

Net Monstrous Compendium v2.0

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Introduction

Thank you for your interest in the NMC. I am happy to offer this compendium to all who are interested in it. For my time and effort I only ask for one small favor. Submissions! For the continued interest of the compiler and those who read this manual, new submissions are required for it's continued growth. If you find spelling or grammatical errors, please, notify me so I can fix them. Also, if any of the monsters are from any published product, please inform me also, so the entry can be deleted. This manual is suppose to be a manual of monsters created by those who are on the net. Published material may only be added with the author's consent.

Disclaimer: The NMC is public domain and should be distributed to anyone who wishes a copy. The author's of the creatures found within the NMC, have given their permission to distribute their creations. The list is for the enjoyment of its readers and may not be sold.

Thanks: To all who have submitted to the NMC and all who have shown interest in this project. Special thanks to Sean K Reynolds (skreyn@watserv.ucr.edu) for correcting all those spelling errors.

Editing Notes

I can't remember when or from where I picked up this work, but it was originally only made available as a set of ASCII files (and LaTeX before that). Although well formatted within the constraints of the ASCII character set, I felt that this treasure would really shine if it were presented in a more versatile file format. After lying around on my puter for a few years, I finally got around to spend a few evenings to clean it up and nicely format it with Microsoft Word 2000. This is true gem of "the old school of net creations" are now made available in both Word2k and PDF formats.

All of the original monster text is still here, unaltered except for the formatting and the correction of a few spelling errors and weird language constructs. Most of the original introduction dealt with how this work was being maintained at the time (1994), file formats, submission details, and so on, and most of that has been omitted considering this work isn't being maintained anymore. I have, however, retained what pieces of the introduction I still find relevant.

Now you probably wonder what's in here, and why someone would want to spend many hours reformatting and cleaning up an old ASCII file. Well, to be honest, I feel that this work truly is one of the best of the "old school" of AD&D® net creations, and that it would be a pity if it would dwindle away because "it doesn't look nice" or because of its age. More people should be able to read this work, enjoy it, and hopefully use it in their gaming.

"Fair enough, but *what's in here?*"

Short answer: 170+ new monsters.

Long answer: More than 170 creatures, belonging to many different categories and types, all of them originals (except for a few "adaptions"). This is a true masterpiece of creativity and innovation, the critters in here are truly diverse and imaginative, and the work itself is well written and presented (and I'm not thinking of my formatting). If you think this is "just another collection" of monsters, think again. This is one of the best net creations there is, and if you read along you'll find that it well fits this description.

So, dear fellow gamers, I hope you enjoy the Net Monstrous Compendium as much as I have, and use it wisely to present new, exciting challenges to your players.

I have no idea who actually compiled this the first time around, but credits of course go to those individuals, and last but not least, the *very* imaginative authors listed throughout this work (and those not listed).

— Olik
April 22nd 2000
Bergen, Norway

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The Monsters

Aasimon, Scild

Allan J. Mikkola (allanm@vulcan.med.ge.com)

	Protector	Defender	Guardian
Climate/Terrain:	Upper planes	Upper planes	Upper planes
Frequency:	Very rare	Very rare	Very rare
Organization:	Group or Solitary	Solitary	Solitary
Activity Cycle:	Any	Any	Any
Diet:	Omnivore	Omnivore	Omnivore
Intelligence:	Exceptional (15-16)	Exceptional (15-16)	Genius (17-18)
Treasure:	Nil	Nil	Nil
Alignment:	Any good	Any good	Any good
No. of Appearing:	10-100 or 1	1-10 or 1	1
Armor Class:	0	-1	-3
Movement:	14, Fl 32 (B)	16, Fl 36 (B)	20, Fl 42 (B)
Hit Dice:	6	8	10
THAC0:	13 (see below)	10 (see below)	8/6 (see below)
No. of Attacks:	2	2	2
Damage/Attack:	1-8/1-12 (+3)	1-8/1-12 (+4)	See below
Special Attacks:	Sharpness severing	Fireball, flames	Immolation, flames
Special Defenses:	See below	See below	See below
Magic Resistance:	30%	40%	50%
Size:	M (6' tall)	M (6' tall)	M (7' tall)
Morale:	Champion (15-16)	Fanatic (17-18)	Fearless (19-20)
XP Value:	24,000	33,000	40,000

Scilds are inhabitants of the good-aligned upper outer planes; like other aasimon, they are the servants of the powers that reside in those planes.

Scilds have several forms in which they appear, one for each race they deal with; not surprisingly, their most common forms are that of humans, half-elves, elves, and dwarves; in addition, scilds may appear as either male or female, although the male form is more common. A scild is able to change from one form to another whenever it wishes; when dealing with more than one race at a time, scilds usually choose to appear in their human forms. Scilds always appear as the most-beautiful example of the chosen race (protectors and defenders have a charisma of 18, while guardians have a charisma of 19.) Scilds have muscular bodies, and their eyes appear to glow softly. Perhaps the feature that sets them apart most from the race they choose to emulate, is their graceful wings that extend from their backs. Scilds in the form of a human male, appear much the same as a deva.

Combat: While a scild's main duty is the protection of the various good races, they are still quite capable in combat, although they will normally fight only in dire circumstances; they prefer to solve problems by more peaceful means.

In addition to those powers available to all aasimon, all scilds can use the following spell-like abilities, one at a time:

aura of protection, always active (see below)
cure critical wounds, once per day
protection from evil, always active
minor globe of invulnerability, three times per day
dismissal, twice per day

The scild's *aura of protection* renders them invulnerable to normal, fire-based attacks, and reduces damage from magical and dragon fire attacks by half; A *magic missile* cannot penetrate the barrier, and it allows a saving throw vs. spells that do not normally grant one (i.e. *power word*, *kill*.) The aura will also grant certain protections to those within its radius as follows: all friendly creatures within the confines of the aura receive the equivalent of *fire resistance* as per the ring, and receive a bonus to their AC and magic resistance (see below.) All scilds are immune to normal, non-magical weapons.

Under normal circumstances, only scilds or other aasimon may use scild weapons; however, in rare instances, a scild may bestow its weapon on a high-powered, deserving mortal (it will then forge itself a new weapon.) These mortals must exhibit the utmost devotion to a power of good, and may never use the weapon in any manner that would threaten the causes of good; if these guidelines are not followed, the scild will attempt to reclaim the weapon. These weapons will not maintain their *aura of protection* in the hands of a mortal; this special power will only work when the blade is in the hands of a scild.

Habitat: On the upper planes, scilds are primarily guards for the good powers and their places of residence; however, they also have an important role to serve on the prime material plane: scilds are the primary protectors of the intelligent, good-aligned races. While movanic devas also share this responsibility, they are mostly concerned with the more prominent mortals; scilds are the guardians of all mortals, be they kings or slaves. If a lower class mortal is in dire need, and a movanic deva deems it unworthy of his attention, he will often send a scild to aid the mortal.

When protecting mortals, scilds will try parleying and defensive spells to avoid combat, if possible; if this fails, they will use all necessary means to protect themselves and their charges.

Scilds are organized in a hierarchical manner: protectors report to the defenders, while the defenders are under the command of guardians. Guardian scilds report directly to the movanic devas.

Ecology: Scilds are on good terms with other aasimon, especially movanic devas. These devas will often lead groups of scilds on important missions for the cause of good.

Protector

Protector scilds have tan skin, long, dark hair, and amber eyes.

Combat: All protectors carry a +1 longsword that shines with a holy light; this weapon is believed to be the source of their *aura of protection*. Protectors have a strength of 17, which gives them a +1 to hit and damage. Their swords deliver normal longsword damage: 1-8/1-12, with a total damage bonus of +2. These swords also act as a *sword of sharpness*.

A protector's aura of protection has a radius of 10'; it gives all friendly creatures within its confines +2 to AC, and a +10% bonus to magic resistance (in addition to the benefits listed above.) These bonuses are not applied to the protector itself, as they are already figured into the statistics in the table above. A protector's *protection from evil* sphere has a radius of 10'.

Protectors are immune to any type of life level loss, and are hit only by +1 or better weapons.

Protectors are also priests of the 3rd level; they have a wisdom of 18 and have access to the protection sphere.

Habitat: Protectors are by far the most common type of scild; it is thought that one exists for every good-aligned mortal who worships a good power. On the upper planes, protectors may be encountered in groups of 10-100 where they serve as sentries and guards for the powers of their planes.

If the mortal a protector is assigned to protect is in great trouble, it is 100% likely to gain the attention of its protector. However, protectors cannot travel to the prime material plane of their own accord; therefore, they must gain the attention of a greater scild, or a movanic deva. The protector has a chance of doing this equal to: 25% plus 1% per level of the creature in need.

If the protector successfully attracts the attention of a superior, that superior will allow it to aid the mortal 95% of the time. However, only one protector will be allowed to aid a single group of 50 or less individuals.

If the protector itself is seriously threatened, it may call upon a defender for aid; this plea has a 30% chance of being heard and answered.

Defender

Defender scilds have white skin, dark hair, and silver eyes.

Combat: Defenders carry a flaming longsword with a +2 combat bonus; they have a strength of 18 which gives them a +1 bonus to hit, and a +2 damage bonus. Their swords inflict 1-8/1-12 points of damage, with a total of +4 to damage; if the same target is struck twice in the same round with this sword, it will engulf the victim in flames for an additional 2-12 points of damage, with no save. Also, twice per day, a defender's sword may emit an 8-die *fireball* as per the spell.

A defender's *aura of protection* has a radius of 15' and imparts (among its other benefits) a +3 bonus to AC and +15% to magic resistance to all friendly creatures within its radius. The defender's *protection from evil* sphere has a radius of 20'. In addition to the powers available to all scilds, defenders may also perform the following, one at a time:

anti-magic shield, twice per day

globe of invulnerability, twice per day

banishment, once per day

Defenders are immune to any form of life level loss, and are hit only by +1 or better weapons.

Defenders are priests of the 5th level, and have a wisdom of 19; they may cast spells from the protection and healing spheres.

Habitat: Defenders are far less common than protectors; one defender exists for approximately every 100 protectors. Defenders may be encountered in groups of up to 10 on the upper planes where they serve as elite guards of the powers' residences.

If a mortal in their protection is in dire need, there is a chance the defender will notice; this chance is equal to: 20% plus 1% per level of the mortal in need; if this roll fails, it indicates the defender was attending to some greater need (this percentile roll should be modified as the DM sees fit.) If the defender notices the mortal in trouble, he may elect to send a protector to aid the being, or may choose to go himself, as all defenders are fully capable of travelling directly to the prime material plane on their own. A Defender may also be sent to the prime plane at the wish of a guardian or a movanic deva. Only one defender may aid a single group of mortals of 500 or less; groups larger than that may attract the attention of multiple defenders.

If a defender on the prime plane is in great peril, it may either gate in 1-2 protectors, or attempt to summon the aid of a guardian; this summons has a 30% chance of being heard.

Guardian

Guardian scilds have golden skin, hair, and eyes.

Combat: Guardians carry a mighty blade that is the equivalent of a *sun blade* (+2/+4 vs. evil); they have a strength of 18/50 which gives them a +1 bonus to hit, and a +3 damage bonus. A guardian's sword inflicts normal bastard sword damage (1-8/1-12, one-handed; 2-8/2-16, two-handed) with total strength and weapon damage bonuses of +5, or +7 vs. evil opponents. Anyone hit twice in the same round by a guardian's blade is engulfed in flame and suffers 2-20 points of additional damage, with no save. Additionally, three times per day, the blade allows the guardian to immolate itself; this has the affect of a *fire storm* on all unfriendly creatures (area of effect is as per the spell.) This fire storm will last for 1-4 rounds. Friendly creatures in the area of effect are not harmed by the fire storm.

A guardian's *aura of protection* has a radius of 20' and gives a +4 bonus to AC and a +20% bonus to magic resistance to all friendly creatures within its confines (in addition to those benefits already listed above.) A guardian's *protection from evil* sphere has a radius of 30'. Guardians have all the powers of protectors and defenders; in addition, they are able to use the following powers, one at a time:

spell turning, three times per day
prismatic sphere, once per day
blade barrier, once per day

Guardians are immune to all forms of life level loss and death magic, and are hit only by +2 weapons or better.

Guardians are priests of the 7th level; they have a wisdom of 20, and are able to access the protection, guardian, and healing spheres.

Habitat: Guardians are the least common type of scild; there exists a single guardian for approximately every 1000 protectors. Guardians are almost always encountered alone, whether it is on the upper planes or on the prime plane. On the upper planes, guardians serve as personal bodyguards to the various powers.

A guardian has a chance of noticing a mortal in trouble equal to: 15% plus 1% per level of the mortal. If the guardian does in fact notice the being in trouble, he may elect to send either a protector or defender, or he may choose to go to the mortal's aid himself; guardians may travel directly to the prime plane at will. A guardian may also be sent to the prime plane at the request of a movanic deva. Only one guardian may aid groups of up to 5000 in size; larger groups may gain the attention of additional guardians.

A guardian in great trouble, may gate in 1 defender or 1-4 protectors, or may attempt to summon a movanic deva to his aid; this summons has a 30% chance of being heard.

Adaptoid

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Unknown
Intelligence:	Genius (17-18)

Treasure:	Nil
Alignment:	Neutral
<hr/>	
No. of Appearing:	1
Armor Class:	6 (see below)
Movement:	12 (see below)
Hit Dice:	7
THACO:	13
No. of Attacks:	1 (see below)
Damage/Attack:	1-8 (see below)
Special Attacks:	Adaptation
Special Defenses:	Adaptation, regeneration
Magic Resistance:	See below
Size:	M (6' tall) (see below)
Morale:	See below
XP Value:	4,000

When they are summoned, adaptoids look like featureless people, made from a malleable clay. However, then they take the appearance of their target.

Combat: Adaptoids are creatures summoned from another plane of existence, and instructed to assassinate a specific target. They will not stop until this target is killed. The only way to defeat an adaptoid is to return it to its home plane. Adaptoids can alter their body to solve any problems they encounter on their quest to kill their target. For example, if their target has jumped flown away, they can create wings, to follow him/her. If the adaptoid is attacked, it can change one of its arms to a shield to protect itself. If its target is hiding behind a locked door, the adaptoid can make itself flat, and slide under the door. The only limitation on this power is that it cannot increase its mass to more than 500 lbs. Normally, adaptoids attack by punching, but they can change themselves to create any weapon they need to combat their target. Adaptoids regenerate one hit point per round. Neither fire nor acid will stop the regeneration. A special benefit of their adaptation power is that any spell cast on adaptoid will only affect it once. After that, it is immune to that spell. When an adaptoid is returned to its home plane, it loses all of these immunities, however.

Habitat: Nothing is known about adaptoid society, however, adaptoids will never attack one another, and also will never cooperate with anyone to kill their target.

Ecology: Adaptoids interact with nature just as a member of their target's race would.

Alcohol Hummingbird

Ronald Jones <JONESRD@SJSUVM1.BITNET>

Climate/Terrain:	Indoors (pubs, inns, and taverns)
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Alcohol
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral
<hr/>	
No. of Appearing:	1 (1-4)
Armor Class:	-4
Movement:	Fl 48 (A)
Hit Dice:	1/4 (1-2 hit points)
THACO:	N/A
No. of Attacks:	0
Damage/Attack:	N/A
Special Attacks:	Nil
Special Defenses:	See below
Magic Resistance:	Nil
Size:	T (4" tall)
Morale:	Unreliable (2)
XP Value:	0

The alcohol hummingbird is a small, winged avian which feeds off of alcoholic spirits. It appears very similar to the normal hummingbird, which looks like any other small bird, except that when in flight, their wings beat so fast that they appear as only a blur to any observer. They are also able to hover in place, and dart from place to place, accelerating to full speed or coming to a complete stop instantly.

Alcohol hummingbirds are very colorful, having bright red, green and yellow plumage. But because of their speed this does not make them easier to spot.

Combat: Unlike their wild counterparts these tiny creatures will not flee immediately from any large creature. Unless they detect some danger to themselves. They have no attack forms, and cannot do damage. Their ability to dart about makes them extremely difficult to hit in combat, and their speed allows them to avoid almost any predator. Also because of their quick movements, they almost always surprise (+5 on surprise rolls) anyone coming upon them. Their speed often allows them to escape even before being detected.

Habitat: These unique creatures were created as pets and curiosities for small taverns and inns. They retain the natural curiosity of their wild cousins. Often darting in and out of cabinets and closets in search of food. To keep alive the alcohol hummingbird must consume alcohol, this helps to keep them from escaping to the wild and makes sure that they return to their home. They often get into trouble poking around customers drinks, getting in the way of dart games, looking for a drink to sustain themselves. Hummingbirds often form patterns that are hard for others to notice as they seem to randomly dart from table to table looking for a drink. Only the hummingbird knows the pattern and only through careful observation will the pattern be detected. If more than one hummingbird is encountered they will always be a mated pair and one or two chicks. Alcohol hummingbirds mate for life and the death of a partner will often lead to the wasting away and death of the surviving partner.

Ecology: The alcohol hummingbird is not a natural animal, it lives off of the alcohol provided by its owners and is almost totally dependant on them. The hummingbird must drink four times its weight in alcohol every day to keep alive. Because of its small size it must spread its drinks over several hours. The hummingbird often gets its drinks out of the mugs and glasses of the guests at the inn or tavern. The hummingbird never shows signs of becoming drunk like other creatures, when it is full it will often return to its nest in the rafters or in a specially constructed box. If for some reason the hummingbird drinks from a particularly strong drink it will move at double its normal rate for two rounds.

It is possible to find alcohol hummingbirds in the wild, but it would have to be a special, even magical place, where they could obtain alcohol to drink. An example of a such places would be a Whimsy Wine Springs. Alcohol hummingbirds are commonly found around such magical places.

A description of Whimsy Wine can be found in the section, Popular & Strange Alcohols Amongst the Worlds, in Reid Bluebaugh's Alcohol Guide.

Alien

Knut Torstein Skomeda (skomedal@solan.unit.no)

	Facehugger	Chestburster	Drone
Climate/Terrain:	Any	Any	Any
Frequency:	Any of non-existent, common, or <i>becoming</i> common	fast	fast
Organization:	Hive	Hive	Hive
Activity Cycle:	Any, more active during night		
Diet:	None	Host	Carnivore
Intelligence:	Special	Special	Special
Treasure:	Variable	Variable	Variable
Alignment:	Special	Special	Special
No. of Appearing:	Special, see Queen entry in Alien, Greater		
Armor Class:	5	Variable	1
Movement:	24	Variable	18, Cl 18, Sw 12
Hit Dice:	1	Variable	8
THAC0:	15	Variable	13
No. of Attacks:	1	4	4
Damage/Attack:	Special	Variable	1d10/1d10/2d8/1d4
Special Attacks:	See below	See below	See below
Special Defenses:	Acid for blood Also see below	Acid for blood Also see below	Acid for blood Also see below

Magic Resistance:	Nil	10%	10%
Size:	S	S to L	L
Morale:	Nil	Nil	Nil
XP Value:	175	Variable	3,000

Aliens are an incredibly adaptable and ferocious race of creatures that are believed to originate in the plane Acheron. They are at least known to exist there in large numbers, the different tribes constantly waging war. Those located in Acheron do not seem to have any kind of society, but divinations seem to suggest that there exist prime planes where they have developed a higher form of cooperation than humanly possible. They also suggested that at least one ancient Champion has attained Demigod status. (Suggested reading: Ender's Game by O. S. Card, and of course the Alien movies/books.)

Each tribe is telepathically controlled by a queen. The queen will be found in the center of a sprawling underground hive, often with a domeshaped construction made of all sorts of materials above ground. This hive consists of interconnected tunnels in a complicated labyrinth network in three dimensions that are almost impossible for a human to travel through, often dropping long distances straight down to take advantage of the drones phenomenal climbing ability. The tunnels in the outer part of the hive are small, often less than 3' in diameter, but this doesn't hamper the drones' speed at all. In the center of the hive there are larger chambers where the queen and the champions reside, and where the eggs are kept. The inner surfaces are covered by a chitinous material the aliens produce. Should a tribe of aliens be discovered on your prime plane, they must be eradicated *at once* or they will spread like a virulent disease over the surface until they control all land.

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Facehugger

The Facehugger has a flat, approximately 1' long and 1.5' wide, pale white body, with 8 spindly legs and a 3' long tail. The tail is so strong that a successful open doors check is needed to break its grip should it get a hold. On its abdomen it has a retractable pseudopod capable of extruding acid in order to remove things blocking its access to the feeding openings in the host's body.

The facehugger will attach itself to a victim's face by twining its tail around the victim's neck and holding on with its legs. It will then force the pseudopod down the victim's throat, rendering the victim comatose in the process, and hatch the embryo of a chestburster in the victim's entrails. Obstructions like helmets, clamped jaws and the like are conveniently removed with a dash of acid that causes 1d10 points of damage. The facehugger will keep the victim comatose until the chestburster is self-sustaining, which takes approximately 72 hours, then it dies. If a facehugger is incapable of finding a victim inside of 12 days after it has hatched, it dies. Facehuggers are without intelligence, operating on instincts only, but they are superbly programmed. Since they have no mind, they are immune to mindbased spells. They are one of the most efficient organisms in existence. They are able to extend the pseudopod to a length of 6 feet. If this is insufficient to reach an area in the victim capable of sustaining the embryo of the chestburster, which is highly unlikely, it will withdraw.

To attach itself to a free, unwilling victim, it must make a successful attack where armor is counted as AC 10, but dexterity and magic works as usual. If successful, It will use its pseudopod as described above the next round unless removed by force. If the victim shuts its jaws, the facehugger will use its acid to dissolve the offending obstruction. The dissolving process takes one round if the victim makes a successful wisdom check to avoid screaming with pain. If the facehugger still have not been removed, it automatically renders its victim comatose. A comatose victim cannot be woken up as long as the facehugger is alive, and killing it releases a rather large dose of acid in the victim's entrails, causing 5d10 points of damage. If the victim has been comatose for more than 22 hours there is a 2% cumulative chance per hour beyond that time for the embryo to survive. The embryo will then develop normally, taking nourishment from the corpse of the host.

Chestburster

Approximately 72 hours after the facehugger starts the incubation, the chestburster is self-sustaining. At that point the facehugger dies and the victim wakes up, normally ravenous with hunger. After 1d12+3 hours the chestburster is fullgrown. The chestbursters "birth" is an ordeal of pain and violence. It will bite and claw its way out of the host creature, inflicting from 6d6 to 6d12 points of damage depending on the way it decides to go on the way out. The Dungeon Master should make a ruling as to the extent and effect of internal damage. If the chestburster rips all of the character's intestines apart on the way out, a *cure light wounds* spell is not likely to do much good. If no dangers

threaten, the queen has the chestbuster eat the host to gain sufficient nutrients to complete its rapid growth, else she tries to hide it. The queen is in telepathic control of the chestbuster from the moment it emerges from the host, and will not let it be killed without reason. The chestbuster is the young form of the drone, and grows to full size in 20 hours if there is food available. It is usually sufficient to eat the creature it hatched from.

Age (in Hours)	Size	HD	THACO	Damage/Attack	Poison (Doses)	Save	AC	MV	XP Value
0	S (2')	2+3	18	1/1/1/1	1	-4	5	12	270
5	M (4')	4	16	1d2/1d2/1d6/1	2	-3	4	13	650
10	M (6')	6	14	1d3/1d3/2d4/1d2	3	-2	3	14	1,400
15	M (7')	7	14	1d4/1d4/2d6/1d3	5	-1	2	15	2,000
20+	Adult (see Drone entry)								

Drone

The drone is an 8' tall, black, bipedal monster somewhat resembling a cross between a giant spider and a giant scorpion, yet vaguely humanoid. It has a long, backwards-sloping head without visible eyes. One variant of the species have some kind of pipes sticking out of their backs, unknown to what purpose. The Drone has a dense exoskeleton that hints of an insectoid origin. It has a skeletal, ridged tail with a poison stinger at the end. The drone injects a paralytic poison that immobilizes the victim for 1d4 turns unless a *neutralize poison* spell is used at a successful hit with the tail. Its hide is sleek and glistening, usually in shades of black, grey or brown.

The drone is telepathically controlled by the queen, and functions approximately like a worker/warrior ant. Because of this outside control they are immune to mindbased spells. They do not normally reproduce, but if the queen should be killed, all drones have the capacity to produce a new queen. They function somewhat like the facehugger in this respect, inserting the embryo of a queen into a host creature. How this is done is not known. The drones do not have much of a brain, but they have superb instincts, and a relentless drive to survive. Should the queen die the drones will be confused for a while, but they will thereafter operate independently, each trying to secure the survival of the race by breeding a new queen. Drones operating independently are still immune to mindbased spells. Should your players try to eradicate a tribe of aliens, keep in mind that the job is not finished until the last drone is dead. The eggs can survive for centuries unless they are destroyed. Due to high "blood"-pressure, acid spurts out of any wound they receive, and the queen takes advantage of this. Opponent must save vs Breath Wwapons (+4 modifier) to avoid the spray of acid she directs their way. Such a spray inflicts 3d6 points of damage to bare flesh the first round, 2d6 the next and 1d6 the third. The acid dissolves normal armor and weapons in seconds. Each magical "+" dissolves in one round. When a Drone is killed, it releases all the acid it contains (the veins partially dissolves) in a puddle of acid 10' in diameter. Anyone caught standing within this area must save vs Breath Weapons or receive 5d6 points of damage the first round, 4d6 the next and so forth. The acid will dissolve even rock, and makes a 1' deep hole in the ground, deepening to 2' in the center if the ground is flat. What remains of the drone (very little beyond skin and sceleton) can be found in the center of this hole. Drones have a lifespan of approximately 200 years.

Combat: The drone (completely remote controlled by the queen) has a claw, claw, bite and tail sting attack form, but (the queen) will generally attempt to paralyze the victim if possible, to use it as a host. If the victim is paralyzed, the drone will carry it to one of the incubation chambers and glue it to the wall with its web within the detection radius of an egg. The web takes 14 strength to break and lasts for approximately 5 days before it dissolves. The jaw of the drone can be extended 1' forwards with explosive force. This attack has a THACO of 12. The tail is approximately 6' long and very supple. Using the tail, the drone (queen) can attack both to the front, back and the sides with a THACO score of 9. The drones can climb very well, and often attack from the walls or the ceiling, thus gaining a +1 to surprise. The queen can access all sensory input the drones experience, and will employ clever tactics in battle.

Alien, Greater

Knut Torstein Skomeda (skomedal@solan.unit.no)

	Queen	Champion
Climate/Terrain:	Any	Any
Frequency:	Any of non-existent, common, or <i>becoming</i> common fast	
Organization:	Hive	Hive
Activity Cycle:	Any, more active during night	
Diet:	Carnivore	Carnivore
Intelligence:	Genius (18)	Supra-Genius (19)
Treasure:	Variable	Variable
Alignment:	Lawful evil	Lawful evil
No. of Appearing:	Special, see Queen entry	

Armor Class:	Variable	Variable
Movement:	3 or 24, Cl 6, Sw 12	24, Cl 6, Sw 12
Hit Dice:	Variable	Variable
THAC0:	Variable	Variable
No. of Attacks:	3 or 4	4
Damage/Attack:	2d8/2d8/3d10/1d12	2d8/2d8/3d10/1d4
Special Attacks:	See below	See below
Special Defenses:	See below	See below
Magic Resistance:	See below	See below
Size:	Variable	Variable
Morale:	Fearless (19)	Fearless (20)
XP Value:	Variable	Variable

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Queen

The Queen controls everything in the hive except the champions with a psionic ability. She can extend her control to a range in miles equal to her HD. She looks like a larger version of the drones except for a large "tail" containing her breeding-apparatus, the size of which mostly keeps her in one place, and renders her incapable of using her spiked tail. To move, she has to make the drones carry her. She has a large, rather flat head that flares out in two fans.

The Queen is capable of laying a number of eggs equal to her HD every day if the food-supply is sufficient. Whenever the population of the hive grows too large and there is sufficient land for the new queen to emigrate, the old queen lays a batch of queen eggs. When the chestbursters from these are "born" they fight among themselves until only the (presumably) fittest one remains. The queen chestbursters need longer time to develop than drone chestbursters. A queen embryo becomes self-sustaining as quickly as a drone embryo, but typically needs 6d12 hours to finish their growth. As soon as the fledgling queen has grown to the size of a drone about half of the drones leave with her to start a new hive. The new queen start growing the breeding tail as soon as the new hive offers a minimum of security and starts laying eggs after approximately 1 year. If the aliens are in the process of consolidating their hold in an area about half of the eggs the queen lays will contain new queens. These will be expelled from the hive with only a few drones to fend for themselves as soon as they are large enough. When the areas surrounding the hive have been secured by other hives, the old queen cuts down on the production of new queens, only producing new queens when the population in her own hive exceeds 200 drones. In an area where the aliens have been for long enough to stabilize the population and kill all foes the old queens stop producing new queens except when they grow too old (see below). And instead keep their drones, building up an army and fighting among themselves for domination of the area in order to secure their own tribe's survival. If travelling in an area where aliens are in the process of spreading out, the queens will control 20d10 drones, and a wilderness encounter will be with 1d6 of these. In an area with stable populations of aliens the queens will control thousands of drones and intruders can be attacked by any number of these. Remember that the queen can see all that the drones can see, so she is immediately aware of the intruders and can direct more drones to the area without delay if the intruders cannot be handled by those present.

Combat: The queen remains non-combatant as long as possible, but she is capable of tearing loose from the breeding tail in an emergency situation, and thus becoming a champion prematurely. A queen who enters championhood prematurely do NOT gain the increased combat modifier or the psionic powers at once. These takes decades to develop. She is able to employ her tail, but without the bonus to THAC0, as she hasn't used it before, and her movement rate is increased to 24, climb 6, and swim 9. She employs the special attack tail rending if her attack roll hits with 10 or more to spare. If that occurs, she has spiked the unfortunate creature on her tail. She will then lift it, grab it and tear the tail out, preferably sideways. This attack inflicts 10d10 points of damage, and should tear most creatures in two. Most queens are also able to use their telepathy to attempt to charm attackers into protecting their mother (the queen). A queen turned champion prematurely remains a champion thereafter, developing her psionic powers normally. Her body will rapidly adjust to her new status, gaining the physical characteristics of the champion in a few months if the food supply is sufficient. Queens develop according to the table below:

#	Age			Combat			Tail		Jaw	Magic	XP
	(in Years)	HD	THAC0	Modifier	Height	Length	Extension	Resist.	Value		
1	1 - 10	12+1	9	Nil	12'	9'	2'	20%	7,000		
2	11 - 99	13+2	9	Nil	13'	9'	2'	25%	8,000		
3	100 - 199	14+3	7	+1	13'	10'	3'	30%	9,000		
4	200 - 299	15+4	5	+2	14'	10'	3'	35%	10,000		
5	300 - 399	16+5	5	+3	14'	11'	4'	40%	11,000		
6	400 - 499	18+8	3	+4	15'	13'	4'	45%	13,000		

Note: Combat Modifier is the bonus gained by the alien to hit its opponent as well as the damage modifier gained by the creature.

Champion

A tribe of aliens are guaranteed to have a queen, but to have a champion the tribe must be more than 500 years old. Of course, with the notorious adaptability of the alien species, the probability that a tribe is that old is quite high in an area where the aliens have access. The access to an area must be adjudicated by the Dungeon Master. If the aliens have been present in that area long enough then the following cumulative table should be used:

Table A

1d100	AGE OF TRIBE
01-50	Queen's age
51-65	+200 years
66-75	+300 years
76-99	+500 years
00	Roll on Table B.

Table B

1d100	AGE OF TRIBE
01-80	+500 years
81-95	+1,000 years, roll again on table A.
96-00	+500 years, roll again on this table.

Unless a queen is killed prior to reaching an age of 500 years, she will at that time evolve into a champion. At an age of 500 years she is no longer fertile and loses her breeding-tail. She lays a last batch of queen eggs prior to this, so that there is a new queen ready to take over the control of the tribe. The new queen has a rudimentary control of the drones after day one, but there is a lot of tricks of the trade that the old queen teaches her. Over the next few decades the old queen turns her ability to control the drones in a new direction, and develops psionic powers. The process takes 1d4 decades, unless there is an older champion there to teach her, in which case it takes 1d4 years. The new champion is thereafter a devoted a protector of the hive, a royal guardian of sorts.

Combat: Champions does not grow taller with increasing age, but gains weight and becomes a spiked killing mashine with a low tolerance for troublemakers. Though the physical fighting capabilities of an alien champion are awesome, it is their psionic abilities that are really deadly. Champions have all the fighting skills of the queen and gains the special attack hug as well. If a champion hits the same character with both claw attacks it has grabbed him and proceeds to give him a good hug. The champion grows a series of barbed spikes on the chest, which a victim of the hug is impaled upon. The victim is hit by 2d4 of the spikes, takes 1d6 points of damage per spike and is stuck there unless an open doors roll is successful. If the character remains there other characters may hit him instead of the champion with further attacks.

Champions develop psionic powers equal to a psionacist of a level equal to half of their HD, with the following modifications:

- The champion gains psp's equal to 3 times their own maximum hit points. (The number of hit points they have when unhurt).

- Telepathy is always their main science.
- Their power score progresses according to the table below.
- They gain and use the *contact* and *ESP* powers without cost.

Champions evolve according to the following table:

Age (in Years)	Hit Dice	THACO	Combat Modifier	Magic Resist.	AC	Power Score	XP Value	Psionics + Level
500 - 699	20+10	1	+6	50%	-3	14	17,000	10
700 - 999	22+13	-1	+8	55%	-4	15	19,000	11
1,000 - 1,499	24+16	-3	+9	60%	-5	16	21,000	12
1,500 - 1,999	26+19	-5	+10	65%	-6	17	23,000	13
2,000 - 2,499	28+22	-7	+11	70%	-7	18	25,000	14
2,500+	30+25	-9	+12	75%	-8	19	28,000	15

Notes: Combat Modifier is the bonus gained by the alien to hit its opponent as well as the damage modifier gained by the creature. Experience points should equal the experience point value plus the psionics level bonus.

Alien champions are believed to have lifespans in excess of 4,000 years, but they don't change after they've reached an age of 2,500. For those of you who are versed in the books of Larry Niven an analogy with his Pak Protectors springs easily to mind. If a champion should be the sole survivor of some calamity that befell the tribe (which would probably have to be a war with another tribe) it would probably go crazy.

The treasure of an alien tribe depends upon the age of the tribe, and the availability of treasure in the surrounding region. The amount of treasure tends to grow larger over the years, but much depends upon the chance capture of people or places carrying or storing treasure. This must be adjudicated by the Dungeon Master, as even an ancient alien tribe will be without treasure if there are no treasures around. If the tribe is located within an area where treasure is available every one thousand years of age of the tribe increases the amount of treasure it has amassed by +20% to the roll on table C. A 1,200 years old tribe would have amassed treasures as indicated by making a roll of 1d100 + 20%. If the age of the tribe is less than 500 years a modifier of -30% must be applied. The age of the tribe is determined by consulting table A or B.

Table C

1d100 ROLL	TREASURE TYPE
01-30	L, R
31-50	A
51-70	A, B
71-85	A, B, R×10
86-95	A, B, H
96-99	A, B, G, H
00+	A, B, G, H, U, Z

Another valuable commodity to be found in an alien hive is the queen's royal jelly. This substance can be used as a component in most potions concerned with healing and aging. It enhances the effect of the potion to as much as three times the original. The royal jelly loses its potency rapidly, however, and must be applied as a component within three weeks of first having been exposed to air and then vacuum packed if it is to have any effect. A potion made with royal jelly loses its extra potency according to the table below unless used.

The royal jelly coats a freshly laid egg in a thin layer sufficient to make one potion. The breeding tail of the queen contains enough jelly to make 4d4 potions, if used sparingly. Extracting the jelly is a dangerous job however, remember that the breeding tail contains a lot of nasty acid and is connected to a queen as well. The jelly oxidises quickly when exposed to air, and loses its potency in 1d6 turns unless it is kept within an air-tight container.

1st week	Healing potions have triple effect, aging potions double effect.
2nd week	Healing potions have double effect, aging potions have 50% increased effect.
3rd week	Healing potions have 50% increased effect.

Amorabi

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain: Any
Frequency: Very rare

Organization:	Bands
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	High (13-14)
Treasure:	P, R
Alignment:	Chaotic evil
<hr/>	
No. of Appearing:	1-8
Armor Class:	-2
Movement:	9, Fl 15 (C)
Hit Dice:	120 hit points (saves as 27 HD monster)
THAC0:	9 (attacks as 12 HD monster)
No. of Attacks:	2
Damage/Attack:	1d8/1d8 (+7 damage for strength)
Special Attacks:	See below
Special Defenses:	+2 weapon or better to hit, see below
Magic Resistance:	60%
Size:	M (5-6' tall)
Morale:	Average (8-10)
XP Value:	10,000

Amorabi are a cross between a bird and a human. They have 2 legs and two arms. Both hands and feet are clawed. They have vestigial wings but cannot fly. Their heads are bird-like. The wings, shoulders and upper backs are feathered. Amorabi have 19 strength and are powerful spell casters.

Amorabi were created by the greatest lich ever (in my world) to be the personal bodyguards of himself and his chief lieutenants. They are nasty tempered to all others, but faithful to their creator.

Amorabi require +2 weapon or better to be hit. They are immune to charm and hold spells. They can cast the following spells as a 12th level mage:

disintegrate
web
cause disease
dispel magic
fear
bestow curse (reverse of *remove curse*)
rock to mud
teleport
stone to flesh
death spell
despair (emotion spell)

Anti-Magic Statuettes

Myke

Climate/Terrain:	Any
Frequency:	Rare
Organization:	None
Activity Cycle:	Any
Diet:	None
Intelligence:	Exceptional (16)
Treasure:	None
Alignment:	Neutral (evil)
<hr/>	
No. of Appearing:	1-3
Armor Class:	4
Movement:	12", Ethereal 12"
Hit Dice:	5
THAC0:	15
No. of Attacks:	6 or 1
Damage/Attack:	2-5/2-5/1-3/1-3/1-2/1-2 or by weapon
Special Attacks:	Cancellation, spells, and silence

Special Defenses:	Spell turning and camouflage
Magic Resistance:	50%
Size:	S (1'-4')
Morale:	Fearless (19-20)
XP Value:	4,000

An extremely jealous mage created these devastating items. His intention was to create an item that could infiltrate a rival mage's home and destroy him/her. He succeeded too well, and fell victim to his creations.

These creations are essentially small golems of marble or any other substance that statues are commonly made of. Their camouflage ability is limited only to appearances of stone or metal. They may change their shape (to better fit in with the other normal statues in a mage's home) but retain their material composition.

They are intelligent enough to determine the best strategy to reach their goal but they are not cognizant of anything but destroying a mage.

They may use their fists as attacks. They may attack up to three times with each fist provided the preceding attack was successful. Thus the damage in a round may range from 2-5 to 8-20.

They have various spell-like abilities specifically useful for attacking mages:

- Cancellation (as the rod) up to four times a day but must touch item.
- Silence as often as desired (once/round) at the 10th level of ability.
- Spell turning once every two rounds.

Antraconian

Climate/Terrain:	Geheena
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Exceptional
Treasure:	H
Alignment:	Neutral evil

No. of Appearing:	1-2
Armor Class:	-3
Movement:	18, Fl 6
Hit Dice:	10+8
THAC0:	11
No. of Attacks:	5
Damage/Attack:	1d4/1d4/1d4/1d4/2d6
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	60%
Size:	L (8' tall)
Morale:	Fanatic (17-18)
XP Value:	8,000

These vile creatures once roamed throughout the plane of Gehenna, and they were equally common sights in the Nine Hells and Hades, and even on the Prime Material Plane (where they were found inevitably performing some deed of evil either as summoned creatures or on their own initiative). Eventually their excursions into the Nine Hells so angered that dark plane's inhabitants that a full scale war broke out between the devils and the less numerous Antraconian, resulting in the almost wholesale destruction of the Antraconian race.

A handful of Antraconians live on (perhaps a dozen or two), existing as they can. They are not as common a sight as they once were, but they can still be found wandering the Prime Material plane in the service of some evil wizard. On their own plane, however, they are undetectable, as they have taken precautions to being wiped out by the occasional devil force (a race to which the Antraconians still hold great enmity towards, and will attack on sight if the odds are good).

Antraconians normally attack with their four clawed arms, following up with a bite from their batlike heads. If all four arms hit, they hold the target and gain a +4 "to hit" with their bite attack. The chance of a character getting out is equal to his or her bend bars percent, and may be attempted once per round. Further, Antraconians may use the following spell like powers once per round, when applicable:

charm person
unseen servant
knock
slow
polymorph self (to Black Unicorn or Golden Pegasus)
invisibility
detect invisibility,
detect good
dispel magic

All of the above are as if cast by and 8th level mage. They also have the spell casting abilities of a fifth level cleric. Moreover, once per day they are able to cast a *symbol of pain*. At one point in time they possessed gating abilities similar to those of other creatures of the lower planes, but their numbers have been reduced so as to make this power unusable. An Antraconian can only be harmed by +2 or better weapons and are immuned to all fire-based attacks.

Antracos, Lord of the Antraconians

Climate/Terrain:	Gehenna
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Genius or Semi-
Treasure:	H, Z, T
Alignment:	Neutral evil (with chaotic tendencies)
<hr/>	
No. of Appearing:	1
Armor Class:	-6
Movement:	18, Fl 6
Hit Dice:	129 hit points
THAC0:	7
No. of Attacks:	4 or 3
Damage/Attack:	1d6/1d6/1d6/3d6 or 2d10/1d6/3d6
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	70 %
Size:	L (9' tall)
Morale:	Fearless (19-20)
XP Value:	15,000

Antracos, the lord of the Antraconians, was once the pride of his foul species. He was the strongest, the fastest and most powerful of their kind, and it was under his banner that the Antraconians fought under in their disastrous war with devilkind. Near the end of the war Antracos was captured, and was held in captivity for a century in the ninth plane of hell, where he was tortured endlessly by the servitors of Asmodeus.

When Antracos finally escaped, he was a changed creature. His body was damaged permanently, but even more importantly, he went somewhat insane. Antracos has become far more unpredictable in his attitudes, occasionally doing things far more chaotically than his former, more neutral psyche would commit. In addition, at times he slips into a pathetic dementia, where his mind, battered as it is, retreats into a shell. In this state Antracos is little more than a beast, attacking whatever hurts him with claw and tooth.

When not under the influence of his insanity, Antracos still shows remnants of what made him the great lower planar lord he once was. He is fully capable of using his spell like abilities which include the ability to, at will:

charm person
polymorph self
invisibility
detect invisibility,
detect good
ESP
affect normal fires

darkness, 10' radius

Once per day he can *summon* an Antraconian (75% chance of success), speak an (*un*)*holy word*. Once per week, he can cast an *imprisonment* spell, but at the cost of his sanity for an indeterminate period of time (apparently the use of the spell reminds him of his own imprisonment).

Antracos appears as a large Antraconian with a few scars located at various spots around his body. He has lost one arm (thus only three claw attacks). When he uses a weapon he fights with Vasaros, a long sword which does 2d20 points of damage per hit. Antracos can be only hit by +3 or better weapons, and is immuned to all fire-based attacks.

Baatezu, Lesser — Sand (Devil)

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Nine Hells (desert regions)
Frequency:	Uncommon
Organization:	Bands
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	High
Treasure:	M, N, Q (D)
Alignment:	Lawful (neutral) evil
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No. of Appearing:	3-30
Armor Class:	1
Movement:	9
Hit Dice:	6+5
THAC0:	15
No. of Attacks:	2
Damage/Attack:	1d6/1d6
Special Attacks:	See below
Special Defenses:	+2 magical weapon or better to be hit, see below
Magic Resistance:	30%
Size:	M (5' tall)
Morale:	Elite (13-14)
XP Value:	1,400

Sand devils are only harmed by +2 or better weapon. They take only 1/2 damage versus heat and fire-based attacks. They can cast the following abilities at will:

flame strike

dispel magic

sandstorm (6d6 damage due to chafing by sand in high velocity wind)

whirlwind

summon (8 HD fire elemental)

gate (20% chance of gating in another sand devil)

They are vulnerable to holy water (one vial will kill a sand devil). Normal water dumped on a sand devil will do 1d6/gallon.

Sand Devils look like crudely formed humanoids. Fine features like eyes, nose, ears, fingers are not formed — they just have a lump for a head. As they have no visible eyes, etc. it is assumed that they must have some magical sense replacing sight for sand devils do not appear to be blind. They can be fooled by illusions and invisibility. Sand Devils prefer to attack via magic. If pressed, they attack hand-to-hand doing 2 slap attacks at 1d6 points of damage each.

Baby Bop

Calvin (Azrael)

Climate/Terrain: Happy, tranquil garden areas

Frequency:	All too common
Organization:	Often accompanied by young humans and/or Barney (q.v.)
Activity Cycle:	Weekday afternoons, mornings
Diet:	Unknown
Intelligence:	Low (5-7)
Treasure:	Nil
Alignment:	Lawful good

No. of Appearing:	1 (Unique)
Armor Class:	3
Movement:	6
Hit Dice:	3
THAC0:	17
No. of Attacks:	3 (two claws and a gore)
Damage/Attack:	1-3/1-3/1-6
Special Attacks:	Song of happiness
Special Defenses:	Song of happiness, immortality
Magic Resistance:	100%
Size:	S (3' tall)
Morale:	Unknown
XP Value:	10,000,000 (but you have to <i>really</i> kill her — see above)

Baby Bop appears as a small triceratops-like being with huge eyes, green scales and a little bow attached to its head frill. Baby Bop is most often encountered singing a happy little tune; all creatures with intelligence scores above 2 must make a save vs. spells for each round they are subjected to the song or they will be affected as if by an *Otto's irresistible dance*, with the additional affect of forcing them to sing along with whatever drivel Baby Bop is chanting at the time. Effects for the singing are identical to those of a *Tasha's uncontrollable hideous laughter* spell. A new saving throw with a cumulative -1 penalty is allowed at the end of each round of singing and dancing, but each failed roll results in the permanent loss of 1 point from both intelligence and wisdom. If either of these scores is reduced to 0, the unfortunate victim becomes a Baby Bop zombie (stats identical to yellow musk zombie) which continue to dance and sing with Baby Bop until it drops dead from exhaustion or hunger. If Baby Bop is ever successfully slain, his body immediately vanishes, but he will reappear exactly 24 hours later at full strength and vitality. Baby Bop can only be truly slain (well, temporarily, anyway) as if he were a greater power (see the Manual of the Planes.) For these purposes, his home plane is the plane of silly and unused monsters, an alternate Prime Material plane inhabited by all those monsters that Dungeon Masters never use, such as storkmen, basidironds, boggarts, bookas, gibbering mouthers, snyads, flumphs, bunyips, carbuncles, vegepygmies, tasloi, and most of the monsters from the Kara-Tur monstrous compendium. (see WG7, Castle Greyhawk, for more information on the Plane of Silly and Unused Monsters.)

Bandor

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Temperate and sub-arctic forest
Frequency:	Rare
Organization:	Family
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Very (11-12)
Treasure:	Special
Alignment:	Neutral evil

No. of Appearing:	1-2 (2-6)
Armor Class:	Variable
Movement:	12, Fl 30 (C)
Hit Dice:	Variable
THAC0:	Variable
No. of Attacks:	3 + special
Damage/Attack:	1-8/1-8/2-20
Special Attacks:	Breath weapon, spell use, hug
Special Defenses:	Nil
Magic Resistance:	Variable
Size:	H (16' base)

Morale: Champion (15-16)
 XP Value: Variable

Age	Age Category	Age Modifier	Hit Dice	THACO	Combat Modifier
1	Very Young	0-5 years	6	14	None
2	Young	6-16 years	7	13	+1
3	Adult	16-30 years	8	12	+2
4	Mature Adult	31-50 years	9	11	+3
5	Old	51-75 years	10	10	+4
6	Very Old	76-100 years	11	9	+5

Age	Body Length	Tail Length	Armor Class	Breath Weapon	Wizard Spells	Magic Resistance	Treasure Type	XP Value
1	2-5'	1-2'	5	2d6+1	Nil	Nil	Nil	1,400
2	5-10'	2-4'	4	4d6+2	Nil	Nil	Nil	2,000
3	10-14'	4-6'	3	6d6+3	1	10%	E	3,000
4	14-18'	6-8'	2	8d6+4	1 1	15%	E, S	5,000
5	18-22'	8-10'	1	10d6+5	2 1	20%	E, S, T	8,000
6	22-26'	10-12'	0	12d6+6	2 2	25%	E, S, Tx2	10,000

A bandor is the result of ancient genetic experiments by a crazed wizard. To create a bandor, a cave bear of the largest size was cross-bred with each of the five types of evil dragons. Therefore, there are five sub-species of bandors: black, white, blue, green, and red. A bandor has the head, neck, tail, and wings of its respective dragon, and the body of a cave bear, although dragon scales are interspersed throughout the body fur. These scales grow more abundant as the bandor ages, but do not generally show through the fur until the mature adult stage is reached.

A bandor is wingless at birth; as the wings grow throughout the first two stages of life, they are too small to enable flight. A bandor is able to fly only upon reaching the adult stage (age 16.)

Bandors of all sub-species speak a tongue common to all bandors, a tongue common to all evil dragons, and 12% of very young bandors have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the bandor.

Combat: Bandors are generally aggressive and will attack most anything that is a threat to their territory. These creatures are intelligent enough to decide when bite and claw attacks will be sufficient, or when it is necessary to employ spells and/or breath attacks; these latter two attack forms are reserved for very powerful opponents. If a bandor scores a hit with a paw on an 18 or better, it also hugs for 2-16 (2d8) points of additional damage. Bandors will continue to fight for 1-4 melee rounds after reaching 0 to -8 hit points; at -9 or fewer hit points, they are killed immediately.

Breath Weapon: Each sub-species of bandor has a breath weapon identical in shape, size, and composition to that of their respective dragon; however, damage of all types is identical, as per the table above. Any creature who makes a successful save vs. breath weapon only suffers 1/2 normal damage.

A bandor has no fear aura or other special magical abilities that dragons do, but they are immune to attacks with the same composition as their breath weapon. Bandors cast their spells at 6th level, plus the combat modifier.

Habitat: Bandors live in thick forests in temperate and sub-arctic regions. Their lairs are usually in large, well-hidden caves in the center of their territory.

Bandors live alone or in families; if two bandors are encountered together, there is a 20% chance of there being 1-4 cubs (age category 1 or 2) present as well. Bandors are very protective of their young, and will attack anything attempting to harm them. Bandors are normally at odds with other forest-dwelling creatures due to their aggressive nature. A green bandor will sometimes ally itself with a green dragon, but the other sub-types do not get along with dragons.

Ecology: Bandors are omnivorous, but prefer to eat meat. They hunt woodland animals such as bears and deer, and have even been known to attack centaurs and elves, the latter of which they consider to be a delicacy.

Barney

(STU_DRFULLER@JMUUVAX.bitnet)

Climate/Terrain: Nine Hells, Gehenna, Hades, the Abyss, PBS
 Frequency: Very rare or daily at 4 p.m.
 Organization: Solitary
 Activity Cycle: Day
 Diet: Little children's minds

Intelligence:	Insipid (-12)
Treasure:	Merchandising contracts
Alignment:	Purple evil
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No. of Appearing:	1 (maybe attended by 1-100 Barney zombies, see below)
Armor Class:	10 (big and plush)
Movement:	3
Hit Dice:	8
THACO:	12
No. of Attacks:	2
Damage/Attack:	1-10/1-10
Special Attacks:	Hug (3d10)
Special Defenses:	Aura of intolerable idiocy
Magic Resistance:	90%
Size:	L (8' tall)
Morale:	Stupid (30)
XP Value:	4,000

Barney is a demon from the lower planes, a great purple and plush deformed dinosaur. It is the enemy of intelligent lifeforms, eternally seeking out small children and feeding on their natural intelligence and curiosity.

Combat: Barney will normally attack with its two great paws, each inflicting 1-20 points of damage. If a victim is struck with either paw and fails a saving throw versus paralyzation, they are dragged to Barney and may be hugged next round. A hug inflicts 3-30 points of damage each round until the victim or Barney is killed.

Barney may also utter a 'Power Word I love you' once every three rounds. Any adults hearing the power word must save versus spells or flee in terror for 1-6 rounds. Any child hearing the power word must save versus spells or be controlled by Barney. He or she will thereafter follow Barney's commands with a delightful smile, and is subject to continued brainwashing. Each day that a child is in Barney's control they may be taught another lesson by Barney, decreasing their intelligence and wisdom by 1. When either statistic reaches zero, the child becomes a mindless Barney zombie! Barney zombies follow his commands with love and a delightful smile, and eagerly spend gold coins on Barney merchandise.

Barney is constantly surrounded by an aura of intolerable idiocy. Any individual within 20' must save versus spells once per round or lose 1 point of intelligence. When intelligence reaches zero, the victim falls to the ground in a quivering, gibbering wreck. Intelligence may be regained at the rate of 1 point per day afterwards. In addition, the aura tends to make spells go awry, tactics to fail, and mundane items to become intelligent with their own insipid personalities.

Habitat: Barney resides in a great temple and television studio on the lowest plane of the Abyss, with areas extending into every lower plane and prime material plane via transdimensional gates. He is constantly surrounded there by 1-100 Barney zombies clutching plush dolls and lollipops, which they may use as +2 maces in combat.

Ecology: You're kidding, right?

Beetle, Century Bore

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Any non-arctic
Frequency:	Rare
Organization:	Swarm
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral
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No. of Appearing:	1-10
Armor Class:	3
Movement:	3, Fl 18 (B), Br 3
Hit Dice:	1
THACO:	20
No. of Attacks:	1

Damage/Attack:	1d2
Special Attacks:	Slow
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	T (6 inches)
Morale:	Steady (11-12)
XP Value:	65

These are six inch long beetles, whose bite inflicts 1d2 points of damage and has the effects of a slow spell. A save versus spells will negate the slow effect.

Century bores burrow deep into the earth (about 100') then lay 100d10 eggs. After 100 years, the eggs hatch. The young dig to just under the surface, then grow feeding on detritous in the soil for a month as worm-like larvae. They then shed their skin and become beautiful beetles with a jewel-like carapace. The adults live only two weeks before they mate, burrow, and die.

The carapaces are worth 50 gold pieces if properly cared for (no mashing the beetle to kill it!). The flesh of the beetle if prepared by someone skilled in alchemy will halt aging for one year. The skin shed by the larva can be made into a potion of sleep.

Beholder, Mutant Wanderer

Max Becherer (becherer@suna0.cs.uiuc.edu)

Climate/Terrain:	Any non-aquatic
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Average to Very (8-12)
Treasure:	Nil
Alignment:	Chaotic (good (30%), neutral (50%), evil (20%))
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No. of Appearing:	1
Armor Class:	1
Movement:	Fl 15 (A)
Hit Dice:	4-6
THAC0:	16
No. of Attacks:	1 + special
Damage/Attack:	2-5 + special
Special Attacks:	Disintegration, magic missiles
Special Defenses:	Invisibility, regeneration
Magic Resistance:	20%
Size:	S (1-2' diameter)
Morale:	Steady (11-12)
XP Value:	
4 HD:	1,400
5-6 HD:	2,000

The wanderer is a rare, mutant form of beholder typically found in mountainous areas or underground. Needless to say, their larger cousins attack them on sight, which helps explain an unusual personality quirk common among wanderers: they do not like to stay in one place for more than one or two days. This is how they got the name "wanderers". Consequently, wanderers have no lairs nor treasure. Those few that settle down for any period of time rarely stay put for more than a year or so. All wanderers hate the beholders for the persecution they have suffered from them.

Combat: Wanderers are not as powerful as the larger beholders. Good and neutral wanderers will avoid combat with beholders, but the evils will readily rush to near certain destruction. Wanderer can bite for 2-5 hit points of damage, but their most powerful attacks, as with their larger kin, is their magical eyes.

A wanderer's central eye can emit a powerful disintegration ray with a range of 100 yards. The effect is exactly the same as the disintegrate spell. This power may be used three times a day; charges are recovered at a rate of one every 8 hours. The central eye is covered with a tough, clear chitinous lens which gives it the same armor class as the rest of the body. If the eye sustains more than 1/3 the wanderer's hit points, it is blinded and cannot be used until 1 day per hit point sustained has passed.

Wanderers have 8 to 15 eyestalks, each of which can cast a single magic missile inflicting double damage (2d4+2) three times per day. A stalk is severed if it sustains more than 5 hit points and will grow back in one month. Eye stalks are extremely agile, and have the same armor class as the rest of the body. The central eye has 120" infravision, and all eyestalks have 60".

Wanderers have ESP and can become invisible at will. In addition they have a special form of telekinesis: it can be used at will, but is quite weak, providing only the equivalent of a strength of 6 or 7, and only operates at ranges of 5 feet or less. It's real advantage is in it's extreme precision: it gives the wanderer the equivalent of one arm with a 20 dexterity. They have a maneuverability class of A in flight. Wanderers are extremely cunning in combat, and can be very dangerous opponents. Due to their hard, chitinous shells, they take no damage from falls of less than 20 feet, and a common trick is to remain invisible and drop on a victim, inflicting 1d6 hit points and getting a free bite at +4 (if a successful hit is made on the drop).

Habitat: Wanderers are almost by definition chaotic beings, and can be of any chaotic alignment. They are solitary and rarely is more than one encountered. Evil wanderers are exceptionally vicious and fight as if they were two levels higher. Wanderers are often confused with the much feared beholder, and other beings will typically attack or flee on sight.

Evil wanderers blame all intelligent life for the outcast status of the wanderers, and will usually attack on sight any creature they feel they can defeat. Evil wanderers have no desire for power, they only wish to torment and kill other beings, especially beholders. This extreme, and often foolish aggression is the reason they are the rarest of the wanderers.

Neutral wanderers are survivors above all else. The world is harsh, and for them there is only one law: stay alive as long as you can. They tend to be sullen creatures and rarely deal with other beings; their outlook on life is decidedly nihilistic. Unlike their evil kin, they are not very aggressive; they go out of their way to avoid danger and are very cautious when dealing with creatures obviously more powerful than themselves. Neutral wanderers will always flee from true beholders. This is not to say they are cowards, as they will fight ferociously when given no choice. Nor are they paranoid; they are only careful about what risks they are willing to take in life. Their caution helps explain the reason they are the most common of the wanderers.

