



Challenger



Dungeons & Dragons®

series

ACCESSORY

CREATURE CATALOG



Sample File



Creature Catalog





Credits

Revision and Development: John Nephew

Editing: Julia Martin

Monsters Created By: Aaron Allston, Dave Alexander, Jim Bamba, Mike Brunton, William Carlson, Zeb Cook, Michael Gray, Ed Greenwood, Phil Gallagher, Jeff Grubb, Gary Gygax, Bruce Heard, Tom Kirby, Ann Gray McCready, Michael Malone, Frank Mentzer, Tom Moldvay, Graeme Morris, John Nephew, Bruce Nesmith, Doug Niles, Merle Rasmussen, Garry Spiegle, Jean Wells, and Skip Williams.

Original Creature Catalog Compiled By: Graeme Morris, Phil Gallagher and Jim Bamba.

Cover Art: Jeff Easley

Interior Art: Jeff Anderson, Helen Bedford, Gary Harrod, Tim Sell, Brian Williams, Geoff Wingate, Pete Young, and Dave Simmons.

Product Manager: Bruce Heard

Typesetting: Angelika Lokotz

DUNGEONS & DRAGONS, D&D, and HOLLOW WORLD are registered trademarks owned by TSR, Inc.
DUNGEON MASTER, DM, and the TSR logo are trademarks owned by TSR, Inc.
All TSR characters, character names, and the distinctive likenesses thereof are trademarks owned by TSR, Inc.

©1993 TSR, Inc. All Rights Reserved. Printed in the United States of America.

Random House and its affiliate companies have worldwide distribution rights in the book trade for English language products of TSR, Inc.
Distributed to the book and hobby trade in the United Kingdom by TSR Ltd.
Distributed to the toy and hobby trade by regional distributors.

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 TSR, Inc.

9438

ISBN 1-56076-593-3

TSR, Inc.
POB 756
Lake Geneva
WI 53147
USA



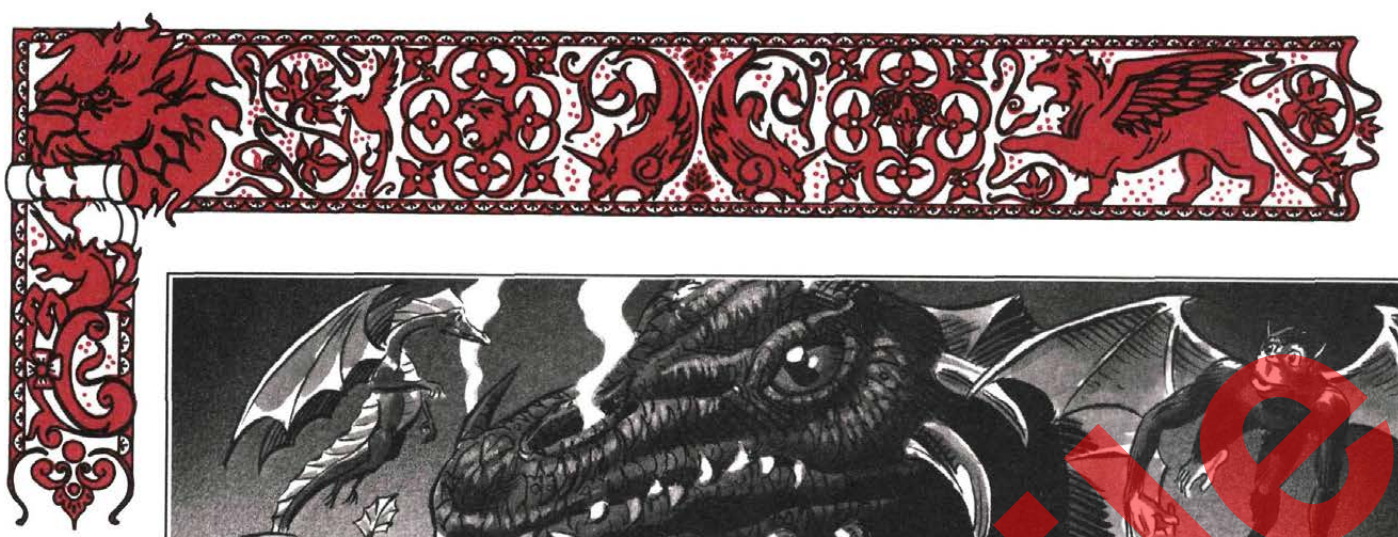
TSR Ltd.
120 Church End
Cherry Hinton
Cambridge CB1 3LB
United Kingdom



