

A Web Enhancement for the FORGOTTEN REALMS® *Player's Guide to Faerûn* Accessory

MONSTER UPDATE

Conversion of the monsters presented in the *FORGOTTEN REALMS Campaign Setting* and *Monstrous Companion: Monsters of Faerûn* is fairly straightforward. This appendix summarizes the changes to monster skills and feats, damage reduction, type and subtype, and other information required to bring all of the monsters presented in those two books up to date with the latest version of the core rulebooks.

The statistics given here indicate the changes to existing statistics required to update the creatures to v.3.5. They are not full statistics blocks. Each entry provides the following revised information about each monster.

Monster: Type (Subtype); Base Attack/Grapple; Space/Reach; Damage Reduction; Skills; Feats; Level Adjustment; Notes. Entries omitted from this list have not changed.

Special Attacks/Qualities
Typical Spells

These elements are as follows.

Space/Reach: Each monster's space/reach is indicated in its entry.

Base Attack/Grapple: Each monster's base attack and grapple are indicated in its entry.

Damage Reduction: Each monster that has damage reduction has a new entry that conforms to the new damage reduction rules. A few monsters that did not have damage reduction in their original entries have gained it under the revised D&D rules.

Skills: A complete, revised skill entry takes into consideration new skill point calculations, new synergy bonuses, and changed or deleted skills.

Feats: A complete, revised feats entry takes into consideration new feat calculations and new feats.

Level Adjustment: A level adjustment is specified here for every monster that could be appropriate as a player character or cohort in a D&D campaign below 20th level. As in the revised *Monster Manual*, level adjustments are not included for monsters whose level adjustments would make them epic-level characters, or for creatures with Intelligence scores of 2 or below, or for creatures otherwise deemed inappropriate for use as PCs or cohorts.

Notes: Any other change to the monster is indicated here. Such adjustments might include a change in type (since the Beast and Shapechanger types have been eliminated), modified statistics because of changes in feats, adjustments to energy resistance, reminders about changed rules that the monster utilizes (such as cold and fire subtypes), and, in a few cases, errata to the monster's original entry.

Special Attacks/Qualities: Additions, deletions, or major changes in these categories are indicated here.

Typical Spells: Any monster that uses spells has a typical spell list given here.

In addition to the information below, remember the following general rule: If a monster has a common special attack, special qual-

Additional credits

Design: Richard Baker and James Wyatt

Editing: Penny Williams

Typesetting: Nancy Walker

Design Manager: Ed Stark

Web Production: Julia Martin

Web Development: Mark A. Jindra

Graphic Design: Cynthia Fliege, Dee Barnett

Based on the original DUNGEONS & DRAGONS® game by E. Gary Gygax and Dave Arneson and on the new edition of the DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

D&D, DUNGEONS & DRAGONS, FORGOTTEN REALMS, and DUNGEON MASTER are registered trademarks owned by Wizards of the Coast, Inc. The

RPGA and d20 logo are trademarks owned by Wizards of the Coast, Inc. All Wizards characters, character names, and the distinctive likenesses thereof are trademarks owned by Wizards of the Coast, Inc. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit www.wizards.com/d20.

©2004 Wizards of the Coast, Inc. All rights reserved. Made in the U.S.A.

Visit our website at www.wizards.com/forgottenrealms

ity, or subtype, refer to the glossary in the revised Monster Manual instead of the monster's entry in its original sourcebook. Likewise, use the type definitions and properties, such as undead or construct traits, in the Monster Manual in preference to the ones in the original sourcebooks.

FORGOTTEN REALMS campaign setting

The following monsters are from the *FORGOTTEN REALMS Campaign Setting*.

Lizard, Pack: Animal; +6/+17; 10 ft./5 ft.; Climb +18, Hide +3*, Listen +6, Move Silently +5, Spot +6; Alertness, Power Attack, Weapon Focus (bite); LA —; Weapon Focus changes bite attack to +13 melee.

Lizard, Riding: Animal; +3/+11; 10 ft./5 ft.; Climb +14, Hide +0, Jump +11, Listen +3, Spot +3; Alertness, Endurance; LA —.

Lizard, Spitting Crawler: Animal; +0/−12; 2-1/2 ft./0 ft.; Balance +6, Climb +10, Escape Artist +4, Hide +12; Agile, Weapon Finesse^B; LA —; uses Dexterity for Climb checks.

Snake, Two-Headed Adder: Animal; +0/−6; 5 ft./5 ft.; Balance +14, Climb +11, Escape Artist +5, Hide +12, Listen +6, Spot +6, Swim +6; Agile, Weapon Finesse^B; LA —.

Skills: A two-headed adder has a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. It can always choose to take 10 on a Climb check, even if rushed or threatened. A two-headed adder uses either its Strength modifier or its Dexterity modifier for Climb checks, whichever is higher.

A two-headed adder has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Snake, Winged Viper: Animal; +2/+6; 10 ft.; Balance +12, Climb +6, Hide +5, Listen +7, Spot +7; Alertness, Weapon Finesse; LA —.

Skills: A winged viper has a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance checks. A winged viper uses either its Strength modifier or its Dexterity modifier for Climb checks, whichever is higher.

Beholder, Death Tyrant: Undead; +5/+9; 10 ft./5 ft.; Search +4, Spot +6; Feats —; LA —. No Iron Will reduces Will save to +9.

Replace the spell-like ability *feather fall* with the extraordinary ability flight, as described in the Beholder entry in the *Monster Manual*. Replace the special quality partial actions only with single actions only, as described in the Zombie entry in the *Monster Manual*.

Dracolich: See *Draconomicon*.

Gargoyle, Kir-Lanan: Monstrous humanoid; +4/+6; 5 ft./5 ft.; Escape Artist +3, Hide +7, Listen +2, Move Silently +4, Spot +2, Use Magic Device +2; Flyby Attack, Stealthy; LA +4.

Rothé, Deep: Magical beast; +2/+2; 5 ft./5 ft.; Listen +5, Spot +4; Alertness; LA —.

Rothé, Ghost: Magical beast; +4/+16; 10 ft./5 ft.; Listen +6, Spot +5; Alertness, Power Attack; LA —.

Rothé, Surface: Magical beast; +3/+11; 10 ft./5 ft.; Listen +6, Spot +4; Alertness, Power Attack; LA —.

Shade: Outsider; +9/+12; 5 ft./5 ft.; LA +5.

Monstrous compendium: Monsters of Faerûn

The following monsters are from the *Monstrous Compendium: Monsters of Faerûn*.

Aarakocra: Monstrous Humanoid; +1/+0; 5 ft./5 ft.; Craft or Knowledge (any one) +2, Listen +2, Spot +2, Survival +2; Flyby Attack; LA +2.

Aballin: Ooze; +2/+11; 10 ft./10 ft.; 10/magic and bludgeoning; Skills —; Feats —; LA —.

Abishai, Black: Outsider (evil, extraplanar, lawful); +5/+7; 5 ft./5 ft.; 5/good; Bluff +9, Concentration +10, Diplomacy +3, Disguise +9, Escape Artist +10, Intimidate +11, Listen +9, Search +8, Spot +9; Improved Initiative, Multiattack; LA +6. Takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

Resistance to acid 10 and cold 10.

Abishai, Blue: Outsider (evil, extraplanar, lawful); +7/+10; 5 ft./5 ft.; 10/good; Bluff +14, Concentration +13, Diplomacy +4, Disguise +12, Escape Artist +13, Intimidate +16, Listen +11, Search +10, Spot +11; Improved Initiative, Multiattack, Persuasive; LA +8. Takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

Resistance to acid 10 and cold 10.

Abishai, Green: Outsider (evil, extraplanar, lawful); +6/+8; 5 ft./5 ft.; 10/good; Bluff +13, Concentration +12, Diplomacy +4, Disguise +11, Escape Artist +12, Intimidate +15, Listen +10, Search +9, Spot +10; Improved Initiative, Multiattack, Persuasive; LA +7. Takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

Resistance to acid 10 and cold 10.

Abishai, Red: Outsider (evil, extraplanar, lawful); +8/+11; 5 ft./5 ft.; 10/good; Bluff +14, Concentration +14, Diplomacy +16, Disguise +14, Escape Artist +14, Intimidate +16, Listen +13, Search +12, Spot +13; Improved Initiative, Multiattack, Weapon Focus (tail); LA +9. Takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

Resistance to acid 10 and cold 10.