Good wanderers are flighty and mischievous creatures who love practical jokes and making a general nuisance of themselves. They are, however rather good natured, and their pranks are never meant to cause harm (intentions and reality, however, don't always mesh). Good wanderers are (usually) not foolhardy, however, and (most) choose their friends carefully. They are quintessential free spirits who love life and all it has to offer. Good aligned wanderers are more likely to settle down for a few months at a time than their neutral and evil cousins.

Ecology: Wanderers are a subspecies of the Beholder, and like their more powerful kin, have only one sex, but cannot reproduce alone. They only meet to mate, and separate afterwards. Upon mating, an extra stalk, similar to an eyestalk begins to grow from the creature's underside. A small capsule at the end grows to 1/2 the parent's diameter and breaks breaks open in 6 weeks, revealing a small wanderer with 1/4 the parents hit points. It grows to full size in 4-6 months. Offspring typically stay with their parent for a few months then strike off on their own. Good and neutral wanderers do not impact their environment, but the highly aggressive evils enjoy ravaging everything in their paths. Evils often drive off or devour their young, as the parental instinct wears off soon after the capsule bursts. This bad parenting may also explain their smaller numbers. Wanderers live for about 200 years.

Bird, Humming

(wesc@ICHIPS.INTEL.COM)

Climate/Terrain:	Temperate climates
Frequency:	Common
Organization:	Solitary
Activity Cycle:	Day
Diet:	Herbivore
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral
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No. of Appearing:	1 (1-4)
Armor Class:	-4
Movement:	Fl 48 (A)
Hit Dice:	1d2 hit points
THACO:	N/A
No. of Attacks:	0
Damage/Attack:	N/A

Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	T (4")
Morale:	Unsteady (2)
XP Value:	0

The hummingbird is a small, winged avian which feeds off of the nectar of various flowers. They appear as any other small bird, except that when in flight, their wings beat so fast that they appear as only a blur to any observer. They are also able to hover in place, and dart from place to place, accelerating to full speed or coming to a complete stop instantly.

Combat: These tiny creatures will run from any human or other large creature as soon as their sensitive senses pick up the intruder. They have no attack forms, and cannot do damage. Their ability to dart about makes them extremely difficult to hit in combat, and their speed allows them to avoid almost any predator.

Bird of Ill-Omen

Pete

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Unknown
Intelligence:	Genius (17-18)
Treasure:	None
Alignment:	Chaotic evil

No. of Appearing:	1
Armor Class:	-10
Movement:	Fl 24 (B)
Hit Dice:	5
THAC0:	15
No. of Attacks:	1
Damage/Attack:	1-2
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	100%
Size:	S (1'-2')
Morale:	Fearless (19-20)
XP Value:	3,000

The bird of ill-omen appears as a normal raven or crow (black in color). This monster will only rarely provide anything useful to the party. However, until the party is rid of it, sufficient inconvenience will exist.

Combat: The bird is 100% magic resistant and if hard pressed can cause *confusion* (per spell at level 15). The bird also generates a 100 foot sphere of saving throw reduction (-2). If a fumble chart is used, this has the effect of causing a fumble to occur on a 1, 2, or 3 on a die 20. It also uses *ESP* (per spell) at will.

Habitat: The bird's purpose is not really known but it appears to wander the Prime Material Plane in order to accompany typically high level adventurers on a particularly dangerous adventure.

If spoken to, the bird will respond to the individual who spoke, in a language (other than common) that the individual understands (dwarves will be spoken to in Dwarvish, elves in Elvish, etc...).

Ecology: The bird is master of lore and other histories in general and will know something about each of the party members that would not readily be common knowledge. Usually something that a particular adventurer is not very proud of. The bird will use this information to disrupt the cohesion and integrity of the party members and in general try to get them to distrust each other, sometimes to the point of fighting/killing. The bird will typically drop 3 or so hints about the adventures upcoming goal, and will mislead them on 2 of the 3 hints to the point where failure means death (or something almost as bad).

The bird will never directly say what its intentions are but it is rumored that it will go away if given a particularly exceptional gem or piece of jewelry valued at 50,000+ gold. Otherwise, it is perfectly content traveling with the party, flying between branches, etc... staying just out of reach, and generally causing havoc to the adventurers.

The tail feathers and feet of the bird of ill-omen are rumored to be incredibly valuable in potion making. Any knowledgeable alchemist in a large city will pay over 100,000 GP for them.

Black Stranglers

Stephen McLeod (COSCI43U@Jetson.UH.EDU)

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Group of victims
Activity Cycle:	Any
Diet:	None
Intelligence:	Average (8-10)
Treasure:	F
Alignment:	Chaotic evil
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No. of Appearing:	2-5
Armor Class:	4
Movement:	12
Hit Dice:	5+3
THACO:	12
No. of Attacks:	1
Damage/Attack:	1d6 (4 rounds till death)
Special Attacks:	Strangle
Special Defenses:	Invisible in darkness
Magic Resistance:	Nil
Size:	M (4-7')
Morale:	Fanatic (17-18)
XP Value:	350

The strangler are black humanoids, usually of human size. They are a region of darkness with sharply defined features, looking like a caricature from the side with a pointy nose. They have a dull red glow emanating from their eyes and mouth.

Combat: Stranglers rely on misdirection. If need be one of their number will engage or distract a party from one side while the others sneak up from behind. If they successfully sneak up behind they get one roll to hit (with normal bonuses if they apply) with their sole weapon, a length of metallic looking chain. Victims who are "hit" successfully will begin to take a 1d6 each round and in any case will die at the end of the fourth round. They may attack the Strangler at -2 until that time. Stranglers who fail to hit will try to distract other party members from the stranglers who were successful. If all miss and they cannot get behind anyone, they will withdraw.

Habitat: Black stranglers are victims of a curse and are a form of undead. The victims of a strangler rise as a strangler after a period of days. When they rise, their chain will form at that time as well. The chains are related and cursed. Possessing any one of them will attract all other members of a given strangler pack. Possessing the chains will also lead the owner into strangling people in time in a fashion similar to the manner that the bite of a werewolf results in the victim becoming a werewolf. The chains are valuable for they are almost unbreakable. Removing the curse on any of the chains will remove the curse on all of the chains from a given pack, however doing so releases a strangler who is invisible, and immune to normal (non-silver, non-magical) weapons and who has armor class of 2 and 8 HD.

Ecology: Black Stranglers are undead and have no place in nature.

Bladefly

(92445@TAYLORU.bitnet)

Normal

Giant

Climate/Terrain:	Any non-arctic	Any non-arctic
Frequency:	Rare	Very rare
Organization:	Swarm	Solitary
Activity Cycle:	Day	Day
Diet:	Omnivore	Omnivore
Intelligence:	Animal (1)	High (13-14)
Treasure:	Nil	Special
Alignment:	Neutral	Lawful good
No. of Appearing:	1-40	1 or 2
Armor Class:	0/2 (individual)	0
	6/8 (swarm)	
Movement:	Fl 9 (B)	Fl 15 (C)
Hit Dice:	1d4 hit points	6
THAC0:	20 (individual)	15
	18 (swarm)	
	14 (frenzied)	
No. of Attacks:	1	2
Damage/Attack:	1d2 (wing tip)	1d10/2d4 (wing, claw)
Special Attacks:	Blindness	Hypnosis, drop
Special Defenses:	Nil	Nil
Magic Resistance:	Nil	Nil
Size:	T (3" across)	M (6' across)
Morale:	Average (8-10)	Steady (11-12)
XP Value:	35	1,400

Normal

These creatures appear as a normal monarch butterflies. On closer examination the wings of these creatures are revealed to be hard as steel and razor sharp. The bladefly is a carnivorous cousin to the naturally occurring butterfly. Usually they stick to small prey, (i.e., cats, rats, mice, etc) but have been known to take down cattle in times of normal food scarcity. When a group of bladeflies attack they swarm around their prey, blind it and slice at it with their wings as they surround the prey.

A frenzy takes place much like the feeding frenzy of a shark. Once the scent of blood is in the air the bladeflies will attack until killed. There must be at least 10 bladeflies for a swarm to frenzy. This lowers the bladeflies armor class, and gives them an increase chance to hit their opponents.

If there are less than 10 to start with or a swarm is reduced to under 10 bladeflies, the bladeflies must be attacked individually. Individuals attack as frenzied if they smell blood.

Their attack method causes blindness if a save versus spell is not made due to the hypnotizing effects of their colors. The blindness lasts 1d6 rounds. They are drawn to the smell of rotting flesh and will choose to scavenge if there is a choice between live prey and carrion. When attacking they attack in a swarm and seek to envelope their prey one at a time. One attack roll is made for the swarm and if the result is a hit a percentage roll is made to determine what percent of the swarm hit the prey. They will attack until the entire swarm is destroyed. They are driven away by fire, smoke, or the scent of the herb thyme which is a deadly poison to them.

Their wings are prized by ornamental armorers and will fetch a price of 1 gp per wing.

Giant

This magical variation of the normal bladefly is a highly intelligent solitary creature. Once a year the creatures gather to mate and this is the only time more than two of these creatures can be found in the adult form. Two can be found if they are mated, the creatures mate for life and are monogamous. Offspring of the adults are treated as non-combatants with half stats of the adult.

The giant bladefly attacks by slicing with its wings or clawing with its two front claws. Also due to their intelligence and their magical nature they can manipulate the spots on their back to hypnotize any creature they can communicate with unless a save versus spell is made. Normally they will not attack other creatures preferring to hypnotize attackers and make them fall asleep and then move the attacker's body or leave the area. If they are pressed into battle they will attempt to pick up their foe and drop them. On a to hit score of 18 or better the bladefly has grabbed its foe sinking both claws into its prey. A grabbed creature must make a dexterity check in order to take any action. The bladefly will rise at 15' a round with a max of 100', if hit they will drop their victim from the height they are at.

The giant bladefly speaks the language of all woodland creatures, common, their own language of high pitched whines, cries, and buzzes, and any civilization they have come in contact with.

There is a 15% chance that if two are found that there will be 1d4 offspring in the lair. Also there is 10% chance of there being 1d4 large gems in the lair per adult.

Often times they will be found near communities of sprites and such magical creatures and prefer their company to humans and demi-humans. They will deal with humans and demi-humans with suspicion but friendships are possible. It is possible for giant bladeflies to be ridden with the proper airborne riding proficiency with the consent of the bladefly of course.

The exact origin of these creatures is not known.

Bloodguard

Climate/Terrain:	Unknown
Frequency:	Very rare
Organization:	Band
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	High to Genius (13-18)
Treasure:	Unknown
Alignment:	Any good
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No. of Appearing:	1-4
Armor Class:	3
Movement:	12
Hit Dice:	8
THACO:	13
No. of Attacks:	2
Damage/Attack:	1-12/1-12
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	See below
Size:	M (5'-6')
Morale:	Champion (15-16)
XP Value:	3,000

I've tried to describe the Bloodguard as best I can from the Thomas Covenant Series by Steven R. Donaldson. They are the race of men who have taken a vow to protect the Lords of RevelStone. This vow is so profound that it gives these men some unique and astonishing powers.

The Bloodguard are nearly ageless, living for centuries beyond that of normal men and even outlasting the elves in their longevity. Any one of them you happen to meet could be thousands of years old. You will never meet a young one, however, for they've lost their women and no young have been born for over 2,000 years. Sure evidence of the existence of a female Bloodguard is the sole thing that can dissuade one from his task. The Bloodguard do not sleep, their senses are incredibly acute, the Bloodguard can communicate in a telepathic manner over short distances (one or two miles) and when fighting together they do not talk but work as a unit. Bloodguard do not have infra or ultravision but are proficient night/blind fighters and only suffer a -1 penalty when fighting blind. This is partially due to their excellent senses. Bloodguard are solitary and do not speak often, never laughing or joining in idle conversation. The Bloodguard have incredible reflexes and will make all but the most impossible saving throws. When attacking, the Bloodguard take and expect no quarter. They will kill if they believe that their charge is in jeopardy and do so without a second thought. The Bloodguard have absolute confidence in themselves and their kind and they never make moral checks. Due to the combination of reflexes, senses (including a kind of sixth sense for danger) the Bloodguard are never surprised. They are the ultimate guardian.

If a Bloodguard is encountered, he will be with or near one of the Lords or Ladies of RevelStone or some other important charge (be it a letter, item, or person). If the charge is a Lord or Lady of RevelStone, he or she will be a mage of middle to high levels and always of good alignment. No harm can befall the charge of a Bloodguard while he lives.

If a one of the Bloodguard is killed (and they can be killed), his fellows know it and will recover his body. This is necessary because this is the only way a replacement will be sent from their home country.

Blue Goon

Climate/Terrain:	Subterranean
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Frequency:	Very rare
Organization:	Tribal
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Low (5-7)
Treasure:	F
Alignment:	Lawful evil

No. of Appearing:	4-40
Armor Class:	6
Movement:	6
Hit Dice:	2+2
THACO:	19
No. of Attacks:	1
Damage/Attack:	By weapon
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Unsteady (5-7)
XP Value:	65

Blue goons look like humanoids layered with blue pancakes, and fumes coming out of their mouth.

Combat: Blue goons typically attack with whatever weapons they can make, usually crude clubs and spears. The fumes coming out of their mouths are not harmful. They are fairly strong, having an average strength of about 16.

Habitat: Blue goons are very warlike. They kill anything which they can find, except members of their own tribe. It is not uncommon to see tribes of Blue goons fighting with each other.

Ecology: Blue goons kill whatever they see. Although they have no "natural" enemies, they are constantly at war. They occasionally raid neighboring tribes for food and weapons.

Brainstormer

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Temperate woods and subterranean
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Low (5-7)
Treasure:	B, Qx5, V
Alignment:	Neutral

No. of Appearing:	1-6
Armor Class:	4
Movement:	15
Hit Dice:	8
THACO:	13
No. of Attacks:	3 + special
Damage/Attack:	1-10/1-10/2-16
Special Attacks:	Psionic mind blast
Special Defenses:	Nil
Magic Resistance:	15%
Size:	M (7')
Morale:	Steady (11-12)
XP Value:	3,000

Brainstormers are a lizard-like creature of about 7' in length. They are a dull yellow in color with small green and red speckles. Hatchlings are light brown with no speckles. Brainstormers have a very keen sense of smell and also have infravision out to 60'.

Combat: Brainstormers can attack with a claw/claw/bite routine. In times of need, they can use the special attack that gives these creatures their name: three times per day, they may employ a psionic mind blast or "brainstorm" as it is also called. This weapon may be used in one of two ways: it can be used to inflict 2-16 points of damage on every creature within 30', or it may be employed against a single target up to 50' away, in which case it causes 3-30 points of damage. In either case, a successful saving throw vs. spell reduces the damage by half. Those who fail their saving throw are also stunned (as per the *power word, stun* spell) for 1d4 rounds. Brainstormers are themselves immune to this weapon.

Habitat: Brainstormers are found in temperate woods, but also love to live underground. Although they are generally solitary in nature, they gather in small groups to hunt. Larger groups sometimes attack small bands of humanoids or adventurers, if there is a good chance of obtaining treasure (they especially like gems.) Brainstormers usually lair underground.

Ecology: Brainstormers eat small and medium-sized rodents and snakes, but have also been known to eat the flesh of larger creatures (such as humanoids) they have killed for treasure. Brainstormer blood is an ingredient in the ink used to create a *power word, stun* scroll.

Brownie, Water

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Temperate lakes, seas, or oceans
Frequency:	Very rare
Organization:	Tribal
Activity Cycle:	Any
Diet:	Vegetarian
Intelligence:	High (13-14)
Treasure:	O, P, Q
Alignment:	Neutral or neutral good
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No. of Appearing:	4-16
Armor Class:	5 (3 with fish scale armor)
Movement:	9, Sw 18
Hit Dice:	3
THACO:	17
No. of Attacks:	1
Damage/Attack:	1d2 (dagger)
Special Attacks:	Spells
Special Defenses:	Save as 9th level cleric
Magic Resistance:	As above
Size:	T (2' tall)
Morale:	Steady (11-12)
XP Value:	420

Water brownies are aquatic kin of the land dwelling brownie. They have the same spells as the land brownie. Water brownies speak only their native tongue. They innately "speak" to any water dwelling animal and especially love the company of giant otters. Some water brownies have armor made from fish scales which gives them an armor class of three. Water brownies almost invariably carry small daggers for use as tools and for defense (1d2 damage).

Bulette, Lesser

Climate/Terrain:	Temperate/any terrain
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any

Diet:	Carnivore
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral
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No. of Appearing:	1-4
Armor Class:	5
Movement:	14 (3)
Hit Dice:	4
THAC0:	17
No. of Attacks:	3
Damage/Attack:	1-8/1-8/2-16
Special Attacks:	8' jump
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (4' tall, 6' long)
Morale:	Steady (11)
XP Value:	420

The Lesser Bulette, or baby landshark, is a creature which is simply a miniature version of its namesake. Presumably a creation of the same (or at least very similar) process that created the Bulette created its smaller cousin. Certainly the lesser Bulette rivals it when it comes to diet the smaller creatures are known to devour teams of pack horses in under 15 minutes, although they do show restraint in what they are attacking.

The lesser Bulette attacks with its two front claws and bite, but if cornered is capable of the same 8' leap that the bulette is capable of, in which case it attacks with its back claws as well for an additional 1-8/1-8.

Lesser Bulettes are never found in the same area as their larger cousins, as the latter is too successful in competing for the same food source.

Butterfly, Crystal-wing

John M. Martz (UMARTZ@UNCMVS.OIT.UNC.EDU)

Climate/Terrain:	Forest and oases
Frequency:	Very rare
Organization:	Swarm
Activity Cycle:	Day
Diet:	Herbivore
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Neutral
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No. of Appearing:	1,000-100,000 (1d100 x 1,000)
Armor Class:	10
Movement:	Fl 15 (A)
Hit Dice:	1 hp / 10 butterflies
THAC0:	Nil
No. of Attacks:	Nil
Damage/Attack:	Nil
Special Attacks:	Nil
Special Defenses:	See below
Magic Resistance:	Nil
Size:	T (5" long)
Morale:	Unreliable (3)
XP Value:	35 (per 100 butterflies)

Even a desolate world contains beauty. On Athas, one of the most beautiful creatures is the crystal-wing butterfly. The prism-like wings of these insects reflect the rays of the sun into startling sprays of color; at night, they glow with the soft luminescence of stored sunlight. Unlike most insect swarms, such as locust and minikanks, crystal-wing butterflies are relatively harmless, posing little direct threat to animals or crops.

Combat: These diminutive creatures have no form of attack; however, when in large numbers (greater than 1,000), their defenses are considerable. Any creature approaching within 50' risks startling the swarm. Unless the creature

makes a conscious effort to move cautiously, the swarm automatically startles on a failed morale check. In game terms, to avoid this result a player needs to explicitly state that his character intends caution. Then, for every round spent within 50' of the swarm, a creature must make a successful dexterity check with a +1 penalty for every additional creature in the area of effect (e.g., comrades and mounts) to a maximum of +4; the first failed check startles the swarm. In addition, any loud noise or sudden moves made is automatically considered a failed check.

If the swarm is startled during the day, the sunlight passing through their fluttering wings causes a captivating spray of colors to fall on any creature within 50'. This defense is similar to a rainbow pattern spell except the effect is maintained as long as the swarm flies, plus 2 rounds thereafter, and there is no limit on the number of levels of creatures affected. A creature is allowed a saving throw versus spells with a -1 penalty per 20,000 insects (-1 at 20,000; -2 at 40,000; etc.) to avoid the effects of the pattern of colors. Creatures who can not see are not affected.

If the swarm is startled during the night, the luminescence of their fluttering wings causes a ghostly glowing pattern affecting any creature within 50'. Treat as a hypnotic pattern spell with the following exceptions: effect is maintained as long as the swarm flies, plus 2 rounds thereafter; there is no limit on the number of levels of creatures affected; creatures must save versus spells with a -1 penalty per 20,000 insects.

Once startled, the swarm stays agitated as long as any creature (except other crystal-wing butterflies, of course) remains in motion within 50'. During this time, their special defenses are active. After all motion ceases, the swarm returns to rest in 4d4 rounds +1 round per 20,000 insects (+1 at 20,000; +2 at 40,000; etc.), at which point, their defenses are inactive.

Every point of damage inflicted on a swarm kills 1d10 butterflies.

Habitat: Crystal-wing butterflies cross wide areas of open desert along well-defined migration routes, linking sheltered clearings in hidden groves. These flower-rich clearings and surrounding groves serve as breeding sites where the butterflies' eggs hatch into brown caterpillars with green flecks. Several migration corridors are known, one of the largest originates in the Forest Ridge north of Ogo, and terminates deep in the Crescent Forest between Gulge and Nibenay. Oases along these routes serve as resting sites; one of the largest is Lake Pit.

During the day, a distant migrating swarm of crystal-wing butterflies appears as a low-flying cloud that sparkles with all the colors of the rainbow. Due to cold temperatures, swarms rarely migrate across the desert at night.

Ecology: Despite their defenses, crystal-wing butterflies do fall prey to predators, most relying on sound and scent rather than sight. Crystal-wing butterflies neither collect treasure nor produce anything of value. However, since many larger predators, such as the Kirre, welcome prey immobilized by the butterflies' defenses, it is not uncommon to find incidental treasure near sites frequented by these butterflies. In addition, the dried, undamaged wings of a crystal-wing butterfly may serve a substitute for material components of many spells relying on light, such as glitterdust, hypnotic pattern, and rainbow pattern.

Cabbage Patch Baby

Warren and Janet Hack (hack@stsci.edu)

Climate/Terrain:	Cabbage patch
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Herbivore
Intelligence:	Low (5-7)
Treasure:	Special
Alignment:	Lawful good
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No. of Appearing:	1
Armor Class:	10
Movement:	1
Hit Dice:	1d2 hit points
THAC0:	20
No. of Attacks:	0
Damage/Attack:	0
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	98%
Size:	S
Morale:	Unsteady (5-7)
XP Value:	500 to parent, 100 per member

This creature is commonly found under a head of cabbage, hence the name. There have been reports of a virtually identical creature being found in storks' nests, and both types of creatures will behave as described here. When found the baby will be wrapped in fine cotton blankets, holding a silver spoon in one hand and a rattle in the other. Nearby there will be a small silver platter and (50% chance of) a pair of bronze baby shoes.

The cabbage patch baby appears to be a healthy human infant of approximately one month age. Although varying in exact features, these babies are generally very adorable. It will develop a strong affinity for one member of the party that finds it, based on the character's charisma modified as follows:

Base score:	Charisma
Female:	+5
First person to find baby:	+5
Alignment	
Evil:	-7
Good:	+3
Neutral:	0
Lawful:	+5
Chaotic:	-5
Character class	
Priest:	+3
Wizard:	+5
Warrior:	-3
Thief:	-5
Monk:	+7
Druid:	+7
Bard:	+10
Assassin:	-10

The person with highest total adjusted charisma will be designated the baby's parent. The baby will expect its parent to care for it, wailing piercingly whenever the parent is out of its sight. Other party members may tend the baby, but it will scream and fuss and generally make life miserable for all concerned until the parent returns. There is a 20% per hour cumulative chance that the baby will wake at night, requiring the parent's attention for 1d6 turns. This cycle will repeat for the duration of the night, or for 12 hours, whichever is less. During the day, the baby will take 2-3 naps, each 1d6 + 2 turns in duration. While awake, the baby will demand constant attention, either in the form of feeding, changing diapers, or amusement. If the baby feels slighted, it will wail until its demands are met. A check must be made every hour to determine if the baby is happy.

If threatened, the baby will emit a shriek which will empower the parent with a defensive reaction, known as the Maternal Instinct. This will cause the parent's strength to rise to 18/00 and the constitution to rise to 18, with all bonuses applicable regardless of class for 1d4+1 turns. The parent will then come to the baby's defense and fight until their hit points drop below -18, at which point they drop dead on the spot.

While in the presence of the party, the baby will drain 1 point of constitution per night from the parent and 1 point of constitution per week from the remainder of the party. Once a party member's constitution has been dropped to 3, the drain will affect strength at the same rate, while for exceptional strength it will be 50 percentage points at a time. If a member's strength has dropped to 3, the drain will affect intelligence, followed by dexterity, wisdom, and charisma, in that order. All bonuses will be lost as points are drained, including hit points gained from constitution bonus. During each night with the baby, all spell casters in the party must make a saving throw vs. death at +2, -4 if the parent, or suffer a 20% chance of spell failure during the next day.

If abandoned for more than 1d6 turns, the baby will re-appear in the parent's arms. The only way the baby will agree to leave the parent is to be turned over to the care of a nanny or wetnurse. Once the baby has left the party properly, the lost points are gained back at a rate of 1 point per day, but not 1 point per score per day. So if a parent has lost 5 constitution points and 2 strength points, it will take 7 days to fully recover.

Cat, Ghost

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Temperate forest
Frequency:	Very rare
Organization:	Prides
Activity Cycle:	Any
Diet:	Omnivore

Intelligence:	Average (8-10)
Treasure:	Nil
Alignment:	Chaotic good
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No. of Appearing:	1-12
Armor Class:	9
Movement:	6, Fl 24 (B)
Hit Dice:	1/2 to 4
THACO:	
1/2 HD:	20
1 to 2 HD:	19
3 to 4 HD:	17
No. of Attacks:	5
Damage/Attack:	1d2/1d2/1d2/1d2/1d4
Special Attacks:	See below
Special Defenses:	15% resistance to mind control and enchantment spells
Magic Resistance:	Nil
Size:	S (2' to 3' long)
Morale:	Average (8-10)
XP Value:	
1/2 HD:	120
1 HD:	175
2 HD:	270
3 HD:	420
4 HD:	650

Ghost cats are look like house cats with wings. They have silky gray to white fur. They live in forests away from human and orc-kind. Ghost Cats earned their name because of their skill at hiding (and their shyness). An adult ghost cat can cast invisibility or block-telepathy (protection from telepathy and ESP) 4 times per day. Both last until the ghost cat chooses to negate it or until dispelled. Ghost Cats have the innate ability to detect invisible beings.

Ghost cats are highly desired as familiars and confer the ability to detect invisible beings by simple concentration on doing so.

Age	HD	Spell casting
3 month or less	1/2 (1d4)	1 try, 50% chance of success
3 to 6 months	1	1/day
6 to 12 months	2	2/day
1 to 3 years	3	3/day
4+ years	4	4/day

Ghost cats are sexually mature at 6 years of age and will mate every other year, producing a litter of 1d4 kittens. Their natural lifespan is like that of a human (ie, 30-35 in the wild, much more in captivity).

Cat, Monster

Warren Hack (hack@stsci.edu)

Climate/Terrain:	Temperate lands
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Animal (1)
Treasure:	I/10
Alignment:	Neutral
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No. of Appearing:	1
Armor Class:	4
Movement:	18
Hit Dice:	3
THACO:	13 (attacks as 7 HD monster)
No. of Attacks:	3 or 1
Damage/Attack:	1/1-4/1-4 or 2d6+2
Special Attacks:	See below

Special Defenses:	See below
Magic Resistance:	Nil
Size:	L (5' at shoulder)
Morale:	Unsteady (5-7)
XP Value:	120

This creature appears (when seen) as a ball of 1-2' long rabbit fur with occasional flashes of long, vicious teeth and claws. It can become invisible at will (namely, when scared or stalking) and due to its incredibly well padded feet, can surprise on 1-5.

It attacks when it is playful and consists of stalking, pouncing, grabbing with the front paws (as 18/00 strength) and kicking with padded tickling the victim while purring very loudly. Only when injured will it use its claws and/or teeth. If it does attack for damage, the grab does 1 point of damage, and the back feet do 1d4/1d4 damage while hitting as a 7 HD creature. If cornered, it will bite for 2d6+2 damage.

In general, the monster cat is more interested in playing than anything else. After all, it is just a cat.

Cat, Poison (Pussycat)

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Any (usually near civilization)
Frequency:	Rare
Organization:	Small prides
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Semi (2-4)
Treasure:	Nil
Alignment:	Neutral

No. of Appearing:	2-8
Armor Class:	5
Movement:	15
Hit Dice:	1
THAC0:	19
No. of Attacks:	3
Damage/Attack:	1d3/1d3/1d2
Special Attacks:	Poison, jump
Special Defenses:	None
Magic Resistance:	Nil
Size:	T to S
Morale:	Average (8-10)
XP Value:	65

These harmless looking creatures are sometimes kept as watch pets. They are very affectionate to their masters, and can be taught a few tricks. The main purpose of these creatures are to surprise unsuspecting thieves. Since they are cats, they have excellent night vision and love to wonder about during the evening hours. The nasty part to these animals is that both their bite and their claws attacks are poisonous. The poison is kind of slow acting so it will not be noticed until 4 rounds after the poison is in the system. There are three types of poison pussycats. The normal with the weakest poison does 1d6 points of damage, half if save is made. The next has a stronger poison that does 1d10 points of damage or 1d4 if the opponent makes his save. Fortunately these cats are rarer than the first type. The rarest kind of poisonous pussy cat with the strongest poison causes death unless save and even if the opponent does save he will receive 2d6 points of damage from the poison.

These cats can jump about 8 to 10 feet, thus getting a +3 on their surprise roll and allow them to enter into and leave a fight very quickly.

DM History: This certain creature was thought up to humble a very cocky thief, who called himself the 'cat buglar'. He claimed he could out think the DM (me) in any trick or trap that I could come up with to annoy his nightly visits to the houses of the wealthy. He broke into this one house and thought it was cute that the man was a cat lover. The cats got a few hits in on the thief (which he figured won't harm him because of his fairly high level), and was he surprised when the poison started to take effect.

I also used them on another party where the cat were wearing jewelled collars. The party figured this was an easy way to get a few gems. They were also a bit surprised at the slow acting posion. The weakest kind are my favorite to use, which have a nice affect of being dangerous, but not very deadly.

Cat People

Max Becherer (becherer@suna0.cs.uiuc.edu)

Climate/Terrain:	Temperate forests and mountains
Frequency:	Uncommon
Organization:	Clan
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Average
Treasure:	Incidental
Alignment:	Variable, usually lawful, seldom evil
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No. of Appearing:	1-8
Armor Class:	7 base (agility)
Movement:	18
Hit Dice:	1 or by level
THAC0:	20 or by level
No. of Attacks:	3 or by weapons
Damage/Attack:	1-2/1-2/1-4 or by weapon
Special Attacks:	Claws
Special Defenses:	Stealth
Magic Resistance:	Nil
Size:	M
Morale:	Steady (11-12)
XP Value:	Varies

Cat people are an intelligent feline race and are occasionally encountered by players. They stand upright like humans, but tend to be slightly shorter and have a delicate bone structure, much like elves. They have feline faces, their bodies are covered with short, catlike fur which varies greatly in coloration, and most (75%) have tails. Cat people's hands are basically humanoid in structure, having four fingers and an opposable thumb, but they are also equiped with needle-sharp retractable claws. Their feet also have such claws, giving them a base 90% chance to climb any surface which is no harder than wood. On all but the hardest, smoothest surfaces, cat people receive a 20% bonus on all climbing rolls.

Cat people have superior night vision, treated as infravision, 60', are innately silent and have a base 25% chance of hiding in shadows. They are also incredibly agile, and well, catlike in their movements. Cat people take no damage from falls of less than 30 feet and are entitled to dexterity checks for half damage on falls of up to 60 feet. Beyond that, the cat person has accelerated to fast to avoid full damage.

Combat: Cat people prefer to fight with their natural weaponry, but understand that often that is not enough. When using weapons, they prefer light, fast, weapons which make the best use of their agility. These include daggers, quarterstaves, nun-chuku and rapiers. Cat people are especially fond of elven longswords for their combination of light construction and damage, and also like knuckledusters because they can still use their claws with them. For ranged weapons, shurikens, throwing knives, darts, hand crossbows and composite shortbows are favorites.

Whenever possible, cat people try to ambush their foes. They have a 50% chance of surprising an opponent and are rarely (10%) surprised themselves. Dropping out of trees after an enemy party has been softened up by a cleverly laid trap is a favorite tactic.

All cat people can fight with a weapon in each hand; this does not double the number of attacks they receive, it only adds one to the base number. Regardless of class, cat people fight as thieves. Some cat people become fighters, and are entitled to all the benefits of the class, including weapon specialization, but they still fight on thief tables.

Habitat: Cat person society is matriarchal and clan based. The largest unit of cat person society is the pride. A pride usually consists of 3 to 8 clans. A clan is one family unit consisting of about 20 to 40 individuals of all ages and headed by the Matriarch, the oldest female in the clan. The pride is lead by the Grand Matriarch, the oldest and wisest female of all the clans, and a shamen. The shamen is a priest of at least 4th to 8th level, always to Bast or some other cat deity, and is always female.

The Grand Matriarch is the head of the Council of Matriarchs, which is responsible for all major decisions. The most important decision the council must make is the selection of a new Grand Matriarch should the current one

die or become too infirm to govern. This is usually done by vote of the council. Each Matriarch tries to convince the council that she is best suited for the honor. Then a vote is taken with the restriction that one cannot vote for oneself. Should the council deadlock, the process will be repeated a number of times (it varies from pride to pride). If the council still fails to come to a decision (a rare occurrence), all females who have come of age will be asked to vote on the matter.

Males in cat person society are in an interesting position. While they have little or no input on how the pride is governed, they are not treated as second class citizens. Males and females are treated equal in all aspects of life except government and religion (males may not be priests).

Ecology: Cat people are hunters by nature, but do not kill animals except for food and in self defense. They are very careful to avoid over hunting their territory, and therefore do not have a severe impact on the local ecology. Cat people live for an average of 80 years.

Cat person characters

Attribute	Minimum	Maximum	Die Mod.
Strength	3	17*	-1
Dexterity	15	20	+2
Constitution	6	18	--
Intelligence	6	18	--
Wisdom	6	18	--
Charisma	6	18	--
Comeliness	3**	12**	+1**

Class	Maximum	Notes
Fighter	15***	Thief tables hinder further advancement.
Thief	Unlimited	
Wizard	Unlimited	
Priest	Unlimited	Only females may become priests
Bard	Unlimited	

* 10% of Cat People with 17 strength have 18. Those cat people with 18 strength may roll for exceptional strength if they belong to a fighter class.

** For humans. No modification for cat people.

*** Beyond 15th level, experience penalties are incurred (DM's option).

Coronil

Luan Dalgari (chx38@seq1.keele.ac.uk)

Climate/Terrain:	Lower outer planes
Frequency:	Very rare
Organization:	Band
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Genius (15-16)
Treasure:	E, Zx3, Ox10, (F, G, H, I)
Alignment:	Chaotic evil or neutral evil
No. of Appearing:	2-12
Armor Class:	-15
Movement:	24
Hit Dice:	600 hit points
THAC0:	-20
No. of Attacks:	6 + 2
Damage/Attack:	1d20/1d20/1d20/1d20/2d10/2d10 (all +25) (by weapon)
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	95%
Size:	L (12' tall)
Morale:	Fearless (19-20)

XP Value: 58,000

The Coronil is a large 8 legged beast, standing about 12' tall. In appearance they resemble copper coloured spiders covered in a dense fur. In addition to their 8 legs they have 2 arm like appendages that although being small are suitable for using missile weapons and/or magic items.

The Coronil does not see using eyes, instead it uses an innate ability to sense what is around it, therefore it cannot be surprised except by teleporting in close to it.

In combat a Coronil can use any 4 of its legs, thus it can attack multiple opponents within a 10' radius. Each of its legs strikes with a lightning speed and impacts with a huge force, consequently characters not wearing strong metal armor (i.e. full/field plate) will suffer a further 1-4 1d10 points of damage. Each successful strike with a leg causes a further 1% chance for the character being plane shifted to a random plane.

Twice per round the Coronil can spit an acidic poison, requiring a to hit roll, if successful a save vs poison is allowed to negate the effect.

The Coronil is impervious to all non-metal weapons, non-edged metal weapons, and edged metal weapons of less than +5 value. The Coronil regenerates 5d20 points of damage per round per successful attack with a leg.

Deathfog

Max Becherer (becherer@suna0.cs.uiuc.edu)

Climate/Terrain:	Old battlefields, haunted and cursed lands
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Life energy
Intelligence:	Very to High (11-14)
Treasure:	Nil
Alignment:	Neutral evil
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No. of Appearing:	1
Armor Class:	-8, see below
Movement:	24
Hit Dice:	7+1
THAC0:	5
No. of Attacks:	4
Damage/Attack:	Special
Special Attacks:	Energy drain, fear envelopment
Special Defenses:	Magic weapons to hit, immune to mental attack.
Magic Resistance:	20%
Size:	M to L
Morale:	Champion
XP Value:	3,000

The Deathfog is a glowing, sickly greenish cloud of intelligent, malevolent energy. It thrives on the life force of its victims which it pursues mercilessly and with great cunning. Deathfogs are most commonly found on old battlefields, unwholesome swamps inhabited by evil beings, or otherwise cursed lands. They are relatively common on the plane of Ravensloft, especially in the Mists.

Combat: Deathfogs feed on the life forces of living, and preferably intelligent beings. All living creatures of less than 3 HD flee from deathfogs on sight. Those with 3 to 6 HD suffer the effects of a fear spell. All higher level creatures are free to act as they see fit. Deathfogs are immune to mental attacks and are only hit by magical weapons (see below).

Deathfogs attack by lashing their victims with vaporous pseudopods inflicting 1d6 points of rotting damage and forcing the victim to save vs. paralyzation or lose 1d6 strength points (they return at a rate of 1 per day). The rotting damage must heal naturally at 1/4 the normal rate. If the victim's strength is reduced to less than 3, he is too weak to move. At zero, the victim falls unconscious.

Deathfogs have another, more fearsome form of attack: envelopment. If a deathfog envelopes, that is the only attack it may make that round. Enveloped victims must save vs. death magic or be killed outright, their life forces devoured by the fog. If the save is made, the victim loses one level, 1d6 strength points and sustains 1d6 points of rotting damage.

As the fog has little real substance, the creature must make an envelopment attack each round to keep its victim inside. A typical deathfog tactic is to lash all foes in its vicinity until they are too weak to resist. It can then devour them at its leisure.

A deathfog's sadism knows no bounds. Against weak or helpless victims it can, and usually does, envelope and attack less vigorously, thereby prolonging its victim's agony; often, a death that should be nearly instantaneous can take hours. Deathfogs may also release a weakened victim, allowing him to think he has escaped, then hunt him down later, much like a cat plays with a mouse before eating it. To make matters worse, since deathfogs are telepathic, they taunt their victims mercilessly.

As powerful as they may seem, deathfogs are not invulnerable. Fire-based attacks inflict double damage, and they can be harmed by many spells. While most normal weapons are useless against deathfogs, there are exceptions. Flaming oil inflicts double damage, and weapons dipped in burning oil will do normal damage. Against flaming oil, a deathfog has armor class 7, against dipped weapons, it has an armor class of 0. Fire elementals are immune to deathfog attacks, and can destroy them with ease.

Perhaps the deathfog's greatest vulnerability is to sunlight. Spells which produce sunlight, such as the various sunrays, will usually kill it instantly, permanently stripping 2 HD per die inflicted. In normal sunlight, a deathfog loses one HD per round permanently (see ecology).

Deathfogs have ESP and empathy and are difficult to surprise. Furthermore, if things get too dangerous, they can seep into the ground, into timbers, etc. Deathfogs are extremely good at hiding in this way, and will often ambush potential victims from underground.

Habitat: As was stated before, deathfogs inhabit cursed, evil places. They are solitary creatures and have no real culture.

Ecology: Deathfogs are clouds of congealed malevolent energy. They do not reproduce per se, but rather they condense. They tend to form in places where great acts of evil were committed, or any place else that is sufficiently suffused with evil. They seek to expand their evil realms by feeding on victims in bordering areas.

For every 1,001 levels drained, the deathfog gains one HD. Victims killed by deathfogs do not become undead because all that remains is dust. Deathfogs by their very nature destroy living things, and have a disastrous effect on the local ecology.

Deer, Silver-horned

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Temperate plains and forest
Frequency:	Rare
Organization:	Herds
Activity Cycle:	Day
Diet:	Herbivore
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral
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No. of Appearing:	2-24
Armor Class:	6 (7 for does, 10 for fawns)
Movement:	24
Hit Dice:	3+1 (2 for does, 1/2 for fawns)
THAC0:	17 (19 for does, 20 for fawns)
No. of Attacks:	1
Damage/Attack:	1d6
Special Attacks:	Buck (1d4/1d4)
Special Defenses:	None
Magic Resistance:	Nil
Size:	L
Morale:	Average (8-10)
XP Value:	120
Does:	65
Fawns:	7

These look like normal deers except that their horns look to be silver. In fact the horns are made up of 5% silver.

Demonette, Bijou

Luan Dalgari (chx38@seq1.keele.ac.uk)

Climate/Terrain:	The Abyss
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Very (11-12)
Treasure:	Special
Alignment:	Chaotic evil
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No. of Appearing:	1-2 (50 known to exist)
Armor Class:	-10
Movement:	15
Hit Dice:	330 hit points
THAC0:	-5
No. of Attacks:	3
Damage/Attack:	1-12/1-12/1-12 (+20)
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	75%
Size:	M (6' tall)
Morale:	Fearless (19-20)
XP Value:	26,150

Bijou demonettes are onyx black in colour. They are humanoid in appearance, they have very short black hair. Their faces are all exactly alike. The only manner of distinguishing them is to examine their short canine teeth, which on each individual demonette have different pits and scars.

Bijou demonettes have limited spell use, which is:

<i>polymorph self</i>	1/day
<i>darkness</i>	1/day
<i>fireball</i> (20d6)	1/day

When they enter combat they wield magical onyx hammers, which have a magical bonus of +6, the hammers can be wielded by anyone if a proficiency slot is expended. The hammers do 1-12 points of damage on small and medium sized targets, and 2-16 points on large sized targets, although in the hands of a non-demonette the weapon has only a +3 magical bonus.

Bijou demonettes are unaffected by any sort of psionic attack or discipline.

Bijou demonettes are often found leading legions of lower ranked demonettes (Blad, Forn, and Crand) into battle on behalf of any major demonette lord.

Demonette, Lesser

Luan Dalgari (chx38@seq1.keele.ac.uk)

	Blad	Forn	Crand
Climate/Terrain:	The Abyss	The Abyss	The Abyss
Frequency:	Common	Uncommon	Rare
Organization:	Bands	Bands	Bands
Activity Cycle:	Any	Any	Any
Diet:	Omnivore	Omnivore	Omnivore
Intelligence:	Low (5-7)	Low (5-7)	Low (5-7)
Treasure:	Nil	Nil	Nil
Alignment:	Chaotic evil	Chaotic evil	Chaotic evil
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No. of Appearing:	1-20	1-10	1-8
Armor Class:	6	4	0

Movement:	6	9	12
Hit Dice:	2	4	6
THAC0:	16	15	13
No. of Attacks:	2	3	4
Damage/Attack:	1-6/1-6	1-8/1-8/1-12	1-10/1-10/2-16
Special Attacks:	See below	See below	See below
Special Defenses:	See below	See below	See below
Magic Resistance:	Nil	Nil	Nil
Size:	M	L	H
Morale:	Elite (13-14)	Champion (15-16)	Fanatic (17-18)
XP Value:	120	270	2,000

Blad Demonette

These are the weakest of all demonette kind. They are man-sized, although their torsos are oversized in relation to their arms and legs. They are a dull green in colour, each appearing identical to all others. Blad's are what usually form the main ranks of any demonette army. Although the weakest of demonette kind, they have a strength equivalent to 18/75.

Forn Demonette

These are the next weakest of demonette kind. They are of a large size, almost equal to that of an ogre. They are a mottled brown colour, each individual appearing different because of the mottling. They are physically quite strong, having a 19 strength. They are generally used as reserve units in demonette armies.

Crاند Demonettes

These are the strongest so far known of non-master demonettes. They are large, towering over all save titans. Their mere presence causes fear in any creature of less than 1 HD. They are all of individual colours owing to their battle tradition of painting themselves. They have never been seen out of battle situations. They are only affected by silver or magical weapons. Holy water cause 2d20 points of damage. They typically form the task of path clearing, and rank breaking which enables other demonettes to enter the fray. They are front rank troops. They regenerate 1 hit point per round.

Demonette, Or-ren

Luan Dalgari (chx38@seq1.keele.ac.uk)

Climate/Terrain:	The Abyss
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Very (11-12)
Treasure:	Special (see below)
Alignment:	Chaotic evil
No. of Appearing:	1-2
Armor Class:	-14
Movement:	21
Hit Dice:	500 hit points
THAC0:	-10
No. of Attacks:	5
Damage/Attack:	1-12/1-12/1-12/1-12/1-12 (+25)
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	95%
Size:	M (6' tall)
Morale:	Fearless (19-20)
XP Value:	55,000

Or-ren demonettes are about 6' tall, completely gold in colour. Their skin is completely light absorbant, in that they cast no shadow. They are humanoid, and very thickly muscled (giving a strength equivalent to 25), and they are totally hairless.

They have quite extensive magic use and may use any magic-user spell up to and including 7th level may be cast twice a day.

In combat they wield +6 golden hammers (damage 1-12/2-16). When using these hammers a to hit roll in excess of 15 (i.e., if a to hit roll of 3 is needed, then a 19 or greater) causes the loss of 1-4 energy levels. This power of the hammer is lost in the hands of a non-demonette. In the hands of a non-demonette, the hammer has only a +4 magical bonus.

They are completely immune to any form of psionic attack or discipline.

If a successful vorpal attack is used on the demonette, then they will not lose any limbs, but rather their current hit points will be halved.

They regenerate 1/4 of their current hit points a round. They can only be affected by +5 or better magical weapons.

They can summon other demonettes to their aid:

- 1-4 Steren Demonettes
- 1-8 Bijou Demonettes

They also have the ability to blink at will up to 120' from their current location. This ability can also be used if they lose initiative to avoid being damaged. If this is the case then there is only a 5% chance of the blinking before each attack.

Demonette, Orth-Non

Luan Dalgari (chx38@seq1.keele.ac.uk)

Climate/Terrain:	The Abyss
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Very (11-12)
Treasure:	Special (see below)
Alignment:	Chaotic evil
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No. of Appearing:	1-4
Armor Class:	-8
Movement:	21
Hit Dice:	250 hit points
THACO:	5
No. of Attacks:	4
Damage/Attack:	1-12/1-12/1-12/1-12 (+12)
Special Attacks:	Nil
Special Defenses:	See below
Magic Resistance:	60%
Size:	M (6' tall)
Morale:	Fearless (19-20)
XP Value:	40,000

Orth-Non demonettes are the muscle of an army, they are used for removing solid objects such as gates, boulders and barriers. These solid beasts can attack twice per round with each hand, or stand toe to base with an object and pound at it until it breaks.

In combat orth-nons use a small hammer in each hand which does 1-12 damage plus a further 12 points per attack, this bonus is the result of strength and style. If no weapon is used the damage is 12 per attack. The hammers are silver, and worth about 800 gold pieces each, to use the hammer a strength of at least 22 is required.

Orth-Non demonettes are humanoid creatures about 6.5' tall. They are a shiny green in colour and covered in rippling muscles. They have thick black hair covering their bodies from the lower chest down, their torso is covered in a thick green slime, and the visible flesh appears very lumpy.

The lumpy flesh with the slime makes the orth-non immune to all missiles except those from catapults and ballistae, this enables them to pummel castle walls without fear of archers.

Their strength is equivalent to 23.

Demonette, Steren

Luan Dalgari (chx38@seq1.keele.ac.uk)

Climate/Terrain:	The Abyss
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Very (11-12)
Treasure:	Special (see below)
Alignment:	Chaotic evil
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No. of Appearing:	1-2 (25 known to exist)
Armor Class:	-12
Movement:	18
Hit Dice:	400 hit points
THAC0:	-6
No. of Attacks:	4
Damage/Attack:	1-10/1-10/1-10/1-10 (+25)
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	85%
Size:	M (6' tall)
Morale:	Fearless (19-20)
XP Value:	44,000

Steren demonettes are white in colour. They are humanoid in form with long powerful arms and legs. They have pronounced short canine teeth, which are a golden colour. They have short black hair which covers their entire body. It is impossible to tell different members of the species apart because of their uniform appearance.

Steren demonettes have limited spell use, which is:

<i>polymorph self</i>	1/day
<i>polymorph other</i>	1/day
<i>fireball</i> (15d6)	1/day
<i>lightning bolt</i> (15d6)	1/day

When steren demonettes enter combat they wield magical white hammers, which have a magical bonus of +6, the hammers can be wielded by anyone expending a proficiency slot. They do 1-10 points of damage on small and medium sized targets, and 2-16 points on large targets. In the hands of a non-demonette, the hammer is only of +3 value, although it will still hit and damage other beings that need +4, +5 or +6 weapons to be hit. The weapon also loses its other magical properties.

Steren demonettes are unaffected by any sort of psionic attack or discipline.

When a Steren demonette is using a white hammer a roll of 20 on the to hit rolls results in an energy level loss. (This is a function of the hammer.)

Steren demonettes are only hit by magical weapons of +3 or greater value. They also regenerate 3 hit points per round.

Den-ul-dia (Those of the Gods)

Luan Dalgari (chx38@seq1.keele.ac.uk)

Climate/Terrain:	Any
Frequency:	Uncommon
Organization:	Bands
Activity Cycle:	Any
Diet:	None
Intelligence:	Non- to Semi- (0-4)

Treasure: Varies

Alignment:

No. of Appearing: 6 / 10-40

Armor Class: -1 to -15

Movement: 24

Hit Dice: 8-16

THACO:

8 to 9 HD: 6

10 to 11 HD: 4

12 to 13 HD: 3

14 HD: 2

15 to 16 HD: 1

No. of Attacks: 1d8 (check each round)

Damage/Attack: 1d8 each (+12 + weapon)

Special Attacks: See below

Special Defenses: See below

Magic Resistance: Nil

Size: M

Morale: Fanatic (17-18)

XP Value:

8 HD: 14,000

9 HD: 15,000

10 HD: 16,000

11 HD: 17,000

12 HD: 18,000

13 HD: 18,000

14 HD: 19,000

15 HD: 20,000

16 HD: 21,000

Den-ul-dia look like bald, mouthless humans. They have no neck thus rendering vorpal attacks useless. Their arms are very muscled giving a 24 strength.

Den-ul-dia also have limited magic use:

invisibility 1/turn

anti-magic shell 1/day

fireball (equal to the number of HD of the creature) 2/day

A roll of 20 on their to hit roll causes a soul stealing effect. If the character is wearing a scarab of protection this drains 3 charges. The character is allowed a save vs spells at -10, a fail indicates death.

Den-ul-dia use swords, and there is a 50% chance of one using a magical sword, and then a 25% chance of having two. If a sword is magical it is (roll 1d100):

01-25 +1

26-50 +2

51-75 +3

76-90 +4

91-00 Vorpal (1% +4)

A den-ul-dia never drops its weapons, and is only affected by +3 or better weapons.

Desert Rave

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain: Desert sands

Frequency: Very rare

Organization: Solitary

Activity Cycle: Day

Diet: Carnivore

Intelligence:	Average
Treasure:	D
Alignment:	Chaotic evil
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No. of Appearing:	1-6
Armor Class:	6 (-1 to armor class per 4 hit points absorbed)
Movement:	9, Fl 36
Hit Dice:	6 (base, see below)
THAC0:	15
No. of Attacks:	3 (2 claws, 1 bite)
Damage/Attack:	1d4 (per 3 HD) / 1d4 (per 3 HD) / 1d6 (per 3 HD)
Special Attacks:	Hit point absorption, see below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	L (7' tall)
Morale:	Elite (13)
XP Value:	2,000

A desert rave looks much like a hiercosphinx. They are immune to hold spells and charm spells will cause them to attack the chamer after everything else is dead. Desert Rave are insane. They will attack any living being (or anything that would appear to be living to a dumb creature as possibly alive, including undead). They were created magically and are quite willing to attack their own kind.

A desert rave gains one hit point for each point of damage it inflicts.

For each 4 hit points it gains, its armor class decreases by one. For every eight hit points gained it goes up on HD. This can affect the creatures THAC0 and damage it does per attack. For every three HD the creature does 1d4 points of damage for its claw attacks and for every 3 HD of damage it does 1d6 points of damage for its bite attack. Thus, initially the creature does 2d4/2d4/2d6 points of damage for each of its attacks. At 9 HD it would do 3d4/3d4/3d6 and at 12 HD, 4d4/4d4/4d6, and so on.

Cure spells do genuine damage to the creature. The injury done by cures will whittle the HD of a desert rave back down to its basic 6 HD.

Desert Shark

John M. Martz (UMARTZ@UNC.bitnet)
(based on After Man: A Zoology of the Future by Dougal Dixon)

Climate/Terrain:	Sandy wastelands
Frequency:	Uncommon
Organization:	Schools
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral
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No. of Appearing:	10-38 (4d8+6)
Armor Class:	7
Movement:	Sw 9 (18)
Hit Dice:	4
THAC0:	17
No. of Attacks:	1 (2)
Damage/Attack:	2d6
Special Attacks:	Surprise bonus, feeding frenzy
Special Defenses:	Submersion
Magic Resistance:	Nil
Size:	M (5' long)
Morale:	Average (8-10) / Fanatic (17-18)
XP Value:	650

The desert shark appears a docile mammal (it has evolved from rodents not fish). Short sparse hairs cover its wrinkled pink skin along the entire length of its sausage-shaped body, from broad nose to long rat-like tail. A closer look reveals

a blunt, strong head, four powerful shovel-like feet, and a mouth filled with razor-like teeth. Its teeth curve inward and are all of equal length.

Desert sharks commonly rest just below the surface of the sand with only their eyes and nostrils protruding. When on the hunt, they swim through the sand using sensory pits at the end of their noses to detect prey, which is anything that the school can kill.

Combat: A hunting school of desert sharks is a fearsome killing machine. Victims have a -3 penalty to their surprise rolls as the sharks swim underneath them. During an attack, desert sharks remain mostly submerged beneath the sand, imposing a -2 to their victims' attack rolls (effectively making them armor class 5).

Desert sharks bite and thrash their heads for 2d6 points of damage. When first blood is drawn, the sharks go into a feeding frenzy; treat as if under influence of *haste*. While in a frenzy, each shark moves at double speed (18) and receives 2 attacks per round as it attacks wildly. In addition, its morale increases to fanatical. The nature of this frenzy is such that the sharks will even attack and kill wounded members of their own school. A frenzy lasts for 6d4 rounds even if all the original victims are killed; if there are no wounded victims left alive, the sharks will simply tear the remains to pieces.

Habitat: Desert sharks live in schools where most of the members are related. A school does not define a territory, rather it wanders in search of prey. Members from other schools are treated with indifference if hunting is good; otherwise, a school aggressively attacks rivals as prey.

Males are slightly larger than females, but both are equally aggressive. They breed at irregular intervals, usually when food is plenty or the school's numbers have fallen to low levels. Each successful mating produces 1 pup. In 2 out of 10 encounters, 10% of the school will be immature with the same abilities as the adults except for the following: 2 HD; THAC0 19; does 1d6 points of damage per attack; size S (less than 3' long).

Ecology: Desert sharks range throughout Athas, but they appear to be particularly common in the Great Alluvial Sand Wastes. While few species (e.g., magapedes and sink worms) are natural predators of desert sharks, sharks prey on almost anything, including the young of these larger predators.

Although generally considered a hazard, desert sharks' teeth are often used for small weapons and decoration. A rare shark (5%) will have something of value in its stomach, such gems, coins, or a small magic item (e.g., ring).

Dinosaur, Jurassic

Aardy R. DeVarque (jah7955@exodus.valpo.edu)
(inspired by Jurassic Park)

	Dilophosaurus	Velociraptor	Gallimimus
Climate/Terrain:	Tropical	Tropical	Plains, forest
Frequency:	Very rare	Very rare	Very rare
Organization:	Solitary	Pack	Flock
Activity Cycle:	Any	Any	Day
Diet:	Carnivore	Carnivore	Herbivore
Intelligence:	Semi- (2-4)	Semi- (2-4)	Non- (0)
Treasure:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Nil
No. of Appearing:	1-2	2-5	6-60
Armor Class:	4	3	6
Movement:	12	21, Sprint 45	18
Hit Dice:	1+2	5+2	3
THAC0:	19	15	17
No. of Attacks:	3	3	1
Damage/Attack:	2-5/2-5/1-4	2-7/2-7/2-5	1d3
Special Attacks:	Spits poison	Rear claw, ambush	Nil
Special Defenses:	Nil	Nil	Nil
Magic Resistance:	Nil	Nil	Nil
Size:	L (9' long)	L (12' long)	L (8+' tall)
Morale:	Steady (11-12)	Elite (13-14)	Unsteady (5-7)
XP Value:	120		65

Dilophosaurus

The Dilophosaurus is a small dinosaur who is about 4' tall, has a retractable neck frill, can spit poison at its enemies, and has a strong enough jaw to be a hunter instead of a scavenger. The brightly colored neck frill is usually laid back on the neck, but it is flared out just prior to an attack, when it feels threatened, and possibly to attract mates. Dilophosaurs can spit a mild neurotoxin up to 15' away, which causes paralysis (save vs. paralyzation is applicable) in 1-4 rounds. If the spittle hits the eyes of a creature (which happens on an unmodified roll of 20, or if the victim critically fails its save), blindness results in 1-3 rounds.

Velociraptor

Velociraptor is a descendant of Deinonychus. The velociraptor's tail, like Deinonychus's, is completely rigid, to help it balance like a long pole helps a tightrope walker. The raptor is especially vicious, easily overpowering human-sized opponents and repeatedly gutting its victim with its 6" rear claws for 2d6 each. It is also smarter than Deinonychus, with good pack attack tactics and good problem-solving abilities. Raptors can jump up to 15' either forward or straight up.

Gallimimus

Gallimimus has a loud honking voice. It is a herd animal which would rather run than fight, but it will fight, if necessary, with strong kicks from its rear legs. They are a favorite meal of large predators.

Parasaurolophus

Parasaurolophus, like Lambeosaurus, is a hadrosaur ("duck-billed" dinosaur). The Parasaurolophus, however, has a single hollow crest curving back from the top-rear of its head. It is thought that this crest is used for making hooting sounds. (Use the same statistics as the Gallimimus.)

