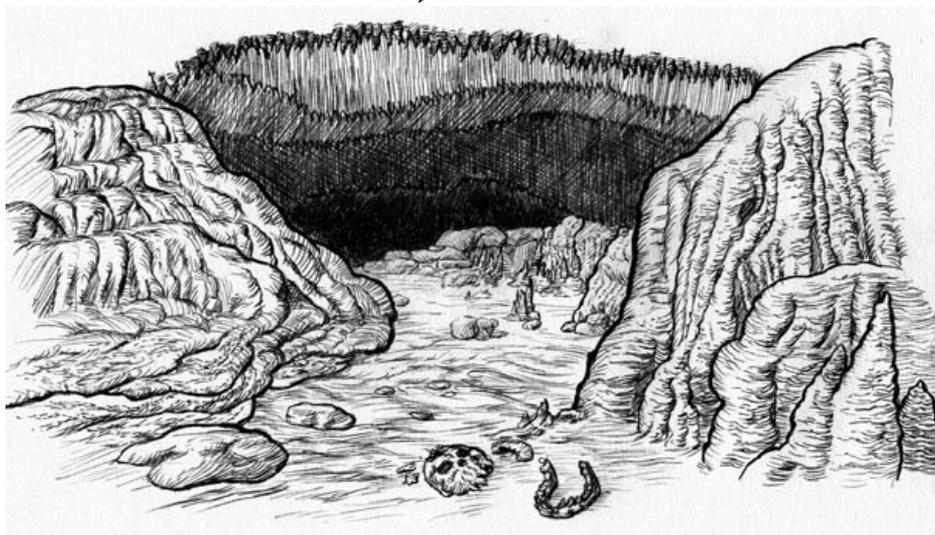


Monster Geographica: Underground

*A compilation of monstrous
entities found below*



*Monster Selection and Design: Joseph Browning,
Suzi Yee, Kevin Baase*

*Conversion and Editing: Kevin Baase and Joseph Browning
Art: Ravindra Rana*

Expeditions Retreat Press

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(Goblinoid): Silid (1/2), Skunk Goblin (1/2), Soot Goblin (1), Arachnopygmy (2)

Hazards: Piercer (1/4), Fulgurate Mushrooms (4), Symbiotic Jelly (4), Twilight Mushrooms (7)

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Introduction

First off, thanks for supporting us in the newest product line from Expeditious Retreat Press!

The XRP3000 line is dedicated to creative, useful applications of the open game license and open game content. Monster Geographica books compile 200 monsters of specific terrains into one inexpensive, 100% OGC resource (excluding art, company logos, and company name). Collected from over 20 different sources, Monster Geographica books also provide an extensive array of challenge ratings and concepts.

Due to its organization, Monster Geographica is an ideal monster supplement for random encounters, adventure building, and campaign design. Unlike other monster books, Monster Geographica organizes monsters by challenge rating.

Building a CR 5 encounter? All CR 5 monsters are right next to each other; no need to flip back and forth between a CR table and the monsters' stat blocks. Need a random encounter level 7? Again, all CR 7 monsters are right next to each other. Don't see one you like? Flip to the CR 5 monsters and pick two.

We also include an alphabetical table of contents with a listing of creatures by type and subtype (also arranged by challenge rating), making Monster Geographica books easy to use from many different approaches. Listings by type and subtype allow you to search using a different set of parameters. Need a CR6 ooze? With Monster Geographica, you can reference the listing by type and know each monster's CR without having to flip to the actual stat block.

We have many fond (and often bloody) memories of great 3.0 monsters, and we didn't want to leave them out of the Monster Geographica books. Therefore, up to 50 % of the monsters in every Monster Geographica book are conversions of 3.0 monsters updated for a 3.5 game.

And lastly, we wanted to make Monster Geographica books affordable. We hope you understand and agree with our no-internal-art policy that allows us to offer 200 monsters for \$20. And notice the spine? That's a lay-flat binding that will hold up to the most dedicated use.

Monster Geographica: Underground is the first book in the line, gathering 200 monsters commonly found below the surface. The next book is Monster Geographica: Marsh and Aquatic, coming out November 2004, followed by Forest, Hills and Mountains, and Plains (Deserts and Tundra).

