

DANGEROUS DENIZENS:

THE MONSTERS OF TELLENE

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Table of Contents

Why the Kingdoms of Kalamar?	pg 2
Introduction	pg 3
Monsters of Tellene: A to Z	pg 5
Appendix A: Animals	pg 167
Appendix B: Tellene Variants	pg 189
Appendix C: Half-Races	pg 195
Appendix D: Charts	pg 203

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WHY THE KINGDOMS OF KALAMAR CAMPAIGN SETTING?

The KINGDOMS OF KALAMAR setting describes the world of Tellene, a vibrant world alive with rich characters, imminent danger, complex intrigue and exciting adventure, all awaiting your shaping hand. This robust world consists of many detailed lands and cultures, both human and humanoid, that are rife with adventure possibilities. On Tellene, fantastic creatures roam the wilderness, evil clerics worship evil deities hell-bent on destruction and the dead rise again to spread terror throughout the world. Complex political alliances mix with marauding bands of humanoids and medieval technology and culture come face to face with magic and the fantastic. Tellene combines the best of a realistic medieval world with all the elements of fantasy you have come to enjoy. While nearly any campaign setting suffices for a single adventure, your characters will find the KINGDOMS OF KALAMAR setting to be an engaging game world to explore long after the novelty of the "tourist bazaars" has worn thin.

The underlying strength of the KINGDOMS OF KALAMAR setting comes from its geo-historical basis. The maps feel right because they **are** right, at least from a standpoint of verisimilitude. The continents, lakes, rivers, forests and other geographical features all follow examples from the real world. This attention to detail clearly shows a setting built from the ground up, from the direction of the prevailing winds to the plate tectonics. No glaciers lie in the middle of warm lakes nor huge jungles in temperate latitudes. The KINGDOMS OF KALAMAR setting becomes the invisible backdrop for the real action: you.

The player character becomes the real hero of any D&D game. You rescue the princess and you recover the stolen Whatzit for Lord So-and-So. You shape the campaign world through your actions, not the other way around. Tellene, like few other campaign settings before it, offers you the opportunity to be a world-shaper. Life in Tellene grows from ordinary men and women with extraordinary courage and resolve. This setting gives you the information you need to allow your players to become one of those people. But fear not, for all the detail and background history that this setting provides add depth to your adventures without confining them. The KINGDOMS OF KALAMAR setting allows you to be the author of your own destiny by providing the scenery but not the story.

Of course, player characters cannot be everywhere at once. The world continues moving even when they spend weeks exploring long forgotten ruins or dark forests somewhere. Evil cults spread their influence throughout a small town. A village succumbs to a mysterious disease. A band of humanoids halts merchant routes between two cities. Villains even kidnap princesses when heroes are not around to do anything about it. What happens then? Well, sometimes the princess escapes, but more often the Vicelord has his way with her. For the NPCs of Tellene are not inept, else they would not be worthy (or suc-

cessful) villains. A world full of morons is no place to live. The good, the bad and even the so-so must transpire in the campaign in order to make the party's heroic deeds exceptional. After all, if every person on the block is a superhero, nobody stands out.

The KINGDOMS OF KALAMAR setting is designed to enhance your D&D experience by providing a realistic backdrop for your character. Every type of person you could imagine lives somewhere on Tellene. In fact, that's one of the reasons the KINGDOMS OF KALAMAR setting is such an enjoyable world to play in: it is tremendously versatile. No matter what type of character you choose to play, you should feel confident that he or she will have an important place in the world of Tellene.

The KINGDOMS OF KALAMAR setting also provides a realistic, dynamic world for your character. Every sort of adventure can be found on the continent of Tellene. Whether you dream of finding great riches in the bellies of mountains or ridding the desert of undead abominations, the KINGDOMS OF KALAMAR setting provides the where and the how, all the while maintaining a commitment to realism that lets you experience your character's adventures in the most satisfying ways.

