

Big Damn Book of Monsters

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BDBM

First of all, thanks to Lynn Willis, Ben Monroe, Mark Morrison, and friends for giving us such a rich game as Magic World to adventure in.

And a big thanks to Jason Durall and Sam Johnson for the Big Gold Book which changed how I roll.

Thanks to Chaosium, inc. for making those materials available.

This book is not, in any way, a product of my artistic or writing ability. Every bit of art and most of the descriptions were “borrowed” from many other, much more talented people from other books and around the internet.

I did, however, do my best to convert most of the critters from an old school Monster Manual I, Monster Manual II, and Fiend Folio to be playable in my favorite Roleplaying System. I did use characteristics (that I agreed with) from current sources as well, to try to maintain some consistency, but this was not always agreeable.

These are not meant to replace creatures presented in the Magic World book, but as supplements and additions.

While it did take some long and tedious work, it is my love for the system that brings me to share the work. I hope it makes your next adventure creations session or your spontaneous encounter easier, smoother, and more enjoyable.

My ultimate goal is to make it easier to run fantasy games using the BRP/MW/CF systems, which means more people play, which means more people BUY products associated with such a great system. If it's received well, maybe there will be future conversions.

While I did incorporate many spells from CF and Psychic powers from BGB, this work has been used with my own MW campaign using CF for spells alone. What this means is that the Chronicler may need to do very light editing to some entries if only using MW spells.

And finally, I'm not a writer, an editor, or a spelling bee champion. Please pardon all of the:



AARAKOCRA

Characteristics		Average
STR	3d6	9
CON	3d6+2	11
SIZ	2d6+6	12
INT	2d6+6	12
POW	3d6	9
DEX	2d6+6	12
APP	-	-

MOVE: 6/12 fly

Hit Points: 11

Damage Bonus: -

Attacks: Claw 25% 1d6+db, Javelin 25% 1d6+½ db, Diving Javelin Strike 45% 1d6+½ db, Bite 25% 1d3+½ db

Skills: Fly 80%, Navigate 75%, Dodge(flying) 45%, Search 45%

Treasure Type: D

Armor: 1d4-1

Note:

The Aarakocra are a race of intelligent avian humanoids. Their society consists of small tribes of about 11-30; each tribe has a hunting territory of about 10,000 square miles. The bird-men live on high peaks in the mountains, where they can soar all day on the winds and the thermals. Aarakocra have little to do with humankind beyond the occasional poaching of a farm animal (they appear incapable of distinguishing between domestic and wild animals, for this act is not one motivated by malice). Infrequently, an Aarakocra may agree to give information to, or act as a scout for, humans in exchange for shiny coins or gems. As they are extremely reluctant to leave their familiar mountains such an act will only very rarely take place outside the bird-man's own territory.

Aarakocra stand about 5' high but they have a wing span of 20'. Their wing/arms are built somewhat like those of a pterodactyl, with a



hand half-way along each leading edge. The wing-section beyond the hand has as its leading edge an extremely lengthened and strengthened outer finger which locks in place during flight. The wing-hands cannot grasp while in flight, but when the bird-man is on the ground and the wings are folded back, the hands are nearly as useful as normal human hands. Each hand consists of three normal-sized fingers and an opposable thumb.



ABOLETH

Characteristics		Average
STR	2D6+6	12
CON	2D6+12	18
SIZ	2D6+22	28
INT	2D6+9	15
POW	2D6+7	13
DEX	3D6	10
APP	-	-

MOVE: 1/6 swim
Hit Points: 23
Damage Bonus: +1d6
Attacks: 4xTentacle 50% 1+db

Skills: Sense(smell) 50%, Swim 80%

Treasure Type: (F)

Armor: 2

Note:

The aboleth is an amphibious creature that dwells in underground lakes and caverns. Intelligent, it hates most land-going life and seeks methods to enslave or destroy the beings of the surface world. The race is extremely long-lived and has collected a great deal of knowledge more ancient than man. It is perhaps better that men do not know these ancient secrets, for these are rumored to be more horrible and foul than could be thought possible. An aboleth has a slime covered fish-like body with a large fluke-like tail which propels it through the water. It is a blue-green mottled gray in color with a pinkish tan belly. It has blue-black slime-producing organs on either side. Set in its

head are 3 long, slit-like, purple-red eyes, one above the other. Over the eyes are protective ridges. Four 10-foot long tentacles growing from the top of its head, and its toothless mouth is located on the underside. On land, an aboleth pulls its obscene mass about with its 4 tentacles. In combat the aboleth attacks with its 4 tentacles. Any creature struck by its tentacles must make a POW:12 resistance or the creature's skin will change into a clear, slimy membrane in 2-5 rounds. This change can be stopped if a Heal spell is cast on the victim. Once the change is complete, the membrane must be kept damp with cool water or the victim will take 1-6 points of damage each turn because of intense pain. A Heal spell will change the membrane back to normal skin. The aboleth is highly intelligent and can create very realistic illusions with audible and visual components if it concentrates and does nothing else. It can also try to enslave other creatures 3 times per day. This ability can be used only against a single creature up to 30 feet away. The victim must make a POW:POW resistance roll or be filled with desire to serve the aboleth. En-slaved creatures will not fight for the aboleth but will attempt to follow any other telepathic commands. If an enslaved character is separated from the aboleth by more than a mile, a new resistance roll may be made each day. This charm can be broken by Undo Sorcery or the death of the enslaving aboleth. In water, an aboleth will secrete a cloud of mucus a distance of 1 foot all around its body. Any creature drawn into the mucus must make a CON:15 resistance roll or it will inhale the stuff and be unable to breathe air, suffocating in 2-1 2 rounds if it tries to breathe. However, the aboleth uses its mucus to give its slaves the power to breathe water. Thus, its slaves will have the ability to breathe water for 1-3 hours. The mucus may be dissolved by soap or wine. There are reports of huge underwater cities built by the aboleths and those they enslaved. But these reports, along with the stories of their vast stores of knowledge, have never been proven.