Dinosaur, Raptor

Johanna Tunon (tunon@ALPHA.ACAST.NOVA.EDU)
(inspired by Jurassic Park)

Climate/Terrain:	Any warm climate
Frequency:	Uncommon
Organization:	Pack
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Average (8-10)
Treasure:	Nil
Alignment:	Chaotic neutral
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No. of Appearing:	4-16
Armor Class:	5
Movement:	18
Hit Dice:	5+5
THACO:	15
No. of Attacks:	3 or 5
Damage/Attack:	1-8/1-8/1-8 or 2-16/2-16/1-8/2-20/2-20
Special Attacks:	Pounce
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Elite (13-14)
XP Value:	
Slave:	1,400
Leader:	2,000

Psionic Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
2	2/1/6	II/IF	15	40

Clairsentient Sciences: clairvoyance;

Devotions: all-round vision, combat mind, danger sense.

PsychoMetabolic Sciences: none;

Devotions: chameleon power, lend health.

These large lizard like creatures have evolved from the lizard, but are distinctly different in that they are intelligent. This intelligence shows in all they do. These large creatures have proven to be very worthy opponents.

Combat: Each of these creatures, has it wicked claws, and teeth to use as weapons. They can either bite and use their claws twice. Or they can pounce on their opponents (they can jump up to 5 yards, or 15 feet) using their claws on their feet as well as the claws on their hands and their bite.

These animals have survived this long through well planned and executed fights. The leader (leaders generally have more psionic powers, double the PSPs, a power score one higher, and always have mindlink as a power) coordinates the battles using his mindlink. These creature are intelligent and use this to search out weakness in opponents and exploit them. A common tactic is to have a large group use chameleon power and hide, one will walk around and make a lot of noise, when you go to kill the one making the noise then the trap is sprung with you not ready.

Though they can survive in nearly anywhere (on Athas you do not find many cold climates) they prefer to live in ruins where they can use the element of surprise as a weapon. They will attempt to use all terrain to their advantage and will sacrifice their own lives if it will save another. These reptiles do not use many psionic powers but the ones they have they have learned to use well and to their advantage.

Habitat: These beasts have a very primitive society, the tribe is ruled by the raptor who proves to be the strongest. All other follow it's will without question, acting as its slaves. (there are cases of both males and of females leading tribes of raptors) Along with any tribe of raptors you will always find one leader (never more or if one comes there will be a fight to the death the survivor becoming the leader).

Ecology: The raptors are a lot like the thri-kreen in the sense that they live to hunt, and that they have evolved not needing to sleep (hunting all day). Once you have been found there are two ways to free yourself either teleport out of there; the other is to kill the entire tribe.

Disabiler

F. Menneteau (mennetea@acri.fr)

Climate/Terrain:	Subterranean
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Unknown
Intelligence:	Very (12)
Treasure:	Nil
Alignment:	Chaotic neutral (evil tendencies)
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No. of Appearing:	1-6
Armor Class:	0 (base)
Movement:	18
Hit Dice:	12 (base, 72 hit points)
THACO:	10
No. of Attacks:	4 (claw/claw/bite/tail)
Damage/Attack:	1d6/1d6/2d6/3d18 (special)
Special Attacks:	Surprise, ability drain
Special Defenses:	Hide in shadows, increasing stats
Magic Resistance:	6% (base)
Size:	S (3' tall)
Morale:	Fanatic (18)
XP Value:	12,000

These creatures are three feet tall and really look like a quasit. However, they are covered in a ink black fur from head to foot and tail. Because of their predominantly black colour disabilers are very hard to detect when hiding in shadows (66% chance of success). This blackness, combined to their high speed, grants them a 66% chance to surprise any opponent.

Combat: Disabilers attack with a claw/claw/bite/tail routine. However, the tail piercing attack is a dreadful one: roll a six-sided die and select the corresponding effect. This effect (but not the damages) is avoided if a save versus spell with the specified modifiers is succeeded.

1. Drain Strength: 1d6 points (save at -2). For each point of Strength drained, the disabilitier gains +1 to damage (up to a maximum of +6).
2. Drain Intelligence: 1d6 points. For each point of Intelligence drained, the disabilitier adds 6% to its magic resistance (up to a maximum of 66%).
3. Drain Wisodom: 1d6 points. For each point drained, the creature adds 6% its immunity versus psionic attacks (to maximum of 66%).
4. Drain Dexterity: 1d6 points (save at -1). For each point of Dexterity drained, the creatures armor class is lowered by 1 (to a maximum of -6).
5. Drain Constitution: 1d6 points (save at +1). The creature gains 1 HD with 6 hit points per die for each point of constitution drained, (up to a maximum of 6 extra HD).
6. No special attack.

These effects last only for one day, however there is always a 6% chance they will remain permanent. If and ability score reaches 3 or less, the creature becomes comatose (a *heal* spell or greater magic removes this state). If the ability score drops below 0, the creature dies. Lost abilities are regained at the rate of 7 per day. A *restoration* spell triples the rate of recovery.

Habitat: Disabilers are found exclusively underground. Although they are generally solitary in nature, they gather in small groups to hunt for preys, because of the infamous 6\% rule... the disabilitier with the higher stats becomes the leader of the group (at least until someone else in the group gains higher stats).

Ecology: There are rumours about a mad wizard (he used to play with the number of the beast) who wanted to create deadly creatures that could drain the abilities of his opponents and transfert them to him. However, if the disabilitier's draining feature worked perfectly, the mad wizard was (to his great displeasure) the first creature that suffers this awful and in that case fatal effects!

Dog, Demon

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Any non-arctic
Frequency:	Very rare
Organization:	Packs
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral evil
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No. of Appearing:	2-12
Armor Class:	3
Movement:	18
Hit Dice:	3
THAC0:	17
No. of Attacks:	3
Damage/Attack:	1d4/1d4/2d4
Special Attacks:	Nil
Special Defenses:	See invisible (50% chance)
Magic Resistance:	Nil
Size:	S to M (4' to 6')
Morale:	Elite (13-14)

XP Value: 120

Demon dogs look like hell hounds, but are relatively weak monsters. They can see invisible 50% of the time when they think to try. They also track as a 6th level ranger.

Dog, Kaurken

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain: Any
Frequency: Very rare
Organization: Pack
Activity Cycle: Any
Diet: Carnivore
Intelligence: Semi (2-4)
Treasure: Nil
Alignment: Chaotic evil

No. of Appearing: 2-24
Armor Class: 1
Movement: 15
Hit Dice: 5
THACO: 15
No. of Attacks: 1
Damage/Attack: 1d6
Special Attacks: Acid (1d4 points of damage until washed away)
Special Defenses: Immune to mind-affecting spells
Magic Resistance: Nil
Size: M (4' to 6' tall)
Morale: Steady (11-12)
XP Value: 420

A kaurken is a large dog built along the lines of a german shepard (ie, wolf-like). They are fearless and are immune to mental influence effects and very vicious. They will continue an attack until reduced to -10 hit points. When a kaurken bites, an acid is left on the attacker that will do 1d4 points of damage per round until the acid is washed off the victim. This acid takes 1 round to wash of with holy water but takes 4 rounds to wash off with fresh or salt water.

Draconian, Rosak

Todd M. Helfter (tmh@expert.cc.purdue.edu)

Climate/Terrain: Any
Frequency: Rare
Organization: Solitary
Activity Cycle: Any
Diet: Special
Intelligence: Exceptional (15-16)
Treasure: Varies
Alignment: Chaotic good

No. of Appearing: 1-2
Armor Class: 1
Movement: 6, Run 15*, Glide 18
Hit Dice: 8
THACO: 13
No. of Attacks: 3 or 1
Damage/Attack: 1d4/1d4/1d6 or by weapon
Special Attacks: Spell and breath
Special Defenses: +3 bonus to saves
Magic Resistance: 20%

Size: M (7' tall)
Morale: Champion (15)
XP Value: 6,000

* This movement rate applies when the draconian is running on all fours, flapping its wings.

Rosaks are draconians that have been created from evil dragon eggs. They are derived from the eggs of red dragons. They are soft spoken and warm hearted toward their friends, but savage and cunning when it comes to combat.

Rosaks average six-foot-tall and have trim torsos and long limbs. Their scales are a dark rosy color tinged with bright red. Small gray spines grow from the backs of their heads. They have long sharp teeth and recessed eyes that give them a look of intense cunning and ferocity. They speak with a deep authoratative voice that is both soft and forceful.

Rosaks often outfit themselves in heavy armor, prefering to wear plate mail. If plate mail cannot be obtained then they will settle on chain mail.

Combat: Rosaks gain great satisfaction in bringing about the defeat of evil opponents of any race, but this feeling is the most intense when defeating evil draconians and dragons. They prefer to be in the front lines of combat, where they hope to find the greatest excitement. Unlike a vast majority of the draconians, who relish the suffering of others above other things, Rosaks live for the excitement of battle and can be the fiercest of fighters. Like the red dragons that they were derived from, Rosaks have a natural immunity to fire, both magical and mundane. Once per day, they can cast obscure alignment, and twice per day they can polymorph into any other draconian that they have ever seen. The heightened senses of the Rosaks give them infravision to 60 feet, and the ability to detect hidden and invisible creatures within 40 feet.

Rosaks have three modes of attacks. First they can use any weapon appropriate to their class following the rules of that class. Second, they can exhale a fiery blast of breath that is ten feet long and one foot wide, three times per day. Any victims caught in the blast suffer 8d4 points of damage (a successful saving throw means half-damage). Third, Rosaks can attack with claws and fangs (1d4/1d4/1d6), though such attacks are rarely used.

Once per day, Rosaks can cast two wizard spells of 1st to 3rd level. Preferred fire based spells that include but are not limited to; *burning hands*, *flaming sphere*, and *fireball*.

Rosaks gain a +3 bonus to all saving throws.

When a Rosak reaches 0 hit points, its body turns into a pool of clear fresh water ten feet in diameter which lasts for three rounds before evaporating. This transformation takes one complete round. Anyone touching the water has 1d4 hit points restored to them from the waters healing properties. Anyone drinking the water has 1d8 hit points restored. The water will evaporate even if it is placed in a sealed container.

Habitat: Because of their superior abilities, Rosaks are easily adaptable to all environments, though they may seek to keep their true nature hidden for their own protection. They love all treasure, especially magical weapons and platinum coins.

Ecology: Rosaks have a compulsive need to bring about the destruction of their evil cousins. There is no restriction to what a Rosak will eat, though most prefer meat and wine. They will consume other alcohols if they must, to keep up appearances, but will avoid them at other times. The use of a Rosak scale in addition to the regular components of any fire based spell will increase the effectiveness of the spell by one level (i.e. a 5th level wizard could cast a 6 die fireball). The scale is consumed even if the other components are not.

History: The existence of the Rosak draconians went largely unnoticed until very recently. According to the great historian, Astinius of Palanthas, they were created by Sorian, a renegade magic-user and the Brass Dragon Brilliantia, during the War of the Lance as an attempt to turn the tide against the armies of the evil dragons. No one is sure just how many were created, but the number couldn't have been many for Sorian was killed during the war defending his homeland from invaders.

Dragon, Adamantite

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain: Any mountains
Frequency: Very rare
Organization: Solitary or clan
Activity Cycle: Any
Diet: Special
Intelligence: Genius (17-18)
Treasure: Special

Alignment:	Neutral good
No. of Appearing:	1 (2-5)
Armor Class:	-4 (base)
Movement:	12, Fl 38 (C), Jp 3
Hit Dice:	16 (base)
THACO:	5 (base)
No. of Attacks:	3 + special
Damage/Attack:	2-12/2-12/4-40 (4d10)
Special Attacks:	Special
Special Defenses:	Variable
Magic Resistance:	Variable
Size:	G (54' base)
Morale:	Fanatic (17-18)
XP Value:	Variable

Age	Body		Tail		Breath		Spells		Treasure		XP
	Length	Length	AC	Weapon	Wizard/Priest	MR	Type	Value			
1	2-12	3-12	-1	2d12+1	Nil	Nil	Nil	3,000			
2	12-24	12-20	-2	4d12+2	Nil	Nil	Nil	4,000			
3	24-38	20-30	-3	6d12+3	Nil	Nil	Nil	6,000			
4	38-56	30-42	-4	8d12+4	2	Nil	E, Z, T	8,000			
5	56-78	42-52	-5	10d12+5	2 2	40%	H, Z, T	10,000			
6	78-98	52-60	-6	12d12+6	2 2 2	45%	H, Z, T	13,000			
7	98-115	60-70	-7	14d12+7	2 2 2 2	50%	H, Z, T	14,000			
8	115-128	70-76	-8	16d12+8	2 2 2 2 1	55%	H, Z, Tx2	15,000			
9	128-140	76-82	-9	18d12+9	2 2 2 2 2	60%	H, Z, Tx2	17,000			
10	140-150	82-90	-10	20d12+10	2 2 2 2 2 1	65%	H, Z, Tx2	18,000			
11	150-160	90-96	-11	22d12+11	2 2 2 2 2 2	70%	H, Z, Tx3	19,000			
12	160-166	96-102	-12	24d12+12	2 2 2 2 2 2 2	75%	H, Z, Tx3	20,000			

Adamantite dragons are among the most powerful of all good dragons; they are also one of the rarest species. An encounter with an adamantite dragon is at best a once-in-a-lifetime event for all but the most fortunate (or unfortunate) of individuals.

An adamantite dragon's scales change little in color throughout its life; they are dark black from birth to old age. The scales are very small at birth, but as the dragon grows, they become larger and thicker, and are soon harder than steel. Once the mature adult stage is reached, the dragon develops silver flecks throughout its scales; these flecks grow more abundant as the dragon ages.

Adamantite dragons speak their own tongue, a tongue common to all good dragons, and 18% of hatchling adamantite dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

An adamantite dragon encountered in human form will usually take the shape of a human wizard or fighter.

Combat: Adamantite dragons will not attack good creatures unless their lives are in danger, and will not fight most neutral individuals unless attacked first. However, they will attack all but the most powerful evil creatures on sight without a second thought; they have little tolerance for evil beings.

An adamantite dragon will not hesitate to immediately close with most opponents and fight with claws and bite. Against extremely powerful foes, spells, breath attacks, and/or special abilities will be used before entering melee. An adamantite dragon has little trouble deciding when an enemy has been sufficiently weakened by these attacks, so these weapons are rarely wasted on senseless attacks.

Breath Weapon: An adamantite dragon has two breath weapons. The first is a cloud of frost with a radius of 50' in all directions. This cloud will remain in effect for three rounds; on the first round, damage is taken as per the table above (save vs. breath weapon for half damage); on the second and third rounds, the area of effect is hit by an *ice storm* as per the spell (no damage is taken on the above table these two rounds.)

The second breath weapon is a cone of fire 100' long, 5' wide at the dragon's mouth, and 25' wide at the base. Anyone caught inside the area of effect must save vs. breath weapon for half damage. If the dragon breathes its fire-based breath weapon into an *ice storm* previously created by its frost-based breath weapon, the area of overlap turns into a driving rainstorm for the duration of the frost cloud; anyone inside this rainstorm has a -2 to hit due to poor sight, and missile fire is impossible (this is in addition to the affects of the fire-based breath attack.) An adamantite dragon casts its spells and uses its special abilities at 10th level plus its combat modifier.

At birth, adamantite dragons are immune to fire and cold. They may also *polymorph self* three times per day. As they age, they gain the following additional powers:

Age	Special Ability
Young	<i>Magic missile</i> (three times per day)

Juvenile	<i>Slow</i> (three times per day)
Adult	<i>Fireball</i> (twice per day)
Mature Adult	<i>Cone of cold</i> (twice per day)
Old	<i>Forcecage</i> (once per day)
Very Old	<i>Polymorph any object</i> (once per day)

Habitat: Adamantite dragons live deep within the highest mountain ranges they can find; they exist in all climates, as long as mountains are present. Their lairs are located in well hidden, spacious caves, and are protected by various magic and mundane traps, as well as faithful guards such as good giants and even ki-rin.

An adamantite dragon's worst enemies include red dragons and evil cloud giants; they will attack these foes on sight, and the ensuing combat is usually spectacular and deadly; the adamantite dragon will usually prevail in these contests, but serious injury to the dragon can still result.

Adamantite dragons are on good terms with most good-aligned creatures in their territory, including silver dragons and gold dragons. They also have close ties with electrum dragons [q.v.], when their territories overlap. Their closest allies are mithril dragons [q.v.]; these two species will often work together, as they share common goals and ideals.

Ecology: Adamantite dragons consume a diet of precious metals; gold, silver, platinum, and of course adamantite are all part of their diet. They do not need much to sustain themselves however, and the majority of metals they find are added to their treasure hoard. Adamantite dragons will not hesitate to help good-aligned creatures in times of need.

Dragon, Brown

(jaydee@oak.circa.ufl.edu)

Climate/Terrain:	Urban
Frequency:	Very rare
Organization:	Solitary or family
Activity Cycle:	Any, but prefer night
Diet:	Well prepared cuisine
Intelligence:	Genius to Supra-Genius (17-20)
Treasure:	See below
Alignment:	Any lawful

No. of Appearing:	1
Armor Class:	2 (base)
Movement:	12, Fl 35 (C)
Hit Dice:	8 (base)
THACO:	13 (base)
No. of Attacks:	3 + special
Damage/Attack:	1-5/1-6/2-16
Special Attacks:	Spells
Special Defenses:	Spells
Magic Resistance:	See below
Size:	G (30' base)
Morale:	Fanatic (16-17)
XP Value:	See below

Age	Body Length	Tail Length	AC	Breath Weapon	Wizard Spells	MR	Treasure Type	XP Value
1	2-5	3-6	5	2d8+1	1	10%	Nil	1,000
2	5-10	6-11	4	3d8+2	2 1	15%	Nil	2,000
3	10-16	11-17	3	5d8+3	2 1 1	20%	*	3,500
4	16-25	17-27	2	6d8+4	2 2 1 1	25%	*	4,750
5	25-35	27-38	1	8d8+5	3 2 2 1 1	30%	*	6,000
6	35-46	38-49	0	9d8+6	3 2 2 2 1 1	35%	*	7,500
7	46-55	49-58	-1	11d8+7	3 3 2 2 2 1 1	40%	*	9,000
8	55-64	58-68	-2	12d8+8	3 3 3 2 2 2 1 1	45%	*	10,500
9	64-70	68-77	-3	14d8+9	4 3 3 3 2 2 2 1 1	50%	*	12,000
10	70-76	77-85	-4	15d8+10	4 4 3 3 3 2 2 2 1	55%	*	14,000
11	76-82	85-92	-5	17d8+11	4 4 4 3 3 3 2 2 1	60%	*	16,000
12	82-90	92-100	-6	18d8+12	4 4 4 4 3 3 3 2 2	65%	*	18,000

* see description below

Brown dragons are urban. They love to spend time in human or humanoid cities and have been known to spend a large portion of their entire lives occupied in the power struggles of a single city. Older lawful good ones can often be found in the company of the hierarchies of cities. They are extremely sociable, and seek human(oid) contact often.

The size and color of a brown dragon's scales hardly change as they age, but become harder and thicker. They are born with a dull brown color to them, but this soon changes to a rich, chestnut brown, almost auburn. It is thought that brown dragons evolved in deciduous forests. However, they have left the forests to come to the cities, because of their great love of company. Once in the cities, the brown dragons found they had a great affinity for the profession of wizardry. They spend a large portion of their lives with mortals in mortal form.

Brown dragons have their own tongue, speak either the good or evil dragon tongue, and 20% of hatchlings have the ability to communicate with any intelligent creature. The chance to possess this ability increase 5% per age category. They are taught common soon after they are born.

Combat: Brown dragons have one obsession, they love magic. This love of magic often manifests itself in combat, as they will use spells and magic items to deceive and destroy opponents. While they do not seek combat, they will defend their possessions with utmost ferocity. Often when they are in combat, their opponents have no idea what they're fighting, only that it's a powerful magic-user. The brown dragon will revert to its dragon form only when use of its breath weapon becomes absolutely necessary. Since browns often spend many decades establishing personalities, they dislike revealing their true form. As they get older, browns become extremely good researchers into the nature of magic; they always have a few unique magic items and spells around. (Hell, what would you do with 1400 years?) At least one of these items will lower its armor class. It will make heavy use of these items in combat. Due to their intelligence browns love illusions and will spend months perfecting one. They tend to use illusions and mind effecting spells in combat.

Breath Weapon: The brown dragon has one single breath weapon, a cloud of caustic gas, similar to mustard gas 50' long, 40' wide, and 30' high, save for half. This cloud is heavier than air so it takes 2d4 rounds to dissipate and will seek lower ground. Any creature exposed to the gas for more than 1 round will continue to take damage from it. In addition, more than a single round of exposure requires an additional save versus paralyzation, or be paralyzed (and continue to take damage).

The brown dragon casts spells and uses its special abilities at 12th level plus its combat modifier (A great worm is a 24th level spell caster). Like the gold dragon, the brown will seek formal training in magic (obviously) and will maintain spell books, libraries, etc. They always have useful spells, although they favor mind effecting ones. At birth brown dragons have several abilities, the first and most important is a form of non-detection. This non-detection allow them to move freely around town without fear of someone with *true seeing* spotting them. Brown dragons in human form are virtually undetectable by normal or magical means. They can polymorph self three times per day and changes back to natural form are not counted. They are immune to gas and acid, and will almost always have some form of protection from other types of elemental attack. As they age they gain the following powers:

Age	Power
Young	<i>Detect magic</i> (3 times per day)
Juvenile	<i>Faerie fire</i> (3 times per day)
Adult	<i>Phantasmal force</i> (once per day)
Mature adult	<i>Spectral force</i> (once per day)
Old	<i>Teleport</i> (once per day)

Habitat: Now here's where it gets interesting brown dragons are magic-users and like to live in cities. What does this mean as a species? Well, they do not accumulate treasure and lie in it like most dragons do. Most brown dragons will have a period of adventuring (might be interesting to let a player play one of these, eh?) that they use to accumulate wealth and items and spells. They will often be apprenticed by their parents to a well known magic-user of the area for training. The evil members of the species have been know for killing their master after they have finished learning from them. The greatest of these evil dragons are said to have been pupils of the great liches including Vecna. However, most mages never find out that some of their most promising pupils have been dragons.

The family life of brown dragons is interesting. A pair will mate for life, yet be apart from each other for long, long periods seeking knowledge and adventure. However, when a pair has a child they usually go to a town and set themselves up as rich merchants to offer their child the best of human training, this training is supplemented by the parents themselves, of course. The parents will usually have a large estate for the dragon to roam, protected by the wealth and power that these dragons usually command in cities. Most good browns will usually have several favors owed to him by a large portion of the populace as they tend to be most helpful. The young dragon will quickly become acclimated to the dual life it leads and are usually very successful young members of their adopted societies. (Imagine one of these joining a gang, many adventuring possibilities here). After the mated pair have seen their child educated to the point where they think it can take care of itself, they separate, to continue their researches and adventures. These dragons while being very studious also have an adventuresome streak in them that makes them excellent, if cautious, party members.

The individual brown, when not with a mate, will seek to establish itself as a leading citizen of the city its in. They will often be known as playboys, taking human lovers. They maintain most of their wealth in the form of gems and jewelry, and will go out of their way to acquire magic items. They will seek to establish someplace safe in the cities, as well protected as they can make it, either themselves or with help. They will know if another brown is in town, and will meet them. If enough browns are in town they will have a convention to discuss the latest news and discoveries.

Dragon, Crested

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Climate/Terrain:	Temperate wooded hills, mountains and subterranean
Frequency:	Very rare
Organization:	Solitary or clan
Activity Cycle:	Any
Diet:	Special
Intelligence:	High (13-14)
Treasure:	Special
Alignment:	Neutral evil
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No. of Appearing:	1 (2-5)
Armor Class:	-2 (base)
Movement:	9, Fl 30 (C), Sw 9, Jp 3
Hit Dice:	13 (base)
THACO:	7 (base)
No. of Attacks:	3 + special
Damage/Attack:	2-12/2-12/3-30 (3d10)
Special Attacks:	Special
Special Defenses:	Variable
Magic Resistance:	Variable
Size:	G (42' base)
Morale:	Fanatic (17-18)
XP Value:	Variable

Age	Body		AC	Breath		Spells		Treasure		XP Value
	Length	Tail Length		Weapon	Wizard/Priest	MR	Type			
1	2-8	1-6	1	2d10+1	Nil	Nil	Nil	Nil	3,000	
2	8-20	6-14	0	4d10+2	Nil	Nil	Nil	Nil	4,000	
3	20-32	14-26	-1	6d10+3	Nil	Nil	Nil	Nil	6,000	
4	32-52	26-34	-2	8d10+4	1	Nil	H	Nil	8,000	
5	52-70	34-45	-3	10d10+5	2	35%	H	Nil	10,000	
6	70-88	45-52	-4	12d10+6	2 1	40%	H, T	Nil	11,000	
7	88-96	52-62	-5	14d10+7	2 2 1	45%	H, S, T	Nil	12,000	
8	96-106	62-70	-6	16d10+8	2 2 2	50%	H, S, T	Nil	15,000	
9	106-116	70-78	-7	18d10+9	2 2 2 1	55%	H, S, Tx2	Nil	17,000	
10	116-124	78-82	-8	20d10+10	2 2 2 2	60%	H, S, Tx2	Nil	18,000	
11	124-132	82-90	-9	22d10+11	3 2 2 2 / 1	65%	Hx2, S, Tx2	Nil	19,000	
12	132-142	90-98	-10	24d10+12	3 3 2 2 / 2	70%	Hx2, S, Tx2	Nil	20,000	

Crested dragons are a cross between red and green dragons; they have the body of a green dragon (but larger) and the head and tail of a red dragon. The distinguishing feature of a crested dragon is the red, kakatoo-like crest that extends from the top of the head to halfway down the back of the neck. The coloration of the crested dragon's scales are similar to those of the green and red dragons in the respective body parts. Due to cross-breeding, a crested dragon's body scales are thicker than those of the green, hence the better armor class.

Crested dragons speak their own tongue, a tongue common to all evil dragons, and 14% of hatchling crested dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Crested dragons will attack most good-aligned and neutral creatures without a second thought, but have also been known to attack evil creatures that invade their territory. Crested dragons will use their spells, breath weapon, and special abilities against more formidable foes before closing to fight, but will use claws and bite against weaker opponents.

At times, a crested dragon will attempt to control foes through use of suggestion and charm. These controlled creatures will be used as guards, or as information-gatherers. Their favorite targets for these tactics are humans and demi-humans.

Breath Weapon: A crested dragon's breath weapon is a cloud of flaming gas 70' long, 40' wide, and 30' high. Creatures caught in this cloud must make two saving throws vs. breath weapon as follows: the first is against gas for 3/4 damage and the second is against fire for 1/2 damage. This breath weapon is composed mostly of flames; therefore, if a target is immune to gas, damage is automatically 3/4 normal, save against fire for 1/2. On the other hand, if a victim is immune to fire, damage is automatically 1/2 normal, save against gas for 1/4 damage.

From birth, crested dragons are immune to both fire and gasses. Crested dragons cast spells and use their special abilities at 8th level, plus their combat modifier. As they age, they gain the following additional powers:

Age	Special Ability
Young	<i>Affect normal fires</i> (three times per day)
Juvenile	<i>Water breathing</i>
Adult	<i>Suggestion</i> (once per day)
Old	<i>Wall of fire</i> (once per day)
Venerable	<i>Hypnotism</i> (once per day)
Great Wyrm	<i>Pass without trace</i> (three times per day)

Habitat: Crested dragons are found in temperate hilly and mountainous regions as long as these areas are heavily forested. Crested dragons are solitary creatures (except when mating and child-rearing) and fiercely protect their territory. Crested dragon lairs are usually found in large caves well hidden in deep forests. Crested dragons are good parents, and will protect their young to the death if necessary.

Enemies of crested dragons include hill giants and green dragons with whom they share their territory. They will attack hill giants on sight, but will not fight green dragons unless provoked.

Ecology: Although crested dragons can eat nearly anything, they prefer humans and elves, especially females; they have been known to attack small villages to obtain food. They will also eat plants and medium-sized animals if necessary.

Dragon, Crimson

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Climate/Terrain:	Subtropical and temperate hills and mountains
Frequency:	Very rare
Organization:	Solitary or clan
Activity Cycle:	Any
Diet:	Special
Intelligence:	Exceptional (15-16)
Treasure:	Special
Alignment:	Neutral (5% lawful or chaotic)

No. of Appearing:	1 (2-5)
Armor Class:	-1 (base)
Movement:	12, Fl 36 (C), Jp 3
Hit Dice:	12 (base)
THACO:	9 (base)
No. of Attacks:	3 + special
Damage/Attack:	2-12/2-12/3-30 (3d10)
Special Attacks:	Special
Special Defenses:	Variable
Magic Resistance:	Variable
Size:	G (42' base)
Morale:	Fanatic (17-18)
XP Value:	Variable

Age	Body Length	Tail Length	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	5-15	3-10	2	3d6+1	Nil	Nil	Nil	3,000

2	15-26	10-16	1	6d6+2	Nil	Nil	Nil	4,000				
3	26-36	16-24	0	9d6+3	Nil	Nil	Nil	6,000				
4	36-46	24-38	-1	12d6+4	2	Nil	G	8,000				
5	46-62	38-50	-2	15d6+5	2	1	25% G, S	10,000				
6	62-74	50-66	-3	18d6+6	2	2	30% G, S	11,000				
7	74-84	66-78	-4	21d6+7	2	2	1	35% G, S, Z	12,000			
8	84-98	78-90	-5	24d6+8	2	2	2	40% G, S, X, Z	14,000			
9	98-120	90-112	-6	27d6+9	2	2	2	1	45% G, S, X, Z	16,000		
10	120-140	112-120	-7	30d6+10	2	2	2	2	50% G, S, X, Z	18,000		
11	140-158	120-130	-8	33d6+11	2	2	2	2	1	55% G, S, X, Zx2	19,000	
12	158-166	130-142	-9	36d6+12	2	2	2	2	2	2	60% G, S, X, Zx2	20,000

Crimson dragons are closely related to red dragons; they are nearly identical in appearance to reds, although they are smaller in size. Aside from the brighter red scales and some minor facial differences, the only appreciable difference is the black throat and belly of the crimson dragon. At ranges of 120' or greater, crimson dragons appear identical to red dragons; at closer distances, the differences are easier to distinguish (a successful Int check results in the observation of the brighter scales and/or the black belly. In any case, the differences are obvious at 60' or less. Unlike most dragons, the scales of a crimson dragon change little in color throughout their lives; they stay a bright crimson red from birth to old age.

While crimson dragons resemble red dragons in appearance, their temperament and outlook on life are quite different. They are far less vain and greedy than the red; while they still hoard treasure, it is not the crimson's main goal in life. Crimson dragons rarely take sides in conflicts between good and evil, only doing so to maintain the balance of neutrality, which is their main concern. Most (90% crimson dragons are strictly neutral in alignment; of the remaining 10% half are neutral with lawful tendencies, and the other half are neutral with chaotic leanings.

Crimson dragons speak their own language, a language common to all neutral dragons, and 16% of hatchling crimson dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Crimson dragons prefer to close with their opponents, engaging them with every attack mode available; if possible, combat will commence with a screaming plummet from the sky above in order to gain surprise. The attack will then continue with claw, bite, wing buffet, tail slap, etc. Spells, breath weapon attacks, and special abilities will not normally be employed; instead they will save for truly dangerous encounters. Crimson dragons are not above retreating if obviously out-classed.

Breath Weapon: The breath weapon of a crimson dragon is a cloud of noxious vapors measuring 50' in all dimensions. Anyone caught in this cloud must make a saving throw vs. breath weapon or fall unconscious for 1d6 rounds; those who succeed must make a second saving throw vs. poison or suffer nausea (-2 on all "to hit" rolls) for 1d4 rounds. On the round following the breath attack, the cloud bursts into flames, inflicting the damage listed on the table above to all still in the area of effect (victims may save vs. breath weapon for 1/2 damage.) Strong winds or a gust of wind spell will move the cloud, but no amount of wind short of hurricane-force will disperse it. Any fire (such as torches carried by victims) will set the cloud ablaze immediately and any damage caused (such as from a *fireball*) will be cumulative with the breath weapon damage. A favorite tactic of the crimson dragon is to cast a *fireball* spell into the cloud the following round, causing tremendous damage.

Crimson dragons are born immune to fire. As they age, they gain the following additional powers:

Age	Special Ability
Juvenile	<i>Flaming sphere</i> (three times per day)
Adult	<i>Wall of fire</i> (twice per day)
Old	<i>Telekinesis</i> (twice per day)
Venerable	<i>Reverse gravity</i> (once per day)
Wyrm	<i>Incendiary cloud</i> (twice per week)

Crimson dragons cast spells and use their special abilities at 8th level, plus their combat modifier.

Habitat: Like red dragons, crimson dragons can be found in hilly or mountainous terrain, but unlike their cousins, dislike the tropics. Their lairs are usually in large caves in high hills or mountain peaks.

Crimson dragons are usually loners; they associate with other crimson dragons only when mating, and keep company with other creatures even less frequently. This is due mainly to the fact they are often mistaken for red dragons and are therefore mistrusted by most other creatures.

These cases of mistaken identity are the most common cause of unwarranted attacks against crimson dragons, and is also the main reason behind their neutral alignment - they don't trust others, and rarely form alliances; they spend most of their efforts furthering the goals of neutrality.

Ecology: Crimson dragons prefer to eat meat, but can eat nearly anything. When hunting, they rarely will kill an intelligent creature for food, except in extreme circumstances.

A crimson dragon's worst enemy is the red dragon, who think their cousins are inferior and give them a bad reputation. Combat between the two types are relatively common, and, assuming the combatants are of roughly the same age, these fights are usually quite evenly matched.

Dragon, Deathwurm

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Climate/Terrain: Any ruins, mountains, Plane of Shadow, Negative Material Plane and Quasi-Planes.

Frequency: Very rare

Organization: Solitary

Activity Cycle: Night

Diet: Special

Intelligence: Supra-Genius (19-20)

Treasure: Special

Alignment: Neutral evil

No. of Appearing: 1

Armor Class: -5 (base)

Movement: 18, Fl 30

Hit Dice: 16 (base)

THACO: 7 (base)

No. of Attacks: 3 + special

Damage/Attack: 1-10/1-10/3-30

Special Attacks: Energy drain, breath weapon

Special Defenses: Special

Magic Resistance: Special

Size: H

Morale: Fanatic (18)

XP Value: See below

Age	Body	Tail	AC	Breath	Spells as a	MR	Treasure	XP
	Length	Length		Weapon	Wizard/Priest		Type	Value
1	2-8	2-6	-2	1d6+1	Nil	15%	Nil	8,000
2	8-22	6-16	-3	2d6+1	Nil	20%	Nil	12,000
3	22-36	16-26	-4	3d6+1	Nil	25%	Nil	16,000
4	36-46	26-36	-5	4d6+2	2nd / Nil	30%	H/2	20,000
5	46-58	36-46	-6	5d6+2	3rd / Nil	35%	H	22,000
6	58-72	46-56	-7	6d6+2	4th / Nil	40%	Hx2	25,000
7	72-84	56-66	-8	7d6+3	6th / 2nd	45%	Hx3	32,000
8	84-96	66-76	-9	8d6+3	8th / 3rd	50%	Hx4	40,000
9	96-110	76-86	-10	9d6+3	10th / 4th	55%	Hx5	44,000
10	110-122	86-96	-11	10d6+4	12th / 6th	60%	Hx6	50,000
11	122-134	96-106	-12	11d6+4	14th / 8th	65%	Hx7	60,000
12	134-148	106-116	-13	12d6+4	16th / 10th	75%	Hx8	70,000

The dreaded deathwurm is one of the most powerful evil dragons in existence. It is a more powerful cousin of the shadow dragon, as it is larger and contains a far greater percentage of negative matter in its essence. Deathwyrms speak the tongue of shadow dragons, and the language of all evil dragons. In addition, 25% of all hatchlings can speak with any intelligent creature, an ability that increases by 5% per age level.

Combat: Deathwyrms are terrifying in combat, as their breath weapon and physical attacks are far more insidious than those of the shadow dragon. Older deathwyrms command armies of undead, and nearly all great wyrms eventually become dracoliches.

Breath Weapon: A deathwurm's breath weapon is a cone of negative energy 20 feet per age level long, and 5 feet wide per age level inflicting 1d6 per age level of damage, and draining 1 level per three age levels from all affected. A successful save vs. breath weapons halves the damage and level loss.

A deathwurm's vampiric bite, aside from physical damage, drains as many levels from its victim as the breath weapon, except that no save is permitted against the drain.

Both the deathwyrms' bite and claw attacks are vampiric (the claw is not strong enough to drain levels). If the dragon has sustained damage, half the damage inflicted by bites, and a quarter by claws is transferred to the dragon as healing. All creatures killed by the dragons' breath, bite or claws become undead of half their original level (or first level).

Deathwyrms of adult age and older radiate a powerful aura of negative energy that is harmful to living things in the long run. When a mature deathwyrms lairs in an area for more than 6 months, changes start to take place in the environment. For a radius of 2 miles per age level, plant life starts to die. The sky becomes unnaturally dark, even on the brightest day. Normal animals become hard to find, and the territory becomes a bleak landscape of twisted, dead trees, hardy weeds, and undead, mutated or otherwise unnatural animals. It becomes obvious that something is horribly wrong, much like one finds in the territory of a banshee. All plant life within a deathwyrms' fear aura withers as the beast passes.

Negative matter attacks heal deathwyrms, and they are immune to cold based attacks. Deathwyrms suffer double damage from light based attacks and save versus fire at -2. Deathwyrms receive the following abilities as they age:

Age	Special Ability
Young	Darkness 3/day.
Juvenile	Mirror image 3/day.
Young Adult	Dimension door, 3/day.
Adult	Create shadows 3/day.
Mature Adult	Plane shift, 3/day.
Old	Death spell, 3/day.
Very Old	Animate dead, level at HD, 3/day.
Venerable	Monster summoning VII, undead, 3/day.
Wyrms	Control undead at will.
Great Wyrms	Control weather 1/day as 24th level druid.

Habitat: Deathwyrms hate light; they thrive in the deep, inky and unnatural darkness of their lairs and the negative material plane. They can function normally in their territories, but can only venture further under cover of night or clouds. Sunlight inflicts 1d8 hp per round.

Ecology: Deathwyrms are a scourge to the lands they inhabit, despoiling all they touch. When a deathwyrms flies low to the ground, all plant life under its foul wings withers. Needless to say, alchemists and necromancers can find many uses for a deathwyrms carcass.

Dragon, Electrum

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Climate/Terrain:	Temperate and subtropical forest
Frequency:	Very rare
Organization:	Solitary or clan
Activity Cycle:	Any
Diet:	Special
Intelligence:	High (13-14)
Treasure:	Special
Alignment:	Neutral good
<hr/>	
No. of Appearing:	1 (2-5)
Armor Class:	-1 (base)
Movement:	14, Fl 40 (C), Jp 3
Hit Dice:	13 (base)
THAC0:	7 (base)
No. of Attacks:	3 + special
Damage/Attack:	1-8/1-8/6-24 (6d4)
Special Attacks:	Special
Special Defenses:	Variable
Magic Resistance:	Variable
Size:	G (32' base)
Morale:	Champion (15-16)
XP Value:	Variable

Age	Body Length	Tail Length	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	2-6	1-5	2	1d20+1	Nil	Nil	Nil	2,000
2	6-15	5-10	1	2d20+2	Nil	Nil	Nil	3,000
3	15-26	10-22	0	3d20+3	Nil	Nil	Nil	5,000
4	26-38	22-32	-1	4d20+4	1	Nil	F, S, T	7,000
5	38-48	32-40	-2	5d20+5	2	20%	F, S, T	9,000
6	38-58	40-50	-3	6d20+6	2 1	25%	F, S, T	11,000
7	58-67	50-58	-4	7d20+7	2 2	30%	F, S, T	13,000
8	67-75	58-66	-5	8d20+8	2 2 1	35%	F, S, Tx2	14,000
9	75-86	66-72	-6	9d20+9	2 2 2	40%	F, S, Tx2	16,000
10	86-94	72-78	-7	10d20+10	2 2 2 1	45%	F, S, Tx2	18,000
11	94-100	78-84	-8	11d20+11	2 2 2 2	50%	F, S, Tx3	19,000
12	100-108	84-88	-9	12d20+12	3 2 2 2 1	55%	F, S, Tx3	20,000

Electrum dragons are distant relatives of both gold and silver dragons; some sources report they are a crossbreed of the two types, but this rumor is unfounded. Electrum dragons are basically unaggressive and are usually quite friendly towards any good-aligned creatures; on the other hand, they have little tolerance for anyone or anything evil.

At birth, an electrum dragon's scales are silver in color; throughout the young stage, the scales turn yellow and then gold. Once the adult stage is reached, the scales obtain a bright amber hue.

Electrum dragons speak their own language, a tongue common to all good dragons, and 16% of all hatchling electrum dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Electrum dragons will not normally fight unless provoked; however, if they witness acts of evil, they may initiate combat, if they feel the need is great enough. If possible, an electrum dragon will attempt to disable or confuse opponents with spells or special abilities in order to gain an advantage before entering melee, or to convince the foe to break off the fight. If this tactic does not work, breath weapon attacks, more powerful spells, and all-out attacks with special abilities will all be employed before resorting to claw and bite attacks. Two or more electrum dragons will often work together to defeat a common foe, if the need arises.

Breath Weapon: An electrum dragon's breath weapon is a swarm of lightning when the dragon breathes, a cloud billows forth from the dragon's mouth; this cloud has a radius of 5' per age category of the dragon. Within this cloud, dozens of lightning bolts strike in all directions. Anyone caught inside the area of effect suffers the listed damage; a successful save vs. breath weapon reduces the damage by half.

Electrum dragons cast their spells and use their special abilities at 7th level plus their combat modifier. Electrum dragons are born immune to electricity. As they age they gain the following abilities:

Age	Special Ability
Young	<i>Shocking grasp</i> (three times per day)
Young Adult	<i>Lightning bolt</i> (twice per day)
Mature adult	<i>Call lightning</i> (twice per day)
Very Old	<i>Thunderlance</i> (once per day) *
Wyrmling	<i>Chain lightning</i> (twice per week)

* see Forgotten Realms Adventures (TM)

Habitat: Electrum dragons inhabit wooded areas in temperate and subtropical climates. They spend the majority of their time deep within the forests, and venture into the open only rarely. Electrum dragons live in large underground caverns; the entrances to their lairs are usually well hidden with natural vegetation, and are quite difficult to find.

Electrum dragons have good relations with most good-aligned inhabitants of the forests, as well as with most other good dragons. Their closest allies are mithril and adamantite dragons [q.v.], probably due to their identical alignments. These three types of dragons often form alliances in times of need.

In the past, electrum dragons were far more common than they presently are; hundreds of years ago, their numbers began to fade, due to numerous wars with evil humanoids and dragons. Today, they are one of the rarest of all dragon species.

Ecology: Although they are capable of eating nearly anything, electrum dragons prefer a diet of fruits and shrubs; they appear to require very little nourishment. Electrum dragons are normally very friendly towards good forest creatures, and will protect or help them in any way they can; they are especially fond of elves, and will often form close friendships with them.

Dragon, Elemental

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Climate/Terrain:	Special
Frequency:	Rare (native plane) Very rare (prime plane)
Organization:	Solitary
Activity Cycle:	Any
Diet:	Special
Intelligence:	Average (8-10)
Treasure:	Nil
Alignment:	Neutral

No. of Appearing:	1-2
Armor Class:	0 (base)
Movement:	
Air:	10, Fl 40 (A)
Earth:	10, Fl 20 (D), Br 10
Fire:	12, Fl 28 (C)
Water:	6, Fl 18 (D), Sw 20
Hit Dice:	14 (base)
THAC0:	7 (base)
No. of Attacks:	3 + special
Damage/Attack:	2-20/2-20/2-20 (2d10)
Special Attacks:	Special
Special Defenses:	Variable
Magic Resistance:	Variable
Size:	H (24' base)
Morale:	Fanatic (17-18)
XP Value:	Variable

Age	Body		AC	Breath		Spells		Treasure		XP Value
	Length	Tail Length		Weapon		Wizard/Priest	MR	Type		
1	2-4	1-2	3	2d8+1	Nil	Nil	Nil	Nil	1,400	
2	4-10	2-6	2	4d8+2	Nil	Nil	Nil	Nil	2,000	
3	10-18	6-12	1	6d8+3	Nil	Nil	Nil	Nil	3,000	
4	18-30	12-20	0	8d8+4	Nil	Nil	Nil	Nil	5,000	
5	30-40	20-26	-1	10d8+5	Nil	35%	Nil	Nil	7,000	
6	40-46	26-32	-2	12d8+6	Nil	40%	Nil	Nil	9,000	
7	46-54	32-40	-3	14d8+7	Nil	45%	Nil	Nil	10,000	
8	54-62	40-47	-4	16d8+8	Nil	50%	Nil	Nil	11,000	
9	62-70	47-54	-5	18d8+9	Nil	55%	Nil	Nil	13,000	
10	70-78	54-60	-6	20d8+10	Nil	60%	Nil	Nil	14,000	
11	78-85	60-64	-7	22d8+11	Nil	65%	Nil	Nil	15,000	
12	85-94	64-68	-8	24d8+12	Nil	70%	Nil	Nil	16,000	

There are four types of elemental dragons: fire, water, air, and earth. Each sub-species is native to its corresponding elemental plane, and are most often encountered there. However, an elemental dragon is capable of travelling to, and existing on the prime plane as well (see Habitat for more information.)

Each elemental dragon is made up of the appropriate elemental substance, and is similar in appearance to the "common" elemental, although it takes on more of a dragon-like appearance instead of a humanoid form.

It is not known if elemental dragons are capable of speaking humanoid languages or the tongues of other dragons, but they are able to communicate with most other elemental creatures native to their home plane.

Combat: Elemental dragons are quick to anger and will attack with the least provocation; any perceived threat is a fair target. These creatures have most of the combat tactics and behavior of their more common elemental cousins.

While an elemental dragon has attacks that originate from the creature's "head" and "claws," these do not actually represent a "claw/claw/bite" routine; instead, all three attacks are composed of the dragon's native element (similar to a common elemental's attacks) and therefore deliver identical damage.

Breath Weapon: Each sub-type of elemental dragon has a breath weapon composed of its corresponding element:

Element	Breath Weapon	Dimensions
Air	Blast of compressed air	90' long x 5' wide x 30' wide
Earth	Cone of rocks and debris	85' long x 5' wide x 30' wide
Fire	Cone of flames	90' long x 5' wide x 30' wide

Water

Cone of scalding water and steam

80' long x 5' wide x 35' wide

All four types inflict an identical amount of damage, as indicated on the table above. A successful saving throw vs. breath weapon reduces the damage by half (saves are at -2 on the elemental dragon's home plane.)

Elemental dragons have no spell-casting capabilities or spell-like powers, but each has an immunity to attacks composed of their native element. All sub-species may be hit only with a weapon of +2 or better enchantment, and a creature with fewer than 5 HD cannot harm an elemental dragon without some sort of magical assistance. All elemental dragons earn a +2 to hit and a +4 to damage when fighting in their native element (not just in their home plane.)

Habitat: While elemental dragons are native to the various elemental planes, they are able to travel to the prime planes at will. They may exist there for one day per age category of the dragon; if this limit is exceeded, the dragon's material shell is destroyed, forcing it to return to its plane of origin. In addition, while on the prime planes, an elemental dragon may not stray from an area of its native element for more than one hour per age category of the dragon, as this too will lead to its material demise. It is not surprising then, that elemental dragons will most often be encountered in or near their native element when existing on the prime plane.

An elemental dragon may not be summoned or controlled like a normal elemental, as there are no known magic devices or spells that will allow this.

Ecology: Elemental dragons do not fit into the normal ecological system, as they are extra-planar beings. They sustain themselves on a diet consisting of their native element.

Elemental dragons of opposing planes are bitter enemies and will attack each other on sight; these battles usually result in the death of one or both of the combatants.

Dragon, Indigo

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Climate/Terrain: Temperate, sub-tropical, and sub-arctic lakes and rivers
 Frequency: Very rare
 Organization: Solitary or clan
 Activity Cycle: Any
 Diet: Special
 Intelligence: Exceptional (15-16)
 Treasure: Special
 Alignment: Lawful evil

No. of Appearing: 1 (2-5)
 Armor Class: -2 (base)
 Movement: 6, Fl 30 (C), Sw 14
 Hit Dice: 14 (base)
 THACO: 7 (base)
 No. of Attacks: 3 + special
 Damage/Attack: 1-10/1-10/4-32 (4d8)
 Special Attacks: Special
 Special Defenses: Variable
 Magic Resistance: Variable
 Size: G (36' base)
 Morale: Fanatic (17-18)
 XP Value: Variable

Age	Body		Tail		AC	Breath		Spells		Treasure		XP Value
	Length	Length	Length	AC		Weapon	Wizard/Priest	MR	Type	Type		
1	2-6		1-5	1	1d8+1d10	Nil	Nil	Nil	Nil	Nil	3,000	
2	6-18		5-12	0	2d8+2d10	Nil	Nil	Nil	Nil	Nil	4,000	
3	18-28		12-24	-1	3d8+3d10	Nil	Nil	Nil	Nil	Nil	5,000	
4	28-42		24-32	-2	4d8+4d10	1	Nil	Nil	H, Z, T	7,000		
5	42-60		32-42	-3	5d8+5d10	2	25%	H, Z, T	H, Z, T	9,000		
6	60-74		42-50	-4	6d8+6d10	2 1	30%	H, Z, T	H, Z, T	11,000		
7	74-84		50-60	-5	7d8+7d10	2 2	35%	H, Z, Tx2	H, Z, Tx2	13,000		
8	84-92		60-68	-6	8d8+8d10	2 2 1	40%	H, Z, Tx2	H, Z, Tx2	15,000		
9	92-102		68-74	-7	9d8+9d10	2 2 1 / 1	45%	H, Z, Tx3	H, Z, Tx3	16,000		
10	102-110		74-80	-8	10d8+10d10	2 2 2 / 1	50%	H, Z, Tx3	H, Z, Tx3	18,000		
11	110-120		80-86	-9	11d8+11d10	2 2 2 1 / 2	55%	H, Zx2, Tx3	H, Zx2, Tx3	19,000		

The indigo dragon is a species of dragon that has adapted to life in the water: their bodies are smaller and more slender than most other dragons, and their hind feet are webbed to allow for greater maneuverability when swimming. They are able to breathe underwater, which enables them to stay submerged for extended periods of time.

At birth, the scales of an indigo dragon are a pale blue; as they age, the scales become brighter and richer, until they reach a deep indigo color when the mature adult stage is reached. This coloration enables indigo dragons to remain virtually unseen in the depths of lakes and larger rivers.

Indigo dragons speak their own tongue, a tongue common to all evil dragons, and 16% of hatchling indigo dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: During combat, indigo dragons prefer to remain in the water; they will take to the air only if they require greater mobility, and will rarely, if ever, fight on land. An indigo dragon is a fearsome foe when encountered in its native environment; its swimming ability gives it great mobility in the water. An indigo will attack most creatures with claw and bite, but will not hesitate to use breath attacks and/or special abilities against more dangerous foes. Great indigo wyrms will use their *summon water elemental* ability if greatly threatened. Indigo dragons' most prized magical possessions are those that summon and/or control water-based creatures; these will also be used in combat, if the situation warrants.

When attacking boats and ships, an indigo dragon will attack from beneath the waterline, and attempt to capsize the craft (if small enough) or puncture or weaken the hull. If this fails, they will surface and use a breath attack on the crew before closing to fight with claw and bite.

Breath Weapon: The breath weapon of an indigo dragon is a cloud of super-heated steam measuring 60' long, 50' wide, and 30' high. Anyone caught inside this cloud is scalded by the steam for the indicated amount of damage; a successful saving throw vs. breath weapon reduces the damage by one half. The heat of the steam is sufficient to melt most metals (including armor); if the initial save is failed, all possessions must save vs. magical fire or melt into uselessness. This weapon is as effective underwater as it is in the open air. An indigo dragon casts its spells and uses its magical abilities at 8th level, plus the combat modifier.

At birth, indigo dragons are immune to all types of heat; in addition, they may employ *water breathing* at will. As they age, they gain the following additional powers:

Age	Special Ability
Very Young	<i>Wall of fog</i> (three times per day)
Juvenile	<i>Fog cloud</i> (three times per day)
Adult	<i>Water walk</i> (twice per day)
Very Old	<i>Part water</i> (once per day)
Great Wyrms	<i>Summon water elemental</i> (once per week)

Habitat: Indigo dragons can be found swimming in freshwater lakes and rivers in any climate except tropical and arctic. They spend little time on dry land, as they are quite clumsy out of the water; indigo dragons are master swimmers however, and love to spend long hours swimming about their territory. Indigo dragons are playful and good-natured, at least as far as evil dragons are concerned. However, if threatened, they will not hesitate to fight.

Indigo dragons are good parents, and will protect their young to the death if necessary; offspring are rarely forced to leave the lair - they will strike out on their own only when they are ready.

Due to their relatively good demeanor, indigo dragons go rogue more so than most other types of dragons; most will become lawful neutral in alignment, while some make the jump to lawful good. These rogues live in isolation, for they are persecuted by evil dragons who consider them traitors, and by good dragons who do not know of their reformation.

The lair of an indigo dragon is always underwater, usually in a large cave or shipwreck. The lair itself is usually dry, but will sometimes be completely filled with water, as is the case with most shipwreck lairs. Although indigo dragons will sometimes venture into salt water, they much prefer freshwater locations; their lairs will always be in an area of freshwater.

An indigo dragon's greatest enemy is the bronze dragon, with whom they often come into contact. In close combat, an indigo will usually get the best of the bronze, but if the battle is fought at a distance, the indigo will be more hard pressed due to the longer range and superior spell casting abilities of the bronze. If the indigo cannot safely come within range of its own breath weapon, it will use its superior swimming speed to escape.

Ecology: Although indigo dragons can eat nearly anything, they prefer to consume the fish and other aquatic animals they find all around them. Their diet consists of everything from small fish to mammals such as otters.

Dragon, Mithril

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Climate/Terrain:	Any mountains and hills
Frequency:	Very rare
Organization:	Solitary or clan
Activity Cycle:	Any
Diet:	Special
Intelligence:	Genius (17-18)
Treasure:	Special
Alignment:	Neutral good

No. of Appearing:	1 (2-5)
Armor Class:	-3 (base)
Movement:	10, Fl 35 (C), Jp 3
Hit Dice:	16 (base)
THACO:	5 (base)
No. of Attacks:	3 + special
Damage/Attack:	2-8/2-8/6-36 (6d6)
Special Attacks:	Special
Special Defenses:	Variable
Magic Resistance:	Variable
Size:	G (52' base)
Morale:	Fanatic (17-18)
XP Value:	Variable

Age	Body		Tail	AC	Breath	Spells	
	Length	Length	Length		Weapon	Wizard/Priest	
1	6-20		3-8	0	disintegrate	Nil	
2	20-30		8-16	-1	disintegrate	Nil	
3	30-40		16-22	-2	disintegrate	Nil	
4	40-54		22-28	-3	disintegrate	2	
5	54-68		28-32	-4	disintegrate	2 2	
6	68-78		32-40	-5	disintegrate	2 2 2	
7	78-86		40-48	-6	disintegrate	2 2 2 1	
8	86-100		48-54	-7	disintegrate	2 2 2 2 / 1	
9	100-114		54-60	-8	disintegrate	2 2 2 2 1 / 2	
10	114-124		60-66	-9	disintegrate	2 2 2 2 2 / 2 2	
11	124-138		66-74	-10	disintegrate	2 2 2 2 2 1 / 2 2 2	
12	138-150		74-80	-11	disintegrate	2 2 2 2 2 2 / 2 2 2 1	

Age	Magic	Treasure	XP
	Resistance	Type	Value
1	Nil	Nil	3,000
2	Nil	Nil	4,000
3	Nil	Nil	6,000
4	Nil	E, R, T	8,000
5	30%	H, R, T	11,000
6	35%	H, R, T	13,000
7	40%	H, R, T	14,000
8	45%	H, R, Tx2	16,000
9	50%	H, R, Tx2	17,000
10	55%	H, R, Tx2	18,000
11	60%	H, R, Tx3	19,000
12	65%	H, R, Tx3	20,000

Mithril dragons are closely related to silver dragons; in appearance, they are quite similar to their cousins, except a mithril dragon is somewhat larger and has distinct facial features: the mithril's head is bigger, and it has two "fins" on the top of its head, as opposed to the silver's one. A mithril dragon's scales are also a richer silver in color and have more of a metallic brilliance than the silver dragon's.

Mithril dragons speak their own tongue, a tongue common to all good dragons, and 18% of hatchling mithril dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Mithril dragons prefer to avoid combat; instead, they will try to convince their opponents not to attack. If combat does ensue, mithril dragons will fight without hesitation - they will rarely back down from any opponent. Unless the foe is clearly inferior, a mithril dragon will almost never enter melee prior to using a special attack form, be

it spells, breath attacks, or special abilities; however, these attacks are not used foolishly - the mithril dragon's high intelligence gives it the ability to choose the appropriate attack mode(s) with near-perfect accuracy. Once the enemy is sufficiently softened up, the mithril dragon will leap (or plummet) to the attack, using claws, bite, tail slap, etc. with great efficiency.

Breath Weapon: A mithril dragon has two breath weapons. The first is a cloud of paralyzing gas; this cloud has a radius of 5' per age category of the dragon. All creatures caught inside the cloud must save vs. breath weapon or become paralyzed for 1d10 turns + 1 turn per age category of the dragon. This cloud may not be dissipated by anything short of a hurricane (although it may be moved) and will stay in effect for 1d3 rounds.

The second breath weapon is a cone of disintegration 50' long, 5' wide at the dragon's mouth, and 20' wide at the base. Anyone/anything caught inside this cone is disintegrated as per the spell. A successful save vs. breath weapon (not spell) negates this affect.