Abishai, White: Outsider; +4/+5; 5 ft./5 ft.; 5/good; Bluff +10, Concentration +9, Diplomacy +3, Disguise +8, Escape Artist +9, Intimidate +12, Listen +8, Search +7, Spot +8; Multiattack, Persuasive; LA +8. Takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

Resistance to acid 10 and cold 10.

Alaghi: Monstrous humanoid; +9/+13; 5 ft./5 ft.; Hide +6, Listen +5, Move Silently +6, Spot +5; Alertness, Great Fortitude, Power Attack, Stealthy; LA +2. Without Ambidexterity, attacks change to handaxe +13/+8 melee (1d6+4) and slam +8 melee (1d4+2) or javelin +10 ranged (1d6+4).

Asabi: Monstrous humanoid; +3/+3; 5 ft./5 ft.; Hide +7, Jump +17, Move Silently +7; Combat Reflexes, Skill Focus (Jump); LA +3. Type changes to monstrous humanoid; attacks change to scimitar +3 melee (1d6/18–20) and bite −2 melee (1d4) or light crossbow +4 ranged (1d8/19–20); saves change to Fort +1, Ref +4, Will +4. Add darkvision 60 ft. to special qualities.

Asabi, Stingtail: Monstrous humanoid; +7/+13; 10 ft./10 ft.; Hide +1, Jump +11, Move Silently +3; Improved Initiative, Multiattack, Skill Focus (Jump); LA +5. Type changes to monstrous humanoid; attacks change to 2 claws +8 melee (1d6+2) and bite +6 melee (1d6+1) and tail +6 melee (1d4+1 plus poison); saves change to Fort +4, Ref +5, Will +4. Add darkvision 60 ft. to special qualities.

Banedead: Undead; +3/+4; 5 ft./5 ft.; 5/silver; Hide +9, Knowledge (religion) +3, Listen +8, Move Silently +9, Search +5, Spot +8; Improved Initiative, Multiattack, Stealthy. Attacks change to 2 claws +4 melee (1d4+1 plus 1 point Dexterity) and bite +2 melee (1d6). Add darkvision 60 ft. to special qualities.

Baneguard: Undead; +2/+3; 5 ft./5 ft.; 5/bludgeoning; Hide +4, Listen +5, Move Silently +4, Search +4, Spot +5; Blind-Fight, Combat Casting; LA +3. Add darkvision 60 ft. to special qualities.

Banelar: Magical beast; +7/+23; 15 ft./15 ft.; Concentration +15, Diplomacy +13, Intimidate +13, Spot +13, Swim +16; Use Magic Device +13; Improved Initiative, Iron Will, Spell Focus (enchantment); CR 7; LA —. Add darkvision 60 ft. and low-light vision to special qualities.

Typical Cleric Spells (5/4/4/3): 0—cure minor wounds, detect magic, guidance, resistance, virtue; 1st—command, cure light wounds, divine favor, entropic shield; 2nd—augury, fog cloud, resist energy, silence; 3rd—dispel magic, invisibility purge, searing light.

Typical Wizard Spells ():

Bat, Deep, Bonebat: Undead; +2/+3; 5 ft./5 ft.; 5/bludgeoning; Hide +5, Listen +5, Move Silently +5, Spot +5; Alertness, Flyby Attack. Attacks change to bite +3 melee (1d6+1 plus paralysis); weapon immunities change to damage reduction; duration of paralysis changes to 1d4+1 rounds; add darkvision 60 ft. to special qualities.

Bat, Deep, Night Hunter: Magical beast; +2/+2; 5 ft./5 ft.; Hide +6, Listen +2, Move Silently +6, Spot +2; Multiattack. Attacks change to tail stab +2 melee (1d6) and bite +0 melee (1d6) and 2 claws +0 melee (1d4). Add darkvision 60 ft. and low-light vision to special qualities.

Bat, Deep, Sinister: Magical beast; +4/+12; 10 ft./5 ft.; Hide +2, Listen +9, Move Silently +7, Spot +9; Alertness, Flyby Attack. Add darkvision 60 ft. and low-light vision to special qualities.

Beast of Malar: Magical beast (shapechanger); 5 ft./5 ft.; 10/magic and silver. Type changes to magical beast (shapechanger); Hit Dice change to 9d10+45 (94 hp); Will save changes to +5 (all forms); add darkvision 60 ft. and low-light vision to special qualities.

Shapeshifting allows the beast of Malar to heal at its normal daily resting rate (9 points per day).

Hunting Panther Form: +9/+11; Balance +18, Climb +5, Hide +17*, Jump +25, Listen +11, Move Silently +17, Spot +11, Survival +5, Swim +5; Track^B, Weapon Finesse^B. Attacks change to 2 claws +15 melee (1d4+2) and bite +13 melee (1d6+1).

Claw Slayer Form: +9/+19; Climb +21, Hide +5, Jump +7, Listen +11, Move Silently +5, Spot +11, Survival +5, Swim +13; Improved Critical (claws)^B, Power Attack^B. Attacks change to bite +19 melee (2d6+10/19–20) and 4 claws +17 melee (1d6+5/19–20).

Bat Form: +9/+12; Climb +6, Hide +5, Jump –6, Listen +6, Move Silently +5, Spot +6, Survival +0, Swim +6; Alertness, Combat Reflexes, Flyby Attack^B, Improved Critical (bite)^B, Improved Initiative, Multiattack, Weapon Focus (bite)^B. Attacks change to bite +13 melee (1d6+4/19–20).

Beholderkin, Death Kiss: Aberration; +9/+16; 10 ft./10 ft.; Hide +4, Listen +9, Search +9, Spot +9, Survival +7; Alertness, Great Fortitude, Iron Will, Power Attack, Skill Focus (Search). Add darkvision 60 ft. to special qualities.

Beholderkin, Eyeball: Aberration; +0/–14; 1 ft./0 ft.; Hide +19, Listen +2, Search +4, Spot +6; Alertness. Size changes to Diminutive; add darkvision 60 ft. to special qualities.

Beholderkin, Gouger: Aberration; +10/+19; 5 ft./5 ft. (15 ft. with tongue); Hide +3, Listen +4, Move Silently +4, Search +6, Spot +10, Survival +2; Alertness, Great Fortitude, Improved Critical (tongue), Improved Initiative, Stealthy. Add darkvision 60 ft. to special qualities.

Bullywug: Humanoid (aquatic); +0/+1; 5 ft./5 ft.; Hide +4*, Swim +9; Endurance; LA +1; Ability scores change to: Str 13, Dex 11,

Con 18, Int 6, Wis 5, Cha 4. Hit Dice change to 1d8+4 (8 hp); attacks change to halfspear +1 melee (1d6+1); saves change to Fort +6, Ref +0, Will –3.

The bullywug presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Chitine: Revised in *Underdark*.

Choldrith: Aberration; +3/+11; 10 ft./5 ft.; Balance +8, Climb +16, Concentration +8, Jump +9, Knowledge (religion) +7, Spellcraft +6; Combat Casting, Lightning Reflexes; LA +5. Add darkvision 60 ft. to special qualities.

Typical Spells (5/4/3): 0—cure minor wounds (2), detect magic (2), resistance; 1st—cure light wounds (2), magic weapon, shield of faith; 2nd—bear's endurance, cure moderate wounds, sound burst.

Chosen One: Monstrous humanoid; +3/+3; 5 ft./5 ft.; Climb +2, Listen +5, Spot +5; Alertness, Multiattack; LA +4. Add darkvision 60 ft. to special qualities.

Cloaker Lord: Aberration; +6/+22; 15 ft./10 ft. (5 ft. with bite); Hide +5, Knowledge (arcana) +16, Listen +15, Move Silently +13, Spellcraft +18, Spot +15; Blind-Fight^B, Combat Expertise, Combat Reflexes, Improved Initiative, Lightning Reflexes. Add darkvision 60 ft. to special qualities.

Crawling Claw: Construct (swarm), +0/–; 10 ft./0 ft.;

Add distraction to special attacks; add blindsight 60 ft. and swarm traits to special qualities.

Darkenbeast: Magical beast; +5/+8; 5 ft./5 ft.; Hide +4, Listen +2, Move Silently +4, Spot +2; Great Fortitude, Improved Initiative; LA +5. Add darkvision 60 ft. and low-light vision to special qualities.