You may be wondering why Monster Geographica: Underground is XRP3002? A little known PDF called Internet Arcana was XRP3001. Internet Arcana was an ambitious project that strove to take full advantage of its digital medium. Not only were all the SRD spells and magic items in one fully bookmarked PDF, they were hyperlinked for ease of reference. We gathered many new spells and magic items from other sources, with the intent of bringing attention to other publishers' work through hyperlinking to product buy-pages and company web sites. It was a testament to what the digital medium could do for both the publisher and the consumer. Unfortunately, it was released shortly after Wizards of the Coast announced 3.5.

So short of an announcement for 4.0, we hope you enjoy Monster Geographica: Underground and all the Monster Geographica books for a long time!

Good Gaming,
Suzi and Joe

P.S. Don't forget to enjoy the little "Flora and Fauna" bits scattered throughout the books. They contain interesting information appropriate to the setting, even if some of them aren't strictly flora nor fauna. Go ahead and sue us for it if you like...

Barrow Rat

Tiny Magical Beast

Hit Dice: 1d10 (5 hp)

Initiative: +2

Speed: 15 ft. (3 squares), climb 15 ft., burrow 15 ft.

Armor Class: 15 (+2 size, +2 Dex, +1 natural), touch 14, flat-footed 13

Base Attack/Grapple: +1/-10

Attack: Bite +5 melee (1d3-3)

Full Attack: Bite +5 melee (1d3-3)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Mob tactics

Special Qualities: Darkvision 60 ft., low-light vision, scent, stonyskin

Saves: Fort +2, Ref +4, Will +1

Abilities: Str 4, Dex 15, Con 10, Int 2, Wis 12, Cha 2

Skills: Balance+10, Climb +10, Hide +16, Move Silently +8

Feats: Weapon Finesse

Environment: Underground

Organization: Pack (4-9), swarm (11-20), or nest (10-40 plus 100% noncombatant young)

Challenge Rating: 1/4

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Tiny)

Level Adjustment: —

This creature looks like a long, brownish-gray rat with a gray, hairless tail. Its underbelly is lighter in color and it has a black stripe on its dorsal side that runs the length of its body.

Barrow rats are scavengers by nature and prefer to feed on dead animals or rotting corpses, even going as far as to gnaw through a wooden coffin to eat the flesh of a newly dead and buried creature. Food that is not immediately devoured is ripped into smaller pieces, carried back to the barrow rat's nest, and stored for later consumption or fed to the newborn barrow rats.

Barrow rats are not as numerous or populous as their normal relatives, and people generally encounter them near barrow mounds or graveyards. Most encounters are at night as the rats sleep in underground burrows during daylight hours. A typical barrow rat nest holds 10-40 of the creatures with an additional 10-40 noncombatant young. One or two males dominate the nest. Typically there are also two or three females who dominate the colony, remaining subordinate only to the dominate male(s). Young are born live and a female typically gives birth to 3d8 young. The typical gestation period for a barrow rat is 1 month and young reach maturity in 3 months. Young are born blind and hairless and are completely dependent on their mother for several days thereafter. Young open their eyes around 20 days, and the mother weans her young after about one month.

Young barrow rats gain the stonyskin ability at 30 days after birth.

Combat

Barrow rats rarely engage in combat with creatures much larger than themselves, preferring to flee when confronted. Smaller creatures are attacked from ambush and mobbed by the rats.

If threatened or cornered, a barrow rat activates its stone skin ability for defense and either attacks with its bite or simply flees. Multiple barrow rats mob an opponent. If their nest or young are threatened, barrow rats fight to the death.

Mob Tactics (Ex): Barrow rats crawl over each other in an attempt to mob opponents. When up to four barrow rats occupy a single 5-foot space, they attack with a +1 circumstance bonus.

Stonyskin (Su): Once per day, as a standard action, a barrow rat can toughen its skin to the hardness of stone. It gains damage reduction 5/— for 1 minute.

Skills: Barrow rats have a +4 racial bonus on Hide and Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A barrow rat can always take 10 on a Climb check, even if rushed or threatened.