Mithril dragons cast their spells and use their special abilities at 9th level plus the combat modifier. At birth, they are immune to paralyzation and all forms of *death magic* (that is, any magic that kills outright such as *power word, kill, disintegrate*, etc.; this does not include magic attacks that due to excessive damage such as *fireball, lightning bolt*, etc..). They are also able to *polymorph self* three times per day. As they age, they gain the following additional powers:

Age	Special Ability
Young	<i>Gaze reflection</i> (three times per day)
Young Adult	<i>Blink</i> (three times per day)
Adult	<i>Feeblemind</i> (twice per day)
Mature Adult	<i>Mass suggestion</i> (once per day)
Old	<i>Spell turning</i> (once per day)
Venerable	<i>Maze</i> (three times per week)

Habitat: Mithril dragons reside in any climate; they prefer to inhabit high mountains, but will sometimes be found travelling in hilly regions. Their lairs will almost always be located on the top of the tallest peak in their territory; the entrances to these lairs are nearly unaccessible, and will always be protected by various traps and magics.

Mithril dragons sometimes clash with red dragons, since their territories often overlap; these fights are fierce and deadly, and even though the mithril dragon will usually get the best of the red, the latter will rarely back down.

Mithril dragons have been known to band together with silver dragons in order to accomplish a common goal (such as defeating a group of persistent red dragons), and the bond between the two species is especially close. Mithril dragons will also ally themselves with electrum and adamantite dragons [q.v.], as their goals are usually similar.

Ecology: Mithril dragons prefer a diet of silver; the higher the quality, the better. They are able to sustain themselves indefinitely on this metal, but will also eat meat from time to time. Mithril dragons will sometimes aid good humanoids in times of trouble, but will usually expect a service in return, such as a quest to thwart evil or to further the aims of good.

Dragon, Orange

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Climate/Terrain:	Temperate woods and hills
Frequency:	Very rare
Organization:	Solitary or clan
Activity Cycle:	Any
Diet:	Special
Intelligence:	Genius (17-18)
Treasure:	Special
Alignment:	Lawful evil
<hr/>	
No. of Appearing:	1 (2-5)
Armor Class:	-3 (base)
Movement:	10, Fl 35 (C), Jp 3
Hit Dice:	15 (base)
THAC0:	5 (base)
No. of Attacks:	3 + special
Damage/Attack:	1-10/1-10/4-40 (4d10)
Special Attacks:	Special

Special Defenses: Variable
 Magic Resistance: Variable
 Size: G (50' base)
 Morale: Fanatic (17-18)
 XP Value: Variable

Age	Body Length	Tail Length	AC	Breath Weapon	Spells Wizard/Priest
1	2-12	3-10	0	1d12+1d10+1	Nil
2	12-24	10-20	-1	2d12+2d10+2	Nil
3	24-44	20-30	-2	3d12+3d10+3	Nil
4	44-63	30-50	-3	4d12+4d10+4	1
5	63-84	50-69	-4	5d12+5d10+5	2
6	84-104	69-88	-5	6d12+6d10+6	2 1
7	104-120	88-108	-6	7d12+7d10+7	2 2
8	120-140	108-126	-7	8d12+8d10+8	2 2 2
9	140-157	126-148	-8	9d12+9d10+9	2 2 2 2 / 1
10	157-166	148-154	-9	10d12+10d10+10	2 2 2 2 1 / 2
11	166-178	154-164	-10	11d12+11d10+11	2 2 2 2 / 2 2
12	178-186	164-174	-11	12d12+12d10+12	2 2 2 2 2 1 / 2 2 2

Age	Magic Resistance	Treasure Type	XP Value
1	Nil	Nil	3,000
2	Nil	Nil	4,000
3	Nil	Nil	6,000
4	Nil	H, Z, U	8,000
5	30%	H, Z, U	10,000
6	35%	H, Z, U	12,000
7	40%	H, Z, Ux2	13,000
8	45%	H, Z, Ux2	15,000
9	50%	H, Z, Ux3	17,000
10	55%	H, Z, Ux3	18,000
11	60%	H, Z, T, Ux3	19,000
12	65%	H, Z, T, Ux3	20,000

Orange dragons are one of the most powerful of all evil dragons. While they are not quite as greedy as red dragons, orange dragons still love to hoard treasure; magic items (especially wands and staves) are their most prized possessions.

At birth, an orange dragon's scales are a dull yellow or peach in color; they turn to a dull orange at the end of the young stage, and reach a bright orange once the young adult stage is obtained, at which time they also develop dark black ribbings on both the top and bottom wing surfaces.

Orange dragons speak their own tongue, a tongue common to all evil dragons, and 18% of hatchling orange dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Orange dragons prefer to make heavy use of magic in combat; this includes both spells and magical devices. A young adult orange dragon has a 25% chance of possessing at least one magic device when encountered; this chance increases 10% for each additional age category. There is an 80% chance that at least one of these magical possessions will be a wand or staff.

Due to the high intelligence of orange dragons, they realize when magic is not necessary, so their spells and magic possessions are rarely wasted on inferior foes. Instead, the orange will use the more normal means of attack such as claw, bite, and, if necessary, breath attacks.

An orange dragon is a fierce opponent and will rarely, if ever, back down or flee from a flight, unless clearly outnumbered. If necessary, several orange dragons will work together to defeat a common foe.

Breath Weapon: An orange dragon's breath weapon is a cone of magma 100' long, 5' wide at the dragon's mouth, and 25' wide at the base. All creatures caught inside the area of effect must save vs. breath weapon for half damage. The magma expelled by the dragon will continue to burn for two additional rounds. Creatures still in the affected area (or those who move into it) suffer 1d6 points of damage per age category of the dragon (saves for half damage are applicable only to those who move into the area; those already in the area of effect are considered to be covered with the burning material, so saves do not apply.) Orange dragons cast spells and use their special abilities at 10th level, plus the combat modifier.

At birth, orange dragons are immune to heat and all forms of fire. As they age, they gain the following additional powers:

Age	Special Ability
Very Young	<i>Burning hands</i> (three times per day)
Juvenile	<i>Flaming sphere</i> (three times per day)

Mature Adult	<i>Wall of fire</i> (twice per day)
Very Old	<i>Teleport</i> (once per day)
Wyrm	<i>Maze</i> (three times per week)

Habitat: Orange dragons may be found in both hilly and forested areas in temperate climates. Their lairs are usually well-hidden and well protected with traps, both magical and mundane; these lairs are normally underground and quite spacious.

Orange dragons prefer to spend the majority of their time outside their lairs; they enjoy soaring high over their domains, where they may survey their entire territory and all that takes place therein.

Orange dragons are excellent parents; they will protect their young to the death if necessary. Orange dragons are also quite sociable as far as evil dragons are concerned. It is not uncommon for them to work together, or even with other types of evil dragons, to further their goals. The two types of evil dragons they most often come into contact with, are green and red dragons. For the most part, orange and green dragons will cooperate with one another. As for the relationship between orange and red dragons, while they tolerate each other, they will rarely associate with one another; this is due mostly to the temperament of the red. Orange dragons will also not hesitate to work with evil humans when the situation warrants.

Ecology: Orange dragons prefer to eat meat, although they may consume nearly anything. They will hunt most medium or large creatures that can be found in their territory.

Dragon, Prismatic

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Climate/Terrain:	Any plains or hills
Frequency:	Very rare
Organization:	Solitary or clan
Activity Cycle:	Any
Diet:	Special
Intelligence:	Genius (17-18)
Treasure:	Special
Alignment:	Neutral evil

No. of Appearing:	1 (2-5)
Armor Class:	-4 (base)
Movement:	12, Fl 36 (C), Jp 3
Hit Dice:	16 (base)
THAC0:	5 (base)
No. of Attacks:	3 + special
Damage/Attack:	2-12/1-12/3-36 (3d12)
Special Attacks:	Special
Special Defenses:	Variable
Magic Resistance:	Variable
Size:	G (52' base)
Morale:	Fanatic (17-18)
XP Value:	Variable

Age	Body		Tail Length	AC	Breath		Spells	
	Length	Length			Weapon	Wizard/Priest		
1	4-14	3-10	-1	red	Nil			
2	14-26	10-20	-2	red	Nil			
3	26-46	20-32	-3	orange	Nil			
4	46-64	32-50	-4	orange	1			
5	64-84	50-70	-5	yellow	2			
6	84-106	70-90	-6	yellow	2 2			
7	106-120	90-108	-7	green	2 2 2			
8	120-142	108-125	-8	green	2 2 2 2			
9	142-160	125-145	-9	blue	2 2 2 2 1	/	2	
10	160-170	145-152	-10	indigo	2 2 2 2 2 1	/	2 2	
11	170-180	152-160	-11	violet	2 2 2 2 2 2 1	/	2 2 2	
12	180-190	160-168	-12	violet	3 2 2 2 2 2 2	/	2 2 2 1	

Age	Magic Resistance	Treasure Type	XP Value
1	Nil	Nil	3,000

2	Nil	Nil	4,000
3	Nil	Nil	6,000
4	Nil	H, R, T	9,000
5	35%	H, R, T	10,000
6	40%	H, R, T	12,000
7	45%	H, R, T×2	13,000
8	50%	H, R, T×2	15,000
9	55%	H, R, T×3	17,000
10	60%	H, R, T×3	18,000
11	65%	H, R, V, T×3	19,000
12	70%	H, R, V, T×3	20,000

Prismatic dragons are a very rare, powerful species of evil dragon; they hate anything good and will attack most good-aligned creatures on sight. They love to subjugate weaker creatures, and will often have several slaves within their lairs.

At birth, a prismatic dragon is white with thin red stripes running the length of its body from nose to tail; as they age, they slowly gain stripes of different colors until the wyrm stage, when they are striped with all colors of the spectrum. The categories at which a prismatic dragon gains a new color stripe is listed under the breath weapon category in the table above. For example, a very old prismatic dragon is white with red, orange, yellow, green, and blue stripes. This unique coloration gives a clue as to the age of a prismatic dragon; however, illusion magic is often used to alter the pattern of colors (prismatic dragons have developed spells for this sole application.)

Prismatic dragons speak their own tongue, a tongue common to all evil dragons, and 18% of hatchling prismatic dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Since prismatic dragons are highly intelligent, they are quite adept at choosing the most appropriate attack mode in combat; they will nearly always use one or more breath attacks against dangerous opponents, such as other dragons. Spells and special abilities may also be used in these cases, if the dragon perceives the threat as great enough. When closing to fight with other flying creatures, prismatics will usually employ a grapple attack on their opponent (see the *Forgotten Realms Draconomicon* (TM) for more details.)

When confronted with weaker foes, prismatic dragons will often toy with their enemies before dispatching them, as they seem to enjoy watching their opponents die a slow and agonizing death. When faced with foes of moderate power, prismatics prefer to employ plummet and snatch attacks; snatched creatures will be clawed and bitten nearly to the point of death at which time they will be dropped to their doom.

Breath Weapon: The breath weapon of a prismatic dragon is a *prismatic spray* which is in the shape of a cone 90' long, 5' wide at the dragon's mouth, and 25' wide at the base. The effects of the breath weapon are as per the spell of the same name, except all saves are vs. breath weapon. In addition, younger prismatics are not capable of employing all colors of the spray. At birth, the breath weapon is only composed of red rays; as the dragon ages, new color rays are added at the same rate as scale stripes, as listed under the breath weapon category in the table above (i.e. an old prismatic dragon has a breath weapon composed of red, orange, yellow, and green rays.) Thus, it is possible to determine the potency of a prismatic dragon's breath weapon by the stripes on the scales (unless, of course, the dragon has altered the pattern with illusion magic.) Prismatic dragons cast spells and use their special abilities at 11th level, plus the combat modifier.

At birth, prismatic dragons are immune to poison, petrification, and all forms of insanity. They may also *polymorph self* three times per day (a change to their normal form does not count towards this total.) As they age, they gain the following powers:

Age	Special Ability
Young	<i>Color spray</i> (three times per day)
Juvenile	<i>Chromatic orb</i> (three times per day) *
Adult	<i>Rainbow pattern</i> (twice per day)
Old	<i>Otiluke's radiant screen</i> (once per day) **
Very Old	<i>Nystul's radiant arch</i> (once per day) **
Wym	<i>Prismatic wall</i> (three times per week)
Great Wym	<i>Prismatic sphere</i> (twice per week)

* see *The Complete Wizard's Handbook* (TM)
 * see *The Greyhawk Adventures Sourcebook* (TM)

Habitat: Prismatic dragons are by nature solitary creatures; on rare occasions, they have been known to band together with other evil creatures in order to further their own goals; once this is accomplished, they will more than likely turn on their former allies.

Under normal circumstances, prismatics will attack most good creatures on sight and those of other alignments with the slightest provocation - this includes other evil dragons, whom they consider inferior. They usually do not attack their own kind (unless they feel they have something to prove) but do not enjoy their company either. In most cases, if more than one prismatic dragon is encountered, it will be a mated pair with offspring.

Prismatic dragons have adapted to life in any climate, from the frozen arctic wastes, to the tropics. They prefer to live in the plains or gently rolling hills. The lairs of prismatics are usually located in large, underground caverns, that are sometimes excavated with magic. The entrances are well hidden with illusions, and protected with assorted traps and hazards. Slaves often abound in these lairs, acting as guards and servants.

Ecology: Prismatic dragons are able to eat nearly anything, but they appear to sustain themselves almost exclusively from the sun's energy.

Dragon, Scarlet

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Climate/Terrain: Temperate hills and mountains
 Frequency: Very rare
 Organization: Solitary or clan
 Activity Cycle: Any
 Diet: Special
 Intelligence: Genius (17-18)
 Treasure: Special
 Alignment: Lawful good

No. of Appearing: 1 (2-5)
 Armor Class: -3 (base)
 Movement: 10, Fl 32 (C), Jp 3
 Hit Dice: 15 (base)
 THACO: 5 (base)
 No. of Attacks: 3 + special
 Damage/Attack: 2-12/2-12/3-36 (3d12)
 Special Attacks: Special
 Special Defenses: Variable
 Magic Resistance: Variable
 Size: G (46' base)
 Morale: Fanatic (17-18)
 XP Value: Variable

Age	Body		Tail Length	AC	Breath Weapon (2nd, 3rd rounds)		Spells Wizard/Priest	
	Length	Length						
1	3-10	3-10	0	2d12+1	(1,1)	Nil		
2	10-21	10-19	-1	4d12+2	(2,1)	Nil		
3	21-40	19-28	-2	6d12+3	(3,1)	Nil		
4	40-58	28-47	-3	8d12+4	(4,2)	2		
5	58-77	47-66	-4	10d12+5	(5,2)	2 2		
6	77-96	66-85	-5	12d12+6	(6,3)	2 2 1		
7	96-115	85-100	-6	14d12+7	(7,3)	2 2 2	/	1
8	115-132	100-120	-7	16d12+8	(8,4)	2 2 2 1	/	1
9	132-150	120-138	-8	18d12+9	(9,4)	2 2 2 2	/	2
10	150-160	138-146	-9	20d12+10	(10,5)	2 2 2 2 1	/	2 1
11	160-170	146-156	-10	22d12+11	(11,5)	2 2 2 2 2	/	2 2
12	170-178	156-164	-11	24d12+12	(12,6)	3 2 2 2 2	/	2 2

Age	Magic		Treasure Type	XP Value
	Resistance			
1	Nil	Nil	Nil	3,000
2	Nil	Nil	Nil	4,000
3	Nil	Nil	Nil	6,000
4	Nil	H	H	8,000
5	35%	H, T	H, T	10,000
6	40%	H, T	H, T	12,000
7	45%	H, T, Z	H, T, Z	13,000
8	50%	H, Tx2, Z	H, Tx2, Z	15,000
9	55%	H, Tx2, Z	H, Tx2, Z	17,000
10	60%	H, Tx2, Zx2	H, Tx2, Zx2	18,000
11	65%	H, Tx2, Zx2	H, Tx2, Zx2	19,000
12	70%	H, Tx2, Zx3	H, Tx2, Zx3	20,000

Scarlet dragons are related to red and crimson dragons; in appearance, a scarlet dragon is nearly identical to a crimson dragon, with the following exceptions: it is larger (nearly the size of a red), has different color scales, and has no black

throat and belly; instead it has a black stripe on the back of the head, body, and tail, and has black wing ribbings on the top side.

Like crimson dragons, a scarlet dragon can easily be mistaken for a red dragon. If viewed from above, the chances for a mistaken identity are the same as for a crimson dragon; if only the underside is visible, these chances are as follows: at ranges of 80' or more, it is impossible to differentiate a scarlet from a red; at closer distances, a successful intelligence check is required to do so (unlike the crimson, there is no minimum distance where the differences are automatically apparent in this situation.)

Scarlet dragons speak their own tongue, a tongue common to all good dragons and 18% of hatchling scarlet dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Under normal circumstances, a scarlet dragon will not attack unless provoked. If they do fight, their high intelligence allows them to quickly determine what attack mode to use; they are therefore, very unlikely to use up spells and breath attacks against weaker foes, and in most circumstances will have these abilities available for use against dangerous enemies. If faced with powerful opponents, they will be softened up with spells and breath attacks at a distance, before the scarlet dragon closes to fight in melee. When attacked, a scarlet dragon is a viscous fighter, and once the battle has been joined, will rarely back down.

Breath Weapon: A scarlet dragon's breath weapon is a cone of greek fire 100' long, 5' wide at the dragon's mouth, and 40' wide at the base. Anyone caught inside the area of effect may save vs. breath weapon for 1/2 damage. The flames caused by this attack will continue to burn for two additional rounds; anyone still in the area of effect suffers the damage given in the parenthesis (the numbers represent the damage taken in the second and third rounds, respectively), and is considered to be covered by the flaming material. Therefore, these victims do not get a saving throw. However, all items carried by these victims must make saves vs. magical fire in these additional rounds, or be consumed by the fire. Anyone not initially hit by the flames, but who moves into the area of effect, gets a normal saving throw vs. dragon breath for 1/2 damage.

Scarlet dragons cast spells and use their special abilities at 10th level, plus their combat modifier. They are born immune to fire and all types of heat; as they age, scarlet dragons gain the following additional powers:

Age	Special Ability
Very Young	<i>Faerie fire</i> (three times per day)
Juvenile	<i>Flaming sphere</i> (three times per day)
Adult	<i>Wall of force</i> (twice per day)
Mature Adult	<i>Flame strike</i> (once per day)
Old	<i>Moonbeam</i> (twice per day)
Wyrm	<i>Prismatic sphere</i> (three times per week)

Habitat: Scarlet dragons inhabit temperate hills and mountains (they prefer hills, however.) Their lairs are most often deep within a hilly area, in a well hidden cave. Scarlet dragons will protect their lairs and territory with various types of traps, both magical and mundane.

Scarlet dragons are very family-oriented; they will protect their young and mates to the death if necessary. Even after their offspring have grown and left the lair, a mated pair of scarlet dragons will stay together more often than not. Scarlet dragons also enjoy the company of other good dragons, such as silver and gold dragons, and will form alliances with them in times of great need.

Like crimson dragons, a scarlet dragon will often be mistaken for a red dragon, and they are therefore, attacked unjustly at times. This is a source of great frustration for scarlet dragons, since they are often assailed by good-aligned creatures and adventurers; in these cases, instead of counter-attacking, a scarlet dragon will attempt to disable their attackers and explain to them their mistake. If this does not work, the scarlet dragon will try to fly away. If attacked by evil creatures, they will retaliate without mercy.

Ecology: Scarlet dragons prefer to eat meat, but will eat nearly anything if it is necessary. Like crimson dragons, the scarlet's prey is almost always non-intelligent creatures.

Scarlet dragons and red dragons are fierce opponents; because their territories sometimes overlap, fights between the two types are not uncommon. The scarlet will usually get the best of these confrontations, but the pure persistence of the red often pays off with a victory, or at least a draw.

Dragon, Skunk

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Valleys and subterranean
Frequency:	Very rare
Organization:	Solitary or clan
Activity Cycle:	Any
Diet:	Special
Intelligence:	Average (8-10)
Treasure:	Special
Alignment:	Chaotic evil

No. of Appearing:	1 (2-5)
Armor Class:	1 (base)
Movement:	12, Fl 35 (C), Sw 12
Hit Dice:	12 (base)
THACO:	9 (base)
No. of Attacks:	3 + special
Damage/Attack:	2-12/2-12/2-16+1
Special Attacks:	Special
Special Defenses:	Variable
Magic Resistance:	Variable
Size:	G (28' base)
Morale:	Fanatic (17-18)
XP Value:	Variable

Age	Body		AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure		XP Value
	Length	Tail Length					Type		
1	2-5	1-5	4	2d6+1	Nil	Nil	Nil	Nil	2,000
2	5-14	5-12	3	4d6+2	Nil	Nil	Nil	Nil	3,000
3	14-24	12-19	2	6d6+3	Nil	Nil	Nil	Nil	4,000
4	24-32	19-28	1	8d6+4	Nil	5%	Gx1/2, O		6,000
5	32-41	28-36	0	10d6+5	1	10%	G, Ox2, X		8,000
6	41-51	36-44	-1	12d6+6	2	15%	G, Ox3, Xx2		9,000
7	51-60	44-52	-2	14d6+7	3	20%	G, Ox3, Xx2		11,000
8	60-68	52-60	-3	16d6+8	4	25%	Gx2, Ox3, Xx3		12,000
9	68-78	60-68	-4	18d6+9	5	30%	Gx2, Ox3, Xx3		14,000
10	78-86	68-75	-5	20d6+10	6	35%	Gx3, Ox4, Xx3		15,000
11	86-96	75-82	-6	22d6+11	7	40%	Gx3, Ox4, Xx4		17,000
12	96-105	82-90	-7	24d6+12	8	45%	Gx3, Ox4, Xx4		18,000

Skunk dragons are a cross between black and white dragons, and combine the features and abilities of each type. They have the head and wings of a white dragon and the body of a black. Throughout the first two stages of a skunk dragon's life, its scales are light to dark gray in color; however, as it reaches the young stage, a skunk dragon obtains the distinctive coloration that gives it its name: white head with a black stripe on top, white wings with black ribbing, and a black body with a white stripe along the belly from the throat to the tip of the tail.

Skunk dragons speak their own language, a tongue common to all evil dragons, and 10% of hatchling skunk dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Against small or clearly inferior foes, a skunk dragon's favorite tactic is the snatch attack; the prey will be clawed, bitten, or dropped to its death. When fighting more numerous or stronger foes, a skunk dragon will close and melee with the opponent(s) using all of its available combat techniques. Against truly dangerous enemies, the skunk dragon will use its breath weapons and special abilities at a distance before closing to fight in melee. An opponent that clearly out-classes a skunk dragon will cause it to flee; its flying speed allows it to escape from most larger and superior foes.

Breath Weapon: A skunk dragon has two different breath weapons; only one breath attack (of either type) may be employed every three rounds, and the same one cannot be used more than three times in a 10-round period. The first breath weapon is a cone of acidic frost 80' long, 5' wide at the dragon's mouth, and 30' wide at the base; the second is a stream of near-frozen acid 70' long, and 10' wide. Two saving throws are necessary for these attacks: the first is against cold for 3/4 damage, and the second is against acid for 1/2 damage; full damage is suffered if both are failed. If a target has immunity to one component, damage is automatically halved, save against the other component for 1/4 damage.

From birth, skunk dragons are immune to acid and cold; they cannot breath under water as black dragons can, but they may hold their breath for an extended period of time (5 minutes per age category of the dragon.) As they age, they gain the following additional powers:

Age	Special Ability
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Juvenile	<i>Darkness</i> (three times per day, 10' radius per age category)
Adult	<i>Corrupt water</i> (as per black dragons)
Mature Adult	<i>True seeing</i> (priest version, permanent duration)
Very Old	Acid rain (once per day, see below)
Wyrm	<i>Ice storm</i> (once per day)

A skunk dragon casts its spells and uses its special abilities at 5th level, plus its combat modifier.

Acid rain falls for 2 rounds per age category of the dragon. It has a radius of 10' per age category and victims caught in it will suffer 1d10 points of damage per round (save vs. spells for 1/2 damage.) In addition, every 5 rounds items are exposed to acid rain they must make a saving throw vs. acid or be destroyed.

Habitat: Skunk dragons live in deep mountain valleys in temperate climates far from civilization. They lair in large caves or subterranean caverns, preferably near lakes and light woods. Sometimes, these lairs are reachable only from the water, but they are always dry. Skunk dragons are excellent swimmers and can often be found swimming about in lakes, either for fun or while hunting fish or other aquatic animals. Skunk dragons are good parents and will fight to protect their offspring unless their own lives are threatened. Both parents rear the young until they strike out on their own at about 15 years of age.

Skunk dragon lairs can sometimes be found in the vicinity of copper, and to a lesser extent, bronze dragons. Skunk dragons usually avoid the bronze, using their superior speed to escape; they have been known to attack copper dragons, however, using their cold-based breath weapon and acid immunity to weaken the copper before entering melee (if the copper is not sufficiently softened up by breath attacks, the skunk dragon will usually flee, due to the superior bite of the copper dragon.)

Skunk dragons like any kind of treasure, but prefer coins and gems, especially diamonds and black onyx.

Ecology: Skunk dragons can eat nearly anything, but prefer fish, aquatic animals, and other medium-sized creatures that can be found in their territory.

Dragon, Titanium

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Climate/Terrain:	Any mountains
Frequency:	Very rare
Organization:	Solitary or clan
Activity Cycle:	Any
Diet:	Special
Intelligence:	Supra-genius (19-20)
Treasure:	Special
Alignment:	Lawful good

No. of Appearing:	1 (2-5)
Armor Class:	-5 (base)
Movement:	12, Fl 45 (C), Jp 3
Hit Dice:	18 (base)
THAC0:	3 (base)
No. of Attacks:	3 + special
Damage/Attack:	2-12/2-12/5-50 (5d10)
Special Attacks:	Special
Special Defenses:	Variable
Magic Resistance:	Variable
Size:	G (58' base)
Morale:	Fearless (19-20)
XP Value:	Variable

Age	Body Length	Tail Length	AC	Breath Weapon	Spells Wizard/Priest
1	8-20	4-14	-2	4d8+1	Nil
2	20-34	14-28	-3	8d8+2	Nil
3	34-48	28-38	-4	12d8+3	Nil
4	48-64	38-51	-5	16d8+4	1
5	64-82	51-70	-6	20d8+5	2 1
6	82-100	70-88	-7	24d8+6	3 2 1
7	100-120	88-110	-8	28d8+7	4 3 2 1
8	120-140	110-128	-9	32d8+8	5 4 3 2 1

9	140-162	128-147	-10	36d8+9	6	5	4	3	2	1	/	2	2						
10	162-170	147-158	-11	40d8+10	7	6	5	4	3	2	1	/	2	2	2				
11	170-178	158-166	-12	44d8+11	8	7	6	5	4	3	2	1	/	2	2	2	2		
12	178-190	166-175	-13	48d8+12	9	8	7	6	5	4	3	2	1	/	2	2	2	2	2

Age	Magic Resistance	Treasure Type	XP Value
1	Nil	Nil	5,000
2	Nil	Nil	6,000
3	Nil	Nil	8,000
4	Nil	H, W, T	10,000
5	45%	H, W, T	12,000
6	50%	H, W, T	15,000
7	55%	H, W, T	16,000
8	60%	H, W, T×2	18,000
9	65%	H, W, T×2	19,000
10	70%	H, W, T×2	20,000
11	75%	H, W, T×3	21,000
12	80%	H, W, T×3	22,000

Titanium dragons are among the most powerful of all good dragons. They hate everything evil and their goal in life is to defeat the forces of evil in any way they can. Like gold and silver dragons, titanium dragons are often encountered in human form. The two forms they usually choose are paladins and ancient wizards; females opt to appear as beautiful young maidens. At birth, a titanium dragon's scales are dull gray or even white; as they age the scales become silver, platinum, and finally a deep titanium in color. Due to these colorations, and because their appearances are similar, younger titanium dragons can be mistaken for silver dragons. A titanium dragon has two "fins" on top of its head, instead of one like the silver, and they also have two smaller "fins" on the sides of their necks; otherwise, they are nearly identical to silver dragons.

Titanium dragons speak their own tongue, a tongue common to all good dragons, and 20% of hatchling titanium dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases by 5% per age category of the dragon.

Combat: Because of their great strength, few intelligent creatures are willing to attack a titanium dragon; those that do, usually meet with a swift death. A titanium dragon will only attack unprovoked only if it witnesses acts of great evil.

Breath Weapon: A titanium dragon has two forms of breath weapons, each of which maybe used once every three combat rounds. The first type is similar to a *fireball* when used, a two-foot diameter sphere shoots forth from the dragon's mouth out to any distance the dragon chooses, up to 50 yards, plus 10 yards per age category of the dragon. Any creature caught in the straight-line path of this weapon receives half normal damage (save vs. breath weapons for a quarter of the damage.) The burst radius is of any size the dragon wishes up to 10' per age category of the dragon. Creatures within the burst radius may save versus breath weapons for half damage.

The second breath weapon is a bolt of *chain lightning* which is identical to the spell of the same name, except for the following: damage is taken as per the table above (all victims may save versus breath weapons for half damage.) The possible number of targets affected is equal to the number of HD of the breath attack; each additional arc loses 1d8 points of damage. Thus, a juvenile dragon can affect up to sixteen targets with this breath weapon. The first target will suffer 16d8+4 damage, the second 15d8+4, the third 14d8+4, and so on. The range is 50 yards plus 10 yards per age category of the dragon. The chain will never arc back on the originating dragon, or to any other lawful good dragon. There is only a 50% chance it will arc to a creature that is immune to lightning (electricity.) If the chain gets out of hand the dragon, the originating dragon can end it at will.

A titanium dragon casts its spells and uses its magical abilities at 12th level, plus its combat modifier. Like gold dragons, titanium dragons usually seek formal magical training; they also use spell books which will contain carefully selected and useful spells.

At birth, titanium dragons are immune to fire and electricity. They may also *polymorph self* four times per day as a gold dragon can. As they age, they gain the following additional powers:

Age	Special Ability
Young	<i>Wall of fire</i> (three times per day)
Juvenile	<i>Prayer</i> (twice a day)
Adult	Luck bonus (same as gold dragon's except +2 instead of +1)
Mature Adult	<i>True seeing</i> (priest version, permanent duration)
Very Old	<i>Monster summoning VII</i> (once per day, good creatures only)
Venerable	<i>Prismatic sphere</i> (once per day)

Habitat: Titanium dragons can be found in any mountainous region; they lair in the tops of the highest mountain peaks in caves or castles. They have loyal guards such as storm giants, good cloud giants, ki-rin, and even gold and silver

dragons. They have been known to help good adventurers in times of need (they will usually require a service in exchange for their help, such as a quest to further the goals of good.)

Because their territories often overlap, titanium dragons often clash with red dragons, which are one of the few creatures brave (or foolish) enough to attack titanium dragons. Because of their mutual immunity to fire, reds will usually attack in groups using spells, while titanium dragons use their chain lightning breath weapon and spells. The red dragons usually come out on the short end of such battles; there have been reports of an ancient titanium dragon killing five reds with a single chain lightning breath attack, but this remains unproven. If a red dragon is lucky enough to survive these combats, it will usually avoid titanium dragons in the future - even red dragons are not that foolish.

Ecology: Titanium dragons can eat nearly anything, but they prefer a diet of metals and gems. They will always have plenty of this stored in their treasure hoards, but will gratefully accept more from adventurers; they consider this a great gift, and will reward the gift-givers, if they are sincere.

Dragon, Violet

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Climate/Terrain: Mountains, ruins and special
 Frequency: Very rare
 Organization: Solitary
 Activity Cycle: Any
 Diet: Carnivore and special
 Intelligence: Exceptional (15-16)
 Treasure: Special
 Alignment: Lawful evil

No. of Appearing: 1 (2-5)
 Armor Class: -1 (base)
 Movement: 18, Fl 30
 Hit Dice: 14 (base)
 THAC0: 9 (base)
 No. of Attacks: 3 + special
 Damage/Attack: 1-8/1-8/4-32
 Special Attacks: Breath weapon
 Special Defenses: See below
 Magic Resistance: Special
 Size: H
 Morale: Fanatic (18)
 XP Value: See below

	Body	Tail		Breath	Spells as a		Treasure	XP
Age	Length	Length	AC	Weapon	Wizard/Priest	MR	Type	Value
1	2-6	2-4	2	2d10+2	Nil	5%	Nil	1,000
2	6-20	4-12	1	4d10+4	Nil	10%	Nil	2,000
3	20-30	16-22	0	6d10+6	Nil	15%	Nil	4,000
4	30-40	22-32	-1	8d10+8	Nil	20%	H/2	8,000
5	40-50	32-42	-2	10d10+10	2nd / 1st	25%	H	12,000
6	50-70	42-52	-3	12d10+12	4th / 2nd	30%	Hx2	15,000
7	70-80	52-62	-4	14d10+14	6th / 3rd	35%	Hx3	20,000
8	80-90	62-72	-5	16d10+16	8th / 4th	40%	Hx4	25,000
9	90-110	72-82	-6	18d10+18	10th / 6th	45%	Hx5	30,000
10	110-120	82-92	-7	20d10+20	12th / 8th	50%	Hx6	35,000
11	120-130	92-102	-8	22d10+22	14th / 10th	55%	Hx7	45,000
12	130-140	102-112	-9	24d10+24	16th / 12th	65%	Hx8	55,000

The rare violet dragon (not to be confused with the purple dragon which is a crossbreed) is much feared for its insidious breath weapon (see below). They are reclusive creatures who prefer to fight at their convenience, and become exceptionally irate (and dangerous) when disturbed, especially by humans and other beings they consider to be lessers.

The scales of a violet dragon are a vibrant purple, and glow slightly in the dark. About 15% of hatchlings possess the ability to communicate with any intelligent creature. The chance to possess this ability increases by 5% per age category.

Combat: The violet dragon's reclusive tendencies should not be confused with cowardice, nor lack of desire to pad their hoards. They wish to be in control of the time, place and victim; adventurers who disturb these dragons had better be able to talk fast or fight hard (preferably both).

Violet dragons are extremely fond of physical combat, and enjoy rending their victims before eating them. Whenever possible, violet dragons will (like most dragons) fight from the air. When faced with an obviously powerful or numerous foe, they will "soften them up" with a blast or two from their powerful breath weapon.

Breath Weapon: The violet dragon's breath weapon consists of a deadly cone of nuclear radiation. The blast itself is invisible and totally silent, though sparks and phosphorescent effects are often seen on objects in the area of effect. The cone is as long as the dragon's body, and its terminating diameter is 1/5th its length.

Two saving throws are required against this weapon: One versus death magic to avoid being slain outright, and a breath save for half damage. Anyone caught in the breath weapon is afflicted with radiation sickness, losing 1d4 constitution points per day until dead. Only a cure disease and a remove curse followed by 1 months rest per lost constitution point will reverse the effects. Even those cured of this dread disease may show signs of it for years to come.

Violet dragons gain the following abilities as they mature.

Age	Special Ability
Young	I, as normal visual range
Juvenile	<i>X-Ray vision</i> at will
Young Adult	<i>Metal/mineral detection</i> at will
Adult	<i>Polymorph self</i> at will
Mature Adult	<i>Move earth</i> , 3/day
Old	<i>Death spell</i> , 3/day
Very Old	<i>Call lightning</i> 12th level 3/day
Venerable	<i>Monster summoning VII</i> , 3/day
Wyrms	<i>Lightning bolt</i> , 6d6 at will
Great Wyrms	<i>Disintegrate</i> 3/day

Habitat: Violet dragons prefer isolated mountaintops and ruins near deposits of radioactive minerals. They are solitary creatures who associate with other dragons only to mate and rear young. After the young are strong enough to fend for themselves, the parents go their separate ways.

Ecology: These dragons must supplement their diets with radioactive minerals. They greatly value dwarven slaves to help them mine the minerals they need. Since turnover is rather high, they will pay handsomely for suitably "tamed" dwarves. Needless to say, dwarves particularly despise violet dragons.

Though they do not engage in the sort of wide spread destruction reds so enjoy, (they are much more measured and calculating in their use of force) the area within a mile of a violet dragon's lair is filled with bizzard plant and animal mutations.

Violet dragon flesh is highly toxic, inflicting immediate radiation sickness on anyone eating it (no save). Their eyes are useful in potions of X-ray vision, and as is the case with any dragon, virtually every body part has magical characteristics.

Dragon, War

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Climate/Terrain:	Any
Frequency:	Rare
Organization:	Pairs or groups
Activity Cycle:	Any
Diet:	Special (Carnivore)
Intelligence:	Low (5-7)
Treasure:	Special
Alignment:	Any chaotic
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No. of Appearing:	2-20
Armor Class:	-2 (base)
Movement:	14, Fl 38 (C)
Hit Dice:	13 (base)
THACO:	7 (base)

No. of Attacks: 3 + special
 Damage/Attack: 2-12/2-12/4-40 (4d10)
 Special Attacks: Special
 Special Defenses: Variable
 Magic Resistance: Variable
 Size: G (44' base)
 Morale: Champion (15-16)
 XP Value: Variable

Age	Body	Tail	AC	Breath	Spells	MR	Treasure	XP Value
	Length	Length		Weapon	Wizard/Priest		Type	
1	3-10	2-10	1	2d10+1	Nil	Nil	Nil	3,000
2	10-20	10-16	0	4d10+2	Nil	Nil	Nil	4,000
3	20-38	16-26	-1	6d10+3	Nil	45%	Nil	5,000
4	38-52	26-44	-2	8d10+4	Nil	50%	E, Y, V	7,000
5	52-75	44-62	-3	10d10+5	Nil	55%	E, Y, V	9,000
6	75-93	62-82	-4	12d10+6	Nil	60%	E, Y, Vx2	11,000
7	93-106	82-96	-5	14d10+7	Nil	65%	E, Y, Vx2	13,000
8	106-126	96-116	-6	16d10+8	Nil	70%	E, Y, Vx2	15,000
9	126-144	116-134	-7	18d10+9	Nil	75%	E, Y, Vx3	16,000
10	144-152	134-142	-8	20d10+10	Nil	80%	E, Y, Vx3	18,000
11	152-164	142-150	-9	22d10+11	Nil	85%	E, Y, Vx3	19,000
12	164-170	150-156	-10	24d10+12	Nil	90%	E, Y, Vx4	20,000

War dragons were bred hundreds of years ago to serve as minions of several nations' armies. They were intended to be highly resistant to magic and to be good fighters; in this role, they excel.

While all war dragons have bodies of similar size and shape, each alignment has a unique head, as well as minor differences in colorations. All three types have black bodies and heads. Chaotic good types have a silver neck, tail, and wings; their heads are similar in shape to a silver dragon's. Chaotic neutral war dragons have a gray neck, tail, and wings, and heads similar to that of a brass dragon. Evil versions have a white neck, tail, and wings, with heads similar to a blue dragon's in shape.

War dragons speak their own tongue, a tongue common to their appropriate type of dragon (good, neutral, or evil), and 7% of hatchling war dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon. A war dragon will also develop a telepathic link with a single rider; see below.

Combat: War dragons normally fight with a rider who directs the attacks; the dragonrider (usually a fighter, wizard, or fighter/wizard) ensures the breath weapons and special abilities are used at the right time and against the proper targets. Some armies have considerable numbers of war dragons; these highly organized "dragoncorps" are normally found at the forefront of battle, attacking enemy ground forces from above, or engaging enemy aerial forces.

Breath Weapon: Of the three types of war dragons each has three separate breath weapons; one breath attack (regardless of composition) may be made once every three rounds, as long as the same one is not used more than three times in a 10-round period. Each breath weapon does identical damage, as per the table above (all targets may save vs. breath weapon for 1/2 damage.) The dimensions of the various breath weapons are as follows:

cone of fire/frost	80' long, 5' wide (mouth), and 30' wide (end)
gas cloud	50' long, 50' wide, and 40' high;
<i>lightning bolt</i>	100' long and 5' wide;
acid stream	75' long and 5' wide.

Good war dragons may breathe (and are immune to) fire, lightning, and gas; neutral ones may employ (and are immune to) fire, gas, and frost; the evil variety may use (and are immune to) frost, acid, and gas.

All war dragons use their special abilities at 5th level plus their combat modifier. In addition to the immunities mentioned above (which they have from birth), war dragons gain the following additional powers as they age:

Age	Special Ability
Young	<i>Protection from normal missiles</i> (three times per day)
Young Adult	<i>Minor globe of invulnerability</i> (twice per day)
Mature Adult	<i>Globe of invulnerability</i> (twice per day)
Old	<i>Anti-magic shell</i> (once per day)
Wyrm	<i>Prismatic wall</i> (twice per week)

A war dragon's magic resistance may be extended to include one or two riders at will. All special abilities will extend to completely envelop the dragon and its rider(s), except the *prismatic wall*, which will obviously cover only one side of it.

Being immobile, the *globes of invulnerability* are not of much use when flying, but will be used in ground melee, or to protect friendly ground forces (if other creatures are to be protected by a war dragon's special abilities, then the radius of the effect is as per the corresponding spell.)

Habitat: The majority of war dragons are "domestic" dragons, as they are used and controlled by humans. They are bred not unlike horses, and the offspring are trained for war while still in the very young or even hatchling stage. Each war dragon is exclusively trained by one dragonrider; after one year of training per age category of the dragon, a war dragon and its rider develop a telepathic link which is used to direct the dragon in combat. Once this link is established, the war dragon will not willingly leave its rider until one or the other is killed. If one of the pair is killed, the survivor immediately suffers 2-20 hit points of damage with no saving throw. A war dragon may not be ridden into combat until it has established a link with its rider. If anyone attempts to ride a war dragon without a link to that dragon, the war dragon will attempt to throw the rider, unless its controlling rider is present as well.

Ecology: War dragons are basically carnivores, but are capable of eating other food as well. They are either fed by their riders, or are allowed to hunt. Chaotic evil war dragons will often feast on the corpses of slain enemies after a battle has ended.

War dragons are normally encountered in patrols of 2-4 or in battle groups of 2-20. War dragons do not collect hordes of treasure like most dragons unless they are of the renegade type.

Renegades

If a war dragon's rider is killed, there is a 5% chance per age category of the surviving dragon, that it becomes a renegade, unless it is subdued or otherwise prevented from doing so. Renegade war dragons will live in any climate and terrain, and are usually loners; renegade war dragons will only rarely mate. Renegades are the only war dragons that will hoard treasure. If a war dragon is prevented from becoming a renegade, a new rider may take control of it, but only after it is retrained and a new link is established with the new rider. This new link is established in half the normal time (1/2 year per age category of the dragon.)

If a renegade war dragon is encountered in the wild, it may be retrained. This may only be done by someone with war dragon riding proficiency, and only after the dragon is subdued. The retraining of a renegade takes twice the normal time (2 years per age category of the dragon), and as the dragon will normally try to resist, it may have to be subdued a number of times throughout the retraining process.

Renegade war dragons (those that have struck out on their own) usually use breath weapon attacks at the beginning of any battle; their low intelligence prevents them from making better use of their abilities, and they are sometimes caught in a tough fight with no remaining breath attacks.

Dragon, Yellow

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Temperate and subtropical plains and subterranean
Frequency:	Very rare
Organization:	Solitary or clan
Activity Cycle:	Any
Diet:	Special
Intelligence:	High (13-15)
Treasure:	Special
Alignment:	Neutral evil
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No. of Appearing:	1 (2-5)
Armor Class:	-1 (base)
Movement:	12, Fl 38 (C), Br 6
Hit Dice:	13 (base)
THAC0:	7 (base)
No. of Attacks:	3 + special
Damage/Attack:	1-6/1-6/5-50 (5d10)
Special Attacks:	Special
Special Defenses:	Variable
Magic Resistance:	Variable
Size:	G (42' base)
Morale:	Champion (15-16)
XP Value:	Variable

Age	Body Length	Tail Length	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	2-8	2-6	2	1d10+1d8+1	Nil	Nil	Nil Nil	1,400
2	8-20	6-16	1	2d10+2d8+2	Nil	Nil	Nil Nil	2,000
3	20-38	16-34	0	3d10+3d8+3	Nil	Nil	Nil Nil	3,000
4	38-48	34-42	-1	4d10+4d8+4	1	Nil	Hx1/2	5,000
5	48-60	42-50	-2	5d10+5d8+5	2	25%	H	8,000
6	60-72	50-58	-3	6d10+6d8+6	3	30%	H, T	10,000
7	72-80	58-68	-4	7d10+7d8+7	3 1	35%	H, T, U	11,000
8	80-89	68-76	-5	8d10+8d8+8	3 2	40%	H, T, U	12,000
9	89-100	76-84	-6	9d10+9d8+9	3 2 1	45%	H, Tx2, U	13,000
10	100-110	84-88	-7	10d10+10d8+10	3 2 2 1 / 1	50%	H, Tx2, U, X	15,000
11	110-120	88-96	-8	11d10+11d8+11	3 2 2 2 / 2	55%	H, Tx2, U, Xx2	17,000
12	120-128	96-106	-9	12d10+12d8+12	3 3 2 2 / 2	60%	H, Tx2, U, Xx2	18,000

Yellow dragons are by nature timid and reclusive; they shun all other creatures including their own kind. When two or more yellow dragons are encountered together, it is almost always a mated pair with offspring.

At birth, a yellow dragon's scales are ivory or even white in color; as they age, the scales gain streaks and splotches of yellow. Once the adult stage is reached, the scales are a dull yellow, and a black stripe develops along the back of the dragon. The scales become a bright yellow once the old stage is reached. The most distinguishing feature of a yellow dragon is its huge head, which appears well out of proportion with the rest of its body.

Yellow dragons speak their own language, a tongue common to all evil dragons, and 14% of hatchling yellow dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Due to their timid nature, yellow dragons avoid combat whenever possible; they are not above fleeing, even from equal or slightly inferior foes. However, if forced to fight, yellow dragons can be vicious opponents - they will use all available attack modes, including spells and breath weapon attacks. Because of this, yellow dragons will usually retreat to their lairs for an extended period of time after a major battle, in order to rest and recover used spells and breath attacks.

The yellow dragon's most used attack form is its bite; due to its oversized head and mouth, a yellow dragon is able to deliver one of the most ferocious bites of any dragon species. Opponents are often snatched or pinned with claws in order to make the bite more effective.

Breath Weapon: A yellow dragon's breath weapon is a sonic blast in the shape of a cone 80' long, 5' wide at the dragon's mouth, and 25' wide at the base. Creatures caught in the area of effect suffer the indicated damage and are deafened for a number of turns equal to the age category of the dragon. A successful saving throw vs. breath weapon negates the deafness and halves the damage. If a target is already deaf, a +2 bonus is added to the save, but if this save fails, the target is deafened permanently (until healed.) Exposed glass and crystal items are shattered, and brittle items will break unless they make a successful save (at -2) vs. crushing blow. Creatures who are deafened by this blast suffer a -1 penalty to surprise rolls, and spells with a verbal component have a 20% chance of misfiring. A yellow dragon casts its spells and uses its magical abilities at 7th level, plus its combat modifier.

At birth, yellow dragons are immune to any attack that directly affects the senses such as those that cause blindness or deafness (this does not include spells such as *invisibility*, *blur*, and the like.) As they age, they gain the following additional powers:

Age	Special Ability
Young	<i>Blindness</i> (three times per day)
Juvenile	<i>Hypnotic pattern</i> (three times per day)
Adult	<i>Shout</i> (twice per day)
Old	<i>Eyebite</i> (once per day)
Wyrmling	<i>Forcecage</i> (three times per week)

Habitat: Yellow dragons live in regions of open plains in temperate and subtropical climates. They lair in large underground caverns or caves; some yellow dragons spend much of their lives in old dungeons and will come out in the open only to hunt or to gather more treasure.

Yellow dragons dislike and distrust most other creatures; they prefer to spend the majority of their time in solitude. They rarely associate with other dragons and almost never form alliances; this behavior has earned them the hatred of nearly all dragonkind, both good and evil; of course this only serves to reinforce their policy of isolationism.

Ecology: Yellow dragons may eat nearly anything but prefer to consume meat. They will usually hunt for creatures that are easy to find and kill; this allows them to spend as little time as possible out in the open.

Dragon Fisher

Climate/Terrain:	Mountain cliffs
Frequency:	Common
Organization:	Flocks
Activity Cycle:	Any
Diet:	Canivore
Intelligence:	Low (5-7)
Treasure:	E
Alignment:	Neutral (evil)

No. of Appearing:	1 - 20
Armor Class:	2
Movement:	12, Fl 24 (B)
Hit Dice:	8
THAC0:	13
No. of Attacks:	2
Damage/Attack:	2-12/2-12
Special Attacks:	Poison / breath weapon
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	L (20' long)
Morale:	Steady (11-12)
XP Value:	2,000

Dragon Fishers are distant relatives to wyvern and dragons. They look very similar to a wyvern.

Combat: Their normal attack mode is a diving attack with both claws. They can also make a slow pass and use their tail. The tail attack does 1-8 points and the target must save vs poison or lose strength equivalent to 4d6 minus their constitution for 1d10 turns. If grounded, these creatures attack with their bite for 2-20 points of damage. Their breath weapon is "fish breath". Target must make save or be sick for 1d6 rounds.

Habitat: They commonly inhabit cliffs overlooking large water bodies. Their normal diet consists of fish, however, they will attack other creatures if they look like easy prey.

Dream Assassin

Warren Hack (hack@stsci.edu)
(based in part on The Nightmare on Elm Street)

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Omnivore
Intelligence:	High (13-14)
Treasure:	P, R, (B)
Alignment:	Chaotic evil

No. of Appearing:	1-4
Armor Class:	4 (0, in dream)
Movement:	15
Hit Dice:	7
THAC0:	13
No. of Attacks:	2
Damage/Attack:	1d4/1d4
Special Attacks:	Surprises on 1-3, see below
Special Defenses:	Sleep gas, camouflage (75% undetectable)
Magic Resistance:	Nil
Size:	M

Morale: Fanatic (17-18)
XP Value: 3,000

The dream assassins are notorious for catching adventurers off guard at night. They generally insure that all are asleep with a gas they expel. Those who might be awake initially must save against the gas or fall asleep (-4 vs. paralyzation). The assassin then chooses who looks to be a powerful fighter-type who is asleep as its 'victim' and invades the 'victims' dreams. They fight the 'victim' in a nightmare wielding a wicked sword (2d4+4 damage, 3/2 attacks) while having an armor class of 0. All damage sustained in the battle counts against the 'victims' combined scores of intelligence and wisdom. The 'victim' fights as a fighter of their level wielding a club (1d6 damage). The 'victim' has an armor class of 10. This is modified down by one for each 3.6 points of intelligence and wisdom the 'victim' has. (I.e., armor class = 10 - (INT + WIS) / 3.6) rounded up. The damage the assassin takes counts against his maximum hit points.

If the assassin loses, he loses control of the 'victim' and the 'victim' wakes up with a terrible start. If the 'victim' loses, he/she become an extension of the assassin who will animate them to attack the party while they sleep. The animated victim will be armor class 10 wielding their favorite weapon. When the victim is wounded for 75% of their maximum hit points, they are no longer under the assassins powers. The assassin will remain 75% undetectable (camouflage) during this battle. When the assassin loses their 'victim', they will make one attack at the 'victim' to finish them off before fleeing. If cornered, they can expel sleep gas twice a night and fight with their claws.

Durath

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain: Marine coastlines
Frequency: Rare
Organization: Mating groups
Activity Cycle: Any
Diet: Carnivores
Intelligence: Low to Genius (3-18)
Treasure: K, M, N (B)
Alignment: Neutral (or neutral variants)

No. of Appearing: 5-50
Armor Class: 8 (4 with armor)
Movement: 9, Sw 6
Hit Dice: 3
THACO: 17
No. of Attacks: 2 or 1
Damage/Attack: 1d4/1d4 or 1d8
Special Attacks: See below
Special Defenses: Nil
Magic Resistance: Nil
Size: M (5' tall)
Morale: Average (8-10)
XP Value: 120

Durath are an amphibious, humanoid race. They are scaled and covered with an outer coat of slime (immune to web, entangles, and ordinary grips). Their charisma ranges from 2 to 10. They walk on two feet to fight.

Preferred weapons are hooks, scimitars, and assorted thrown barbs. They can also bite for 1d8 or claw for 1d4 (2 claws). Adults are typically 3 HD monsters. Exceptional individuals do exist:

mages	1 per 50, level 1 to 6
shamen	1 per 30, level 1 to 6
fighters	1 per 20, level 4 to 8

Slime infects wounds of mammals causing a local paralysis of the limb/area in 2-4 rounds (ie, cause serious wound). Durath take advantage of this property and make nets that will paralyze those traps (each round, save vs paralysis until either escape the net or fail the save).

Durath live in mating groups of 1 senior male, 1 junior male, 2-8 wives of the senior male, 1-4 wives of the junior male. Expect 0-3 children per wife.

Elemental, Lava (Quasi-)

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Volcanic areas/Quasi-Elemental Plane of Lava
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Any combustible, earth, gems, and metals
Intelligence:	Low (5-7)
Treasure:	Nil
Alignment:	Neutral

No. of Appearing:	1
Armor Class:	-2
Movement:	6
Hit Dice:	16 (attacks as 21st level fighter)
THAC0:	1
No. of Attacks:	1
Damage/Attack:	4d6 + 9
Special Attacks:	Heat Metal
Special Defenses:	Saves as 16th level fighter
Magic Resistance:	Nil
Size:	H (16' tall)
Morale:	Fanatic (17)
XP Value:	10,000

Treat all within a 20' radius as being under the effects of a *heat metal* spell (if wearing metal, take damage from hot metal; if in cloth/fur/wood, take the same amount of damage from burning clothes; if naked, damage is direct burn).

Eye of Orcus

Max Becherer (becherer@suna0.cs.uiuc.edu)

	Small	Medium	Large	Great
Climate/Terrain:	Any	Any	Any	Any
Frequency:	Very rare	Very rare	Very rare	Very rare
Organization:	Small group	Small group	Small group	Small group
Activity Cycle:	Continuous	Continuous	Continuous	Continuous
Diet:	Nil	Nil	Nil	Nil
Intelligence:	Semi- to average (2-10)		Semi- to average (2-10)	
Treasure:	Nil	Nil	Nil	Nil
Alignment:	Neutral evil	Neutral evil	Neutral evil	Neutral evil
No. of Appearing:	1-2 or 5-20	1-2 or 5-20	1-2 or 5-20	1-2 or 5-20
Armor Class:	5	3	1	-1
Movement:	35	35	35	35
Hit Dice:	6	7	8	10
THAC0:	15	13	13	11
No. of Attacks:	1	1	1	2
Damage/Attack:	1d4 x 1d6 + special		1d4 x 1d6 + special	
Special Attacks:	Negative energy blast		Negative energy blast	
Special Defenses:	Invisibility, regeneration		Invisibility, regeneration	
Magic Resistance:	Nil	Nil	Nil	Nil
Size:	T (1' dia.)	T (2' dia.)	S (3' dia.)	M (6' dia.)
Morale:	Fearless (19-20)	Fearless (19-20)	Fearless (19-20)	Fearless (19-20)
XP Value:				

Eyes of Orcus are magically created undead eyes which come in four sizes: small (1'dia.), medium (2'dia.), large (3'dia.) and great (6'dia.). While they were invented by Orcus eons ago, their use has spread throughout the lower planes. These abominations are instruments of powerful lower planar creatures and high level mortal necromancers. They permit their

user to see through them, and slay living things many planes away. All eyes have invisibility at will, and can plane shift and use non-detection three times per day. Eyes can detect good beings within 120 feet.

Combat: The most effective strategy used by the eyes is to attack through surprise. Usually, the eye blasts its victims from behind a veil of invisibility. Once it becomes visible, all creatures below 4 HD flee in terror at the sight of it. Creatures from 4 to 6 HD save vs. paralyzation at -2 or flee. A 6 to 10 HD creatures save normally. Lord level characters and monsters, while unnerved are less likely to flee before thinking.

Eyes of Orcus attack by means of a negative energy blast. This attack drains 1d4 levels, and inflicts 1d6 hit points per level lost. A save vs. breath weapons is made for half damage. If the save is made by 10 or more, no damage is sustained. The following modifiers are applied to the saving throw:

Medium eye	-1
Large eye	-2
Great eye	-3
Victim uses positive energy	-4

Small, medium and large eyes can blast once per round. Great eyes blast twice. All eyes regenerate 1 hit point per round.

Habitat: Eyes of Orcus, though intelligent, are magical automata under the control of other beings and have no society or culture of their own. They are sent by evil beings to planes they cannot easily travel to (such as the Prime Material Plane) to slay the enemies of their controllers.

Ecology: Eyes of Orcus search and destroy, they consume nothing, nor do they reproduce. They play no role in the ecology, and any effects they have on the ecosystem are harmful.

Falrock

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Subterranean
Frequency:	Very rare
Organization:	Colonies
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Low (5-7)
Treasure:	(R)
Alignment:	Neutral
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No. of Appearing:	10-100
Armor Class:	6
Movement:	9
Hit Dice:	1/2 (1d4 hit points)
THAC0:	20
No. of Attacks:	1
Damage/Attack:	1d2
Special Attacks:	Poison
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S (3 inches long)
Morale:	Unsteady (5-7)
XP Value:	35

Falrocks are very thin, six legged lizards that live in colonies in a shared web. They spin the webs. Their bite (negligible base damage) liquifies the guts of the victim (save vs. poison — if failed, lose 25% of hit points (assuming 160 lbs person — pro rate for size of victim).

A falrock web is normally woven over a pit (10 to 40 feet across). It is thick and looks like stone once it has collected some dust. The web is 1' thick and can hold a creature of strength up to 18/40 (treat saves like web spell).

Flame Servant

Climate/Terrain:	Elemental plane of fire
Frequency:	Common
Organization:	Band
Activity Cycle:	Any
Diet:	Minerals
Intelligence:	Low (5-7)
Treasure:	Nil
Alignment:	Neutral
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No. of Appearing:	4-24 (1-6)
Armor Class:	6
Movement:	6, (Sw 15)
Hit Dice:	5
THACO:	15
No. of Attacks:	3
Damage/Attack:	1-4/1-4/2-8
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	See below
Size:	M (7' tall)
Morale:	Steady (11)
XP Value:	2,000

The flame servant appears as animated, vaguely humanoid, magma. Instead of legs, however, its torso rests on the ground and a constant flowing action gives it locomotion. The flame servant has no real head. Its vague facial features, which consist of a gaping mouth and two blazing white eyes, are situated on the creature's chest. When active, the flame servant glows red with heat, and can turn white with searing heat if extremely active or combative. When dormant, a grey, rocky shell forms and it is almost safe to touch. This shell can be absorbed instantly by the flame servant. When moving it can move over surfaces (igniting flammable materials) or, if it is travelling over rock, it can turn the rock in a 10' diameter sphere into lava and 'swim' (hence the 15" in brackets next to movement.) This ability is at will and takes no concentration to maintain.