Dark Tree: Plant; +7/+24; 15 ft./10 ft. (0 ft. with bite); Disguise +11; Cleave, Improved Sunder, Iron Will, Power Attack. Iron Will changes Will save to +5; add low-light vision to special qualities.

Change Vulnerable to Cold to Cold Vulnerability (takes half again as much [+50%] damage as normal from cold).

Deepspawn: Aberration; +10/+18; 15 ft./20 ft.; Craft (trapmaking) +20, Diplomacy +2, Hide +10, Knowledge (dungeoneering) +10, Listen +18, Sense Motive +13, Spot +18, Survival +3 (underground +5), Swim +17; Cleave, Improved Bull Rush, Multiattack, Multi-weapon Fighting, Power Attack. Add darkvision 60 ft. to special qualities.

Demon, Ghour: Outsider (chaotic, evil, extraplanar); +12/+29; 15 ft./15 ft.; 15/good; Bluff +15, Climb +24, Concentration +20, Diplomacy +17, Disguise +4 (acting), Hide +6, Intimidate +2, Jump +28, Listen +16, Move Silently +14, Spot +16, Survival +16; Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Track. Add darkvision 60 ft. to special qualities, change energy resistance to resistance to acid 10, cold 10, and fire 10; change telepathy to telepathy 100 ft.

Demon, Yochlol: Outsider (chaotic, evil, extraplanar); +6/+10; 5 ft./5 ft.; Bluff +12, Climb (in spider form) +12, Concentration +10, Diplomacy +16, Intimidate +14, Knowledge (the planes) +11, Knowledge (religion) +11, Listen +11, Sense Motive +11, Spellcraft +11, Spot +11; Blind-Fight, Combat Casting, Dodge; LA +6. Add darkvision 60 ft. to special qualities.

Doppelganger, Greater: Monstrous humanoid (shapechanger); +9/+10; 5 ft./5 ft.; Bluff +15*, Diplomacy +5, Disguise +15*, Intimidate +3, Listen +15, Search +13, Sense Motive +13, Spot +15; Alertness^B, Blind-Fight, Combat Expertise, Dodge, Iron Will. Type changes to monstrous humanoid (shapechanger); attacks change to 2 slams +10 melee or rapier +10/+5 melee; Fortitude save changes to +4; add darkvision 60 ft. to special qualities.

Dragon, Brown: Dragon (earth); young adult 5/magic; mature adult 10/magic; very old 15/magic; wyrmling 20/magic; LA wyrmling +2, very young +3, young +4, juvenile +5. Refer to *Monster Manual* entry on true dragons for introductory material; increase Challenge Rating at each age category by +1.

Skills: Climb, Hide, and Survival are considered class skills for brown dragons. These are in addition to the skills noted in the *Monster Manual* as class skills for all dragons.

Dragon, Deep: Dragon (earth); young adult 5/magic; mature adult 10/magic; very old 15/magic; wyrm 20/magic; LA wyrmling +4, very young +4, young +5. Refer to *Monster Manual* entry on true dragons for introductory material; increase Challenge Rating at each age category by +1.

Skills: Hide, Move Silently, and Swim are considered class skills for deep dragons. These are in addition to the skills noted in the *Monster Manual* as class skills for all dragons.

Dragon, Fang: Dragon (air); young adult 5/magic; mature adult 10/magic; very old 15/magic; wyrm 20/magic; LA wyrmling +3, very young +4, young +5, juvenile +5. Refer to *Monster Manual* entry on true dragons for introductory material; increase Challenge Rating at each age category by +1.

Skills: Bluff, Jump, and Survival are considered class skills for fang dragons. These are in addition to the skills noted in the *Monster Manual* as class skills for all dragons.

Dragon, Shadow: Dragon (earth); young adult 5/magic; mature adult 10/magic; very old 15/magic; wyrm 20/magic; LA wyrmling +3, very young +3, young +3, juvenile +4. Refer to *Monster Manual* entry on true dragons for introductory material; increase Challenge Rating at each age category by +1.

Skills: Hide, Jump, and Move Silently are considered class skills for shadow dragons. These are in addition to the skills noted in the *Monster Manual* as class skills for all dragons.

Dragon, Song: Dragon (air); young adult 5/magic; mature adult 10/magic; very old 15/magic; wyrm 20/magic; LA wyrmling +5, very young +5, young +5, juvenile +6. Refer to *Monster Manual* entry on true dragons for introductory material; increase Challenge Rating at each age category by +1.

Skills: Bluff, Disguise, and Jump are considered class skills for song dragons. These are in addition to the skills noted in the *Monster Manual* as class skills for all dragons. See the *Monster Manual* glossary for Alternate Form ability.

Dragonkin: Monstrous humanoid; +7/+15; 10 ft./10 ft.; Intimidate +7, Listen +11, Spot +11; Alertness, Flyby Attack, Great Fortitude; LA +3. Add darkvision 60 ft. to special qualities.

Dread Warrior: Undead (augmented humanoid); +2/+5; 5 ft./5 ft.; Climb +6*, Jump +5*, Spot +8; Power Attack, Toughness, Weapon Focus (battleaxe). Add darkvision 60 ft. to special qualities.

Skills: A dread warrior gains a +4 racial bonus on Climb, Jump, and Spot checks. *The above skill modifiers include a -8 armor check penalty for banded mail and heavy steel shield, where applicable.

Firenewt: Monstrous humanoid (fire); +2/+2; 5 ft./5 ft.; Intimidate +2, Ride +3; Mounted Combat; LA +3. Update for changes to fire subtype.

Ghaunadan: Aberration (shapechanger); +3/+4; 5 ft./5 ft.; Bluff +9, Diplomacy +11, Disguise +9*, Hide +8, Intimidate +5; Improved Initiative, Toughness; LA +6. Type changes to aberration (shapechanger); saves change to Fort +2, Ref +3, Will +5; replace resistance to blunt weapons with damage reduction 5/piercing or slashing.

Duration of paralysis changes to 1d4+1 rounds; add the following.

Change Shape (Su): Once per day, for up to 15 hours at a time, a ghaunadan can assume an attractive humanoid form that is unique to the individual creature. Most appear as human males, but some have been known to take the forms of drow females instead. In this form, they wear clothing and armor (favoring the garish colors of Ghaunadar's clerics, namely copper, amber, orange, russet, and a range of purples) and use weapons. See the *Monster Manual* glossary for more information.

Giant, Fog: Giant (air); +10/+27; 15 ft./15 ft.; Climb +26, Hide -8*, Jump +26, Listen +4, Spot +21; Alertness, Awesome Blow, Cleave, Improved Bull Rush, Power Attack; LA —.

Giant, Phaerlin: Giant (earth); +6/+19; 15 ft./15 ft.; Listen +4, Spot +5; Cleave, Improved Bull Rush, Power Attack; LA +5.

Giant Strider: Magical beast (fire); +2/+10; 10 ft./5 ft.; Listen +4; Run; LA +2. Add darkvision 60 ft. to special qualities.

Update for changes to fire subtype.

Gibberling: Monstrous humanoid; +0/-4; 5 ft./5 ft.; Spot +2; Weapon Focus (bite); LA +1. Type changes to monstrous humanoid; Will save changes to +0; add darkvision 60 ft. to special qualities.

Goblin, Dekanter: Humanoid (goblinoid); +2/+5; 5 ft./5 ft.; Climb +6, Intimidate +2, Jump +0, Listen +4, Spot +4; Power Attack; LA +3. Type changes to humanoid; attacks change to gore +4 melee (1d6+3) or 2 claws +4 melee (1d4+1); Will save changes to +1; add darkvision 60 ft. to special qualities.

Golem, Gemstone, Ruby: Construct; +7/+17; 10 ft./10 ft.; 10/adamantine; Climb +19, Jump +19; Cleave, Improved Bull Rush, Improved Sunder, Power Attack; LA —. Gains 30 bonus hit points (as construct); Hit Dice change to 10d10+30 (85 hp); add darkvision 60 ft. to special qualities.

Magic Immunity (Ex): A ruby golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted in its entry.

Caster Level: 16th; **Prerequisites:** Craft Construct, *limited wish*, *move earth*, *polymorph any object*, and *stone shape*, creator must be 16th level; **Market Price:** 120,000 gp; **Cost to Create:** 65,000 gp + 4,700 XP.