ACHAIERAI

Characteristics		Average
STR	3d6+7	16
CON	3d6+7	16
SIZ	2d6+18	24
INT	4	4
POW	3d6+1	10
DEX	2d6+7	10
APP	-	-

MOVE: 14
Hit Points: Body: 20, Legs 10 ea
Damage Bonus: +1d6
Attacks: Claw 50% 1d3+db, Claw 50% 1d3+db,
 Bite 80% 1d4+db

Skills: Dodge 25%

Treasure Type: F

Armor: Legs: 1d8+1, Body 1d2

Note:

Though the foul motives which caused these loathsome birds to be first summoned from the infernal regions are now lost from memory, remnants of the original achaierai flock still stalk the earth, haunting shadowy places and underground passages. In form they consist of a huge spherical head-body, with a powerful beak and feathery crest, atop four long legs ending in strong claws. Man-sized opponents cannot usually attack the soft body but can only reach the hard, metallic legs. Likewise it will not

usually be able to reach a victim with its beak and will therefore fight with two claws. A beak attack, when this is possible, is its most accurate form of attack.

The achaierai often travel in groups but each individual bird will try to flee if it loses a leg (a total of 10 hit points of damage or more on a particular leg will break it from the body). Though flightless (the rudimentary wings are scarcely visible and will not support flight), a bird often eludes pursuers with its long strides. Its movement rate is unaffected by the loss of a single leg, but the loss of two legs halves movement rate. An injured leg will regenerate fully in about two days but the birds do not possess other regenerative powers and a leg which has been completely lost will not be re-grown.

If a bird loses three legs, or is otherwise seriously wounded, it will release a cloud of black toxic smoke which in shape and size approximates to a sphere of 10' radius. All within the cloud (except achaierai take 2d6 hit points of damage automatically and must make a CON:CON resistance roll against poison or suffer insanity for 3 hours. In the confusion the wounded bird will seek to escape.

The legs are a metallic blue-gray, the body-head a dull scarlet with deep red blotches. The eyes are steel-blue and the wings blue-green. A wide range of crest colors have been observed, the most common being a bright flame-red.





ADHERER

Characteristics		Average
STR	2d6+7	13
CON	2d6+8	14
SIZ	2d6+6	12
INT	5	5
POW	3d6+1	10
DEX	3d6	9
APP	1d6	3

MOVE: 6
Hit Points: 13
Damage Bonus: +1d4
Attacks: Punch 32% 1d3+db

Skills: Hide 55%

Treasure Type: None

Armor: 1d6+1

Note:

This curious creature bears a close resemblance to a mummy - man-sized and with loose folds of dirty white skin which appear on first sight to be a mummy's bandages. Coincidentally, the creature is just as vulnerable to fire as is a mummy due to a resinous solvent in its body fluids. It is immune to all sorcery of costing 1 MP. The creature's skin constantly exudes a sour-smelling glue-like substance with very powerful adhesive properties; any material except stone will adhere to it and only fire, boiling water or the creature's own voluntary secretions will break the adhesion. Thus any weapon which hits the beast will adhere to it

(and only deliver half damage). Similarly the creature will stick to any character it hits with its two-handed flailing fist attack (which also inflicts damage on the victim); its favorite tactic is to bind up an opponent in this fashion and use him as an involuntary shield.

The adhesive properties of the secretion wear off in 5-10 minutes after the beast is killed.

Usually the adherer will catch its prey by waiting in ambush, camouflaging itself by rolling in dirt, sticks, and leaves and then artfully arranging larger pieces of debris to conceal its form. Any prey (regardless of size) passing near its 'hideout' will trigger its attack response and the adherer will pounce on the closest target, attempting to hit and to cling with bulldog-like tenacity until the prey expires. However, if it is spotted and attacked before any potential prey has come into pouncing range (with missile fire, or sometimes even loud noises), it will become confused and beat a hasty retreat.

Boiling water (or boiling liquid of other types) will cause the adherer 1-3 hit points of damage if a sizable quantity is thrown over the beast (the contents of a large bucket would just suffice if thrown from close enough to minimize 'spread') and this will inhibit its adhesive properties for the subsequent round.

The adherer's taste for prey is wide-ranging and it will usually attack, given a suitable opportunity. The only exception to this is the spider - the adherer will never attack a spider of whatever variety and sometimes it has been known to cooperate with them in trapping prey. Despite its appearance, the adherer is not an undead creature.



AERIAL SERVANT

Characteristics		Average
STR	19	19
CON	-	-
SIZ	18	18
INT	Summoners INT	
POW	Summoners POW	
DEX	-	-
APP	-	-
MOVE:		14
Hit Points:		-
Damage Bonus:		-
Attacks:	Spectral Touch 100% 1d4 POW	
Skills:	Track 75%, Fly 100%	

Treasure Type: None**Armor:** -**Note:**

The aerial servant is a semi-intelligent form of an air elemental. It is typically encountered only due to conjuration by a caster, although these creatures roam the ethereal and astral planes and when encountered there can be dimly seen. An is

normally invisible. Aerial servants do not fight per se, but they are exceedingly strong and very fast. They can carry weights in excess of 10,000 gold pieces, and if they grasp any creature it requires an 18 STR to have any chance of breaking free. If the aerial servant is frustrated from completion of its assigned mission it becomes insane, returns to the caster which sent it forth. Likewise, if it is encountered ethereally or astrally the aerial servant will typically attack in the same fashion.