Combat: The flame servant was not designed for combat, but for manual labour. It is still a formidable opponent to have to fight. Its primary mode of locomotion is also adaptable to a favoured attack form. If fighting on a rock surface, it will turn the ground around it to magma and burrow downwards. It will then burrow to where it thinks an opponent is most likely to be and burst through to the surface. Unless the intended target moved after the flame servant disappeared, he will be engulfed in magma. Damage is 3d10 points per round. A successful saving throw indicates that the victim was warned and was able to jump back, only being splashed by magma, for half damage. In the Fire Realms, this will always be a favoured attack, but when on the Prime Material, most rock is covered by soil, making this form difficult. Any creature coming within 10' of the flame servant will suffer 1d6 point of damage every round. Those actually coming into contact will take an additional 1d6 points of damage and risk having their clothing catch fire. The two punches and the bite that the flame servant has therefore cause 1d4, 1d4, and 2d4 respectively, plus 1d6 for contact, 1d6 for proximity, and may cause combustion. Once per turn the flame servant can breath a jet of flame at one target within 20'. The jet does 2d8 damage, half if a saving throw is successful.

Flame servants are immune to any form of fire, magical or otherwise. Cold-based spells do double damage, and large amounts of water will affect the flame servant as if a *slow* spell had been cast upon it.

Habitat: The flame servants inhabit the Fire Realms of the Elemental Plane serving Efreet and the other major races of the Realms. Their special abilities make them very efficient builders when supervised, and they are the labour force for the Realms. They can only speak the common tongue of the Realms, and only with great difficulty, due to their less than adequate vocal facilities.

When it wishes to, it can contain its heat within itself so that it can be approached without causing damage. Contact, however, will always cause damage. When 'swimming', any rock will be turned to magma, this includes walls, the stone head of a warhammer, and even a *wall of stone*. The magma will remain such after the flame servant's passing, cooling naturally. This means that most Fire Lords dislike having them inside their homes, as it ruins the floors and leaves holes in the walls. The heat from a flame servant can also melt metal, given time. It must contact the surface of the metal and concentrate on melting the item. It can melt one inch of metal per round of such concentration, in the area that was contacted (eg. A flame servant leans against a four inch thick iron wall. In four rounds it will have burnt a hole through it in the shape of its own body. Also, if a flame servant manages to grab onto a fighter's sword and hold on, in one round, it will be destroyed-magical items get a saving throw.)

Ecology: There is very little to the ecology of the flame servant. They are created by Efreet or other higher Fire Lords when needed for construction or labour, and are destroyed when not needed. More often, however, they are sent out into uninhabited sections of the Realms to serve as a patrol force. In rare cases, they accompany a Lord to another Plane. In such a case, there will be between one and six, and their Lord will always be present.

Flammen

Allan J. Mikkola (allanm@vulcan.med.ge.com)
(based on Andre Norton's Witch World books)

Climate/Terrain:	Any non-arctic
Frequency:	Very rare
Organization:	Small bands
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Low to Supra-Genius (3-18)
Treasure:	Nil
Alignment:	Neutral to neutral good
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No. of Appearing:	2-12
Armor Class:	8
Movement:	6, Fl 24 (B)
Hit Dice:	1
THAC0:	20
No. of Attacks:	1
Damage/Attack:	1d3 (by weapon)
Special Attacks:	Nil
Special Defenses:	Detect evil
Magic Resistance:	Nil
Size:	T (1' tall)
Morale:	Unsteady (5-7)
XP Value:	15

Flammen are 1' tall humanoids with wings. They have excellent vision and can *detect evil* at 24". They can assume the form of a large, white eagle at will. Flammen attack with small bows (1d3 per arrow) or daggers if they must. They are very cowardly and will flee if given a chance. Flammen often associate with Green People.

Gazebo

Presto and Nyssa (barthelm@caa.mrs.umn.edu)

Climate/Terrain:	Any
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	Dormant until aroused
Diet:	Annoying player characters
Intelligence:	Nil
Treasure:	Nil
Alignment:	Nil
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No. of Appearing:	1
Armor Class:	10
Movement:	0 / special
Hit Dice:	Special
THAC0:	Special
No. of Attacks:	Special
Damage/Attack:	Death
Special Attacks:	See below
Special Defenses:	Nil
Magic Resistance:	Nil

Size: L
Morale: None
XP Value: -2,000

Made of white painted wood, a gazebo is a small structure with open sides and several small benches inside. Generally it can be found with a domed roof supported by several pillars.

Combat: A gazebo will never attack first, always allowing its attacker several attempts to attack it. After 5 rounds or until the player character (and/or dungeon master) becomes really frustrated, it will leap upon the attacking character and devour him/her/it completely, no saving throw. The gazebo always hits and always kills, swallowing the attacker.

Habitat: The Gazebo is a solitary creature, often found on small hillocks or in the middle of gardens. Often it will be accompanied by trees, bushes, plants, and the occasional bat and/or pigeon, who, although annoying to it, will not be attacked unless a very large dropping is made.

Ghole

John M. Martz (UMARTZ@UNC.bitnet)
(based on After Man: A Zoology of the Future by Dougal Dixon)

Climate/Terrain: Scrub plains, rocky badlands
Frequency: Common
Organization: Packs
Activity Cycle: Any
Diet: Carrion
Intelligence: Animal (1)
Treasure: M, O
Alignment: Neutral

No. of Appearing: 4-16 (4d4)
Armor Class: 5
Movement: 9
Hit Dice: 2
THAC0: 19
No. of Attacks: 1
Damage/Attack: 3d4
Special Attacks: Disease
Special Defenses: Nil
Magic Resistance: Nil
Size: S (3' long)
Morale: Unsteady (5-7)
XP Value: 65

The ghole resembles a large mongoose. It's long neck, head, and feet are almost totally devoid of hair; coarse gray hair covers the remainder of its body and tail. Massive canines and molars protrude from its mouth, which it uses to crack open bones for the marrow. It is a model scavenger, feeding mostly on skeletal remains left by larger predators.

Combat: Gholes do not usually engage in combat, preferring to retreat; however they are not defenseless and will attack if pressed. Their crushing bite does 3d4 points of damage. Their speed accounts for their low armor class. Given the nature of their diet, a Ghole is 10% likely to carry a serious disease that can be transmitted via its saliva (Dungeon Master only needs to check once for each animal encountered — not every bite). A diseased victim will gradually become debilitated and die over the course of 1d3 Athasian weeks (i.e., 15-45 days) if not cured.

Habitat: Gholes live in small packs. They have formed a symbiotic relationship with shelf termites. As most termites, these build massive mounds; however, the shelf termite mound includes a horizontal shelf several feet off the ground. This shelf provides the gholes with shade during the hottest part of the day. In return, the gholes frequently drag portions of carrion underneath the shelf to feed. The termites eat the miniscule portions that the gholes cannot.

The sexes are almost indistinguishable. If gholes are encountered near their termite mound, there is a 3 in 10 possibility that they will have 1d6+2 young. The young remain beneath the pack's termite mound, waiting for their parents to return with food.

Ecology: As carrion eaters, gholes tend to be despised even though they provide an important link in the Athasian food chain. Calling somebody a ghole is considered an insult.

Gholes's teeth are occasionally used for small ivory items, such as dice and jewelery. Its pelt is worthless. While they do not collect treasure, valuable items are sometimes dragged beneath the pack's termite mound along with portions of the owner's remains.

Ghost, Green

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Constant
Diet:	None
Intelligence:	Average (8-10)
Treasure:	A
Alignment:	Lawful evil
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No. of Appearing:	1
Armor Class:	3
Movement:	12
Hit Dice:	5
THACO:	15
No. of Attacks:	2
Damage/Attack:	1-6/1-6
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	10%
Size:	M (6' tall)
Morale:	Average (8-10)
XP Value:	420

Green ghosts are almost invisible, except for a pale green outline around their bodies. They have two arms, a head, a body, and no legs. They move by floating above the ground.

Combat: Green ghosts are not undead, therefore, they cannot be turned by Priests. They attack with two claws, doing 1-6 points of damage with each successful hit. They have a limited resistance to magic.

Habitat: Green Ghosts are solitary creatures. They do not have any form of society.

Ecology: It is believed that Green Ghosts are not native to the prime material plane, and therefore have no place in nature. Green Ghosts never need to eat, sleep, drink or rest.

Ghost of Moon Mage

Allan J. Mikkola (allanm@vulcan.med.ge.com)

	White Bull	Winged Maiden
Climate/Terrain:	Graveyard	Graveyard
Frequency:	Unique	Unique
Organization:	Solitary	Solitary
Activity Cycle:	Night	Night
Diet:	None	None
Intelligence:	Exceptional (15-16)	Exceptional (15-16)
Treasure:	None	None
Alignment:	Chaotic neutral	Chaotic neutral
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No. of Appearing:	1	1
Armor Class:	6	8
Movement:	15	9 Fl 21 (B)

Hit Dice:	5	9
THAC0:	15	11
No. of Attacks:	2	1
Damage/Attack:	1d8/1d8	1d4
Special Attacks:	Trample	Charm and sleep spells
Special Defenses:	None	None
Magic Resistance:	Saves as 9th level mage	Saves as 9th level mage
Size:	L	M
Morale:	Fearless (20)	Fearless (20)
XP Value:	1,400	1,400

This was a singular being in my campaign — the spirit of a woman learned in moon magics who had been buried alive by her spouse. She appears only in a 20' radius about her grave and then only on moon-lit nights. On any night, she will first appear as a white bull. If the bull is slain, she will reappear as a griffon. If the griffon is slain, she will appear as a winged maiden. If the winged maiden is slain, she cannot act until the next night.

This ghost is permanently laid to rest if a suitable religious ceremony for the dead is said performed by a good cleric over her grave. The ghost always saves as a 9th level mage. She can cast spells provided she is not in darkness. Because her hatred is for men, she will ignore women. It requires at least a +1 magical weapon to hit the ghost. She can be turned as a ghost.

The first column is the information for the white bull and the second is for the winged maiden. Please use appropriate TSR manual for statistics on the griffon.

If the bull rolls a 20 for its attack roll it tramples its opponent doing an additional 1d10+5 points of damage.

The winged maiden can cast the following spells as a 9th level magic-user, continual light, detect invisibility, hallucinatory terrain, charm, dazzle (blindness with a different explanation — see bright light masking everything else.) The winged maiden will attempt to charm any man (which is innate ability.) If she does she will suck the victims blood doing 1d4 points per round (with no attack roll required.)

Ghoul, Gilannie

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Any warm climate
Frequency:	Very rare
Organization:	Bands
Activity Cycle:	Day
Diet:	Heat and light
Intelligence:	Low
Treasure:	M, (N, R)
Alignment:	Neutral or neutral evil

No. of Appearing:	2-24
Armor Class:	8
Movement:	12
Hit Dice:	5-14
THAC0:	
5-6 HD:	15
7-8 HD:	13
9-10 HD:	11
11-12 HD:	9
13-14 HD:	7
No. of Attacks:	2
Damage/Attack:	See below
Special Attacks:	See below
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (5' tall)
Morale:	Average (10)
XP Value:	
5 HD:	175
6 HD:	270
7 HD:	420

8 HD:	650
9 HD:	975
10 HD:	1,400
11-12 HD:	2,000
13-14 HD:	3,000

Gilannie ghouls are a race of humanoid form created by a mage long ago. They look like ghouls, but are not undead. They feed on heat and light. They require their own hit points per day in heat "damage" to remain in good health (treat sunlight as 10 hit points per hour if intense or 3 hit points per hour if heavily overcast). Gilannie ghouls will also root through rotting flesh and vegetable matter for heat (1-5 hit points per hour, depending on the "quality" of the compost pile). If denied other sources of food, they will begin to decay (losing 1d6 hit points per day of starvation). Decaying gilannie ghouls poisons the air about it with diseases (treat as a cloud of radius 1" per day unfed).

Gilannie ghouls are strong and will grapple with a warm creature to gain its heat if starving (requires natural 19 or 20 to-hit roll plus bend-bars to disengage the grip). This 2-handed grappling attack does no damage of its own (but the exposure to disease might). Treat the disease as having symptoms of choice (ie, variable) and lethal if a save versus death magic is failed (recover or die in 1d6 days).

Giant, Cliff

Climate/Terrain:	Cliffs
Frequency:	Uncommon
Organization:	Families
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Average (8-10)
Treasure:	E
Alignment:	Chaotic evil
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No. of Appearing:	1-6
Armor Class:	3
Movement:	12
Hit Dice:	12
THAC0:	9
No. of Attacks:	1
Damage/Attack:	6-36
Special Attacks:	Hurl rocks
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	L (11' tall)
Morale:	Average (8-10)
XP Value:	5,000

Cliff giants are a cross-breed between Hill giants and Mountain giants. They have a dark brown skin colour and have hair colour ranging from light grey to black. They typically are dressed in skins gleaned from mountain goats.

Combat: The Cliff giant prefers to stay out of close combat situations and relies on trick and traps it sets up to catch their food. One of their favorite tactics is to hide in the cliffs above steep canyon passes in the mountains. When unwary travellers enter this area, the giants begin to casting down large boulders and tree limbs upon them. Cliff giants can throw these projectiles up to 300 feet.

Habitat: Cliff giants live in caves in the sides of cliffs, thus getting their name. They generally live in small family groups and the male will be the predominate hunter. However female giants can fight equally as well, but usually are found in the cave cooking and tending after their young. Young generally do not fight except as a last resort.

Cliff giants often are associated with giant spiders and keep them both as pets and as guards. There is a 40% that their cave will house 1d6 giant spiders. These creatures will attack all intruders and can understand simple instructions and commands given to them by their masters. The commands are usually one word commands similar to those understood by an attack dog.

Ecology: Cliff giants usually live in small families. They tend not to group together to anymore than the immediate family. Which at most is usually two parents, and four children.

Gigant

Luan Dalgari (chx38@seq1.keele.ac.uk)

Climate/Terrain:	Any
Frequency:	Common
Organization:	Bands
Activity Cycle:	Any
Diet:	Unknown
Intelligence:	Low (5-7)
Treasure:	G, H
Alignment:	Neutral evil

No. of Appearing:	1-12
Armor Class:	-10
Movement:	12
Hit Dice:	301 hit points
THAC0:	-3
No. of Attacks:	4
Damage/Attack:	1-20/1-20/1-20/1-20 (+20)
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	60%
Size:	L (12')
Morale:	Champion (15-16)
XP Value:	29,735

Gigants are large humanoid creatures. They have four large arms, circling their bodies. Their heads are dome shaped and a third eye is located on the back of the head. They are completely covered in fur.

The third eye prevents any form of surprise. Although they are low in intelligence, they cannot see illusions and so are unaffected by them. Similiary, psionics appear to have no effect on them.

Gigants can and do use any magic item available. They also have innate magical abilities, they can create a 12d6 *lightning bolt* twice a day, and in addition they can breathe a poisonous gas twice a day for a further 12d6 points of damage, a save vs breath weapon for half damage is allowed.

Golem, Diamond

Luan Dalgari (chx38@seq1.keele.ac.uk)

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Neutral

No. of Appearing:	1-3
Armor Class:	-10
Movement:	9
Hit Dice:	192 hit points
THAC0:	0
No. of Attacks:	3
Damage/Attack:	5-50/5-50/3-60 (claw, claw, bite)
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	95%
Size:	L (8' at the shoulder)

Morale: Fearless (19-20)
XP Value: 49,520

The diamond golem is a truly impressive creation. They are about 8' tall at the shoulder with a further 1' added because of their head. They appear as perfect humans of an indeterminable sex, although they are crystalline. In sunlight light reflects off their bodies causing a prism affect.

They can be created by either a magic-user or a cleric of at least 18th level, at a cost of 1000-6000 gold pieces per hit point of the final golem. During the construction of the golem the dust from 10-20 powdered diamonds must be used. The entire construction period is 6 months.

On a roll of 20 on the third attack, the golem drains 1-4 levels and takes a number of points in healing as were drained. Each hit by the first 2 attacks requires a save vs paralyzation, a fail indicates a paralysis of 2d12 hours.

If the golem is reduced to 0 or less hit points, it explodes into 5-30 diamonds of base 1000 gold piece value, and the resulting explosion causes 5-100 (5d20) hit points of damage to all within 120'.

Because the golem is subject to vorpalling/sharpness limbs may be lost, and these limbs would logically reduce damage, each limb is given a different value:

Head: 3
Arm: 4
Leg: 4
Torso: 11

When the golem explodes the remaining limbs are added and a fraction evaluated and this multiplied by the resultant damage. (i.e., a golem with two legs, one arm and no head would explode for $(4 \times 2) + (4 \times 1) + (3 \times 0) + (11 \times 1) / 30 = 23/30$ of full damage.

The golems can also create an 18d6 chain lightning bolt twice a day. A weapon of +4 or better is needed to hit the golems, weapons of a lesser status must roll versus disintegrate or be destroyed, similiary any roll of 1 on the attack dice, requires a save versus disintegration or be destroyed.

Any successful attack by a vorpal weapon causes normal damage but no limb loss. Diamond golems regenerate 10 hit points per melee round.

Golem, Granite

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Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Neutral
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No. of Appearing:	1
Armor Class:	0
Movement:	6
Hit Dice:	6 (50 hit points)
THACO:	15
No. of Attacks:	2
Damage/Attack:	By weapon type
Special Attacks:	Nil
Special Defenses:	See below
Magic Resistance:	Nil
Size:	L
Morale:	Fearless (19-20)
XP Value:	650

Granite golems appear as a statue of a fighter with a in one hand and dagger in the other. They are immuned to mind (charm) spells and cold and fire-based attacks do half damage on them, unless successive attacks alternate between cold and heat. If so, then each attack that alternates in form does double damage. The are not affected by electricity.

Each successive hit on a granite golem tends to break non-magical weapons. (10% chance / point of strength over 12 on the part of the wielder.)

Golem, Ice

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Climate/Terrain:	Sub-arctic and arctic
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Neutral

No. of Appearing:	1
Armor Class:	2
Movement:	6
Hit Dice:	15 (60 hit points)
THAC0:	5
No. of Attacks:	1
Damage/Attack:	3-24 (3d8)
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	L
Morale:	Fearless (19-20)
XP Value:	10,000

The ice golem is impervious to cold, and radiates cold doing 2d4 points of damage per round to all within a 20' radius. Every fourth round it can breath a *cone of cold* 1" x 1" x 1" which does 8d6 points of damage (save for half damage.)

The ice golem is only hit by magical weapons that are +2 or better to hit. Fire does double damage to it, and if is in an area where the temperature is above freezing the creature will melt. It loses 1 hit point of damage per round the creature remains in a warm climate.

Golem, Jimmy's Guardian (Lesser)

the_tiger (ma2tcb@sl1a.bath.ac.uk)

Climate/Terrain:	Any
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	Any
Diet:	Diet
Intelligence:	None
Treasure:	Nil
Alignment:	Neutral

No. of Appearing:	1
Armor Class:	1
Movement:	12
Hit Dice:	24 (130 hit points)
THAC0:	-3
No. of Attacks:	1-3 (see below)
Damage/Attack:	5d12 + special
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	H (15' tall)

Morale: Fearless (20)
XP Value: 22,000

No-one knows how this golem was created or what from. However, amongst the most legendary of rich and well-known clientele, the following information is scattered:

The monstrosity is a mindless greater golem standing 15 foot tall and weighing in excess of 8000 pounds. Its features are surprisingly realistic, possibly making it confusable with a giant from a surprisingly close range. Though its glowing red eyes do set it apart. Unless adventures have come across a "Lightning Golem" in their adventures, they will be surprised by the speed of the golem.

It contains no vocals, but can speak a three word phrase which it prattles off to any moving object within 30 feet. It appears to use its head functions (smell, noise, sight), though whether it does so, and if it does, the what for, is not known.

All the golems movements are smooth, sure, practised and effortless, making hardly any sound when it moves. But unless the floor is made of solid foundations, its tremours can be heard from afar.

Combat: Incapable of tactics unless directly commanded, the golem pounds its opponent(s) with its fists (and possibly feet too). It is pretty much the same as other greater golems, except for:

It has Strength 23 with respect to lifting/breaking etc. It is immune to all weapons except for those of +4 enchantment or better. Magical attacks have 'interesting' effects on the golem:

Lightning/Electricity: Speeds up the golem, increasing its number of attacks per round. Initially it is at 1 attack per round, but each such attack increases its attacks by 1 every 2 for as many rounds as HD.

Fire/Heat: Causes the golem to radiate light in a pinky-red fiery aura - causing a further 2d6 heat damage per successful hit by the golem (i.e., becomes 5d12 + 2d6). Also the golem regenerates 2 hit points per HD.

Ice/Cold: Inflicts 1 hit point of damage to the golem and "slows" it for 2 rounds. Also, strangely, it provides the golem with an extra breath weapon attack; which it uses at the first opportunity.

All other spells are ignored — they have no effect.

Its breath weapon can be used once every 4 rounds (unless as above). It consists of a freezing cold poisonous cloud covering a 20 foot cube ahead. It inflicts 4d6 cold damage to meleeing opponents, unless a save vs. poison is made, which they take half damage. Also all within 20' must save vs. breath weapon is made they are slowed for 1d4+2 rounds.

Golem, Rat

Mark E. Becker (mbecke69@Calvin.edu)

	Wood	Stone
Climate/Terrain:	Any	Any
Frequency:	Rare	Very rare
Organization:	Pack	Pack
Activity Cycle:	Any	Any
Diet:	Nil	Nil
Intelligence:	Animal (1)	Animal (1)
Treasure:	Nil	Nil
Alignment:	Neutral	Neutral
No. of Appearing:	5-30 (1d6x5)	5-20 (1d4x5)
Armor Class:	5	4
Movement:	9	6
Hit Dice:	2	3
THAC0:	19	17
No. of Attacks:	1	1
Damage/Attack:	2-5 (1d4+1)	2-7 (1d6+1)
Special Attacks:	Nil	Nil
Special Defenses:	See below	See below
Magic Resistance:	Nil	Nil
Size:	T (1-2' long)	T (1-2' long)
Morale:	Fearless (19-20)	Fearless (19-20)
XP Value:	120	175

Rat Golems are minor constructs carved from wood, and placed as guards. Unlike regular golems, these are not animated by an elemental spirit, but rather that of an animal (usually a rat). They are created in groups of five, as one rat

spirit is sufficient to animate five bodies. They are provided with instructions upon creation (for example, "Attack any creatures entering this room"), and then carry out this command to the best of their ability until destroyed.

Combat: Rat Golems use pack tactics in combat, as they did in life. All five rats bound by one spirit attack the same opponent, as it is difficult for the spirit to divide its attention. Each Rat attacks with a bite, however there is no danger of disease. The rats fight with blatant disregard for their own lives, except when faced with fire (which was a fear in life and can still hurt the wooden bodies). After any kind of fire is displayed against these monsters, their Morale drops to Unsteady (6), and they must make a morale check every round.

Rat Golems are immune to damage from nonmagical weapons. They are similarly immune to mind-affecting spells, such as Sleep and Charm spells. Fire-based magic is more effective against them, doing an extra point per die of damage that it would normally inflict. Cold-based magic slows them for a number of rounds equal to the number of dice of damage that it would do normally. They are immune to Magic Missiles, but other spells affect them normally.

There is no chance of losing control of the rats, as their spirits are tightly bound to their task. However, the spirits can be dismissed from their servitude by a Dispel Magic spell against 11th level magic.

Habitat: Rat Golems are automatons, artificially created and bound to their orders. They have no society, except perhaps their five-membered packs. They are not associated with any particular habitat, but are usually found in some kind of inhabited (or once-inhabited) locale. They are frequently used as guards for somewhat valuable items or places. They are not usable as servants at all, because of their strict orders.

Ecology: Rat Golems are not natural creatures, and play no part in the world's ecology. They neither eat nor sleep, and "live" until their bodies are destroyed, usually in combat.

Stone Rat

A stronger variant on the Rat Golem are those carved out of stone instead of wood. These constructs are tougher than their wooden counterparts, but have the disadvantage of being slower and heavier. They have similar magical resistances as the wooden rats, except that fire-based magics are reduced by one point per die (minimum of one point per die) instead of increased, and cold-based magic has no effect at all. Their fear of fire is still there, but since it is not a significant weakness, their morale does not drop. They still must make a morale check each round, however. These rats may also be Dispelled against 13th level magic. Stone rats are more frequently found in unsettled locales, as they are more resilient to hostile environments.

Golem, Salt

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	None
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Neutral
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No. of Appearing:	1
Armor Class:	5
Movement:	6
Hit Dice:	30 (240 hit points)
THAC0:	3 (attacks as an 18th level fighter)
No. of Attacks:	2
Damage/Attack:	2d6 + 8
Special Attacks:	Salt wound
Special Defenses:	Saves as an 18th level fighter
Magic Resistance:	Nil
Size:	H (15' tall)
Morale:	Fearless (19-20)
XP Value:	22,000

A salt golem attacks with its two hands for 2d6 + 8 points of damage. Anyone hit by a salt golem must also save versus breath weapons to avoid being incapacitated with the pain of a salted wound for 1d6 rounds.

A natural 20 on a to-hit against a salt golem shatters it, doing damage to all those nearby as follows (save for half damage):

Distance from salt golem	Damage taken if within specified radius
0' - 10' radius	1/2 of the golem's remaining hit points
11' - 20' radius	1/4 of the golem's remaining hit points
21' - 40' radius	1/10 of the golem's remaining hit points

Those receiving more than 10 hit points after the shattering must save versus breath weapons or faint from pain for 2d6 rounds.

All those wounded by Salt Golems receive a -4 penalty on their dexterity score until their wounds are washed.

A *create water* does 1d4 points of damage/cleric level (save to half) on these golems. Salt Golems are immune to charm, temperature extremes, and take only 1/4 damage from lightning attacks.

Golem, Sand

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Climate/Terrain:	Any
Frequency:	Very rare
Organization:	None
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Neutral
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No. of Appearing:	1
Armor Class:	0
Movement:	12
Hit Dice:	15 (80 hit points)
THAC0:	5
No. of Attacks:	1
Damage/Attack:	3-30
Special Attacks:	Nil
Special Defenses:	See below
Magic Resistance:	Nil
Size:	L (10' tall)
Morale:	Fearless (19-20)
XP Value:	11,000

Sand golems take only the pluses of weapon damage, however use of an edged weapon has a chance of doing extra damage (save vs. disintegration — fail means dock one HD and 4 hit points extra damage). They take no damage from fire and cold based attacks and *rock to mud* heals them.

Sand Golems attack anything within reach that moves. They are not bright enough to distinguish living vs non-living (e.g., a vigorously waved flag is more worthy of attack than a slowly moving human).

Gor's Pet

(LAFLEUJM@SNYCOBVA.bitnet)

Climate/Terrain:	Any
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	All
Diet:	Omnivore
Intelligence:	Unknown
Treasure:	Special

Alignment:	Unknown
No. of Appearing:	1
Armor Class:	-2
Movement:	30
Hit Dice:	10
THACO:	10
No. of Attacks:	3 (claw, claw, and bite)
Damage/Attack:	2d6/2d6/2d8
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	70%
Size:	Varies
Morale:	Fearless (19-20)
XP Value:	10,000

Sometime in the early history of the continent Taos-Parua, there was a powerful mage who was seeking immortality. The path of the mage, who's true name has slipped into legend but is now called "The Granter," led him to give a gift to all of the kings of the land.

The continent of Taos-Parua had 17 countries on its mass, and 17 kings, queens, lords, and other rulers. The continent was narrow and longitudinally placed on the ocean so it came close to touching both poles, and it had every kind of climate on its mass also.

The Granter's gifts were without measure, and if it took years of time and travel for components for wish spells or study, he would partake in whatever it took to grant the wish of the king.

One of the rulers, Bardiaro Gor, Lord of the swampland nation of Aguila, asked as his offered gift from the Granter a companion and servant to aid and protect him in his effort to protect the land and himself from the chaos surrounding the main cities in the center of the Great Aguilan Swamp.

After many years, the wish of Lord Gor was granted. The wish was embodied in a unique, magical creature who has always been known even to this day as Gor's pet.

Gor's pet is, in its most usual form and size, seen as a large wolf. Gor's pet is actually about twice the normal size of a wolf, standing 7 feet tall and nearly 12 feet long. The appearance is shrouded by the color. The pet is jet black with a blue aura surrounding it which is very faint. The pet is also not solid. It is more like a touchable shadow, dry but fluid and harder than any steel. These are the sorts of descriptions one may hear about the pet.

The Pet has immense jaws and powerful claws. These cause less damage however than they appear to be able to do.

Combat: Gor's pet is the protector of the Castle Aguila (called by local swamp-natives as "the shadow-dog's fortress") The pet protects and serves without question the orders of Lord Gor. Any approaching the castle, if armed, are warned of the imminent danger by a booming growl which can be heard for several miles away. If the approaching person or party does not sheath or abandon their weapons and continue toward the castle, then Gor's pet will appear between them and the castle. If they still continue forward, it will attack anyone armed. If Gor's pet is attacking someone who has caused him no damage and loses his weapon, he will suddenly release the victim and allow him or her to flee. He will resume attack if they regain their weapon. Anyone who has caused him damage will not be treated with mercy.

The only limitation that applies to Gor's pet is that he may not attack any of the 17 rulers. He may attack any member of the armies during war or peace time that approach the castle, but he may not attack a ruler, armed or unarmed. If a ruler attacks Gor's pet, he will enter the castle and alert Lord Gor of the danger.

Gor's Pet, when attacking will attempt to latch onto one victim. If he succeeds in landing both claws and his bite on one victim, he will rend their abdominal section with his hind claws, causing 5d8 hit points of damage per round until the victim is dead or he is forced to flee.

If the number of attackers is small (less than 10 or so) then he will not release the victim even if he receives damage from others. Attacks of a magical nature are resisted as follows:

Range spells: Any spells that have a radius effect have their effects resisted at 70%. He gets a save every round until successful, then is immune from there on.

Direct spells: Such as magic missile as a weak example. Any spells such as this where he is the direct target have a 70% chance of being reflected in a random direction. If he is hit he has a 70% chance of being unaffected. If effected, he still gets a chance to save for half damage for spells that cause damage. If the spell would have effects that continue over time, then he saves every round until immune as stated above.

Gor's pet is immune to all non-magical blunt weapons. Any magical blunt weapon causes 2 hit points of damage per plus, any bladed weapons do only half damage, and any magical bladed weapons work normally.

Habitat: Being unique, this has little application, the pet can survive anywhere, in any climate. He prefers to stay near the castle unless traveling with Gor. (He serves as Gor's steed.) When Gor is riding his pet, the pet can alter his shape and size to a limited degree. This is simply for show it is assumed. Gor's pet can teleport from anywhere to the castle, which contains a huge (8' diameter) round green gem which is the focus of the pet's energy.

Any movement within 30 feet of the gem will cause the pet to return to the room the gem is in immediately. The room is completely sealed off from non-magical entering by all (including Lord Gor, who only saw the gem once before the Granter sealed the room for the Pet's protection.)

Destroying the gem would end the existence of the pet most likely. Any damage sustained by the pet is healed by being in the room with the gem. The gem restores 2d8 hp to the pet every hour of continual contact. If the pet is reduced significantly in hit points, it will return to the room immediately for at least one hour. The castle guards (seldom in action) will protect the castle in this extremely rare time of need.

Ecology: The only thing valuable about the pet is that it protects the castle and the country. It has few enemies (its only enemies are political traitors and members of rival nations.)

The existence of the gem is only known by Gor and his pet. It may be valuable as a permanent form of healing, but it may only work on the pet. Gor assumes it would not work for him and he has actually considered if the gem would harm him, and if that is why it was sealed away from him. He has also considered if his touching the gem would effect the pet in a bad way.

Nothing about the gem is known outside of the castle, and even people who work within do not know of the room sealed well below it.

Gorkun, Mushroom of

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Shaded and overcast regions
Frequency:	Very rare
Organization:	Patch
Activity Cycle:	Any
Diet:	None
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Nil

No. of Appearing:	10-100
Armor Class:	9
Movement:	0
Hit Dice:	4
THACO:	N/A
No. of Attacks:	0
Damage/Attack:	None
Special Attacks:	Spores
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	T (1' tall)
Morale:	N/A
XP Value:	120

These are giant mushrooms. A patch always appears to be enclosed in a dank mist which is really a cloud of inactive spores. The cloud smells like mold. Bumping into a mushroom releases a cloud of active spores into the air. The player who hit the mushroom must roll versus his constitution or acquire a lung rot disease that will kill the player in 2+1d4 weeks. Each mushroom is about one foot tall with an eight to nine inch diameter cap.

These mushrooms grow only in shaded or perpetually overcast areas. Exposure to sunlight does one hit point of damage per turn.

Gorkun, Slug of

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Climate/Terrain:	Mushroom Patches of Gorkun (q.v.)
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any

Diet:	Carnivore
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral evil

No. of Appearing:	1-6
Armor Class:	6
Movement:	2
Hit Dice:	2
THAC0:	19
No. of Attacks:	0
Damage/Attack:	Nil
Special Attacks:	Spit
Special Defenses:	+4 to saves vs. poison and cold
Magic Resistance:	Nil
Size:	T (6 inches long)
Morale:	Average (8-10)
XP Value:	120

These are large slugs (about six inches long) that live in the patches of the mushrooms of Gorkun. They can spit up to 10 feet. The spit causes one hit point of damage per round, until a cure poison spell is cast upon the victim hit by the spit.

Gorkun, Vines of

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Climate/Terrain:	Temperate and tropical forest
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Nil

No. of Appearing:	1
Armor Class:	7
Movement:	0
Hit Dice:	2 (core, 1 hp per vine)
THAC0:	17 (attacks as a 3 HD monster)
No. of Attacks:	1-6 (see below)
Damage/Attack:	1d2
Special Attacks:	Poison
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	L
Morale:	N/A
XP Value:	270

These plants look like ivy. They are capable of moving and grabbing creatures that brush by them. When a creature brushes by this plant 1d6 tentacles will attack the person who brushed it. Each tentacle does 1d2 points of damage and secretes a fatal poison (type F), unless a saving throw versus poison is made.

Each tentacle only can take one hit point of damage before it becomes useless. The plant has a number of vines (tentacles) equal to the number of hit points of the plant's core. To kill the plant the core stack must be severed. The vines are 2-6 feet long.

Gravewalker

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Climate/Terrain:	Unholy sites and graveyards
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Human and demi-human blood
Intelligence:	Genius (17-18)
Treasure:	S, Tx3, V, Z
Alignment:	Any evil

No. of Appearing:	1
Armor Class:	-2
Movement:	12
Hit Dice:	17-20
THAC0:	

17-18 HD:	3
19-20 HD:	1

No. of Attacks:	2
Damage/Attack:	2-20/2-20
Special Attacks:	Priest spells, chill voice
Special Defenses:	+2 or better weapon to hit
Magic Resistance:	Nil
Size:	M (7' tall)
Morale:	Fanatic (17-18)
XP Value:	

17 HD:	18,000
18 HD:	19,000
19 HD:	20,000
20 HD:	21,000

Gravewalkers are the undead spirits of evil high priests who have served their gods exceptionally well; after death, these priests have been granted the "privilege" of returning to the prime plane to continue their unholy work. These undead creatures retain their abilities (including spells) of their previous existence, except where noted above (i.e. genius intelligence, AC, etc..) A gravewalker's memories and emotions also remain intact, so an enemy in life will still be an enemy in its undead state.

Only the most worthy servants will be chosen for transformation into a gravewalker, and only if the priest has obtained at least 17th level at the time of death.

A gravewalker appears as the typical "grim reaper" - a skeletal body about seven feet tall, shrouded in black robes; the eyes of a gravewalker glow a sickly green, and their voice is slow and deep, and chilling to hear.

A gravewalker is the enemy of everything good, and their goal is the torment and eradication of good whenever they encounter it.

Combat: Upon transformation, a gravewalker is bestowed with a (possibly magic) scythe for a weapon. A gravewalker has the following chances of obtaining a magical weapon:

HD	+1	+2	+3
17	20%	10%	5%
18	25%	15%	10%
19	30%	20%	15%
20	35%	25%	20%

This scythe is jet black and delivers 2-20 points of damage per hit (plus any magical bonus); a gravewalker is able to make two attacks per round with this weapon. A gravewalker is considered proficient in this weapon regardless of any proficiencies in its previous existence.

In addition to its scythe, the gravewalker also retains its full compliment of priest spells, plus any additional spells its god wishes to grant it. These spells are gained and cast as per a priest of the level corresponding to the gravewalker's HD.

The gravewalker's final weapon is its chilling voice; anyone who listens to a gravewalker speak for more than one round must make a saving throw versus spells; those who fail are struck with a feeling of hopelessness (as per the *emotion* spell) and immediately suffer the effects of a *chill touch* spell. Anyone who succeeds in making the saving throw is not affected for the current round; a new saving throw must be made each round. A gravewalker's speech is affected by magic such as a *silence* spell.

Although they possess great intelligence, theirs is an unnatural intellect; therefore, like most undead, gravewalkers are unaffected by sleep and charm spells. In combat, only weapons with a +2 or better enchantment may harm a gravewalker.

Habitat: A gravewalker normally inhabits unholy sites and graveyards, as they seem to obtain sustenance from these places. However, as they also need a supply of human or demi-human blood to continue their existence, gravewalkers will often venture into towns and cities in search of victims; they will do so only at night. Unlike the vampire, a gravewalker lacks fangs; therefore, the victim is usually torn assunder to allow the gravewalker access to the blood. Because of this, a gravewalker's blood drain is not considered a special attack mode, since this is not done until after the victim is killed by other means.

An individual killed and drained of blood by a gravewalker may not be raised or resurrected until the body is brought to a holy site to receive a *remove curse* spell from a good-aligned priest; this priest's level must be at least equal to the gravewalker's HD. Even if a victim is successfully returned to life, he will be haunted by nightmares of his attacker for the rest of his life; more often than not, insanity is the result. The only way to remove this condition is to track down and kill the offending gravewalker (the victim's nightmares will often give clues to the whereabouts and identity of the gravewalker in question; for instance, the nightmares are more intense and occur more often, the closer the victim is to the gravewalker.) The afore mentioned curse and nightmares only occur if the victim is actually drained of blood; they do not occur if the gravewalker simply kills the victim, but fails to drain its blood.

Ecology: The arch-enemies of a gravewalker are, naturally, paladins and priests of the gods (forces) of good; they will often seek out and destroy these agents of good.

Green People

Allan J. Mikkola (allanm@vulcan.med.ge.com)
(inspired by Andre Norton's Witch World novels)

Climate/Terrain:	Any non-arctic
Frequency:	Very rare
Organization:	Tribal
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Low to Supra-Genius (3-18)
Treasure:	(B)
Alignment:	Neutral or neutral good

No. of Appearing:	2-20
Armor Class:	10
Movement:	12
Hit Dice:	3
THAC0:	17
No. of Attacks:	1
Damage/Attack:	By weapon type
Special Attacks:	See below
Special Defenses:	Shape change
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Steady (11-12)
XP Value:	270

Green people look much like humans. The difference is that adult men have 1.5 inch ivory horns and that all sufficiently old green people shift their form. Green people are so-called because they always have green skin. Hair can be black, blond, or red. Eyes are black, green, or amber. Green people do not die of old age or show any signs of aging, beyond an increased tendency to shift their appearance. When generating stats at random, treat them as +2 wisdom, -1 strength, and -1 . charisma.

They are 50% immune to non-clerical, non-ritual magics (ritual magics being e.g., alchemical potions, or long, elaborate rituals used to cast a spell). Immune to undead touch attacks. Can be fighters, alchemists, druids (or nature-oriented clerics), and mages specializing in "natural" or ritual magics.

Innate abilities:

detect evil (6" normally, get vague sense of evil being done within up to 1 mile if the deed is extremely evil)
detect conjuration and alteration spells (cleric and wizard)
speak with animals (does not cause an animal to stop attacking)
90% invisibility in woods and meadows

The shape-changing starts at age 1500 years for women and 3000 for men. Initially, a change occurs at will, up to once per round. At an age of 5000 for women and 10,000 for men, the changes occur once every round unless the green person concentrates on not changing.

Grendel

Presto and Nyssa (barthelm@caa.mrs.umn.edu)

(from "Legacy of Heorot" by Larry Niven, Steven Barnes, and Jerry Pournelle)

Climate/Terrain:	Temperate
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Animal to Low (1-5)
Treasure:	Nil
Alignment:	Neutral
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No. of Appearing:	1 or special
Armor Class:	2, -2, -6
Movement:	45, 95, 190
Hit Dice:	12
THACO:	8, 11, 14
No. of Attacks:	6, 12, 24
Damage/Attack:	1d6/1d6/1d6/1d6/2d10/2d12
Special Attacks:	Frenzy (Haste)
Special Defenses:	Speed
Magic Resistance:	Nil
Size:	M or L
Morale:	Fanatic (18)
XP Value:	14,000

Slung low to the ground, the grendel is built for speed. It has very muscular hind legs, as well as strong, but smaller forelimbs. Its feet are webbed claws, and it is covered with jet black scales. Its head is dominated by a muscular jaw lined with rows of razor sharp teeth. Its tail is long and sinuous and is tipped with a ball of spikes. There is also a small tube at the top of its head used for breathing underwater.

Combat: A grendel's main asset is its tremendous speed. When first encountered, if not attacked, it will move stealthily and tend to observe its potential attackers. When attacked, the grendel will use its great speed to aid its attack, striking with a claw, claw, claw, claw, bite, and tail bash routine. If driven by desperation or hunger, the creature will immediately *haste* itself, doubling its number of attacks and its movement. If further driven, it will *haste* itself again, giving it a total of 24 attacks/round and a movement rate of 190 (approx. 65mph). However, for each *haste* it uses, it suffers a -3 penalty to attacks. This is the only instance of cumulative *haste* spell usage. The *haste* is not a magical function, but a biological one, and does not age the grendel. The grendel can also choose to *haste* itself twice in the same round.

Use of its abilities creates a tremendous amount of body heat, and if it does not find some way to dump its heat, through jumping into a river or snowbank, it will overheat 6 rounds after its first *haste* usage. It can continue to move, however, but suffers 1d12 hit points of damage per extra round. After dumping its heat, it can return to battle in 1d10 rounds.

When a Grendel reaches between 1 to 10 hit points, it will stop all motion and remain still for 1d4 rounds, appearing as if dead. However, afterwards, it will resume its berserk motions and attempt to escape.

Habitat: Grendels are solitary creatures, simply because the presence of other grendels in the area will cause a fight to the death between them for rights of territory. Grendels, because of their voracious appetites due to their high energy uses, require a large hunting ground, approximately 625 square miles for each grendel. Mostly, this will consist of large open areas, with a main river or lake to serve as a home and heat sink. Grendels never stray very far from water, unless it is raining or winter, as the need to eliminate heat overrides all other considerations. It is not unusual for a number of grendels to share a river, so long as they are widely separated from each other.

Ecology: Grendels are carnivorous, and will eat any form of meat, including each other. However, they will eat anything else before resorting to deliberate cannibalism. They are the main predators in any ecology, unless there are large numbers of well organized enemies in the area, as they will not cooperate with other grendels.

Grendels begin life as an egg, hatching in a river or stream. They then grow to a large fish form, a harmless herbivore, for 3 months. They then undergo a transformation into the large adult form. Reproduction is asexual, as the grendel young (samlon, because of their similarity to salmon) are male, and change to the female adult form. Because of the adults' voracious appetites, the number of young that survive to adult form is very small, as the adults use the young as a main food source. The elimination of all adults in an area will cause a massive resurgence of the grendel population, as more than the usual amount of young will reach adulthood in that area.

Grendels have no natural enemies, but have a hatred for fire-based using creatures.

Grikar

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Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Unknown
Intelligence:	Exceptional (15-16)
Treasure:	Nil
Alignment:	Chaotic evil
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No. of Appearing:	1
Armor Class:	6
Movement:	Unlimited
Hit Dice:	6
THAC0:	15
No. of Attacks:	See below
Damage/Attack:	See below
Special Attacks:	Possess weapons
Special Defenses:	-1 damage received from all weapons
Magic Resistance:	Nil
Size:	T (1' tall)
Morale:	Average (8-10)
XP Value:	2,000

Grikar are non-material beings that love to torment mortals. They can briefly become material. Any weapon or damaging attack does -1 damage to a material Grikar. Grikar become material, then possess magic items that lack spirits. They are only material for a single round. Once in the item, they can only be dislodged by use of *remove curse* spell (each such spell does 1d8 points of damage).

A grikar acts as the ego of the magic item until dislodged (3d6 intelligence, 3d6 ego points). They will voluntarily leave if the item is used to slay a friend of the owner of the item. They can be forced to leave if the item is used to cause non-mortal injury if the wielder can win an ego battle versus ego 34). Unrestricted movement rate.

Harriers of Ahred

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Climate/Terrain:	Any
Frequency:	Rare
Organization:	None
Activity Cycle:	Any
Diet:	None
Intelligence:	High (13-14)
Treasure:	Nil (see below)
Alignment:	Neutral or neutral good
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No. of Appearing:	1-4

Armor Class:	0
Movement:	12
Hit Dice:	75 hit points (treat as 15th level fighter)
THAC0:	6
No. of Attacks:	2 or 1
Damage/Attack:	Nil
Special Attacks:	Forgetfulness
Special Defenses:	+3 or better weapon to hit
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Fearless (19-20)
XP Value:	3,000

These are undead fighters. They can be turned only on the most difficult category (special). They look like rather solid shadows. They can pass through solid material at will (unless the material is heavily enchanted).

They will regenerate completely in one day. Their touch cause a combination of a compulsive need to leave and a *forget* spell. If the opponent does not save versus spell they will leave the area and forget about the place for several hours.

Harriers of Ahred are often used as guardians of secret places.

Haunt, Wall

Max Becherer (becherer@suna0.cs.uiuc.edu)

Climate/Terrain:	Buildings, Astral Plane
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Continuous
Diet:	Carnivore
Intelligence:	High (13-14)
Treasure:	H
Alignment:	Neutral evil
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No. of Appearing:	1 (see below)
Armor Class:	-5 (see below)
Movement:	24
Hit Dice:	7
THAC0:	15
No. of Attacks:	1
Damage/Attack:	1d6
Special Attacks:	Paralyzation, fear, life drain
Special Defenses:	Immune to normal weapons
Magic Resistance:	50%
Size:	Variable
Morale:	Fanatic (17-18)
XP Value:	5,000

Wall Haunts are malevolent beings of the astral plane. In their natural form, wall haunts are smokey white blobs of amorphous quasi-matter.

They haunt the walls, ceilings and floors of man-made structures, phasing into them and moving throuout the structure at will. From this vantage point, they can feed off of and otherwise torment beings in the prime material plane.

Combat: Wall Haunts attack by creating a pseudopod from a wall or ceiling and lashing at a victim. This pseudopod can be up to 10 feet in length. Items in a room can also be animated in this way.

Victims struck by a pseudopod must save vs paralyzation or be unable to move for 2d4 rounds. The haunt will then either drain the victim's life energy on the spot (1 HD/round) or draw the victim through the wall or ceiling into the astral plane to be devoured at its leisure. The haunt cannot drain levels unless the save vs paralyzation has been failed. A common wall haunt tactic is to seize victims while they are sleeping, and helpless. Any creature drained by a wall haunt is irrevocably slain. Creatures seeing a wall haunt in action must save vs spells or flee in terror.

Wall haunts have limited telepathy, and can communicate with inhabitants of the building (usually to terrorize them). They also have telekinesis, and can produce a wide variety of acoustic and physical effects. When it matters, their telekinesis is the equivalent of strength 12.

Detecting wall haunts is difficult. The area will have a slight but noticeable patina of evil, and unexplained moist or cold spots may tend to appear in dark corners of the building. Wall haunts can only be directly attacked on the astral plane, or by weapons whose effects extend into that plane. There they have an effective AC of -5.

Habitat: These creatures haunt occupied buildings and caverns. The number of haunts a building will have varies with the number of people it can support. As a rule of thumb, there is rarely more than one haunt per 10 people. Wall haunts are solitary creatures with no known culture.

Ecology: Wall haunts feed of the life forces of the living, but they are not really undead. They attach themselves to a building, and parasitize those within. It takes 24 hours for a wall haunt to leave a building; burning it down will utterly destroy the haunt.

Hellmaid

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Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	High (13-14)
Treasure:	R
Alignment:	Neutral evil
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No. of Appearing:	1-3
Armor Class:	1
Movement:	6, Fl 18 (C)
Hit Dice:	6
THAC0:	15
No. of Attacks:	3
Damage/Attack:	1d4/1d4/1d10
Special Attacks:	See below
Special Defenses:	+2 or better weapon to be hit, see below
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Fanatic (17-18)
XP Value:	1,400

A hellmaid has the following magical abilities:

mesmerize males
gate in a barbed devil (30% chance of success)
lightning bolt (5d6)

A hellmaid physical attack is two claws and a bite. They may also shed wing feathers. The feathers if they touch a non-evil creature do 1 hit point of damage each and acts as unholy water to any creature who is effected by unholy water. They may voluntarily shed 1d10 feathers per round. After 5 rounds of shedding, a hellmaid loses the ability to fly until the feathers are regrown. It takes 1 day to regrow the feathers from one shedding.

Hellmaids look like pretty young women with bright colored feathered wings. Sometimes the wings are a bit of an eyesore due to color clashes. They like to dress in bright clothes, the brighter the better with no sense of what colors clash. Hellmaids will attack or charm a creature to get better clothes or more jewelry.

Hiver

John M. Martz (UMARTZ@UNCMVS.OIT.UNC.EDU)

(based on Man After Man: An Anthropology of the Future by Dougal Dixon)

	Warrior	Bearer	Nurse	Queen	Seeker
Climate/Terrain:	Any desert or border desert				
Frequency:	Rare	Rare	Very rare	Very rare	Very rare
Organization:	Hive	Hive	Hive	Hive	Hive
Activity Cycle:	Any	Any	Any	Any	Any
Diet:	Omnivore	Omnivore	Omnivore	Omnivore	Omnivore
Intelligence:	Semi- (4)	Semi- (4)	Semi- (4)	Low (7)	Semi- (2)
Treasure:	Nil	Nil	Nil	I, S	Nil
Alignment:	Neutral	Neutral	Neutral	Neutral	Neutral
No. of Appearing:	3d6+3	1	2-12	1	1
Armor Class:	6	6	10	10	4 (10)
Movement:	18	18	12	3	0
Hit Dice:	6+5	4	2	9+10	1-1
THAC0:	13	17	19	11	Nil
No. of Attacks:	4	2	1	1	Nil
Damage/Attack:	1d6+2 (x4)	1d4+1/1d4+1	1d3	1d3	Nil
Special Attacks:	Nil	Nil	Nil	Nil	Nil
Special Defenses:	See below	See below	See below	See below	See below
Magic Resistance:	Nil	Nil	Nil	Nil	Nil
Size:	M (7')	M (6')	M (5')	L (12')	T (2')
Morale:	Elite (13)	Elite (13)	Elite (13)	18	5
XP Value:	975	175	65	2,000	35

Although humanoid, hivers, also called socials, live in large communities similar to those of social insects, such as ants and termites, constructing large mounds that tower many stories over the desert sands. Devoid of all individuality, each member of the community is highly specialized, fulfilling one of four functions: warrior, bearer, nurse, or queen. Hivers have formed a symbiotic relationship with a second species of humanoids called seekers.

All varieties of hiver and seekers share a common special defense. Due to their similitude to social insects, a psionicist attempting to contact a hiver suffers a -5 to his power score (i.e., treat as if contacting insect under Unusual Subjects table), unless he employs insect mind (see Dragon Kings). In addition, hivers are immune to hold person, charm person, and charm person or mammal spells, as well as other magics that affect only mammals (i.e., rings and potions of mammal control). However, most spells and psionics that affect insects, such as the psionic devotions pheromone discharge and hivemind (see Dragon Kings), also affect hivers and seekers, with the exception of giant/shrink insect.

Warrior

The body of the adult male, or warrior, is covered with short coarse black hair; a thick main extends from the top of the head down to the center of the lower back. A small lump runs across the back of the shoulders and neck — it is a fatty store of nutrients. They have protruding, bushy eyebrows, large, bulbous noses, and thick moustaches, which help filter out the dust and silt of the desert. Each of their long ears comes to point several inches above the top of their heads.

Perhaps their most alarming feature is their hand blades. The outer edge of each hand is bone blade, from the wrist to the tip of the little finger (indeed, their pinkies aren't really fingers, rather fused bone). While these blades are used for foraging, they make ample weapons. In combat, warriors slash and jab with their hand blades and kick with their powerful legs; each successful attack does 1d6+2 points damage.

Warriors defend the food-gathering expeditions called strings. They also defend the hive from attack. An average hiver society has a minimum of 100 warriors (25% of population). Regardless of the number of warriors in a hive, roughly one-third remain at the hive as guards at all times.

Especially old warriors become breeding drones, spending the remainder of their lives inside the colony near the queen's chamber. Drones have maximum hit points (53), but their age has reduced their agility (armor class 8), speed (move 12), and strength (damage 1d6 per attack). At any given time, a hive will contain 2d4 drones (this number is in addition to the number of warriors above).

Bearer

Bearers are specialized adult females that accompany the foraging strings. They resemble warriors in most ways, except they do not have hand blades. In addition, they have a kangaroo-like pouch in their stomach. When encountered outside the hive, a bearer will always carry a seeker in her pouch, cradling it in her arms. Bearer and seeker remain in constant telepathic contact while touching. It is through this link that the seeker communicates with the party.

A bearer's main purpose is to defend her seeker. She will always attempt to keep warriors between herself and any enemies. If attacked directly or seperated from the warriors, she will flee back to the hive. She will only engage in melee if cornered; then she recieves two kicks per round (1d4+1 each). She will die defending her seeker.

The average hive will have a minimum of 20 bearers at any given time (5% of the population).

Nurse

Most adult females are nurses, spending their lives caring for the queen, her young, and the seekers. These females, bear little resemblance to warriors or bearers. Rather, no hair covers their pink skin. Neither do they have pouches or hand-blades. Unlike bearers, nurses have well-developed mammalian glands for feeding the young of the queen and the offspring of the seekers.

Nurses are the laborers of the hive. They clean, tend the young, and cultivate the fungus gardens. Nurses are never encountered outside the twisting corridors of the hive. They will attack invaders on sight. The average hive has a minimum of 150 nurses at any given time (35% of population). Hiver juveniles of both sexes resemble smaller, immature versions of nurses. Their function is to act as food and water gatherers, accompanying the strings. When they reach maturity, they differentiate further into their adult form. The average hive has a minimum of 150 juveniles (35% of population).

Queen

At 12 feet, the queen dwarves all others. She resembles a very large nurse with grossly exaggerated hips and abdominal cavity. The length and width of her body greatly surpasses the ability of her legs and spine to support her. Using her arms, she can raise her upper body off the ground and drag herself.

The queen's sole purpose is to produce the hive's young, giving birth every 30 days to litters of 10 to 15 children (1d6+9). As such, the entire community revolves around her; the warriors and beares find food and water, and the nurses clean and feed her. Neither does she care for her children; rather this task falls to the nurses.

Finally, a queen's physical and psionic abilities represent an evolutionary adaptation to the prodigious demands of near constant childbirth. She has an effective constitution of 20, which gives her the following benefits: all 1's rolled for HD are automatically considered 2s; she saves vs. poison with a +1 bonus; and she regerates lost hit points at the rate of 1 per 6 turns. Her psychometabolic powers allow her to undergo the trauma during the birthing process and to heal quickly after, as well as fight infection and disease. In dire times, she can even supress her bodily needs. She will never use these powers to benefit anyone but herself, as she is the single most important member of the community.

Queens are never encountered outside the hive. She will attack invaders into her chambers on sight by swinging one of her hands at them (she will use the other to support herself). The average hive will have 1 queen at any given time; occasionally, 1d4 additional immature queens will be present.

Psionic Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
2	1/1/5	--/M-	20	120

Psychometabolic Sciences: complete healing;

Devotions: adrenalin control, biofeedback, cell adjustment, mind over body, suspended animation.

Seeker

The seekers are a degenerate humanoid species that is entirely dependent on hivers for their care. Their arms and legs have atrophied into shriveled appendages, so they cannot feed, move, or clean themselves. They cannot even mate without assistance. Due to complete reliance on psionic abilities (feel light and feel sound, which are considered always activated and maintenance free), their eyes and ears have become useless also; indeed smooth skin covers their eyeless sockets, and small external ears hide a lack of both middle and inner ears. Unlike hivers, their small pink bodies are mostly devoid of hair, except for the tops of their heads, which is usually black or dark brown.

At first glance, these defenseless creatures (AC 10 when not being carried) might seem to be the sole beneficiaries of their symbiotic relationship with hivers. However, seekers use their considerable innate psionic abilities to locate food and water for the hive. While being carried by a bearer, a seeker maintains a continuous mindlink with her, directing the foraging group toward these valuable resources. Furthermore, it can employ additional powers to aid these expaditions. For example, weather prediction helps warn of approaching storms, know direction and radial navigation help ensure a safe return to the hive, and danger sense and life detection warn of potential hazards.

When not being carried be their bearers, Seekers are usually kept within a central chamber of the hive where nurses care for their many needs. The average hive will have 5d6 adult seekers at any given time.

Psionic Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
6	3/3/11+bonus	--/IF,MB,M-	17	200

Clairsentience Sciences: clairvoyance, sensitivity to psychic impressions;
Devotions: danger sense, feel light (no cost), feel moisture (DK), feel sound (no cost), know direction, poison sense, radial navigation, weather prediction (DK).

Telepathy Sciences: mindlink (no cost with bearer);
Devotions: contact (no cost with bearer); life detection.

Psychometabolic Sciences: none;
Devotions: heightened senses (limited to smell and taste).