Golem, Gemstone, Emerald: Construct; +9/+21; 10 ft./10 ft.; 10/adamantine; Climb +23, Jump +23; Awesome Blow, Cleave, Improved Bull Rush, Improved Sunder, Power Attack; LA —; Gains 30 bonus hit points (as construct); Hit Dice change to 12d10+30 (96 hp); add darkvision 60 ft. to special qualities.

Magic Immunity (Ex): An emerald golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted in its entry.

Caster Level: 17th; **Prerequisites:** Craft Construct, *dimensional anchor*, *polymorph any object*, *stone shape*, and *teleportation circle*, creator must be 17th level; **Market Price:** 130,000 gp; **Cost to Create:** 70,000 gp + 4,800 XP.

Golem, Gemstone, Diamond: Construct; +10/+24; 10 ft./10 ft.; 15/adamantine; Climb +27, Jump +27; Awesome Blow, Cleave, Improved Bull Rush, Improved Sunder, Power Attack; LA —. Gains 30 bonus hit points (as construct); Hit Dice change to 14d10+30 (107 hp); add darkvision 60 ft. to special qualities.

Magic Immunity (Ex): A diamond golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted in its entry.

Caster Level: 16th; **Prerequisites:** Craft Construct, *dispel magic*, *limited wish*, *polymorph any object*, *stone shape*, *sunbeam*; **Market Price:** 140,000 gp; **Cost to Create:** 75,000 gp + 5,500 XP.

Golem, Thayan: Construct; +5/+8; 5 ft./5 ft.; 10/adamantine; Skills —; Point Blank Shot^B, Precise Shot^B, Rapid Shot^B; LA —. Gains 20 bonus hit points (as construct); Hit Dice change to 7d10+20 (58 hp); add darkvision 60 ft. to special qualities.

Caster Level: 11th; **Prerequisites:** Craft Construct, *shield*, *geas/quest*, *shadow conjuration*, creator must be 11th level; **Market Price:** 25,000 gp; **Cost to Create:** 13,500 gp + 920 XP.

Green Warder: Plant; +3/+5; 5 ft./5 ft.; Hide +4*, Move Silently +5, Survival +5; Stealthy, Toughness; LA +4. Add low-light vision to special qualities.

Gains skills and feats as plant, not fey.

Groundling: Monstrous humanoid; +3/+4; 5 ft./5 ft.; Escape Artist +3, Listen +3, Survival +6; Skill Focus (Survival), Track; LA +3. Grab special attack changes to improved grab.

Improved Grab (Ex): If the groundling hits both claws it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. When the groundling gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. The groundling can move (possibly carrying away the opponent), provided it can drag the opponent's weight. A groundling typically tries to drag a grabbed opponent into its burrow.

Gulguhydra: Aberration; +4/+18; 15 ft./15 ft.; Listen +8, Spot +8; Cleave, Great Cleave, Improved Bull Rush, Iron Will, Multiattack, Power Attack; LA —. Add darkvision 60 ft. to special qualities.

Half-Fiend, Draegloth: Outsider (native); +6/+16; 10 ft./10 ft.; Concentration +11, Hide +7, Jump +15, Knowledge (religion) +10, Listen +9, Move Silently +11, Search +10, Spellcraft +10, Spot +9; Blind-Fight, Cleave, Power Attack; LA —. Add darkvision 60 ft. and resistance to acid 10, cold 10, electricity 10, and fire 10 to special qualities.

Helmed Horror: Construct; +9/+14; 5 ft./5 ft.; Diplomacy +5, Listen +15, Search +13, Sense Motive +15, Spot +15, Survival +3 (+5 following tracks); Great Fortitude, Improved Critical (greatsword), Improved Initiative, Toughness, Weapon Focus (greatsword). Add darkvision 60 ft. to special qualities.

Hybsil: Fey; +0/-5; 5 ft./5 ft.; Bluff +3, Craft (any one) +4, Disable Device +3*, Hide +10, Jump +12, Listen +3, Search +3, Spot +3, Survival +7, Use Rope +4; Dodge^B, Mobility^B, Weapon Finesse; LA +3. Attacks change to dagger +3 melee or shortbow +3 ranged.

Ibrandlin: Dragon (fire); +10/+34; 20 ft./15 ft.; Climb +20, Jump +22, Listen +12, Search +7, Spot +11; Alertness, Blind-Fight, Improved Bull Rush, Power Attack; LA +8.

Ice Serpent: Elemental (air, cold); +4/+13; 10 ft./5 ft.; 5/magic; Move Silently +11, Spot +6; Dodge, Mobility, Power Attack; LA +4. Update for changes to cold subtype.

Leucrotta: Magical beast; +6/+14; 10 ft./5 ft.; Climb +12, Hide +1, Jump +15, Move Silently +3, Search +3, Spot +8, Survival +8; Dodge, Improved Bull Rush, Power Attack; LA +4. Add darkvision 60 ft. and low-light vision to special qualities.

Bone Bite (Ex): On a critical hit, the leucrotta's bite deals [TS]3 damage to both the target and the target's armor. Armor reduced to 0 hp is destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

Malangrym: Outsider (evil, extraplanar, shapechanger); +5/+6; 5 ft./5 ft.; 10/silver; Bluff +10, Diplomacy +14, Disguise +10*, Intimidate +12, Knowledge (any two) +10, Listen +9, Search +10, Sense Motive +9, Spot +9; Blind-Fight, Combat Expertise, Great Fortitude^B, Iron Will^B; LA +6. Type changes to Outsider (extraplanar, shapechanger); attacks change to tentacle +6 melee; add darkvision 60 ft. to special qualities; replace alternate form with change shape in special qualities (see *Monster Manual* glossary).

Meazel: Monstrous humanoid; +4/+4; 5 ft./5 ft.; Hide +6, Move Silently +6, Sleight of Hand +5, Swim +4; Improved Initiative, Stealthy; LA +3. Add darkvision 60 ft. to special qualities.

Myrlochiar: Outsider (chaotic, evil, extraplanar); +6/+7; 5 ft./5 ft.; Balance +11, Climb +18, Hide +13, Jump +12, Knowledge (religion) +10, Listen +12, Spot +24, Survival +10, Tumble +11; Alertness, Improved Initiative, Track; LA +5. Change blindsight to blindsight 60 ft. in special qualities.

Nishruu: Outsider (chaotic); +9/—; 10 ft./5 ft.; 10/magic; Concentration +15, Knowledge (arcana) +13, Knowledge (history) +13, Knowledge (the planes) +13, Listen +16, Move Silently +12, Search +13, Spellcraft +15, Spot +16; Alertness, Improved Initiative, Iron

Will, Toughness; LA —. Add darkvision 60 ft. to special qualities; change energy resistance to cold resistance 10.

Nyth: Aberration; +5/-1; 5 ft./5 ft.; Diplomacy +9, Knowledge (arcana) +7, Listen +11, Sense Motive +9, Spot +11; Alertness, Lightning Reflexes, Weapon Finesse; LA +10. Add darkvision 60 ft. to special qualities.

Peryton: Magical beast; +5/+8; 5 ft./5 ft.; 10/magic; Intimidate +2, Listen +3, Move Silently +5, Spot +5, Survival +7; Flyby Attack, Multiattack; LA +3. Add darkvision 60 ft. and low-light vision to special qualities.

Phaerimm: See the Phaerimm entry at the end of this article.

Planetouched, Genasi, Air: Outsider (native); +1/+1; 5 ft./5 ft.; Hide +3, Move Silently +3, Spot +0, Tumble +3; Dodge; LA +1. Abilities change to Str 13, Dex 13, Con 12, Int 12, Wis 7, Cha 6; Hit Dice change to 1d8+1 (5 hp); damage changes to rapier 1d6+1; saves change to Fort +3, Ref +1, Will -2.

The genasi presented here is a 1st-level warrior. It had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Planetouched, Genasi, Earth: Outsider (native); +1/+2; 5 ft./5 ft.; Climb +4, Craft (blacksmithing) +4; Toughness; LA +1. Abilities change to Str 15, Dex 11, Con 14, Int 10, Wis 7, Cha 6; Hit Dice change to 1d8+5 (9 hp); attacks change to greatclub +3 melee (1d10+2); saves change to Fort +4, Ref +0, Will -2.

