



BESTIARY OF KRYNN, REVISED

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CONTENTS

CHAPTER ONE: MONSTERS OF KRYNN 4

ANKHOLIAN UNDEAD	4	MORAX	63
BLACK WILLOW	5	HULDRFOLK	64
BLOODRAGER	7	IMP, VAPOR	66
CENTAUR, WENDLE	8	KALOTHAGH	67
CHAOS WRETCH	10	KANI DOLL	68
CHILD OF THE SEA	12	KNIGHT HAUNT	70
DAEMONLORD	16	KYRIE	71
DAEMON WARRIOR	17	LIZARDFOLK, JARAK-SINN	73
DARK THRALL OF ONYSABLET	19	MAGORI	75
DEMON, MALRAUTHIN	20	MANDIBEAR	77
DISIR	22	MUNDANE ANIMALS	78
DRACONIAN, NOBLE (FLAME)	25	PROTO-CREATURE	79
DRACONIAN, NOBLE (FROST)	26	QLIPPOTH	81
DRACONIAN, NOBLE (LIGHTNING)	27	RAZHAK	82
DRACONIAN, NOBLE (VAPOR)	28	REMNANT	83
DRACONIAN, NOBLE (VENOM)	29	SACRED GUARDIAN	84
DRAGON, AMPHI	30	SAQUALAMINOI	88
DRAGON, AQUATIC	33	SHADOW WIGHT	89
DRAGON, FIRE	37	SKORENOI	91
DRAGON, FROST	39	SKRIT	92
DRAGON VASSAL	42	SKYFISHER	93
DRAGONSPAWN	43	SLIG	94
DRAGONSPAWN, ABOMINATION	45	SWARM, TURBIDUS LEECH	97
ELEMENTAL MINION	48	TAINTED-BLOOD	98
EYEWING	51	TAYFOLK	100
FEEDER	52	TROLL, MEWLING	103
FLIGHTLESS BIRDS	53	TYLOR	104
FORESTMASTER	55	UNDEAD BEAST, STAHNK	105
FUNNO	57	UNDEAD BEAST, GHOLOR	107
GIANT, DESOLATION	57	URKHAN WORM	108
GIANT, HALF-GIANT	59	WHISPER SPIDER	109
GOBLIN, CAVE LORD	60	WICHTLIN	112
GURIK CHA'AH	61	WYNDLASS	114
HATORI	62	YAGGOL	116

CHAPTER TWO: MONSTROUS PRESTIGE CLASSES 118

AMBIENT TEMPEST	118
BRANCH OF ZIVILYN	120
CHILD OF CHEMOSH	122
DRAGON RAVAGER	124
SCOURGE OF CHAOS	125

CHAPTER THREE: MONSTERS AS CHARACTERS 127

LACKING ACCEPTANCE	127
ACCEPTANCE CHECK	127
INFLUENCING FACTORS	127
BYPASSING PREJUDICES	129
ACCEPTANCE AND WHAT IT MEANS	129
IN SUMMARY	130
AREAS SUITED FOR MONSTROUS CHARACTERS	130
SUGGESTED MONSTER RACES	131

APPENDIX ONE: WILDERNESS ENCOUNTERS 133

APPENDIX TWO: MONSTERS IN DRAGONLANCE 146

FOREWORD

The draconians captured me first—more years ago than I care to remember. (By Habbakuk's fist, I think it was twenty years past when we played D&D around an old kitchen table in Evansville, Indiana.) Man-like creatures birthed from the corrupted eggs of dragons, they were quick to spirit me off to Krynn and take my imagination on a wild, glorious ride. They've held me prisoner ever since that first adventure, and since that time, I've had the pleasure of liberally sprinkling them throughout my DRAGONLANCE novels. To this day, draconians remain unique to the world of Krynn. No commonplace orcs are they!

I was also captured by Ansalon's great dragons—or perhaps captivated is a better word choice. With their intricate schemes and skillful manipulations of Krynn's lesser beings, they were an unstoppable force to be feared by the D&D characters I played, and at the same time, they were the backbone of my DRAGONLANCE fiction. (I think the majestic blues of the desert are my favorite—flying through gales and dancing with lightning. I still mourn the passing of the Storm Over Krynn.)

INTRODUCTION

THE thing entered the room swiftly despite its great bulk. The scraping sound they had heard was caused by its gigantic, bloated body sliding along the floor.

"A slug!" Tas said, running up to examine it with interest. "But look at the size of that thing! How do you suppose it got so big? I wonder what it eats—"

"Us, you ninny!" Flint shouted.

