

Monsters Frequently Asked Questions

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About the FAQ

If you have a question about the D&D game rules, chances are that you'll find them within this FAQ. Any new additions or major corrections in a version are provided in red text for your convenience. Red text changes to black text in the next version. If you have a question that isn't answered here, please contact custserv@wizards.com and ask away! You can also contact the Sage, Skip Williams, by writing to him at these handy locations:

Email: tsrsage@aol.com

Mail: "Sage Advice"

Paizo Publishing

3245 146th PL SE, Suite 110

Bellevue, WA 98007

We will be updating this FAQ over time, and each version will have a date stamp on it so that you know which version you have.

U.S. CANADA, ASIA
PACIFIC & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton, WA 98057-0707
(Questions?) 1-800-324-6496

EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
P.B. 2031
2600 Berchem
Belgium
+32-70-23-32-77

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Monsters

The Monsters FAQ contains questions pertaining to specific monsters or monster types. The more general questions come at the beginning of the section, and they are followed by alphabetical listings of specific single monster questions.

General Questions

How do you determine when a character of a powerful race gains feats and ability score increases? For example, the *Monster Manual* and the article on creating monsters in *DRAGON Magazine* 276 say that an aberration with 6 Hit Dice and an Intelligence score of 10 would have 1 feat. Since characters gain a feat every three levels and an ability score adjustment every 4 levels, an aberration character is entitled to 2 extra feats and an ability score increase, right?

When a creature has 2 or more Hit Dice, those Hit Dice count as levels, but until the creature adds a character class, its skills, feats, saves, and attack bonuses are solely determined by its type, Hit Dice, and ability scores. (If the creature has only a single Hit Die, its first class Hit Die replaces the racial Hit Die and the character functions as any other member of its class.)

When the example character adds a character level, it becomes a 7th-level character and gets whatever Table 3–2 in the *Player's Handbook* says a 7th-level character gets, which is nothing. The character doesn't get "credit" for its racial levels. You do treat the character like a multiclass character adding one level of a class, so the character will get skill points, bonus feats from the class, class features, and the appropriate attack and save bonuses. It gets an ability score increase at level 8 (after adding 2 class levels) and a feat at level 9 (after adding 3 class levels).

Say a monster has a Challenge Rating of 5. How many 5th-level characters should that be a challenge for?

Four 5th-level characters. That's the definition of Challenge Rating (see pages 100 and 101 in the *DUNGEON MASTER's Guide*).

Why are there are no templates for undead other than vampires, ghosts, and lichs. What about ghouls, wraiths, and wights?

Victims transformed by these creatures lose their old identities and become standard examples of the creatures that attacked them.

Just how smart (or stupid) are creatures that lack Intelligence scores? Can they open doors, use equipment, or carry things? Can they be bluffed or intimidated?

Intelligence in the D&D game measures a creature's ability to think, learn, and remember. A creature without an Intelligence score can do none of those things. It can't figure out puzzles, learn to do tricks, or remember anything. On the other hand, every creature has a Wisdom and a Charisma score, so it can perceive and react to its surroundings and it knows (though perhaps only on an instinctual level) that it exists.

A living creature without an Intelligence score, such as a monstrous spider, functions as a biological robot programmed to eat, mate, and preserve itself, usually in that order. The spider is competent to survive in its normal environment and to fulfill its biological niche as a predator. It is hardwired to hunt, defend its territory, and avoid hazards such as fires, falls, or rushing water. It cannot recognize or deal with anything that its evolution has not prepared it to handle. A spider cannot, for example, figure out how to open a door (though if it sees prey escaping through a door it may push on through by dint of sheer strength) nor can it recognize and attack a party's wizard (though it might show a preference for unarmed or unarmored prey).

Unliving creatures with Intelligence scores are slightly more sophisticated, because they usually are created through some kind of magic and so they come equipped with more programming. A golem, for example, can be assumed to have the sort of basic knowledge that its creator takes for granted, such as the ability to open doors or tell a plate from a bowl. It, too, is competent to function in its environment, but in this case, the environment is its creator's.