The genasi presented here is a 1st-level warrior. It had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Planetouched, Genasi, Fire: Outsider (native); +1/+1; 5 ft./5 ft.; Bluff +0, Hide +1, Intimidate +0; Improved Initiative; LA +1. Abilities change to Str 13, Dex 11, Con 12, Int 12, Wis 9, Cha 6; Hit Dice change to 1d8+1 (5 hp); attacks change to scimitar +2 melee (1d6+1); saves change to Fort +3, Ref +0, Will -1.

The genasi presented here is a 1st-level warrior. It had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Planetouched, Genasi, Water: Outsider (native); +1/+1; 5 ft./5 ft.; Diplomacy +0, Profession (sailor) +1; Weapon Focus (trident); LA +1. Abilities change to Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6; Hit Dice change to 1d8+2 (6 hp); attacks change to trident +3 melee (1d8+1); saves change to Fort +4, Ref +0, Will -1.

The genasi presented here is a 1st-level warrior. It had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Planetouched, Tiefeling, Fey'ri: Outsider (native); +1/+1; 5 ft./5 ft.; 10/magic; Bluff +3, Hide +4, Listen +2, Move Silently +2, Search +3, Spot +2; Stealthy; LA +2 or +3. Abilities change to Str 13, Dex 13, Con 10, Int 12, Wis 9, Cha 8. Hit Dice change to 1d8 (4 hp); initiative changes to +1; attacks change to longsword +2 melee (1d8+1); saves change to Fort +2, Ref +1, Will -1; elf blood (as half-elves); replace alternate form with change shape (any humanoid form) in special qualities (see *Monster Manual* glossary).

The fey'ri presented here is a 1st-level warrior. It had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

A fey'ri can only have one of the following three abilities: damage reduction, dimension door, or enervation. A fey'ri with any of those abilities has a level adjustment of +3.

Planetouched, Tiefeling, Tanarukk: Outsider (native); +5/+7; 5 ft./5 ft.; Climb +10, Hide +9, Intimidate +6, Jump +4, Listen +9, Move Silently +9, Search +8, Spot +9; Alertness, Weapon Focus (battleaxe); LA +3. Attacks change to battleaxe +8 melee (1d8+3) and bite +2 melee (1d6+1); add fire resistance 10 to special qualities; spell resistance equals 14 + class levels; orc blood (as half-orcs).

Pterafolk: Monstrous humanoid; +4/+13; 10 ft./10 ft.; Climb +13, Jump +11, Listen +8, Spot +8; Alertness, Power Attack; Flyby

Attack^B (in pteranodon form only); LA +4. Type changes to monstrous humanoid (shapechanger); attacks change to 2 claws +9 melee and bite +4 melee; Will save changes to +3; speed changes to 30 ft., climb 20 ft., fly 30 ft. (average) with wings; fly 50 ft. (good) as pteranodon. Add darkvision 60 ft. to special qualities.

Quaggoth: Monstrous humanoid; +3/+7; 5 ft./5 ft.; Climb +12, Hide +2*, Listen +5, Spot +3, Survival +3; Alertness, Improved Initiative; LA +2. Add darkvision 60 ft. to special qualities.

Shalarin: Humanoid (aquatic); +0/+2; 5 ft./5 ft.; Listen +1, Spot +1; Weapon Focus (trident); LA +0. Abilities change to Str 17, Dex 15, Con 12, Int 10, Wis 9, Cha 8; Hit Dice change to 1d8+1 (5 hp); attacks change to trident +5 melee (1d8+4); saves change to Fort +3, Ref +2, Will -1. Add darkvision 60 ft. to special qualities.

The shalarin presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Sharn: Aberration; +3/+11; 10 ft./10 ft.; 10/cold iron; Bluff +9, Concentration +10, Diplomacy +9, Knowledge (arcana) +8, Listen +10, Search +8, Sense Motive +8, Spellcraft +11, Spot +12; Alertness^B, Blind-Fight, Combat Reflexes, Multiattack^B, Multi-weapon Fighting^B; LA +5. AC changes to 19 (+5 Dex, -1 size, +5 natural); challenge rating changes to 8; add darkvision 60 ft. to special qualities; haste changes to independent action in special attacks.

Change spellcasting levels to spells, but the function is the same: A sharn casts spells as a 7th-level sorcerer and a 5th-level cleric.

Independent Action (Ex): A sharn's three separate consciousnesses allow it to take two standard actions and a move action, or a full-round action and an extra standard action, each round. It can thus cast two spells in a round, though the two spells must come from the lists of different classes.

Siv: Humanoid (aquatic); +0/+0; 5 ft./5 ft.; Listen +1, Spot +1; Exotic Weapon Proficiency (net), Exotic Weapon Proficiency (siangham); LA +1; Abilities change to: Str 13, Dex 13, Con 12, Int 10, Wis 9, Cha 6. Hit Dice change to 1d8+1 (5 hp); attacks change to siangham +2 melee (1d6+1) or net +2 ranged (entanglement) or sling +2 ranged (1d4+1); saves change to Fort +3, Ref +1, Will -1. Change resistant to cold to cold resistance 5.

The siv presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Spectral Panther: Magical beast (incorporeal); +3/+11; 10 ft./5 ft.; Jump +10, Hide +1*, Listen +8, Move Silently +9, Spot +8; Alertness, Improved Initiative; LA +3. Add darkvision 60 ft. and low-light vision to special qualities.

Spider, Subterranean, Hairy Spider: Vermin; +0/-21; 1/2 ft./0 ft.; Climb +3, Hide +22, Jump -5, Spot +12; LA +0.

Spider, Subterranean, Sword Spider: Vermin; +3/+11; 10 ft./5 ft.; Climb +12, Hide +0, Jump +4, Spot +12; LA +3.

Stinger: Monstrous humanoid; +4/+11; 10 ft./5 ft. (10 ft. with stinger and spiked chain); Hide +1, Listen +3, Move Silently +4, Search +2, Spot +2, Survival +2; Exotic Weapon Proficiency (spiked chain), Improved Initiative; LA +3. Improved Initiative is not a bonus feat; add darkvision 60 ft. to special qualities.

Tall Moulder: Aberration; +5/+14; 10 ft./10 ft. (15 ft. with buffets); Climb +6, Hide +1, Listen +4, Search +1, Spot +4, Survival +2; Alertness, Combat Reflexes, Dodge; LA —. Add darkvision 60 ft. to special qualities.

Tomb Tapper: Construct; +12/+30; 15 ft./15 ft.; Appraise +14, Listen +16, Search +18, Spot +16, Survival +16 (+18 following tracks); Cleave, Improved Critical (maul), Iron Will, Power Attack, Weapon Focus (maul). Add darkvision 60 ft. to special qualities.

Unicorn, Black: Magical beast; +4/+13; 10 ft./5 ft.; Intimidate +15, Listen +12, Move Silently +9, Spot +12, Survival +11; Alertness^B, Multiattack, Weapon Focus (horn); LA +4 (cohort). Add darkvision 60 ft. and low-light vision to special qualities.

Tressym: Magical beast; +0/-12; 2-1/2 ft./0 ft.; Balance +10, Climb +4, Hide +18*, Listen +3, Move Silently +10, Spot +2; Stealthy, Weapon Finesse^B. Add darkvision 60 ft. to special qualities.

Wemic: Monstrous humanoid; +5/+13; 10 ft./5 ft.; Hide +2, Jump +16, Listen +5, Move Silently +6, Spot +5, Survival +4; Alertness, Stealthy; LA +3. Add darkvision 60 ft. to special qualities.

Mountain Wemic Skills: Hide +1, Jump +15, Listen +4, Move Silently +5, Spot +4, Survival +4.

Zombie, Tyrantfog: Undead; +2/+3; 5 ft./5 ft.; 5/magic; Climb +5, Listen +8, Spot +8; Alertness, Toughness; LA —. Add darkvision 60 ft. to special qualities.

Beast of Xvim (Hell Hound): Outsider (evil, extraplanar, fire, lawful); +5/+6 (for sample); 5 ft./5 ft.; 4-7 HD: 5/silver or magic; 8-11 HD: 10/silver; 12+ HD: 10/silver and magic; Hide +14, Jump +13, Listen +8, Move Silently +14, Spot +8, Survival +8*; Improved Initiative, Run, Track^B; LA +4 (cohort).

Changes to Hell Hound: Attack changes to bite +6 melee (2d6+1 plus 1d6 fire); add fiery bite to special attacks; update for changes to fire subtype.

