

Monsters

This document is a continuation of the Mario D20 Rules document. It was last updated on 12/22/05 at 09:23 AM MST.

The monsters in this chapter are all formatted at four different power levels. This is so that the party can enjoy a fight with a monster no matter what their level. The statistic blocks are considered to be balanced challenges for level 3, 8, 13, and 18 characters, appropriate for the how the creature should be used by the DM when the party is at that level. As the party advances, the DM should make minor alterations to monsters, use them in greater frequency than they are noted, or give them better equipment. If the party is behind, the DM should hold back in a similar manner.

All variants on monsters without class levels are valid forms for the *polymorph* spell.

The following monsters from standard D&D products fit into the Mario D20 setting without any need for change in statistics: animals (all), animated object, assassin vine, dinosaurs (all), dire animals (all), giant eagle, elementals (all), funguses (all), ghost, golems (all), kraken, mimic, mummy, oozes (all), giant owl, shambling mound, shield guardian, shocker lizard, skeleton, spectre, swarms (all), tendriculos, vampire, vermin (all), will-o'-wisp, winter wolf, worg, zombie.

	Blobber	Blobber Swarm	Giant Blobber	Kraken Blobber
Size/Type:	Medium Magical Beast (Aquatic)			
Hit Dice:	3d10 (21 hp) 3d12+3 (28 mp)			
Initiative:	+3			
Speed:	Swim 60'			
Armor Class:	AC: 20 (+3 Dex, +4 Defense, +3 natural), touch 17, flat-footed 13			
Base Attack/Grapple:	+3/+9			
Attack:	Arms +5 melee (0)			
Full Attack:	Arms +5 melee (0) and bite +3 melee (1d6+1)			
Space/Reach:	5'/5'			
Special Attacks:	Improved Grab			
Special Qualities:	Ink blast, jet, low-light vision			
Saves:	Fort +3 Ref +6 Will +2			
Abilities:	Str 14 Dex 17 Con 11 Int 10 Wis 12 Cha 2			
Skills:	Listen +7, Spot +7, Swim +7			

	Blobber	Blobber Swarm	Giant Blobber	Kraken Blobber
Feats:	Endurance, Multiattack			
Talents:	-			
Environment:	Aquatic			
Organization:	Solitary or school (2d6)			
Challenge Rating:	2			
Treasure:	None			
Advancement:	4-8 (Large), 9-15 (Huge)			
Level Adjustment:	-			

Improved Grab (Ex): If a Blobber makes a successful arm attack against a creature, it may start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage. Blobbers have a +4 racial bonus to grapple checks.

Ink Blast (Ex): 3 MP, standard action provoking an attack of opportunity, ranged touch with 30' range, deals 1d6 points of sonic damage, target must make a DC 11 Fortitude save or be blinded for one minute.

Jet (Ex): 1 MP, as a full-round action, the Blobber moves 240' in a straight line without provoking attacks of opportunity.

	Dry Bones	Bone Trooper	Bonemaster	Royal Dry Bones
Size/Type:	Medium Undead			
Hit Dice:	4d12 (24 hp) 4d1-8 (4 mp)			
Initiative:	+1			
Speed:	20'			
Armor Class:	12 (+1 Dex, +1 Defense), touch 12, flat-footed 10 DR 4/-			
Base Attack/Grapple:	+3/+3			
Attack:	Slam +3 melee (1d8+1) or bone +3 ranged (1d8+1)			
Full Attack:	Slam +3 melee (1d8+1) or bone +3 ranged (1d8+1)			
Space/Reach:	5'/5'			
Special Attacks:	-			
Special Qualities:	Undead traits, darkvision 60', regeneration, fast healing 2			

	Dry Bones	Bone Trooper	Bonemaster	Royal Dry Bones
Saves:	Fort +1 Ref +2 Will +2			
Abilities:	Str 13 Dex 12 Con - Int - Wis 7 Cha 1			
Skills:	-			
Feats:	-			
Talents:	-			
Environment:	Hills, plains			
Organization:	Solitary or Troop (2d6)			
Challenge Rating:	2			
Treasure:	None			
Advancement:	-			
Level Adjustment:	-			

