the target with a heavy stone fist. For targets at range, it can uproot a stone and hurl it at the target up to a range of 50ft.

Treasure: Once defeated, the earth elemental will crumble and reveal up to 1000gp worth of gemstones embedded within it.

Elemental, Fire (elemental)

No. Appearing: 1
Alignment: n/a
Size: huge
Move: 30ft
AC: 18
Hit Dice: 8*+8
Attacks: 1
Damage: 3d8
Special Attacks: see below
Special Def: immune to non-magical attacks
Magic Resist: n/a
XP Value: 900



Description: Fire elementals appear as 10ft tall creatures made of flame. They crave for destruction, wanting to burn any and everything. Naturally they are immune to all fire based attacks, but water/ice attacks will cause double damage. When a fire elemental hits with an attack, anything combustible will be set alight.

Treasure: n/a

Elemental, Water (elemental)

No. Appearing: 1
Alignment: n/a
Size: huge
Move: 30ft/swim 90ft
AC: 18
Hit Dice: 8*+8
Attacks: 1
Damage: 4d6
Special Attacks: see below
Special Def: immune to non-magical weapons
Magic Resist: n/a
XP Value: 900

Description: Water elementals appear as 10ft tall waves of water, however most of the time they are completely undetectable as they will be within another body of water, such as a river, lake, reservoir, or even sewer. They attack by enveloping the target and crushing it. A successful attack roll not only will inflict damage, but the creature will start the drowning process (see those rules).

Treasure: n/a

Genie (elemental)

No. Appearing:	1
Alignment:	neutral
Size:	large
Move:	fly 50ft
AC:	16
Hit Dice:	7*+7
Attacks:	1
Damage:	2d8
Special Attacks:	see below
Special Def:	immune to non-magical weapons
Magic Resist:	25%
XP Value:	550

Description: Genies are magical creatures appearing as humans from the waist up, albeit with different colored skin, and wisps of smoke from the waist down. They “live” in vessels, such as a lamp, chest, urn, etc unless freed, and are extremely intelligent (intelligence and wisdom 17). If subdued in combat, the genie will agree to serve the PC for 1,001 days to the best of its ability. If freed from the vessel that binds it (the owner has to declare the genie free), the genie will grant one *wish*. Be advised and be very careful with wishes. They can literally be anything, but often will completely break the game. Genies will also twist the meaning of the wish if possible.

Genies are excellent spellcasters, being able to cast spells as if they were a 7th level wizard.

Treasure: Genies do not keep any treasure themselves.

Fey

Fey creatures, also known collectively as fairies, are those creatures that typically live in remote forests and wildlands. They include brownies, sprites, fairies, unicorns, satyrs, and dryads. Even elves are often considered a fey species. Most are intelligent (intelligence and wisdom scores between 10-15), and very charismatic (charisma 15). Strength, dexterity, and constitution scores would vary by size of the creature. Smaller fey will have high

dexterity, while stronger robust fey such as centaur will have a high constitution. Use your best judgment here.

Brownie (fey)

No. Appearing:	3d6
Alignment:	lawful
Size:	small
Move:	30ft
AC:	15
Hit Dice:	1*
Attacks:	1
Damage:	1d4
Special Attacks:	see below
Special Def:	see below
Magic Resist:	n/a
XP Value:	50



Description: Brownies are benevolent sylvan creatures, resembling two foot tall humans with exaggerated features. If treated with kindness, they are very helpful and will assist lawful creatures. They despise kobolds more than anything else, and have the spellcasting ability as if they were 3rd level wizards.

Treasure: Brownies have a 55% chance of coins and jewels, and a 70% chance of 1 magic item.

Centaur (fey)

No. Appearing:	2d8
Alignment:	neutral
Size:	large
Move:	40ft
AC:	15
Hit Dice:	4+4
Attacks:	2 hooves or 1 weapon
Damage:	1d6/1d6
Special Attacks:	n/a
Special Def:	n/a
Magic Resist:	n/a
XP Value:	75

Description: The mythical centaur are creatures that have the body of a human waist up, attached to the body of a horse in place of the neck and head. They are ambivalent towards humans, but are friendly towards elves and other fey. They are

as intelligent as humans, with their own language. Most often they will use bows and spears in combat, but can use their hooves if needed.

Treasure: Centaur have a 50% of having coins and jewels, along with aforementioned weapons and gear.



Dryad (fey)

No. Appearing: 1d6
 Alignment: neutral
 Size: medium
 Move: 30ft
 AC: 10
 Hit Dice: 2*
 Attacks: 1
 Damage: 1-2
 Special Attacks: charm
 Special Def: see below
 Magic Resist: 50%
 XP Value: 30



Description: Dryads are beautiful female tree sprites that live in very remote areas, enjoying the forest and all of the creatures and other few that live in the same area. They are

non-violent, and will only defend themselves if no other avenue is available to them to avoid combat. Dryads are physically connected to a large tree, and will never stray far from their tree in which they are part of.

Dryads have several magical abilities, the first being that they can cast *charm person* three times per day. They can also “step” into any tree, instantly becoming part of it. Additionally, they can cast *dimension door* at will to instantly be transported to their home tree.

If a PC with at least a charisma score of 16 is seen by the dryad, she will attempt to cast *charm person* on that PC and lead them into the tree with her. If successful, that PC will never be seen again and will forever be part of the tree.

Treasure: Hidden underneath the roots of her tree are a 75% chance of coins and jewels.

Pegasus (fey)

No. Appearing: 2d6
 Alignment: lawful
 Size: large
 Move: 60ft/fly 80ft
 AC: 14
 Hit Dice: 4+8
 Attacks: 2 hooves
 Damage: 1d8/1d8
 Special Attacks: n/a
 Special Def: n/a
 Magic Resist: n/a
 XP Value: 175



Description: A pegasus is a winged horse that lives in small herds far away from settled areas. They are good in nature, but very wary of humanoids, and are intelligent (8) for creatures. If carefully approached and tamed, a pegasus will allow itself to be the mount of a lawful aligned creature.

Treasure: n/a

Unicorn (fey)

No. Appearing:	1
Alignment:	lawful
Size:	large
Move:	60ft
AC:	18
Hit Dice:	4*+8
Attacks:	2 hooves/1 horn
Damage:	1d6/1d6/1d12
Special Attacks:	charge
Special Def:	see below
Magic Resist:	n/a
XP Value:	440

Description: Whereas the pegasus is a winged horse, the unicorn is a horse with a large single horn that sprouts from its head. This creature is good, and highly magical, and even more wary of humanoids than the pegasus is as they are often hunted for their horns. They know the alignment of any creature within 120ft, and have been known to assist any kind-of-heart person in distress.

When attacking, if the unicorn has at least 20ft of space to charge and they hit with their horn, the damage will be doubled. Additionally, the unicorn has many magical powers. These include but are not limited to: +3 to all ability checks, immune to *charm*, *hold spells*, *death magic*, and poison/venom, can cure any disease or poison/venom with the touch of their horn, and can *teleport* up to 500ft away once per day.

Treasure: The horn of a unicorn can be sold on the black market in large cities for up to 2,500 gp.

Fiend

Fiends are those chaotic creatures that originate in the various layers of Hell. They are both demons and devils, and all are ruthless and desire power and destruction. The primary difference between demons and devils (it is very easy for a person to confuse the two) is that demons are chaotic in nature, favoring raw and ruthless destruction and carnage, savoring in the pain and suffering

they impart. They are disorganized, often charging blindly into battle for the lust of blood.

Devils on the other hand, while being just as chaotic and ruthless, are much more organized. They have a hierarchy of order among them, with devil princes ruling various layers of hell. They are manipulative, seeking to twist and spin desires to benefit themselves. All fiends have infravision up to 120ft, and are immune to non-magical or non-silvered weapons. They also suffer only half damage from fire or cold attacks. Unless otherwise noted, all fiends will have their intelligence and wisdom scores between 12-15, charisma between 8-10, dexterity between 12-16, and strength and constitution dependant on size (small = 8-10, medium = 10-15, large = 16-20, huge = 20-23).

Barbed Devil (fiend)

No. Appearing:	2d6
Alignment:	chaotic
Size:	medium
Move:	30ft
AC:	20
Hit Dice:	8*+8
Attacks:	2 claws/1 tail
Damage:	1d8/1d8/2d6
Special Attacks:	see below
Special Def:	see below
Magic Resist:	35%
XP Value:	1,425

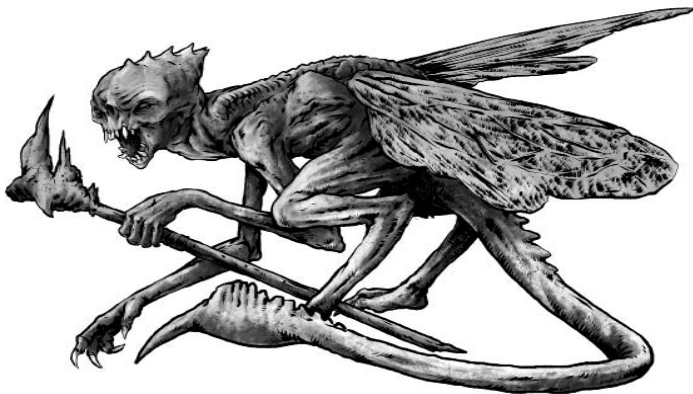


Description: Barbed devils are often used as frontline soldiers in the devilish armies of their princes. They are humanoid in appearance, with long sharp spines covering their bodies and a long barbed tail. They can cast the following spells once per day: *burning hands*, *fear*, and *hold person*. They can spend their action to attempt to gate in another barbed devil. This has a base 25% chance of success, and can be attempted once per day.

Treasure: Barbed devils have a 75% chance of coins and jewels, and a 25% chance of one magical item.

Bone Devil (fiend)

No. Appearing: 1d6
Alignment: chaotic
Size: large
Move: 40ft
AC: 21
Hit Dice: 9**+18
Attacks: 1 bone hook/1 stinger
Damage: 2d6/1d6
Special Attacks: strong venom
Special Def: see below
Magic Resist: 40%
XP Value: 2,800



Description: The horrific bone devil appears as an emaciated or even skeletal humanoid with white stretched skin and a large scorpion like tail. They are used as leaders on the battlefield by devilish princes, and enjoy torturing their victims. They often use a giant hook made of bone in combat, along with stinging with its tail. Every bone devil has the following powers, once per day: *fear*, *fly*, *invisibility*, *detect invisibility*, and they can spend their action to summon another bone devil. This has a base 35% chance of success and can be attempted once per day.

Treasure: n/a

Dretch (fiend)

No. Appearing: 2d6
Alignment: chaotic
Size: small
Move: 25ft
AC: 16
Hit Dice: 4*
Attacks: 2 claws
Damage: 1d6/1d6



Special Attacks: see below
Special Def: see below
Magic Resist: 30%
XP Value: 175

Description: The lowest of all demons, dretches are still deadly to most people. They appear as vaguely humanoid, but more like lumpy forms of rolling flesh with spindly arms and legs. These are unintelligent creatures (intelligence 5), and often attack in hordes of creatures, using claws to rake opponents. Every dretch can cast *darkness* and *stinking cloud* once per day.

Treasure: A dretch has a 40% chance of having coins and jewels.