In the KINGDOMS OF KALAMAR setting, your character has a chance to stand out. In fact, you have a chance to be the greatest character in the campaign world. But greatness is different for every individual. While you may dream of conquering the continent and bringing peace and prosperity to its people, others may wish for the ultimate in scholarly or magical achievement. What sets the KINGDOMS OF KALAMAR setting apart is its ability to give you the opportunity to do all this and more without sacrificing continuity or common sense. Here you are presented with the opportunity to become great. Realizing that opportunity, however, requires skill, effort and a little bit of luck.



introduction

ABOUT THIS BOOK

Although the *D&D Monster Manual* contains many creatures that can be found in the KINGDOMS OF KALAMAR campaign setting, the land of Tellene has its own special nature that allows the creation of new monsters. This book contains entries for over 125 such creatures for use in Dungeons & Dragons adventures.

All entries are listed alphabetically by name, and most also include a small map of the Sovereign Lands, depicting where on Tellene these creatures can be found. These maps are only meant as a quick guide to where the creature is most commonly encountered; Dungeon Masters (DMs) should read the descriptive text for full details. Monsters without map entries can be found almost anywhere on the main continent of Tellene or the Svimohzish Isle.

Some of the entries herein have appeared in previous KINGDOMS OF KALAMAR adventures or supplements. Though these creatures have been updated and revised for *Dangerous Denizens*, the DM may choose to use either version in his or her campaign.

Following the main entries are the appendices. Appendix A describes new mundane animals, also in alphabetical order. (Bizarre or simply very unusual animals are listed in the main entries.) Appendix B lists Tellene-specific variant monsters that are little different, in terms of statistics, from their namesakes in the *D&D Monster Manual*. Instead, their differences focus on culture, habitat, society and appearance. Appendix C lists new player character and non-player character races for use by both players and DMs. Appendix D is a collection of tables that organize the monsters in this book by challenge rating, type (and subtype) and region.

WHAT YOU NEED TO PLAY

This sourcebook assumes that you own the three core rulebooks of the Dungeons & Dragons game: the *Player's Handbook*, the *Dungeon Master's Guide* and the *Monster Manual*. In addition, many entries in this book frequently refer to the KINGDOMS OF KALAMAR campaign setting. Spells, feats or other items drawn from this source will be noted, and offer alternate choices for readers without this resource.

READING THE ENTRIES

Each monster entry is organized in the same general format. An entry is composed of a statistics block, giving the DM the basic game information about the creature, followed by sections of descriptive text where the creature's appearance, ecology, habitat and tactics are discussed. Even more information about the characteristics of monsters can be found in the *D&D Dungeon Master's Guide*, the *D&D Monster Manual* and the *KINGDOMS OF KALAMAR Player's Guide to the Sovereign Lands*.

NAME

This is the name the creature is typically known by in Merchant's Tongue, the "common" language of trade in the KINGDOMS OF KALAMAR campaign setting.