If forced into combat their touch forces a POW:POW resistance roll. Failure means the Servant drains 1d4 POW from their target, otherwise they lose the same amount. Aerial Servants can become ethereal or enter the astral plane at will. Magic or enchanted weapons damage their POW instead of HP.





AFANC

Characteristics		Average
STR	2d6+20	26
CON	3d6+16	25
SIZ	2d6+54	60
INT	2	2
POW	2d6+10	16
DEX	3d6	10
APP	-	-

MOVE: 5/see below

Hit Points: 42

Damage Bonus: +4d6

Attacks: Bite 50% 1+db, 2xFlippers 25% 1+½ db

Skills: Sense(smell) 50%, Swim 100%

Treasure Type: None

Armor: 1d4

Note:

While able to attack by bite or by striking with its 2 flippers, the creature usually attacks surface prey by swimming rapidly around it in closing circles, starting 100 feet out and closing at 20 feet per round to 40 feet. From its usual MOV 4 rate, the circling afanc propels itself at ever-faster speed, until a rate of as much as MOV 10 or more is attained. This swimming creates a whirlpool of size and power sufficient to draw down a ship of small to small-medium size (up to 60feet in length). Ships will be dragged to the bottom at a rate of 10 feet per round. It will avoid larger ships. As it takes some 5-8 rounds for the circling afanc to create the whirlpool, and because the monster must be at the surface to do so, concerted attack by spells and/or heavy missile fire might drive the creature off. Creatures dragged down are subject to attack as the afanc is 10% likely to submerge and try either some other mode of attack or seek easier prey. Of course, rafts, boats, and similar small craft (30 feet or less in length) are typically rushed, knocked so as to capsize, and the passengers consumed by the greedy beast. An afanc appears similar to a cross between a whale and a great fish. The body is whale-like, but the head is more fish-like, and the tail is vertical. Its color is gray to blue-gray. These creatures are fishes, although they breathe both air and water.



The afanc is dreaded because of its ability to swim rapidly and cause a whirlpool. An afanc is generally found in shallow salt water, where it will be swimming leisurely, and it is then usually mistaken for a whale of some sort.

AGATHION

Characteristics	Average	
STR	2d6+6	12
CON	2d6+11	17
SIZ	2d6+7	13
INT	2d6+9	15
POW	2d6+13	19
DEX	3d6	10
APP	-/3d6	-(10)
MOVE:	6	
Hit Points:	15	
Damage Bonus:	+1d4	
Attacks:	Touch 75% special, By weapon 40%+STR	
Skills:	Dodge 50%, Knowledge(arcane) 85% Psychic abilities 75%,	
Treasure Type:	None	
Armor:	special	
Note:		

The race of agathia are spirits of a beneficent and helpful sort. There are multitudes of them on heavenly planes, but when encountered on the Prime Material Plane, there will usually be but a single one. Agathia are usually sent to the Prime Material Plane by a deity or other power to be ready to aid creatures of allied with Light in confronting and defeating evil. Agathia take a material form as desired. One encountered will typically be in human form, in the form of a beneficent creature (such as a Lammasu, shedu, or unicorn), or in non-corporeal form and contained in a ring, talisman, or possibly a small vase or flask, etc. Human form is 60% likely. In this form, the agathion will use blunt weapons and have spell capabilities of a Priest. The appearance of the agathion can be young or old, male or female, handsome or plain, rustic or urbane. In creature form-but 30% probable-the agathion will have whatever attack forms that creature possesses and the creature's spell abilities, if any. Only 10% of the time will an agathion be encountered in non-corporeal form and contained within some object. When thus present, the agathion is able to bestow its spell casting ability on the possessor of the item, automatically detect Shadow Allegiance, and allow the individual to cast Beckoning Earth against undead once per day with no POW cost. In addition to spell powers as noted, agathia can become ethereal at will, travel astrally, detect

Shadow Allegiance, and speak any language by a telepathic means. They are struck only by magic or Shadow weapons, regardless of the form they are in, and are immune to life-level draining, death spells, disintegration, and spells cast from those in Allegiance with Light. Psionically, agathia have the following abilities: clairaudience, clairvoyance, and telepathy. All at 75% skill level. If the agathion voluntarily leaves its form, or is slain, it will return to its own plane. In the former case, it will not come back unless called for. In the latter case, it cannot come back for from 10-60 years during which period it regains its strength. Astral or ethereal travel in pursuit of its mission does not constitute voluntary abandonment of selected form, except in the case of the item-housed agathion when not accompanied by the item's possessor. In its natural form, the agathion is an elf-like creature with opalescent, luminous skin and eyes which actually shine. Male and female agathia are of equal size and power. The physical touch of an agathion in natural form will send 2d6+2 points of positive power damage to opponents so struck. This can heal those Allied with Light or harm others.