Ice Devil (fiend)

No. Appearing: 1
Alignment: chaotic
Size: large
Move: 30ft
AC: 22
Hit Dice: 11**+20
Attacks: 2 claws/1 mandible/1 tail
Damage: 1d6/1d6/1d10/1d10
Special Attacks: see below
Special Def: see below
Magic Resist: 55%
XP Value: 4,400



Description: Not all demons and devils are born of flame and brimstone. In fact, an entire layer of hell is an icy wasteland. It is this layer that is home to the savage ice devils. They are both extremely intelligent (intelligence 16) and strong (strength 20), which grants them a +4 bonus to damage on each attack that lands.

Each ice devil can cast *darkness* and *fear* at will, and can cast *invisibility*, *detect invisibility*, *fly*, *wall of ice*, and *polymorph* once per day. They may also spend an action to either summon 1d4 barbed devils, or another ice devil. This has a 40% chance of success, and can be attempted once per day.

Treasure: Ice devils have a 90% chance of having 1d4 magical items.



Imp (fiend)

No. Appearing: 1
Alignment: chaotic
Size: small
Move: 20ft/fly 30ft
AC: 17
Hit Dice: 2**
Attacks: 1 tail
Damage: 1d4+mild poison
Special Attacks: see below
Special Def: see below
Magic Resist: 25%
XP Value: 275

Description: Imps are the smallest and weakest of devils, but are highly cunning (intelligence 15) and are often used as spies for greater devils. In their natural form, they appear as red skinned humanoids standing 2 feet tall with bat-like wings and a barbed tail. However, an imp can cast *polymorph self* at will, and will often do so in order to spy. They are limited to either a rat, raven, bat, goat, or spider forms. Imps can also cast *detect magic*, *detect invisibility*, and *burning hands* once per day.

Treasure: Imps have a 40% chance of coins and jewels.

Pit Fiend (fiend)

No. Appearing: 1
Alignment: chaotic
Size: huge
Move: 30ft/fly 60ft
AC: 22
Hit Dice: 8**+20
Attacks: 2 weapon
Damage: by weapon type +6
Special Attacks: see below
Special Def: see below
Magic Resist: 75%
XP Value: 3,600

Description: Pit Fiends are the highest ranking demons just below the demon princes themselves. They are the generals of the demon armies, and are horrific indeed. They stand almost 15ft tall as giant red skinned bloated humanoids with giant wings



and typical demonic horns. They are very intelligent (intelligence 18) and extremely strong (strength 22). In battle, they typically wield a huge sword+2 in one hand (with a 10ft reach, base damage 1d10+2), and a giant whip in the other (reach 20ft, base damage 1d8).

Each pit fiend has the spellcasting ability as if they were 5th level wizards in addition to being able to *detect magic* and cause *darkness* at will.

Treasure: In its lair, the pit fiend has a 100% of having double the coin and jewel amount, and a 90% chance of having 1d4 magical items.

Succubus/Incubus (fiend)

No. Appearing: 1
Alignment: chaotic
Size: medium
Move: 30ft/fly 60ft
AC: 20
Hit Dice: 6**
Attacks: 2 claws
Damage: 1d4/1d4
Special Attacks: energy drain
Special Def: magic weapons to hit

Magic Resist: 70%
XP Value: 2,100

Giant

Description: The succubi/incubi are solitary demons that most closely resemble humanoids. While succubi are always female, the incubi appear as either male or androgynous. Outside of that difference, they are identical in behavior. They are extremely intelligent (intelligence 16) and charismatic (charisma 18), using those to achieve their goals.

Each succubi or incubi can cast *detect magic*, *detect invisibility*, and *charm person* at will. They can also read the minds of others who fail a wisdom ability check, and can cast *darkness* once per day. The most deadly attack of these creatures are their kiss. If they manage to kiss a target (typically charmed, but not always), the victim will permanently lose one level of experience. Any creature brought to level 0 in this manner will be drained of all life and will be a lifeless husk.

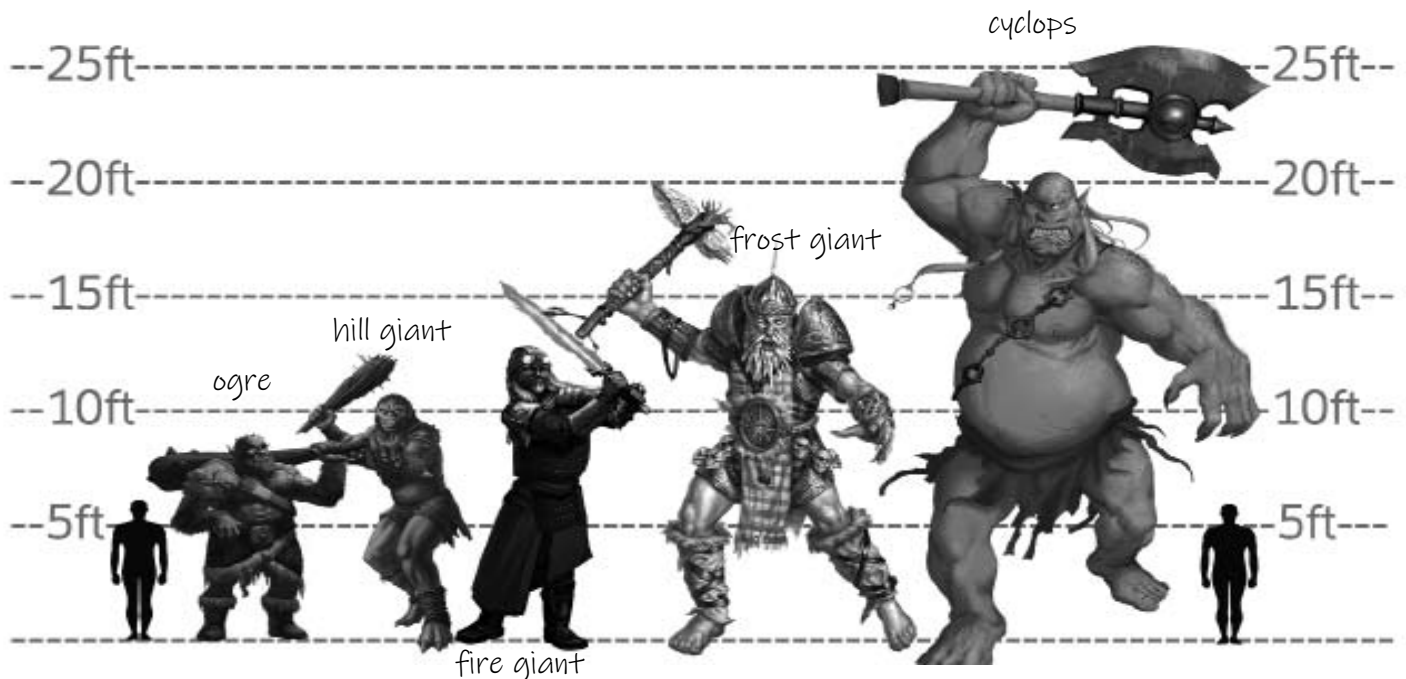
Treasure: The lair of these creatures will have a 90% chance of coins and jewels, and an 80% chance of having 1d4 magical items.

The classifications of giants include all humanoids of exceptional size, from the 9ft tall ogre to the 20ft tall cyclops. Only a few of the giants are described below, to give you a guideline of how many of the more common would be presented. There are dozens of other types of giants not here, including stone, cloud, and storm giants, so feel free to design them as you see fit using the below stat blocks as references.

Unless otherwise noted, all giants have dexterity, wisdom, and charisma scores between 8 and 11. Other ability scores are noted in the individual giant description.

Cyclops (giant)

No. Appearing: 1d2
Alignment: chaotic
Size: huge (20ft tall)
Move: 40ft
AC: 18
Hit Dice: 13*+39
Attacks: 1
Damage: 6d6 or 4d10
Special Attacks: see below
Special Def: n/a
Magic Resist: n/a
XP Value: 3,300



Description: The mythical cyclops appears as a 20ft tall humanoid with its most distinguishing trait being that it only has a singular eye. These are primarily solitary creatures, raising herds of livestock to feed upon when more tastier options (wandering people) are not available. They are dim-witted (intelligence 7), but are strong (strength 23, constitution 17). In combat they will typically attack with a huge club (6d6), or will hurl boulders up to 100ft away (4d10 damage).

Treasure: Cyclops will have a 95% of coins and jewels, with a 50% of having 1d4 magical items in their lairs.

Giant, Fire (giant)

No. Appearing: 1d6
Alignment: chaotic
Size: large (12ft tall)
Move: 35ft
AC: 17
Hit Dice: 11*+22
Attacks: 1
Damage: 5d6
Special Attacks: see below
Special Def: see below
Magic Resist: n/a
XP Value: 2,730

Description: Fire giants have skins like burned charcoal and flaming red hair, preferring to armor themselves in dull iron plates and wielding wicked giant swords. They are inherently chaotic, of average intelligence (8-10), and very strong (strength 20, constitution 16). Fire giants tend to live in small communities within volcanoes or other areas where a very strong heat source is located. Because of this, they are immune to any fire damage.

Like most giants, they can hurl huge rocks up to 80ft away, causing 4d10 points of damage on a successful hit.

Treasure: Fire giants are excellent blacksmiths, and thus have acquired much wealth. A fire giant lair will have 100% of

having double the normal coins and jewels, and a 65% of having 1d6 magical items.

Giant, Frost (giant)

No. Appearing: 1d8
Alignment: chaotic
Size: huge (15ft tall)
Move: 40ft
AC: 16
Hit Dice: 10*+30
Attacks: 1
Damage: 4d6
Special Attacks: see below
Special Def: see below
Magic Resist: n/a
XP Value: 1,820

Description: While fire giants make their lairs in volcanoes, frost giants appropriately make their homes in frigid frozen regions. They are taller than fire giants, smart (intelligence and wisdom 10-12), and very strong (strength 22, constitution 17). Frost giants have skin hues ranging from cobalt blue to an icy grey, with white hair. They are immune to cold damage, and typically attack with huge axes or mauls. Like most giants, they can also hurl boulders up to 80ft away, inflicting 4d10 points of damage on a hit.

Treasure: Frost giants have a 95% chance of having coins and jewels, a 50% chance of having additional coins and jewels, and a 60% chance of having 1d4 magical items.

Giant, Hill (giant)

No. Appearing: 2d6
Alignment: chaotic
Size: large (10ft tall)
Move: 35ft
AC: 15
Hit Dice: 8*+16
Attacks: 1
Damage: 2d8
Special Attacks: see below
Special Def: see below
Magic Resist: n/a
XP Value: 1,200

Description: The least of the true giants, and the most common, hill giants resemble very ugly humans that stand up to 10ft tall. They are dim witted (intelligence and wisdom of 6-8), but are strong (strength 20, constitution 15). Like most true giants, they can hurl boulders up to 60ft away, inflicting 2d10 points of damage on a successful hit. Otherwise they attack with clubs often made from tree trunks.

Treasure: Hill giant lairs have a 70% of coins and jewels, and a 30% of having 1d4 magic items.