	Chain Chomp	Big Chomp	Red Chomp	Mega Chomp
Size/Type:	Small Aberration	Large Aberration	Medium Aberration	Colossal Aberration
Hit Dice:	3d8+3 (16 hp) 3d6+6 (15 mp)			
Initiative:	+2			
Speed:	20'			
Armor Class:	15 (+1 size, +2 Dex, +2 Defense), touch 13, flat-footed 11 DR 5/-			
Base Attack/Grapple:	+5/+1			
Attack:	+5 melee (1d6+3 piercing)			
Full Attack:	+5 melee (1d6+3 piercing)			
Space/Reach:	5'/5'			
Special Attacks:	Spring			
Special Qualities:	Fire Immunity, Cold Vulnerability, darkvision 60'			
Saves:	Fort +2 Ref +3 Will +5			
Abilities:	Str 16 Dex 15 Con 12 Int 2 Wis 15 Cha			

	Chain Chomp	Big Chomp	Red Chomp	Mega Chomp
Skills:	Listen +10			
Feats:	Alertness, Heroic Monster			
Talents:	-			
Environment:	Any			
Organization:	Solitary or Pair			
Challenge Rating:	2			
Treasure:	½ Standard			
Advancement:	8-14 (Medium), 15-20 (Large), 21-30 (Huge)			
Level Adjustment:	-			

Spring (Ex): A Chain Chomp can always charge, even when adjacent to an opponent.

A level 4 Druid may have a Chain Chomp as an animal companion.

	Goomba Ordinary Basher 1	Goomba Basher 5	Goomba Basher 5/Natural Warrior 5	Goomba Basher 5/Natural Warrior 10
Size/Type:	Small Humanoid (Toad)	Small Humanoid (Toad)	Small Humanoid (Toad)	Small Humanoid (Toad)
Hit Dice:	1d10 (8 hp) 1d1 (1 mp)	5d10+10 (42 hp) 5d1 (5 mp)	5d10+5d12+20 (64 hp) 10d1+5 (15 mp)	5d10+10d12+30 (122 hp) 15d1+10 (25 mp)
Initiative:	-1	+0	+0	+0
Speed:	20'	20'	20'	20'
Armor Class:	10 (+1 size, -1 Dex), touch 10, flat-footed 10	14 (+1 size, +3 Defense), touch 14, flat-footed 11 DR 4/-	16 (+1 size, +5 Defense), touch 16, flat-footed 11 DR 2/-	19 (+1 size, +8 Defense), touch 19, flat-footed 11 DR 3/-
Base Attack/Grapple:	+3/-2	+10/+5	+15/+10	+21/+16
Attack:	Bite +3 melee (1d6+1 piercing)	Bite +11 melee (1d6+6 piercing)	Bite +16 melee (1d10+6 piercing)	Bite +22 melee (2d8+7 piercing)
Full Attack:	Bite +3 melee (1d6+1 piercing)	Bite +11 melee (1d6+6 piercing)	Bite +16/+11 melee (1d10+6 piercing)	Bite +22/+17/+12 melee (2d8+7 piercing)
Space/Reach:	5'/5'	5'/5'	5'/5'	5'/5'
Special Attacks:	-	Vigor Up (level 5)	Vigor Up (level 10), Valor Up (level 5), Magic Nail	Vigor Up (+8, level 15), Valor Up (+8, level 10), Magic Nail, Sharp Nail, Iron Fang

	Goomba Ordinary Basher 1	Goomba Basher 5	Goomba Basher 5/Natural Warrior 5	Goomba Basher 5/Natural Warrior 10
Special Qualities:	Goomba Traits	Goomba Traits	Goomba Traits	Goomba Traits
Saves:	Fort +2 Ref -1 Will +0	Fort +6 Ref +1 Will +2	Fort +8 Ref +5 Will +2	Fort +11 Ref +8 Will +4
Abilities:	Str 13 Dex 9 Con 11 Int 10 Wis 10 Cha 10	Str 18 Dex 11 Con 14 Int 10 Wis 12 Cha 8	Str 19 Dex 11 Con 14 Int 10 Wis 12 Cha 8	Str 20 Dex 11 Con 14 Int 10 Wis 12 Cha 8
Skills:	Jump +5, Intimidate +4	Jump +12, Intimidate +7	Jump +17, Intimidate +12	Jump +23, Intimidate +17
Feats:	Toughness	Weapon Focus (Bite), Power Attack, Jump Attack, Weapon Specialization (Bite)	Weapon Focus (Bite), Power Attack, Jump Attack, Weapon Specialization (Bite), Improved Jump Attack, Endurance	Weapon Focus (Bite), Power Attack, Jump Attack, Weapon Specialization (Bite) Improved Jump Attack, Endurance, Diehard, Greater Jump Attack
Talents:	-	Offensive Stance, Improved Offensive Stance, Vigor Up	Offensive Stance, Improved Offensive Stance, Vigor Up	Offensive Stance, Improved Offensive Stance, Vigor Up
Environment:	forest, underground	forest, underground	forest, underground	forest, underground
Organization:	troop (2d6) or squad (20)	troop (2d6) or squad (20)	troop (2d6) or squad (20)	troop (2d6) or squad (20)
Challenge Rating:	½	5	10	15
Treasure:	Standard	Standard	Standard	Standard
Advancement:	By class	By class	By class	By class
Level Adjustment:	+0	+0	+0	+0