ALEAX**Characteristics Average****STR****CON****SIZ****INT** see below**POW****DEX****APP****MOVE:****Hit Points:** see below**Damage Bonus:****Attacks:** see below**Skills:** see below**Treasure Type:** None**Armor:** see below**Note:**

An aleax is a physical manifestation of the vengeance of certain gods. There is but one aleax for each such god, sent to punish and redeem those who stray from alignment, fail to sacrifice enough treasure or otherwise anger their god. An aleax will never be met by chance. An aleax appears in human form and will closely resemble his intended victim. To that victim, the aleax will appear bathed in shimmering light which varies in color according to Allegiance followed- golden for Allegiance to Light, deep purple for Shadow, ever changing green-and-blue hues for Balance, and so forth. On appearance, the aleax will attack his intended victim - he cannot be detected in any way by others, nor will physical or magical attacks touch the aleax except those from his victim. To an observer, the victim appears to be in conflict with a totally invisible, totally in- vulnerable being.

To the victim, the aleax will be in all respects (except as indicated elsewhere) his own exact duplicate. It will have the same characteristics, hit points, armor, weapons and so on. There are but two differences in combat:

a) the aleax regenerates after being first wounded; the round after the wound is taken, it regenerates 1 hit point, the next round 2 hit points, then 4 hit points, then 8 hit points and so on until it is killed (reduced to zero hit points or below) or all hits are restored. If it is then hit again, the progression starts again at 1 hit point;

b) any hit scored against an aleax on a special success does double damage, and any critical success does quadruple damage.. (Note that damage inflicted by the aleax on its victim is normal, whatever the roll). A victim killed by an aleax loses all treasure (even if cached - gods are near-omniscient!) and half his skill points(not to go below base). The character is then automatically raised and may then begin life again at the appropriate experience level. All the victim's magical items lose their magical properties, scrolls become blank, potions become inert and so on. No resurrection is necessary and the character will not receive a further visitation from an aleax providing he remains true to his Allegiance thereafter.

If an intended victim kills an aleax, that person is taken to Heaven (or Olympus, Hell, Valhalla as appropriate) to serve his god personally for a year and a day. On return, the character will regain all former possessions (which in this case retain their properties and powers, though they are not available for use by another character during the owner's absence) and the deity will almost certainly (95% chance) add an extra reward (e.g. a powerful magical item, increased skills, etc. - at the referee's discretion).

As it appears, an aleax will, in the victim's language, utter a few brief words to indicate that the victim is to be punished by his god.

Otherwise an aleax will never converse, no matter under what duress.





ALGOID

Characteristics		Average
STR	3d6+7	16
CON	3d6+6	15
SIZ	2d6+6	12
INT	4	4
POW	3d6+3	12
DEX	2d6+6	12
APP	2	2

MOVE: 6

Hit Points: 13

Damage Bonus: +1d4

Attacks: Punch 50% 1d6+db, Punch 50% 1d6+db
Psychic Blast 1x/day POWx5% 1d10 POW

Skills: Sense(heat within 50') 75%

Treasure Type: D(x½)

Armor: 1d6-1 +special

Note:

This creature appears as a green humanoid with coarse, rough features. Its appearance is misleading, however - it is in fact a colony of algae which, assembled in this form, has developed some mobility and a rudimentary intelligence. Its form is only of a temporary nature.

It is immune to mental attacks but can deliver one mind blast per day. It attacks otherwise with its powerful fists.

Edged weapons will pass through an algoid without doing any damage, unless they have a magical property, in which case they inflict half

normal damage. Blunt weapons - magical or otherwise - will do full damage.

The algoid has control over certain types of trees, similar to the control exerted over trees by the treant. The types of tree over which the algoid has control are those which will be found near its normal habitat (swamp, lakeside pasture - at all events close to water of some kind whether stagnant or otherwise); thus it will be able to control two willows, water-oaks, cypresses or other similar varieties of tree. Trees thus controlled move at MOV 3 and strike with two attacks per round at 45% for 1d10 hit points of damage each.

Despite their immunity to certain forms of magical attacks (fire & lightning spells) algoids are particularly vulnerable to water spells, each of which inflict 1-6 hit points of damage per MP of the spell.



AL-MI'RAJ

Characteristics		Average
STR	3d6	9
CON	3d6	9
SIZ	2d3	3
INT	3	3
POW	2d6	6
DEX	3d6	9
APP	-	-



MOVE: 10
Hit Points: 6
Damage Bonus: -1d4
Attacks: Horn 20% 1d6+db

Skills: Sense(smell) 50%, Search 50%

Treasure Type: none

Armor: 1d4

Note:

The al-mi'raj generally roams pastures and woodlands but is sometimes discovered in dungeons. Its lair is usually a small cave just below ground.

The creature resembles a large yellow hare with a long (1'-2') black horn protruding forwards from the center of its forehead, resembling that of a unicorn. In melee it will stab with its horn, its nimbleness giving the horn damage potential of a dagger (14 hit points of damage).

Its intellect is severely limited and its behavior unpredictable - for instance it may well attack for no good reason. If it is captured alive when young, the beast shows a surprising aptitude for training and its fearlessness makes it a useful companion.

The al-mi'raj has a particularly acute sense of smell and sharp eyesight.

ANHKHEG

Characteristics		Average
STR	3D6+12	21
CON	3D6	10
SIZ	3D6+12	21
INT	1D6	3
POW	1D6	3
DEX	2D6+6	12
APP	-	-



MOVE: 8/4
Hit Points: 15
Damage Bonus: +2D6
Attacks: Bite 40% 1d3+db, Squirt Acid 40% 1d8+2

Skills: Sense (vibration) 50%

Treasure Type: (C)

Armor: 1d6-1/ 1 underbelly

Note:

The anhkheg has a chitinous shell which is brownish in color. Its underside is pinkish. The creature's eyes are black.