Giant, Ogre (giant)

No. Appearing:	1
Alignment:	chaotic
Size:	large (9ft tall)
Move:	30ft
AC:	15
Hit Dice:	4+4
Attacks:	1
Damage:	1d10
Special Attacks:	n/a
Special Def:	n/a
Magic Resist:	n/a
XP Value:	295

Description: Ogres resemble very ugly humans that stand up to 9ft tall. They are not smart (intelligence and wisdom 6-9), but are stronger than normal (strength 19 and constitution 15). Base needs and greed is what fuels an ogre's behavior; long term plans and strategy are beyond them. They are ruthless and will eat just about anything. Rarely they will make an alliance with lesser creatures if it benefits the ogre in the short term.

Treasure: Ogres will have a 75% chance of coins and jewels, and a 50% chance of 1d2 magic items.

Humanoid

Humanoids are the most common type of adversary that adventures may encounter in their campaigns, and they are the most numerous, and the most classical of enemies. This category includes all types of monsters who are humanoid in form, and stand between 3 and 7 feet in height. All utilize weapons, armor, and other tools, and live in communities. While the goblins and kobolds are less intelligent (intelligence and wisdom between 6-9), most other humanoids will have average ability scores unless otherwise noted.

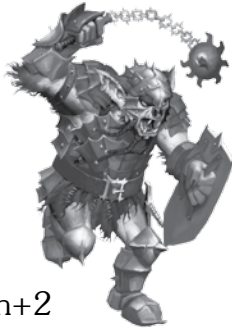
Note on alignment: Traditionally the more monstrous humanoids (orcs, goblins, etc) have been described as inherently evil. Because they are intelligent creatures with many different cultures within their species (similar to how humans are in our real world), and how each individual or clan can be touched by any of the cosmic beings (law, neutrality, chaos) no humanoid will have a default alignment of either lawful, neutral, or chaotic. That will be up to the GM discretion on how to assign their alignments based on the which cosmic influences have impacted the creatures in their game.

Keep in mind that the stats below assume the typical humanoid. These may be adjusted by the variant table at the beginning of this booklet, as well as having different types of armor and weapons. There's nothing stopping you from outfitting an orc squad with better armor and pole arms, forming in a phalanx and using tactics. Point of fact, every humanoid lair will have at least one leader as described in the variant table above, with usually more than one variant type in the lair.

All monstrous humanoids have infravision up to 60ft. Presented below are just a handful of the different common humanoid species, but should be enough to give you a good idea if you want to create your own variants.

Bugbear (humanoid)

No. Appearing: 6d6
Alignment: n/a
Size: medium
Move: 35ft
AC: 15
Hit Dice: 3+6
Attacks: 1
Damage: by weapon+2
Special Attacks: n/a
Special Def: n/a
Magic Resist: n/a
XP Value: 135



Description: Bugbears are one of the largest humanoids, with stocky frames and coarse fur that covers their bodies. They often frequent with goblins and kobolds, bullying them into de facto slaves. They typically arm and armor themselves with weapons taken from fallen enemies. Bugbears are also unusually stealthy, gaining a +3 bonus to any stealth checks. While intelligence and wisdom scores are in the low range (8-10), they are stronger and more agile than normal (strength and dexterity between 14-16).

Treasure: Bugbears have a 60% chance of coins and jewels, and a 5% chance of having a magical item.

Gnoll (humanoid)

No. Appearing: 20d10
Alignment: n/a
Size: medium
Move: 30ft
AC: 15
Hit Dice: 2+2
Attacks: 1
Damage: 2d4 or weapon
Special Attacks: n/a
Special Def: n/a
Magic Resist: n/a
XP Value: 30



Description: Gnolls appear as fur covered humans with the heads of jackals or hyenas. They speak in chattering and barks similar to their hyena cousins, and are of average intelligence. Most gnolls are nomadic, living

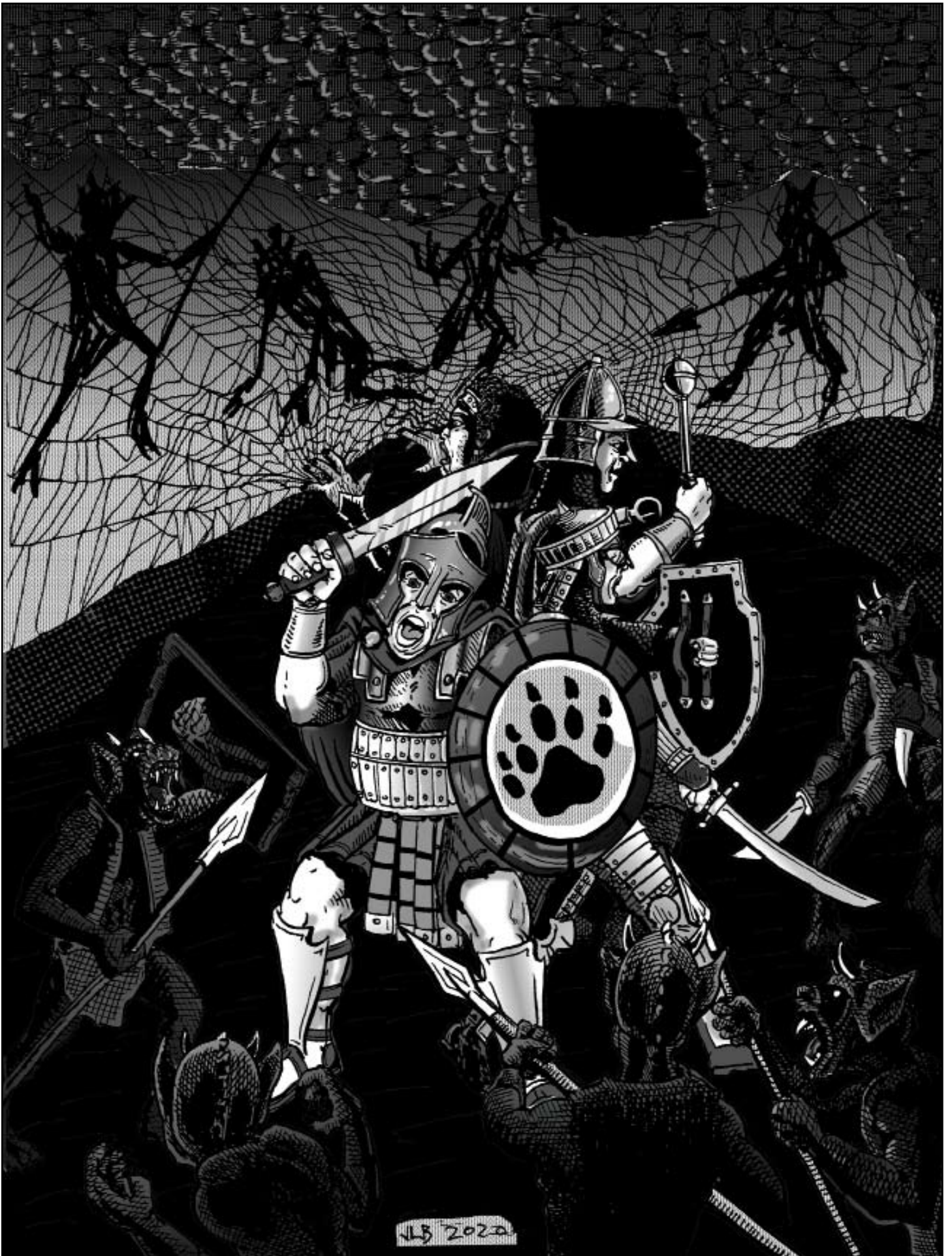
in large groups that move to where food is located (often animals but also small communities of people that they like to hunt).

Treasure: Gnolls have a 45% chance of coins and jewels, and a 5% chance of a magical item.

Goblin (humanoid)

No. Appearing: 5d100
Alignment: n/a
Size: small
Move: 25ft
AC: 12
Hit Dice: 1
Attacks: 1
Damage: 1d4 or by weapon
Special Attacks: n/a
Special Def: see below
Magic Resist: n/a
XP Value: 10





Description: The most common of the monstrous humanoids, goblins come in many different variations and forms, but all are between 3 and 4ft in height. They are opportunists, willing to gang up on other creatures, but are also cowardly and will flee if the battle doesn't look like it's going their way (a -5 modifier to all morale rolls for goblins). Their cowardly behavior has manifested into a special ability that all goblins have: once per day, if a melee attack successfully hits the goblin, they may immediately move up to their movement rate away without provoking any further attacks. This does not count against their normal movement rate taken on their turn.

Treasure: Goblins have a 25% chance of coins and jewels

Kobold (humanoid)

No. Appearing: 5d100
 Alignment: n/a
 Size: small
 Move: 25ft
 AC: 12
 Hit Dice: 1d4 HP
 Attacks: 1
 Damage: 1d4 or weapon
 Special Attacks: see below
 Special Def: n/a
 Magic Resist: n/a
 XP Value: 5



Description: Kobolds appear as three feet tall reptilian humanoids with dog-like heads. They aren't especially intelligent (intelligence 8-10), but are very cunning, relying on traps whenever possible rather than stand toe to toe in combat. Because of this, any ability check required when subject to a trap a kobold has created will suffer a -1 penalty. Not only do kobolds use normal traps, but they also are known to fling pots filled with snakes or scorpions into the midst of enemies.

Treasure: Kobolds have a 5% chance of coins and jewels.

Lizardfolk (humanoid)

No. Appearing: 8d6
 Alignment: n/a
 Size: medium
 Move: 30ft/swim 30ft
 AC: 15
 Hit Dice: 2+2
 Attacks: 1
 Damage: 1d6
 Special Attacks: see below
 Special Def: n/a
 Magic Resist: n/a
 XP Value: 25



Description: Lizardfolk are reptilian humanoids standing an average of 6ft in height, with long tails and alligator like heads. They are slightly less intelligent (intelligence 8-10) but are exceptionally hardy and dexterous (constitution 15 and dexterity 12). In combat they typically wield clubs or spears and shields (AC 16), but can also make a bite attack if no weapons are available. Additionally, they may spend their action making a tail swipe at any creature medium size or smaller. If the attack hits, the target must make a strength or dexterity ability (player choice) check at a -4 penalty or be knocked prone.

Treasure: Lizardfolk have a 15% chance of having coins and jewels, and a 5% chance of having a magical item.

Mankind, bandit (humanoid)

No. Appearing: 2d6
 Alignment: n/a
 Size: medium
 Move: 30ft
 AC: 15
 Hit Dice: 1
 Attacks: 1
 Damage: by weapon
 Special Attacks: n/a
 Special Def: n/a
 Magic Resist: n/a
 XP Value: 20

Description: This is a generic bandit, thug, or outlaw stat for most humanoids. Even though it states "man" in the description to

represent the human species, this can apply to most humanoids including dwarves, elves, and halflings.

Treasure: Most bandits have a 25% of having coins and jewels.

Orc (humanoid)

No. Appearing: 3d100
Alignment: n/a
Size: medium
Move: 30ft
AC: 15
Hit Dice: 1
Attacks: 1
Damage: by weapon
Special Attacks: n/a
Special Def: n/a
Magic Resist: n/a
XP Value: 20



Description: Orcs are medium sized humanoids with pig-like faces and green to gray tones to their skin. They are a warlike culture, and are very proficient in using weapons and armor. Orcs have an extraordinary endurance, applying a +5 modifier to any constitution check they would need to make.

Treasure: Orcs have a 25% chance of coins and jewels, and a 2% chance of a magical item.