The spell or ritual that creates a construct or an undead creature also provides the person who cast the spell or performed the ritual the power to command the creature. The creature has no intellectual ability to comprehend its orders, but its master has enough control over it to compel it to fulfill them anyway. A construct or an animated undead can fulfill any of the commands listed for animal companions of page 46 of the *DUNGEON MASTER's Guide*, except for Track. (The creature can even do that if it has the Track feat or the scent ability.) In addition, these creatures can be ordered to carry any object they can pick up and to follow other short commands such as "march west two days and then attack the first creature you meet."

Nonintelligent undead creatures also retain the barest trace of their former lives. So, for example, a skeleton ordered to carry a torch will carry it overhead and if ordered to carry a basin of water or bucket will carry it level so the contents don't spill out. Constructs have a similar ability, based on the creator's knowledge.

Most attempts to bluff creatures with Intelligence scores are doomed to fail, simply because these creatures have no ability to communicate. You can use Bluff to perform a feint against a creature with no Intelligence, but that's about all. Creatures without Intelligence scores are essentially fearless, so they cannot be intimidated.

A creature with damage reduction (such as a gargoyle, damage reduction 15/+1) can use its own natural weapons as if they were enhanced enough to defeat its own damage reduction. If I purchased armor with the invulnerability enhancement (5/+1) and then encountered a gargoyle, could the monster bypass my damage reduction? Could I bypass its damage reduction without a magical weapon?

The gargoyle's natural weapons are treated as +1 weapons for purposes of defeating damage reduction, regardless of the damage reduction's source. Damage reduction from an item or a spell, however, never gives the recipient the ability to

overcome another creature's damage reduction. In the example encounter, the gargoyle's natural weapon attacks would bypass the character's damage reduction of 5/+1, but the character would need a weapon with a magical enhancement bonus of at least +1 to bypass the gargoyle's damage reduction of 15/+1.

The *Monster Manual* says that undead ignore mind-influencing effects and even lists the following types: charms, compulsions, phantasms, patterns, and morale effects. The only two of the types mentioned above that are illusions are phantasms and patterns. There is no mention of the other three types of illusions: figments, glamers, and shadows. Under the descriptions of these three it says that they fool the senses, not the mind directly. However, the *invisibility to undead* spell is from the Abjuration school, not the Illusion school. This implies that undead ignore all illusions in general and that it takes other magic to fool them. So, do undead "see" the life forces of their victims (as implied in the spell *deathwatch*)? Or is it some other sort of arcane vision? If the first applies, does *deathwatch* allow you to see through illusions? If undead are affected by illusions such as the arcane version of *invisibility*, are they also affected by normal and magical darkness?

Undead have no immunity to figments and glamers or to illusions in general; if they did, that information would be included in the undead type description.

It's a fairly common error to assume that the existence of a specialty spell such as *invisibility to undead* means that undead aren't affected by other forms of invisibility. But it's an error nevertheless. *Invisibility to undead* is in the Abjuration school not because undead have any special immunity to invisibility or other glamers, but because the game's designers looked at the rules for specialist wizards and concluded that more Necromancer specialists would have access to abjuration spells than to illusion spells. Note that if a type of creature is immune to a particular kind of effect, any similar effect that actually works on that kind of creature will be named so as to minimize confusion. For example, the *halt undead* spell could be called *hold undead* (and it was called *hold undead* in older versions of the game). However, hold effects are compulsions, and undead are immune to those, so *hold undead* was renamed *halt undead*.

The undead type description says undead have darkvision. It's true that the *Monster Manual* doesn't say anything about the general visual capabilities of undead creatures, but you also won't find anything like that about the other types of creatures, either. The fact is that undead have normal vision as well as darkvision. Do not assume a creature lacks one of the four basic senses (sight, hearing, smell, and touch) unless its description or the description of its type says so specifically. For example, oozes are blind. Note that taste is not a default sense, but you can assume that any living creature has a sense of taste and that unliving creatures do not.