The anhkheg burrows through the earth like an earthworm preferring soil rich in minerals and organic matter. Thus it will usually be found in forests and choice agricultural land. This causes farmers great consternation, since the anhkheg likes to supplement its earthly diet of soil with a bit of fresh meat, human or otherwise. Since its mouth is not designed to rip and tear meat, its mandibles crush its prey and secrete a digestive enzyme causing an additional 1-4 points per turn until the prey is completely dissolved. If sorely pressed in battle it is able to squirt its digestive acids 30 feet once per six hours. However when it does this it cannot digest anything for the same length of time, so it usually will bite. A squirt of digestive acid causes 8-32 hit points of damage to the creature struck, half the amount if the creature makes its saving throw. The anhkheg's favorite method of attacking is lying 5-10 feet underneath the ground until its antenna detects a likely victim passing overhead. Then it burrows out directly underneath the prey and grabs it.





ANNIS

Characteristics	Average
STR	2d6+16 22
CON	2d6+11 17
SIZ	1d6+21 24
INT	2d6+6 12
POW	2d6+6 12
DEX	3d6 10
APP	2d6-1 5

MOVE: 5

Hit Points: 21

Damage Bonus: +2d6

Attacks: Bite 50% 1d4+db, 2xClaw 73% 1d4+db

Skills: Sense(smell)50%, Listen 50%, Grapple 60%
Dodge 40%

Treasure Type: D

Armor: 2d4+2

Note:

The race of annis are relatives of the night hags of the Lower Planes. Their appearance is similar to night hags, but annis are larger and more physically powerful. Annis dwell naturally upon the Prime Material Plane. These giantesses are particularly fond of human flesh; however, so voracious is their appetite, they will devour even so rank a beast as a stench cow. It is common for annis to dwell singly or in a small group, but these creatures have also been known to cooperate with such monsters as ogres, trolls, and evil giants for reasons of safety or better provisions, and occasional mixed communities have been encountered. An annis typically attacks with her iron-like talons and teeth, inflicting horrible wounds. As the strength of an annis is equal to that of a hill giant, it will also tend to grapple with an opponent. If an annis succeeds grappling, the annis has automatically seized her opponent after inflicting damage, and the opponent is held fast. Next round, all attacks by the annis are automatic hits, unless the opponent is stronger, the annis is slain, or the victim has some means of magical escape. Otherwise, the annis will continue to hold her grip and deliver damage with raking talons and gnawing fangs until the opponent is slain or breaks free. In addition to normal attacks, an annis has the spell-like ability to cast a fog cloud at an opponent, obscuring a 20'x20' area. This will be done to confuse resistance or delay attack by a superior foe. For defense an annis has the spell-like power of change self, so she can appear as a large human, ogre, etc. Such powers are usable 1 at a time, 1 per round, twice each per day. Because of the iron-hard skin of an annis, treat the monster as if she were clad in plate mail. Annis have normal infravision but superior hearing and sense of smell. They speak their own language, Ogre, common Giant, and a smattering of Common. Some of the most intelligent are able to speak various humanoid languages and are more fluent in Common. An annis is a deep blue color, quite similar in complexion and visage to a night hag. Hair, teeth, and nails are glossy black. The eyes of an annis are usually dull, however, being greenish or yellow instead of the red of their night hag cousins. The tall body is thin, muscular, and wiry. The arms and legs are long and quick. Their garb is not unlike that of peasant women, but usually more tattered and filthy.

ANT, Gaint

Characteristics		Average
STR	4d6	12
CON	3d6+6	15
SIZ	2d6	6
INT	1d6*	3
POW	1d6	3
DEX	2d6+6	12
APP	-	-

MOVE: 8
Hit Points: 10
Damage Bonus: -
Attacks: Bite 40% 1d8, Sting 40% 1d6+

Skills: Sense enemy 50%, Track 75%, Climb 75%

Treasure Type: (Qx3,S)

Armor: 1d6-1

Note:

When giant ants are encountered it is 90% likely that they will simply be workers. If found in their nest there will be 1 warrior for every 5 workers. The warrior has 3 more HPs, does 1-8 damage with its mandibles, and if it hits with them it will also attempt to sting. If the sting hits, a resistance roll against poison must be made(10vsCON); if successful the victim takes only +1 HP of damage, otherwise the poison does 1d4. The queen ant has 10 more HPs, but she neither moves nor attacks. If she is killed the other ants will become confused for six melee rounds and then leave the nest. Treasure will be found in the chamber of the queen ant. The egg chamber will be guarded by 5-50 workers and 5 warriors. Giant ant eggs have no normal market value.

**ANTELOPE/BULL/BISON**

Characteristics		Average
STR	4D6+24	36
CON	2D6+9	16
SIZ	4D6+24	36
INT	4	4
POW	2d6	6
DEX	2d6	6
APP	-	-

MOVE: 14
Hit Points: 27
Damage Bonus: +4d6
Attacks: Charge 35%, 1D10+db,
 Trample 75%, 8D6 to downed foe only

Skills: Sense 25%, Listen 25%

Treasure Type: None

Armor: 1d4

Note:

These animals live in herds sometimes comprised of hundreds of individual animals. The males are aggressive and do not hesitate to charge, but are mostly peaceful grazers. They are easily startled by predators which can cause stampedes known to be dangerous.