Lycanthrope

Lycanthropes, also called “were creatures”, are those cursed humanoids that have the ability to change shape into a specific animal type. The most (in)famous of these is the werewolf. The reason this is considered a curse is because often the individual does not have control over when they change forms, and are at the mercy of the primal urges of that base animal form. Only older more experienced lycanthropes, whom have had their curse for years, have managed to change their shape at will, and retain their intelligence while shapechanged.

Any creature bitten by a lycanthrope will have to make a constitution check or will contract lycanthropy. The first symptoms will be a ravenous hunger for raw meat. Then, on the first full moon, they will go through their alteration. This transformation takes one full minute, and once done, the creature will be for all intents and purposes a hungry and aggressive animal under the control of the GM. At daybreak, the transformation will occur again, bringing the creature back to its natural form. This process will continue for a full year before the creature gains the ability to control this. Only a *remove curse* spell will remove the lycanthropy curse.

There are several types of lycanthropes (nearly all animal versions), but listed here will be the most famous: the werewolf. All lycanthropes are immune to weapons that are not magical or not silvered. Silver weapons will inflict double damage to a lycanthrope.

Werewolf (lycanthrope)

No. Appearing: 3d6
Alignment: chaotic
Size: medium
Move: 30ft/35ft/40ft
AC: 15
Hit Dice: 4*+8
Attacks: 2 claws/1 bite
Damage: 1d6/1d6/1d8
Special Attacks: n/a
Special Def: weapon resistance
Magic Resist: n/a
XP Value: 220



Description: Werewolves can change their shape into one of three forms: humanoid, hybrid, or wolf. Each transformation takes an action. Humanoid form is the natural form of their species. AC and attacks are based on armor and weapon type carried. Hybrid are humanoids covered in fur, claws, and the head of a wolf. However, they stand upright and may carry items or attack with claws and their bite. Wolf form is just that—the form of a wolf. The only attack they gain is a bite attack. Movement rates above are for each of these forms in order.

Treasure: Werewolves have a 75% chance of coins and jewels and a 50% chance of magical items.

Monstrosity

This category includes all of the classic monsters; creatures so bizarre or unusual that they don't fall under any of the other categories. All are fictional, many pulled from myth, and all are truly monstrous in one way or another. Unlike other categories, the ability scores of each type of monster may vary widely. It is recommended that you determine these values based on your best estimate from how you envision them in your game. A basilisk might have low ability scores due to its size and nature, while a chimera might have high strength and constitution scores. As a general rule for stats like wisdom and charisma that may be hard to assess, consider every monster to have a base score of 10, +1 for every two HD it has. This will help balance the monsters when they are forced to make certain ability checks. Thus, a 9 HD chimera would have a wisdom and charisma score of 14 (10+4) in regards to needing to pass ability checks of those types.

Basilisk (monstrosity)

No. Appearing: 1d4
 Alignment: n/a
 Size: small
 Move: 25ft

AC: 16
 Hit Dice: 6**
 Attacks: 1 bite
 Damage: 1d10
 Special Attacks: petrification
 Special Def: n/a
 Magic Resist: n/a
 XP Value: 1,100



Description: A basilisk resembles a multi-legged, three foot long lizard. It's body is alternately covered with thick scales, but what makes it most notable is its gaze. Any creature within 30ft of the basilisk that meets this gaze will need to make a constitution check or will be permanently turned to stone. PCs can attempt to avert their gaze during combat, but that will impart a -6 penalty to all attack rolls against the creature.

Treasure: The basilisk has a 75% of coins and jewelry, and a 55% chance of 1d6 magic items within its lair.

Chimera (monstrosity)

No. Appearing: 1d4
 Alignment: chaotic
 Size: large
 Move: 30ft/fly 50ft
 AC: 16
 Hit Dice: 9**+18
 Attacks: 5
 Damage: 1d4/1d4/1d6/2d6/3d6
 Special Attacks: see below
 Special Def: n/a
 Magic Resist: n/a
 XP Value: 1,300



Description: The monstrous chimera has the hindquarters of a goat, forequarters of a lion, dragon wings, a serpentine tail, and three heads: lion, goat, and dragon. It is unusually intelligent (intelligence 12), and ruthlessly violent. In combat, the chimera will make two claw attacks, one bite attack from the lion head and dragon head, and one gore attack from the goat head noted in order above. The creature can also exhale a cone of flame in a 30ft cone from the dragon head once per day. Any creature in this cone will need to make a dexterity check or suffer the full 5d6 points of damage. A successful check results in half damage.

Treasure: A chimera's lair will have a 95% of coins and jewels, and an 80% chance of 1d4 magic items.

Gargoyle (monstrosity)

No. Appearing: 2d8
 Alignment: n/a
 Size: medium
 Move: 30ft/fly 50ft
 AC: 16
 Hit Dice: 4+8
 Attacks: 2 claws
 Damage: 1d8/1d8
 Special Attacks: n/a
 Special Def: see below
 Magic Resist: n/a
 XP Value: 160



Description: Gargoyles are often hideous humanoids carved into statues to adorn gothic buildings. And that's how they appear normally—unmoving and indistinguishable from a carved statue...until they attack. These winged creatures are often used as guards by powerful wizards and will animate to attack any intruder that it detects. In battle they attack with two clawed hands.

Treasure: n/a

Griffon (monstrosity)

No. Appearing: 2d6
 Alignment: neutral
 Size: large

Move: 35ft/fly 80ft
 AC: 17
 Hit Dice: 7*+14
 Attacks: 2 claws/1 beak
 Damage: 1d6/1d6/1d10
 Special Attacks: n/a
 Special Def: n/a
 Magic Resist: n/a
 XP Value: 225



Description: Griffons have the hindquarters of a lion, with the forequarters, head, and wings of a giant eagle. They make their nests high on mountain cliffs and caves, and have a ravenous hunger for horse flesh, attacking them on sight.

Hatchlings are highly sought after, for they can be trained as mounts—as long as they avoid horses (although an expert trainer can train them to suppress this particular hunger as long as the griffon is well fed).

Treasure: A wild griffon nest will have a 45% chance of coins and jewels, and a 20% chance of magical items. Griffon eggs can fetch upwards of 500gp.

Medusa (monstrosity)

No. Appearing: 1
 Alignment: chaotic
 Size: medium
 Move: 30ft
 AC: 15
 Hit Dice: 6**+6
 Attacks: snakes, or by weapon
 Damage: 1d6+strong venom or weapon



Special Attacks: see below
 Special Def: n/a
 Magic Resist: n/a
 XP Value: 750

Description: The original medusa was an extremely beautiful and faithful priestess who was cursed for the crimes committed upon her by a jealous god. From that day, her, and all medusa after her, were cursed to petrify any creature that meets the medusa's gaze, and changed to have their hair turned into venomous snakes. PCs can attempt to avert their gaze in combat, but they will suffer a -6 penalty to all attack rolls when doing so. If they do not avert their gaze, they will need to make a constitution check at a -2 penalty or forever be turned to stone.

In combat the medusa will often use a weapon such as a bow, but if up close, she can use her snake hair to bite a target. These creatures are very intelligent (intelligence and wisdom 15). The petrifying power of her gaze remains even after she is slain, so adventurers should take utmost caution. She can also turn herself to stone if she fails a constitution (her score is 15) check when looking in a mirror.

Treasure: A medusa lair has a 90% chance of coins and jewels, and a 75% chance of 1d6 magical items.

Minotaur (monstrosity)

No. Appearing: 1
 Alignment: chaotic
 Size: large
 Move: 40ft
 AC: 15
 Hit Dice: 6+12
 Attacks: by weapon or gore
 Damage: 1d10 or by wpn +3
 Special Attacks: charge
 Special Def: n/a
 Magic Resist: n/a
 XP Value: 225



Description: Minotaur appear as huge (7ft tall) heavily muscled humans with the head of a bull and hooves instead of feet.

They crave the flesh of humans, and are exceptionally cunning if not very smart (intelligence 6, wisdom 15), as well as very strong (strength 17, constitution 16). They prefer to live in labyrinths and mazes, and they themselves are immune to any *confusion* magic as well as getting lost. Often they will attack with a two-handed axe or spear, but if they have at least 20ft to charge, they will gore with their horns. A successful to hit roll results in double damage and the target needs to make a strength check or fall prone.

Treasure: Minotaur have a 75% chance of coins and jewels, and a 50% chance of having 1d4 magical items.

Owlbear (monstrosity)

No. Appearing: 1d4
 Alignment: n/a
 Size: large
 Move: 35ft
 AC: 15
 Hit Dice: 5+10
 Attacks: 2 claw/1 beak
 Damage: 1d6/1d6/1d8
 Special Attacks: hug
 Special Def: n/a
 Magic Resist: n/a
 XP Value: 225

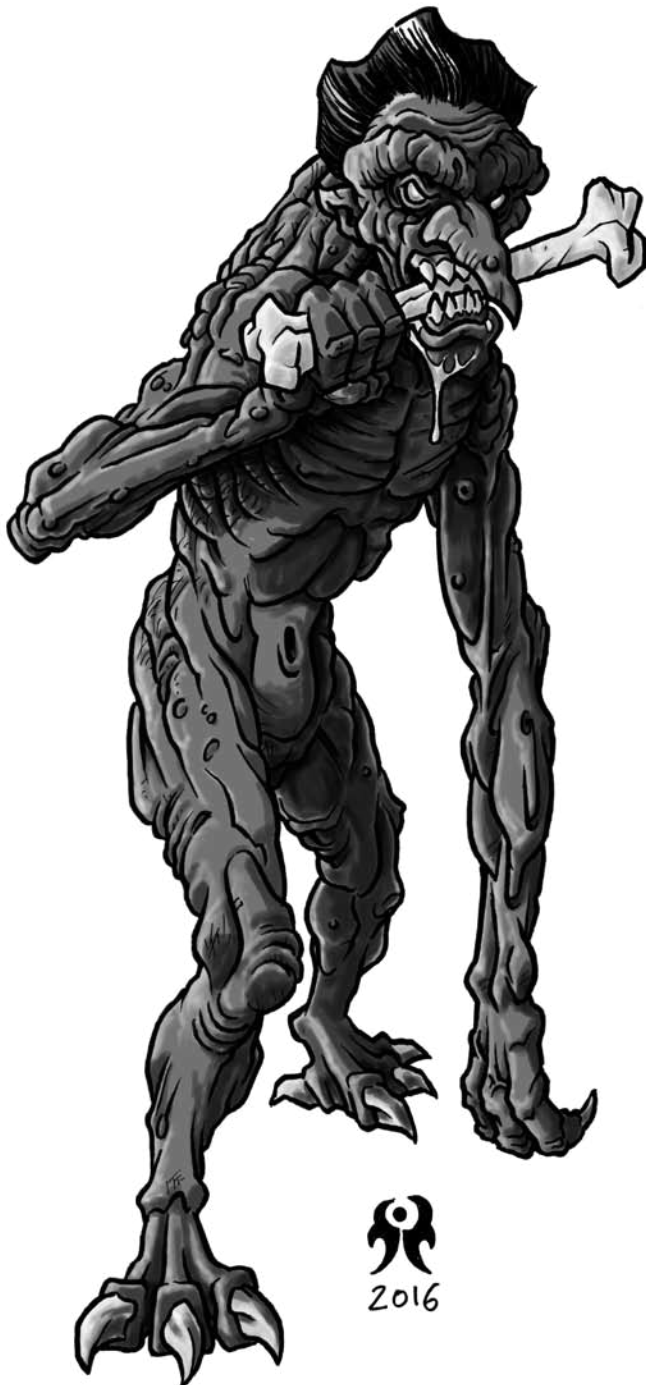


Description: An owlbear is probably one of the most accurately named monsters, as it literally has the body of a large upright brown bear, with the head of a giant owl. They are unintelligent (intelligence 5), but are exceptionally strong and hardy (strength 18, constitution 16). As with most beasts, they are driven by base needs, and won't hesitate to attack a creature if it's hungry. If an owlbear attacks with a claw and a natural roll of 18 or better is rolled and it also hits the target, then the target is brought in for a bear hug and will suffer 2d8 points of damage immediately. Only one creature per round can be hugged in this manner.