Fluttering Ooze

Tiny Ooze

Hit Dice: 1d10(5 hp)

Initiative: +0

Speed: 5 feet (1 square), fly 20 ft. (clumsy, 4 squares)

Armor Class: 12 (+2 size), touch 12, flat-footed 12

Base Attack/Grapple: +0/-10

Attack: Slam +0 melee (1d3-2)

Full Attack: Slam +0 melee (1d3-2)

Space/Reach: 2-1/2ft./0ft.

Special Attacks: Smother

Special Qualities: Blindsight 60 ft., confounding appearance, ooze traits

Saves: Fort +0, Ref +0, Will -5

Abilities: Str 6, Dex 11, Con 10, Int —, Wis 1, Cha 1

Skills: —

Feats: —

Environment: Underground

Organization: Flurry (5-10), swarm (11-30)

Challenge Rating: 1/4

Treasure: None

Alignment: Always neutral

Advancement: 2 HD (Tiny); 3 HD (Small)

Level Adjustment: —

The glistening wet patch of stone bursts from the wall and flutters about in a form resembling a moth. Its translucent form and silent motions combine with the cavern's darkness to confound the senses and make it quite difficult to follow.

Combat

Usually found either clinging to walls or flying through dungeon corridors, this creature is attracted by the subtle moisture created through other creatures' respiration. The ooze attempts to wrap itself around a target's head in an effort to suffocate its prey—it dissolves its prey only very slowly, and its acid is not strong enough to harm flesh even after several minutes of direct contact. Fluttering oozes are also attracted by the gases given off by burning torches and smother them with their bodies, thinking the brands are prey. These unlucky creatures are usually severely wounded if not killed. However, they are rarely solitary, and other moths flock to attack intruders who now flounder in the dark.

Smother (Ex): A fluttering ooze that hits with its slam attack attempts to start a grapple as a free action without provoking an attack of opportunity. If the ooze succeeds at this grapple check, it wraps itself around its opponent's head. On the following round, the opponent must hold its breath or begin taking suffocation damage. The victim may attempt to peel that attached cave moth away with a successful DC 10 Strength or Escape Artist check; an ally may also attempt a DC 12 Strength check to pull away the creature.

Damage dealt to a fluttering ooze in the process of smothering a victim is split between cave moth and victim (round odd numbers to the ooze). The save DC is Constitution-based.

Confounding Appearance (Ex): Fluttering oozes are difficult to see, requiring a DC 15 Spot check to notice one. Even if a creature sees the cave moth, it must then make a second DC 15 Spot check to notice that it is something other than a simple patch of wet stone (if it is resting on a wall or ceiling) or a large moth (if it is flying).

Piercer

Piercers resemble 1-foot long stalactites and are found underground in caves and caverns hanging from the ceiling waiting for living creatures to pass underneath. Those viewing a piercer must make a Spot check (DC 20) to discern its true nature; else it is overlooked and mistaken for a normal stalactite. Piercers gather in clusters of up to 20 creatures.

When a living creature stands in a square directly below a piercer, it drops and attempts to impale the unsuspecting foe. The creature can make a Reflex save (DC 15) to avoid the piercer's attack. If the save fails, the target sustains 1d6 points of piercing damage. If the save succeeds, the piercer misses its target and may not attack

again until it climbs back into position. (Piercers move 5 feet per round). A piercer on the ground is easily dispatched, although touching or attacking it unarmed or with natural weapons causes it to secrete an acid that deals 1d4 points of acid damage to the opponent each time one of its attacks hits.

Piercers can grow to a length of 6 feet. Those of 2 to 4 feet in length are CR 1 and deal 2d6 points of damage if they hit a foe. Their acid deals 1d6 points of acid damage. Those of 5 to 6 feet in length are CR 2 and deal 3d6 points of damage if they hit. Their acid deals 1d6 points of acid damage. The DC to avoid a piercer's attack is 15, regardless of its size.

Cellar Dweller

Fine Fey

Hit Dice: 1d6 (3 hp)

Initiative: +6

Speed: 15 ft. (3 squares), burrow 5 ft. (1 square)

Armor Class: 24 (+8 size, +6 Dex), touch 24, flat-footed 18

Base Attack/Grapple: +0/-19

Attack: Dagger +14 melee (1d4-3/19-20/x2) or hand crossbow +14 ranged (1d4/19-20/x2)

Full Attack: Dagger +14 melee (1d4-3/19-20/x2) or hand crossbow +14 ranged (1d4/19-20/x2)

Space/Reach: 1/2 ft./0 ft.