ANT LION

Characteristics		Average
STR	1d6+23	26
CON	2d6+12	18
SIZ	1d6+27	30
INT	2	2
POW	2d6+7	13
DEX	3d6	10
APP	-	-

MOVE: 3

Hit Points: 24

Damage Bonus: +2d6

Attacks: Bite 30% 2d4+1+db, 2xClaw 60% 1d4+db

Skills: Sense(vibration) 50%, Listen 50%, Grapple 60%

Treasure Type: see below

Armor: 2d4

Note:

Giant ant lions are huge insects inhabiting areas of sand and gravel where giant ants and similar large insects are common. Typical habitats are desert fringes, badlands, and areas of rocky terrain. There the ant lions dig tapering pits of about 60 feet in diameter. The pits will look like a cave or lair entrance 50% of the time. Any creature entering these funnel-shaped traps must make an Agility:10 resistance roll each round or slip and slide down the loose sides and land at the bottom. Lurking there is the ant lion. It will burst out of the covering of loose sand, gravel, and stones beneath which it has buried itself and

attack the victim with its huge mandibles. A hit indicates the ant lion has closed its jaws and will not release its prey until it or the prey is dead. Thus, each round after the initial hit, the ant lion will inflict 4d4+DB points of damage automatically. Although ant lions do not collect treasure, there is a 30% chance that there will be 1-4 of the following items in the monster's lair from previous kills:

1-6 10-40 BP

7-10 5-20 SP

11-13 shield*

14-17 metal weapon*

18-19 jewelry*

20 miscellaneous item*

*5% chance that item will be magical. If so, assign an item of relatively low value.

Ant lions devour 1 or more giant insects each day, carrying the remains away and concealing them. Thus it is possible to encounter one outside its pit.





APE, Gorilla

Characteristics		Average
STR	6d6+15	36
CON	2d6+6	12
SIZ	4d6+12	26
INT	7	7
POW	3d6	10
DEX	3d6+3	12
APP	-	-

MOVE: 10/6 trees

Hit Points: 19

Damage Bonus: +3d6

Attacks: Bite 40% 1D10+½ db, Wallop 20% 1D3 +½ db, Grapple 50% special

Skills: Climb 60%, Dodge 40%, Hide 40%, Listen 25%, Move Quietly 30%, Search 25%

Treasure Type: None

Armor: 1d6

Note:

Gorillas mostly feed on plants. They are timid and only ask to be left in peace. Approach them too closely is not recommended, with their strength they can easily dismember a human.

APE, Chimpanzee

Characteristics		Average
STR	3d6+6	15
CON	3d6	10
SIZ	2d4+7	11
INT	7	7
POW	3d6	9
DEX	3d6+6	15
APP	-	-

MOVE: 4/6 trees

Hit Points: 10

Damage Bonus: +1d4

Attacks: Fist 25% 1d3+db, Bite 25% 1d8

Skills: Climb 90%, Dodge 35%, Swing Through Trees 80%, Hide 30%, Search 25%, Sense 25%.

Treasure Type: None

Armor: -

Note:

This ape is sufficiently intelligent to use simple tools. Although it is an excellent climber, it spends most of its time on the ground.



APPARITION**Characteristics Average**

STR	-	
CON	-	
SIZ	-	
INT	2d6+6	12
POW	3d6+7	16
DEX	-	-
APP	-	-

MOVE: 12**Hit Points:** 16**Damage Bonus:** -**Attacks:** special, see below**Skills:** -**Treasure Type:** E**Armor:** 2d4+2**Note:**

This ghastly undead creature exists mainly on the Ethereal Plane, though when making its attack it can be hit by magical or silver weapons. It will be reluctant to approach mirrors or anything made of silver. The apparition has an emotive E.S.P. ability which enables it to sense potential victims up to 100' away. It surprises a party or an individual due to its uncanny appearance from wall, floor or ceiling, using the surprise thus gained to close the distance between it and its victim. When in sight it appears as an insubstantial skeletal being in a thin white robe.

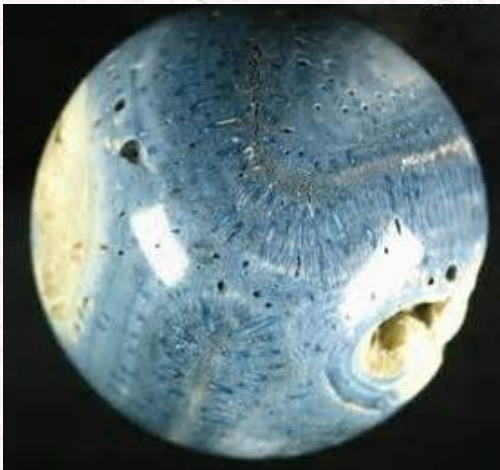
In actuality the apparition is unable to physically attack. However its chosen victim will feel bony claw-like fingers at the throat - this effect is felt even through armor. Even though the victim may be aware that the apparition cannot physically do them harm, the suggestion is immensely strong. The victim must make an INT:INT resistance roll. A success means that the suggestion is ineffective and the victim is immune (though only to that individual apparition). However failure means that they are stricken with horror and must roll a resistance roll using the victims CON vs the apparitions POW. If the victim resistance roll is successful, the victim flees in terror for 1-4 melee rounds (and may be attacked again in so doing).

However if the resistance roll is again failed, the victim suffers a massive heart seizure and dies instantly.

A slain victim may be raised but if the body is

left, or no attempt is made within one hour to raise it, it will rise as an apparition in 2-8 hours. The apparition may be attacked 'normally' on the Ethereal Plane by characters able to move and fight on that plane, but remains on the Prime Material Plane for only one melee round per victim attacked and it is only during this period that it can be attacked by non-ethereal means. To make an 'attack' the apparition need not score a hit in the usual sense so no 'to hit' roll is required.



