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## PREFACE

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With well over 50 adventures in print, *Dungeon Crawl Classics* are the most popular modules on the market today. From the beginning, I've asked our writers to focus on one thing when they write an adventure: the adventure. That may sound obvious – what else would you focus on in an adventure module? Many other publishers advertise their adventure modules as if the adventure itself were an afterthought. “Includes three new feats! A new prestige class! And four new monsters!” But for *Dungeon Crawl Classics*, the “extras” are the afterthought; new material is there to support the adventure, not the other way around.

With the launch of 4E, we had an opportunity to look back over our archives. Despite our emphasis on “adventure first,” we were bound to come up with a few new monsters along the way – the supporting cast for our adventures, if you will. As it turns out, we came up with more than a few: more than a hundred over the last five years.

Now, for the first time ever, the best monsters of the *Dungeon Crawl Classics* line are collected together in one tome. All of them have been converted to 4E and, in some cases, expanded or revised as part of the conversion. They are safely distant from the modules themselves, which will continue to focus on the thing they do best. And we've thrown in some new monsters along the way, inspired by the new mechanics of 4E.

With fifty books in print and the myriad new monsters introduced therein, how do you choose which to include in a monster collection? It's easy: you hire the person best qualified to choose. That person is Aeryn Rudel, known to his fans as Blackdirge. Since the early days of EN World (the world's largest d20 fan site, visible at [www.enworld.org](http://www.enworld.org)), Blackdirge has distinguished himself as a monster artisté without peer. Long-time readers of *Dungeon Crawl Classics* will know Aeryn's work. And now he's reviewed every monster ever to appear in a *Dungeon Crawl Classics* module – as well as those from a few other Goodman Games products – to put together this tome.

In the pages that follow, you will find these denizens of the dungeon. Some are vermin and mindless beasts suited to any castle's catacombs. Others are masterminds who direct hordes under the mountain or raiders who swarm up from great caverns deep in the underdark. Still others are champions of the fungal forest, lords of the lava seas, or guardians of long-forgotten tombs. Ranging in level from 1 to 30, there are enough creatures herein to challenge every adventurer for years to come. So step forward, brave hero, and see how you fare against Blackdirge's denizens of the dungeon!

— Joseph Goodman

President,  
Goodman Games



# INTRODUCTION

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When 4E was announced at Gen Con 2007, the first thing I wondered about was monster design. How would it change? Would it be better or worse than 3.5E? And what's all this talk of 'streamlining' about?" I was a hard-core 3.5E stat monkey, and I bristled at the thought of WotC reining in my precious three-page epic stat blocks.

However, when the first example 4E monsters started popping up on the Net, I was pleasantly surprised. They were neater, more utilitarian, and unencumbered by tons of extraneous mechanics. I started to see that I really didn't need to know how many ranks of Knowledge (arcana) a balor had; I didn't need monsters with whole paragraphs of spell-like abilities that would never get used in actual play; and I didn't even need player-centric things like feats cluttering up my monster's mechanics.

When I actually started to design with the 4E monster guidelines, it didn't take me long to fully embrace the monster design philosophy of the new game. The best way I can describe going from designing 3.5E monsters to 4E monsters is like being an accountant your whole life, and then suddenly realizing that you should be a painter, or a poet, or dare I say...a game designer.

When I accepted a staff position with Goodman Games, one of the initial projects I was given was to convert some of the original monsters that appeared in the Dungeon Crawl Classics line over the years and compile them into a single book. With over one hundred monsters just begging to be given a new lease on life with a new version of D&D, I couldn't wait to get started. As I converted and compiled the monsters that would eventually go into this book, I found myself missing the rigid creation guidelines of 3.5E less and less. It was quite a liberating experience not to agonize over every single modifier and skill point, and to truly focus on trying to be innovative and creative.

However, the book you are currently reading is not just a simple conversion of the monsters that appeared in the various Dungeon Crawl Classics adventures; it is a complete re-envisioning. There are dozens of new monsters, including some old classics from the previous edition of D&D, and even the critters from the old volumes have been completely reworked and expanded.

Blackdirge's Dungeon Denizens features over 140 monsters from levels 1 to 30, sufficient to challenge players of any level. Here you'll find a plethora of low-level villains and beasties to stock your players' first dungeon, as well as calamitous, campaign-ending monstrosities such as Azi Dahaka, the mighty Demon Lord of Storms.

It's been a blast updating and revising the monsters for Blackdirge's Dungeon Denizens, and I hope you have as much fun using the monsters in this book as I had creating and converting them.

— Aeryn "Blackdirge" Rudel





# AMBER GOLEM

An amber golem is a variant of the stone golem constructed with the semi-precious material as a replacement for the standard granite or marble. Amber golems are more pleasant to look at than stone golems and are often considered as much a work of art as a useful magical guardian or tool.

## AMBER GOLEM LORE

A character knows the following with a successful Arcana or Nature check.

**DC 20:** Amber golems are imbued with a spark of magical energy that gives them rudimentary intelligence and the ability to move. They are often constructed in the form of human men of noble bearing, sometimes resembling famous heroes, kings, and even their creators.

**DC 25:** An amber golem can slow opponents with blows from its fists or encase them in amber-colored energy that completely immobilizes.

### Amber Golem

Level 15 Elite Soldier

Large natural animate (construct)

XP 2,400

**Initiative** +10

**Senses** Perception +7; darkvision

**HP** 296; **Bloodied** 148

**AC** 34; **Fortitude** 30, **Reflex** 22, **Will** 21

**Immune** disease, poison, sleep; **Resist** 10 fire, 10 cold, 20 radiant

**Saving Throws** +2

**Speed** 6; can't shift

**Action Points** 1

⊕ **Slam** (standard; at-will)

Reach 2; +22 vs. AC; 2d8+6 damage, and the target is pushed 1 square.

‡ **Double Slam** (standard; at will)

The amber golem makes two slam attacks. If both attacks hit the same target, the target is slowed (save ends).

✂ **Amber Prison** (standard; recharge ⓈⓈ) ⬠ **Radiant**

Ranged 10; +20 vs. Reflex; 3d6+5 radiant damage, and the target is stunned (save ends). *Aftereffect:* The target is immobilized (save ends).

**Alignment** Unaligned

**Languages** —

**Str** 23 (+13)

**Dex** 12 (+8)

**Wis** 10 (+7)

**Con** 20 (+12)

**Int** 3 (+3)

**Cha** 3 (+3)

**Description** *This hulking automaton has been carved from a single mammoth piece of amber. It stands nearly 12 feet tall, and it resembles a finely dressed man of noble bearing. The workmanship is exquisite, and the only detectable flaws are the scores of tiny insects suspended for all eternity in the golem's semi-translucent body.*

## AMBER GOLEM TACTICS

The amber golem uses amber prison to immobilize and slow opponents. It then wades in with its mighty fists, targeting immobilized enemies first.

## ENCOUNTER GROUPS

Amber golems are usually encountered with creatures possessed of potent magical ability, often the creature that created the golem.

### Level 19 Encounter (XP 11,200)

- 1 dark naga (level 21 elite controller)
- 2 amber golems (level 15 elite soldier)