Special Attacks: Reduce person, spell-like abilities

Special Qualities: Damage reduction 5/cold iron, darkvision 20 ft., tremorsense 30 ft., underground animal empathy

Cellar dwellers are furry black-and-gray striped fey that infest dark places. If they infest an area with other inhabitants, they use their spell-like abilities to scare away owners. Rapid breeders, it does not take long for these diminutive bipeds to take over.

Combat

Reduce Person (Sp): Once per day, a group of five or more cellar dwellers may work together to permanently shrink a Medium or smaller target down to two inches as if by an improved version of the reduce person spell (Caster level 5th). The target must succeed on a DC 10 Fortitude save to negate the effect. However, with every two cellar dwellers over five that are in the casting group, the DC increases by one point. The save DC is Charisma-based.

Spell-like Abilities: 1/day- *darkness*, *ghost sound* (DC 10), *knock*, *levitate*, *mage hand*, *nondetection* (DC 13), *open/close* (DC 10), *whispering wind*. Caster level 3rd. The save DCs are Charisma-based.

Saves: Fort +0, Ref +8, Will +3

Abilities: Str 4, Dex 22, Con 10, Int 15, Wis 13, Cha 11

Skills: Climb +0, Disable Device +4*, Escape Artist +9, Handle Animal +3*, Hide +22*, Jump -5, Listen +7, Open Lock +6*, Search +5, Spot+7, Survival +6, Tumble+7

Feats: Alertness, Weapon Finesse (B)

Environment: Urban underground

Organization: Gang (2-5), group (6-19) or platoon (20-40)

Challenge Rating: 1/3

Treasure: No coins, 70% goods (gems only), 30% items

Alignment: Usually chaotic neutral

Advancement: 2-3 HD (Fine)

Level Adjustment: -

Tremorsense (Ex): Cellar dwellers know the location of creatures within 30 feet, so long as those creatures are in contact with the ground.

Underground Animal Empathy (Ex): A cellar dweller can communicate and empathize with normal subterranean animals. This gives it a +2 racial bonus to checks when influencing the animal's attitude, and allows the communication of simple concepts and (if the animal is friendly) commands. A cellar dweller also has a +4 racial bonus on Handle Animal checks when dealing with underground animals.

Skills: *Due to the coloration of its skin and dark clothing, a cellar dweller has a +8 racial bonus on Hide checks in places such as cellars, dungeons, and caverns. When outdoors in the dark it has an additional +4 bonus on Hide checks. A cellar dweller takes a -2 penalty to Open Lock and Disable Device checks, since it doesn't have thieves' tools of the proper size.

Eldlorn

Medium Fey

Hit Dice: 1d6 (3 hp)

Initiative: +0

Speed: 20 ft. (4 squares)

Armor Class: 14 (+3 leather armor, +1 small shield), touch 10, flat-footed 14

Base Attack/Grapple: +0/+0

Attack: Warhammer +0 melee (1d8/x3)

Full Attack: Warhammer +0 melee (1d8/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Ancestral memories, darkvision 60 ft., stonecunning

Saves: Fort +0, Ref +2, Will +4

Abilities: Str 10, Dex 10, Con 11, Int 12, Wis 11, Cha 8

Skills: Appraise +4, Craft (blacksmithing) +6, Craft (stonemasonry) +6, Craft (weaponsmithing) +6, Knowledge (arcana) +4, Knowledge (history) +6, Listen +5, Sense Motive +3, Spot +5

Feats: Alertness, Iron Will (b)

Environment: Underground

Organization: Solitary or accompanied by dwarves

Challenge Rating: 1/3

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: +0

The eldlorn are an ancient race of fey distantly related to dwarves. While they share many racial preferences with dwarves, they have a stranger, slower view of the world than most dwarves.

Eldlorn are as serious and determined as their distant relations, but they are much quieter about their resolve. Where a dwarf is stoic and direct, an eldlorn is contemplative and watchful, slow to laugh or show emotion of any kind. Eldlorn prefer to associate with humanoids patient enough to give each topic a slow-paced examination that comes naturally to eldlorn. Although they appreciate craft and artistry as much as their dwarven kin, it is magic that stirs the imaginations of the fey. Eldlorn are inventive in their spell casting and have collections of ancient spells greater than those of most other races.