Contents

Introduction	5	Flitterling	41	Phanaton	82
Monster Format	5	Frog, Giant Poisonous	41	Phantom, Lesser	83
Name	5	Fundamental	42	Piranha Bird	84
Statistics	5	Fungoid	43	Polymar	84
Descriptions	5	Fyrnaca	43	Porcupine, Giant	85
Getting More From Your Monsters	5	Gakarak (Forest Brooder)	44	Rakasta	85
Monster Names	5	Gargoyle, Iron	44	Randara	86
Terrain Modifications	6	Garl	46	Raven & Crow	86
Special Twists	7	Gator Man	47	Red Worm	87
Unique Monsters	7	Geonid	47	Rhinoceros	87
Different Interpretations	7	Ghoul, Elder	48	Rock Man	88
Special Tactics	7	Ghostly Horde	48	Roper	88
Recommended Reading	7	Golem	49	Saberclaw	89
		Gray Philosopher	49	Scamille	89
Monster Descriptions	8	Guardian Warrior & Horse	50	Scorpion, Normal	90
Amber Lotus Flower	8	Gyerian	51	Sea Horse	90
Amoeba, Giant	8	Haunt, Lesser	52	Sea Serpent	91
Animal, Prehistoric	9	Hawk	52	Serpentweed, Giant	91
Annelid, Great	10	Hephaeston	53	Shargugh	92
Aranea	11	Herex	53	Shark, Vamora	92
Archer Bush	11	Hivebrood	54	Shark-Kin	93
Ash Crawler	12	Homunculus	56	Silver Warrior	94
Baldandar	12	Hook Beast	58	Sirenflower	94
Banshee, Lesser	13	Hutaakan	58	Sis'thik (Desert Scourge)	95
Bargda	14	Hypnosnake	59	Skunk	96
Beetle, Earthquake	14	Ice Wolf	60	Slime Worm	96
Beholder, Aquatic	15	Jellyfish, Giant	60	Snake, Rock Rattler	97
Bhut	15	Juggernaut	62	Snapper	97
Brain Collector	16	Kal-Muru (Shipbane)	62	Sollux (Sun Brother)	98
Brownie	17	Kara-Kara	63	Soul Eater	98
Cat, Great	18	Killer Tree	64	Spider, Giant	100
Cay-Man	20	Kna	65	Spider, Huge Wood	101
Chameleon Man	20	Kopru	66	Squid, Giant	102
Chevall	21	Kraken	66	Steam Weevil	102
Choker	21	Lamara	67	Strangle Vine	103
Coltpixy	22	Lava Lizard	68	Strangleweed	103
Crone of Chaos	23	Leviathan	69	Surtaki	104
Cryon	23	Living Statue	69	Tabi	104
Dark Wing	24	Lizard, Giant Foot-Pad	70	Thunderhead	105
Darkhood (Rorphyr)	25	Lizard, Rockhome	71	Topi	105
Death Fiend (Ostego)	26	Lupin	72	Turtle	106
Decapus (Land and Marine)	26	Lycanthrope, Werejaguar	72	Triton	106
Deep Glaurant	27	Magen	73	Vampire, Nosferatu	107
Desert Ghost	28	Magpie	74	Vampire Rose	108
Dinosaur	29	Man, Isolated	74	Velya	108
Dog	30	Cynidiceans	75	Water Weird	109
Dragon, Pocket	31	Qauriks	75	Whipweed	110
Dragon, Sea	31	Traldar	76	White-Fang	111
Dragon, Undead	32	Man, Primitive (Barbarian, Native, Wild Man)	76	Winged Warrior	112
Dragonfly	34	Masher	78	Wood Imp	112
Dragonne	35	Mesmer	78	Wychglow	113
Dusanu	35	Nagpa	79	Wychlamp	114
Eagle	36	Nightmare	79	Wyrd	115
Eel	36	Octopus, Giant	80	Xytar	116
Elf	37	Owl, Giant	80	Yowler	117
Faedorne	38	Oyster, Giant	81		
Feywing	39	Pachydermion	81		
Fish, Giant	39	Pegataur	82		
Fish, Piranha (Cold-Water)	40				
				Wilderness Encounter Tables ...	118
				D&D® Game Creature Index	123