Treasure: The owlbear lair has a 65% chance of coins and jewels, and a 35% chance of 1 magical item.

Troll (monstrosity)

No. Appearing: 1d4
Alignment: chaotic
Size: large
Move: 35ft
AC: 16
Hit Dice: 6**+6
Attacks: 2 claws/1 bite
Damage: 1d4+4/1d4+4/2d6
Special Attacks: n/a
Special Def: see below
Magic Resist: n/a
XP Value: 525



Description: Trolls come in many different variations, but all are tall (7-9ft tall) humanoids with gangly limbs. Most are either shades of grey or green, with stringy hair infused with moss, and elongated facial features. The most fearsome ability of trolls is their ability to regenerate 3 hp per round at the start of their turn. This carries over even if the troll is reduced to 0 hp or less, or even if limbs are removed (the limb will continue to attack). The only way to truly destroy a troll is to expose it to fire or acid once it's reduced to 0 hp or less.

Treasure: A troll lair has a 95% chance of coins and jewels with another 50% chance of having additional coins and jewels. They also have a 65% chance of having 1d4 magical items.

Undead

This category includes all of those creatures considered to be undead—creatures with no life force, but have been raised from the dead via unholy or magical means. Every undead is immune to poison and venom as well as *sleep* or *charm* spells, but a *cure wounds* spell will inflict damage to them, rather than heal them. Holy water will also damage any undead creature it's splashed on. No undead has blood that flows in their veins, and thus none of them radiate heat like a living creature would. Undead are almost universally chaotic, with a deep hatred of anything still living.

Ghoul (undead)

No. Appearing: 4d6
Alignment: chaotic
Size: medium
Move: 30ft
AC: 14
Hit Dice: 2*
Attacks: 2 claw
Damage: 1d4/1d4
Special Attacks: paralyzation
Special Def: see below
Magic Resist: n/a
XP Value: 70



Description: Ghouls initially appear as emaciated humans from a distance, but closer inspection reveals an ashy grey skin, scraggly and patchy hair, red eyes, and long fingernails. They retain the intelligence they had in life, and often frequent graveyards looking for flesh to feed upon. The clawed attack of a ghoul will paralyze the target that fails a constitution check for 1d6 rounds. A *protection from chaos* spell will successfully keep these creatures at bay unless a creature protected by the spell attacks the ghouls first.

Treasure: Ghouls have a 55% chance of having coins and jewels, and a 15% chance of having 1 magical itm.

Mummy (undead)

No. Appearing: 1d4
 Alignment: chaotic
 Size: medium
 Move: 25ft
 AC: 17
 Hit Dice: 6**+6
 Attacks: 1
 Damage: 1d12
 Special Attacks: see below
 Special Def: see below
 Magic Resist: see below
 XP Value: 985



Description: Mummies are the animated corpses of those who were wrapped in bandages and preserved through a magical ritual. They are inherently chaotic, seeking to end the life force of any creature that it can detect. They are almost exclusively found in tombs or mausoleums. If the mummy successfully attacks a target, they must make a constitution check or be afflicted with a deadly disease. This can only be cured by a *cure disease* spell. A successful check results in the target being immune for 24 hours.

Additionally, all creatures within 60ft of the mummy will need to make a wisdom check or be stricken with *fear*, and will flee for 1d4 turns to the best of their ability. Anyone who succeeds on this check will be immune to the fear for 24 hours.

Mummies are also immune to non-magical weapons, and suffer only half damage from magical or silver weapons. They are also immune to cold attacks and hold spells, but suffer double damage from fire attacks.

Treasure: A mummy's lair will have 100% chance of coins, jewels, and a magical item. They will also have a 50% chance of additional coins and jewels, and 35% of additional 1d4 magical items.

Skeleton (undead)

No. Appearing: 3d10
 Alignment: n/a
 Size: medium
 Move: 30ft
 AC: 13
 Hit Dice: 1
 Attacks: 1
 Damage: 1d6
 Special Attacks: n/a
 Special Def: n/a
 Magic Resist: n/a
 XP Value: 15



Description: The least of the undead, skeletons are simply the animated skeletal remains of dead creatures. Most often humanoid in nature, they have been found to carry weapons and armor in some circumstances. Skeletons are mindless, staying in a state of suspended animation for weeks or years until a living creature enters the area and alerts them, at which point they will attack. Skeletons only take half damage from piercing weapons such as arrows or spears.

Treasure: n/a



Vampire (undead)

No. Appearing: 1
Alignment: chaotic
Size: medium
Move: 40ft/fly 60ft
AC: 19
Hit Dice: 8**+16
Attacks: 1
Damage: 1d6+4
Special Attacks: see below
Special Def: see below
Magic Resist: n/a
XP Value: 3,810



Description: Vampires can be of any humanoid cursed with vampirism, which transforms their skin extremely pale and porcelain-like in appearance. Unlike many undead, vampires retain their intelligence (typical intelligence between 15-18, and wisdom 16), and their powers also grant them unnatural strength (strength 18), agility (dexterity 16), and commanding presence (charisma 18). They also prefer the finer things in undeath, living in opulent castles or towers.

If a vampire hits with its claw attack, in addition to the damage, the target will lose one level of experience. All vampires only suffer half damage from cold or lightning attacks, and if in their lairs, will regenerate 3 hit points per round. They are immune to non-magical weapons as well as *hold* spells in addition to the standard undead resistances. Vampires may also assume a gaseous form, a bat form, or a wolf form at will, and can cast the *charm person* spell at will, imparting a -2 penalty to wisdom checks to resist the charm. Alternatively, a vampire can make a bite attack (which is almost never does unless the target has been charmed or is otherwise incapacitated such as being asleep). Each round on the start of the vampire's turn, the victim will lose one level of experience and suffer 2d10 points of damage, and the vampire will heal the same amount up to its maximum hit point value.

They do have vulnerabilities, however. Any vampire exposed to direct sunlight will suffer 3d8 points of damage per round, and any

vampire in moving water (such as a stream) will suffer 4d10 points of damage each round. If presenting a holy symbol to a vampire, that vampire will suffer -4 to all of its attack rolls as it tries to avoid the symbol, and pain caused by viewing it.

Any creature reduced to 0 levels of the vampire, or drained of its hit points, will turn into a vampire after one month, under the command of the vampire who created it.

Treasure: Vampires "live" a long time, and thus have acquired great treasure. A vampire lair will have a 100% of having twice the coins and jewels, and a 75% chance of having 2d6 magical items.

Zombie (undead)

No. Appearing: 3d8
Alignment: n/a
Size: medium
Move: 20ft
AC: 11
Hit Dice: 2*+2
Attacks: 1
Damage: 1d6
Special Attacks: n/a
Special Def: see below
Magic Resist: n/a
XP Value: 35



Description: Zombies can come in any size and shape, from a human to a dog, but all appear as if in the second stage of decomposition, where most skin and soft tissue has decomposed, but still has plenty of muscle tissue and bits of soft tissue attached to the bones. These creatures are mindless, and are immune to all mind-affecting magic. Thankfully they are very slow, suffering a -2 penalty to all initiative rolls. They are resistant to blunt weapons, however, suffering only half damage from said attacks. A zombie will never flee.

Treasure: n/a

Treasure

Possibly the greatest motivator of the adventurer (along with glory), is the desire for riches. The myth of finding a dragon's horde is as old as dragons themselves. The desire and rewards for treasure in *Chromatic Dungeons* is reinforced at a mechanical level, as a significant amount of experience point awards your character receives will be from the acquisition of treasure. In fact, it may be that most of your experience points are awarded from treasure rather than from the defeat of monsters.

The game is designed this way intentionally, for a few reasons. Firstly, in the early days of TSR, that's how the game was designed as well, so to be true to an OSR clone, emulating that at least on a moderate level would be justified. Additionally, and what I feel is more important, is the behavior it drives during game play. When you get most of your experience gains through treasure acquisition, it shifts your mentality from "fight and kill everything" (which often results in dead PCs, or repetitive encounters), to "maybe we can find a way to bypass the monster to get to the treasure." The latter fosters a more creative environment. For determining the amount of experience points awarded, reference the *Advancing in Levels* section of the *Player's Book*.

Each creature will have a likelihood of treasure in its stat block. For example, a medusa treasure entry reads:

A medusa lair has a 90% chance of coins and jewels, and a 75% chance of 1d6 magical items.

When determining the exact treasure, first roll the percentile dice as instructed in the creature's stat block to find out if treasure exists. Unless the creature entry references a specific treasure, reference the table below to find out which table and/or amount of treasure would typically be found.

Lair Treasure

The treasure for coins and jewels below is per creature, unless otherwise noted. Thus, a lair of 12 bugbears would have up to 60d10 (or 6d100) gp in various coins, and 12d6x10gp worth of gems and jewels. For simplicities sake, you would then take this total amount of treasure and then apply the percentage chance to determine a final amount. For example, if bugbears have a 60% chance of having coins and jewels, and you roll 400 gp value in coins and 350 gp value in gems and jewels, then after multiplying both by .6, your final lair treasure would be 240 gp worth of coins and 210 gp worth of gems and jewels.

For magical items, you would apply the % to the number of creatures. For every 100%, the item is guaranteed and you move on to see if additional magic items are found. The bugbear has a 5% chance of having one magical item. If there are 22 bugbears, $22 \times 5\% = 110\%$. That means there is a guaranteed chance of having one magical item, and a 10% chance of having another.

Coins and Jewels Treasure Table

Creature HD	Coin Value	Gems&Jewels
<1	1d6 sp in various coins	
1	1d10 gp in various coins	
2	5d10 gp in various coins	1d4x10 gp worth
3-4	1d10x10 gp in various coins	1d6x10 gp worth
5-6	5d10x10 gp in various coins	1d6x25 gp worth
7-8	3d6x100 gp in various coins	1d6x50 gp worth
9-12	3d10x100 gp in various coins	1d6x100 gp worth
13-16	10d10x100 gp in various coins	2d6x500 gp worth
16+	2d10x1000 gp in various coins	5d6x500 gp worth

Gemstone Table

Value	Type of Stone
5gp	Coral, raw quartz, thunder egg, obsidian, onyx
10gp	Quartz, agate, malachite, lapis lazuli, turquoise
25gp	Garnet, zircon, aquamarine, tourmaline, moonstone, pearl
50gp	Jade, peridot, spinel
100gp	Opal, tanzanite, topaz, emerald
500gp	Ruby, white diamond, sapphire
1000gp	Alexandrite, padparadscha sapphire, black opal
5000gp	Rare diamond (pink, colored)

**Note, the type of stone doesn't determine value alone. Cut and clarity and size are all very impactful to the overall worth of the stone.*

Jewelry

Jewelry comes in many different types, sizes, quality, and materials, from a plain silver ring, to an ornate gold necklace studded with dozens of gems. As a general rule, follow the below guidelines as to what types of jewelry would have what value. For those items with gemstones, the value varies by the type of gemstone embedded.