Eldlorn resemble dwarves in build, although they are seldom as stocky as the typical dwarf. Usually about four feet tall, an eldlorn weighs around 80% of an adult human's average weight. Their skin color is a mix of tiny points of black, grey and white, a near-perfect match to granite and they are slightly cool to the touch. Their hair ranges from light grey through to charcoal black, tending to whiten with age. Male eldlorn commonly grow long beards, which they weave into a complicated braid.

Even more than dwarves, eldlorn are smiths of great power. Many eldlorn wizards and clerics focus on item creation feats and dedicate their span of years to perfecting their craft. Some of the greatest magesmiths have been eldlorn dwelling within dwarven communities. Eldlorn often become advisors to great dwarf chieftains and kings, but they seldom become leaders themselves. Outside of dwarven society, they are usually governed by groups of their oldest members. Eldlorn speak Dwarven, Sylvan and Undercommon.

Combat

Most eldlorn live within or near dwarven communities but are seldom involved in military activities. If forced to fight, eldlorn act carefully and logically, attempting to keep their distance and use whatever spells or magic items they have access to. Since they rarely fight alone, eldlorn warriors have developed sophisticated tactics to use in conjunction with their spellcasters. At its simplest, the eldlorn method of combat consists of low-level soldiers fighting defensively, sometimes employing tower shields, to provide cover for their spellcasting leaders.

Ancestral Memories (Su): Once per week, an eldlorn can contact his or her ancestors to seek advice on a specific course of action. Doing so acts as the *augury* spell cast by a cleric of a level equal to the eldlorn's Hit Dice total. Because this is a supernatural ability it requires no divine focus. It is the eldlorn's ancestors, rather than a deity, who offer a prediction. Eldlorn also receive a +2 racial bonus on Knowledge (history) skill checks and they can make such checks untrained.

Darkvision (Ex): Unlike most fey, an eldlorn has darkvision with a range of 60 feet.

Stonecunning (Ex): This ability grants an eldlorn a +4 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone counts as unusual stonework. An eldlorn who merely passes within 10 feet of unusual stonework can make a Search check as if he were actually searching, and a Eldorn can use the Search skill to find stonework traps as a rogue can. An eldlorn can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way

is up. Eldlorn have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.

Skills: An eldlorn has a +2 racial bonus on Craft checks that are related to stone or metal items.

Eldlorn Characters

Although they are fey, not humanoids, eldlorn breed true with dwarves. The child of an eldlorn-dwarf union is always a dwarf. Because of this,

Corpse Fungus

Tiny Plant

Hit Dice: 1d8 (4 hp)

Initiative: -5

Speed: 0 ft.

Armor Class: 12 (+2 size), touch 12, flat-footed 12

Base Attack/Grapple: +0/—

Attack: —

Full Attack: —

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Spores

Special Qualities: Plant traits

The corpse fungus is lichen that infects recently dead bodies. It goes through three distinct stages. Infection and incubation occur within the first week, and the fungus is difficult to detect. The exhibiting stage occurs within 2-8 weeks of infection, where tendrils are visible and attack when disturbed. Lastly, the mobile stage occurs within 8-12 weeks of infection. The corpse fungus animates its host by creating a faux nervous system. Though it resembles a zombie in appearance and movement, it is a plant and therefore immune to turning.

Combat

Spores (Ex): Corpse fungi have only one attack, but it is a debilitating one. Disturbing the exhibiting stage fungus by prodding it or shifting the host body causes the plant to emit a cloud of spores. Anyone standing within 10 feet of the corpse when this attack is unleashed must make a Reflex save against DC 11 or be paralyzed for 1d4 hours. This ability can only be used once per day. The save DC is Constitution-based.

Creating a Corpse Fungus Host

“Corpse fungus host” is an inherited template that can be added to any zombie (referred to hereafter as the base creature).

the eldlorn race dwindles with each generation. Prestige classes with the race requirement “dwarf” are open to eldlorn as long as they meet all of the other prerequisites.