Introduction

This revised *Creature Catalog* returns to print a major expansion to the range of DUNGEONS & DRAGONS® role-playing game creatures. It includes most of the creatures from the original *Creature Catalog*, plus several new monsters from more recently published adventures and supplements. It also includes an index of D&D® creatures in the *DUNGEONS & DRAGONS Rules Cyclopeda*, this volume, and the adventures, supplements, and boxed sets.

Whether your player characters are 1st, 21st, or 31st level, this tome contains many fantastic creatures with which to challenge them. Armed with the *Creature Catalog* you will be able to find the right creature for any situation.

In order to use this book, it is necessary to own the *D&D Rules Cyclopeda*.

Monster Format

This is a brief summary of how to read the monster format used in this book. For complete information, see the *D&D Rules Cyclopeda* (pages 152–156).

Name

If the name of a monster is followed by an asterisk (*), then a *special* or *magical* weapon is required to hit that monster, as explained in the text that follows. Be careful with these monsters, especially for low-level characters.

Statistics

Just as player characters have abilities and scores to describe them in the game, so do monsters have statistics. Here are explanations of the standard monster statistics:

Armor Class: This works just like a character's Armor Class. The lower the number, the harder it is to hit the creature.

Hit Dice: This gives the number of eight-sided dice (d8) used to find the monster's hit points.

Move: The monster's movement rate. Some monsters have a second movement rate for special motion—such as swimming, flying or climbing.

Attacks: This gives the number and type of attacks the monster can make in one round.

Damage: This describes the damage inflicted if the monster's attacks succeed. If the monster has more than one attack, the attacks' damage is presented in the same order as the attacks were.

No. Appearing: The number of monsters that may

be encountered. The first number shows the number found in a dungeon room; the second, in parentheses, is the number for wilderness encounters.

Save As: The character class and level at which the monster makes saving throws.

Morale: Morale is an optional rule. It measures the monster's courage in combat.

Treasure Type: For the key to treasure type letters, see Chapter 16 of the *Rules Cyclopeda*. Normally a monster's treasure is found in its lair. If a treasure type is in parentheses, then it is treasure carried by the monster.

Intelligence: This ability score is important for spells such as *charm* or *maze*, whose results depend on the target's intelligence.

Alignment: Lawful, Neutral or Chaotic.

XP Value: Experience points to be awarded for the defeat of one of this type of monster.

Descriptions

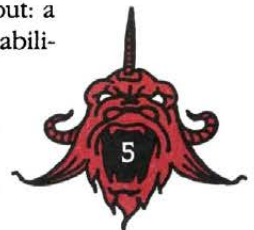
The monster descriptions include monster type (the general category into which the creature falls) and terrain (the monster's habitat or where player characters might encounter it). Some monsters, which might be used as mounts or beasts of burden, also have load and barding multipliers mentioned at the end of their descriptions.