Jewelry type	Value in GP
Gold crown	100
Gold earring	2
Gold goblet	15
Gold jeweled crown	200-5000
Gold medal	25
Gold necklace	75
Gold necklace with jewels	100-1000
Gold ring	5
Gold scepter	250
Gold tiara	25
Jeweled earring	20-500
Jeweled ring	25-1000
Jeweled tiara	50-500
Silver earring	1
Silver medal	5
Silver necklace	15
Silver ring	1
Silver tiara, plain	10

Magic Item Table

Creature HD	Table Used
Up to 2	Common
2-4	Uncommon
5-7	Rare
8-9	Very Rare
10-13	Epic
14+	Legendary

Often a creature's stat block will state that it might have more than one magic item. If you do roll up more than one magic item, then the second item will be of one category less, the third item will be two categories less, etc (minimum *common* item). For example, if you roll and determine that a 9HD creature has 3 magic items, you would have one *very rare* item, then one *rare* item, and the final item would be *uncommon*. Feel free to choose the item that you think best fits the scenario and your adventure, rather than rolling randomly on a table.

Common Magical Items (50gp/25XP value)

armor of comfort
 armor, masterwork
 durable cloak
 everfull sack
 potion of healing
 potion of purification
 protection scroll
 warmth spike
 weapon, masterwork

Uncommon Magical Items (250 gp/100XP value)

amulet of natural armor
 armor, cursed
 armor+1
 boots of jumping
 cloak of protection+1
 gauntlets of ogre strength
 goggles of Infravision
 hat of disguise
 potion of charisma
 potion of cure disease
 potion of dexterity
 potion of extra healing
 potion of growth
 potion of intelligence
 potion of neutralize poison
 potion of strength
 potion of water breathing
 potion of wisdom
 potion, animal speech
 ring of free action
 ring of protection+1
 ring of resistance
 ring of warmth
 robe of blending
 robe of useful items
 rope of climbing
 scroll with level 1 spells
 shield+1
 shoes of spider climbing
 weapon, cursed
 weapon+1

Rare Magical Items (1.000 gp/500XP value)

armor+2
 bag of holding
 boots of levitation
 boots of speed
 bracers of archery
 bracers of protection AC13
 broom of flying
 cloak of the bat
 cloak of the manta ray
 crystal ball
 dust of disappearance
 elven boots
 elven cloak
 folding boat
 gauntlets of hill giant strength
 gloves of climbing and swimming
 gloves of dexterity
 helm of telepathy
 javelin, lightning
 necklace of fireballs
 periapt of health
 potion of heroism
 potion of speed
 potion, animal control
 ring of feather falling
 ring of protection+2
 ring of water breathing
 rope of entanglement
 scroll remove petrification
 scroll with level 2 spells
 shield +2
 shield of spell resistance
 stone house
 weapon, defender
 weapon+2
 wings of flying



GP value is the amount the item could be sold for in a large market.

XP value is the XP award given to the permanent owner of the item.

Very Rare Magical Items (5.000 gp/2.000XP value)

- armor+3
- bracers of protection AC15
- dragonhide armor
- elixir of fire breath
- flaming weapon
- gauntlets of fire giant strength
- goggles of seeing
- helm of underwater action
- horn of blasting
- horn of fog
- potion, monster control
- ring of invisibility
- ring of protection+3
- ring of spell storing
- robe of the magi
- scroll with level 3 spells
- shield+3
- shield of spell resistance
- staff/wand of power
- weapon, dancing
- weapon+3

Epic Magical Items (10,000 gp/5.000XP value)

- armor+4
- bracers of protection AC17
- dragonscale armor
- gauntlets of frost giant strength
- ioun stone
- lyre of building
- pearl of power
- portable hole
- ring of protection+4
- robe of the archmagi
- scroll with level 4 spells
- shield+4
- staff/wand of the magi
- tome of athletics
- tome of clear thought
- tome of leadership
- weapon+4
- winged boots

Legendary Magical Items (25,000/10,000XP value)

- armor of etherealness
- dwarven hammer
- ring of wishes
- rod of lordly might
- scroll with level 5 spells
- weapon, vorpal
- weapon, holy



Magical Items

A special note on magical items: Depending on your play style preference, you may want the magical items that appear in your game world to be random. This may better reflect the verisimilitude of a living world in your campaign. After all, that ogre doesn't care if the party fighter uses an axe instead of a longsword, and its magical longsword would still be a longsword. However, it's also fully understandable that a player who envisions their PC in a certain archetype (using a giant maul for example), might find it a bit disappointing if they never find a magic maul in their adventures. Thus, feel free to change magical items that you see listed to better fit the character wants and needs if that's the kind of game you like to play.

Another final note regarding magical items: intelligent monsters who have magical items will not hesitate to use them themselves if the need arises. They don't just hold on to them waiting for an adventurer to take them.

Amulet of Natural Armor

This item often appears as an amulet made from a shell or scale of a giant lizard, bound by leather cord. When worn, it grants a base armor class of 13. Any dexterity or additional modifiers would be applied to this number. This does not stack with other forms of armor.



Armor of Comfort

This magical armor comes in all sizes and types of armor, enchanted so that when worn, it is as comfortable as clothing, allowing it to be worn indefinitely and even slept in without ill effect.

Armor of Ethereality

This powerful armor comes in all forms and types. The wearer can spend their action to command the armor to become ethereal, sending the wearer and all gear into the ethereal plane, making them immune to all non-magical attacks. They can pass through any solid object and are also not affected by natural poisons or weather. The wearer can spend an action to end this effect, and cannot attack any creature or interact with any physical object not in the ethereal plane themselves while activated.



Armor, Cursed

This armor is found in all sizes and types. Upon inspection, it appears as well crafted armor that radiates magic. However, when donned, the curse takes effect. This armor attracts any ranged attack that was originally aimed at a target within 15ft of the wearer. Thus, if a hill giant is targeting a character with a hurled boulder that is 10ft away from

the wearer of this armor, the boulder will shift in mid-air and hit the wearer of this armor instead if a successful attack roll was made.

This armor cannot be removed unless a *remove curse* spell is cast. The spell will allow the armor to be removed, but does not dispel the curse from the armor.

Armor, Masterwork

Found in all sizes and types, this armor is of exceptional quality, worth five times the normal value. It is such good quality, that it offers a +1 bonus to the armor class of the wearer.

Armor, +X

These types of armors, found in all sizes and types, confer a bonus to both armor class and constitution ability checks based on the + value. Thus, a +2 version of this armor would grant a +2 bonus to AC and constitution checks while worn.



Bag of Holding

This item appears as a normal backpack or sack, but contains an extra dimensional portal, allowing it to carry up to 500 lbs of items while not weighing more than 5 lbs itself.

Boots of Jumping

These magical boots add 15ft to the jumping distance of the wearer.

Boots of Levitation

By spending an action, the wearer can invoke the power of these boots to levitate. The wearer and up to 100lbs of additional weight can move vertically up to 20ft



per round when activated, but no horizontal movement is allowed unless there is an object to use to propel the wearer.

Boots of Speed

These boots will add 30ft to the movement rate of any creature wearing them.

Bracers of Archery

When worn, these magical bracers offer two benefits: granting proficiency in all types of bows and crossbows if the character does not already have them, and grants a +2 bonus to all attack rolls with ranged weapons, including but not limited to: bows, crossbows, thrown spears, thrown daggers, blowguns, etc.



Bracers of Protection

When worn, these bracers grant a base AC of the value type of the bracer. Modifiers to AC for dexterity, magical rings, etc all apply, but the benefits of armor do not stack. Thus, bracers of protection AC15 would grant a base AC of 15 and a dexterity modifier would apply, but wearing a suit of chain mail would not stack with the bonus; the player chooses which one to apply.

Broom of Flying

These magical brooms can be ridden if the owner knows the command word. By spending a free action to speak the command and activate the broom, it can carry the owner with a flight speed of 60ft per round.

Cloak of Protection +1

This magic cloak confers not only a +1 bonus to the AC of the wearer, but any time the PC is forced to make an ability check to avoid an attack, trap, or spell, they will gain a +1 bonus to that check.



Cloak of the Bat

This black leathery cloak is enchanted so that if an action is used to utter the command word, the wearer will transform into a giant bat until they end the effect, or are incapacitated.

Cloak of the Manta Ray

This cloak grants the wearer the ability to breath underwater, as well as granting them a swim speed of 40ft as when underwater, the cloak grows in shape to resemble that of the fins of a giant manta ray.

Crystal Ball

A favorite item of wizards, this item allows the user to use the ball to scry on other people or locations. A minimum intelligence of 13 is required to use this item. When an action is spent to invoke the ball, and the user utters the name of a person or a place, the image of that person or place will appear within the smoky confines of the ball and remain for 2d4 rounds.

Dragonhide Armor

Made from the hide of a dragon, this armor offers two main benefits. First, it offers resistance to the damage type of the breath weapon the original dragon had. For example, a black dragonhide armor would give



resistance to acid damage. This resistance results in only suffering half damage from these types of attacks. Secondly, the armor grants a base AC equal to the dragon type minus 4. Thus, if a black dragon normally has an AC of 15, then this armor would grant a base AC of 13. Regardless of dragon type, this armor is considered leather.

Dragonscale Armor

Also made from dragon hide, this armor incorporates the harder, larger scales into its construction as well. Only the most skilled armorers can craft this armor, and it's highly sought after. Even if you provide the dragon scales and hide, it will typically cost 4,000gp just to have it crafted. When worn, this armor will grant a base AC value equal to that of the dragon minus 2, as well as granting immunity to the damage type of the breath weapon the dragon had in life. Thus, a set of red dragonscale armor would have a base AC of 19 and grant complete immunity to fire damage. Regardless of dragon type, this armor is considered to be plate armor.

Durable Cloak

This common magical item is enchanted to never wear or fray, and will shed all rain or snow magically, allowing the wearer to remain dry even in a rainstorm.

Dust of Disappearance

This magical dust is typically found in a pouch containing 1d4 doses. When sprinkled on a man sized or smaller object, that object will become invisible as per the *invisible* spell for up to an hour (or until washed off).

Dwarven Hammer

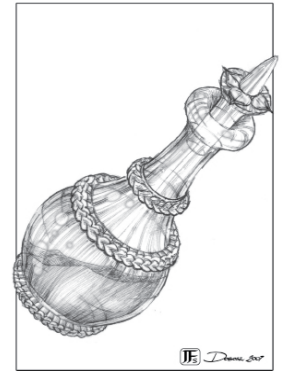
Hammers are symbol of dwarven craftsmanship, but also a symbol of dwarven combat prowess. This iconic magical item can only be wielded by dwarves, and grants the following benefits. First is that it grants a +3



bonus to all attack rolls and damage. Second is that it can be thrown up to 30ft away, and will magically return to the user's hand at the end of their turn. Thirdly is that if smashed upon the ground as an action, all creatures within 20ft of the wielder must make a strength or dexterity ability check at a -4 penalty or be knocked prone.