—Tasslehoff and Flint in the *Sla-Mori
Dragons of Autumn Twilight*
By Margaret Weis and Tracy Hickman

Ansalon is a land populated by elves, humans, ogres, and all the various races in between. It has wondrous cities, prosperous towns, and tiny villages that do not so much as rate a dot on a kender's map. Adventures can be found in such places, and they also serve as havens for travelers who seek rest from a wearying journey.

Only the foolish believe the land is tame, however. Ansalon is a continent of feral wilderness with ancient forests whose hearts remain unseen even by elven eyes, bone-dry deserts which bake under the blazing sun, and vast, tempestuous seas reflecting the light of three moons. In all of these places, there are monsters.

Some of the land's creatures are merely animals competing for survival. Other are creatures altered by the passage of the Graygem or from the Chaos War—living outside the will of the gods' design yet thriving. Still others are servants of the Holy Orders of the Stars or creations of magic. Each presents both adventure and danger to those who leave civilization behind.

Many of the creatures found within these pages have, before now, been seen only in the stories of Krynn—such as

The world is known for other unique creatures, too: the chaos wights bent on stealing minds and memories; the brutal thanoi from the brutally cold south; the whimsical kender; the tinkering gnomes; the sea-going minotaurs who could be your best friend or your most terrifying foe...

Passionate and powerful.

Hideous and stunning.

Divine, demonic, pitiable, and mysterious.

The creatures of Krynn are all of those things and much, much more. Masterfully created from the most talented minds in gaming to challenge the most stalwart of adventurers, I think they are the heart of a DRAGONLANCE campaign.

I wonder which creatures will capture you.

Jean Rabe
Summer 2003

the wicked, blood-drinking feeder. Lifted from the pages of the storytellers, the monsters now can have their potential fully realized at the gaming table, spawning new stories for players. Some creatures are completely new, either a variation on something familiar or otherwise dramatically different, enough to surprise even the most jaded adventurers.

A DRAGONLANCE campaign features many of the same creatures found in other d20 System campaigns. Many others are unique to the world of Krynn and can be found in the *DRAGONLANCE Campaign Setting, Age of Mortals*, this volume, and many of the other DRAGONLANCE game books from Sovereign Press and Margaret Weis Productions. All of the creatures presented here conform to the standards and guidelines found in the d20 System Core Rules.

2006 ADDENDUM

It has been three years since the *Bestiary of Krynn* was published. It went on to sell out rather quickly and has been largely unavailable for almost two and a half years. Instead of simply reprinting the *Bestiary*, we decided to give the book a make-over and improve it.

Gone is the layout of the old book. All of the monsters are presented in alphabetical order, each with the new stat block used in the new official D&D game books. All errata from the original book has been entered and mistakes corrected (not to say this book is perfect, something always slips through). A few new monsters—the yaggol, cave lord, Jarak-Sinn, and others—have been included. A couple of creatures have new art. We have tried to showcase the art better by making most of the images bigger.

We hope you enjoy the new and improved *Bestiary of Krynn, Revised!*

Chapter 1: MONSTERS OF KRYNN

THE things that waited behind the gates scuttled out so quickly, it set Hult back a pace. They were massive, wormlike creatures, each ten feet long and as wide across as a man's trunk, covered in shells like banded mail, one deep blue and the other oily black. They had more legs than he could count—it seemed like hundreds, each ending in a wickedly curved hook that dug into the sand as they darted forward, throwing up plumes behind. Pincers like scythe-blades gnashed around their chittering mouths; their eyes were like faceted jewels, as black as an ogre's heart.

"Horax!" Forlo yelled, moving back a step as the beasts scurried toward them.

Trail of the Black Worm

By Chris Pierson

The following chapter presents additional creature threats and monstrous challenges for characters in a DRAGONLANCE campaign. Together with the monsters described in the *DRAGONLANCE Campaign Setting* and the various DRAGONLANCE books published by Sovereign Press and Margaret Weis Productions, these creatures comprise the greater part of new and exciting encounters that can occur on Krynn. Each entry conforms to current standards laid out in the revised edition of *Dungeons & Dragons*, and the more common special attacks, special qualities, and subtypes are described in more detail in the *Monster Manual Glossary*.

ANKHOLIAN UNDEAD

Ankholian undead are the result of imbuing standard undead with the properties of a fireshadow. All ankholian undead can be spotted by the eerie green glow of their bones managing to shine even through flesh, casting a slight pale-green illumination all about the creature. In addition to the light provided by the bones, the undead creature is sheathed in an aura of heat so great that it burns anything to come in contact with it. Those who fight ankholian undead often prepare against fire and are in for a surprise when the monster unleashes its breath weapon, which—despite a resemblance to green flame—deals cold damage.