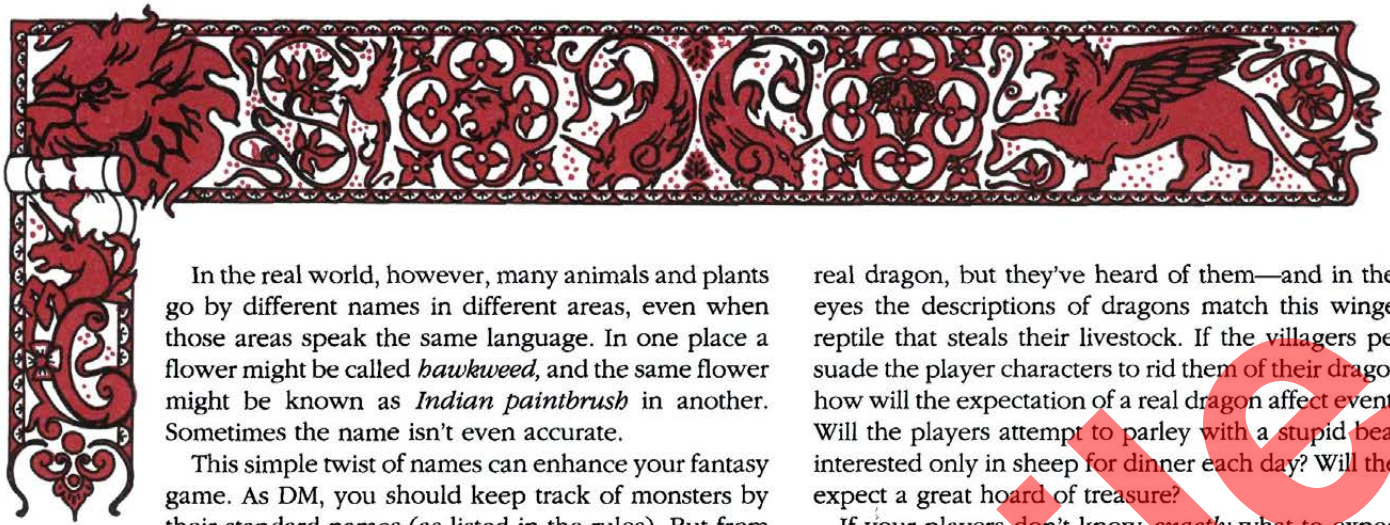
Getting More From Your Monsters

Do you worry about not having enough monsters to keep your players on your toes? Consider this: Most action/adventure writers have only one species of monster to pit against their protagonists—other human beings. But even without 5 zillion varieties of dragons, writers of novels and screenplays find plenty ways to entertain their audiences. By the same principle, it is possible in the D&D game to get quite a lot of adventure out of even just a few monsters. When you add more monsters, such as the ones we offer here in this *Creature Catalog*, you can get more mileage out of them as well. This little essay means to show you how.

Monster Names

The D&D rules use standard names for monsters. Much like scientific names in the real world, they define quite precisely what sort of creature one is talking about: a *green dragon*, for example, has specific statistics, abilities, and ecology.





In the real world, however, many animals and plants go by different names in different areas, even when those areas speak the same language. In one place a flower might be called *hawkweed*, and the same flower might be known as *Indian paintbrush* in another. Sometimes the name isn't even accurate.

This simple twist of names can enhance your fantasy game. As DM, you should keep track of monsters by their standard names (as listed in the rules). But from one place to the next, the same monster may be known by different names. Different monsters might even be labeled with the same name.

In the monster entries in this book, numerous creatures are given alternate names. The brain collector, for example, is also known as the *neb-thalgu*. Brain collector would be the sort of name used by common people of the Prime Plane—it describes the monster from a human perspective, in which the monster's unsavory gathering of brains is the biggest consideration. Characters (and sentient beings) who have traveled the planes, however, might call the monsters *neb-thalgu*, which is what they are in their own language.

Or, imagine the village which calls the local wyvern a "dragon." The villagers have probably never seen a

real dragon, but they've heard of them—and in their eyes the descriptions of dragons match this winged reptile that steals their livestock. If the villagers persuade the player characters to rid them of their dragon, how will the expectation of a real dragon affect events? Will the players attempt to parley with a stupid beast interested only in sheep for dinner each day? Will they expect a great hoard of treasure?