Elixir of Fire Breath

This item typically is found with 1d6 doses. When a dose is swallowed as an action, the character can spend a free action to exhale out a gout of flame in a cone up to 15ft away with a 15ft diameter at terminus. All creatures within the area of effect will suffer 5d6 points of fire damage. If the drinker does not expel this by the end of their next turn, they themselves will suffer 5d6 points of damage as the fire ignites within them.



Elven Boots

These magical boots are only crafted by elven hands, as only elves have the knowledge and magical secrets to do so. They are highly protective of this secret, and any non-elf that is caught wearing them will cause elves pause and suspicion. When worn, these boots will grant a +2 bonus to all stealth dexterity checks, as they confer magical silence.



Elven Cloak

Similar to elven boots, these items are only crafted by elves and are also highly protected. When worn and the wearer stays motionless,

the cloak will make them invisible as per the *invisibility* spell.

Everfull Sack

These items appear as a normal looking sack, but have a powerful magical dweomor: the sack creates food. When the command word is spoken and the sack is reached into, the user can pull forth an item of food that was desired (normal food only). Enough food for a dozen people can be conjured forth each day in this manner.

Flaming Weapon

These weapons, found in all types, will enshroud themselves in a sheath of magical fire when the command word is spoken (free action). This fire will not harm anything the wielder is carrying, but if a successful attack is made, will inflict an additional 1d8 points of fire damage to the target.



Folding Boat

This unusual magical item appears as many small pieces of wood stacked in a way to be a block of wood no larger than a deck of cards. The magic is apparent when it's unfolded, which it will continue to unfold until a boat the size of a rowboat is formed. This takes 1 turn to complete the process, and to refold it back up.

Gauntlets of Frost Giant Strength

When these gauntlets are worn, they will grant the wearer a strength bonus of +4 and only suffer half damage from cold based attacks.

Gauntlets of Fire Giant Strength

These gauntlets will grant a bonus of +3 to the wearer's strength score, as well as reducing all fire damage taken by half.

Gauntlets of Hill Giant Strength

These gauntlets will grant a bonus of +2 to the wearer's strength score, as well as granting a bonus +1 hit points per level to the wearer. If the gauntlets are removed, these bonus hit points are lost as well.

Gauntlets of Ogre Strength

These gauntlets will grant a +1 bonus to the strength score of the wearer, as well as granting a +4 bonus to all constitution checks to resist poison, venom, or disease.

Gloves of Dexterity

When worn, these gloves will grant a +2 bonus to the dexterity score of the wearer.



Goggles of Infravision

When worn, these goggles will grant the wearer infravision up to a range of 60ft. If the wearer already has infravision, these goggles will double that range.

Goggles of Seeing

When these are worn, the wearer can see all invisible, hidden, and creatures in the astral or ethereal plane of existence. All secret doors and passages will also be revealed.

Hat of Disguise

When worn and the wearer spend an action to invoke the magic, the hat will cause their appearance to change to that of any other humanoid up to 2ft taller or smaller than the wearer. This is an illusion only, and doesn't change the actual physical characteristics of the wearer.

Helm of Telepathy

When worn, this helm allows the wearer to read the thoughts of any creature within 50ft. This also allows the wearer to communicate

back to any creature within range, as long as they speak the same language.



Helm of Underwater Action

This helm allows the wearer to move freely while underwater without restraint. This also grants them a swim speed equal to their movement rate.

Horn of Blasting

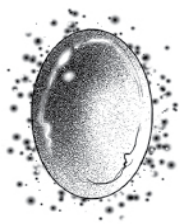
This magical horn, when an action is spent to blow through it, sends a blast of energy forth. This energy will destroy a 5ft by 5ft by 5ft section of stone wall. Any creature caught within the 15ft long by 5ft wide cone will need to make a strength ability check at a -3 penalty or suffer 3d6 points of damage and fall prone.

Horn of Fog

If an action is spent to blow this horn, a thick cloud of fog will billow forth, filling a 20ft by 20ft by 20ft cube. All vision within this cloud is obscured completely. The cloud will last 1d6 rounds or if exposed to any breeze strong enough to disperse it.

Ioun Stone

These small magical stones are often confused with gems, but their power is much greater. When activated by a command word, the stone will begin to orbit around the wearer's head, granting its magic for as long as they are active. The effect of the stone depends based on color:



- * red: +10 maximum hit points
- * pink: regenerate 1 hit point per turn (does not work if wearer is at 0 or fewer hit points)
- * blue: +1 intelligence
- * green: +1 constitution
- * ivory: +1 charisma
- * yellow: +1 strength
- * brown: +1 wisdom

- * purple: +1 to all ability checks
- * translucent: +1 to AC
- * orange: understand and speak all languages

Javelin of Lightning

This item is used as any normal javelin. However, as soon as it's thrown, a bolt of lightning will trail along behind the flight path. Any creature in this path from the thrower to the target will suffer 4d6 points of lightning damage (the target will also suffer the normal effects of a javelin if a successful attack roll is made). Once used, the magic will consume the javelin.

Lyre of Building

This magical musical instrument, for as long as it's played, will create basic construction material out of thin air and place it where the player desires in order to build various buildings and walls. A 5ft cube of stone or dirt, or a single wooden door may be created every round. A player cannot keep playing indefinitely, as the act is tiring. As a general rule, a character can play this lyre for one turn for every point of constitution they have before needing to rest for a full day.

Necklace of Fireballs

This necklace appears with 2d6 golden beads attached to it. As an action, the wearer may take a bead and throw it up to 50ft away, where it will explode in a 10ft radius. All creatures within this radius must make a successful dexterity ability check or suffer 5d6 points of fire damage (a successful check is half damage).



Pearl of Power

This magical item appears as a normal pearl, but as long as it's carried, the character can use an action to invoke it to recover any one spell slot that has been previously cast. Up to five levels of spells can be recovered in this manner per day. For example, a caster could use this to recover a 3rd level spell slot they had previously cast, and then later that day use it to recover a 2nd level spell slot, or up to 2 first level spell slots.

Periapt of Health

When this amulet is worn, the PC will be immune to poison, venom, and disease, both mundane and magical.



Portable Hole

This item appears as a 2ft diameter black cloth that can be folded up. When unfolded, it creates an extra-dimensional space that will hold up to 10 cubic feet of material as long as it will fit in the 2ft diameter hole. To retrieve items, the user simply thinks of the item, reaches in, and pulls it out.

If a bag of holding is placed in this item, or if a portable hole is placed within a bag of holding, an extra-dimensional disaster will happen, creating an explosion 20ft in diameter. Any object within this radius will be irrevocably destroyed forever.

Potion of Charisma

When this potion is taken, the drinker will gain 4 points of Charisma for 1d4 turns.

Potion of Cure Disease

When drunk, this potion will immediately cure the drinker of any disease, including magical diseases such as mummy rot.

Potion of Dexterity

This potion will grant a bonus +4 to the dexterity of the drinker for 1d4 turns.



Potion of Extra Healing

When this potion is taken, it will immediately heal 3d8+3 points of damage.

Potion of Growth

This potion will cause the drinker to double in size. This transformation will take one full round to complete, and will last for 1d4 turns. The strength score of the drinker will effectively be raised by 2d4 points.

Potion of Healing

When drunk, this potion will heal 1d8+1 points of damage.

Potion of Heroism

This potion will empower the drinker with the following benefits: +1 to all attack rolls and ability checks, +10 temporary hit points (which will last as long as the potion lasts or until reduced from damage taken while the potion is in effect), and immunity to *fear* and *charm* effects. This potion will last for 1d4 turns.

Potion of Intelligence

This potion will increase the drinker's intelligence by 4 points for 1d4 turns, enough that the drinker will be smart enough to realize that this potion could have been better utilized at a different time, and to realize that adventuring might have been a bad idea.



Potion of Neutralize Poison

When this potion is taken, it will immediately neutralize the effects of any ongoing poison or venom, as well as protecting the drinker from any poison or venom for 2d4 rounds afterward.

Potion of Purification

This is one of the few potions not taken directly by the user. Rather, it is poured over another object, usually food or a liquid. Once this is done, the food and liquid

will become potable and edible, losing any poisonous properties, and if an acid, rendered neutral.

Potion of Speed

When this potion is taken, the drinker will increase their movement by 30ft per round, and gain an extra attack when making the attack action. This potion lasts for 2d4 rounds.



Potion of Strength

This potion will increase the drinker's strength score by 4 points for 1d4 turns.

Potion of Water Breathing

This potion will imbue the drinker with the ability to breathe in water as if it were air for 1 hour.

Potion of Wisdom

This potion will increase the wisdom score of the drinker by 4 for 1d4 turns.

Potion of Animal Control

When this potion is taken, the drinker will be able to control the actions of any *beast* in the *monster* section). The animal will follow the commands of the drinker for a period of up to 1d4 turns, but will not engage in anything that it views as suicidal.

Potion of Animal Speech

This potion grants the drinker the ability to understand and speak with any animal for a period of 2d6 hours.

Potion of Monster Control

This potion allows the drinker to control any monster that appears in the *monstrosity* category if it fails a wisdom ability check. It can be commanded by the drinker for 2d4 rounds, or until it's commanded to do something it would view as suicidal.

Protection Scroll

These scrolls come in many different forms, but they all take an action to read, at which point the magic disintegrates the scroll. If the scroll is against a category of monsters (*beast, monstrosity, dragon, undead, etc*), the magic imparts a bonus +4 to the reader's AC and any ability checks those creatures of the designated category force the reader to make. If the scroll is for a type of damage, such as acid, fire, cold, etc, then all damage is ignored. Other scrolls are more specific and would grant total immunity for things like mind affecting spells, paralysis, level drain, etc.

Ring of Feather Falling

While worn, the magic of this ring is triggered any time the wearer falls 10ft or more. At the 10ft mark, the ring will automatically slow the wearer down to a speed of 30ft per round, allowing them to fall softly enough to not take any damage.



Ring of Free Action

This ring, while worn, makes the wearer immune to any effect that restricts their movement, such as a *web* spell or spider's web, a *hold* spell, or other magical effect. Restraining objects such as shackles, or grappling would still have effect.

Ring of Invisibility

When this ring is worn, it will turn the wearer and all of their carried gear *invisible* as per the wizard's spell. It will last until the wearer makes an attack or casts a spell, or until they remove the ring.



Ring of Protection +X

These protection rings come in varying values, but all grant the same benefits. The ring will grant a bonus to the AC value

and to any ability checks the wearer is forced to make to avoid an attack, spell, or special ability depending on the value of the protection.

Ring of Resistance

When created, these rings are specialized into one of the following: acid, fire, cold, lightning, or poison/venom. When worn, the ring imparts immunity to any damage from the designated type.

Ring of Spell Storing

When created, this ring will have 2d4 levels of spell slots imbued within it. Any caster can store spells into this ring and not expend spell slots to cast them; using the ring's slots first if they so choose. The spells must be prepared as per normal preparing rules.

For example, if a ring has 5 spell slots, the wizard can store one 3rd level spell and two 1st level spells into the ring, using those slots instead of expending their memorized spell slots if they choose. Expended spell slots are recovered at dawn of each day.

Ring of Warmth

This ring, when worn, will keep the wearer warm, making them immune to the effects of cold weather. Against cold attacks, damage is reduced by half.

Ring of Water Breathing

This ring allows the wearer to breathe water as if it were air.