Curst: Undead; +5/+8; 5 ft./5 ft.; LA +3.

Lycanthrope, Drow Werebat (Drow Form): Humanoid (elf, shapechanger); +4/+5; 5 ft./5 ft.; Hide +5, Listen +7, Move Silently +3, Search +5, Spot +9; Alertness^B, Stealthy, Weapon Focus (rapier).

Lycanthrope, Drow Werebat (Bat Form): Humanoid (elf, shapechanger); +4/+12; 10 ft./5 ft.; 10/silver; Hide +10, Listen +11*, Move Silently +12, Search +5, Spot +13*; Alertness^B, Stealthy, Weapon Focus (rapier). Replace sonar with blindsense 40 ft. in special qualities.

Lycanthrope, Drow Werebat (Hybrid Form): Humanoid (elf, shapechanger); +4/+12; 10 ft./10 ft.; 10/silver; Hide +10, Listen +11*, Move Silently +12, Search +5, Spot +13*; Alertness^B, Stealthy, Weapon Focus (rapier). Replace sonar with blindsense 40 ft. in special qualities.

Lycanthrope, Werecat (Human Form): Humanoid (human, shapechanger); +2/+3; 5 ft./5 ft.; Balance -8, Concentration +8, Hide -8, Knowledge (religion) +6, Listen +6, Move Silently -7, Spellcraft +6, Spot +6; Alertness^B, Extra Turning, Scribe Scroll, Weapon Finesse^B.

Lycanthrope, Werecat (Cat Form): Humanoid (human, shapechanger); +2/-3; 5 ft./5 ft.; 10/silver; Balance -8, Concentration +8, Hide +10, Knowledge (religion) +6, Listen +6, Move Silently +8, Spellcraft +6, Spot +6; Alertness^B, Extra Turning, Scribe Scroll, Weapon Finesse^B.

Lycanthrope, Werecat (Hybrid Form): Humanoid (human, shapechanger); +2/+1; 5 ft./5 ft.; 10/silver; Balance +10, Concentration +8, Hide +6, Knowledge (religion) +6, Listen +6, Move Silently +8, Spellcraft +6, Spot +6; Alertness^B, Extra Turning, Scribe Scroll, Weapon Finesse^B.

Lycanthrope, Werecrocodile (Human Form): Humanoid (human, shapechanger); +3/+4; 5 ft./5 ft.; Hide +0, Listen +5, Spot +5, Swim -9; Alertness^B, Power Attack, Skill Focus (Hide).

Lycanthrope, Werecrocodile (Crocodile Form): Humanoid (human, shapechanger); +3/+8; 5 ft./5 ft.; 10/silver; Hide +7, Listen +5, Spot +5, Swim +15; Alertness^B, Power Attack, Skill Focus (Hide). Add hold breath to special qualities.

Hold Breath (Ex): A werecrocodile can hold its breath for a number of rounds equal to 4 [TS] its Constitution score before it risks drowning.

Lycanthrope, Werecrocodile (Hybrid Form): Humanoid (human, shapechanger); +3/+8; 5 ft./5 ft.; 10/silver; Hide +7, Listen +5, Spot +5, Swim +15; Alertness^B, Power Attack, Skill Focus (Hide). Add hold breath to special qualities.

Hold Breath (Ex): A werecrocodile can hold its breath for a number of rounds equal to 4 [TS] its Constitution score before it risks drowning.

Lycanthrope, Wereshark (human form): Humanoid (human, shapechanger); +6/+7; 5 ft./5 ft.; Listen +6, Profession (sailor) +6, Spot +7, Swim +2; Alertness^B, Blind-Fight, Great Fortitude, Improved Initiative.

Lycanthrope, Wereshark (shark form): Humanoid (human, shapechanger); +6/+14; 10 ft./5 ft.; 10/silver, Listen +6, Profession (sailor) +6, Spot +7, Swim +17; Alertness^B, Blind-Fight, Great Fortitude, Improved Initiative. Replace blindsight 30 ft. with blindsense 30 ft. in special qualities.

Lycanthrope, Wereshark (hybrid form): Humanoid (human, shapechanger); +6/+14; 10 ft./10 ft.; 10/silver, Listen +6, Profession (sailor) +6, Spot +7, Swim +17; Alertness^B, Blind-Fight, Great Fortitude, Improved Initiative. Replace blindsight 30 ft. with blindsense 30 ft. in special qualities.

Revenant: Undead; +3/+5 (for sample); 5 ft./5 ft.; 5/magic; LA —. Add darkvision 60 ft. to special qualities.

Replace regeneration with fast healing; add undead traits to special qualities.

Fast Healing (Ex): A revenant regains lost hit points at the rate of 3 per round, except for damage dealt by fire, as long as it has at least 1 hit point. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the revenant to regrow or reattach lost body parts.

Yuan-Ti, Tainted One: Monstrous humanoid; +3/+4 (for sample); LA +2. Use poison 1/day and polymorph 3/day; spell resistance changes to 12 + 1 per two levels; add darkvision 60 ft. to special qualities.

Yuan-Ti, Broodguard: Monstrous humanoid; +3/+4 (for sample); LA +3. Add darkvision 60 ft. to special qualities.

Magic of Faerûn

The following monsters are from the *Magic of Faerûn*.

Beholderkin, Spectator: Aberration; +3/+3; 5 ft./5 ft.; Intimidate +6, Knowledge (arcana) +6, Listen +9, Search +12, Sense Motive +7, Spot +15; Alertness, Improved Initiative; LA —. Add darkvision 60 ft. to special qualities.

Crossroads Guardian: Fey (incorporeal); +8/—; 15 ft./15 ft.; Bluff +21, Decipher Script +21, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +23, Knowledge (nature) +23, Listen +25, Sense Motive +23, Spot +25, Survival +23 (+25 aboveground natural environments); Alertness, Combat Reflexes, Combat Expertise, Dodge, Iron Will, Mobility; LA —.

Crypt Spawn: Undead (augmented [previous type]); +8/+12 (for sample); LA +2. Do not recalculate attack bonus, saves, or skill points. Add darkvision 60 ft. to special qualities.

Scalamagdrion: Dragon; +10/+18; 10 ft./5 ft.; Climb +17, Knowledge (arcana) +12, Listen +16, Move Silently +15, Spot +16; Alertness, Cleave, Combat Reflexes, Power Attack; LA +8 (cohort).

Spectral Mage: Undead (augmented [previous type], incorporeal); +2/—; LA +6. Do not recalculate attack bonus, saves, or skill points; add darkvision 60 ft. to special qualities.

Skills: A spectral mage gains a +8 racial bonus on Hide and Intimidate checks.

silver marches

The following monsters are from the *Silver Marches*.

Deer: Animal; +1/+1; 5 ft./5 ft.; Hide +6, Listen +5, Spot +4; Alertness; LA —. Add low-light vision to special qualities.

Elk: Animal; +2/+8; 10 ft./5 ft.; Hide +2, Listen +5, Spot +4; Alertness, Endurance; LA —. Add low-light vision to special qualities.

Red Tiger: Animal; +6/+16; 10 ft./5 ft.; Balance +6, Hide +6 (+10 in fall or winter), Listen +4, Move Silently +10, Spot +4, Swim +7; Alertness, Improved Natural Attack (bite), Improved Natural Attack (claw); LA —. Add low-light vision to special qualities.

Branta: Magical beast (cold); +3/+11; 10 ft./5 ft.; Balance +3 (+7 on ice and snow), Jump +14, Listen +4, Spot +4, Swim +5; Alertness, Endurance; LA —. Add darkvision 60 ft. and low-light vision to special qualities.

Giant Raven: Magical beast; +3/+10; 10 ft./5 ft.; Bluff +3, Listen +4, Sense Motive +4, Spot +7 (+11 in daylight), Survival +4; Dodge, Mobility. Add darkvision 60 ft. and low-light vision to special qualities.

Rock Wyrmling: Dragon; +8/+17; 10 ft./5 ft.; Bluff +4 (+8 mimicking voices), Craft (trapmaking) +8, Hide +13 (+17 in rocky areas), Jump +16, Listen +13, Move Silently +13, Spot +13, Use Magic Device +11; Combat Reflexes, Multiattack, Weapon Focus (bite); LA +6.