If your players don't know *exactly* what to expect, the game will be filled with more suspense. Players who are familiar with the rules and monster descriptions will have to be a lot more careful, too.

Another colorful way to use names and monsters is to give individual monsters proper names and reputations. There may be Arkathog the Hungry, an ogre whose name torments local peasant children who would rather not eat their vegetables. A monster with its own name, and even a reputation, is much more interesting to confront.

Terrain Modifications

Monster descriptions include a note about preferred terrain, but you can get more mileage out of the monsters by adjusting them for different terrains. Some monsters in this book are examples of creatures that





have been modified for a different terrain type: The velya is an aquatic version of the vampire. Since vampires can't cross running water, a new description was warranted to include appropriate modifications! Other monsters include variants for different terrains. The marine decapus is able to fight differently than the land decapus because all of its arms are free.

Just because variants have not been provided for different terrains doesn't mean you can't do them yourself. In fact, you should. Take a monster and give it white fur and other minor changes and you have an arctic version. Take a surface animal or fish and give it pale skin and blind eyes, and you have a deep cavern version. Give a land monster gills and fins, and you can create an aquatic variant.

In many cases the changes will be just cosmetic: coloration, fur, gills. Sometimes—like the decapus and velya—more substantial changes are required in order to account for the strategies and special strengths and weaknesses of the creature. In your notes for play, be certain to record such things. Substantial changes in special attacks, defenses, strengths and vulnerabilities may also affect the experience point values of a monster.

Special Twists

Spice up existing monsters with special twists, so that they are not what they seem. This will keep jaded players alert. You can give monsters magic use (for example, humanoid spellcasters), disguises, unusual appearances, special abilities, tools, or weapons.

Look at the *Elder Ghoul* entry here in the *Creature Catalog*. It is an example of a monster—the ordinary ghoul—given special twists.

Unique Monsters

In myth and legend, monsters are often unique. Medusa and Pegasus were individuals in Greek myth, not categories. Following mythic precedent, you can make up unique monsters of your own, or decide that certain published monsters are unique. One monster in this *Creature Catalog* that might, for instance, be unique in your game world is the gray philosopher. Consider the situations:

Option One, not unique: "Oh, here's a gray philosopher! We pull out our *swords* +2 and attack."

Option Two, unique: "By the Roots of the Great World Tree! There sits Telarxes the Wicked, pondering the decay and fall of the centuries-gone theocracy he once ruled..."

The latter choice seems much more colorful, correct?

Note that it also makes use of naming, a tactic discussed previously. (Combining these different ideas is often a good plan.)

Different Interpretations

Many D&D® game monsters were derived from myth, legend, and folklore. These sources are not in agreement about their monsters. Just because the D&D game takes one interpretation of a mythical monster doesn't mean you can't try others.

A good example is the banshee from Celtic folklore. In the *Rules Cyclopedic*, the banshee description follows the etymology that suggests the creature is the spirit of an evil fairy or elf. This is a valid interpretation from some folklore sources. The *Creature Catalog* entry, however (which is called a lesser banshee to distinguish it), interprets a different aspect of the tradition. It presents the banshee as a mourner for the dead of a particular family. Both are perfectly acceptable versions of a banshee, and having both available will enrich your campaign and keep your players guessing about a creature's capabilities and intents.

When you read books and see different ideas about monsters named in D&D, go ahead and design your own variants if you like.

Special Tactics

This is something you should do with any monster you can. Instead of drawing up your dungeon or wilderness and just noting the abbreviated monster statistics, decide on its behavior and tactics. How will this monster react to adventurers? What special tactics might it have that have helped it survive this long and that will make it much more difficult for the PCs to defeat? Does it have traps, escape routes, special weapons, or allies (maybe even powerful ones)? With forethought, even a clever kobold could make for an adventure in itself, as it trips up the efforts of the PCs.