Do not assume a creature has a special sense unless its description or its type description says so specifically. For example, undead have darkvision, and oozes have blindsight. If undead creatures had the ability to see life, the undead type description would say so.

Do not assume a creature has a special immunity unless its

description or its type description says so specifically.

In any case, undead, thanks to their darkvision, remain unaffected by normal darkness. Magical darkness defeats darkvision, so undead cannot see through it.

Finally, while the opening lines of the *deathwatch* spell description make mention of the power of undeath; that is a reference to the school of Necromancy, not the undead creature type. As it happens, *deathwatch* can reveal illusions, at least indirectly. If a creature is actually a figment, *deathwatch* reveals that it is neither alive nor dead. Note that creatures created with shadow spells fool the *deathwatch* spell. A shadow orc, for example, shows up as a living creature, and a shadow zombie shows up as undead.

I am a bit confused as to what the term "corporeal source" means when one is trying to affect an incorporeal creature. Does it refer to the creature making the attack, or to the weapon or spell used? The description of incorporeality in the *DUNGEON MASTER's Guide* seems to imply that only force spells strike true, and that any other spell cast by a corporeal creature has a 50% miss chance. Is that so? Would a turn undead attempt (a supernatural ability) made by a corporeal creature suffer a miss chance? If "corporeal source" refers to the weapon or spell used, which spells are corporeal and which are not?

The term "corporeal source" refers to both the creature making an attack and the item or effect used in that attack. Physical attacks (melee and ranged) from corporeal creatures are from a corporeal source and are subject to the incorporeal miss chance. Physical attacks from incorporeal creatures are not from a corporeal source and therefore are not subject to the miss chance.

Most spell effects are corporeal, no matter what kind of creature creates them. A *fireball*, for example, is subject to the incorporeal miss chance even if an incorporeal creature casts it.

Some attacks break that rule. Force effects from any source are not subject to the incorporeal miss chance, and neither are attacks with ghost touch weapons. Undead turning attempts are not subject to the incorporeal miss chance, but other uses of positive energy (such as *cure wounds* spells) are, as is holy water.

How good is regeneration at preserving the life of a creature? Suppose a party of adventurers lacking any holy or blessed weapons defeats a pit fiend. They would have racked up a bunch of subdual damage until the pit fiend fell unconscious, but dealt no real damage to the fiend. They then proceed to hack up the pit fiend to make sure it's dead. Would this kill the creature? What if they hacked off its head? Would the largest part, no matter how small, regrow into the pit fiend? Pit fiends suffer real damage only from holy or blessed weapons. Does that mean damage from a *lightning bolt* spell cast at the unconscious pit fiend would also regenerate in time?

Regeneration is very, very good at preserving a creature's life. Unless the creature's description specifically says otherwise, dismemberment won't kill a regenerating creature. For example, a pit fiend won't die if you render it unconscious and chop off its head or even dice it up into tiny pieces. To kill a pit fiend you must damage it with a holy or blessed weapon of at least +3 magical enhancement. (Holy

water works, too.) To actually kill the pit fiend, you must deal enough damage with a holy or blessed weapon of at least +3 magical enhancement to reduce the fiend's hit points to –10, or you must deal a successful coup de grace to the pit fiend with such a weapon.

Parts separated from a regenerating creature wither away and die unless they are reattached to the creature, so if you chop the pit fiend into small bits and scatter those bits, all but one will eventually die, but the surviving piece grows back into a pit fiend.

Regeneration is ineffective against some kinds of assaults, such as death effects or other special effects that cause death, massive damage, drowning, starvation, or having one's Constitution score reduced to 0.

I suppose a really persistent attacker could keep hacking way at a pit fiend's unconscious body until the creature starved to death.

In the Introduction section of the *Monster Manual*, it says that a creature with no Constitution score always fails its Fortitude saving throws. Am I to suppose that the disruption property of a magic weapon or an arrow of slaying (undead) always causes an undead target to be instantly destroyed (no Fortitude saving throws rolled), or do undead roll Fortitude Saving throws and apply a different ability modifier in those rare cases?