Bonus Hivemind (metapsionic devotion, DK).

Habitat: While mammals, hiver society and mentality mirror that of social insects, and they respond accordingly; they have a structured and highly centralized society and no individuality. Hivers communicate by a complex combination of grunts, hand and body gestures, and pheromones.

They construct gigantic mounds, many stories high. These hives are architectural marvels — massive rock-like structures complete with breathing chimneys, thick vented walls, and flat slopping roofs with overhangs providing shade. Tunnels underneath reach deep into the water-table where food is kept cool, and fungus gardens are cultivated. Each hive defines a territory surrounding its mound. Members from another hive entering this territory are attacked.

Occasionally, a Hiver community will assault a rival's hive. These wars end when the attackers are driven back or the besieged queen is killed. If the queen is killed, the invaders will claim the hive as their own, transport an immature queen and some seekers from their original hive, and establish a new community.

Each day, strings leave the hive shortly before dawn in search of food and water (note number of expeditions is limited by the numbers of bearers and seekers in the hive). An randomly encountered string consists of 3d6+3 warriors, 1 bearer, 1 seeker, and 5d4 juveniles. The male with the most hit points is the stringmaster, commanding all other string members. Juveniles carry simple baskets and jugs to transport food and water back to the hive.

While hivers will eat small prey and carrion, they do not normally attack larger creatures. If attacked, a string forms a circle around the bearer and seeker. The warriors comprise the outer ring, with juveniles between them and the bearer. All members of the string will fight to the death to protect the seeker.

Ecology: While hivers may be found anywhere on Athas, they are more common in the great sandy wastes to the south of the Tyr region. Many larger predators prey on individual members of strings, or even entire strings, but few are able to infiltrate the hive itself.

While hivers tend to collect shiny items, which they place in the queen's chamber, hivers produce nothing of value, except maybe the hive itself. Abandoned hives may provide excellent shelter for many creatures, such as gith, belgoi, and even slave tribes. It is rumored that a queen's blood can be used to cure infertility.

Hound, Reptile

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Dry arid desert
Frequency:	Rare
Organization:	Pack
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Animal
Treasure:	Nil
Alignment:	Neutral evil
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No. of Appearing:	1-12
Armor Class:	3
Movement:	9
Hit Dice:	6
THAC0:	15
No. of Attacks:	3
Damage/Attack:	1d4/1d4/1d6
Special Attacks:	Grapple with tentacles
Special Defenses:	Nil
Magic Resistance:	Nil

Size: M (6' long)
 Morale: Average (8-10)
 XP Value: 975

A reptile hound is a desert dweller. They look like iguanas with 8 legs and a six inch horn on their head. They grow to lengths of up to six feet. Their hide is generally tan to brown in color. Reptile hounds hunt by scent. Their sight is important only for attacking at close range. A reptile hound appears to wear a thick collar or have a "shield" about its neck. This is actually a set of 8 tentacles each about 4' in length that are wrapped about the neck most of the time. Each tentacle has a strength of four, but when multiple tentacles are used, treat the combined strength as the sum of the individual strengths, up to strength of 16. A creature caught by a tentacle has its effective armor class reduced by 1 per tentacle (+1 to hit). Reptile hounds have horrid dispositions, but can be subdued if beaten (non-lethal damage) for half their hit points. The reptile hound attacks with its horn and two claw attacks.

Hound, Rock

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Climate/Terrain:	Mountain regions
Frequency:	Very rare
Organization:	Pack
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Animal (1)
Treasure:	W
Alignment:	Neutral

No. of Appearing:	2-12
Armor Class:	0
Movement:	18
Hit Dice:	8
THAC0:	13
No. of Attacks:	1
Damage/Attack:	3d10
Special Attacks:	Disintegrate iron
Special Defenses:	Phase through iron
Magic Resistance:	Nil
Size:	M (4-6' long)
Morale:	Elite (13-14)
XP Value:	2,000

Rock hounds look like dusty-gray dogs with the build of greyhounds. They can phase at will through iron and iron alloys. If they bite into iron-based armor, it must save versus disintegration at +4 to avoid having a chunk torn out (only check this on hits).

Hugok

Climate/Terrain:	Mountains
Frequency:	Rare
Organization:	Tribal
Activity Cycle:	Night
Diet:	Omnivore
Intelligence:	Average (8-10)
Treasure:	E
Alignment:	Neutral

No. of Appearing:	2-8
Armor Class:	8 (10)
Movement:	12
Hit Dice:	1+3

THAC0:	19
No. of Attacks:	2 or 1
Damage/Attack:	1d4/1d4 or by weapon type
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (7' tall)
Morale:	Average (8-10)
XP Value:	35

Hugok look like tall, ugly humans. They look very rugged, and have claws on their hands and feet.

Combat: Hugok attack with their claws, or with whatever weapons they have available. They do not have enough technology to produce metal weapons or armor, so they usually use spears, and wear furs. Hugok will fight only if they believe their survival is at stake. Using their claws, they can climb walls with a 90% success rate.

Habitat: Hugok society is very primitive. They live in caves, do not trade with other cultures, and eat whatever food they can find.

Ecology: Hugok and dwarves hate each other. The hugok are constantly in the dwarves' way, and the dwarves are constantly mining in hugok territory.

Human, Winged

Max Becherer (becherer@suna0.cs.uiuc.edu)

Climate/Terrain:	Any highland
Frequency:	Very rare
Organization:	Community
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Average or greater (8-10+)
Treasure:	Variable
Alignment:	Variable
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No. of Appearing:	1-4 (typically)
Armor Class:	10 (or by armor, see below)
Movement:	12, Fl 36 (B, A with dexterity of 18)
Hit Dice:	1 (or by level)
THAC0:	20 (or by level)
No. of Attacks:	1 (or by class)
Damage/Attack:	By weapon
Special Attacks:	Dive with polearm
Special Defenses:	Flight, +2 save versus cold
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Variable
XP Value:	Variable

Winged humans appear as ordinary humans in all their variety, except for the large, bat-like wings which permit them to fly. They tend to be tall, and slender, almost gaunt in appearance, and their other physical traits tend to reflect those of humans indigenous to the area. Winged humans live in highlands of any sort, from hills, to high plateau to the tallest mountain ranges.

Combat: A favorite tactic of winged humans is to dive on a powerful foe. The winged man dives using some long polearm, usually a lance, and attempts to impale his victim. Due to the tremendous speeds involved (over 200 miles per hour), base damage is trippled, and a critical is scored on any roll above 15. This attack does not come without its risks, however. First of all, the polearm is lost, as the winged man must let go of it when it hits. That is the least of his worries, however. If he fumbles, he fails to pull up in time and hits the ground suffering 20d6+20 hit points of damage. Even if there is no fumble, a dexterity check is required to avoid slamming into the ground. At melee ranges, a diving winged human has an effective armor class of 0 due to his great speed.

Winged humans take advantage of their power of flight in other ways as well. Bombing attacks with flasks of acid, greek fire, smoke powder bombs, etc are a common tactic, as are attacks with ranged weapons from the perpetual high ground of flight. Both game masters and players using winged human characters are encouraged to be creative.

Winged humans will never wear any armor or clothing which would hamper flight. In practical terms, studded leather is the heaviest armor a winged human would be likely to use (short of elven chain, or similar, rare armors). When wearing armor, winged humans suffer a -1 penalty on their armor class due to the fact that the wings may never be armored. Consequently, they tend to prefer magical rings and bracers to physical armor.

Winged humans can fly for one hour per point of constitution. If reduced to half hit points, he may only glide, and cannot fly again until all hit points are healed. If reduced to one quarter or less while in flight, an immediate dexterity check is required, modified as the dungeon master sees fit to avoid an uncontrolled fall.

Habitat: Winged humans live in highlands, preferring tall mountains to all other terrains. They tend to live in small communities rarely exceeding 200, and their cultural values, like their physical traits, tend to reflect those of the local humans. They hate closed in spaces, preferring the freedom of the open skies.

Ecology: Although human in most other ways, winged humans are not fertile with normal humans. Their biologies differ in other ways as well. They have hollow bones like birds, whose primary constituent is boron instead of calcium. This results in stronger, lighter bones, but also makes them dependant on ores containing the rare metal.

Consequently, they have cultivated good relations with dwarves, helping ward off a real foes, and warning of land based intruders in exchange for any borate deposits found by the dwarves.

Winged humans also have a sort of antifreeze in their blood affording a +2 save vs cold based attacks, and making them immune to temperatures of down to -50 degrees. Creatures which eat winged humans find their flesh sweet, but highly toxic, and must save vs poison or die an exceptionally painful death lasting 2-5 hours.

Finally, winged humans have excellent eyesight (double normal human vision), and have ultravision equal to their conventional vision. They also have functional nictitating membranes to protect their eyes in flight.

Due to their small numbers (enforced by the scarcity of boron), winged humans have a minimal impact on the local ecology. Winged humans live up to 80 years. There are unconfirmed reports of winged elves, but if they exist, they are exceedingly rare.

Winged Human Characters

Attribute	Minimum	Maximum	Die Mod.
Str.	6	16	-2*
Int.	8	18	--
Wis.	3	18	--
Dex.	10	18	--
Con.	15	20	+2
Cha.	6	18	--
Co.	3	18	--

* Much of the strength that ordinarily would have gone to the arms and legs is dedicated to the powerful flight muscles. Only magical means can further augment a winged human's strength.

Class	Maximum	Notes
Fighter	Unlimited	
Thief	Disallowed	Their physical form poses problems.
Wizard	Unlimited	
Priest	Unlimited	
Bard	Unlimited	

Jelloman

(PBW101@psuvm.psu.edu)

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	None
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Neutral

No. of Appearing:	1
Armor Class:	8
Movement:	6
Hit Dice:	4+4
THAC0:	17
No. of Attacks:	2
Damage/Attack:	1-4/1-4
Special Attacks:	Nil
Special Defenses:	See below
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Fanatic (17)
XP Value:	650

A jelloman is a creature like a golem that has to be manufactured. It can be given simple commands like "attack", "wait", or "guard". They do make very ineffective warriors however, and are best used to 'distract' players (or monsters) from chasing or engaging magic-users. (I first introduced the jellomen by having them stand between an illusionist and the attacking party. The jellomen basically kept the party busy while the illusionist cast spells and eventually fled.)

Due to their consistency, jellomen are immune to attacks with non-edged weapons. For example a mace would tend to bounce off a jelloman's flesh. Edged weapons pass right through the creature. Each hit caused by an edged weapon causes no damage, but every time the jelloman is hit, it must save vs. polymorph or be severed. Parts from a severed jelloman will continue to attack as long as possible.

Electrical attacks do no damage to the jelloman. Water based attacks will do no damage either unless the water is above 150 degrees F. In which case it will dissolve a jelloman (2-8 points of damage, or treat as holy water vs. undead). Cold based attacks will cause a jelloman to freeze and solidify, in which case their speed is reduced by 1/2, however their attacks will now do 2-12/2-12 and edged weapons will no longer have the severing ability. Instead edged weapons do half damage, and non-edged weapons do full damage. Jellomen are particularly vulnerable to fire and take double damage from all fire attacks.

Jellomen come in a variety of colors, although they all are translucent. Their bodies are built from rectangular solids (no curves) and they have no facial features.

Kardaumer

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Mountain cliffs
Frequency:	Rare
Organization:	Flock
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Semi (2-4)
Treasure:	Nil
Alignment:	Neutral or neutral evil

No. of Appearing:	1-6
Armor Class:	7
Movement:	4, Fl 2 (see hawks)
Hit Dice:	4
THAC0:	17
No. of Attacks:	3
Damage/Attack:	1d6/1d6/2d4
Special Attacks:	Swooping (+4 to hit, 2d4/2d4 damage)
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (6' wingspan)
Morale:	Steady (8-10)
XP Value:	270

Kardaumer are a rather ugly species of bird. The bodies are shaped much like an eagle's while their heads are like a vulture's. Treat them as hawks for flying speed. They are good flyers.

Kestiz

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Climate/Terrain:	Rock piles
Frequency:	Rare
Organization:	Family groups
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Semi (2)
Treasure:	Nil
Alignment:	Neutral (evil)
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No. of Appearing:	1-4
Armor Class:	6 (2 when sniping from the cover of a rock pile)
Movement:	6
Hit Dice:	2
THAC0:	19
No. of Attacks:	3
Damage/Attack:	1-2/1-2/1-4
Special Attacks:	Surprise
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S (8-12" long including a 2-4" tail)
Morale:	Average (8-10)
XP Value:	65

These creatures look like small otters. They are very quiet and impose a -3 to an opponents surprise roll.

Larhound

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Climate/Terrain:	Arctic and sub-arctic climates
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Animal (1)
Treasure:	Q
Alignment:	Neutral
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No. of Appearing:	1-3
Armor Class:	4
Movement:	12 (Run 18 on two legs)
Hit Dice:	3-7
THAC0:	
3-4 HD:	17
5-6 HD:	15
7 HD:	13
No. of Attacks:	3
Damage/Attack:	
3 HD:	1d3/1d3/1d10
4-5 HD:	1d4/1d4/2d6
6-7 HD:	1d6/1d6/2d8
Special Attacks:	Nil
Special Defenses:	Immune to cold and poison
Magic Resistance:	Nil
Size:	S (4' long)
Morale:	Average (8-10)

XP Value:

3 HD:	175
4 HD:	270
5 HD:	420
6 HD:	650
7 HD:	975

A larhound is a 4 legged lizard that rises and runs on two legs when it wants to move quickly. It is immune to poison and cold (preferring cold climates). It attacks anything that moves, but is literally unable to conceive of a stationary object as being of interest (ie, will treat as a rock or other inanimate thing even if it earlier moved and/or attacked).

Larind

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Climate/Terrain:	Warm plains and grasslands
Frequency:	Very rare
Organization:	Pride
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral
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No. of Appearing:	2-12
Armor Class:	-2
Movement:	12
Hit Dice:	16
THACO:	5
No. of Attacks:	1
Damage/Attack:	3d8 + 14
Special Attacks:	Merge
Special Defenses:	Regenerates 3 hit points per round (see below)
Magic Resistance:	See below
Size:	M (4.5' - 6.5' long)
Morale:	Steady (11-12)
XP Value:	12,000

Larind are magically created creatures that look like lions. They can blink at will once per round, moving a distance of up to 4'. Treat this as giving them a save vs magic to avoid hits.

Larind can also "merge" — become a single larind for one turn. A merged larind has hit points equal to the sum of the individual larinds and acts as if under the *haste* spell. Divvy hit points up equally when separating.

Larind are 60% charm resistant. Their magical defenses also reduce damage by 1/4 from earth and air attacks or 50% from fire attacks (created as creatures of the desert — wind, sand, and heat). They take 50% extra damage from water and cold-based attacks. Larind's have an innate ability to dispel hold and kindred immobilizing spells. It takes a single larind 1d4 rounds to dispel a single such spell. A merged larind takes 1d4 rounds divided by the number merged (round all fractions — not just 1/2 — upward).

Each larind is tied into a rock "soul egg". If the rock is smashed, the larind becomes a normal lion (non-magical) — a merged larind would fall out of the merge. The "death" of a Larind traps its soul in its egg (mage learning the secret can release the Larind soul — material component of that special purpose spell is a normal lion). A larind egg cannot be dimension shifted. If touched, it will "bite" as per a magic item of incorrect alignment (unless the mage is in the midst of casting the above spell or was the one who last cast that spell on the larind). Those killed outright by the bite of a larind have their soul trapped in the egg (pick random egg for merged larind) [until the egg is destroyed].

Lightsphere

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Subterranean
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Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Any
Diet:	Special
Intelligence:	Average (8-10)
Treasure:	Nil
Alignment:	Neutral

No. of Appearing:	1
Armor Class:	-3
Movement:	Fl 36 (A)
Hit Dice:	8
THACO:	13
No. of Attacks:	2 + special
Damage/Attack:	2-12/2-12
Special Attacks:	Flash attack (stun, blind)
Special Defenses:	Regenerates, edged weapons do 1/2 damage
Magic Resistance:	Special
Size:	S (1' radius sphere)
Morale:	Steady (11-12)
XP Value:	5,000

Lightspheres appear as fuzzy, blue spheres of crackling energy, somewhat similar in appearance to a will-o-the-wisp. They are intelligent entities composed of pure energy. Lightspheres dwell in underground locations, and in large, dark caves and caverns. They move about by an unknown means, at high rates of speed; they are highly manouverable, and may hover at will.

Lightspheres are harmless to most creatures, but are drawn to, and thrive on, anything composed of energy, such as light sources, and especially magic. They are able to detect faint sources of energy (i.e. torch light) at ranges of up to 50 yards. Strong energy sources, such as magic (spellcasting, magic items, etc.) are detectable at distances of up to 200 yards.

Combat: When a lightsphere detects a source of energy, it will move towards it at top speed to investigate; if it thinks a battle can be won, the lightsphere will immediately move in to attack; it will usually commence with a flash attack, and will continue with bolt attacks. If a lightsphere is seriously threatened, it will retreat temporarily, in order to attack again with surprise at a later time.

If all its opponents are killed or disabled, the lightsphere will feed off the energy it finds. This feeding will drain all spells from memory; the affected spellcaster must rest for 1d4 hours longer than normal before remembering any spells. Drained magic items will lose all affectiveness for 1d4 hours, and must make a successful saving throw vs. electricity to avoid a permanent loss of all magical abilities. Magical items are drained in order to gain sustenance; normally, 1d8 items will be drained at a time. Magical spells are drained in order to regenerate lost hit points - each spell level drained, regenerates a single hit point. A lightsphere will stop draining spells once its maximum hit points have been reached.

A lightsphere's normal mode of attack is electrical bolts; these bolts may be fired in any direction the lightsphere chooses. Two bolts may be discharged per round; each may be targeted independently, or may strike the same victim, at the lightsphere's discretion. There is no save against this attack mode, although targets with immunity to electricity are not affected.

Once per turn, a lightsphere may conduct a "flash" attack; the lightsphere emits a piercing, bright light that affects all targets within 50 feet. Anyone inside the area of effect (as long as they have eyes to see the flash) must make two saves: the first is vs. spells; those who fail are blinded for 1d4 turns (normal healing methods apply to this blindness), while those who make their saves are not affected; the second save is vs. paralyzation; those who fail this save are stunned (as per the *power word, stun* spell) for 1d6 rounds. Targets who make the second save have a -2 penalty on all "to hit" rolls for 1d2 rounds, but suffer no other ill affects.

Lightspheres are immune to almost all spells, as they are able to drain the spells of their energy; in fact, a lightsphere has, in effect, 100% magic resistance - any spell directed at a lightsphere will not harm it, but instead will cause it to regenerate lost hit points at the rate of 1 per level of the spell (i.e. a *fireball* directed at a lightsphere, will cause it to regenerate 3 hit points.) The only spells that are immune to a lightsphere's draining effects are *disintegrate* and *wish*, which are handled normally, and spells that cause darkness; a pre-existing magic darkness will keep a lightsphere at bay, while one cast directly at a lightsphere will inflict 2d6 points of damage, and will force the lightsphere to flee the vicinity immediately.

Use of magic items (except those that create one of the above 3 affects) on a lightsphere will be unaffactive; the lightsphere will absorb these attacks as sustenance. A lightsphere will leave the area after 1d8 magic item uses, as their appetite becomes satisfied.

Edged weapons only inflict half normal damage on a lightsphere; blunt weapons cause normal damage.

Habitat: Lightspheres are normally solitary in nature, but at rare times will be found in pairs (it is not known if this is a mated pair, since the lightsphere's reproductive methods are unknown.) Lightspheres live underground, and will avoid direct contact with the sunlight; it is thought that the sun's energy is too intense for the lightspheres to digest. Lightspheres normally live in areas of darkness (such as large caves and caverns), which allows them to more easily detect digestable energy, but for some reason, magic darkness is a lightsphere's bane (it is suggested that magic darkness drains a lightsphere's life-giving energy.)

Ecology: Lightspheres feed off all forms of energy, except solar radiation, which they avoid. Not much is known of their origin or purpose.

Lirana (Hunters in the Night)

Aaron Sher (ars3_cif@uhura.cc.rochester.edu)
(idea from Barbara Hambley's Darwath Trilogy)

Climate/Terrain:	Subterrean
Frequency:	Very rare
Organization:	Bands
Activity Cycle:	Any (underground), night (above)
Diet:	Carnivore
Intelligence:	Very (11-12)
Treasure:	K, L
Alignment:	Neutral evil
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No. of Appearing:	10-80
Armor Class:	0
Movement:	6
Hit Dice:	2
THAC0:	19
No. of Attacks:	3
Damage/Attack:	1-3/1-3/1-6
Special Attacks:	Spit acid
Special Defenses:	Hide in shadows, illusions
Magic Resistance:	Nil
Size:	T to G (1' to 20')
Morale:	Steady (11-12)
XP Value:	270

The lirana, or hunters in the night, are quasi-material beings from the Plane of Shadow. They can change their size, from less than a foot long to about twenty feet long, and their bodies are somewhat malleable, so they can go through holes smaller than their length. They attack with a claw, claw, tail attack routine, and if pressed will spit acid for 2d6 damage, save vs. breath weapons for half. They will not approach light, but they have the power to cast a sphere of darkness, draining the power of any light within the zone. Lirana typically attack in large numbers, but they are almost impossible to count. From 50% - 90% of the lirana present will attack each round, but they will flee if they lose more than half their original number. They possess a communal intelligence, and are very clever. They live in great underground caverns, usually on the ceilings. They can become almost impossible to see in any shadows (though note they will never venture forth during the day, and even strong moonlight can drive them off), hiding with a 90% chance of success. They generally do not use this ability to ambush, preferring to cast darkness over their victims and attack during the confusion.

Lobster, Giant Flying

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Pack
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Low (5-7)

Treasure:	C
Alignment:	Chaotic evil
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No. of Appearing:	1-8
Armor Class:	3
Movement:	3, Fl 15 (B)
Hit Dice:	4
THAC0:	17
No. of Attacks:	2
Damage/Attack:	1-8/1-8
Special Attacks:	Catch opponent
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (5' head to tail)
Morale:	Steady (11-12)
XP Value:	270

Giant Flying Lobsters look like big lobsters. The only strange thing is that they hover above the ground. They do not have wings, their flight powers appear to be magical in nature. They can hover up to 10' above the ground, and can fly until they tire.

Combat: Giant Flying Lobsters attack with their two pincers, doing 1-8 points of damage with each successful hit. If they hit, and if the roll is 18 or higher, they have trapped an opponent's limb with a pincer. This does not do extra damage, but a character with a trapped limb cannot move that limb until the Lobster releases it.

Habitat: These strange creature live near underground lakes. They catch and eat small fish. All though they seem to be able to communicate with each other, they do not have a spoken language.

Ecology: Giant flying lobsters have the same role in nature that lobsters have. However, they are known to attack humanoids.

Lurgen

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Mudholes
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Semi (2-3)
Treasure:	B
Alignment:	Neutral or neutral evil
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No. of Appearing:	1-12
Armor Class:	8
Movement:	6
Hit Dice:	3-10
THAC0:	
3-4 HD:	17
5-6 HD:	15
7-8 HD:	13
9-10 HD:	11
No. of Attacks:	1 / HD of the creature
Damage/Attack:	1d8 (rotting damage)
Special Attacks:	Spit acid (see below)
Special Defenses:	+2 or better weapon to hit (see below)
Magic Resistance:	None
Size:	L
Morale:	Steady (11-12)
XP Value:	
3 HD:	420

4 HD:	975
5 HD:	1,400
6 HD:	2,000
7 HD:	3,000
8 HD:	4,000
9 HD:	5,000
10 HD:	6,000

These beings inhabit mudholes. They are amorphous, mud-brown colored creatures. They smell like rotting vegetation. Each touch causes a rotting disease that is fatal in 1d8 days if left untreated. In addition, each touch causes and immediate 1d8 hit points of damage (which requires a cure disease to heal the wounds).

The creatures can only be hit by +2 or better magical weapons. Blunt weapons do no damage to the creature, but sharp and piercing weapons do normal damage. However any damage taken from a weapon blow is healed fully in three rounds.

Spells that would dry out mud do double damage and mud to rock will kill the creature outright.

The lurcher can also use a spit attack that it can shoot up to 100 yards. It will spit in lieu of all touch attacks. The acid does 1d6 the first round, and 1d4 points of damage for the next 1d4 rounds. It takes the acid 2 rounds to eat a hole through metal armor, and 1 round to eat through leather or hide armor.

Lycanthrope, Were-Ogre

Max Becherer (becherer@suna0.cs.uiuc.edu)

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Variable
Diet:	Omnivore
Intelligence:	Variable
Treasure:	Incidental
Alignment:	Any chaotic
<hr/>	
No. of Appearing:	1
Armor Class:	7 (base)
Movement:	Special
Hit Dice:	6 + level of lycanthrope
THAC0:	Variable
No. of Attacks:	Variable
Damage/Attack:	Variable
Special Attacks:	Fights as a barbarian
Special Defenses:	Fights as a barbarian
Magic Resistance:	Nil
Size:	M to L
Morale:	Fanatic (18)
XP Value:	Variable

The wereogre is a rare and bizzard form of lycanthrope. The character afflicted by this form of lycanthropy becomes an ogre with incredible strength and constitution. Great pain and strong negative emotions will trigger the transformation, as will many of the classical triggers. For the character afflicted, a second set of stats needs to be generated for the ogre form. Take the standard stats and:

Multiply strength by 10 (note: you check the maximum press table and the strength number with ten times the maximum press of the character is the one you want) up to a maximum of 25 and minimum of 16.

Add 6 points to Contitution (Minimum 16).

Subtract 5 points from intelligence (Minimum 6).

Divide Charisma by 3.

With these stats, roll the hit points for a barbarian six levels higher than the character. Calculate THAC0, dammage, etc.

Were ogres are peculiar with regard to alignment. They become chaotic upon transformation, but retain the Good-Neutral-Evil portion of their alignment.

They will scrupulously adhere to the most sacred tenants of their alignments and internal belief systems.

Example: one who does not believe in killing, such as a Buddhist monk, will under no circumstance deliberately cause the death of another as a were ogre (general mayhem and destruction are another matter, however). These tenants become markedly exaggerated in the were form. Regardless of alignment, a were ogre will never deliberately harm a loved one.

Combat: While in lycanthrope form, were ogres may not use any magical or psionic abilities. Magic using characters lose all memorized spells when becoming an ogre and must memorize. Were ogres usually do not wear clothes nor armor, as anything they were wearing is ruined in the transformation. Magical armor gets a save vs spells. If made, the armor is retained. Typically, wereogres only use fists or blunt weapons. Since they fight as barbarians, this is usually enough.

Were ogres are immune to all forms of mind control; whenever an attempt is made to control a were ogre, the ogre is allowed a save vs spells. If successful, it senses the attack and its origin, and takes whatever violent action it deems necessary. Example: a wizard attempts to charm a were ogre who is normally a paladin and order it to murder innocent villagers. This will likely result in the offending (and very foolish) wizard being torn limb from limb.

Habitat: Were ogres can be extremely destructive (within alignment restraints), and they forget what they have done upon returning to normal. Were ogres are usually very lonely people in their normal form. The Hulk is an example of a were ogre.

Ecology: Since they rarely claw or bite, transmission of this form of lycanthropy is rare indeed. Except for above-mentioned differences, this affliction is just like any other form of lycanthropy.

Lycanthrope, Wereraccoon

Robert Christian (robertc@revcan.ca)

Climate/Terrain:	Any wilderness
Frequency:	Very rare
Organization:	Packs
Activity Cycle:	Nocturnal
Diet:	Scavenger
Intelligence:	Very (11-12)
Treasure:	C, Qx2
Alignment:	Lawful neutral
<hr/>	
No. of Appearing:	3-18
Armor Class:	6
Movement:	12
Hit Dice:	4+1
THAC0:	17
No. of Attacks:	1
Damage/Attack:	By weapon
Special Attacks:	Hide in shadows
Special Defenses:	Hit only by silver or +1 or better weapons
Magic Resistance:	Nil
Size:	M (5'-6')
Morale:	Elite (13-14)
XP Value:	

Wereraccoons are humans who can transform themselves into a hybrid of a raccoon and a man. They tend to live in wilderness areas, but have been known to inhabit cities as well. Many packs of wereraccoons will trade with groups of wererats.

The raccoon form hybrid, will have a head, torso and tail like a raccoon. The rest of the body will resemble a human but will be covered in raccoon fur.

Combat: The wereraccoon's natural attack forms (claws and bites) are rarely used by them as they see it as savage and beneath them to use such attack forms. However, if extreme pressed the wereraccoon is capable of two claw attacks doing 1 point of damage and a bite that inflicts 1d2 points of damage.

Wereraccoons will normally wield long swords as their primary weapons. They usually carry daggers which they use as a throwing weapon. Most victims attacked by wereraccoons will not become wereraccoons themselves since the wereraccoon keeps itself well groomed and its items clean. Unless an opponent is attacked by a wereraccoon's natural attack forms he risk no chance of becoming a wereraccoon. In hybrid form, the wereraccoon can only be hit by silver and magical weapons.

Wereraccoons, like wererats, like to ambush their targets. They have the added advantage of being able to blend into their background. In their hybrid form and in wilderness environment, the wereraccoon is able to hide in its surroundings as if it was wearing a cloak of elvenkind. Wereraccoons also can hide in other terrain but at a reduced rate of success (use hide in shadows at 40%).

Habitat: Wereraccoons live in packs. They tried to maintain the purity of their race. Wereraccoons will actually hunt down unpure wereraccoons (those that have become wereraccoons from lycanthropy) if they find out about them.

Wereraccoons are very clean creatures. All wereraccoons clean themselves and their objects daily. They will wash all food before they eat it. For this reason, most wereraccoons will often settle near a stream.

Ecology: Wereraccoons deal little with any other races. They try to maintain the purity of their race. They dislike races that intermix blood, but this does not mean they will not associate with these other races.

Macrophage, Giant

Max Becherer (becherer@suna0.cs.uiuc.edu)

Climate/Terrain:	Swamp, aquatic, any damp
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Continuous
Diet:	Omnivore
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Neutral
<hr/>	
No. of Appearing:	1-2
Armor Class:	0
Movement:	12
Hit Dice:	40+
THACO:	5
No. of Attacks:	Special
Damage/Attack:	Special
Special Attacks:	Engulfment, acid, degradation
Special Defenses:	Special, immune to mental attacks
Magic Resistance:	Nil
Size:	G
Morale:	Fearless (19-20)
XP Value:	35,000

Macrophages are not natural creatures, but the result of a powerful and arrogant necromancer's experiment gone horribly wrong. Macrophages resemble huge (100+ yard dia.) ochre jellies, but that is where the resemblance ends. They are far more dangerous than any normal jelly or slime.

About a century ago, a rogue shou lung dragonship had a run in with a neogi deathspider. The shou lung ship won, but was severely damaged in the process, and most of the crew was killed or wounded. The ship made for an apparently uninhabited planetoid to make emergency repairs. Appearances turned out to be deceiving.

After a less than graceful landing which killed most of the remaining crewmen, the survivors were captured by the planetoid's owner, a necromancer named Mallek the Dark.

The ship's helmsman, Lin Shan, was a gifted wizard (only 23 years old and already 11th circle), born with unique magical properties. Mallek the Dark had not had an opportunity to work on living specimens for some years, and immediately started to use the wounded Lin Shan in his foul experiments. Lin Shan died in agony.

One of Mallek's experiments was to enlarge certain immune system cells known as macrophages; these cells are aggressive and destructive, both qualities Mallek admired. Lin Shan's rare magical properties allowed Mallek to make them enormous, far larger than should have been possible. After casting spells to enlarge the cells and allow them to function properly in the macroscopic world, Mallek made the last mistake of his life.

The macrophages he enlarged immediately started destroying everything in sight, as these cells are programmed to attack foreign (non-self) objects and life forms. Mallek's arrogance got the best of him, as he assumed he could easily destroy anything he had created. He confronted the macrophages and prepared a spell which would have killed them all if he had had a chance to complete it. Instead, he was hit by a blast of organic acid powerful enough to corrode surgical steel. By the time his body was engulfed, all that remained was acid-charred bones. Lin Shan had had his revenge.

After trashing Mallek's lab, the macrophages reproduced, spreading all over his planetoid. They finally reached his summoning chamber where he kept a Well of Many Worlds. Strangely drawn by the item's powerful magical aura, these creatures suddenly started appearing in worlds all over the multiverse. No one knows where this planetoid is, but there is a sizable reward for anyone who finds the source of the macrophages and puts an end to their migration. Needless to say, this is easier said than done.

Combat: Despite the alignment of the person from whom they were derived (Neutral Good), these giant cells will attack and destroy anything they encounter. Macrophages are mindless killing machines in an environment radically different from the one for which they were intended. They have no alignment, nor mind of any sort. They cannot be communicated, bargained or reasoned with, and they are immune to any and all mental attacks. Since nothing registers as "self", everything must be destroyed. To this end, macrophages have a formidable arsenal with which to lay waste to all that is "non-self", i.e. everything in sight. Macrophages have three different attacks they can employ: engulfment, enzyme blasts, and degranulation.

Engulfment is by far the most common attack. Any creature within 30 feet of a macrophage can be attacked once a round in this way. On a natural 20 roll against a target capable of dodging (modifiers up to DM), the victim is engulfed, and immediately starts to drown in the cell's protoplasmic fluid. A bend bars roll is necessary each round to escape. Within 2-5 rounds of engulfment, digestion begins. The victim is placed in a lysosome, a sack of powerful digestive enzymes, and sustains 10-100 hit points per round inside (no save permitted).

Macrophages can emit one acid blast per 10 HD per round, each inflicting 5-50 hit points to all within 30 feet of the point of origin. Save vs breath for half damage.

The macrophage's last attack is degranulation. Macrophages are filled with crystalline, watermelon-sized granules containing volatile or toxic chemicals. Each round, a macrophage fires 0-3 granules in the general direction of "non self" material, i.e. in random directions. These granules can fly up to a mile before landing and detonating. There are three types, roll a 1d6 to determine the type.

1-2: Acid: 8d8+8 hit points to all within 20 feet.
3-4: Explosive: 8d8+8 hit points to all within 40 feet.
5-6: Poison: All within 40 feet save at -4 or die.

Fighting macrophages. Needless to say, a macrophage is a creature most adventurers would rather avoid, especially since any treasure they have engulfed has long since been destroyed by the cell's powerful enzymes.

Macrophages are immune to normal fire attacks and sustain half damage from magical fire. Electricity stuns them for 2-8 rounds if a save vs paralyzation is failed, and they suffer double damage from cold based attacks. Magic missiles function normally against macrophages. Disintegration inflicts 2d20 hit points of damage, half on a successful save. If the macrophage rolls a 1 on it's save, the nucleus is destroyed, and it dies instantly.

Macrophages are nearly immune to the effects of all normal weapons, and most magical ones at that; any rents in their membranes close up too quickly to result in major fluid loss. Weapons which inflict special damage, such as life stealers, frost brands etc function normally.

Any critical hit on a macrophage strikes an organelle. Roll 1d20 on the table below for effect:

1: Nucleus:	Macrophage Slowed 1d6 rounds.
2-3: Ribosome:	No Effect, there are too many of them.
4-9: Endoplasmic Reticulum:	Macrophage Slowed for next round.
10: Golgi Apparatus:	No acid blast for 1d6 rounds.
11: Centriole:	10% Chance Macrophage may never divide.
12-17: Mitochondrion:	Explosion, cell sustains 6d6 points of damage.
18-19: Lysome:	Enzyme leak, cell suffers 1d6hp damage.
20: Granule:	Roll for effect, cell sustains damage.

Poison granules have no effect on the cell. DM should modify effects to fit situation. For instance, someone meeleing with a dagger is unlikely to hit the nucleus which may be 50 or more yards away (it would be a good idea to consult a diagram of cell anatomy before using this creature). Also, damage done by melee weapons may result in the character being within the area of effect of an acid blast, explosion, etc. Organelles can be targeted, but they have a -10 armor class because they are deeply immersed in cell fluid.

Coating oneself with macrophage slime has a 50% chance of fooling the cell into "thinking" the character is "self". If the cell is fooled, it will neither attack the character, nor will it retaliate if attacked. Unfortunately, there is a 5% cumulative chance per round of combat that enough of the slime will wear off to negate its effects. The best time to attack a macrophage is when it is dividing. If attacked, there is a 25% chance that the division process will halt and the macrophage will return to destruction as usual; otherwise, it is helpless.

Habitat: Natural macrophages (the little ones everyone has) are part of a well-organized defensive system. These giant macrophages are out of their element and have no organization to speak of.

Ecology: Macrophages gain one HD per day, and divide when they have doubled their HD. During division, the cell undertakes no action unless disturbed. The division process takes about a day and yields two macrophages with the parent's base strength. Since they destroy everything in their paths, macrophages' impact on the ecology is hardly benign.

Monkey, Thief

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Subtropic (native)
Frequency:	Rare
Organization:	Family group
Activity Cycle:	Any
Diet:	Herbivore
Intelligence:	Semi
Treasure:	K, L, (Q)
Alignment:	Chaotic neutral

No. of Appearing:	1-8
Armor Class:	3
Movement:	6, Climb 9
Hit Dice:	1
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d4
Special Attacks:	Throw stones (1d3)
Special Defenses:	Thief skills
Magic Resistance:	Nil
Size:	S (2')
Morale:	Unsteady (5-7)
XP Value:	35

Thief monkeys are arboreal monkeys — about 2 feet tall if standing upright. They love things that glitter or smell good (sweet or like flowers). Brightly colored, non-glittery things are also prized. Thief monkeys are also curious. They have the skills of a 7th level thief with an 18 dexterity. They are excellent climbers. They eat primarily nuts and berries.

Mummy, Cloud Giant

Luan Dalgari (chx38@seq1.keele.ac.uk)

Climate/Terrain:	Arid mountain regions and magical cloud islands
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	None
Intelligence:	Genius (17-18)
Treasure:	A, G, Sx4, U, Z
Alignment:	Chaotic evil

No. of Appearing:	1-10
Armor Class:	-6
Movement:	18
Hit Dice:	102 hit points
THAC0:	9
No. of Attacks:	2
Damage/Attack:	3-36/2-24

Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	80%
Size:	H (24' tall)
Morale:	Fearless (19)
XP Value:	13,450

Cloud giant mummies are an unusual and rare form of mummy. They are made in the same manner as conventional mummies except the body of a cloud giant is used. Cloud giant mummies are typically the guardians of very rich tombs.

Cloud giant mummies fight to the death to prevent the looting of their charges. If they die they teleport to their crypt where they spend 1-4 weeks regenerating. They project an aura of fear in a 15' radius around them.

When in combat any hit requires a save vs. paralyzation else the victim is paralysed until either a wish or limited wish is used to free them, while in the paralysed state no food or water is needed and the body can survive for one year, before being destroyed.

If the to hit roll is a 20, then a save vs paralyzation must be made, this time in order to avoid a lethal disease being inflicted.

They can hurl rocks at the rate of two a round up to 100' away for 2-12 points of damage per rock.

They are surprised only on a 1 in 20 chance.

The only weapons that damage them are those with a +3 or better enchantment. They regenerate 4 hit points per round. If attacked by fire they take double damage. They have 2 major and 6 minor psionic disciplines, they can use those available to clerics or fighters.

Mundanoid

Ben Moloney and VaxBandit (arkoie@judy.indstate.edu)

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Magic
Intelligence:	High (13-14)
Treasure:	Z
Alignment:	Chaotic evil
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No. of Appearing:	1
Armor Class:	0 + special
Movement:	12
Hit Dice:	5 + special
THACO:	15
No. of Attacks:	1 + special
Damage/Attack:	1d6 or 1d8 or 1d10 or 1d12 or 1d20 + special
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	M to L (5'+ tall)
Morale:	Fearless (20)
XP Value:	1,000

The mundanoid is a creature that was created long ago by an elder god of magic (the author of this entry is not sure if this god still exists, thus the fate of this diety could be anything). This god was obviously very evil and corrupt, and totally devoted to chaos, for the nature of this monster is very horrible, and is also known as magic-bane, for it is the bane of all mages of every alignment. The nature of this creature is of the darkest and blackest of magic, yet the way that must be taken to defeat the monster is why it was so named.

A mundanoid generally appears as a humanoid whose skin is dark grey, and their eyes are dead black. They normally attack with their fists, however when they get more powerful they have other, more sinister, forms of attack to choose from. What makes them so terrible is, put quite simply, anything that is magical in nature that touches it (i.e., a magical weapon or a spell), will feed it and give it more power, anything that is mundane in nature (i.e., a non-magical weapon) is the only means to kill it.

Everytime a magical weapon touches them, instead of doing damage, the mundanoid gains hit points dependent upon the weapons highest plus (thus a +2/+4 vs. reptiles sword would feed it 4 hit points). The weapon

would do no damage because the magical energy in the sword would counteract that, (note: magical weapons that have no "plus" per say would feed it hit points dependent upon the strength or power of the weapon). For every 5 hit points the monster gains, it also gains 1 HD, gaining a HD affects the monster in the following manner:

- reduce its armor class by 1 (thus 0 to -1 for 6 HD creature)
- reduce its THAC0 by 1 (thus 15 becomes 14)
- increase its movement by 1" (thus 12" becomes 13")
- increase its height by 1' (thus 5' becomes 6' at 6 HD)
- increase its number of attacks by 1 for every 5 HD
- detect magic at 1 mile radius for every 5 HD

If a spell is cast upon the monster, the spell will feed 1 HD for every spell level (thus a fireball would feed 3 HD) as well as the new hit points from the HD (note: damage from a spell does not feed the monster, only the spell level and the magical bonuses from magic weapons). Priest spells are treated the same as mage spells when affecting a mundanoid.

As well as feeding off magic, mundanoids may also physically attack. They normally inflict 1d6 points of damage per attack, however this attack can increase when they gain size, at 8 HD they inflict 1d8, at 11 it is 1d10, at 14 it is 1d12, and at 17 it is 1d20. On a natural roll of 20 the mundanoid will have struck an item of magic and automatically gained 1 HD from the attack, then the item must save versus a normal blow, if the item fails then it loses all its magical properties and the mundanoid gains an appropriate number of HD depending on the power of the item (a +2 sword would give 2 HD, a staff of magi would give at least 12 HD, etc).

Once mundanoids start feeding from magic their physical appearance becomes more chaotic, their skin starts to constantly shift into different colors, often times taking on odd, random patterns of color, the more HD the mundanoid has, the more chaotic and varying the colors and patterns are. Their eyes also change as they gain HD, the more powerful it gets the brighter their eyes become, until it becomes a blinding white light. When they gain more HD they are also able to perform spell-like powers once per round.

- At 8 HD a mundanoid may reflect one spell attack as a ring of spell turning.
- At 10 HD a mundanoid may throw a fireball as the spell (1d6 per HD of the mundanoid).
- At 12 HD a mundanoid may produce a cone of cold (as the spell).
- At 14 HD it may throw a bolt of chain lightning (as the spell).
- At 16 HD its eyes will cause blindness to any who fail a save vs. spell (affects are the same as the spell).
- At 18 HD it can teleport without error.
- At 20 HD it can shapechange.
- At 22 HD it can produce a firestorm (as the spell).
- At 24 HD it can act as a rod of cancellation with a successful hit.
- At 26 HD it can plane shift and probability travel.
- At 28 HD it can produce a prismatic sphere or spray.
- At 30 HD it can perform an action similar to the spell Mordenkainen's Disjunction.

A mundanoid will remain at its present HD (if it does not feed off of magic during this time) for 1 turn per HD of the creature. Thus a 30 HD mundanoid will remain at 30 HD for 30 turns, then 29 HD for 29 turns, and so on. The reason for this is because the more magic the creature has inside itself, the longer it will last. Thus when a mundanoid starts getting down to less than 10 HD, they start acting more and more frantic to feed off of more magic. Once they are at 5 HD they are "mundane", and must seek out magic or magic wielding creatures to feed.

Mundanoids can be encountered on any of the lower planes (including the neutral evil and lawful ones, despite their chaotic nature, since they have no interest in the blood-war), as well as the elemental, astral, and ethereal (rare), not to mention the prime material plane.

When encountering mundanoids, there is a 50% chance they will have fed off some amount of magic recently, however they will probably have 6-13 HD. It is very rare for a Mundanoid to go beyond 20 HD, however it must happen once in a while, otherwise they would not be encountered upon other planes of existence.

The most power a mundanoid to ever have been recorded to achieving is 31 HD, however this occurrence was at least a milenia ago and, by the gods will, will not ever be encountered again. It is unknown to this author (and I do not wish to ponder it long) what type of devastating powers a mundanoid would possibly develop at HD well above 30, any powers it does gain would well attract the attention of a major power indeed.

Oligondrall

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Subtropical and temperate plains
Frequency:	Rare
Organization:	Herd
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Low (5-7)
Treasure:	M, O
Alignment:	Chaotic neutral

No. of Appearing:	2-20
Armor Class:	4
Movement:	14
Hit Dice:	14
THAC0:	7
No. of Attacks:	5 + special
Damage/Attack:	4-16/4-16/2-16(2-12)/2-12/2-12
Special Attacks:	Breath weapon
Special Defenses:	Immunity to fire
Magic Resistance:	Nil
Size:	L (11-12' tall)
Morale:	Steady (11-12)
XP Value:	10,000
Female:	8,000
Young:	4,000

An oligondrall (pronounced ah li GON drul) resembles an elephant in appearance except it has longer tusks, smaller ears, and it has several spikes at the end of its trunk. Oligondralls have gray or tan skin and thick hides. They are covered with short, coarse hair.

Combat: An oligondrall may make up to 5 attacks per round; it goes with its tusks for 4-16 points each and tramples for 2-12 points of damage with each of its feet. The trunk may be used to constrict for 2-16 points of damage; once a constriction hit is scored with the trunk, the victim must make a successful bend bars roll to break free; if this roll fails, the target receives automatic constriction damage the next round. Creatures larger than an ogre cannot be constricted in this manner; in this case (or if constricting would harm the trunk) the trunk may be used as a clubbing/piercing weapon (using the spikes) for 2-12 points of damage.

Oligondralls do not share an elephant's fear of fire - in fact they are immune to its effects from birth (this includes both magical and mundane fires.)

In addition to its normal attack modes, an oligondrall may also employ a breath weapon of fire up to three times per day. The fire shoots out of the trunk in the shape of a cone 60' long, 20' wide at the base, and 1' wide at the trunk. This breath attack inflicts 3-30 points of damage to all creatures caught inside the area of effect; a successful save vs. breath weapon reduces this damage by half.

Habitat: Oligondralls travel in herds of up to 20 in number; they prey on many medium-sized animals that can be found in the temperate and subtropical plains where they reside, but will also graze on grasses and small bushes.

Oligondralls are fairly aggressive creatures, and have been known to attack with little or no provocation; they especially dislike most humanoids - this is most likely due to the fact they are hunted by these creatures for their ivory tusks.

A typical herd of oligondralls will consist of 50% males, 25% females, and 25% young; females have 12 HD and a THAC0 of 9. Young oligondrall have 8 HD, a THAC0 of 13, and AC 5; their damage per attack is also lower: 2-12 per tusk, 2-8 while constricting with the trunk (1-6 while clubbing), and 1-10 per foot.

A herd of oligondralls will maintain a semi-permanent dwelling in a large thicket or copse of trees; any treasure they have accumulated will be stored here.

Ecology: Oligondralls are nearly impossible to tame and/or train, and will resist any attempt to do so.

An oligondrall's tusks are composed of high-grade ivory; a single tusk is worth 500-3000 gold pieces, or about 5 gp per pound in the open market; on the black market, the amount is anywhere from 2-5 times higher.

Pardeth, Trees of

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Temperate (forest)
Frequency:	Uncommon
Organization:	Forest
Activity Cycle:	Day
Diet:	Sunlight
Intelligence:	None
Treasure:	Nil
Alignment:	None

No. of Appearing:	Forest full
Armor Class:	10
Movement:	0
Hit Dice:	1-20
THAC0:	N/A
No. of Attacks:	N/A
Damage/Attack:	N/A
Special Attacks:	N/A
Special Defenses:	N/A
Magic Resistance:	Nil
Size:	S-L (1' - 10')
Morale:	N/A
XP Value:	0

These trees are deciduous, hardwood trees that bear numerous large white flowers when the moon is nearly full (think mature magnolia tree) and the season mild (late spring, summer, and early fall in temperate climates). The blossoms open only at night when the moon has risen and is at least 3/4 full. The flowers are very sweet smelling. Those who are downwind or close to a tree in bloom for act drunk until 1d8 rounds have passed breathing fresh air (save vs poison if trying to hold your breath or using crude techniques to filter out the air). Those who hold a bloom close to their nose and inhale receive 1d3 points of healing and will try to seduce the best liked available person of the appropriate gender and suitable species. Alignment N, not intelligent, AC 10, oodles of hit points (depending on size)

Phaselings

Aaron Sher (ars3_cif@uhura.cc.rochester.edu)

	Normal	Spellcaster	Warrior
Climate/Terrain:	Temperate to sub-tropical	forests, hills and plains	
Frequency:	Very rare	Very rare	Very rare
Organization:	Bands	Bands	Bands
Activity Cycle:	Any	Any	Any
Diet:	Omnivore	Omnivore	Omnivore
Intelligence:	Average (8-10)	Average (8-10)	High (13-14)
Treasure:	J, K	K, L	L, M
Alignment:	Neutral	Neutral	Neutral (evil)
No. of Appearing:	2-12	1	1-6
Armor Class:	3	2	1
Movement:	6	6	6
Hit Dice:	1+1	2+1	3+1
THAC0:	19	19	17
No. of Attacks:	1	1	1
Damage/Attack:	By weapon	By weapon	By weapon
Special Attacks:	Nil	Spell use	Nil
Special Defenses:	Nil	Nil	Nil
Magic Resistance:	5%	15%	10%
Size:	S (4' tall)	S (4' tall)	S (4' tall)
Morale:	Steady (11-12)	Average (8-10)	Elite (13-14)
XP Value:	120	270	270

Phaselings are a race of humanoids who appear as short, stocky elves, hairless, with a deep blue coloration. They have one racial ability; to phase. Phasing is not the same thing as a phase spider does; there is no extraplanar involvement.

Basically, phasing is a line-of-sight teleport, to a maximum of 10 feet. Normal phaselings are much like anyone else, not using their power for anything special, but some phaselings take up the art of war for a profession. These warrior phaselings attack as 3+1 HD monsters, and normally use either a longsword (two-handed), or a short sword and dagger combination (which they can do without penalty). However, they can also use their phasing power in battle, making them almost impossible to hit. This also makes shields useless against them, and only one-half dexterity bonus is applied to armor class (round up) because the attacker doesn't know where the attack is coming from. Occasionally a phaselings will have some magical skills, but this is very rare. No phaselings will have better than second level mage or first-level cleric skills, and they will never be a specialists. Spells are normally inscribed on scrolls, which they carry in a scroll tube on their person. The magic resistance of phaselings is constant, regardless of caster level.

Phaser

Aaron Sher (ars3_cif@uhura.cc.rochester.edu)

Climate/Terrain:	Temperate mountain areas (native to another plane)
Frequency:	Very rare
Organization:	Bands
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Average (8-10)
Treasure:	K, L, M
Alignment:	Neutral evil
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No. of Appearing:	2-20
Armor Class:	See below
Movement:	6
Hit Dice:	3+1
THACO:	17
No. of Attacks:	1
Damage/Attack:	By weapon
Special Attacks:	Nil
Special Defenses:	See below
Magic Resistance:	Nil
Size:	S (4' tall)
Morale:	Steady (11-12)
XP Value:	270

Phazers appear as dwarves, except that their skin is normally a neutral gray color. They are often mistaken for duergar. They possess the special ability to alter their body's density at will. On the following chart, I have divided it into seven stages of density. A phazer can go two steps per round (i.e., to get from five to one would take two rounds).

Number	Skin Color	AC	(P)	(B)	(S)	Equivalent
			Missile	Blunt	Edged	
1	white	8	0	2	1.5	soft cloth (velvet)
2	pale	7	0.5	1.5	1	hard cloth (denim)
3	gray	6	1	1	1	flesh
4	dark gray	5	-1/d	1	-1/d	soft wood
5	black	4	-2/d	1	-2/d	hard wood
6	shiny black	3	0.5	-2/d	0.5	stone
7	silver	2	0	0.5	0.25	metal

The three columns labeled missile, blunt, and edged represent how much damage a phazer will take from the specified type of attack at that density. A plain number (0.5) is a multiplier; for instance, 0.5 means half damage, and 0 means no damage. If the entry is of the -X/d format, that means that X points of damage per die should be subtracted. The equivalent column lists an equivalent density for convenience. The dungeon master should note that texture is not duplicated, only density; hard cloth (denim) will feel soft and squishy.

Additional note: Phazers were designed for a plane on which denser objects would pass through less dense objects. On this plane, their density changing ability would let them walk through walls, etc. They might not be particularly well suited for a normal campaign world.

Phibling

Jim Craig (IQM307@URIACC.URI.EDU)

Climate/Terrain:	Warm temperate to subtropical city or town
Frequency:	Very rare
Organization:	Individual or clan
Activity Cycle:	Late day, early night
Diet:	Rodents and large insects
Intelligence:	Very to Exceptional (11-15)
Treasure:	J
Alignment:	Neutral evil or lawful evil
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No. of Appearing:	1 or 15-45 (4d10+5)
Armor Class:	0
Movement:	30
Hit Dice:	1-2 hit points
THACO:	17
No. of Attacks:	2 or 1 (claw, claw, or by weapon)
Damage/Attack:	1-2/1-2 or by weapon type
Special Attacks:	Trip (see below)
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	T (1' to 1' 6" tall)
Morale:	
XP Value:	35

A pohibling is a small brownish humanoid with warty skin. They range in size from 1' to 1 1/2' tall and wear no clothing. They are extremely fast and dextrous as a cat. They have large bulging green eyes and 2 buck teeth that are two inches long. Some folk have called them sabre-tooth gremlins.

Combat: Phiblings are very intelligent and love to set devious traps for humanoids. A favorite tactic is one phibling going up to a human and stealing something off him or her then darting around a corner. When the person pursues a tripwire will catch the person and send him to the ground. Then 10 or 15 phiblings will pile on top of him clawing him and will also attempt to steal everything they can. After two rounds or so they will make off with their loot. They use many other tricks and traps to rob a person of their possessions. This is only one, one of their favorites.

For every clan of phiblings there will be one leader. This leader will always have one wild psionic which he will use against the person they intend to rob.

Habitat: Phiblings either travel as a loner stealing from adventurers or sneaking around a town or city robbing merchants, or will travel as a pack planning their next victim. Phiblings reproduce asexually and very quickly for they have a very short life span (2 to 3 months). If there is a large enough food supply in the area a pack of 10-15 Phiblings can grow to the size of 200 or more in the span of 2 months.

Ecology: Cities and towns have been known to have their food supplies devastated from phiblings. The only way to get rid of them is to starve them by securing the food supply from them. And this will only reduce their number for they prefer rodents and insects to human food. They love to collect shiny objects such as gems, jewels, and other ornaments that phiblings can wear on their bodies. As long as its not too cumbersome. Phiblings will hide in old buildings, barns, dark wine cellars, or any other secluded location within a town or city until near dark. Then they will plan their devious assaults on lone travelers or small groups of wealthy looking adventurers. Once they have raided someone it is nearly impossible to catch them. They will dash in and out of people at blinding speeds back to a safe hideout.

Phuzz

Luan Dalgari (chx38@seq1.keele.ac.uk)

Climate/Terrain:	Temperate woodlands
Frequency:	Common
Organization:	Tribal
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	High to Genius (13-18)

Treasure:	L, M, (B)
Alignment:	Any
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No. of Appearing:	1-10 / 3-60
Armor Class:	3
Movement:	24
Hit Dice:	1/2 to 4
THACO:	
1/2 HD to 1 HD:	20
2 HD to 3 HD:	19
4 HD:	17
No. of Attacks:	2
Damage/Attack:	1-4/1-4
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	25%
Size:	S (1' tall)
Morale:	Average (8-10)
XP Value:	
1/2 HD:	420
1 HD:	650
2 HD:	975
3 to 4 HD:	1,400

Phuzz are small woodland creatures. They are completely covered in thin light brown fur. They appear as small balls of fluff, with only 8 small round brown eyes, a long nose and two pink feet visible. Their feet are disproportionately large (8"). Phuzz are sub-divided according to their age. The older phuzz have grey fur and limited spell use. The fur colour is only their natural colour, but because of their chameleon powers a group of phuzz are often many coloured.

Their eight eyes are arranged around their head in such a manner that all around is constantly watched, because of this phuzz can never be surprised. Their large nose confers an excellent sense of smell and most creatures can be detected up to 240' away.

Owing to their small size and their speed, phuzz surprises 4 in 6 times.

Phuzz are immune to all forms of fire, cold and electricity.

In a phuzz village there is usually the following distribution phuzz ages:

50%	1/2 HD
20%	1 HD
15%	2 HD
10%	3 HD
5%	4 HD

Phuzz can speak many languages, common, elven, pixie, brownie and their own language. They have their own language at 1/2 HD and gain one extra language per each HD category they progress through.

Phuzz with 2 HD have 2 spells from Group 1. Phuzz with 3 HD have 2 from Group 1, and 1 from Group 2.

Phuzz with 4 HD have 3 from Group 1, 2 from Group 2, and 1 from Group 3.

The do not need to pre-select which spells they can use in a day the ability is natural. Each spell takes 1-6 segments to use.

Group 1

Charm person	Jump	Shield
Command	Protection from evil	Sleep
Friends	Push	Spider climb
Hypnotism	Sanctuary	

Group 2

Darkness 15' radius	Levitate	Stinking cloud
Detect invisibility	Magic mouth	Web
ESP	Mirror image	Wizard lock
Forget	Ray of enfeeblement	Knock
Hold person	Scare	Invisibility
Silence 15' radius		

Group 3

Blink	Fly	Protection evil 10' radius
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Dispel magic
Feign death
Lightning bolt

Gust of wind
Invisibility 10' radius
Monster summoning I

Protection from normal missiles
Slow
Suggestion (tongues)

Any offensive spell is rarely used because it renders the phuzz using it unconscious for 1-4 turns.