Recommended Reading

For the D&D monster fan, several supplements published for the game are invaluable: AC10 *Bestiary of Dragons and Giants*, GAZ10 *The Orcs of Thar*, and the *Creature Crucible* series (PC1, PC2, etc.). These sourcebooks all contain great ideas for using monsters. In the cases of GAZ10 and the PC line, rules are given for player creatures who may gain experience and levels just like player characters. You can use those same rules to generate higher-level monsters that will challenge any level of player character!



Monster Descriptions

Amber Lotus Flower

Armor Class:	9
Hit Dice:	1/2 (1-4 hit points) (S)
Move:	0
Attacks:	1 spray
Damage:	Special
No. Appearing:	0 (3d6)
Save As:	Normal Man
Morale:	12
Treasure Type:	Nil
Intelligence:	0
Alignment:	Neutral
XP Value:	6



Monster Type: Lowlife (Rare).

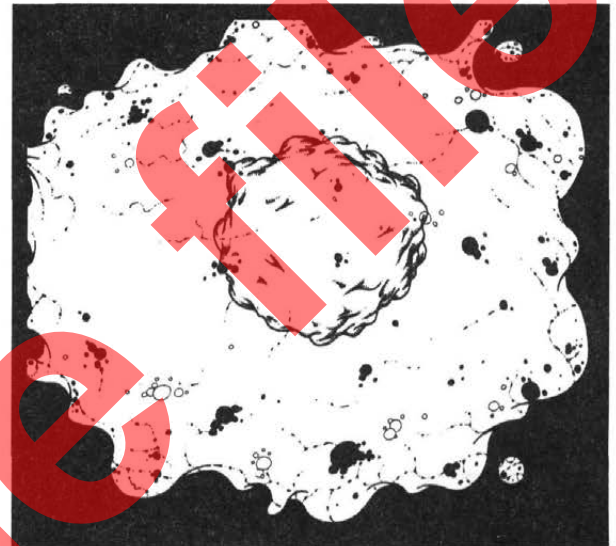
Amber lotus flowers look like golden water lilies the size of sunflowers. They are deceptively soothing to the eye. When a creature approaches to within 10 feet, the blossoms open and spray a 40-foot by 40-foot cloud of pollen. Any individual within the affected area must make a successful saving throw vs. spells or fall fast asleep for 4d4 turns. The flowers can spray a fresh burst of pollen every 3d4 rounds.

Amber lotus flowers are often found acting in concert with other deadly plants, such as vampire roses and killer trees. They have a symbiotic relationship: The amber lotus flower incapacitates a victim, the other plant kills it, and both benefit by fertilization from the remains.

Some humans and other intelligent creatures may cultivate this plant for use as protection around homes, forbidden places, and so forth.

Terrain: Open, Woods, Jungle, Swamp.

Amoeba, Giant



Armor Class:	9
Hit Dice:	10-15 (L)
Move:	30' (10')
Attacks:	1 acidic touch
Damage:	2d6
No. Appearing:	1 (1)
Save As:	Fighter: 7
Morale:	10
Treasure Type:	Nil
Intelligence:	0
Alignment:	Neutral
XP Value:	1,000-1,650

Monster Type: Lowlife (Very Rare).

Giant amoebas are 30-foot-wide single-celled animals. Except for the 1-foot-wide gray nucleus, an amoeba is translucent. If the nucleus is hidden or disguised, the amoeba will be practically invisible and able to attack with surprise. Giant amoebae attack first by enveloping victims, then secreting an acid to digest them.

Terrain: Cavern, Ruins, Swamp.