Snowcloak: Aberration (cold); +3/+9; 10 ft./5 ft. (10 ft. with tail); Hide +6 (+10 in snow or ice), Listen +4, Move Silently +5, Spot +5; Flyby Attack, Multiattack; LA +6. Add darkvision 60 ft. to special qualities.

city of the spider queen

The following monsters are from the *City of the Spider Queen*.

Abyssal Ghoul: Revised in *Fiend Folio*.

Demon, Blood Fiend: Revised in *Fiend Folio*.

Demon, Maurezhi: Revised in *Fiend Folio*.

Drider Vampire: Undead; 10 ft./5 ft.; 10/magic; Bluff +22, Climb +13, Concentration +14, Hide +17, Listen +23, Move Silently +21, Search +11, Sense Motive +12, Spellcraft +12, Spot +23; Alertness^B, Combat Reflexes^B, Dodge^B, Improved Initiative^B, Lightning Reflexes^B, Mobility, Multiattack, Two-Weapon Fighting; LA —. Add darkvision 60 ft. to special qualities.

Golem, Spiderstone: Construct; 10 ft./10 ft.; 15/adamantine; Cleave, Dodge, Great Cleave, Improved Initiative, Improved Sunder, Mobility, Power Attack, Spring Attack, Weapon Focus (slam), Weapon Specialization (slam); LA —. Add darkvision 60 ft. to special qualities.

The spiderstone golem's magic immunity confers immunity to any spell or effect that allows spell resistance, except for evocation spells and effects and divine spells cast by drow. The golem still applies its spell resistance against evocation spells and divine spells cast by drow.

Spiderstone golems must be crafted from a single block of obsidian weighing at least 5,000 pounds, treated with special oils costing at least 10,000 gp. They have the following creation characteristics.

CL 20th; Craft Construct, *animate objects*, *Tenser's transformation*, *wish*, caster must be at least 20th level; Price 200,000 gp; Cost 110,300 gp + 12,588 XP (includes potion of bull's strength for Tenser's transformation).

Jade Spider: Construct; 20 ft./15 ft.; 15/adamantine; LA —. Add darkvision 60 ft. to special qualities.

Jade spiders must be assembled from high-quality stone weighing at least 60,000 pounds, treated with special oils costing at least 5,000 gp. They have the following creation characteristics.

Caster Level: 20th; **Prerequisites:** Craft Construct, *animate objects*, *forcecage*, *flesh to stone*, *geas/quest*, caster must be at least 20th level; **Market Price:** 200,000 gp; **Cost to Create:** 106,500 gp + 7,780 XP.

Orb Wraith: Undead (incorporeal); 15 ft./10 ft.; Concentration +40, Diplomacy +9, Hide +27, Intimidate +40, Know (any 3) +15, Listen +39, Search +37, Sense Motive +37, Spot +39; Alertness, Blind-fight, Combat Reflexes, Dodge, Improved Critical (incorporeal touch), Improved Critical (enervation ray), Improved Initiative, Mobility, Spring Attack, Weapon Focus (incorporeal touch), Weapon Focus (enervation ray); LA —. Add darkvision 60 ft. to special qualities.

Quth-Maren: Revised in *Fiend Folio*.

Wraith Spider, Small: Undead; 5 ft./5 ft.; Listen +2, Spot +2; Toughness; LA —. Add darkvision 60 ft. to special qualities.

Wraith Spider, Medium: Undead; 5 ft./5 ft.; Listen +3, Spot +2; Toughness; LA —. Add darkvision 60 ft. to special qualities.

Wraith Spider, Large: Undead; 10 ft./5 ft.; Listen +6, Spot +5; Alertness, Toughness; LA —. Add darkvision 60 ft. to special qualities.

Wraith Spider, Huge: Undead; 15 ft./10 ft.; Listen +9, Spot +8; Alertness, Cleave, Power Attack, Toughness; LA —. Add darkvision 60 ft. to special qualities.

Arachnoid Creature: Revised in *Underdark*.

Keening Spirit: Undead (augmented humanoid, incorporeal); LA +7. Do not recalculate attack bonus, saves, or skill points; add darkvision 60 ft. to special qualities.

Skills: A keening spirit receives a +8 racial bonus on Hide, Listen, Search, and Spot checks.

Revenant: Undead (augmented humanoid); 5/magic; LA +6. Do not recalculate attack bonus, saves, or skill points; add darkvision 60 ft. to special qualities.

Silveraith: Undead (augmented humanoid, incorporeal); LA +8. Do not recalculate attack bonus, saves, or skill points; add darkvision 60 ft. to special qualities.

Skills: A silveraith receives a +8 racial bonus on Hide, Listen, Search, and Spot checks.

faiths & pantheons

The following monsters are from the *Faiths and Pantheons*.

Zin-Carla: Undead (augmented [previous type]); 5/magic; LA +4. Do not recalculate attack bonus, saves, or skill points; add darkvision 60 ft. to special qualities.

phaerimm

Aberration

Speed: 10 ft. (2 squares), fly 30 ft. (good)

Environment: Underground

Organization: Hatchling, juvenile, and young adult: solitary, pair, or clutch (3–5); adult, mature adult, elder, and revered elder: solitary, pair, or hive (3–6 plus 2–8 offspring)

Challenge Rating: Hatchling 1; juvenile 5; young adult 9; adult 12; mature adult 15; elder 18; revered elder 21

Treasure: Double standard

Alignment: Usually neutral evil

Advancement: Hatchling 2–3 HD; juvenile 5–6 HD; young adult 8–9 HD; adult 11–12 HD; mature adult 14–15 HD; elder 17–18 HD; revered elder 20+ HD

Level Adjustment: Hatchling +2, juvenile +3, young adult +4, adult +5, mature adult +6, others —

Young Adult Phaerimm: Medium aberration; HD 7d8+7; hp 38; Init +1; Spd 10 ft., fly 30 ft. (good); AC 21, touch 11, flat-footed 20; Base Atk +5; Grp +6; Atk +6 melee (1d4+1, claw); Full Atk +6 melee (1d4+1, 4 claws) and +4 melee (1d8, bite) and +4 melee (1d6 plus poison, stinger); Space/Reach 5 ft./5 ft. (0 ft. with bite); SA poison, spells; SQ *detect magic*, full vision (*see invisibility*), immunities, phaerimm magic, spell resistance 17, telepathy; AL NE; SV Fort +3, Ref +3, Will +8; Str 12, Dex 13, Con 12, Int 15, Wis 16, Cha 17.

Skills and Feats: Concentration +11, Diplomacy +5, Knowledge (arcana) +7, Listen +5, Search +5, Sense Motive +8, Spellcraft +14, Spot +8; Multiattack, Spell Focus (evocation), Spell Penetration.

Spells Known (6/7/7/5; save DC 13 + spell level, or 14 + spell level for evocation spells): 0—*daze, detect magic, light, mage hand, open/close, ray of frost, read magic*; 1st—*burning hands, magic missile, ray of enfeeblement, shield, sleep*; 2nd—*blur, scorching ray, touch of idiocy*; 3rd—*dispel magic, lightning bolt*.

Elder Phaerimm: Large aberration; HD 16d8+32; hp 104; Init +0; Spd 10 ft., fly 30 ft. (good); AC 31, touch 9, flat-footed 31; Base Atk +12; Grp +21; Atk +16 melee (1d6+5, claw); Full Atk +16 melee (1d6+5, 4 claws) and +11 melee (2d6+2, bite) and +11 melee (1d8 plus poison and implant, stinger); Space/Reach 10 ft./10 ft. (5 ft. with bite); SA implant, poison, spells; SQ *damage reduction 10/magic, detect magic*, full vision (*true seeing*), immunities, phaerimm magic, spell resistance 26, telepathy; AL NE; SV Fort +7, Ref +5, Will +15; Str 20, Dex 11, Con 14, Int 19, Wis 20, Cha 23.

Skills and Feats: Concentration +21, Diplomacy +8, Knowledge (arcana) +23, Listen +14, Search +14, Sense Motive +24, Spellcraft +25, Spot +24; Greater Spell Penetration, Heighten Spell, Multiattack, Spell Focus (enchantment, evocation), Spell Penetration.

