

# the tome of HORRORS II Credits

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## Monsters by Type

A listing of all the monsters published in this volume, organized by type and subtype. Several new subtypes can be found in the list below. Each is detailed after the listing.

**Aberration:** Arcanoplasm, bedlam, cerebral stalker, clamor, cragman, draconid, encephalon gorgor, gutslug, mawler, nuckalavee, sand kraken, slaughterford, tentacled horror.

**(Air):** dragon (smoke), niln, weird (lightning).

**Animal:** Caracal, cave lion, giant archerfish, giant chameleon, giant falcon, giant horned chameleon, giant pike, giant rock chameleon, homotherium, hyaenodon, jaguar, lynx, mountain lion, smilodon, snow leopard, swarm (piranha, poisonous frog).

**(Aquatic):** Asrai, beetle (giant water), giant archer fish, giant pike, oil shark, renzer, rip-tide horror, stygian leviathan, swarm (piranha), sea wasp.

**(Chaotic):** Abyssal wolf, bedlam, weird (blood).

**(Cold):** Barbegazi, hoar spirit, mimi, slorath.

**Construct:** Brass man, colossus (jade), dragonship, golem (furnace, iron maiden, magnesium, ooze, rope), screaming skull, warden jack swarm.

**Demon:** Caizel, chaaor, greater ooze, grerour, lesser ooze, mallor, shroth, Vepar.

**Devil:** Blood reaver, Caasimolar, Demoriel, flayer, hellstoker, Xaphan.

**Dragon:** Dungeon dragon, smoke dragon.

**(Earth):** Giant (volcano).

**Elemental:** Caterprism, geon, magmoid, niln, quasi-elementals, weirds.

**Elemental (Acid):** Quasi-elemental (acid).

**Elemental (Earth):** Caterprism, geon, magmoid, weird (lava).

**Elemental (Electricity):** Weird (lightning).

**Elemental (Fire):** Magmoid, weird (lava).

**Elemental (Obsidian):** Quasi-elemental (obsidian).

**Elemental (Water):** Niln.

**(Evil):** Abyssal wolf, demon (Caizel, chaaor, greater ooze, grerour, lesser ooze, mallor, shroth, Vepar), devil (blood reaver, Caasimolar, Demoriel, flayer, hellstoker, Xaphan), sabrewing.

**(Extraplanar):** Abyssal wolf, brassman, burning dervish, caterprism, cheitan (djinni), clamor, demon (Caizel, chaaor, greater ooze, grerour, lesser ooze, mallor, shroth, Vepar), devil (blood reaver, Caasimolar, Demoriel, flayer, hellstoker, Xaphan), encephalon gorgor, fire crab (lesser, greater), fire phantom, fire whale, geon, magmoid, niln, oil shark, proscriber, quasi-elementals (acid, obsidian), sabrewing, stygian leviathan, temporal crawler, time flayer, weirds (blood, lava, lightning).

**Fey:** Asrai, debased nixie, fyr, grig swarm, grimstalker, mimi, oakman, redcap.

**(Fire):** Brass man, cinder ghoul, fire crab (lesser, greater), fire phantom, fire whale, giant (volcano), oil shark.

**Giant:** Aberrant, giants (cave, ferrous, volcano).

**(Gnome):** Barbegazi.

**(Goblinoid):** Troblin.

**Hazard:** Fulgurate mushroom, piercer, winterbloom, witch grass.

**Humanoid:** Barbegazi, huggermugger, ogren, silid.

**(Incorporeal):** Church grim, clamor, crucifixion spirit, fear guard, murder-born, phantasm.

**Magical Beast:** Abyssal wolf, ahlinni, amphisbaena, barrowrat, basilisk, cave leech, cavern lizard, corpse rook, corpsespinner, elusa hound, fire whale, gelid beetles (lesser, greater), giant bog turtle, gloom crawler, kathlin, oil shark, phase flea, rakklethorn toad, renzer, retch hound, riptide horror,

ronus, sand stalker, scythe horn, sepia snake, slorath, sloth viper, stygian leviathan, tangtal, tazelwurm, temporal crawler, thundershrike, vapor dire rat, vapor wasp.

**Monstrous Humanoid:** Inphidians (cobra-back, common, dancer), ravenous human (eater of flesh), ryven, troblin.

**Ooze:** Puddings (blood, stone), slime mold.

**Outsider:** Burning dervish, proscriber, sabrewing, time flayer.

**Outsider (Air):** Cheitan (djinni).

**Outsider (Chaotic):** Demons (Caizel, chaaor, greater ooze, grerour, lesser ooze, mallor, shroth, Vepar), weird (blood).

**Outsider (Good):** Angel (empyrean), proscriber (good-aligned).

**Outsider (Evil):** Demons (Caizel, chaaor, greater ooze, grerour, lesser ooze, mallor, shroth, Vepar), devil (blood reaver, Caasimolar, Demoriel, flayer, hellstoker, Xaphan), proscriber (evil-aligned), weird (blood).

**Outsider (Lawful):** Devil (blood reaver, Caasimolar, Demoriel, flayer, hellstoker, Xaphan).

**Outsider (Native):** Cheitan (janni, half-human fighter, half-drow cleric).

**Plant:** Bloodsuckle, bog creeper, fungoid, gallows tree, gallows tree zombie, phlogiston, sleeping willow, witch tree.

**(Shapechanger):** Dragon (dungeon), mawler.

**(Swarm):** Grig, piranha, poisonous frog, velvet ant, warden jack.

**Undead:** Black skeleton, cadaver, cinder ghoul, corpsespun fighter, corpsespun minotaur, crucifixion spirit, fear guard, fire phantom, grave risen, hanged man, hoar spirit, murder-born, phantasm, red jester, spellgorged zombie, undead lord (cadaver).

**Vermis:** Beetles (giant blister, giant saw-toothed, giant water), fire crab (lesser, greater), giant flea, giant hornet, giant yellowjacket, helix moth (larva, adult), giant sea slug, monstrous sea wasp, swarm (velvet ant).

**(Water):** Niln.

## New Subtypes

**Acid Subtype:** Creatures with the acid subtype are composed entirely of acid and most come from a quasi-elemental plane. Acid creatures are vulnerable to water-based attacks. A water-based effect or spell deals 1d4 points of damage per spell level to a creature with this subtype, unless noted otherwise (in either the monster's description or the spell's description). The creature usually receives a save (Fortitude or Reflex) to halve the damage.