	Koopa Ordinary Soldier 2	Koopa Soldier 3/Athlete 4	Koopa Soldier 2/Athlete 10	Koopa Soldier 7/Athlete 10
Size/Type:	Medium Humanoid (Reptilian)	Medium Humanoid (Reptilian)		
Hit Dice:	2d8+2 (13 hp) 2d1 (2 mp)	3d8+4d10+14 (38 hp) 3d1+4d4+7 (20 mp)		
Initiative:	-1	+2		
Speed:	20'	20'		
Armor Class:	10 (-1 Dex, +1 Defense), touch 10, flat-footed 9 DR 2/-	16 (+2 Dex, +4 Defense), touch 16, flat-footed 10 DR 2/-		

	Koopa Ordinary Soldier 2	Koopa Soldier 3/Athlete 4	Koopa Soldier 2/Athlete 10	Koopa Soldier 7/Athlete 10
Base Attack/Grapple:	+1/+1	+7/+7		
Attack:	Shell +1 melee (1d8+1)	Mallet +7 melee (1d8+3) or +8 ranged (1d8+3)		
Full Attack:	Shell +1 melee (1d8+1)	Mallet +7 melee (1d8+3, x3) or +8 ranged (1d8+5, x3), or Shell +6 melee (1d8+2)		
Space/Reach:	5'/5'	5'/5'		
Special Attacks:	Tuck	Tuck		
Special Qualities:	Koopa traits, acid resistance 5	Koopa traits, fire resistance 5, iron muscles, fast acrobatics, throwing focus, jump up, throwing specialization		
Saves:	Fort +4, Ref -1, Will +3	Fort +9 Ref +6 Will +5		
Abilities:	Str 11 Dex 8 Con 13 Int 10 Wis 11 Cha 10	Str 14 Dex 14 Con 15 Int 10 Wis 12 Cha 8		
Skills:	Climb +7, Jump +7, Listen +5, Spot +5	Climb +15, Jump +15, Listen +11, Spot +11		
Feats:	Toughness	Skill Focus (Climb), Skill Focus (Jump), Combat Reflexes, Endurance, Weapon Focus (Ranged), Point Blank Shot, Weapon Specialization (Ranged)		
Talents:	-	Simple Weapons Training		
Environment:	Hills, plains	Hills, plains		
Organization:	Troop (2d6)	Solitary or troop (2d6)		
Challenge Rating:	1	7		
Treasure:	Standard	Standard		
Advancement:	By class	By class		

	Koopa Ordinary Soldier 2	Koopa Soldier 3/Athlete 4	Koopa Soldier 2/Athlete 10	Koopa Soldier 7/Athlete 10
Level Adjustment:	+0	+0		

	Koopaling	Royal Koopa	Bowser	Giga Bowser
Size/Type:	Medium Dragon (Fire)	Large Dragon (Fire)	Huge Dragon (Fire)	Gargantuan Dragon (Fire)
Hit Dice:	5d12+25 (61 hp) 5d12+5 (41 mp)			
Initiative:	-1			
Speed:	20'			
Armor Class:	12 (-1 Dex, +3 class), touch 12, flat-footed 9 DR 8/-			
Base Attack/Grapple:	+8/+8			
Attack:	Claw +8 melee (1d4+3 slashing) or armor spikes +8 melee (1d6+3)			
Full Attack:	2 claws +8 melee (1d4+3 slashing) and bite +6 melee (1d6+1), or armor spikes +8 melee (1d6+3)			
Space/Reach:	5'/5'			
Special Attacks:	Breath Weapon			
Special Qualities:	60' darkvision, low-light vision, immunity to sleep and paralysis, immunity to fire, vulnerability to cold			
Saves:	Fort +9 Ref +3 Will +4			
Abilities:	Str 16 Dex 9 Con 21 Int 13 Wis 11 Cha 13			
Skills:	Diplomacy +9, Intimidate +9, Listen +8, Search +9, Sense Motive +8, Spot +8, Use Magic Device +9			
Feats:	Heroic Monster,			