Spells Known (6/7/7/7/7/7/5/3; save DC 16 + spell level, or 18 + spell level for enchantment or evocation spells): 0—*arcane mark, daze, detect magic, light, mage hand, open/close, ray of frost, read magic, touch of fatigue*; 1st—*burning hands, magic missile, ray of enfeeblement, shield, sleep*; 2nd—*blur, detect thoughts, scorching ray, touch of idiocy, web*; 3rd—*deep slumber, fireball, protection from energy, slow*; 4th—*crushing despair, greater invisibility, polymorph, scrying*; 5th—*cone of cold, dominate person, telekinesis, teleport*; 6th—*chain lightning, disintegrate, greater dispel magic*; 7th—*forcecage, spell turning*; 8th—*mass charm monster*.

Phaerimms are evil magicians who would gladly erase all other beings from existence. Thus far they have not done so, probably because they would consequently lack for serviceable slaves to torture for sport. Millennia ago, the phaerimms plotted to destroy all life in Faerûn. They succeeded in toppling the mighty Netherese empire and devastating the area now known as the Anauroch desert, but they were foiled by the intervention of the elder sharn. The sharn imprisoned most of the phaerimms in a magic field beneath Anauroch. Only a few escaped imprisonment. Some of these escapees now live in Myth Drannor, squandering their power on internal political squabbles. Others have conquered the beholder city of Ooltul and are attempting to break through the sharn's barrier to free their fellows.

A phaerimm has a conical body and an ovoid head. The head disk contains an immense, toothed maw and is surrounded by four clawed arms. Beneath the top disk, the phaerimm's long, sinuous body tapers down to a lethal stinger. At birth, a phaerimm is only a foot or two long, but it can grow as large as 30 feet in advanced old age. Along with its increasing size, a phaerimm develops its innate magical ability. A hatchling casts spells as a 1st-level sorcerer, while a centuries-old revered elder is a 19th-level caster.

If phaerimms were less evil, they would be more alien and difficult to understand, but their overwhelming drive toward inflicting pain makes them somewhat predictable. They communicate with one another by varying the wind speed around their bodies and with others using telepathy. They understand Common and several other languages.

combat

Phaerimms can be dangerous combatants, but they view purely physical combat as a sign of weakness. A phaerimm that uses its stinger or weapons to defend itself is assumed to have insufficient magical abilities. Consequently, phaerimms make physical attacks only as a last resort, even at younger ages when they lack powerful magic. Young phaerimms do sometimes stoop to using masterwork swords, and they suffer no disgrace for it so long as they use *Tenser's floating disk* to carry the weapons whenever they are out of combat.

As spellcasters, phaerimms favor charm, command, and illusion effects over direct damage spells, but they are not shy about letting loose a fireball if necessary. Powerful elder phaerimms often have charmed or dominated beings fighting for them. In fact, phaerimms sometimes pick fights simply so that they can watch their enemies being forced to hack apart their own friends. Phaerimms also enjoy summoning outsiders, but they are generally too proud to use low-level summoning spells to call up common animals and other minor creatures.

Implant (Ex): As a standard action, a phaerimm can use its stinger to lay eggs inside a paralyzed creature. The young emerge about 90 days later, literally devouring the host from inside. A remove disease spell rids a victim of the eggs, as does a successful DC 20 Heal check by someone with ranks that skill. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Poison (Su): Stinger, Fortitude save (DC 15); initial damage paralysis for 2d4 rounds, secondary damage paralysis for 1d3 hours. Paralyzed creatures levitate, helpless, a few feet off the ground.

Spells: A phaerimm casts arcane spells as a sorcerer (caster level equals phaerimm's Hit Dice).

Detect Magic (Sp): A hatchling phaerimm can use *detect magic* at will (caster level equals phaerimm's Hit Dice).

Flight (Ex): A phaerimm's body is naturally buoyant, allowing it to fly at a speed of 30 feet. This buoyancy also grants it a permanent feather fall effect (as the spell) with personal range.

Full Vision (Ex): As it ages, a phaerimm's natural ability to detect magic expands. A juvenile phaerimm can see invisible or ethereal creatures to a range of 120 feet, as though constantly under the effect of a *see invisibility* spell. An adult phaerimm can see magical auras to a range of 120 feet, as though constantly under the effect of an *arcane sight* spell. An elder phaerimm sees as though constantly under the effect of a *true seeing* spell.

Phaerimm Magic: Phaerimms cast their sorcerer spells as if they were spell-like abilities. Thus, they require no verbal, somatic, or material components.

phaerimm characters

A phaerimm's favored class is sorcerer. Its sorcerer levels stack with its base spellcasting ability for the purpose of determining spells known, spells per day, and other effects dependent on caster level. A phaerimm character likewise uses the sum of its racial spellcasting levels and appropriate class levels to determine the abilities of its familiar, though it cannot acquire a familiar until it takes at least one level in the sorcerer class.

PHAERIMMS BY AGE

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Base Attack/ Cha	Grapple	Fort Attack	Ref Save	Will Save	Poison Save	DC
Hatchling	T	1d8 (4)	4	17	10	11	12	13	+0/-11	-1	+0	+3	+3	—
Juvenile	S	4d8 (18)	8	15	10	13	14	15	+3/-2	+3	+1	+3	+6	—
Young Adult	M	7d8+7 (38)	12	13	12	15	16	17	+5/+6	+6	+3	+3	+8	14
Adult	L	10d8+10 (55)	16	11	12	17	18	19	+7/+14	+9	+4	+3	+11	16
Mature Adult	L	13d8+26 (84)	18	11	14	17	20	21	+9/+17	+12	+6	+4	+13	18
Elder	L	16d8+32 (104)	20	11	14	19	20	23	+12/+21	+16	+7	+5	+15	20
Revered Elder	H	19d8+57 (142)	22	9	16	21	22	25	+14/+28	+18	+9	+5	+17	22

PHAERIMM ABILITIES BY AGE

Age	Init.	Armor Class	Special Abilities	Caster Level	SR
Hatchling	+3 touch 15, flat-footed 14	17 (+2 size, +3 Dex, +2 natural), immunity to polymorph and petrification	Phaerimm magic, detect magic,	1st	11
Juvenile	+2 touch 13, flat-footed 17	19 (+1 size, +2 Dex, +6 natural)	Full vision (see invisibility), telepathy	4th	14
Young Adult	+1 touch 11, flat-footed 20	21 (+1 Dex, +10 natural)	Poison	7th	17
Adult	+0 touch 9, flat-footed 23	23 (-1 size, +14 natural)	Implant, full vision (arcane sight)	10th	20
Mature Adult	+0 touch 9, flat-footed 27	27 (-1 size, +18 natural)	Damage reduction 10/magic	13th	23
Elder	+0 touch 9, flat-footed 31	31 (-1 size, +22 natural)	Full vision (true seeing)	16th	26
Revered Elder	-1 touch 7, flat-footed 33	33 (-2 size, -1 Dex, +26 natural)	Damage reduction 15/magic and silver	19th	29

PHAERIMM SPACE/REACH, ATTACKS, AND DAMAGE

Size	Space/Reach	Claws	1 Bite	1 Stinger
Tiny	2-1/2 ft./0 ft.	2 • 1d2	—	—
Small	5 ft./5 ft. (0 ft. with bite)	2 • 1d3	1d6	—
Medium	5 ft./5 ft. (0 ft. with bite)	4 • 1d4	1d8	1d6 plus poison
Large	10 ft./10 ft. (5 ft. with bite)	4 • 1d6	2d6	1d8 plus poison and implant
Huge	15 ft./15 ft. (5 ft. with bite)	6 • 1d8	2d8	2d6 plus poison and implant

About the Authors

Rich Baker began his career as a game designer with TSR back in 1991, then became a senior designer six years later. After working on the 3rd Edition D&D game, he took over creative direction for ALTERNITY. In late 1999, he became creative director for D&D Worlds and oversaw the creation of 3rd edition FORGOTTEN REALMS products. He's now returned to his love of design as a senior designer again, while still providing a guiding spirit to the FORGOTTEN

REALMS line. He's written a number of novels on the side, including his sixth and latest novel: *Condemnation*, Book 3 of the *War of the Spider Queen* series.

James Wyatt is an RPG designer at Wizards of the Coast, Inc. His design credits include *The Speaker in Dreams*, *Defenders of the Faith*, *Oriental Adventures*, *Deities and Demigods*, *Fiend Folio*, *Draconomicon*, and the *Book of Exalted Deeds*. He wrote the Origins award-winning adventure *City of the Spider Queen* and is one of the designers of the new Eberron campaign setting, which is due out in June. He lives in Kent, Washington with his wife Amy and son Carter.