Animal, Prehistoric

	<i>Baluchitherium</i>	<i>Elk, Giant</i>	<i>Grangeri</i>
Armor Class:	5	6	5
Hit Dice:	10 (L)	8 (L)	13 (L)
Move:	120' (40')	120' (40')	120' (40')
Attacks:	1 trample	1 butt	1 bite or trample
Damage:	3d6	1d12	2d6 or 3d6
No. Appearing:	0 (1d4)	0 (1d6)	0 (1d6)
Save As:	Fighter: 5	Fighter: 4	Fighter: 7
Morale:	6	7	7
Treasure Type:	Nil	Nil	Nil
Intelligence:	2	2	2
Alignment:	Neutral	Neutral	Neutral
XP Value:	900	650	1,350

	<i>Hyenodon</i>	<i>Megatherium</i>
Armor Class:	7	6
Hit Dice:	5 (L)	11 (L)
Move:	120' (40')	90' (30')
Attacks:	1 bite	2 claws
Damage:	3d4	2d6/2d6
No. Appearing:	0 (2d4)	0 (1d6)
Save As:	Fighter: 3	Fighter: 6
Morale:	7	7
Treasure Type:	Nil	Nil
Intelligence:	3	1
Alignment:	Neutral	Neutral
XP Value:	175	1,100

	<i>Phororhacos</i>	<i>Titanothera</i>
Armor Class:	6	5
Hit Dice:	3 (L)	12 (L)
Move:	150' (50')	120' (40')
Attacks:	1 bite	1 butt or trample
Damage:	1d8	2d6 or 3d8
No. Appearing:	0 (1d8)	0 (1d6)
Save As:	Fighter: 2	Fighter: 6
Morale:	8	7
Treasure Type:	U	Nil
Intelligence:	2	1
Alignment:	Neutral	Neutral
XP Value:	35	1,250

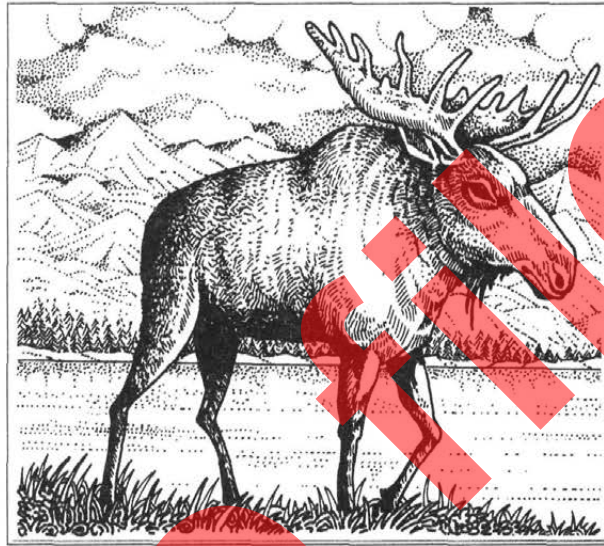
Monster Type: Prehistoric Animal (Rare).

Baluchitherium: This is a huge, primitive ancestor of the rhinoceros. It stands as much as 20 feet in height, and grazes the vast grasslands of lost world areas.

Giant Elk: Giant elk inhabit hills and plains. They are 10–12 feet long, weigh nearly a ton, and their antlers span 10 feet or more. Giant elk eat shrubs and grasses. They are preyed upon by dire wolves and saber-toothed tigers.

Grangeri: The grangeri looks like a cross between a giraffe and a hornless rhinoceros. Its long neck allows it to reach for and eat the leaves from the tops of trees. A grangeri is about 30 feet long and stands 20 feet tall. It is found in grasslands and lightly forested areas.

Hyenodon: These giant, prehistoric canines re-



semble hyenas with tawny gold fur that is similar to a lion's. They travel in packs, surrounding and pulling down prey with their powerful, vise-like jaws. Due to their numbers and large size (they average about eight feet from head to rump), they are able to take on large prey, like the baluchitherium, as well as smaller creatures (including humans). They are also voracious eaters of carrion. They are found roaming lost world hills and plains in temperate to tropical climates.

Megatherium: A megatherium is a giant ground sloth that eats leaves, roots, and shrubs. It stands 24 feet tall and can walk erect on its hind legs, although it usually prefers to travel on all fours. It is slow, stupid, and peaceful unless provoked, as befits its herbivorous nature. However, it will defend its young at all costs—fighting to the death if need be (Morale: 12). It is found in woodlands.