	Koopaling	Royal Koopa	Bowser	Giga Bowser
	Multiattack			
Talents:	-			
Environment:	Any			
Organization:	Solitary with underlings (2d6 koopas and 2d6 goombas)			
Challenge Rating:	5			
Treasure:	Triple Standard			
Advancement:	By class	By class	-	-
Level Adjustment:	+5			

Breath Weapon (Su): 5 MP, 30' cone, 1/1d4 rounds, damage 5d6 fire, Reflex DC 15 . The save DC is Constitution-based.

Pocket Monsters

Pocket monsters are strange creatures from another dimension. They have strong elemental ties, and are quite receptive to humanoids. Pocket monsters are usually Magical Beasts with the Extraplanar Subtype. All pocket monsters are on the Summon Monster list in the Magic chapter of the MD20 Rulebook. Pocket monsters all understand language, but rarely speak.

	Pikachu	Electabuzz	Magnamite	Zapdos
Size/Type:	Tiny Magical Beast (Extraplanar)	Medium Magical Beast (Extraplanar)	Small Construct (Extraplanar)	Huge Magical Beast (Extraplanar, Air)
Hit Dice:	1d10-1 (4 hp)			
Initiative:	+5			
Speed:	30'			
Armor Class:	(+2 size)			
Base Attack/Grapple:				
Attack:				
Full Attack:				
Space/Reach:				
Special Attacks:				
Special Qualities:				
Saves:				
Abilities:	Str 3 Dex 21 Con 8 Int 9 Wis 11 Cha 15			
Skills:				
Feats:	Weapon Finesse			
Talents:				

	Pikachu	Electabuzz	Magnamite	Zapdos
Environment:				
Organization:				
Challenge Rating:				
Treasure:				
Advancement:				
Level Adjustment:				

	Charmander	Magmar	Ninetails	Moltres
Size/Type:	Small Magical Beast (Extraplanar, Fire)	Medium Magical Beast (Extraplanar, Fire)	Medium Magical Beast (Extraplanar, Fire)	Huge Magical Beast (Extraplanar, Fire)
Hit Dice:				
Initiative:				
Speed:				
Armor Class:				
Base Attack/Grapple:				
Attack:				
Full Attack:				
Space/Reach:				
Special Attacks:				
Special Qualities:				
Saves:				
Abilities:				
Skills:				
Feats:				
Talents:				
Environment:				
Organization:				
Challenge Rating:				
Treasure:				
Advancement:				
Level Adjustment:				

	Squirtle	Poliwhirl	Gyrados	Articuno
Size/Type:	Small Magical Beast (Extraplanar, Water)	Medium Magical Beast (Extraplanar, Water)	Huge Dragon (Extraplanar, Water)	Huge Magical Beast (Extraplanar, Cold)
Hit Dice:				

	Squirtle	Poliwhirl	Gyrados	Articuno
Initiative:				
Speed:				
Armor Class:				
Base Attack/Grapple:				
Attack:				
Full Attack:				
Space/Reach:				
Special Attacks:				
Special Qualities:				
Saves:				
Abilities:				
Skills:				
Feats:				
Talents:				
Environment:				
Organization:				
Challenge Rating:				
Treasure:				
Advancement:				
Level Adjustment:				

Templates

Whenever templates refer to "class level", ignore Hit Dice. Whenever templates refer to "Hit Dice," ignore class levels. Whenever templates refer to "level", use both class levels and Hit Dice.

Raccoonian

Raccoonians have racoon ears and a busy tail. They tend to be aloof and energetic compared to normal creatures of their kind.

"Raccoonian" is an inherited template that can be added to any living, corporeal creature. A racoonian uses all the base creature's statistics and special abilities except as noted here.

- Type changes to Magical Beast, but Hit Dice stay the same.
- Racial MD increases by one die, to a maximum of 1d12.
- Base land speed increases by 30'.
- Natural armor DR improves by +2, this stacks with DR from armor.
- Gains a natural slam attack, as a bastard sword for its size (1d8 Small, 1d10 Medium, 2d6 Large.)
- Gains Darkvision 60' and low-light vision, or existing Darkvision or low-light vision range doubles.
- Ability scores increase as follows: Str +2, Dex +4, Con +4, Wis +2, Cha +2.
- +8 racial bonus to Jump checks, does not stack with existing racial bonus.
- Challenge Rating increases by +2.
- ECL increases by +3 (LA +3).