Texts found in the libraries of the Tower of Wayreth say the ankholian undead first arose early on during the Age of Might when a wizard named Ankholus attempted to create a fireshadow (*DRAGONLANCE Campaign Setting*, page 225). These texts state that Ankholus, though powerful, had a limited understanding of planar entities and assumed the fireshadow was an undead creature that could be easily recreated. The fate of Ankholus was never made clear, though the texts speculate that he succumbed to an ankholian form of undeath as a lich.

Ankholian undead speak any languages used by their standard undead counterparts.

SAMPLE ANKHOLIAN UNDEAD

This rotting creature has the head of an owl and the burly lower body of a bear. Its bones can be seen glowing with an unnatural green light within its body, and it is surrounded by an aura of green fire.

This example uses an owlbear zombie as the base creature.

ANKHOLIAN OWLBEAR ZOMBIE

CR 5

Always NE Large undead

Init +0; Senses darkvision 60 ft.

AC 19, touch 9, flat-footed 19 (+10 natural, -1 size)

hp 68 (10 HD); DR 5/slashing

Immune cold, fire; undead traits

Fort +3, Ref +3, Will +7

Spd 30 ft.; can't run

Melee bite +12 (1d8+8 plus 1d8 fire) or

Melee slam +12 (1d8+8 plus 1d8 fire)

Space 10 ft.; Reach 5 ft.

Base Atk +5; Grp +17

Atk Options contaminate undead, single actions only

Special Actions breath weapon

Abilities Str 27, Dex 10, Con —, Int —, Wis 10, Cha 5

SQ create spawn

Feats Toughness

Skills —

Environment Any

Organization Any

Treasure None

Advancement None; Level

Adjustment —

Breath Weapon

(Su) 30

ft. cone,

6d8



cold damage, Reflex DC 12 half, usable once per minute.

Contaminate Undead (Su) Reflex DC 12 negates.

Heat (Ex) An ankholian owlbear zombie's body generates intense heat, causing opponents to take an extra 1d8 points of fire damage every time the creature succeeds on a natural attack. Creatures attacking an ankholian owlbear zombie unarmed or with natural weapons take this same fire damage each time one of their attack hits.

Single Actions Only (Ex) Ankholian owlbear zombies have poor reflexes and can perform only a single move action or attack action each round. If it charges, an ankholian owlbear zombie can move up to its speed and attack in the same round.

STRATEGIES AND TACTICS

Ankholian owlbear zombies attack mindlessly, combining the use of their breath weapon with other attacks at random.

CREATING ANKHOLIAN UNDEAD

"Ankholian undead" is an acquired template that can be added to any corporeal undead creature (referred to hereafter as the base creature).

An ankholian undead uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Size and type remain unchanged.

Armor Class: The base creature's natural armor bonus improves by +2.

Special Attacks: An ankholian undead retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 the ankholian undead's HD + ankholian undead's Cha modifier unless otherwise noted.

—**Breath Weapon (Su)** Ankholian undead gain the ability to breathe a 30 foot cone of green flame that deals 6d8 points of cold damage. Creatures take half damage on a successful Reflex save. This ability is usable once every minute.

—**Contaminate Undead (Su)** The breath weapon and heat aura of an ankholian undead also affect other undead in a unique way. When damaged by an ankholian undead's breath weapon or heat, corporeal undead creatures must succeed at a Reflex save or gain the ankholian undead template.

—**Create Spawn (Su)** Any living creature slain by an ankholian undead becomes an ankholian undead zombie in 1d4 rounds. Spawn are under the command of the ankholian undead that created them and remain enslaved until its death, unless the creator itself is a mindless creature.

—**Heat (Ex)** An ankholian undead's body generates intense heat, causing opponents to take an extra 1d8 points of fire damage every time the creature succeeds on a natural attack. Creatures attacking an ankholian undead unarmed or with natural weapons take this same fire damage each time one of their attack hits.

Special Qualities: An ankholian undead retains all the special qualities of the base creature and gains immunity to cold and fire.

Abilities: Increase from the base creature as follows: Str +4, Cha +4.

Challenge Rating: Same as the base creature +2 (minimum 3).

Alignment: Any evil.

Level Adjustment: Same as the base creature +3 (if any).