An eldlorn’s favored class is wizard. Most eldlorn Non-Player Characters with class levels are experts competent at two or more Craft skills. Most eldlorn leaders are almost always wizards. Adventuring eldlorn are usually motivated by a desire to search out new or lost arcane lore.

Eldlorn have the same age categories as elves.

Saves: Fort +3, Ref +0, Will -4

Abilities: Str —, Dex —, Con 12, Int —, Wis 2, Cha 1

Skills: —

Feats: —

Environment: Any underground

Organization: Solitary (parasite)

Challenge Rating: ½

Treasure: None

Alignment: Always neutral

Advancement: 2 HD (Small)

Level Adjustment: —

A corpse fungus host uses all the base creature’s statistics and abilities except as noted here.

Size and Type: The creature’s type changes to plant. The creature’s size is unchanged. Zombies with this template become plant creatures.

Armor Class: A corpse fungus host’s natural armor bonus increases by +2.

Special Attacks: A corpse fungus host retains all the special attacks of the base creature and also gains the following special attack.

Spores (Ex): Attacking the host while a corpse fungus is in the mobile stage causes the plant to emit a cloud of spores. Anyone standing within 10 feet of the host when this attack is unleashed must make a Reflex save (DC = 10 + ½ Host’s HD + Con modifier), or be paralyzed for 1d4 hours. This ability can only be used once per day. The save DC is Constitution-based.

Special Qualities: A corpse fungus host retains all the special qualities of the base creature. The corpse fungus host loses its undead traits, and instead gains plant traits.

Abilities: Same as the base creature, but Constitution is 12.

Challenge Rating: Same as base creature +1.

Alignment: Always neutral.

Leech Bat

Small Magical Beast

Hit Dice: 1/2d10 (2 hp)

Initiative: +2

Speed: 5 ft. (1 square), fly 30 ft. (average) (6 squares)

Armor Class: 13 (+1 size, +2 Dex), touch 13, flat-footed 11

Base Attack/Grapple: +0/-5

Attack: Bite +0 melee (1d6-1) or touch +0 melee (attach) or harmonic attack +3 ranged touch

Full Attack: Bite +0 melee (1d6-1); or touch +0 melee (attach); or harmonic attack +3 ranged touch

Space/Reach: 5 ft./5 ft.

Special Attacks: Attach, blood drain, harmonic attack

Special Qualities: Darkvision 120ft., light sensitivity, low-light vision

Saves: Fort +2, Ref +4, Will +0

Abilities: Str 8, Dex 14, Con 10, Int 1, Wis 11, Cha 5

Skills: Hide +8, Listen +3, Spot +3

Feats: Alertness

Environment: Underground

Organization: Swarm (5-20), family (21-60), colony (61-200)

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: 1-2 HD (Small); 3 HD (Medium)

Level Adjustment: +5* (familiar)

Parasitic predators, leech bats live off the drained blood of animals. Leech bats have serpentine bodies roughly 3 feet long, leathery wings with small claws, and large, leechlike mouths framed with tiny yellow eyes. Their rubbery skin is a dull gray, marked with patches of crimson. Their tails are prehensile, allowing them to hang from cave ceilings with ease. Leech bats typically live underground in families of several dozen, but larger colonies numbering in the hundreds are not uncommon. Depending on the depth of their homes, leech bats hunt either small underground creatures such as lizards and burrowing mammals, or swarm above ground at night and drain the blood of cows, horses, and similar defenseless animals.

Combat

Leech bats seek out healthy animals, stunning them with their harmonics before latching on to drain blood. A swarm of leech bats usually flees if hard-pressed, but creatures invading a family's territory must cause the bats great damage before they will abandon their home.

*A spellcaster of 5th level or higher with the Improved Familiar feat can take a leech bat as a familiar.

Attach (Ex): If a leech bat hits with a melee touch attack, it latches onto its opponent's body with its mouth. An attached leech bat is effectively

grappling its prey. The leech bat loses its Dexterity bonus to AC and thus has an AC of 11, but holds on with great tenacity. An attached leech bat can be struck with a weapon or grappled. To remove an attached leech bat through grappling, the opponent must achieve a pin against the leech bat.