Table 2-X: Raccoonian Tail Damage	
Size	Damage
Fine	1d3
Diminutive	1d4
Tiny	1d6
Small	1d8
Medium	1d10
Large	2d6
Huge	2d8
Gargantuan	3d6
Colossal	4d6

Startouched

Startouched are servants of the heavens, sent by higher powers to ensure that stars are not abused by evil beings. They tend to behave strangely compared to normal creatures of their kind (mostly because they are always unfamiliar with local customs,) but are otherwise indistinguishable.

"Startouched" is an inherited template that can be added to any living creature with an Intelligence score of 4 or higher. A startouched uses all of the base creature's statistics and special abilities, except as noted here.

- Type changes to Outsider with the Native subtype, but Hit Dice stay the same.
- Speed improves by 10'.

- Natural armor DR improves by +1, this stacks with DR from armor.
- Can cast *light* with no MP cost at CL 1, or *light for* 1 MP with CL equal to level plus Wisdom modifier.
- Maximum MP that may be spent to improve a D20 roll is doubled when used directly against an ineffably evil creature (the guard at the gate of the villan's castle doesn't count, but the villan's sidekick does, so this is mainly up to the DM.)
- Gains 60' darkvision.
- Immune to disease.
- Resistance to acid 10, cold 10, and electricity 10.
- DR 5/magic, this stacks with DR from armor.
- DR 10/magic if the creature has 12 or more levels.
- Natural weapons are considered to be magic weapons for overcoming DR.
- Spell resistance equal to level + 10.
- +4 racial bonus to saves against poison.
- Ability scores increase as follows: Str +4, Dex +2, Con +4, Int +2, Wis +4, Cha +4.
- Challenge rating increases by +1, +2 if level 6 or higher, +3 if level 11 or higher.
- ECL increases by +4 (LA +4).
- Can cast *cure light wounds* as a healer of its level.
- Can cast *cure moderate wounds* as a as a healer of its level if the creature has 3 or more levels.
- Can cast *cure serious wounds* as a as a healer of its level if the creature has 5 or more levels.
- Can cast *cure critical wounds* as a as a healer of its level if the creature has 7 or more levels.
- Can cast *raise dead* as a as a healer of its level if the creature has 9 or more levels. The creature needs to supply the material component.
- Can cast *heal* as a as a healer of its level if the creature has 11 or more levels.
- Can cast *ressurrection* as a as a healer of its level if the creature has 13 or more levels. The creature needs to supply the material component.
- Becomes immune to any effect that would require a Fortitude save unless it normally affects objects if the creature has 15 or more levels.

Converting Monsters

If a DM is converting monsters from standard D&D or some similar product, he should keep the following things in mind.

MP: Supernatural and spell-like abilities (and some extraordinary abilities) should be changed from uses per day to MP-fueled. An ability that duplicates a spell in uses per day should simply become the ability to cast the spell, as described in the Classes chapter, and the creature should have a enough MP to cast the spell as many times as indicated. Other abilities, such as rage, should be changed to match similar class abilities, such as Vigor Up. Abilities that directly deal damage should cost 1 MP per die of damage, assuming that a normal save or attack is required. Abilities with exceptionally difficult attacks or saves should cost 2 MP per die.

AC: Armor grants DR instead of an AC bonus, and Hit Dice grant Defense bonuses to AC.

Below are listed the typical abilities granted by Hit Dice.

Creature Type	Magic Dice	Defense
Aberation	d6	Average
Animal	d1	Good
Construct	d1	Poor
Dragon	d12	Average
Elemental	d8	Average
Fey	d10	Good
Giant	d4	Poor
Humanoid	By Class	By Class
Magical Beast	d12	Good
Monstrous Humanoid	d4	Average
Ooze	d4	Poor
Outsider	d8	Average
Plant	d6	Average
Undead	d1	Poor
Vermin	d1	Good

Poor: $1/3 + 1/3$ HD.

Average: $1 + 1/2$ HD.

Good: $3 + 1/2$ HD.

Magic Dice do not grant the ability to modify D20 rolls unless the monster has the Heroic Monster feat. Magic Dice use the most appropriate ability score of the creature (Int for skill, Wis for instinct, Cha for power).

Exceptionally powerful monsters may gain Talents from their Hit Dice at every odd-numbered Hit Die. Such monsters always have Challenge Ratings equal to their Hit Dice instead of the normal amount.

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