BLACK WILLOW

This creature looks like an ugly willow tree covered in brownish-green bark. Its branches hang down, some moving naturally in the wind, although about a dozen or so move as if directed.

BLACK WILLOW

CR 13

Always CE Huge plant

Init +0; **Senses** low-light vision; **Listen** +7, **Spot** +14

Aura sleep aura (30 ft. radius, Will DC 23)

Languages Common, Elven, Sylvan (cannot speak)

AC 28, touch 8, flat-footed 28 (+20 natural, -2 size)

hp 184 (16 HD); **DR** 15/slashing

Immune electricity, fire; plant traits

Fort +17, **Ref** +5, **Will** +5

Spd 10 ft.

Melee* 12 tendrils +14 each (1d6+9)

Space 15 ft.; **Reach** 15 ft.

Base Atk +12; **Grp** +26

Atk Options Cleave, improved grab (tendrils), Improved Sunder, Power Attack

Special Actions constrict 1d8+12*, swallow whole

*includes adjustments for a 3-point Power Attack

Abilities Str 23, Dex 10, Con 24, Int 10, Wis 11, Cha 17

Feats Ability Focus (sleep aura), Alertness, Cleave, Improved Sunder, Power Attack, Weapon Focus (tendrils)

Skills Hide +10*, **Listen** +7, **Sense Motive** +5, **Spot** +14, **Survival** +6

Environment Warm forests

Organization Solitary or grove (2-5)

Treasure Standard

Advancement 17-32 HD (Huge), 33-48 HD (Gargantuan);

Level Adjustment —

Constrict (Ex) A black willow deals 1d8+9 points of damage with a successful grapple check.

Improved Grab (Ex) To use this ability, a black willow must hit a Large or smaller creature with its tendrils attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. A black willow may constrict a single foe with up to four tendrils at a time, making the grapple check for each individual tendrils. A creature may cut itself free of a single tendrils with a slashing or piercing weapon by dealing 10 points of damage to the tendrils in question (AC 15). Any tendrils have been severed in such a manner are subtracted from the total number of tendrils that a black willow can use. All tendrils grow back within a week.

Sleep Aura (Su) All creatures within 30 feet of a black willow must succeed at a DC 23 Will save or be affected



as if by a *sleep* spell at caster level 15. Unlike the spell, the black willow's aura can affect up to a number of Hit Dice equal to its own. Creatures that succeed at their saving throw are fatigued for four rounds. A creature that succeeds on its saving throw cannot be affected by the same black willow's *sleep* aura for 24 hours. The save DC is Charisma-based.

Swallow Whole/Paralysis (Ex) A black willow can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed on a DC 25 Fortitude save or be paralyzed for 3d6 rounds by the black willow's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. The save DC is Constitution-based. Because the plant seals itself upon swallowing a creature, a swallowed creature that avoids paralysis can only exit by cutting its way out by using a slashing or piercing weapon to deal 25 points of damage to the black willow's interior (AC 20). Once the creature exits, the plant seals the hole; another swallowed opponent must cut its own way out. A Huge black willow's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller creatures.

Skills: *A black willow gains a +10 competence bonus to Hide checks in a forested area.

Black willows are malevolent plant creatures that thrive on the wanton killing of hapless wandering creatures. Black willows stand 20 feet tall, and their trunks are five feet in diameter. Their coloration ranges anywhere from a sickly green to a dark brown to pitch black. The bark of a

black willow is always gnarled, and its branches double as tendrils used in the pursuit of its prey. Black willows digest their food inside a cavity containing greenish-yellow digestive juices. The plants are able to see and hear despite having no discernable sensory organs. Black willows can move by uprooting themselves and moving slowly on stubby legs that can close together to look like the trunk of a tree.

Black willows have been recorded in history books since the first passage of the Graygem across Krynna. It has struck many as odd that the Graygem wreaked such havoc amongst willows while it left most other plant-life relatively unscathed. Some disagree with the connection made between the passage of the Graygem and the existence of black willows, often citing texts that refer to a dark druid named Fheira, a woman with a consummate passion for performing magical experiments on plant life.

Black willows have no speech apparatus but understand Common, Sylvan and Elven, as well as any other languages commonly found in surrounding territories.

STRATEGIES AND TACTICS

A black willow prefers to attack by going after creatures that have fallen prey to its *sleep* aura and constricting them with four tendrils at once. When faced with numerous opponents, a black willow will unseal its trunk and swallow a single opponent so it can use all of its resources to deal with the others. If three quarters of its tendrils have been severed, a black willow will refrain from grappling with any creature.