The Introduction section of the *Monster Manual* actually says that creatures with no Constitution scores always fail Constitution checks. (That's why, for example, such a creature cannot use the run action.)

Furthermore, a creature with no Constitution score is immune to any effect requiring a Fortitude save unless it also affects objects. So, for example, undead creatures are not susceptible to poison, but they can be *disintegrated*.

Certain weapon effects (such as disruption and slaying) do not affect objects but nevertheless force certain creatures with no Constitution scores to make Fortitude saving throws. Check the description of the effect to determine which creatures are susceptible. When a creature without a Constitution score must attempt a Fortitude save, its ability modifier is +0. See the section on nonabilities in the Introduction section of the *Monster Manual* for details.

Specific Monster Questions

The darkmantle from the *Monster Manual* has the improved grab special attack. The description of this ability says that unless otherwise stated, improved grab works only against opponents at least one size category smaller than the creature. This would mean that the darkmantle couldn't even grab a halfling, since nothing is mentioned about the size of the opponents in the entry.

The darkmantle's description should indeed include an exception to the general rule on opponent size for the improved grab ability. The creature can use improved grab on a creature up to two size categories larger than itself.

At what age do red dragons get their *suggestion* or *discern location* powers? How often can they use *discern location*?

All the red dragon's spell-like abilities, and the ages when the dragon gets them, are shown in the table on page 68 of

the *Monster Manual*. The dragon gets its *suggestion* power at old age and it works 3 times a day. The *discern location* power is available at great wyrm age and works once a day.

If a dragon casts *enlarge* on itself and it grows enough to qualify for the next size category, does it get the damage ratings for that size? What about other dragon powers?

An *enlarge* spell cast on a dragon works like an *enlarge* spell cast on any other creature. The dragon gets a +1 bonus to Strength for every 20% of enlargement. It gets no other benefits from the spell.

When a dragon's description says the dragon has access to cleric spells and certain domain spells as arcane spells, do those act as special sorcerer spells accessible to the dragon? Or are they a second set, as would be the case for a multiclass character? Can the dragon use wands, staves, or scrolls containing those spells?

The dragon has access to the spells, just as though they were arcane spells on the sorcerer list. The dragon uses these spells as part of its normal daily allotment of sorcerer spells. The dragon does not get any extra daily spells.

The dragon can use spell trigger items (wands and staves) containing any spell that could be part of its sorcerer repertoire. The dragon can use spell completion items (scrolls) containing those spells, but only if the scrolls are arcane scrolls.

The *Monster Manual* has rules for how much masterwork armor you can create from the hide of a dragon based on its size. But it doesn't mention anything about the AC such armor would have. Does the wearer get the dragon's natural AC, or some percentage of it? Or is it an additional armor bonus like that from adamantite because dragon scales are harder than steel? How do those bonuses differ for all the different types of armor you can create? Exactly how many suits of armor can you make from one dragon's hide? What if I just want to make shields out of the hide? How much does dragonhide armor cost?

Armor made from a dragon's hide is no different from any other kind of armor. To determine the AC bonus such armor provides, first decide what size and kind of armor you want to make. (The dragon's size limits your choices here, as noted in the *Monster Manual*.) The kind of armor you choose determines all its statistics. For example, if you slay a Large dragon, you can use the hide to make one suit of masterwork hide armor for a Medium-size creature. According to Tables 7–5 and 7–9 in the *Player's Handbook*, masterwork hide armor costs 165 gp (15 gp base for hide armor plus 150 gp for masterwork). The resulting armor gives its wearer a +3 armor bonus, and it has a maximum Dexterity bonus of +4 and an armor check penalty of –2 (base –3 for hide armor, reduced by one for being masterwork). The arcane spell failure chance, weight, and speed are the same as those for other suits of masterwork hide armor.