**ASCOMOID**

Characteristics		Average
STR	3D6	10
CON	1D6+13	16
SIZ	2D6+16	22
INT	1	1
POW	2D6+6	12
DEX	3D6	10
APP	-	-

MOVE: 1-4**Hit Points:** 18**Damage Bonus:** -**Attacks:** Spore jet 40% special damage**Skills:** Sense(heat) 35%**Treasure Type:** None**Armor:** see below**Note:**

Ascomoids are huge puffball-like fungi with very thick, leathery skin. They move by rolling. At first movement is slow-MOV 1 for one round, MOV 2 the next, then MOV 3, then finally MOV 4-but they can keep it up for hours without tiring. The creature's surface is covered with numerous pocks which serve as sensory organs. Each pock can also emit a jet of spores. Ascomoids attack by rolling into or over opponents. Small and medium-sized opponents are knocked down and must rise during the next round or remain prone. Ascomoids also use their spore jets to attack dangerous enemies. Large opponents or those who have inflicted damage upon the ascomoids will always be attacked by spore jets. The stream of spores is about 1 foot in diameter and 30 feet long. Upon striking, the

stream puffs into a cloud of variable diameter (5d4'). The creature(s) under attack must make a CON:CON resistance roll or die from infection in its (their) internal systems in 1-4 rounds. Even those resisting are blinded and choked to such an extent that they will require 1-4 rounds to recover and rejoin melee. Meanwhile, they are nearly helpless.. Different types of weapons affect the ascomoid differently. Piercing weapons, such as spears over 6 feet long, score double damage. Shorter stabbing weapons do +1 damage. Similarly, blunt weapons do not harm ascomoids; slashes

and cuts from edged weapons cause only 1 point of damage; and magical attacks, such as magic energy attacks, damage is only 50% of normal. (Cold-based attacks are at normal probabilities.)

As these fungi have no minds by ordinary standards, all spells affecting the brain(charm, ESP, etc.), unless specific to plants, are useless.

ASPIS

Characteristics	Drone		Larvae		Cow	
	Average	Roll	Average	Roll	Average	Roll
STR	2d6+7	13	2d6+10	16	1d6+21	24
CON	1d6+13	16	1d6+11	14	1d6+17	20
SIZ	1d6+9	12	1d6+5	8	1d6+21	24
INT	2d6+6	12	2	2	4	4
POW	1d6+9	12	1d6+8	11	2d6+8	14
DEX	3d6	10	1d6+2	5	3d6	10
APP	-	-	-	-	-	-

MOVE: 5 2 1**Hit Points:** 14 11 21**Damage Bonus:** +1d4 - +2d6**Attacks:****Drone:** Claw 60% 1+db, By weapon 35%+STR**Larvae:** Bite 30% 1d6+1**Cow:** Bite 60% 1d6+db**Skills:** Cow: -**Drone:** Climb 75%, Sense(smell) 50%, Dodge 45%**Larvae:** Sense(smell) 50%**Treasure Type: F (drone only)****Armor:** 1d6+1 1d4 1d4+1**Note:**

Considered mysterious by humans, aspis are seldom encountered in populated lands unless raiding for food. They commonly live in small groups, tending to their own business and only occasionally dealing with outsiders. Few people can report of ever meeting one of these creatures,



and the existence of larvae and cows is only rumor. These must exist, however, as they are necessary for the survival of the race.

Cow: Unlike other larvae who metamorphose into drones, the cows retain their larval form, becoming huge and bloated females, 10-15 feet in length. Their sole purpose in life is to lay eggs for the nest. They are sluggish creatures, but their large size makes their bite dangerous. In addition, their skin exudes a milky, acidic slime that will eat through metal or wood in 1 round and will burn exposed flesh for 1-8 points of damage each round until washed off. Aspis lairs are found underground and consist of sloping tunnels bored through soft rock or dirt. A lair or nest will consist of 1-3 egg chambers, 2-4 granaries, 1-6 grub hatcheries, and a central chamber. The tunnels are commonly about 4 feet high and will be well-defended by traps and guards. The grub hatcheries will contain 1-10 larvae each. Only 1 cow will be found in any nest. There is a 10% chance that 10-100 giant ants will share the nest with the aspis.

Larvae: Aspis larvae are the offspring of the nest. Ranging anywhere from 1 1/2-3 feet in length, they resemble fat, white grubs. They are blind and deaf but can locate and identify other creatures through vibrations and scent. They have voracious appetites and require an almost constant supply of food. They are most commonly found in hatcheries maintained by the drones, which are usually pits of rotting materials in which the larvae swim or burrow and feed. Occasionally the drones will select 1 larva and feed and treat it in such a way that it will not develop along normal lines, but will instead become an aspis cow.

Drone: Aspis drones are the adult males of the nest and perform all functions dealing with the outside world. These creatures lack individual identity even to the point of not having personal names. Fierce warriors, they are capable of using all weapons but bows and can fashion items they need with skill. Although prefer to travel on all 6 legs, in combat they will stand on their hind legs, using the other 4 to wield 2 weapons and 2 shields (making their armor class 2). They are fanatically loyal to a single cow and will defend her to the death. They are immune to electrical and cold attacks and will only take half-damage from fire-based attacks. Aspis drones speak their own language and 5% will be able to speak Common. They do not have a written language per se but may communicate by using subtle scents and perfumes. Drones are 6 feet long and look like giant weevils. They have an extremely long proboscis and multifaceted eyes. Their diet consists of vegetable matter and meat. Blood is a preferred drink among them.