OTHER ENTRIES

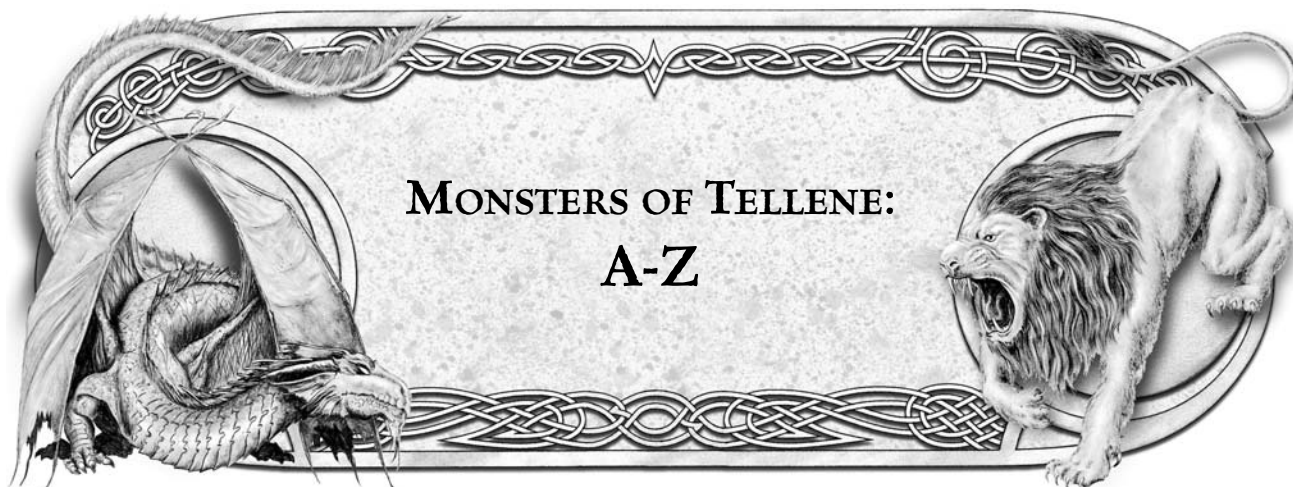
Each standard entry (Size and Type, Hit Dice, Initiative, Speed, and so forth) can also be found here. For additional rules information about these entries, see the *D&D Monster Manual*.

ON TELLENE

This section gives brief information specific to the KINGDOMS OF KALAMAR campaign setting, placing the monster within the geographical and historical context of that world. For example, some of the monsters in this book (such as trolls) owe their creation directly to certain deities, while others are native to the lands of Tellene or the island continent of Svimohzia.



MOHLER
2002



ANEMACONDA

Huge Animal (Aquatic)
Hit Dice: 10d8+70 (115 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 0 ft. (0 squares), swim 5 ft.
AC: 10 (-2 size, +1 Dex, +1 natural), touch 9, flat-footed 9
Base Attack/Grapple: +7/+15
Attack: Tentacle +6 melee (1d6 plus poison)
Full Attack: 8 tentacle rakes +6 melee (1d6 plus poison)
Space/Reach: 15 ft./15 ft.
Special Attacks: Constrict, improved grab, poison
Special Qualities: Blindsight, damage reduction 10/piercing or slashing, low-light vision, regeneration
Saves: Fort +14, Ref +8, Will -2
Abilities: Str 11, Dex 13, Con 24, Int 2, Wis 1, Cha 3
Skills: Listen +1, Spot +2, Swim +8
Feats: Alertness, Improved Initiative, Iron Will, Weapon Finesse
Environment: Warm aquatic
Organization: Solitary
Challenge Rating: 6
Treasure: Standard
Advancement: 11-20 HD (Huge); 21-30 HD (Gargantuan)
Level Adjustment: -

TACTICS ROUND-BY-ROUND

The anemaconda attacks its opponents with its saw-toothed tentacles, injecting poison into the victim while simultaneously grasping its prey.

Round 1: Full attack.

Round 2: Constrict same opponent or full attack new opponent.

Round 3: Repeat from round 2.

Though an anemaconda appears to be a group of weeds growing on the bottom of the sea, these weeds are actually long, saw-toothed tentacles that are a serious underwater hazard.

Though the anemaconda looks like a plant, it is in fact an animal. Though each of its 50-60 tentacles has the strength of an average man, only 8 of them are long enough to effectively

attack opponents. When not attacking, the anemaconda burrows these arms into the sea floor until they are covered by a thin layer of sea silt. These arms are flat and very difficult to notice (Spot DC 20) when lying on the sea floor. The arms are connected to a small central hub of flesh.

The anemacondas anchor themselves firmly to cracks and fissures on the ocean floor and cannot be moved by others without incredible effort, equal to a full-scale underwater mining operation. For them to move themselves likewise requires enormous effort and they tend only to do this when near death or if the crack they are rooted to becomes too small. To attract food, they first capture small underwater prey, typically fish, and then use the struggles of the trapped prey to attract larger and larger prey. However, anemacondas have been known to feed on creatures up to the size of medium sharks. They have no mouths, and feed by slowly absorbing nutrients through their tentacles.