The table below sums up the kinds of armor you can choose to make from a dragon's hide:

As a general rule, for every single suit of armor you'd normally be allowed to make, you can make two suits for each size category smaller than the maximum, plus one shield

of the appropriate size per suit. For example, from the hide of a Colossal dragon you could make one suit of full plate armor for a Medium-size creature, or two suits for Small creatures, or four suits for Tiny creatures, or eight suits for Diminutive creatures, or sixteen suits for Fine creatures. Note, however, that there are some special rules regarding armor for Tiny and smaller creatures (see the box on page 105 of the *Player's Handbook*).

A dragon carcass actually has a lot more hide on it than the table above might indicate, but the armor-making process involves considerable wastage. If you just want to make shields, assume that you can make two shields for every suit of armor you could normally make.

What if the character was a Large creature before turning into a ghoul? Would the large ghoul's claws and bite deal more damage? What about Strength?

Use the rules for increasing a creature's size on page 12 of the *Monster Manual*. Since a standard ghoul is Medium-size, a Large ghoul would gain +8 Strength, -2 Dexterity, +4 Constitution (irrelevant in this case because undead have no Constitution scores), and +2 natural armor. The large ghoul also takes a -1 size penalty on attacks and AC, but because it is a Large (tall) creature, it gains natural reach of 10 feet.

The *Monster Manual* entries for cloud giants and storm giants have a curious note under their skills and feats sections. They say that these two kinds of giants have EHD as though they were large creatures. What does "EHD" mean?

The abbreviation EHD means extra Hit Dice, which affects the number of skills and feats a creature has (see page 11 of the *Monster Manual*).

The *Monster Manual* lists the heavy horse and heavy war horses as having a base speed of 50 feet. Yet page 143 of the *Player's Handbook* says a heavy horse has a base

(unburdened) movement of 40 miles per day (which equates to a speed of 50) and a heavy warhorse has a base (unburdened) movement of 32 miles per day (which equates to a speed of 40). Which is correct?

The *Monster Manual* is correct. Both the heavy horse and the heavy warhorse have the same base speed and daily movement rate (50 feet, 40 miles a day).

The kyton description says that it takes normal damage from fire, acid, and blessed weapons. However, kytons have damage reduction 20/+2. With other regenerating fiends, the weapon has to be of sufficient power to defeat the damage reduction before it can deal normal damage. Should this be the case with the kyton? Also, holy weapons were not mentioned in the kyton's regeneration section; was this an oversight, as holy weapons are mentioned with every other regenerating fiend?

Any blessed or holy weapon of +2 or better enhancement can deal normal damage to a kyton.

What benefits, if any, does a night hag's heartstone grant to a nongood character? The last part of the description says that the periapt doesn't grant etherealness to good-aligned characters but nowhere in the description does it state that it grants etherealness to anyone else—including the night hag (it says she can't go ethereal without it). Am I correct in assuming that nongood characters can use the periapt indefinitely?

Any non-night hag (regardless of alignment) carrying a heartstone becomes immune to disease and gains a +2 resistance bonus on saves. The stone shatters after 10 uses when carried by anyone but a night hag. A "use" is any save to which the bonus applies or it is any disease that is defeated. You are correct about the etherealness power. Night hags cannot use their etherealness powers without their heartstones, but a heartstone does not provide any creature with etherealness.

Dragon Hide Armor					
Dragon Size	Armor Kind and Maximum Size				
	Hide	Banded	Half-Plate	Breastplate	Full Plate
Tiny	Diminutive	Fine	—	—	—
Small	Tiny	Diminutive	Fine	—	—
Medium-size	Small	Tiny	Diminutive	Fine	Fine
Large	Medium-size	Small	Tiny	Diminutive	Diminutive
Huge	Large	Medium-size	Small	Tiny	Tiny
Gargantuan	Huge	Large	Medium-size	Small	Small
Colossal	Gargantuan	Huge	Large	Medium-size	Medium-size

The retriever (a creature from the *Monster Manual*) has eye rays for a special attack. How are these supposed to work? The creature's statistics mention a ranged touch attack, but there is a saving throw DC mentioned in the descriptive text for the rays. Do the characters get a saving throw on top of first being targeted by the ranged touch attacks? If so, then the retriever should not roll to hit, should it? If not, then the damage is a little powered

up, isn't it?

