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[Commissioned by [@listmaker-lastcity](#). The bainligor is a monster from Dragon Magazine, updated and included in the 2e *Monstrous Compendium Annual 4*. The sheer volume of monsters from 2nd Edition D&D is faintly astounding, and was what got me into D&D in the first place (my first book was the 2nd Edition *Monstrous Manual*, although I never played 2e outside of the Baldur's Gate computer game series). The bainligor definitely feel like the desmodu in being flightless bat-men, and there's some interesting thematic parallels that could be explored in a game (the desmodu are crafters and alchemists, while bainligors disdain material possessions; the desmodu are good but feed on blood, whereas the bainligors are evil but have generalist diets). ]

## **Bainligor**

### **CR 4 NE Monstrous Humanoid**

*This creature resembles a humanoid bat shorter than a man, with spindly limbs tipped in claws. Its ears are oversized, its face wrinkled, and its mouth filled with small, sharp teeth.*

The bainligors are a species of flightless bat-people, mean spirited and nomadic. Although they can survive on little more than carrion and molds, they enjoy killing and eating other sapient creatures to demonstrate their strength and power over them. They are pack hunters, striking from ambush and overwhelming their prey. Although they typically fight with fang and claw, they can focus their echolocation abilities into a stunning strike.

Bainligors live in a cruel gerontocracy, where the old dictate the behavior of the young. Competition for rank is fierce between members of the same age cohort. Such competitions involve counting kills, engaging in feats of bravery, and eating truly vile and poisonous foods. Murder is not uncommon between rival bainligors, and is only punished if the killer is foolish enough to get caught. They pride themselves on their "self-reliance", disdaining weapons and armor and destroying the gear of their victims out of spite. They are related to desmodu, although which species came first is a matter of debate. The two species despise each other, but desmodu typically have the upper hand in any battle that may occur between them unless the bainligors have the support of their Revered Ones.

A bainligor reaches sexual maturity at 15 years of age and 4 feet tall. They grow slowly throughout their lifetime. If not done in through violence or disease, they can grow to 6 feet and 100 years of age, whereupon they typically attempt to transform themselves into Revered Ones.

### **Elder Bainligors and Bainligor Revered Ones**

An elder bainligor (50 years or older) is treated as having the advanced simple template. Such elders must survive for decades more before attempting the ritual of transformation into a Revered One. The elder bainligor eats a variety of poisonous and psychoactive fungi to prepare, then fasts to death while meditating on sinister powers. If the ritual is successful, the bainligor elder becomes a Revered One, a mummy-like undead of great strength and agility. A Revered One is an undead creature with 10 Hit Dice, DR 5/-, claw attacks that deal

1d12 damage, and a sonic attack that deals 10d6 damage in a 30 foot cone 3 times per day. A bainligor revered one is a CR 8 monster.

**Bainligor CR 4**

**XP 1,200**

NE Medium monstrous humanoid

**Init** +4; **Senses** blindsight 60 ft., darkvision 30 ft., Perception +6

Defense

**AC** 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

**hp** 34 (4d10+12)

**Fort** +4, **Ref** +8, **Will** +4; +2 vs. sickness, nausea, ingested poisons and diseases

**Defensive Abilities** scavenger

Offense

**Speed** 30 ft.

**Melee** 2 claws +8 (1d6+1), bite +8 (1d4+1)

**Special Attacks** sonic boom

Statistics

**Str** 13, **Dex** 19, **Con** 16, **Int** 12, **Wis** 10, **Cha** 9

**Base Atk** +4; **CMB** +5; **CMD** 19

**Feats** Deflect Arrows (B), Stealthy, Weapon Finesse

**Skills** Acrobatics +12, Climb +11, Escape Artist +10, Perception +6, Stealth +14, Survival +8; **Racial**

**Modifiers** +4 Acrobatics, +4 Climb

**Languages** Desmon, Undercommon

Ecology

**Environment** underground

**Organization** solitary, pair, pack (3-40 plus 1-5 elders) or colony (40-400 plus 2-50 elders and 1-12 Revered Ones)

**Treasure** incidental

Special Abilities

**Blindsight (Ex)** A bainligor's blindsight is based on hearing. A bainligor cannot use this ability when deafened, or if in the area of a *silence* spell.

**Scavenger (Ex)** A bainligor gains a +2 racial bonus on saving throws against sickness and nausea effects, as well as ingested diseases and poisons.

**Sonic Boom (Su)** Once per day, a bainligor can create deadly vibrations targeting a single creature within 60 feet. The creature affected takes 4d6 sonic damage and is stunned for 1 round. A successful DC 15 Fortitude save halves the damage and negates the stunning effect. The save DC is Constitution based.