Pit Slug

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Subterranean
Frequency:	Uncommon
Organization:	Colony
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Low (5-7)
Treasure:	Nil
Alignment:	Neutral
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No. of Appearing:	2-8
Armor Class:	5
Movement:	4
Hit Dice:	6+2
THACO:	15
No. of Attacks:	1 + special
Damage/Attack:	2-12
Special Attacks:	Poison spit
Special Defenses:	Immune to poison
Magic Resistance:	Nil
Size:	M (6' long)
Morale:	Average (8-10)
XP Value:	1,400

Pit slugs are large worms of about six feet in length; they are white, ivory, or yellowish in color. A pit slug's eyes are large, but nearly worthless - it relies instead on its sense of touch to "feel" the approach of intruders (they are particularly sensitive to vibrations in the ground around them, as they can sense the approach of a small band of humanoids hundreds of feet away.)

Pit slugs are capable of climbing sheer surfaces, and can suspend themselves from ceilings; they may move across walls and ceilings at their normal movement rate.

Combat: A pit slug's large mouth is filled with sharp teeth - this is the slug's primary attack form; while a pit slug is by no means large enough to swallow most victims whole, a bite is nevertheless painful, inflicting 2-12 points of damage per hit.

A pit slug also employs a special attack in the form of poison spit. Once every three rounds, a pit slug can spit a globe of spit at a single target; this globe measures about one foot in diameter as it leaves the pit slug's mouth, but rapidly expands to about three feet in diameter. A normal "to hit" roll must be made, with a +2 bonus; use the grenade scatter diagram if the spit attack misses the intended target. Anyone hit by the poison, suffers 3-24 points of damage (a successful save vs. poison reduces this damage by half); target failing their saves are also blinded until they make a successful dexterity check to clear away the spit from their eyes. The pit slug's poison also possesses a corrosive property; a target who fails the initial save must roll saves vs. acid for all possessions. Normal weapons that fail to save are destroyed, while normal armor loses two levels of effectiveness (i.e. AC 5 becomes AC 7); magic weapons and armor lose one plus from their combat bonus, unless they are totally immersed in water within one round. The potency of this poison dissipates after one round, and is harmless after that point. Pit slugs are immune to all poisons.

Pit slugs prey on humanoids such as orcs, goblins, and humanoids, but are not above dining on adventurers, if the opportunity presents itself. A pit slug colony will act in unison during combat in order to be more affective; this is thought to be more instinctive than planned. When combat is initiated, approximately one-fourth of the pit slugs present will spit immediately; after that point, spit attacks are more or less random.

Pit slugs will normally wait for prey to come them, but if the need arises, they will actively seek out and hunt humanoids in their vicinity. Pit slugs often drop from walls or ceilings when attacking; a favorite "tactic" is for two or three slugs to drop from the ceiling (in close proximity to their lairs) behind a group of humanoids, and attempt to drive their prey into the pit where the rest of the slug colony awaits.

Habitat: As their name implies, pit slugs usually dwell in dark pits in caverns or dungeons; these pits are normally in the vicinity of humanoid dwellings. They will eat most anything that falls into their lairs, but will also actively hunt, if necessary.

Ecology: Pit slugs prefer to eat humanoids, but will eat any type of meat they can find. It is thought that pit slugs are the distant cousins of purple worms.

Plant, Quill

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Any temperate to sub-tropical climate
Frequency:	Very rare
Organization:	Growth
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Nil
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No. of Appearing:	1-12
Armor Class:	5
Movement:	0
Hit Dice:	3 (attacks as 1 HD monster)
THACO:	20
No. of Attacks:	6
Damage/Attack:	1d4
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S to G
Morale:	Nil
XP Value:	65

This plant, when startled by noises within a 20 foot radius fires a volley of 6 quills at the source (to-hit as 1 HD monster). Each quill that hits does 1d4 damage. The plant must recharge for one round before firing again. Each plant can fire at most 16 volleys per day.

Plant, Sunflower

Elf Sternberg (halcyon!elf@sumax.seattleu.edu)
(From an idea by Larry Niven)

Climate/Terrain:	Temperate fields
Frequency:	Rare
Organization:	Patches
Activity Cycle:	Day
Diet:	Carnivore and sunlight
Intelligence:	Non- (0)
Treasure:	See below
Alignment:	Neutral
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No. of Appearing:	100-9,050,580,200 (100 per sq. yard)
Armor Class:	10
Movement:	0
Hit Dice:	1 hit point each
THACO:	20
No. of Attacks:	0
Damage/Attack:	0

Special Attacks: Heat focus (see below)
 Special Defenses: Nil
 Magic Resistance: Nil
 Size: S to G (1 sq. yard to 31 sq. miles)
 Morale: N/A
 XP Value: 35

Sunflowers are silver-faced, semi-carnivorous plants. In large patches the sunflowers not on the edge of the patch have depleted the soil. Sunflowers respond to outside stimuli, and focus sunlight on anything flying overhead, frying it to crisp if they can. They do 1d6 per exponent of 10 sq yards; i.e., 1000 sq yards do 3d6, One square mile (2,919,542 sq yds) does 6d6 points of damage. Range is 300", but at double range they do 1/4 damage, at triple range, 1/8 damage.

On a calculator, take the log 10 of the sq. yardage, and round to the nearest whole.

[This chart assumes rounding down]

Square Yards	Number of Plants	Damage (3000')
1 to 9	100 - 900	0d6
10 to 99	1,000 - 9,900	1d6
100 to 999	10,000 - 99,000	2d6
1,000 to 9,999	100,000 - 990,000	3d6
10,000 to 99,999	1,000,000 - 9,900,000	4d6
100,000 to 999,999	10,000,000 - 99,000,000	5d6
1,000,000 to 9,999,999	100,000,000 - 990,000,000	6d6
10,000,000 to 99,999,999	1,000,000,000 - 9,900,000,000	7d6
100,000,000 to 999,999,999	10,000,000,000 - 99,000,000,000	8d6
1,000,000,000 to 9,999,999,999	100,000,000,000 - 990,000,000,000	9d6

Quickpatch

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain: Any temperate to sub-tropical area
 Frequency: Very rare
 Organization: Solitary
 Activity Cycle: Any
 Diet: Carnivore
 Intelligence: Semi
 Treasure: Nil
 Alignment: Neutral

No. of Appearing: 1-2
 Armor Class: 4
 Movement: 1
 Hit Dice: 5
 THACO: 15
 No. of Attacks: 1
 Damage/Attack: 1d4 (acid attack)
 Special Attacks: Suffocation
 Special Defenses: Camouflage
 Magic Resistance: Nil
 Size: H to G
 Morale: Nil
 XP Value: 650

This is a fluid, quasi-plant. The exterior has the appearance and texture of firm sand except for the center. The center appears a shallow water hole. When prey reaches the center (tactile sense), the quickpatch will roll up about its victim. It does acid damage at 1d4 hit points per round. In addition, the victim will suffocate after 1d6+1 rounds. An strength of 18 or greater is required to pull loose of the quickpatch. To do this a successful bend bars roll must be made.

Rapiertails

Robert Christian (robertc@revcan.rct.ca)

Climate/Terrain:	Mostly hills and mountains
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Average (8-10)
Treasure:	C
Alignment:	Chaotic evil

No. of Appearing:	1 (1-4)
Armor Class:	4
Movement:	6, Fl 24 (A)
Hit Dice:	5-9
THAC0:	

5-6 HD: 15

7-8 HD: 13

9 HD: 11

No. of Attacks:	5-9 (same as HD)
Damage/Attack:	1-6/1-6/1-8/1-6 (per tail)
Special Attacks:	Lightning bolts 4-24 (4d6)
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	L (7'-9' long)
Morale:	Steady (11-12)
XP Value:	
5 HD:	975
6-7 HD:	1,400
8-9 HD:	2,000

Rapiertails appearance is much like a wyvern and from a far distance may be mistaken as one. Though it's smaller size and many tails give it away upon closer inspection. They are greyish in skin colour and have reptilian like hides which acts as effective armour. Perhaps a rapiertails most distinguished feature is the fact it has more than one tail. Rapiertails have 2-6 tails, and the more tails the higher it's HD. (HD is equal to 3 + the number of tails the creature has.)

Combat: Rapiertails gets its name from its extraordinary ability to use its tails in combat. The creature can use its claws, bite, and tails to attack any number of opponents near it. Its claws do 1d6 points of damage as does each tail, but its bite does 1d8 points of damage. Besides this a rapiertails can also shoot forth a *lightning bolt* from its eyes and strike an opponent doing 4d6 damage or half if saving throw is made. It can attack this way up to five times a day but beyond that it will not have energy to use this attack again until eight hours of rest. Also since rapiertails is an effective flyer it can hover which enables it to use its many attack forms or it can dive from above. In this attack form only two possibilities can happen. Either the rapiertails attacks straight into a single creature doing a tackle procedure or it attacks by flying by whipping all creatures to either side of it with its tails. The type of attack it does depends whether it considers a whole group of creatures to be the threat or just a single individual. Either attack form uses the same bonuses and penalties of a charge. A successful hit does twice normal damage, but the creature must climb to an height of 480 yards to do this attack. Normal rapiertails only does this kind of an attack in the first attack round.

Habitat: Rapiertails prefer more temperate climates and are more likely to be found in warmer regions. Rapiertails are excellent warriors and they know it. They love killing for any reason and have learned to appreciate treasure. Not so much as a means of worth but a way of showing of power. They make their homes almost anywhere, sides of cliffs, in caves, on islands, and in large trees. They lair the area with the treasures they have collected and build nest. They do not appreciate anything their nest and kill all that enter it, including other rapiertails.

Ecology: Rapiertails will be found together for a short time when mating. In this case there will be two parents and one or two eggs or hatchlings. Hatchlings are born with 2 tails (use a 1d3 to determine hit points) and do only half damage and can only move half the normal speed. Depending on how old they are hatchlings normally will not know how to fly (mainly because shortly after learning to fly they leave to live on their own.) When mating the rapiertails will have a nest built to have their young born in where their treasure will not be located. Just because two rapiertails share a moment doesn't mean they are going to trust the other.

Rebounder

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Unknown
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral
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No. of Appearing:	1
Armor Class:	7
Movement:	3 (15 if rebounding)
Hit Dice:	2
THAC0:	19
No. of Attacks:	0
Damage/Attack:	0
Special Attacks:	Rebounding, gas
Special Defenses:	Rebounding
Magic Resistance:	Nil
Size:	M (4'-6' tall)
Morale:	Nil
XP Value:	120

Rebounders are somehow related to gas spores and beholders. They look exactly like Gas Spores.

Combat: If a rebounder is struck with a blunt weapon, it takes no damage, and releases a cloud of gas, and then "rebounds" away at it's full movement rate. With every bounce, it loses 1/4 of it's momentum. If it bounces in the direction of a creature, and it successfully rolls to-hit, then that creature takes 1-8 points of damage (or 1-6, 1-4, or 1-2, depending on how many times the rebounder has bounced.) With every impact, a 5' x 5' x 5' cloud of poison gas is released. This gas does 1-4 points of damage for 1-4 rounds to anyone breathing it, until it dissipates. Slashing weapons do 1/2 damage, and knock the rebounder back at 1/2 it's movement rate. Puncturing weapons slay the rebounder instantly. When a rebounder dies, it explodes, doing 1-10 points of damage to anyone within 5 feet, and 1-4 to anyone between 5 and 15 feet away.

Habitat: Nothing is known about rebounder society, if it exists. Never has more than one rebounder been seen at one time.

Ecology: Rebounders do not interact with nature. It is possible that they are mutant gas spores, and not a race of their own.

Revenite

Michael Schmitz (mschmitz@SIRIUS.UVIC.CA)

Climate/Terrain:	Any desolate ruins
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any (darkness and night)
Diet:	Nil
Intelligence:	High (13-14)
Treasure:	Q (x3), X, Y
Alignment:	Lawful evil
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No. of Appearing:	1-2
Armor Class:	2
Movement:	15, Fl 30 (B)
Hit Dice:	7+3
THAC0:	13
No. of Attacks:	1
Damage/Attack:	1-8

Special Attacks:	Temporary energy drain
Special Defenses:	+1 or better weapon to hit
Magic Resistance:	Immune to all sleep, charm, hold, and cold-based spells
Size:	M (6' tall)
Morale:	Champion (18)
XP Value:	5,000

The Revenite appears as a semi-transparent humanoid figure, and is often confused with ghosts or spectres. They are, in fact, almost indistinguishable from spectres.

Combat: The Revenite despises the living, and will attack on sight, unless they appear to be at a disadvantage. They are quite intelligent, even in undeath, and will use tactics suitable to their guile.

The touch of a Revenite causes 1d8 damage, and also temporarily drains one life-energy level from the victim. The level drain lasts until the victim undergoes complete bed rest for a full 24 hours. If a victim is drained 2 levels, 48 hours of bed rest are required, 3 levels, 72 hours, etc.

Any mortal completely drained of life-energy levels by the revenite will become a zombie of 2 HD under the revenite's control. There is, fortunately, a way to recover a lost character: a *raise dead* spell on the newly formed zombie will destroy its undead status, and a second *raise dead* will raise the character again, bringing him back to normal life. Unfortunately, the procedure will result in the loss of two constitution points.

The Revenite may also be able to perform a special attack, depending upon the revenite's background. A *raise dead* spell cast upon the revenite will destroy it.

Habitat: The revenite has no society, except the one it creates. Revenites come into being in the following manner:

If a mortal, always for reasons of greed or evil, destroys a village (or keep, or anything housing a lot of people) and is then denied his ultimate goal, he will become a revenite upon death. The reason for this is that the gods of good despise him for his evil or greedy ways, and the gods of evil consider him a fool for not being able to achieve his goal. Without divine sympathy, it is impossible for the mortal to enter the afterlife, and therefore becomes the revenite. The gods often throw in an added curse, befitting the revenite's crimes. Sometimes, however, this curse can be used against its opponents.

Revenites exist in the ethereal plane, and are not harmed by light, but they do dislike it, and tend to remain in the darkness whenever possible.

The Revenite will roam the ruins of the town that he destroyed, and may venture no more than a mile away for short periods.

Rhoon

(brunner@kazoo.ssd.loral.com)

Climate/Terrain:	Temperate to tropical
Frequency:	Very rare to rare
Organization:	Loose clans
Activity Cycle:	Dyurnal
Diet:	Carnivore
Intelligence:	Average to very (8-12)
Treasure:	see below
Alignment:	Neutral
No. of Appearing:	1-2 (80%) 3-10 (15%) 20-50 (5%)
Armor Class:	See below
Movement:	See below
Hit Dice:	See below
THAC0:	See below
No. of Attacks:	See below
Damage/Attack:	See below
Special Attacks:	See below
Special Defenses:	Acute hearing (1 mile)
Magic Resistance:	Nil

Size: Variable
 Morale: Average (8-10)
 Fanatic (17-18) (guarding nest)
 XP Value:
 14 HD: 7,000
 17 HD: 12,000
 20 HD: 17,000
 23 HD: 20,000

Age Category	AC	Movement				Hit		THACO	#At	Damage/Attack	Throw	
		3	FL	36	(B)	Dice					Rocks	Ram
Hatchling	-2	3	FL	36	(B)	14	7	2	2d6/1d6 (x1)	Nil	Nil	
Young	-5	3	FL	40	(B)	17	3	3	4d6/1d6 (x2)	1d6	1d6	
Mature	-8	3	FL	44	(A)	20	1	5	8d6/1d6 (x4)	3d6	8d6	
Aged	-11	3	FL	48	(A)	23	1	7	12d6/1d6 (x6)	6d6	12d6	

Cross a giant dragonfly and a skycrane helicopter and you have a rhoon. Being bio-mechanical in nature, they are immune to poisons and become more talkative when drunk. They are carnivores with voracious appetites and hunt and kill dinosaurs (or your campaign equivalent) for food. Huge mouth and compound eyes forwards, six double-elbowed legs along the body, huge lift rotor (like a huge helicopter) on top of the body; small control rotor on the tail. Metallic skin.

Combat: The bite is a main attack, it's effect is like a sword of sharpness. All six claws can be used while airborne, only one while grounded. Young and older can carry and throw rocks as a heavy crossbow, ballista, and trebuchet for range for young, mature, and aged. This is done at altitude of 2 x range. It is also done at night, but only if the beasts have been deeply offended or enraged.

Ramming is the beast flying into the target. This is not done against weapons set to receive charge. Ram damage is from impact, a bite is attempted at the same time. Separate to-hit rolls required. If the bite misses, 2 claw attacks are attempted. If either hits, the target may be lifted into the air and dropped.

Rotor downblast is used to blind ground targets and mess up missile fire. This is dust and small debris kicked up by the fierce winds of the rotor. Rhoon will scare herds of grazing animals into stampeding towards annoying groups of experienced irritants. Threats to nests will get the whole clan involved in the defense and counter-attack. These may even set a fire and fan it towards the offenders. This driven fire attacks as a fire elemental.

Their hide, basically metallic/organic, is a defense comparable to the Tarrasque; though it is not a source for valuable material. Although the Rhoon are rather territorial, they are not suicidal except in the defense of their nest. They do not use their rotors as direct weapons. They do not cast spells or believe in magic.

Habitat: Rhoon are loosely clannish. They excel in wisdom and poetry, at least in their own opinion. We see them as ale-house philosophers, and their corney, doggerel poetry as worthless. It is, however, their main treasure. They have excellent hearing and idetic memories... although they will retell what they have witnessed in cheap poetry form. They have no interests in "groundlings" affairs, and recognize no national borders. They guard their own nests, their own hunting grounds and their own precious philosophy. If somehow confined indoors they will go mad, and die.

For a hefty bribe in horseflesh or cattle, and some cute trash poetry or limerick, they will occasionally transport humans across mountains or flatlands; they do not cross large bodies of water. They go around. They do not lie. They admit no masters or equals in the air, but avoid dragons and sky jellies. Djiini admire them. Their lifespan is about 40 years. They do not manufacture anything. They suffer a penalty to a singing charm effect as from a bard or siren as though they had a wisdom of 3. If they have then been cheated of their fair trade for transport or some such, they will be enraged when the charm wears off.

Ecology: The Rhoon see the world they guard as a living sculpture, and they the sculptor. The wind and the light of the sun is the worlds loving embrace to them. They are roving carnivores and kill and eat dinosaurs and large herd animals converting them to hot air and crack-pot philosophy and unscannable poems. They live mostly above flatlands and plains, nesting on the tops of buttes and volcanic spires. They lay eggs (2-5) every 5 years. These hatch in 3 months. They graduate an age bracket every 4 years, with 'aged' status for 4d12 years.

Ridge Runner

Allan J. Mikkola (allanm@vulcan.med.ge.com)
 (based on the Andre Norton's Witch World Books)

Climate/Terrain: Any non-arctic
 Frequency: Very rare

Organization:	Solitary
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	High (13-14)
Treasure:	B
Alignment:	Lawful evil

No. of Appearing:	1
Armor Class:	2
Movement:	24
Hit Dice:	8
THACO:	13
No. of Attacks:	3
Damage/Attack:	1d4+1/1d4+1/2d4
Special Attacks:	See below
Special Defenses:	Immune to poisons and stinking cloud
Magic Resistance:	30%
Size:	L (7'+ tall)
Morale:	Fanatic (17-18)
XP Value:	4,000

A ridge runner continuously broadcast an aura of fear. Anyone under 6th level panics when they get within 100' of the creature (no save allowed). Higher levels characters get a save to negate this effect. The panic lasts for 1d6 turns. This fear effect does not require the victim to see the ridge runner, just be within the area of effect.

The ridge runner emits a very foul smell up to 500' downwind or 50' upwind (250' radius if no wind). Anyone smelling this stench must save versus poison or be driven off with nausea for 1d10 rounds.

Ridge runners are furry bipeds. Their legs bend like bird legs and are hairless from calf to foot, ending in clawed, bird-like feet. The head of a ridge runner looks like that of a wolf. They have long, flexible necks (height to bottom of neck approx 5', neck 18 inches, head another 6 inches in height, 10 inches muzzle to back of head).

Ridge runners stake out a territory and constantly patrol it during the night. By the day they sleep holed up somewhere (typically caves or hollows they dig in the ground). Ridge runners are solitary beings. They lay eggs but do not tend their young or eggs. Ridge runners have tremendous endurance and hunt by driving prey into collapse due to fatigue.

Ridge runners have magical abilities:

curse
cause light wounds
ray of enfeeblement
web

If a ridge runner succeeds in webbing a victim, they will bite it and drain its blood and strength. A bit victim loses 1 point of strength per round and takes 1d4 points of damage.

Rock Turtle

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Mountains and subterranean
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Semi (2-4)
Treasure:	Nil
Alignment:	Neutral

No. of Appearing:	1
Armor Class:	2
Movement:	3
Hit Dice:	2
THACO:	19
No. of Attacks:	1

Damage/Attack:	1-10
Special Attacks:	Surprise, poison
Special Defenses:	Camouflage
Magic Resistance:	Nil
Size:	S (3' in diameter)
Morale:	Unsteady (5-7)
XP Value:	120

Rock turtles look like mounds of rock. However, this rockpile is merely their shell. When they attack, their reddish body is exposed.

Combat: Every two rounds, a rock turtle may lunge out from beneath it's shell and bite at it's opponent. When they are attacking, they are at AC 7, due to a lack of protection for their underbodies. They have a weak poison, injected by a successful bite, which does one point of damage per round for one to four rounds. Saving throws against this poison are at +1. Rock turtles are never surprised, and can surprise an opponent almost always. They are almost undetectable, unless they are moving.

Habitat: Nothing is known about rock turtle society.

Ecology: Rock turtles are believed to be similar to horseshoe crabs. They kill small animals by crawling up to them and then devouring them. Rock turtles are normally left undisturbed in nature, because they are very hard to spot.

Rohyan

Luan Dalgari (chx38@seq1.keele.ac.uk)

Climate/Terrain:	Temperate plains
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Genius (17)
Treasure:	Nil
Alignment:	Any
No. of Appearing:	1-2
Armor Class:	-6
Movement:	See below
Hit Dice:	12+4
THACO:	6
No. of Attacks:	3
Damage/Attack:	2-10/2-10/3-18 (+10)
Special Attacks:	Nil
Special Defenses:	See below
Magic Resistance:	35% and immune to vorpal and sharpness weapons
Size:	L
Morale:	Fanatic (17-18)
XP Value:	9,650

Rohyan are large golden horses, their mane is onyx in colour. Rohyan are the same size as a cart-horse but they are much sleeker, more akin to a race horse in build.

Rohyan are never owned, their relationship with their riders is based on trust, each rohyan will have its own set of values which must be satisfied in a rider before they will permit themselves to be ridden. Once this initial bond has been made, the rohyan will be excellent partners.

Rohyan communicate with their riders using a form of specific telepathy, the rohyan can understand its riders thoughts and wishes, and the rider can understand ideas by the rohyan.

Rohyan can speak their own language, and common. In addition they can read magic (as the spell) and understand magically encrypted maps and other such documents.

Rohyan are also known as plane riders. This is because of their ability to enter any of the known planes at will, although to do this they need to be moving at their full movement rate.

On any plane a Rohyan can find the nearest colour pool or gate to any other desired plane, or combination thereof. Rohyan know all planes very well and as such can never get lost.

When entering a plane the rohyan is immune to its effects, this immunity can be conferred to the rider, should the rohyan wish this, thus it can be very inadvisable to steal a rohyan!

Once every 3 days a rohyan can teleport to its rider. To do this it senses the riders need and travels through the planes to the riders destination, this is an unusual feature in that normally the rider and rohyan can only normally communicate mentally when the rider is mounted on the rohyan.

Rohyan move at a great rate on any plane. If they are rested they can maintain a rate of 576" (96 mph) for 48 hours, after which the Rohyan drops to a rate of 432" (72 mph) for 72 hours, then its movement rate falls to 36" (6 mph) for 48 hours, after this the rohyan must be rested for at least 48 hours. If the rohyan is rested when its speed drops from 576" only 6 hours is needed, if it is rested before the rate drops from 432" the rest period is only 12 hours.

Rohyan regenerate 1 hit point per 6 turns, they can only be hit by +2 magical weapon or better.

The rohyan has abilities equivalent to a strength of 22, a dexterity, constitution, and an intelligence of 17, and a wisdom and dexterity of 16.

Sand Gorgon

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Unknown
Intelligence:	Low (5-7)
Treasure:	None
Alignment:	Neutral
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No. of Appearing:	1
Armor Class:	0
Movement:	36
Hit Dice:	12
THAC0:	9
No. of Attacks:	1 or 2
Damage/Attack:	2-24 (hug) or 1-12/1-12
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	See below
Size:	M
Morale:	Fearless (19-20)
XP Value:	5,000

I've tried to describe the Sand Gorgon as best I can from the Thomas Covenant Series by Steven R. Donaldson. They are the race of creatures trapped in an unending sandstorm by a group of magicians because of their destructive abilities. Each has a unique name and when this name is spoken, the creature is released from the sandstorm and immediately makes its way to the speaker of the name. It's sole purpose is to kill the speaker and return to the sandstorm.

The Sand Gorgon will appear very quickly after the utterance of its name. Whether they do so by some means of teleportation or anticipation is unknown. The Sand Gorgon looks like a small version of a Tyranasaurus Rex with front hands that end in flat ended clubs. The top of their heads is also flat and very hard. Swords, missiles, and clubs simply bounce off without doing any noticeable damage. Each of the clubbed fists do 1-12 points of damage per hit and if both hands successfully hit in one round, the victim is caught up in a hug. This hug does 2-24 points of damage every round until the victim is dead. When the Sand Gorgon has killed once, it will return to the sandstorm as quickly as it appeared.

If some barrier prevents the Sand Gorgon from reaching its intended victim. It will batter it down. A charging Sand Gorgon does 4 structural points of damage. After the initial charge, the creature will stand at the barrier and batter it with successive blows from its clubbed hands. No stone door, or wall of less than 10 feet in thickness can withstand this battering because the creature will set up a destructive resonance with its blows that will eventually shatter the structure. If there is some impassible barrier between it and its intended victim. The Sand Gorgon will kill the nearest, intelligent living creature and return to the sandstorm.

It is unlikely that the Sand Gorgon can be killed. Weapons do not seem to injure it (even the most highly magicked ones). Magic has little or no effect on them. Lightning bounces harmlessly off them, heat and cold do not discomfort the creature in the slightest. One has never been successfully trapped (other than in the sandstorm). It is said

that Gandalf GreyStone, Lord of the Diamond and Shandorn True-Heart tried to capture one of these creatures for experimental purposes only to succeed in the total destruction of Gandalf's tower. Gandalf and Shandorn found that even a *wall of force* is not a serious barrier to one of these creatures and a *raise dead* spell was required to correct that misconception. It's unknown how many Sand Gorgons actually reside in the sandstorm (its exact location is a mystery as well) but the names of three of the creatures have been discovered through the extensive use of several arcane magicks. Those names are 'Nom', 'Tonham', and 'Ravodnas'.

Screamer

	Normal	Tentacled
Climate/Terrain:	Swamps, moist caverns	Swamps, moist caverns
Frequency:	Rare	Very rare
Organization:	None	Pack
Activity Cycle:	Any	Any
Diet:	Herbivore	Herbivore
Intelligence:	Animal (1)	Low (5-7)
Treasure:	Nil	J, K, L, M
Alignment:	None	Neutral evil
No. of Appearing:	1-2	1-4
Armor Class:	8	6
Movement:	3	9
Hit Dice:	1	4
THACO:	19	17
No. of Attacks:	1	1
Damage/Attack:	1	1-8
Special Attacks:	Nil	Spit poison
Special Defenses:	1/2 damage from blunt weapons	
Magic Resistance:	Nil	Nil
Size:	S (3' high)	M (5' high)
Morale:	Unsteady (6)	Average (8)
XP Value:	35	650

Screamers are sentient vegetables, which look like 3' tall cauliflowers, with green, yellow, and blue patches.

Combat: Screamers attack by "biting" their opponents. Their digestive acids cause 1 point of damage with each successful "bite". Screamers only receive half damage from crushing-type weapons, as they are cushioned by the Screamers' soft vegetable bodies.

Habitat: Screamers have no organized social units. They spend most of their lives scavenging for food.

Ecology: Screamers reproduce very quickly, to offset the fact that in nature, they are eaten almost as soon as they are born. When a screamer is born, it immediately releases several spores which land, and grow to maturity in a day. Both types of screamers scavenge for fungi, and plant life, which they eat. The bodies of tentacled screamers are inedible to humans, demi-humans, and humanoids. One normal screamer will feed one adult human for one day. Screamers are a common source of food for many subterranean communities. Their quick reproductive rate makes them an almost limitless source of food.

Tentacled

Tentacled screamers are 5' tall, and look like elongated green mushrooms. They have four thin tentacles at the level where a human's arms would be. One tentacle is in the front, one on the right side, one on the left, and one in the back.

Tentacled screamers attack by flailing with their sharp, but flimsy tentacles, which do 1-8 points of damage. They can only attack an opponent with one tentacle, because of how the tentacles are situated, but they can attack four opponents at once. Also, once every six rounds, tentacled screamers can spit a glob of poison up to 30 feet. If this glob touches skin, it does 1-12 points of damage. Both types of Screamers take 1/2 damage from crushing-type weapons, as they are cushioned by the Screamers' soft vegetable bodies.

Screaming Horror

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Any
Frequency:	Rare
Organization:	Tribal
Activity Cycle:	Night
Diet:	Omnivore
Intelligence:	Average
Treasure:	J, M, D, (Qx5)
Alignment:	Neutral evil
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No. of Appearing:	3-18
Armor Class:	4
Movement:	12
Hit Dice:	2
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1-6
Special Attacks:	Wailing
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Steady (11-12)
XP Value:	65

Screaming horrors are a humanoid race that delight in midnight raids upon small human and demi-human settlements. Although they are capable of using weapons, tribal taboo prevents them from doing so; however, their formidable special attack makes them dangerous opponents.

Three times per day the screaming horror may unleash a sonic attack. Anyone standing within a 4" radius of the screaming horror must save versus magic or take 1d8 hit points of damage. Deaf creatures are unaffected. Screaming horrors themselves are immune to this attack form.

Screaming Horrors resemble emaciated hobgoblins with extremely large arms and claws. They are colored with a dark brown fur.

Scrubbing Bubbles

Elf Sternberg (halcyon!elf@sumax.seattleu.edu)

Climate/Terrain:	Dungeons and indoors
Frequency:	Very rare
Organization:	None
Activity Cycle:	Any
Diet:	Dirt
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Neutral
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No. of Appearing:	1,000-20,000 (1d20 x 1,000)
Armor Class:	7
Movement:	6
Hit Dice:	Special
THAC0:	N/A
No. of Attacks:	1
Damage/Attack:	1-3
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	L
Morale:	N/A
XP Value:	0

Scrubbing bubbles were invented by a wizard who wanted to keep his dungeon clean, but didn't want to work at it. Scrubbing bubbles are more an annoyance than anything else, but they can be painful. They are only found in closed passageways and rooms, and roam about dungeons cleaning walls, floors, and furniture. Upon encountering a party, scrubbing bubbles will seep in through armor and... clean! The sensation is not unlike being attacked with a million stiff toothbrushes, and inflicts 1-3 points of abrasive damage.

Scrubbing bubbles can be disuaded with large volumes of water, and will avoid fire.

Shadow, Grave

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Graves, ruins, and subterranean chamber
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night or darkness
Diet:	Living beings
Intelligence:	Average
Treasure:	H
Alignment:	Neutral evil
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No. of Appearing:	1-2
Armor Class:	-2
Movement:	12
Hit Dice:	15 (100 hit points)
THACO:	5
No. of Attacks:	2
Damage/Attack:	1d10/1d10 + special
Special Attacks:	Energy drain
Special Defenses:	See below
Magic Resistance:	30%
Size:	M (6-7' tall)
Morale:	Special
XP Value:	12,000

This is a rarer, more powerful form of a shadow. They can only be hit with +2 or better weapons, and are immune to death magic, cold-based attacks, slow and hold spells.

The grave shadow chilling touch does 1d10 points of damage and each touch drains one level of experience. If the player survives the assault, he will regain lost levels at a rate of one per month. If a demi-human or human is reduced to zero hit points or levels, he becomes a shadow. The grave shadow can cast any of the following spells at a rate of once per round:

continual darkness
curse
dispel magic
hold monster
mirror image
sleep
slow
symbol of despair
web

Shadow Guard

Luan Dalgari (chx38@seq1.keele.ac.uk)

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Band
Activity Cycle:	Any

Diet:	Living beings
Intelligence:	Genius (18)
Treasure:	See below
Alignment:	Chaotic neutral
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No. of Appearing:	Variable
Armor Class:	-15
Movement:	24
Hit Dice:	268 hit points
THAC0:	-11
No. of Attacks:	3
Damage/Attack:	1-8/1-8/1-8 (+21)
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	30%
Size:	M (6' tall)
Morale:	Special
XP Value:	36,380

Shadow guards are humanoid, appearing as if made from a cloth of shadow. They appear garbed in a shadowy suit of full plate armour and wielding shadowy long swords. They make no noise when walking seeming to float scant millimeters above the floor, consequently they will not set off traps activated by pressure.

They have human equivalent attributes, a strength of 24, dexterity, constitution, and intelligence all at 18, a charisma an 10, and a wisdom 3.

Shadow guards have limited spell use, they can cast upto 16 spell levels per day, their choice is from any spell known by their creator/summoner.

Their long swords are equal to weapons of +6 value, and they are double weapon specialised in this weapon.

They can use any magic item usable by fighters and magic-users, although each shadow guard can only use 1-8 different items.

They regenerate 10 hit points per round, and can only be hit by a +5 or better magical weapon.

Upon their death, they dissipate leaving only any normal magic items they may have, not their armour or swords.

Shishga

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Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Herbivore
Intelligence:	Average
Treasure:	Nil
Alignment:	Lawful evil
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No. of Appearing:	1
Armor Class:	0
Movement:	36
Hit Dice:	4
THAC0:	17
No. of Attacks:	3
Damage/Attack:	1d8/1d8/1d4
Special Attacks:	Fall on rider (4d6)
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	L (Horse size)
Morale:	Elite (13-14)
XP Value:	175

Shishga look like beautiful black horses — at the shishga's option, they wear tangible (temporary creation) saddles and bridles. Shishga permit (indeed want) good characters to mount them. When a chance appears, they will make a beeline

to their master (they always look for a power evil person, preferably a mage, to serve). They can run 100 miles without tiring at all. They can detect good (at will) and cast a specialized charm (1/day) to make a character mount and stay on.

Shocker

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Electricity
Intelligence:	Exceptional (15-16)
Treasure:	Nil
Alignment:	Neutral (chaotic)
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No. of Appearing:	1
Armor Class:	-2
Movement:	18
Hit Dice:	16 or 24
THACO:	
16 HD:	6
24 HD:	5
No. of Attacks:	2 + special
Damage/Attack:	
16 HD:	1-8 + 16 / 1-8 + 16
24 HD:	1-8 + 24 / 1-8 + 24
Special Attacks:	Lightning
Special Defenses:	See below
Magic Resistance:	25%
Size:	L (12'-14' tall)
Morale:	Fanatic (17-18)
XP Value:	
16 HD:	14,000
24 HD:	18,000

Shockers are residents of the quasi-elemental plane of lightning; they are most often encountered on their home plane, but they may also be found on the prime material planes as well. Unlike most elementals, they are capable of traveling to the prime planes on their own (without being summoned), and are able to exist there for extended periods of time. However, shockers may enter the prime planes only via a natural lightning bolt, such as during a lightning storm, and on rare occasions, have even been known to enter through a call lightning spell (this is the only lightning-based spell that is capable of doing this; devices such as a wand of lightning may not do so either.) A shocker has 24 HD on its home plane, but they are reduced to 16 HD on the prime planes, due to absence of the energy they thrive on.

Shockers are slightly different in appearance from other lightning quasi-elementals: they appear as a sheet of shimmering blue energy of a vaguely humanoid shape. However, they possess a limited shape-change ability that allows them to take the form of a human, elf, or half-elf five times a month. When encountered on a prime material plane, they will take the shape of a humanoid 75% of the time. When in this form, they appear indistinguishable from real humanoids; however, a detect magic spell will reveal a faint blue shimmering of alteration and evocation magic, and a true seeing spell, a gem of seeing, or other similar magic will show the creature's true form. The origin of this shape-change ability is unknown. A shocker will always appear in its natural form on its home plane.

Combat: When attacking, a shocker uses its two "hands" to deliver two viscous shocking grasps, each doing 1d8+16 (or 1d8+24) points of damage. In addition, a shocker can emit lightning attacks of up to 30d6 points of damage per day. A single bolt can inflict 5d6 or 10d6 hit points of damage, and either one or two bolts can be discharged per round. A bolt may originate from anywhere on the shocker's body, so an attack can be made in any direction; however, these attacks usually emanate from the hands, mouth or eyes so as to duplicate spells, breath attacks, and/or gaze attacks (this is especially true if the shocker is in humanoid form.)

Shockers also have several special defenses: a +2 or better weapon is required to score a hit on one, and a creature with fewer than 5 HD cannot harm a shocker without some sort of magical assistance. They are also immune to lightning and all types of electrical attacks, as well as air and weather-based magic. Any creature scoring a hit on a

shocker in melee will suffer 1d8 points of damage (save vs. spell for half damage) unless the attack is made via a non-conductor.

Habitat: Shockers are not natives of the prime material planes, but can be found wandering in any climate or terrain (though they dislike rain), usually near civilization. They normally use their shape-change ability to fit into their surroundings. Shockers often take an interest in the affairs of humans and demihumans and they seem to take pleasure in antagonizing them in any way they can. There are many speculations as to the reason for this type of behavior, but no one knows their true motives. For some reason, they seem to ignore dwarves and gnomes.

Not much is known of the origin, behavior, or social structure of these creatures. It is thought that they are composed of pure energy, but this is only speculation.

Ecology: There is a 2% chance that a conjure air elemental spell, staff, or similar device will summon a shocker instead of an air elemental. Shockers encountered in this manner will be in their natural form 95% of the time. The summoner has only a 5% chance per level over 6 of successfully controlling a shocker conjured in this manner (to a maximum of 90%). Also, there is a 10% chance per round that control will be lost, in which case the shocker will immediately attack the summoner and his or her party. Devices which control or protect against normal elementals do not work on shockers; dismissal, banishment, and similar spells and devices have a 20% chance of failing even if the shocker fails its magic resistance roll and saving throws.

It is rumored that magics exist that will summon and/or control a shocker directly; these are said to give results similar to the more common elemental-related devices.

Silent Death

Aki Taskinen (f35437c@saha.hut.fi)

Climate/Terrain:	Tropical
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Constant
Diet:	Carnivore
Intelligence:	Animal (5-7)
Treasure:	Unique, as fits the area
Alignment:	Neutral
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No. of Appearing:	1 per target
Armor Class:	0 (last 25% of hits -10)
Movement:	0
Hit Dice:	20+
THAC0:	10 (treat all armor as AC:10)
No. of Attacks:	1
Damage/Attack:	0 (special)
Special Attacks:	Drowning, paralyzation, ESP, slight charm, and illusions
Special Defenses:	Camouflage, feign death, and immunity to fire
Magic Resistance:	Nil
Size:	H-G (12'-25')
Morale:	Unreliable (2-4)
XP Value:	15,000

Silent death is an intelligent piece of swamp that can change appearance and inner structure to either cause a creature to fall fast to its death, or permit passing over without falling through. It's hard to see, hard to recognize, and hard to re-locate.

Combat: A silent death only attacks when it feels doing so is safe. It can lure animals by emitting a smell that the target finds pleasant, or create an illusion of something that the target would like (generally, food.) It can use its ESP ability to detect close-by animal life to it, as well as sensing the tremors of foot steps. With hunger, it gets more aggressive, attacking even numerous targets, even when they are not all within attack range; with size, it gets more intelligent. People are a favorite target. A general attack starts with paralytic venom to target's foot or paws so as to stop it from fighting back and crying for aid. After that, success causes the target to disappear, falling into the silent death, failure may stop the attack unless the victim detects it. Armor one might not.

Habitat: Solitary, thinking food-oriented. However, with size its powers increase, permitting communication with others of its kind. Also, the scope of interests widens with intelligence, and one may converse with other races, too.

Ecology: As rare, it imbalances little. It's fruit and flowers, the only sure way to detect one, are food to local animal life.

There are multiple dungeon variations.

Silvereen

Max Becherer (becherer@suna0.cs.uiuc.edu)

Climate/Terrain:	Any non-arctic
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Continous
Diet:	Metal
Intelligence:	Exceptional (15-16)
Treasure:	Hx2, B, Qx4
Alignment:	Any
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No. of Appearing:	1
Armor Class:	-5
Movement:	24
Hit Dice:	20
THACO:	5
No. of Attacks:	6
Damage/Attack:	Special + 10
Special Attacks:	Body weaponry
Special Defenses:	Buffer hit points
Magic Resistance:	30%
Size:	M
Morale:	Champion (15-16)
XP Value:	15,000

Few beings are more dangerous in combat than the Silvereen. Best described as a living puddle of quicksilver, this creature has shapeshifting abilities most dopplegangers would envy. It can change its shape, color and texture to anything it desires, with the exception that it cannot change volume. This shapeshifting ability takes less than a segment and can be done whenever the creature decides to do it, even (especially) in combat, and is not counted against attacks made.

Combat: The Silvereen's most powerful attack is its Body Weaponry. It can make any melee weapon it desires, and missile throwers (but not missiles). All these weapons have a base +2 bonus, and it is assumed to be fully proficient in any weapon it makes. Silvereens suffer no lasting damage from normal and most magical weapons. Only lifestealers (full damage), and flame tongues (half damage, but permanent) or weapons which duplicate their effects will inflict lasting damage. This is not to say that normal weapons are totally ineffective, however.

If the Silvereen suffers less than half its hit points from normal weapons in a round, the damage is barely noticed, and heals in less than a segment. If the creature takes more, it is Slowed for 1-2 rounds while it reorganizes itself. Reducing it to 0 or less in one round stuns it for 3-6 rounds while it reorganizes.

Silvereens are not immune to mind affecting spells.

They take half damage from fire attacks, but the damage is permanent (see ecology).

Cold based attacks are treated as damage from normal weapons except that it takes twice as long to heal. If a silvereen is reduced to 0 or less by cold, it is frozen solid.

Silvereens are immune to all non-magical poisons.

Silvereens are helpless against rust monsters (who consider them a delicacy), and flee them whenever possible.

Habitat: Silvereens are solitary creatures with little interaction among them.

Ecology: Silvereens feed on rare, silvery metals such as silver, platinum, mithril, etc. Their metabolisms transform a tiny portion of the metal consumed into the living alloy they are made of. Damage done by fire can only be healed by consuming the proper metals.

Silver	1000 lb/hit points
Platanum	100 lb/hit points
Mercury	10 lb/hit points
Mithril	1 lb/hit points

Like macrophages, they reproduce by fission when they double their base hit points. Energy drains irrevocably reduce the base level. The T-1000 Terminator is an example of a creature much like a silvereen.

Simiavez

(jimv@crmath.ucr.edu)

Climate/Terrain:	Temperate and tropical forest
Frequency:	Uncommon
Organization:	Flocks
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Semi-
Treasure:	J, O, (Qx5)
Alignment:	Chaotic neutral

No. of Appearing:	20-200
Armor Class:	5
Movement:	9, FL 24 (C)
Hit Dice:	1/2 (1d4 hit points)
THACO:	20
No. of Attacks:	1
Damage/Attack:	1d3
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S (1-2')
Morale:	Average (8-10)
XP Value:	35

The simiave or "monkeybird" as it remains called by some is a thievenous scavenger-like creature which inhabits many forestland areas near and beyond the quiet townships of the frontier. Suited better for life above ground, the simiave are slow and clumsy when forced to earth. They are capable of 60' infravision during the night and suffer no penalties in sunlight.

Physically the creatures are nothing more than small monkeys with bat-like wings, buggy, swollen eyes, and pointed, oversized ears. Their dark complexion and light amounts of hair make them unsuited for colder environments.

Mentally, these creatures are far superior to the average animal, often making superb pets and helpers. They converse in high chirping noises not uncommon to that of birds, and with this chirping they seem able to communicate in a rudimentary fashion. They also are able to learn simple commands, however, their willingness to obey is another thing entirely.

The simiave have a reputation as greedy, thieving, michievous creatures. Psychologically speaking they would make the perfect lowly criminal types. They are kleptomaniacs to the core, living in loosely structured bands of several dozen. They each have their own nest in the forest, preferring to hide their few belongings nearby.

Although the simiave aren't much to fight they can be of great use to the comical Dungeon Master as troublesome pets which doo-doo on the wrong person's blanket and steal from his purse as well. Use them in a campaign as a sideshow of comedy or have them become the helpful pets of the master thief or even assassin.

Siren, Fresh Water

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Freshwater lakes
Frequency:	Rare
Organization:	Pods

Activity Cycle:	Any
Diet:	Herbivore
Intelligence:	High to Genius (13-18)
Treasure:	K, M, N
Alignment:	Neutral or neutral evil
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No. of Appearing:	1-6
Armor Class:	8
Movement:	3, Sw 9
Hit Dice:	4
THAC0:	17
No. of Attacks:	1
Damage/Attack:	1d4 (dagger)
Special Attacks:	Voice
Special Defenses:	Potions of forgetfulness
Magic Resistance:	Nil
Size:	M (5' tall)
Morale:	Steady (11-12)
XP Value:	270

They prefer to lure in those of the opposite sex — their voice acts as a lure at a range of up to 36" (save versus charm while audible — those who make their save don't notice the song at all).

The sirens can make potions to cause sleep or forgetfulness. They look like nymphs. They like to mate with humans, then drown them (after a child is born if the victim is female). If no child is born after a year or so, the sirens will get bored with their victims and drown them anyway.

Snake, Dream

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Any non-arctic
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral

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No. of Appearing:	1
Armor Class:	7
Movement:	6
Hit Dice:	2
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d2
Special Attacks:	Poison
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S (4' long)
Morale:	Average (8-10)
XP Value:	120

Dream snakes are nocturnal hunters. They are white, gray, pearl, or smoke in color, growing to perhaps 4 feet in length. Their bite is poisonous, but the poison causes sleep, not death. Once prey has been drugged, the snake will swallow it (thus, the prey die of suffocation). The snake will flee a drugged attacker. Those who are poisoned and save vs constitution will sleep for one turn. Those who fail their constitution roll will sleep for one turn, then go into convulsions until they die (about a day later for humans).

Snake, Scorpion

Max Becherer (becherer@suna0.cs.uiuc.edu)

Climate/Terrain:	Temperate forests and mountains
Frequency:	Very rare
Organization:	Solitary or family
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Low to Average (7-9)
Treasure:	B
Alignment:	Lawful neutral
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No. of Appearing:	1-2 (if 2, 10% chance will be with 3-8 young)
Armor Class:	2
Movement:	15
Hit Dice:	6-10 (1-3 for young)
THACO:	13 (18 young)
No. of Attacks:	4
Damage/Attack:	1d6+1/1d6+1/1d8+1/1d8+1 (per 10 hit points)
Special Attacks:	Poison, crush, rend, swallow hole
Special Defenses:	+1 save vs fire, detect magic
Magic Resistance:	Nil
Size:	H (1 foot per hit point)
Morale:	Elite (13-14)
XP Value:	
6 HD:	3,000
7 HD:	4,000
8 HD:	5,000
9 HD:	6,000
10 HD:	7,000

The scorpion snake is a vicious predator inhabiting temperate highlands. This creature resembles a huge viper with green or brownish scales and a light brown underbelly. The snake has a massive set of pincers and a scorpion-like tail, making it look like a cross between a snake and a giant scorpion. These claws are not exoskeletal, however. They are covered with exceptionally thick scales, and the pincers consist of a sort of ivory instead of chitin. These creatures are highly territorial, and intelligent enough to have developed strategies to defend their territory, land which they know very well. There are reports of an arctic species with a furry hide.

Combat: This much-feared creature is cunning and dangerous in combat. Its thick scales afford excellent protection, and their intelligence often proves to be a rude, and often lethal, surprise to inexperienced foes. Their ability to detect magic (100 foot radius) and excellent senses make them difficult to surprise.

Scorpion snakes are well armed, possessing both a venomous bite and sting. Anyone bitten or stung must save vs poison at -4 or die in 2-5 rounds. If the save is successful, the victim suffers 2d8+8 points of damage, and is in pain for 1d8 hours (-4 on all rolls). The pain effects are not cumulative, but the damage is. If the snake rolls 4 above the required roll when biting a victim 2 sizes smaller, the snake has the option of swallowing the victim whole (he will suffocate unless he can escape). Scorpion snakes are immune to their own venom.

The scorpion snake's claws are almost as fearful as its deadly venom. Any strike that hits by 3 or more above the required to hit results in the victim being grasped. The dungeon master should roll to see where the claw hits, as this will effect the characters options. The other claw (and the mouth and sting) can then hit with a +4 bonus. Any claw which has grasped automatically hits for each successive round. If a victim is grasped in both claws, the snake may rend on the same round and each subsequent round for 2d10 + 1/5 the snake's hit points. The snake may also constrict using whatever rules the dungeon master favors for these attacks. Any victim grasped in both claws loses all dexterity bonuses on armor class. The claws have an effective strength of 19.

Habitat: Scorpion snakes are either solitary, or mated pairs. Scorpion snakes mate for life. As was stated earlier, these creatures are territorial; when a pair are mated, they will live in the larger of the two territories. Unmated snakes will not tolerate snakes of the same sex in their territory. Territorial disputes are resolved by means of non-lethal combat (claws only) in which the first to grasp the other's head in both claws wins. The victor then either passes through unmolested, or claims all or part of the loser's territory. Territorial boundaries are marked with a special musk which identifies the owner.

Creatures smaller than a large horse are considered game, and are usually ignored unless the snake is hungry. Larger creatures are seen as territorial rivals, and are attacked without mercy. Scorpion snakes speak their own language, and can be reasoned with if a way is found to communicate.

Ecology: Scorpion snakes are likely the creation of some insane wizard. Unlike most reptiles, they are warm-blooded and can survive cold conditions. At the end of Autumn, they will go on a killing spree, stocking up on food for the winter. The meat is preserved with the same musk oil that is used for marking territory.

Scorpion snakes are much prized for their many useful components. Claw ivory sells for 10 to 60 gold pieces per HD of the snake, depending on quality. The venom is much prized by thieves and assassins, and can also be used to produce a powerful antidote to many toxins. The musk oil can be distilled into a variety of preservatives and tanning agents. Alchemists will pay handsomely for scorpion snake venom, musk or blood. The scales and hide make excellent armor as well. Many foolhardy adventurers have gotten themselves killed trying to make a quick gold piece hunting scorpion snakes.

Spectre Lord

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Desolate dungeons and ruins
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night (darkness)
Diet:	Nil
Intelligence:	Very (11-12)
Treasure:	A, U
Alignment:	Neutral evil
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No. of Appearing:	1
Armor Class:	-2
Movement:	12
Hit Dice:	10
THACO:	11
No. of Attacks:	1
Damage/Attack:	Energy drain
Special Attacks:	See below
Special Defenses:	+3 or better weapon to hit, see below
Magic Resistance:	40%
Size:	M (6' tall)
Morale:	Fearless (19-20)
XP Value:	10,000

A spectre lord can un-turn spectres by rolling "turn-dead" on the spectre as a 14th level cleric. It takes only half-damage from weapons. It can cast spells as per 10th level cleric. The spectre lord's touch drains 2 levels and slays outright on a natural 20. It is immune to light, fire, and cold-based spells.

They are non-material beings (hence can pass through ordinary matter) and can plane shift to the negative material plane and back, always returning to the same point on the prime material plane where they left. A spectre lord regenerates lost hit points at a rate of 3 hit points per turn at the negative material plane.

Spell Vine

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Group
Activity Cycle:	Continuous
Diet:	Unknown
Intelligence:	High (13-14)
Treasure:	Nil
Alignment:	Neutral
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No. of Appearing:	1-4
Armor Class:	0
Movement:	12

Hit Dice:	4
THAC0:	17
No. of Attacks:	0
Damage/Attack:	0
Special Attacks:	Spells
Special Defenses:	Intangibility, and +1 or better weapon to hit
Magic Resistance:	25%
Size:	M (5' long)
Morale:	Steady (11-12)
XP Value:	2,000

A spell vine looks like four vines hanging in mid-air, with a glowing globe of light in the center.

Combat: Spell vines are constantly shifting in and out of the prime material plane. Only when they are entirely in the prime material plane, can they be struck with weapons, and even then, +1 weapons are required to hit. This only occurs just as they cast a spell. If a spell vine is provoked, it will attack by casting spells as a 9th level mage.

Habitat: Spell vines spend most of their time wandering around. No one knows why they do this. They will generally take no hostile action unless threatened.

Ecology: Spell vines are not a part of nature, and do not interact with it.

Spider, Elf-bane

John M. Martz (UMARTZ@UNCMVS.OIT.UNC.EDU)

Climate/Terrain:	Any frequented by elves
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Elves
Intelligence:	Semi- (2-3)
Treasure:	Nil
Alignment:	Neutral

No. of Appearing:	1
Armor Class:	2
Movement:	24
Hit Dice:	10+5
THAC0:	9
No. of Attacks:	1
Damage/Attack:	1d6
Special Attacks:	Poison
Special Defenses:	Shoot web
Magic Resistance:	10%
Size:	H (18' tall)
Morale:	Champion (15-16)
XP Value:	5,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
1	1/1/3	--/M-	16	30

Psychometabolism Sciences: shadow-from;

Disciplines: chameleon power, displacement, detect elf (no cost).

Unlike most spiders, which sit in wait of prey, the elf-bane spider's long legs allow it to achieve great speeds in pursuit of its preferred prey, elves. Its small beige tear-drop body (roughly 3' radius) stands atop 18' legs.

It feeds almost exclusively on elves; although it will eat half-elves if desperate. It uses its unique psionic ability, detect elf (a variant of heightened senses), to locate its prey. This ability is considered always on and is maintenance free. With it, the spider can smell any being of at least 50% elven heritage up to 5 miles distant.

Combat: This spider will always seek out and attack elves before any other creature; next it will attack half-elves (since it does not find half-elves as nutritious as full-blood elves). It can not digest those with less than 50% elven heritage, so it normally ignores them; however it will fight if threatened.

The Elf-bane spider usually uses its psionic abilities (shadow-form and chameleon power) to close to within a hundred yards of its prey. It then initiates its displacement power and dashes to the attack at full speed. It attacks with its bite, which causes 1d6 points of damage; however, its most dangerous form of attack is its poison. As soon as it has incapacitated a victim, the spider will pick the body up and move to a safe location where it can digest its meal.

The severity of a bite from an elf-bane spider varies as a function of the victim's race, affecting onset time, damage, and saving throw adjustment, see the table below. The adjustment to the victim's saving throw is cumulative with any other adjustments, such as those due to low or high constitution. For example, while Gwenn, an elf, faces immediate death (with a -4 penalty to her save) should she be bit; Halminok, a dwarf, has a good chance (+4 bonus to his save) to remain unaffected, especially if he also has a high constitution (he still takes biting damage, of course).

Race	Class	Onset	Strength	Adjustment
Elf	E	immediate	death/20	-4
Half-elf	D	1-2 min	30/2-12	-2
Mul	B	2-12 min	20/1-3	+2
Dwarf and Gnome	A	10-30 min	15/0	+4
Human and Others	C	2-5 min	25/2-8	0

The elf-bane spider does not spin a stationary web. However, if seriously wounded (i.e., hit points fall below 25% of normal), it will attempt to flee by shooting a single 9' long strand of web at the nearest target using its normal THAC0. If the strand hits, it raps around the victim — treat as per Spider Strand spell (Dragon Kings). Any creature man-sized or smaller is immobilized and cannot move. Any large creature is impeded and moves at half rate, attacking only half as often with a -2 penalty to the attack roll. Any huge or gargantuan creature is unaffected. In order to break free of the strand, the victim must make a successful half bend bars roll for each yard of the strand (i.e., 3 separate rolls). A large creature is no longer impeded after breaking 1 yard, a man-sized creature is no longer immobilized after breaking 1 yard and no longer impeded after breaking 2 yards, a small creature is no longer immobilized after breaking 2 yards and no longer impeded after breaking 3 yards, and a tiny creature remains immobilized until all 3 yards are broken. The strand may be cut at the rate of 1 yard per round (if the target is immobilized, he cannot attempt to cut the strand).

Habitat: The elf-bane spider is a solitary creature, pursuing its prey across the burning sands; however, it is not uncommon to find several spiders independently following the same elven tribe.

Elf-bane spiders mate twice a year, for one week immediately following High Sun and one week immediately following Low Sun. As with most spiders, the male is significantly smaller than the female, but with few exceptions (HD 5; THAC0 15; size M), his stats are identical to the female's. She will invariably kill him after mating if he is slow in his escape (an odd carry-over from their origins, since she cannot digest him). The female burries her fertilized eggs beneath the sand; after two months, 3d6+2 young emerge. They mature quickly, reaching full size before the next mating period.

Ecology: Scholars dispute the origin of the elf-bane spider. Some hold the view that today's spiders are the descendents of spiders originally created by the sorcerer-king Andropinis of Balic in order to protect his orange groves from elven thieves. Their psionic abilities and small amount of resistance to magic have been offered as evidence for this theory. Others believe that a long forgotten dwarven civilization bred these spiders to be used in a standing conflict with an equally ancient elven nation. The fact that dwarves are highly resistant to this spider's poison is often cited as support for this latter theory.

Elf-bane spiders do not collect treasure, and their nomadic nature prevents them from accumulating incidental valuables. They produce little of value (although some would say that killing elves is value enough); however, those skilled in herbalism or the making of poison (such as bards) can extract enough poison for 2d6 applications — the poison has the same properties as above and retains its potency for 1 Athasian week (i.e., 15 days).