The retriever makes an attack roll, and if the ray hits, the target attempts the listed save—all ray attacks that allow saves work this way. Not all of a retriever's eye rays allow saves. The fire ray does not allow a saving throw to a creature struck by the ray, but the ray also deals damage to creatures within 5 feet of the target, and those creatures get Reflex saving throws for half damage. The cold and electricity rays allow no saves. The petrification ray allows a Fortitude save

to avoid being turned to stone.

The retriever's eye rays are indeed formidable. Keep in mind that a retriever can use only 2 rays each round and that the individual rays function only once every 6 rounds. In most encounters, a retriever will use each ray once.

Do the evasion and improved evasion abilities apply when a shadow dragon breathes on a character? My DM said no because the breath weapon does not deal direct hit point damage, and there is no save for half damage.

Evasion and improved evasion work anytime a character must make a Reflex save to halve an effect, including that of shadow dragon breath. Most descriptions of these abilities specifically mention saves for half damage, but that language is not intended to restrict evasion or improved evasion to effects that deal hit point damage.

Do the temporary Constitution increases that a shambling mound receives when hit with electrical attacks stack? Does this Constitution increase constitute an inherent bonus? (In other words, is a shambling mound limited to a +5 temporary Constitution increase, no matter how many electrical attacks strike it?) What effect does the Constitution increase have?

The temporary Constitution increase a shambling mound gets from electrical attacks is not an inherent bonus—the creature's Constitution score just gets bigger. (If the increase was an inherent bonus, then the creature description would use those words to describe it.) The *Monster Manual* sets no limit on the amount of temporary Constitution increase a shambling mound can have at a time, but imposing some limit would be perfectly reasonable—say a maximum of 2 points per Hit Die of the creature (16 points for a standard shambling mound).

Any change to any creature's Constitution score is retroactive; when its Constitution goes up, its hit points, Fortitude saves, and all other attributes dependent on Constitution go up accordingly. When the creature's Constitution drops (temporary Constitution from electrical attacks lasts only an hour), the creature's hit points and Fortitude saves drop as well. For example, suppose a shambling mound is struck by a lightning bolt and temporarily gains 3 points of Constitution, raising its Constitution score to 20. It now has a Constitution modifier of +5 (up from +3); thus it also gains 16 hit points and increases its Fortitude save bonus by +2. The next round, the shambling mound takes a hit from a shocking burst weapon and gains 4 more points of Constitution, giving it a Constitution score of 24 and a new Constitution bonus of +7. This modifier grants it 24 more hit points and increases its Fortitude save bonus by another +3 (for a total of 40 bonus hit points and an additional +5 bonus on Fortitude saves). After an hour, it loses those 40 extra hit points and the extra +5 bonus on Fortitude saves. The hit points are deducted from the shambling mound's current hit point total, so that loss could kill the creature if it still has a great deal of unhealed damage from the battle.

How often can a tiger use its rake attack? Suppose it hits with its first claw attack. It can then make two rake attacks, right? Can it make two more rake attacks if it gets a hold with its other claw? And can it then make two

more rake attacks if it gets a hold with its bite? Or can rake attacks be used only in the first round?

A tiger, leopard, or lion must either pounce on or grapple a foe (usually through its improved grab ability) before it can rake.

If the animal pounces, it makes five melee attacks the same round: claw/claw/bite/rake/rake. If it grabs, it must establish a hold before it can rake. (Most big cats can use the improved grab ability only with their bite attacks, not with their claws. The tiger, which is bigger and nastier than most big cats, can use either its bite or its claws. It is possible for a lion or leopard to grab and hold prey with its claws as well, but it must use the regular grappling rules to do so.) The animal can rake twice if it establishes a hold, regardless of whether or not it used improved grab to do so. If it begins its turn with an opponent in its grasp, it can also rake twice. In any case, the animal gets only two rake attacks per round, no matter how many times it maintains or establishes a hold during that round.