Ring of Wishes

These rings are extremely rare, and contain 1d2 wishes. When worn, the wearer can wish for anything, and the ring's magic will cause it to be true. Be warned, however, as often the magic will twist the magic to be literal, and the result might not be as the character expected. These items can be game breaking, so use them with care.



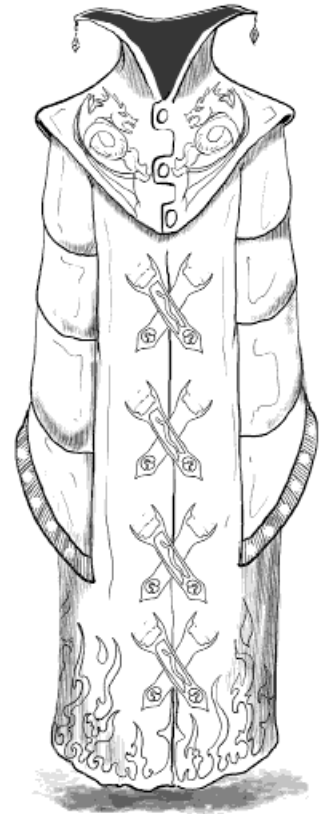
Robe of Blending

This robe constantly shifts patterns and colors to adapt to the surrounding area. When worn, it grants a +3 bonus to all stealth checks.

Robe of the Archmagi

Highly sought after by the most powerful wizards, these items have several benefits:

- * grants a base AC of 15 (not stackable with armor)
- * grants a +2 bonus to all intelligence and wisdom ability checks
- * imposes a -4 penalty to all ability checks by creatures to resist a spell the mage casts
- * allows the wearer to cast the following at will, without needing to prepare or use a spell slot: *comprehend languages*, *darkness 15'*, *detect magic*, *dispel magic*, *identify*, *light*, *read magic*



Robe of the Magi

Also sought after by the powerful wizards, these items have several benefits:

- * grants a base AC of 13 (not stackable with armor)
- * grants a +1 bonus to all intelligence and wisdom ability checks
- * imposes a -2 penalty to all ability checks by creatures to resist a spell the mage casts
- * allows the wearer to cast the following at will, without needing to prepare or use a spell slot: *comprehend languages*, *detect magic*, *light*, *read magic*

Robe of Useful Items

This robe has several patches sewn within the robe itself, all representing a particular item. When a patch is pulled off, it becomes

a permanent normal version of that item. Patches may include but are not limited to: utensils, 50ft rope, spike, hammer, boots, gloves, bedroll, book, ink, torch, lantern, oil flask, tinder box, ball bearings, etc.

Rod of Lordly Might

This powerful item appears as an iron rod an inch in diameter and three feet in length with a steel circular head at one end. At the base there are two buttons. This item may be used in one of three ways:

- * if no buttons are pushed, or if both are pushed at the same time, the item reverts back to normal and may be used as a mace+2. Any creature struck by the mace must make a strength ability check or be knocked prone.

- * if the top button is pushed, a foot long blade springs forth and the shaft is extended to 5 feet, allowing this to be used as a spear+1. Any creature struck by the spear will continue to lose 1 hp per round from bleeding until bandaged or healed.

- * if the bottom button is pushed, a four ft long blade springs forth and the shaft shortens to one foot, allowing this to be used as a long sword+3.

Rope of Climbing

This rope appears as a normal 50ft length of rope. However, when the command word is spoken, the rope will animate and one end will rise in the air to the desired elevation, allowing it to be climbed even if it's not attached to anything.



Rope of Entanglement

When the command word is spoken, the rope will lash out up to 30ft away and begin to bind itself to the target. The target must make a dexterity check at a -2 penalty or it will be restrained by the rope. It will only be able to break free by making a strength ability check at a -10 penalty, or if the owner of the rope commands the rope to loosen.

Scroll of Remove Petrification

These scrolls, highly sought after by anyone who suspects they may encounter a medusa or basilisk, will instantly transform a petrified or paralyzed creature back to its normal fleshy and mobile state. Naturally the afflicted won't be able to read the scroll, as another non-petrified or non-paralyzed creature will need to read it.

Scroll, Spell Scroll

These are scrolls that have magic spells inscribed upon them. They are unusable by anyone who can't cast spells, with the exception of the rogue's special class ability as described by that class. Each scroll will have 1d4 spells of the spell level described.



Shield +X

These magic shields will impart a bonus to the wearer's AC equal to the value of the modifier. Thus, a +2 shield would grant a +2 bonus in addition to the shield's normal bonus to the AC of the wearer.

Shield of Spell Resistance

This shield will grant the wielder a +4 bonus to all ability checks to resist the effects of a spell or spell-like effect as long as the shield is carried and at the ready.



Shoes of Spider Climbing

When worn, these shoes will allow the wearer to walk up walls and ceilings at their standard movement rate.

Staff/Wand of Power

Many wizards use staves. Many wizards have power. Thus was born the staff of power. These items are often carved from exotic woods, or molded/magically shaped branches adorned with various items of magical power. Regardless of appearance, all staves of power have 20 charges and act as

a quarterstaff+2 if used in combat. 1d10 charges are replenished at dawn, with the following spells costing the appropriate number of charges:

1 charge

* *light, detect magic, magic missile* as a 5th level caster, enhanced strike (spend 1 charge to add 1d6 damage when using as a melee weapon)

3 charges

* *dispel magic, levitate, knock*

5 charges

* *fireball* as a 5th level caster, *hold person, fly*

Additionally, the wielder can hold the staff overhead and choose to destroy it. Doing so creates a blast of magical energy in a 30ft radius. Any and all creatures, including the wielder, will take 1d6 points of damage for every charge currently in the staff.

Staff/Wand of the Magi

A more powerful version of the staff of power, this staff also grants a +2 bonus to all attack and damage rolls if used as a melee weapon. It also grants a +2 bonus to all ability checks while being held, and holds 50 charges. Every day at dawn 2d10 charges are replenished. The following spells can be cast by spending the appropriate number of charges:

1 charge

* *comprehend languages, detect magic, feather fall, light, read magic*

3 charges

* *magic missile* as a 7th level caster, *spider climb, dispel magic, levitate, knock, mirror image, esp*

5 charges

* *fireball* as a 7th level caster, *hold person, fly, neutralize poison, ray of enfeeblement, lightning bolt*

10 charges



* *cure serious wounds, fear, dimension door, wall of fire, wall of ice, remove curse, cure disease*

Like the staff of power, this staff may also be destroyed in the same manner, with the same effects.

Stone House

Appearing as a small model of a stone cabin, when the command word is spoken, it will grow in size to dimensions of 20ft by 20ft by 10ft high, and remain so until the command word to shrink it is made.

Tome of Athletics

When this book is read, it will permanently raise the strength, dexterity, and constitution score of the reader by 1 point. The book will then be destroyed in the process.



Tome of Clear Thought

When this book is read, it will permanently raise the intelligence and wisdom scores of the reader by 1 point. The book will then be destroyed in the process.

Tome of Leadership

When this book is read, it will permanently raise the charisma of the reader by 1 point. Then the book will be destroyed.

Warmth Spike

When driven into the ground, this magical item will begin to radiate heat in a 20ft radius, raising the ambient temperature by 50 degrees Fahrenheit.

Weapon, Cursed

At first, these weapons will appear magical with no adverse affects immediately perceived unless an *identify* spell is cast. However, once they are used in combat for the first time, the curse will be active. Most cursed weapons will impart a -2 penalty to attack rolls and damage, but they also will drive the wielder to use only use this weapon in

combat and no other weapons or spells or abilities. Only a *remove curse* spell will allow the wielder to drop the weapon, although that will not dispel the magic from the weapon.

Weapon, Dancing

Appearing as all types of weapons, the magic of a dancing weapon allows the owner to let go of the weapon and it will fly, attacking on its own to a designated target. The owner spends an action to command the weapon, which will then attack the target with no further concentration or commands from the owner until the target dies, disappears, or the weapon is commanded otherwise. These weapons also grant a +1 bonus to attack rolls and damage, and have a flight speed of 20ft.



Weapon, Defender

Coming in all forms of melee weapons, a defender is enchanted to help protect its wielder. All of these weapons have a +2 bonus to attack and damage rolls. As an action, the wielder can choose to impart a +1 or the entire +2 bonus to improve their AC instead of the bonus to attack and damage rolls. This will stay like this until an action is used to change it back.

Weapon, Masterwork

These weapons are all of exceptional quality and very well made, imparting a +1 to all damage rolls. They are not magical, however, just very well made.

Weapon, Vorpal

This deadly weapon is feared indeed, for if any natural 20 is rolled when attacking, the target will lose its head, instantly killing it (as long as it only had one head to begin with). It also imparts a +1 bonus to attack rolls and damage.

Weapon, Holy

Highly sought after by holy warriors, a holy weapon is often the subject of an entire adventuring campaign in hopes of finding one. In the hands of most, it's a +2 weapon. But in the hands of a lawfully aligned fighter, this bonus is increased to +5. It also grants the wielder immunity to disease, poison, venom, *fear*, and *charm* based spells. Any hostile spell that enters within a 5ft radius of the wielder while the sword is drawn will instantly dispel and fizzle if the caster is a lower level than the fighter. Additionally, it will inflict an extra 1d10 points of damage to any fiend or undead creature.



Weapon, +X

Coming in all shapes and types, weapons enchanted with these bonuses will gain a bonus to attack and damage rolls equal to the value of the bonus.

Winged Boots

These boots have tiny wings sewn above the heel, and allow the wearer to fly at a rate of 60ft.

Wings of Flying

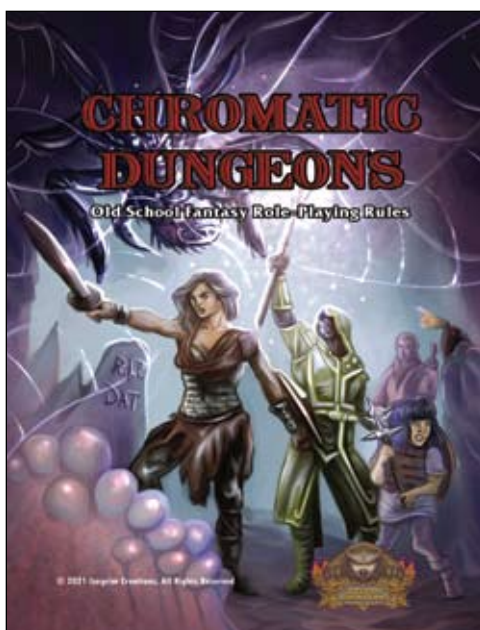
These large wings come in various forms, from butterfly, to eagle, to bat, but are all large in size. When worn, they grant the wearer to fly at a rate of 80ft.



Thank You!

I hope you find much enjoyment playing this game with your friends. This is just the basic version of the complete Chromatic Dungeons game, and if you want the full game, please visit www.izegrimcreations.com. The complete game has several classes, many more ancestries, dozens and dozens of additional spells, monsters, and treasures all to be had. Expect the full game by summer 2021.

Thank you again!



THIS LICENSE IS APPROVED FOR GENERAL USE. PERMISSION TO DISTRIBUTE THIS LICENSE IS MADE BY WIZARDS OF THE COAST!

OPEN GAME LICENSE Version 1.0a

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.