Spider, Giant Forest

Max Becherer (becherer@suna0.cs.uiuc.edu)

Climate/Terrain:	Temperate and tropical forest
Frequency:	Uncommon
Organization:	Colony
Activity Cycle:	Continuous
Diet:	Insectivore, herbivore
Intelligence:	Average (8-10)

Treasure:	Nil
Alignment:	Lawful good
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No. of Appearing:	3-18
Armor Class:	7
Movement:	12
Hit Dice:	1
THACO:	20
No. of Attacks:	2 or 1
Damage/Attack:	1d2 or 1d4
Special Attacks:	Web drop
Special Defenses:	Speed, stealth
Magic Resistance:	Nil
Size:	S
Morale:	Steady (11-12)
XP Value:	120

Forest spiders look like huge, hairy tarantulas. Despite their fearsome appearance, they are very friendly and good natured: many a wanderer in forests inhabited by these creatures has awakened after a rainy night to find himself dry because of a large web spun over him by the spiders. The only exception to this friendliness is toward creatures the spiders know to be enemies. The most feared enemy of the forest spider is the halfling, as halflings greatly prize forest spider as food. Forest spider lairs are found high in trees and are well camouflaged to protect against predators.

Combat: Forest spiders are not violent creatures, preferring to run than fight. If sorely pressed, however, they can slash with their legs, inflicting 1-2 hit points of damage or bite using their small mandibles. The mandibles inflict 1d4 hit points of damage, while the weak venom from their vestigial poison sacks does an additional 2d4 (save vs poison at +2 for half).

If the lair is threatened, the spiders cut loose special thick stranded webs surrounding the lair; these drops affect a 10 foot radius and all within the area must save vs breath at -4 to avoid its effects. The penalty is due to the fact that the spiders usually have surprise when using this defense. If the victim knows what to look for and is actively looking, the penalty is negated. A strength check (at a -4 penalty) is required every round to break free. Some (10%) of these webs contain rocks and other debris, inflicting 1d4 points of damage on all who are trapped. The web drops are used to give the colony enough time to evacuate.

Forest spiders are both agile and silent, making them 90% invisible in the forest. When they come to the ground, they always have a strand of silk with which they can quickly return to the safety of the trees.

Habitat: Giant forest spiders live in well concealed arboreal colonies of up to 100 or more individuals. As was stated above, these colonies are well defended with web traps; the spiders know their territory well and are intelligent enough to have a sound defence strategy.

It must be emphasized that these spiders are intelligent and friendly; they will often try to help other intelligent creatures in the forest. They are much like the bottlenose dolphin in this regard. Forest spiders have their own songlike language which most humanoids find quite soothing (the spiders seem to know this), and they mourn their dead. The general mood of these spiders can be seen (or more accurately, heard) in the sounds they make.

Ecology: Unlike most spiders, forest spiders have mandibles instead of the sucking fangs of other species. They subsist on a diet of roots and grubs, and often come to the ground to feed. This is when they are most vulnerable.

Halflings greatly prize forest spider meat, but it is their silk which is most valuable. It can be woven into exceptionally strong ropes, and fashioned into light, flexible armor as light as leather, but with the strength of -2 plate mail. Characters with the ability to communicate with the spiders can have them produce a wide variety of useful items, provided the character himself has the skills needed to create these items.

Forest spiders lay clutches of 2-8 eggs every year and live for about 30 years.

Spiker

Aaron Sher (ars3_cif@uhura.cc.rochester.edu)

Climate/Terrain:	Temperate plains
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Metal, carnivore

Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral
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No. of Appearing:	1
Armor Class:	3 (see below)
Movement:	6
Hit Dice:	2+1
THAC0:	19
No. of Attacks:	1-4
Damage/Attack:	1-4 + special
Special Attacks:	Acid attack
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (7' diameter ball)
Morale:	Average (8-10)
XP Value:	270

A spiker appears as a ball (averaging about 7' diameter) composed entirely of thin metal shafts, radiating outwards from the center. Spikers can extend any of their spikes to a length of at least 10', sometimes more, and they travel by rolling, propelling themselves with their back spikes. Spikers are predators; they normally consume small animals (squirrels, mice, groundhogs, etc) but they will attack anything that comes within range. They "see" by sensing body heat and by tactile perception from their spikes (thus a spiker in a forest may seem to be bouncing from tree to tree - they prefer open plains).

They attack by spearing prey with 1-4 spikes (roll randomly each round), then secreting digestive juices down the spikes. The juices are highly corrosive, thus if the spiker strikes the target's armor or shield the object must make a save vs. acid or drop 1 armor class value from corrosion (note a shield will be ruined); if the armor class reaches 10, it is destroyed. A victim's armor class vs. a spiker is effectively an armor class of 10, modified by dexterity bonus. If the spiker rolls the exact number to hit this modified armor class then the opponent shield is hit (if applicable, else his armor has been hit). If the hit roll is sufficient to hit his modified armor class but not high enough to penetrate his normal armor class, then his armor has been hit. If the attack would penetrate his normal armor class then the opponent has taken the hit himself.

For example, a spiker is attacking an elf with chain mail and shield. The elf has a dexterity of 17. The elf's modified armor class would be 7. The elf's normal armor class is 1. Since the spiker has an THAC0 of 19 the following would be the results of a to hit roll:

Die Roll	Effect
1 - 8	Missed
9 - 11	Player dodges spiker
12	Shield is hit
13 - 17	Armor is hit
18 - 20	The elf is hit

The outer spikes are as hard as steel, so the only vulnerable spot is in the center, where the new spikes are soft (spikes are periodically shed, as new spikes grow outwards and harden). A weapon must be at least 4' long to strike with safety and not being stung. If someone attacks with a weapon from 3 to 4 feet in length, they will take 1-2 damage from acid to the arm. Spikers are dusky brown and make a rustling sound as they move.

Squid, Poison

Jeffrey H. Johnson

Climate/Terrain:	Any ocean or sea
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	High (13-14)
Treasure:	Nil
Alignment:	Chaotic evil
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No. of Appearing:	1
Armor Class:	5
Movement:	3, Sw 15

Hit Dice:	7-9
THACO:	
7 to 8 HD:	13
9 HD:	11
No. of Attacks:	1
Damage/Attack:	2d8
Special Attacks:	Poison
Special Defenses:	Poison cloud
Magic Resistance:	Nil
Size:	M to H (5' to 20' long)
Morale:	Elite (13)
XP Value:	
7 HD:	1,400
8 or 9 HD:	2,000

The origin of these vile creatures is unknown; some say they evolved in the acid seas of the Abyss. Whatever their origin, they have plagued mankind everywhere since they appeared in this world.

They lack the long tentacles of the normal squid, but their ink consists of a poison. In water, they will squirt the poison in a black cloud 30' high by 40' long. They can also come to the surface and "spit" the poison; normal range is 40' with a base chance to hit of 50%. They can use the poison (in either form) three times a day.

Poison squids are very malicious and will attack for no reason. Their bodies are green while their underbellies are white. Some poison squid may worship a demonic master and thus be able to cast clerical spells.

Tafin

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Unknown
Intelligence:	High (13-14)
Treasure:	Nil
Alignment:	Neutral
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No. of Appearing:	1
Armor Class:	10
Movement:	Unlimited
Hit Dice:	N/A
THACO:	N/A
No. of Attacks:	None
Damage/Attack:	None
Special Attacks:	Spellcasting
Special Defenses:	See below
Magic Resistance:	Nil
Size:	T to L (1' to 10')
Morale:	Fearless (19-20)
XP Value:	Nil

A tafin is a creature composed of pure magic. They are totally mischeivous and have no sense of caution. Tafins are attracted to the use of magic and are interested in the doings of mages (and not in others). When a tafin is present, roll on a 1d20 to see which spell it will cast next. Try to think of a good, fun-loving use for it (not a malicious use unless the party has tried to harm the tafin by casting dispels).

1 Time Stop	11 Drawmij's Instant Summons
2 Wish	12 Part Water
3 Meteor Swarm	13 Lower Water
4 Temporal Stasis	14 Move Earth
5 Monster Summoning I-VII	15 Disintegrate
6 Maze	16 Control Weather

7 Simulacrum (no mat'l comp)	17 Reverse Gravity
8 Polymorph Any Object	18 Telekinesis
9 Vanish	19 Ice Storm
10 Power Word Stun	20 Continual Light or Dark

A tafin uses ESP and detect magic continuously. It moves instantly at will but cannot enter where magic cannot pass or exist. Tafins come in six sizes (ages):

Age	Category	Notes
1	baby	destroyed by dispel magic
2-5	adult	driven off by the "stink" of dispel magic; destroyed by effects that disenchant items
6	giant	enraged by dispel magic, driven off by effects that disenchant magic items

A tafin can use the above 20 spells a number of times a day equal to its age category. Tafins are detectable via ESP and via detect magic. They have no material presence so aren't invisible in the usual sense (detect them with true sight but not detect invisible). Tafin can move to wherever their interests drawn them (unrestricted rate).

Tallin

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Any arctic or subarctic
Frequency:	Rare
Organization:	Clan
Activity Cycle:	Any (but usually day)
Diet:	Carnivore
Intelligence:	Very (11-12)
Treasure:	E
Alignment:	Lawful neutral

No. of Appearing:	1-2 (10-20 in lair)
Armor Class:	0 (10% chance of -2)
Movement:	9
Hit Dice:	15 + 1-4 hit points
THAC0:	2 (+3 Strength bonus)
No. of Attacks:	1 or 2 + special
Damage/Attack:	4 - 40+8 or 1-10 + 8/1-10 + 8
Special Attacks:	Breath weapon (mature only)
Special Defenses:	Frost barrier (mature only), and cold immunity
Magic Resistance:	30%
Size:	H (15' tall)
Morale:	Champion (15-16)
XP Value:	16,000
Female:	10,000
Immature:	2,000

Tallin are large humanoids that live in the frozen arctic wastelands. Their skin is gray, tan, or dull brown, and they are almost completely hairless. Tallin stand about 15' tall, weigh approximately 5000 pounds, and are very muscular; females are slightly shorter and lighter. Tallin live 300 years or more.

Tallin wear little except for some scraps of fur around their necks and waist; their low armor class is due to their very thick skin. Most tallin also wear a pair of wide bracers on their wrists; there is a 10% chance that these are special bracers of defense, which lower the tallin's armor class to -2. Tallin have never been known to use spells or any other magic items; it is not known whether they are capable of enchanting these bracers themselves, or if they are obtained elsewhere. The only other possession they carry, is their huge warhammer; their remaining items are kept in the lair.

Combat: From birth, tallin are immune to all cold-based attacks, but take +1 point of damage per die from fire-based attacks, as they are especially sensitive to heat. Tallin may punch or smash with their fists for 1-10 + 8 points of damage with each fist. However, tallin much prefer to use their massive warhammers in combat. These huge hammers are about 6' long and 3' across, and are intricately carved. The hammers are made of some strange metallic alloy of unknown origin; it is widely accepted that no one has ever successfully returned one of these hammers to civilization for study.

These hammers are extremely strong and heavy - a strength of 18/00 is needed to pick up these hammers, and a strength of at least 20 is required to wield one in combat. When a tallin connects with a hammer in combat, it delivers 4-40 + 8 points of damage due to the weight and unique composition of the weapon (the +8 bonus is the tallin's strength bonus.)

When a tallin warrior reaches maturity (at the age of 10 years), he must forge and carve his own hammer (only the males do this; female tallin do not own a hammer and will use their fists in combat.) All male tallin are proficient weapon smiths because of this experience, but the only weapon this proficiency applies to is the tallin's hammer.

Three times per day, a mature tallin (of either sex) may use a *cone of cold* breath attack. This cone is 40' long, 5' wide at the tallin's mouth, and 15' wide at the base; it inflicts 3-30 points of damage to all targets caught in the area of effect; those who successfully save vs. breath weapon suffer half damage.

This breath weapon may also be used in a defensive capacity: a tallin may breathe directly at the ground beneath itself to create a frost barrier that completely envelopes the tallin in the same round it is used. This barrier lasts 1d6 rounds and will negate a total of 50 hit points of fire damage.

Any excess fire damage destroys the barrier and affects the tallin normally. Any ranged fire directed through this barrier suffers a -2 to hit due to the obscured target. Anyone passing through this frost barrier suffers the normal breath weapon damage, although a cumulative +1 bonus is given on the saving throw each round after the first (i.e. +1 on the 2nd round the barrier is in effect, +2 on the 3rd round, etc..)

Habitat: Tallin live in clans of about 10-20; they reside in any arctic or sub-arctic region. They usually lair in large underground caverns in which they spend the majority of their time. They venture forth only to hunt or to fight (usually against white dragons or frost giants who invade their territory.) The strongest male tallin is the leader of the clan. His word is law to the other tallin; he is the leader of the hunt and the commander in battle.

When encountered in the lair, 50% of tallin present will be mature males, 25% will be mature females (AC 2, 13 HD, THAC0 4, D/A 1-10 + 7 per fist), and 25% will be immature tallin (AC 4, 8 HD, THAC0 10, D/A 1-8 + 6 per fist.) There is also a 20% chance of 1d4 subdued white dragons being present as well (usually of adult age or younger.) These are used as pets and/or guards.

Ecology: Tallin will eat nearly any type of meat, but especially like polar bear and seals. They often clash with white dragons and frost giants, with whom they share their territory.

Tanar'ri, Least — Bird of Hell

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	The Abyss
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Low
Treasure:	A
Alignment:	Chaotic evil

No. of Appearing:	1
Armor Class:	-1
Movement:	6, Fl 18 (C)
Hit Dice:	12
THAC0:	9
No. of Attacks:	2
Damage/Attack:	1d4/1d4
Special Attacks:	See below
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S (6" tall)
Morale:	Steady (11-12)
XP Value:	4,000

A Bird of Hell is a minor demon that has the appearance of a small, male peacock (6 inch high bird with 18 inch long brilliant tail). Meeting its gaze causes insanity (terror of darkness or similar phobia). Killing a Bird of Hell frees it to act as a Night Hag (exorcise is the better response — lethal). Its tail fan acts as a Hypnotic Pattern spell and its chirping voice as a weak charm (fascinates the victim, keeps the victim from attacking or not attacks by the bird).

Tanar'ri, Lesser — Forn (Demon)

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	The Abyss
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Low
Treasure:	A
Alignment:	Chaotic evil

No. of Appearing:	1
Armor Class:	0
Movement:	3
Hit Dice:	6
THAC0:	15
No. of Attacks:	1
Damage/Attack:	See below
Special Attacks:	See below
Special Defenses:	Immune to illusions
Magic Resistance:	25%
Size:	S (1' long)
Morale:	Steady (11-12)
XP Value:	1,400

A Forn demon can do the following at will:

polymorph self into gnome, coin, or jewel,
mind blank,
Nystul's magical aura,
gate in a quasit (25% chance of success), and
comprehend languages

Forn demons look like tapeworms in their true form — 1/4 inch wide, very thin, and about a foot long. If left undisturbed on the skin of an animal, they can ooze through the skin over a 2 hour period.

Once inside, they make their way to the brain (4 hour journey from a human foot, e.g.) and consume it.

Tanar'ri, Lesser — Mire (Demon)

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Climate/Terrain:	The Abyss
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Average to High (10-14)
Treasure:	D
Alignment:	Chaotic evil

No. of Appearing:	1
Armor Class:	1
Movement:	9
Hit Dice:	5+3
THAC0:	15
No. of Attacks:	2
Damage/Attack:	1d6/1d6
Special Attacks:	See below

Special Defenses:	See below, +1 or better to be hit
Magic Resistance:	40%
Size:	M (6' tall)
Morale:	Fanatic (17-18)
XP Value:	3,000

Each round a mire demon can do one of the following abilities instead of attacking with it's claws:

try to *gate* in another of its kind (40% chance of success)
dispel magic
hallucinatory terrain
symbol of pain
create mudhole

The mire demon can use the mudhole either as an attack against its enemies or as a place for it to heal. If casted under an opponent, the opponent must roll und 1/2 his dexterity to avoid being caught in it. If the opponent is caught he will sink for 4 + 1d6 rounds. Once the opponent has completely sunk into a mudhole he will suffocate in 4 rounds unless rescued. If a person suffocates in the mudhole he too will become a mire demon, under the slayer's control.

If the mire demon immerses itself in a mudhole or pile of rotting vegetation, its wounds will heal at a rate of 4 hit points per round.

Tanar'ri, True — Esjebrackus, King of the Ghouls (Demon Lord)

Climate/Terrain:	The Abyss
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Exceptional (15-16)
Treasure:	H
Alignment:	Chaotic evil

No. of Appearing:	1
Armor Class:	-3
Movement:	16"
Hit Dice:	88 hit points (16+ HD)
THAC0:	5
No. of Attacks:	1
Damage/Attack:	4-16 (4d4) or 1-10 + special
Special Attacks:	See below
Special Defenses:	See below, +1 or better to be hit
Magic Resistance:	60%
Size:	L (8' tall)
Morale:	Fanatic (17-18)
XP Value:	50,000

Esjebrackus resembles a 10' Ghoul when found in natural form. However, he is usually found Polymorphed into some grotesque inhumanoid creature (along the lines of a slime), and only enters normal form at the start of combat.

Combat: Esjebrackus, King of the Ghouls, vassal of Yeenoghu, spawn of Orcus, is one of the mightiest of demon lords. As king of the Ghouls, he is always attended by 33 Ghouls of maximum hit points, and is capable of summoning an additional 2-20 once per day. Moreover, any ghouls in his presence are impossible to turn.

Esjebrackus fights with his Morning Star, a chaotic evil magical weapon of extraplanar origin that is +3 to hit and does 4-16 points per hit. He is as strong as an ogre, and should he choose to fight unarmed he does 1-10 points of damage with his claws, plus the ability to paralyze an opponent. Unlike normal ghouls however, the save is made at -2, and it is fully functional against elves. Moreover, Esjebrackus has the following spell like powers usable once per round as applicable: Darkness (10' radius), Telekinisis (8000 gp weight), Invisibility, Charm Person, Hold Person, Detect Invisiblity, Detect Good, Fear (as per wand), Blight, Polymorph Self, Phantasmal Killer (once per day), Dispel magic (as a 15th level magic user), Confusion (1 time/day), Cause Critical Wounds (3 times/day).

Habitat: His progenitor, Orcus, and he share a great enmity, and Orcus seeks his offspring's destruction. The Ghouls no longer worship the Lord of the Undead, and this is not forgotten by Orcus. Esjebrackus is young as demon lords go and Orcus fears that one day, all the undead will be worshipping this usurper. Yeenoghu, is delighted to cause his rival such stress by forging an alliance with his son. Esjebrackus simply waits.

Tarq

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Any hills and subterranean
Frequency:	Uncommon
Organization:	Tribal
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Very (11-12)
Treasure:	M (D, U)
Alignment:	Chaotic neutral
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No. of Appearing:	5-50 (10-100 in lair)
Armor Class:	6 (8)
Movement:	8
Hit Dice:	3+2
THACO:	17
No. of Attacks:	1
Damage/Attack:	1-8 or by weapon type
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	L (10' tall)
Morale:	Average (8-10)
XP Value:	120
Young:	65
Archers:	175
Guards:	275
Shield guards:	420
Leader:	650

Tarqs (pronounced TARKs) are large humanoids that dwell in hilly regions in tribes of up to 100 in number; they have adapted to life in any climate. Tarqs also thrive in subterranean locations; their lairs are always underground.

Tarqs average about 10 feet in height and resemble a cross between an ogre and a hill giant; in fact, it is rumored that tarqs are a cross breed of these two creatures. They have brown, tan, or olive green skin and long, dark hair; their eyes are usually black.

Tarqs speak their own language, as well as those of several other humanoids such as orcs, ogres, goblins, and giants.

Combat: Although tarqs appear quite formidable, they are not nearly as powerful as their appearance might suggest. They are timid and even cowardly in combat, and prefer to use surprise and ambush tactics - if they fight at all. They try to avoid combat entirely or flee from foes; this is especially true if a single tarq is encountered alone. Tarqs are also not as strong as other creatures of similar size: they have few HD, and gain no strength bonus in combat; their natural armor class is poorer than other comparable creatures.

Tarqs use a variety of weapons, including swords of all types, maces, axes, and most polearms; archers use light crossbows or longbows. Tarqs have a natural armor class of 8, but most use leather armor, which lowers their AC to 6.

Habitat: Tarq tribes can be found in hilly terrain in any climate, as well as in subterranean settings. Lair are underground, and are usually deep within a hilly region, well-hidden from outsiders. A typical tribe contains 80-100 members. Approximately half these are adult males, a quarter are adult females, and the remaining quarter are young tarqs. There is no appreciable statistical difference between the sexes, but young tarqs have only 2+1 HD, and a THACO of 19. Females and young will normally be encountered only inside the lair. A tarq tribe is ruled by the strongest adult male.

Tarqs of different tribes usually will not interfere with one another - they do not contest with each other as orcs and goblins do. If two tarq tribes have a dispute, it will be handled diplomatically, if at all possible. In times of great need, two or more tarq tribes may band together in order to defeat a common enemy, or solve some other problem.

Tarqs prefer to be left alone, and will not attack outsiders unless their lives are in danger or their lair is threatened. They hunt small animals, but also gather herbs and berries, and have even been known to participate in primitive farming practices.

Ecology: Tarqs have an average lifespan of 90-100 years. They have a gestation period of 11 months; female tarqs normally give birth to 1-2 offspring. The birth rate and infant mortality rate are relatively low compared to some other humanoids, since they engage in warfare less often, and generally have better living conditions than orcs, goblins, et al.

While tarqs prefer to live in isolation from the world around them, they are often marked as targets by orcs, ogres, hobgoblins, and their ilk, despite their large size. These humanoids take advantage of the tarqs' timid nature in any way they can; tarqs are killed at times solely for sport by these creatures.

Archers

For every group of 25 tarqs, five will be archers; these are normal tarqs armed with short swords and either a longbow or a light crossbow, instead of the normal weaponry.

Guards

The lair and its vicinity is protected by 10-20 elite warriors; these guards carry a missile weapon (as per archers) in addition to the normal armament. They wear hide armor (AC 4) and have 4+2 HD and a THAC0 of 17.

Leader

For every group of 20 tarqs, there will be a leader present. Leaders will own the finest weapons of the tribe, and even have a 20% chance of possessing a magical weapon of some sort. They wear chain mail (AC 3), have 6+2 HD, and a THAC0 of 15. The strongest leader is also the chieftan of the tribe. Leaders will have in their possession, 1d2 miscellaneous magic items usable by the fighter class.

Shield Guards

A leader is rarely (10%) without his shield guard. This group is comprised of 5 elite guards whose duty it is to protect or "shield" their leader from harm; they swear an oath of loyalty to their leader, and will protect him to the death. Their equipment and statistics are similar to that of a leader, except they have 5+2 HD, and only have a 10% chance of owning a magical weapon (they will possess 1d2 miscellaneous magic items.)

Tasmanian Devil

Max Becherer (becherer@sun0.cs.uiuc.edu)

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Day
Diet:	Omnivore (carnivore)
Intelligence:	Low to average (5-10)
Treasure:	Bx2, H
Alignment:	Chaotic neutral (evil)
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No. of Appearing:	1
Armor Class:	8 (-10)
Movement:	12, special
Hit Dice:	10-15 (no 1's)
THAC0:	10, special
No. of Attacks:	3
Damage/Attack:	1d6+6/1d6+6/4d10+6, and special
Special Attacks:	Whirlwind
Special Defenses:	Whirlwind
Magic Resistance:	Nil

Size:	S to M
Morale:	Fearless (19-20)
XP Value:	
10 HD:	5,000
11 HD:	6,000
12 HD:	7,000
13 HD:	8,000
14 HD:	9,000
15 HD:	10,000

The best way to understand the tasmanian devil is to watch The Bugs Bunny and Road Runner Show (TM). In game terms, these creatures can eat any organic matter, though they prefer meat; each devil has 10 to 20 favorites.

Combat: A tasmanian devil's teeth and claws are as hard as +6 adamantite, and consequently, their claw and bite attacks are extremely vicious. Their most powerful attack, however, is the whirlwind.

Any whirlwind attack is preceded by 2 segments of inactivity in which the monster grunts and makes other strange noises. Upon assuming a whirlwind, the tasmanian devil's armor class drops to -10, and it receives five attacks per round at +4 to hit, each inflicting the devil's hit points in damage. Victims can save vs paralyzation at -4 for half damage.

A whirlwinding devil has the following movement rates based on its HD, depending on obstruction:

Movement is always a sprint.

Relative hardness	Example	Movement: HD x
No obstruction	Air, light underbrush	2
Wood	Trees, wood buildings	1
Stone, soft metal	Granite wall	1/2
Hard metal	Steel plate, solid rock	1/4
Very hard metal	Adamantite, magical barriers	1/8

All items touched by the whirlwind must save vs disintegration or be damaged or destroyed. This includes weapons which successfully strike the devil. If a devil tries to bore through an enchanted barrier which makes its save, the devil is stunned for 1-4 rounds. The best tactic when confronted with a whirling devil is to run - the other way - quickly! The whirlwind can be maintained for 1 round per HD, then the monster must rest for 1 hour before whirlwinding again. Tasmanian devils can fight to -20 hit points (but lose the whirlwind) before they drop dead.

Habitat: Tasmanian devils never use weapons (their own are so good), but can, and often do, make use of simple tools designed for humans. They love to collect items they don't understand, and especially like shiny things. Finding the lair of a defeated tasmanian devil can yield a treasure trove of valuable items.

If a mated pair is found, there is a 20% chance that 2-5 pups will be present (1-4 HD, 1-2, 1-2, 4-16, no whirlwind). Half strength juveniles can be found, but they are rare, as these creatures grow quickly.

These monsters speak their own language, and most (70%) know a smattering of common and perhaps a third language (they can usually make themselves understood, but their fluency leaves a lot to be desired). Most tasmanian devils are neither bright nor cunning and are easily fooled. They will often leave a party alone (for a while) if offered huge amounts of food (they are almost always hungry), or interesting, shiny objects. While they guard their collections jealously, they can sometimes be convinced to trade one of their possessions if offered a particularly appealing item in exchange.

Ecology: The presence of a tasmanian devil can have a devastating effect on the local ecology. They have an exceptionally fast metabolic rate and can regenerate one point per turn.

Devil teeth, claws and horns are useful to alchemists and some weaponsmiths. The most valuable part of a devil, however, is its extradimensional stomach. This organ is worth 2000 gold pieces or more intact, as it can be used to make exceptionally large bags of holding (and devouring). If edged weapons were used to kill the devil, there is only a 5 to 15% chance (dungeon master's call) that the stomach is usable. Tasmanian devils have a rudimentary ability to detect extradimensional spaces and will not swallow an extradimensional device, spitting it out before it enters the stomach. If asked why, the devil will reply that it tasted "yucky", as they do not understand the concept of extradimensional spaces. Tasmanian devils live for about 40 years.

Tass Demon

Climate/Terrain:	Woods and plains
Frequency:	Uncommon

Organization:	Packs
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Animal (1-2)
Treasure:	Nil
Alignment:	Neutral

No. of Appearing:	1-8
Armor Class:	-2
Movement:	15
Hit Dice:	6
THAC0:	15
No. of Attacks:	2
Damage/Attack:	1-6/1-6
Special Attacks:	Bite with poison
Special Defenses:	See below
Magic Resistance:	60%
Size:	S (3' tall)
Morale:	Champion (16)
XP Value:	4,000

These creatures are three feet tall and are covered in an ink black fur from head to foot. They have pointed ears that gives them exceptional hearing. They have long front claws with black talons and their feet are padded which reduces the amount of noise they make when they scurry across the ground (50% move silently.) Because of their predominately black colour Tass Demons are very hard to detect when hiding in shadows (75% chance of success.)

Combat: These little devils will run up attack with both claws and usually scurry off. If both hits are successful then the creature has dug into the players skin and the creature will attempt to bite its opponent. This bite does 1d4 points of damage and deliver type A poison with it's bite.

Habitat: These creatures live in small unorganized packs and attack almost any creature to obtain food. They usually just visiously attack an oppent until it kills it or gets killed. Not having the brain power to think of retreating usually. They make their homes in burrows in the ground.

Ecology: These creatures were made by a wizard who wanted to create cute furry creatures that would attack visiously upon a command word. Of course this didn't quite work to the wizard's expectations.

Terror-Beast

Allan J. Mikkola (allanm@vulcan.med.ge.com)

	Healer	Hunter	Magician
Climate/Terrain:	Any	Any	Any
Frequency:	Very rare	Very rare	Very rare
Organization:	Pack	Pack	Pack
Activity Cycle:	Any	Any	Any
Diet:	Omnivore	Omnivore	Omnivore
Intelligence:	Average to High (10-16)	Average to High (10-16)	Average to High (10-16)
Treasure:	(C)	(C)	(C)
Alignment:	Lawful neutral, neutral, or neutral good		
No. of Appearing:	2d4	4d4	1d4
Armor Class:	6	6	6
Movement:	18	24	24
Hit Dice:	5+1 to 9+1	5+1 to 9+1	5+1 to 9+1
THAC0:			
5+1 HD:	15	15	15
6+1 - 7+1 HD:	13	13	13
8+1 - 9+1 HD:	11	11	11
No. of Attacks:	3	3	3
Damage/Attack:	2d4/2d4/2d6	3d4/3d4/3d8	1d6/1d6/2d4
Special Attacks:	See below	See below	See below

Special Defenses:	Nil	Nil	Nil
Magic Resistance:	Nil	Nil	Nil
Size:	M (5')	M (6')	M (4')
Morale:	Steady (11-12)	Steady (11-12)	Average (8-10)
XP Value:			
5+1 HD:	650	975	650
6+1 HD:	975	1,400	975
7+1 HD:	1,400	1,400	1,400
8+1 HD:	1,400	2,000	1,400
9+1 HD:	2,000	2,000	2,000

Terror beasts look like a cross between a heavily muscled dog and a large feline. Their intelligence is average to high. All are telepathic among their own kind while the mage-born are telepathic with all creatures. Terror-beasts generally avoid humans, if possible avoid orcs and kin, but will sometimes associate with elves, half-elves, and humans who have become rangers or druids.

Cubs have golden fur all over. Adults' coats reflects inborn abilities:

Type	Coat	Die to Determine Hit Points	Height
Healer	White	1d8 hit points / HD	5' at shoulder
Hunter	Brown	1d10 hit points / HD	6' at shoulder
Magicians	Grey	1d6 hit points / HD	4' at shoulder

Black splotches are a sign of exceptional intelligence while gold markings are associated with a restless nature. The beast gains an extra 1 HD bonus for every part of 25% of its body is covered by black splotches. (I.e. if the terror-beast is 10% cover with black splotches it would get 1 extra HD, if it was 30% covered with black splotches it would receive 2 extra HD, and so on.)

All terror-beasts gaze causes fear. Opponents get save at +1 if the creature has no black spots (5+1 HD). However, opponents save at a -1 penalty per HD over 6 HD (i.e. -1 for 7+1, -2 for 8+1, and -3 for 9+1). All terror-beasts use a claw, claw, and bite attack form.

Healers cast clerical spells as cleric level equal to its HD. Hunters can attack multiple times like an fighter equal to its HD. While magician terror-beast get mage spells equivalent to a mage of same level as its HD.

Three-for-One

Tony "the Deviant DM" Leone

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Unknown
Diet:	Fear
Intelligence:	Godlike (22)
Treasure:	Nil
Alignment:	Neutral

No. of Appearing:	1
Armor Class:	6
Movement:	12
Hit Dice:	5
THAC0:	15
No. of Attacks:	0
Damage/Attack:	0
Special Attacks:	Nil
Special Defenses:	Unaffected by all spells except wish.
Magic Resistance:	Nil
Size:	S (4' tall)
Morale:	Steady (11-12)
XP Value:	Nil

A three-for-one appears as a spherical orb when first found. When a player touches the orb, the creature appears- a 4' tall, gray wookiee-like creature. It announces the following: "Ahhh, thank you. I am a three-for-one. I will grant you

three wishes- anything you like, with no ill effects. However, after I have granted your three wishes, I get to ask a wish of you. If you cannot grant me my wish, you will be completely and irretrievably slain."

From then on, the creature may show up at any time, to watch the party and see if it can be of any help. At this point it will live on the fear of the players that he may need to use the services of the three-for-one and thus enter into a matter of life and death. The creature will bear no remorse if the players does not want it around, and it will leave with no grumbling if asked. Once the first wish is made, however (and a good Dungeon Master will tempt the party with possible uses of the wishes), the creature lives on the character's fear of making the third wish and not being able to grant it. After the third wish is made, the three-for-one will automatically appear and tell the players that it gets to make its wish. However, it will not make its decision right away. In order to consume lots of fear from the players, it will tell him that, "When I need my wish, I'll come back." Thus the players will no doubt rue the next appearance of the monster.

Should the players ever be in danger of getting over his fear, the monster will reappear, and probably scare the players shitless. However, it is not likely to ask its wish, just watch the players. If the players ever decides that the creature is stalling, the three-for-one will appear and make a demand which is doable, but difficult. (This should be used as a last resort). Thus it will feed upon the players constant fear of failure as he tries to carry out the wish. If the players carries out the wish, the monster will renew its offer as if he was newly found. If the players cannot grant the wish, nothing unusual happens. You see, the character will not be hurt by ignoring the monster but the monster will never tell him that or it will have no fear upon which to feed.

Troll, Black

VaxBandit (arkoie@JUDY.INDSTATE.EDU)

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Band
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Low (5-7)
Treasure:	Special (see below)
Alignment:	Chaotic evil

No. of Appearing:	1-4
Armor Class:	-2
Movement:	12
Hit Dice:	7 (50 hit points)
THAC0:	12
No. of Attacks:	3
Damage/Attack:	1-6/1-6/3-30
Special Attacks:	Nil
Special Defenses:	See below
Magic Resistance:	Nil
Size:	L (9' tall)
Morale:	Fearless (19-20)
XP Value:	3,000

Long ago, a very evil, and very mad wizard wanted to create the ultimate soldier for his army of destruction. Being very adept with genetic magic (it is rumored he might have created the Owlbear and Bullette), he decided to take two very formidable monsters and combine their characteristics magically to create a horror like no other! What he did was come up with the black troll! This troll is similar to other trolls, but it's far more deadly. It is totally immune to fire, cold, electricity, poison, and doesn't need to breath, so it's also immune to gasses and cannot drown. It's known that this monster cannot die! This trolls skin constantly secretes a black slime, thus the low armor class because it's very difficult to strike a black troll effectively.

What is exceptionally deadly about black trolls is the fact that they also regenerate 5 hit points per round more than other trolls. Also, once a part of the trolls body is cut off, instead of attaching back to the main body, the body part creates an entirely new troll. Once 7 rounds has past, the body part has recreated enough of the old troll for an individual (the remaining portion left would be patches of skin, parts of an arm or both, and some of the less vital organs on the inside of the body, sometimes only half the brain has regenerated, yet is enough for the troll to function). Even the smallest drop of blood is enough for a new troll to be created, although a drop would be so small, that it would take a couple of hours for a new troll to be created (the regeneration has less effect upon extremely small parts, like drops of blood or patches of skin). Even at -50 hit points, a black troll will still regenerate. Thus since it is quite difficult to kill

them, only one way is known to really work. If the spell *disintegrate* is cast upon a troll, all except a small part will disappear (a finger, a patch of muscle, etc). Then if this part is placed within a small and sturdy container (a metal box is the best), the troll will only be able to regenerate enough to fill the entire box. Then, if the container is strong enough, the troll will be stuck! Once this is done, many have said to put the container deep underground, toss it in the bottom of a lake, or even send it to the void. Although a few have kept them and sold them in the black market for as much as 50,000 gold coins. Just one part is enough to create a vast army of trolls!

It is known that all black trolls encountered originated from the troll that the wizard had created. He started with one, and cut it in pieces to create the rest (thus all have 50 hitpoints).

Unguarded Treasure Table

Mark E. Becker (mbecke69@Calvin.edu)

Climate/Terrain:	Indoors/underground
Frequency:	Unbelievably rare
Organization:	None
Activity Cycle:	Any
Diet:	Unguarded treasure
Intelligence:	None
Treasure:	See below
Alignment:	None
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No. of Appearing:	1-???
Armor Class:	13
Movement:	1
Hit Dice:	-4
THACO:	-6
No. of Attacks:	1
Damage/Attack:	None
Special Attacks:	Absorb treasure
Special Defenses:	Spell immunities, and psionic immunity
Magic Resistance:	Special
Size:	S (3' across)
Morale:	Wimpy (1-2)
XP Value:	-300

Unguarded Treasure Tables appear to be just that — tables. That is, furniture. They are either 3' square or 3' diameter tables, suitable for a dining room.

They are, however, not what they seem. They are actually highly magical beings that wander dungeons in search of unguarded treasure, which they eat.

Combat: Unguarded Treasure Tables (or UTTs for short) have absolutely no capability to cause harm to any creature. This would make them totally harmless if it were not for their ability to "eat" their opponents' treasure.

When a UTT hits an opponent, it absorbs up to 1000 coins and 10 gems or art objects that the target is carrying, beginning with the lowest value items. Up to three UTTs can attack one man-sized opponent, and they attack the richest targets first. If the target has no monetary treasure left, then there is a 10% chance that the table will "eat" one magic item, beginning with those of lowest XP value (by the DMG or wherever).

Unguarded Treasure Tables are some of the strangest creatures in the worlds. As their HD are negative, they have "negative" hit points. Whenever they are struck by a weapon, or affected by a spell that does damage, they are "healed", even if this would take them over (under?) their normal total. The only way to harm these things is to use some kind of healing effect on them. I.E. a Cure Light Wounds spell would do 1d8 points of "damage" to them, the Cell Adjustment psionic power would do up to 4 points of "damage" to them each round, and a Heal spell would kill one instantly.

The danger with "killing" one of these creatures is what happens next. When a UTT "dies", the space where all of the treasure that it has "eaten" is ruptured, and all of the treasure comes bursting back into the Prime Material Plane. This makes it seem like the treasure comes exploding out of the UTT's body, and it fills as much space as it needs (generally a whole lot!!). All creatures in the room, or within 500 feet, take 10-100 (10d10) points of damage from impact, suffocation, and food poisoning.

The strangest thing about the UTTs is what happens when their legs are cut off. This can be done easily by announcing that the attacker is aiming for a leg instead of the body. Any successful hit in this fashion will sever a leg.

When the first leg is severed, the UTT's movement rate is halved. The second lost leg causes movement to be halved again. If three have been lost, the UTT emits a high-pitched scream of pain, similar to the noise that some people can hear from a TV set. This increases random encounter chances by 5% (or equivalent), and encounter reactions will be worse by 1. When the last leg is severed, the UTT falls flat on the ground and is unable to move. However, at the same time, all blunt weapons animate and begin attacking their owners until the UTT is "killed" or they are grabbed by their owner (with a successful attack roll, AC 4). Also, all short swords within 30 feet grow into either Longswords (1-5), Broadwords (6-7), Scimitars (8-9) or Bastard Swords (10). The effect on swords is permanent, magical bonuses or abilities are not affected in any way, and the owner does not necessarily gain proficiency with the new type of sword.

If exposed to sunlight, a UTT will cough up a gem of randomly determined value, and will teleport to a random underground location. This is the easy way of getting treasure from these monsters (otherwise known as the chicken method).

As they are completely unintelligent, mind affecting spells and powers are completely useless against them. Also, any spell or power that does not cause physical damage ("healing" the UTT) is useless as well. Affects that do damage and require a Saving Throw always do full damage to these creatures. (They willingly fail their save.)

Habitat: None. UTTs are completely mindless, and therefore have no kind of social tendencies whatsoever. They can be found in groups or alone, and there is no good reason for it. They are, however, always found either indoors or underground. They are NEVER found outdoors.

Ecology: Unguarded Treasure Tables are not natural creatures, but nobody knows who or what created them. They have no niche in nature, however they do tend to keep dungeons of the tunnels-connecting-rooms variety clean of unguarded or dropped treasure. Any treasure that is left unguarded in a dungeon with UTTs has a 5% chance per hour (cumulative) of being discovered and eaten.

UTTs produce no worthwhile products, except for the treasure that they collect and release upon "death". This is equal to ALL of the treasure types in the DMG, at 90% chance for coinage, gems, and art objects (and any others) and 10% chance for magic items, at listed amounts.

Note: Unguarded Treasure Tables are *not* for serious games!!!! (Duh!)

Venderauk

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Average
Treasure:	Nil
Alignment:	Neutral evil
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No. of Appearing:	1-4
Armor Class:	6
Movement:	12
Hit Dice:	3
THACO:	17
No. of Attacks:	2
Damage/Attack:	1d3/1d4
Special Attacks:	Poison, see below
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	L (8' tall)
Morale:	Fearless (19-20)
XP Value:	420

A venderauk is a type of creature invented by a mage, most likely one gone mad. They have a bulbous body with multiple segments — rather ant-like, long, grasshopper-like rear legs, and short, useless arms hanging off the front of the front segment. The body is purple to red in color (often an iridescent mix of purples and reds). They have a thin chitinous exterior, but most of their weight is carried by their internal skeleton. A venderauk has four heads, each of which has a separate attack:

Head	Attack form
Snake	Bites for 1d3 points of damage plus poison (swiftly lethal)
Dog	Bites for 1d4 points of damage
Baboon	Babbles loudly to call attention from other venderauks or nearby monsters (50% chance of summoning)
Human	Able to casts a <i>confusion</i> spell once per day

Venderauk never sleep and thus are prized as guardians. They are cold-blooded and so need relatively little food (but will be "slowed" in a cold room). They are alert — at most a 10% chance of being surprised.

Vorpal Bunny

Guy Schamp (gschamp@smdvx1.intel.com)

Climate/Terrain:	Any (but usually big caves)
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Low (5-7)
Treasure:	Nil
Alignment:	Neutral

No. of Appearing:	1
Armor Class:	0 (because of speed)
Movement:	16, Jp 24
Hit Dice:	5-9
THAC0:	
5-6 HD:	15
7-8 HD:	13
9 HD:	11
No. of Attacks:	1
Damage/Attack:	4-24 (4d6)
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	T (1/2'-2' long)
Morale:	Steady (11-12)
XP Value:	
5 HD:	975
6-7 HD:	1,400
8-9 HD:	2,000

Vorpal bunnies typically appear as other rabbits. They come in various colors, and are considered "cute" by some. (For a while, anyway.) Specimens usually range from six to twenty-four inches in length, and as high as thirty-two inches when standing on their rear legs.

Combat: Vorpal bunnies lure their prey to them by hopping about and acting cute. They emit a gentle cooing sound, which has the effect of a low power charm spell (save vs. spell at +2.) Those charmed will be disposed toward picking up the "cute little rabbit" and perhaps petting it. Once it's prey is off guard, the vorpal bunny leaps at the throat of it's prey.

On a natural to hit roll of 18 to 20 indicates that the bunny has obstructed the victim's throat and decapitated him.

The vorpal bunny will run if it is seriously pressed (ie battle goes against it), and will try and return later to consume anyone (or anything) it was successful in killing.

The low armor class of the bunny is due to his blindingly fast attack, and the fact that it usually catches it's prey off guard.

Habitat: Vorpal bunnies tend to enjoy living near big caves and caverns. It is believed that the vorpal bunnies find these places good for hunting prey as many large game seek shelter at them.

Ecology: Vorpals will usually be found alone unless a mating pair is discovered. This case is rare however as the male tends to mate with the female and then leave.

Wight, Greater

Max Becherer (becherer@suna0.cs.uiuc.edu)

Climate/Terrain:	Catacombs, swamps, and other unwholesome places
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	See below
Intelligence:	High (13-14)
Treasure:	Bx2
Alignment:	Lawful evil

No. of Appearing:	1-4 + 2-16 lesser wights
Armor Class:	4
Movement:	12
Hit Dice:	7
THAC0:	13
No. of Attacks:	1
Damage/Attack:	2-8
Special Attacks:	Energy drain
Special Defenses:	Silver or +2 or better to hit, regeneration
Magic Resistance:	Nil
Size:	M
Morale:	Champion (16)
XP Value:	3,000

Greater wights are more powerful cousins of the Wight. They are identical to wights in every other aspect except for those listed below.

Combat: Like wights, greater wights have an energy drain. They also have a much more feared variant on the theme. Once a round, a greater wight can launch a finger at a victim to a range of 30 yards and hitting with a THAC0 of 13. If the hit succeeds, the victim loses 1 level and suffers 1d4 hit points of damage. The finger must be removed on the round it hits, preventing any further action. The finger then burrows into its victim like a rot grub. The victim suffers 1d4 hp per round, losing a level each time. A save vs. paralyzation at -2 per round cumulative is incurred to avoid fainting. A second finger doubles the penalties, a third triples them, etc. The finger reaches the victim's heart in 3-12 rounds killing him and turning him into a greater wight. After the first round, any powerful curing spell such as heal, or restoration will destroy the finger. Remove curse is also effective.

Habitat: Greater wights are usually leaders of wight groups. For any grouping of wights, there is a 50% chance that there will be 1d6 greaters present.

Ecology: Greater wights are abominations like wights. The only way a greater wight can produce more of its kind is with the finger attack. Normal energy drains create wights.

Wolf, Rock

Adne Brunborg (brunborg@alkymi.unit.no)

Climate/Terrain:	Any mountains and hills
Frequency:	Very rare
Organization:	Solitary (packleader)
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Average (8-10)

Treasure:	Nil
Alignment:	Lawful good
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No. of Appearing:	1 (2, 2% chance)
Armor Class:	3
Movement:	15
Hit Dice:	5+5
THACO:	15
No. of Attacks:	3
Damage/Attack:	1d6/1d6/2d4
Special Attacks:	None
Special Defenses:	Camouflage, +2 on surprise
Magic Resistance:	Nil
Size:	L (8'-13')
Morale:	Fanatic (18)
XP Value:	1,400

A Rock Wolf resembles a huge, grey wolf, being 10' long and well over 4' high at the shoulder.

If seen from a distance, a rock wolf looks exactly as a rock, and if it chooses not to be discovered, you can pass within a few feet and still think it's a rock. Creatures with infravision has a 30% chance of detecting a rock wolf if they are actively using the ability, dwarves have 75% chance because of their natural affinity for rock.

The pelt of the rock wolf looks grey if seen from the distance, but if studied at close range, you'll discover that it's actually made up of thousands and thousand of small rock crystals. This is how it got it's name and low armor class.

Combat: In combat, the rock wolf attacks with it's claws fist and then with its jaws. If it has a rider, the claw attacks are made with a -2 penalty. It is possible for the rider to use weapons from the back of the rock wolf without penalty, but only one-handed weapons can be used.

If a mother and cub is attacked, the mother will fight even if reduced below 0 hit points. She can continue to fight for 1d10+10 rounds after reduced to -1 or below, each negative hit point of damage reduces the time by 1 round.

Rock wolves sometimes act as leaders of packs of wolves and/or dire wolves, usually 50-80 ((1d4+4)x10) wolves, but packs of several hundred has been reported, although they only form in times of great need. A wolf pack led by a rock wolf never attacks human or demi-human habitations.

When a rock wolf is a pack leader, all wolves in the pack are at least 75% of maximum hit points (18-24 hp for wolves, 27-34 for dire wolves), this reflects the ability the rock wolf has to lead the pack wisely and the fact that only the strongest of wolves are accepted as company by the rock wolf.

This pack is a formidable fighting force, each wolf have a morale rating of 14, and the pack as a whole has a limited form of telepathy that allows them to fight as if they were all controlled by one mind; the mind of the rock wolf. A rock wolf may not fight while controlling the fight of a pack this way, and the wolves will flee the battle field if the rock wolf is killed.

Habitat: Rock wolves frequently allow themselves to be used as mounts for dwarven holy fighters, and serve their riders with great skill and courage. Once the rider is chosen, the wolf will not allow anybody else to ride it. Because of the unique pelt of a rock wolf, it may be ridden without difficulty if the wolf chooses to do so. However, a separate Riding Proficiency is required to be able to fight from the back of this beast.

Only the greatest of rock wolves present themselves as mounts and develop almost a symbiose with their rider. To reflect this, a rock wolf mount has the same maximum hit points as it's rider, up to a maximum of 45.

Ecology: The origin of rock wolves is unknown, it is believed that it was created to balance out the evil influence the winter wolves have on the wolf breed. If two rock wolves are encountered, it will either be a mating pair (80%) or a mother with a cub (20%).

Worm, Brain

Max Becherer (becherer@suna0.cs.uiuc.edu)

Climate/Terrain:	Any non arctic, non desert
Frequency:	Rare
Organization:	Contagion
Activity Cycle:	Continuous
Diet:	Brains
Intelligence:	Non- (0)

Treasure:	Nil
Alignment:	Neutral
No. of Appearing:	Inapplicable
Armor Class:	Inapplicable
Movement:	Inapplicable
Hit Dice:	0
THACO:	Inapplicable
No. of Attacks:	Inapplicable
Damage/Attack:	Special
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	T (5 mm)
Morale:	Fearless (19-20)
XP Value:	0

Brainworms resemble tiny (5mm) white nematodes. As their name implies, they infest the brains living creatures, much like heartworms attack dogs.

Combat: Brainworms are a highly contagious parasitic disease which effects humans, elves (except dwarf), gnomes and halflings. Dwarves are also susceptible, but are highly resistant to the disease.

The disease is spread through tiny spore-like eggs which the worms lay in the bloodstream, and are expelled through the lungs. The most common means of transmission is through inhalation, and insect bites.

Whenever it is determined that a character has come in contact with these spores, a constitution check is made to see if his immune system destroys the spores in time to avoid serious damage. Dwarves get a second roll if the first fails. If the save is made, he suffers mild, flu-like symptoms for 2-6 days (1-3 for dwarves), otherwise he contracts brain worms.

An infected individual suffers the same flu-like symptoms for the same amount of time, but the worms have managed to hatch in his brain. They remain dormant for 1-4 months, slowly reproducing and laying eggs in his bloodstream. These eggs are covered with protein from his brain to fool the immune system into not attacking them. After the dormant period has passed, they reproduce quickly, destroying the victim's brain in short order.

The character develops an insanity which fits his personality in some way, either (40%) a marked exaggeration of an important personality trait, (40%) an insanity which is dramatically opposed to some important trait (usually alignment) or (20%) another insanity (rolled on the insanity table, 1st ed.) It must be noted that while there may be some beneficial side effects, these insanities are always debilitating in some way, and almost always appeal to some base drive. For every 2 days that pass, the character loses one point of intelligence point, and the insanity grows stronger.

A *cure disease* spell will destroy the brain worms in one person, but will not restore lost intelligence. *Regeneration*, *restoration*, *limited wish*, and *wish* will. To cure large numbers of people, therapy with a non-magical potion prepared from atropine (belladonna), quinine and digitalis (foxglove) is 90% effective against the worms in their dormant stage, but this drops to 10% once the worms are active. The potion must be taken every day until the patient is cured, or dies. Even if the potion fails to cure the patient, it will destroy all eggs in his bloodstream, thereby rendering him non-contagious.

Habitat: These worms have no society or culture.

Ecology: Brain worms are asexual, but must mate to reproduce. Eggs are laid in the victim's bloodstream and expelled through the lungs and are spread to others by inhalation and insect bites.

Worm, Pit

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Climate/Terrain:	Forest, jungle
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Continuous
Diet:	Carnivore
Intelligence:	Animal (1)
Treasure:	Special

Alignment:	Neutral
No. of Appearing:	1
Armor Class:	0
Movement:	1
Hit Dice:	5
THAC0:	16
No. of Attacks:	2
Damage/Attack:	Special
Special Attacks:	Swallow hole, euphoria venom, surprise
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	H (15' long)
Morale:	Average
XP Value:	1,400

The pit worm is a living pit trap. It burrows to within a foot or so of the surface and opens its huge maw waiting for prey to fall in. As bait, the worm releases substances into the air through which chemically resemble the pheromones of many large mammals such as deer, bear, etc. Pit worms are about 20 to 30 feet long and have cone shaped bodies covered with brownish, chitinous plates.

Combat: As was stated earlier, the pit worm is a trap. Unless it's victim is actively searching for traps at the time, the worm always gets surprise. One or more characters may fall into its 8 foot diameter mouth if they fail to roll lower than half their dexterity score on a 1d20.

Once a victim has fallen in, he sustains 1-6 hp damage and must save vs poison at -4. If the save is failed, the worm's euphoria venom takes effect in 2-8 segments. The character is anesthetized and put into a state of bliss, losing all desire to fight back and oblivious to his impending doom. If the victim survives (i.e. escapes or is rescued before being devoured), the venom wears off in about 8 hours.

Upon taking a victim, the worm closes its mouth and the victim sustains 1d6 hit points per round until dead, saving every round. The only hope for a trapped victim is to make his saves and escape, or escape before the venom takes effect. This is done by making a bend bars/lift gates check.

Pit Worms also have two tentacles which they can use to grasp prey once their pit has been sprung. Any attack which hits by more than 2 over is a grasp, and the victim must make a strength check vs. 18/00.

Habitat: Pit worms slowly burrow through the ground, wandering from one point to another in search of prey. They are basically solitary creatures.

Ecology: Pit worms are asexual, but must mate to reproduce. Mating takes place deep underground, and eggs are laid a few days later. Pit worms do not raise their young, rather they release their eggs as they tunnel through the earth.

Pit worms tend to damage tree roots as they tunnel through the ground, and destabilize much of the earth in their wake, much like moles, though since their tunnels are deeper, the effect is more subtle. Any good ranger or druid will immediately recognize areas where pit worms are active.

Pit worm venom is extremely valued for its euphoric effects. A typical pit worm contains 2-12 doses at about 100gp per dose. Pit worm chitin is also of some value to armorers and shield makers, but beyond that, these worms have nothing else of real value.

Worm, Polar

Allan J. Mikkola (allanm@vulcan.med.ge.com)

Climate/Terrain:	Subterranean arctic and sub-arctic
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Animal (1)
Treasure:	(B, Q)
Alignment:	Nil
No. of Appearing:	1
Armor Class:	6
Movement:	9

Hit Dice:	8
THAC0:	13
No. of Attacks:	1 and 1
Damage/Attack:	2-24 and 2-8
Special Attacks:	Same as Purple Worm
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	G (60' long)
Morale:	Steady (12)
XP Value:	1,400

The polar worm is an arctic version of the purple worm. Read purple worm for a description of its abilities.

Worm, Vraath

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Climate/Terrain:	Plains
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Animal (1) (Low to Supra-Genius (3-18))
Treasure:	(B, Qx4)
Alignment:	Neutral

No. of Appearing:	1-2
Armor Class:	3
Movement:	3
Hit Dice:	13
THAC0:	7
No. of Attacks:	1
Damage/Attack:	1d20
Special Attacks:	Heat drain, grapple
Special Defenses:	Immune to heat- and fire-based attacks
Magic Resistance:	Nil
Size:	H to G (15' to 30' long)
Morale:	Steady (12)
XP Value:	6,000

Vraath worms look like gold and red banded snakes with red and black bands on their bellies (ie, gold on top, red below; red above black below). Adults are 6 to 8 inches in diameter, 15 to 30 feet long.

They attack by grappling their opponent and then draining 1d20 hit points of heat per round. They have a strength of 20 and a victim must roll a bend bars to remove a vraath worm that has hit.

Vraath lay eggs on mammals, secreting a strong glue to hold them to the host's skin (have to cut off the skin to remove or use an extraordinary solvent). The glue dries in 3 rounds. Young vraath worms will eat flesh frequently while their elders eat only enough to replace blood loss, etc.

Zombie, Greater

Max Becherer (becherer@suna0.cs.uiuc.edu)

Climate/Terrain:	Haunted or otherwise cursed areas
Frequency:	Rare
Organization:	Pack
Activity Cycle:	Continuous
Diet:	Carnivore
Intelligence:	High (13-14)
Treasure:	Nil

Alignment:	Neutral evil
No. of Appearing:	2-20
Armor Class:	4
Movement:	18
Hit Dice:	6
THAC0:	11
No. of Attacks:	3
Damage/Attack:	7-12/7-12/1-6
Special Attacks:	Disease, +2 initiative bonus
Special Defenses:	Immune to mental attacks, regeneration
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Fanatic (17-18)
XP Value:	975

Greater zombies only superficially resemble their weaker and very distant cousins, the zombies. For one, they are much "fresher" than normal zombies, stinking of blood rather than decay. Secondly, they are quick, strong and intelligent, making them far more dangerous in combat than ordinary zombies.

Combat: Greater zombies fight using two raking attacks with their claws, and a diseased bite. Due to their effective 18/00 strength, the claw attacks are particularly damaging. Anyone bitten by a greater zombie must save vs poison at -1 per two hit points inflicted or be afflicted with a random disease (normal or magical). Victims of scratch attacks save normally to avoid disease.

Some (30%) of greater zombies use weapons, and one in ten has a weapon in each hand (they are perfectly ambidexterous). Greater zombies are among the few undead capable of using ranged weapons, and some possess bows or crossbows.

Habitat: Greater zombies roam troubled lands in packs of 2 to 20 in search of victims. They have no real society to speak of.

Ecology: Greater zombies form in two ways: the body of a foully murdered victim in haunted lands may be possessed by an evil spirit and spontaneously animate (rarely), or someone infected with a zombie disease dies before having it cured (much more common). Individuals of any human, demihuman or humanoid race may become greater zombies.

Zombie, Red Skull

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Pack
Activity Cycle:	Night
Diet:	Carrion
Intelligence:	Low (5-7)
Treasure:	B
Alignment:	Lawful evil
No. of Appearing:	1-6
Armor Class:	8
Movement:	9
Hit Dice:	2+3
THAC0:	17
No. of Attacks:	1
Damage/Attack:	1-6
Special Attacks:	Dust of Death
Special Defenses:	Nil
Magic Resistance:	See below
Size:	M (6' tall)
Morale:	Average (8-10)
XP Value:	270

Red skull zombies look like humans with shriveled red skin. The most noticeable thing about them is that their heads are shriveled to the point where only a red skull remains.

Combat: These strange creatures attack by pummeling their opponents. Also, once every 5 rounds, a red skull zombie may breathe the "Dust of Death" on an opponent. If the opponent fails their save vs. breath weapon, they will take on the appearance of a red skull zombie, and die in 1-4 rounds, and arise a week later as a red skull zombie. Casting *cure disease* will prevent death, or if the character is already dead, stop them from arising as a red skull zombie. Red skull zombies are not undead, and are not affected by priests attempts to turn them, or by holy water. However, they can be slain by a *cure disease* spell.

Habitat: Red skull zombies live in loosely organized packs. They were originally created by a mage's experiment, and now reproduce by using the "Dust of Death" on humanoids.

Ecology: Red skull zombies have no natural enemies, but fight as a way of "life".