The already fearsome anemaconda also carries a nerve poison that paralyzes its prey. Every time the creature successfully attacks with its tentacles, it delivers a small dose of poison. Though tough opponents often resist this poison, the anemaconda's many tentacles allow it several opportunities to succeed.

Anemacondas can live up to 500 years, and reproduce asexually. This occurs approximately once every 100 years.



The range of the Anemaconda

Dangerous Denizens: The Monsters of Tellene

COMBAT

The individual arms of the anemaconda are rather weak by themselves. They can be cut or ripped as easily as the flesh of most surface-dwellers. It is only in concert that the arms become deadly. Each individual tentacle has 2 hp, and cannot easily be damaged by bludgeoning weapons.

Anemacondas are difficult to kill, as most of the arms must be hacked off before one can reach the central hub. The central hub must be completely destroyed or uprooted and taken to the surface, where it quickly dies.

Constrict (Ex): An anemaconda deals automatic tentacle damage against creatures two or more size categories smaller than the anemaconda (typically Medium or smaller creatures).

Improved Grab (Ex): When the anemaconda hits an opponent two or more size categories smaller than itself (typically Medium or smaller) with a tentacle attack, it may constrict.

Poison (Ex): Tentacles, Fortitude save (DC 22); initial damage 1d4 temporary Constitution, secondary damage paralysis for 3d4 rounds.

Blindsight (Ex): An anemaconda can locate creatures underwater within a 30-foot radius. Against creatures with no central nervous system (such as constructs, ethe-

real beings, oozes and undead), an anemaconda's blindsense is limited to a 15-foot radius. Anemacondas are not fooled by illusions or other figments while underwater.

Regeneration (Ex): An anemaconda that loses part of its body mass can regrow it in 1d4 weeks.

ON TELLENE

Lobsterfolk cultivate anemacondas in regions that they frequently visit. The anemaconda devours some predators of the lobsterfolk and also provides a steady source of leftover bits of food for them to eat. Though the lobsterfolk enjoy almost total immunity to the poison by virtue of having an armored exoskeleton, they must be careful not to become completely entangled and immobilized. Anemacondas are native to the Straits of Svimohzia, Whimdol Bay and the southern Elos Bay, though lobsterfolk have transported them across the seas of Tellene.

Ships in the Elos Bay region must be wary of low tides, particularly when two or more moons combine to cause the low tides. Though rare, it is known that small fishing boats have been attacked and submerged by anemacondas. An unusually large anemaconda was recently found to have remains of twelve different boats near or entangled in it, some remains dating back to the time of Fulakar and the first Kalamaran expansion.

ASTRAL HUNTER

Medium Outsider (Evil, Extraplanar)

Hit Dice: 3d8+3 (16 hp)

Initiative: +2 (Dex)

Speed: 30 ft. (6 squares), fly 50 ft. (average)

AC: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Attack/Grapple: +2/+8

Attack: Claw +8 melee (1d4+6)

Full Attack: 2 claws +8 melee (1d4+6) and bite +6 melee (1d4+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Rend 2d4+9, snatch

Special Qualities: Darkvision 60 ft., plane vision, solid projection, spell-like abilities

Saves: Fort +6, Ref +5, Will +3

Abilities: Str 23, Dex 14, Con 12, Int 12, Wis 10, Cha 8

Skills: Climb +12, Hide +8, Intimidate +5, Knowledge (the planes) +7, Listen +6, Move Silently +8, Search +7, Sense Motive +6, Spot +6

Feats: Great Fortitude, Multiattack

Environment: Astral Plane

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always neutral evil

Advancement: 4-9 HD (Medium)

Level Adjustment: -

TACTICS ROUND-BY-ROUND

The astral hunter attacks from ambush, attempting to steal away its prey without an extended fight.

Round 0: Create solid projection and send it to hunt. Projection perches in high place and waits for prey.