Blood Drain (Ex): A leech bat drains blood, dealing 1d2 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the leech bat's appetite has been sated, the leech bat detaches and seeks a new target.

Harmonic Attack (Ex): A leech bat can fire a 20-foot ray of sonic energy as a standard action. A creature struck by the ray must succeed on a DC 10 Fortitude save or be stunned for 1d3 rounds. The save DC is Constitution-based.

Light Sensitivity (Ex): Leech bats are dazzled in bright sunlight or within the radius of a *daylight* spell.

Physiological uses

A leech bat corpse, if less than a week old, can be added to any sonic spell of 3rd level or lower as a material component, adding +1 to the spell's save DC. Multiple corpses grant no extra bonus. The corpse is consumed during casting.

Silid

Silid, 1st-Level Warrior

Small Humanoid (Goblinoid)

Hit Dice: 1d8+2 (6 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 15 (+1 size, +2 Dex, +2 leather armor), touch 13, flat-footed 13

Base Attack/Grapple: +1/-2

Attack: Short sword +3 melee (1d6+1) or short spear+4 ranged (1d4+1)

Full Attack: Short sword +3melee (1d6+1) or short spear +4 ranged (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Sneak attack +1d6

Special Qualities: Blur, darkvision 60 ft., light blindness

This small humanoid has pale gray skin and moves with quickness and gracefulness. Its hair is unkempt and jagged, and its ears are slightly pointed. Its arms end in four-fingered hands. Its eyes are slightly bulbous with red pupils.

Silids are small subterranean dwellers that enjoy ambushing and waylaying their opponents. Opponents are slain, their possessions stolen, and the bodies left to whatever happens to wander along looking for a meal. Silids are cruel, mean-spirited creatures that care nothing for themselves or anything else. They seem to take great pleasure in bringing misery to others, particularly adventurers. Silids rarely interact with other races. They are an untrustworthy lot, and most other races avoid contact with them.

Silids live in groups (called stripes) of up to 40 individuals. Each stripe is a loose organization of silids, with a single leader that controls and governs the remainder of the stripe. The leader is almost always the meanest, cruelest, and sneakiest silid of the bunch. Under his command, the silids conduct raids and hunt their subterranean realm for surface-dwellers that have wandered into their territory. When hunting or harassing travelers, silids often don armor (either leather or padded) and carry weapons.

Silids are humanoids roughly 3 to 4 feet tall. Though slightly thick in stature, a silid is quick on its feet and extremely graceful. Hair color is always dark, usually black or brown. Silids prefer to dress in drab or dark clothes with black being the most prominent, followed closely by dark gray.

Silids speak Undercommon and Goblin.

Saves: Fort +4, Ref +2, Will -1

Abilities: Str 13, Dex 15, Con 14, Int 10, Wis 9, Cha 4

Skills: Hide +12, Listen +3, Move Silently +8, Spot +3

Feats: Stealthy

Environment: Underground

Organization: Gang (5-10), band (11-16, plus 1 3rd-level leader), or stripe (21 -40 plus 50% noncombatants plus 1 3rd-level sergeant, 1 lieutenant of 4th level, and 1 leader of 6th or 7th level)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +1

Combat

Silids skulk about their underground world in search of surface-dwellers. Surface-dwellers seem to love exploring the realms of the deep, so there rarely is a shortage of opponents for the mean-spirited silid. Often, a band of silids trails an adventuring party before attacking; waiting until the terrain is just right (silids prefer small, cramped areas because they gain the advantage on larger opponents). When the attack commences, a silid blurs itself and usually employs one of the following tactics.

The silids attack from ambush, attempting to maim or kill as many of their opponents as they can. Or, the silids rush from all angles and swarm their opponents. The latter tactic is usually only used when a large group of silids are present (such as when a party of adventurers stumbles into a silid lair).

Sneak Attack (Ex): A silid deals +1d6 points of damage any time its target is denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the silid flanks its target. If the silid takes levels in the rogue class, this ability stacks with the rogue's sneak attack.

Blur (Sp): Once per day, a silid can create an effect identical to the blur spell (caster level equals the silid's class levels).

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a silid for 1 round. On subsequent rounds, it is dazzled as long as it remains in the affected area.

Skills: Silids have a +4 racial bonus on Hide and Move Silently checks.