My group and I were discussing ways to kill trolls in the D&D game. I mentioned coup de grace as an effective way to kill trolls, but my friends did not believe what I was telling them. I'm pretty sure I read this somewhere, and I'm also pretty sure anything that can receive a critical can be affected by a coup de grace. I realize that if the DM rules that trolls are unaffected then they are, but I sure would like some backup here.

Yes, you perform a coup de grace against a troll (or against any other creature with regeneration). To do so, you have to use an attack that deals normal damage to the creature (fire or acid in the case of a troll). See the section on regeneration in the introduction to the *Monster Manual*.

You cannot perform a coup de grace on a creature that is not subject to critical hits (see coup de grace on page 133 of the *Player's Handbook*), but you can perform a coup de grace on any other creature.

Can you kill a troll with *phantasmal killer* spell?

Yes. Regeneration does not provide protection against death effects or against other special effects that cause death, such as massive damage, drowning, starvation, or having one's Constitution score lessened to 0. If the troll fails both saves against a *phantasmal killer* spell, it dies and its regeneration power will not bring it back.

Would all of the unarmed strikes by a vampiric monk be considered slam attacks and bestow negative levels? Would the vampire monk use its slam damage rating or its monk unarmed damage rating?

Creatures with level-draining ability drain levels only once per action, so if they get multiple attacks, only the first hit in a series of hits bestows a negative level. (Note that a *hasted* creature bestows a negative level with a hit during its regular action and another negative level with a hit during its extra partial action.)

As pointed out before, creatures with monk levels can combine their natural weapons and their monk unarmed attacks in any way they see fit. For example, the monk could use either its slam damage rating or its monk unarmed damage rating, as it chooses. In either case, it can drain energy as noted earlier. If the vampire wishes to use its monk

unarmed attack rate, it must use only its monk attack bonus, however.

Monsters of Faerûn

What does the term “drow abilities” refer to in the draegloth’s (from *Monsters of Faerûn*) special qualities entry? Does a draegloth get spell resistance?

It refers to the special qualities of drow, which are listed in the drow entry in the *FORGOTTEN REALMS Campaign Setting* book (and in the *Monster Manual*). These include the following:

Spell-Like Abilities: 1/day—*dancing lights*, *darkness*, and *faerie fire*. These abilities are as the spells cast by a sorcerer of the drow’s character level.

Darkvision up to 120 feet.

Spell resistance 11 + class level.

+2 racial bonus on Will saves against spells and spell-like abilities.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they take a –1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light.

Proficient with longsword, rapier, longbow, composite longbow, shortbow, and composite shortbow, regardless of character class.

Immunity to magic *sleep* spells and effects.

+2 racial bonus on Will saves against Enchantment spells or effects.

+2 racial bonus on Search, Spot, and Listen checks. A drow who merely passes within 5 feet of a secret or concealed door is entitled to a Search check as though actively looking for it.

Note that a draegloth with class levels has Spell Resistance 11, despite its number of Hit Dice.

***Monsters of Faerûn* provides several new abilities for liches. When I’m creating a lich for my game, how do I decide which abilities to assign? Will any of these abilities change the lich’s CR?**

When creating a lich, just pick the abilities you want to add. Every two abilities you add increases the lich’s CR by 2. For example, if you take the example lich from the *Monster Manual* and add the <ability> and <ability>, the creature’s CR will be character level +4.

For purposes of customizing a lich, the example lich from the *Monster Manual* has four special abilities: Damaging touch, fear aura, paralyzing touch, and lich immunities (cold, electricity, and polymorph). Note that all liches have the undead creature type (and all that the type entails, see page 6 of the *Monster Manual*), +4 turn resistance, and damage reduction 15/+1. If you don’t want to increase your lich’s CR, just swap one or more of the four *Monster Manual* special abilities for an equal number of special abilities from *Monsters of Faerûn*.