ASSASSIN BUG

Characteristics		Average
STR	2d6+4	10
CON	2d6+7	13
SIZ	1d4	2
INT	3	3
POW	3d6	9
DEX	3d6/12	9/12 fly
APP	-	-

MOVE: 4/12 fly
Hit Points: 7
Damage Bonus: -1d4
Attacks: Bite 25% 1d4

Skills: Fly 65%, Dodge(flying) 50%

Treasure Type: none

Armor: 1d4+1

Note:

Resembling giant bluebottle flies with four limbs - miniature arms and legs - the assassin bugs are rarely seen except during their mating season (one day in every two months) when a male and a female may be encountered flying in search of a host for their offspring. The natural host is human, but assassin bugs have been known to lay their eggs in demi-humans and (rarely) humanoids.

The male will always attack first, biting a victim while the female flies nearby, as close to the intended victim as possible consistent with not risking being attacked. If the male's attack succeeds, its saliva will paralyze the affected area of the victim's body unless the victim makes a CON:CON resistance roll. The male will continue to attack until destroyed.

As soon as one of the male's attacks has achieved the desired paralysis, the female (which detects the scent of the male saliva) will 'attack' the affected area. If successful, the female implants her egg into the victim's body. The female will die as soon as the egg has been implanted. The egg will hatch, producing 7-12 larvae, 13-24 hours after it has been implanted. During this period only a very spell such as a heal will remove or kill the egg. When the larvae hatch, each one will cause 1 hit point of damage to the host each hour as it devours the host's internal organs. After 2 weeks the larvae will leave the host, burrowing out through the area in which the egg was originally implanted, causing an additional 1d4 damage per larvae as they



emerge. As soon as they are outside the body they will spin a cocoon and metamorphose into fully grown Assassin Bugs in a week.

ASTRAL SEARCHER

Characteristics		Average
STR	2d6+9	15
CON	3d6+2	11
SIZ	2d6+6	12
INT	1	1
POW	3d6+1	10
DEX	3d6	9
APP	-	-

MOVE: 8
Hit Points: 11
Damage Bonus: +1d4
Attacks: Punch POWx3% 1d3+db*

Skills: Brawl POWx3%

Treasure Type: None

Armor: none

Note:

Astral searchers - mindless shells of nebulous humanoid shape - are created by concentrated and/or traumatic human thought. Violent death, spells cast while on the Astral Plane and astral combat often result in the creation of astral searchers (an event quite unknown to their creator or source). Driven by their past connection with material beings, astral searchers seek material bodies with complete singleness of purpose. Wandering the Astral Plane, they



search for weak points in the fabric connecting the Astral to the Prime Material Plane; they cluster at such points, waiting for the stress lines to become co-linear so that they can pass from the Astral to the Material through the singularities thus created. Such weak points exist naturally; they may also be created during astral travel (4% chance) in which case they exist only temporarily.

When they have been able to cross to the Prime Material Plane, astral searchers emerge there and attack the nearest living humanoids in the hope of possessing their bodies. Astral searchers attack the psyche (so all victims are treated as AC5 against their attack, regardless of physical or magical protection) though their victims will believe the attack to be physical and will sustain damage accordingly. All damage inflicted by astral searchers is illusory and will fade in 3-12 rounds following the termination of the astral searchers' attack.

If an astral searcher reduces its victim to zero hit points or below, the mind and personality of the victim are destroyed and the astral searcher possesses the body. It acquires the victim's physical abilities and hit points (as all damage from the astral searcher's attack now disappears) but not the former owner's personality, and allegiance should be re-determined at random.

The possessed body becomes a new non-player character in the body of a player character and what this non-player-character may do is entirely in the hands of the referee, who must have regard to the body's allegiance in determining its action.

Astral searchers can be exorcised from a body, but the original psyche will have been completely destroyed and the player character cannot be raised or brought back. If an astral searcher is driven out of a body, the empty corpse will then be an open invitation to possession by a demon or other similar creature (at the discretion of the chronicler).

Astral searchers may be attacked physically; destruction of the materialized searcher body will result in the destruction and dissipation of the astral searcher itself. Since they exist simultaneously on two planes, astral searchers are 50% resistant to magic, rolling under this before any resistance rolls are made.

Astral searchers are not in any respect undead.

ATOMIE

Characteristics		Average
STR	1d6+3	6
CON	3d6	9
SIZ	1d4+1	3
INT	3d6+4	13
POW	3d6	9
DEX	2d6+6	12
APP	2d6	6

MOVE: 4/8 fly

Hit Points: 6

Damage Bonus: -1d6

Attacks: Dagger 60% 1d4+1+db, Bow 80% 1d3+1

Skills: Listen 90%, Hide 75%, Move Quietly 75%, Dodge 60%, Nature 55%

Treasure Type: M,Q,C

Armor: -

Note:

The smallest of sprites, atomies are found only in secluded glens. Being nocturnal, the Atomies issue forth at night to gather food, frolic, and otherwise follow the pursuits common to such folk. They are sometimes found in company with Grigs. Atomies dwell in great trees, verdant banks, and similar abodes. There they build arboreal balconies, comfortable chambers in hollow trunks, underground halls and chambers, and so forth. Atomies are nimble and fast, and they can dart in for an attack with spear or sword almost before an opponent realizes it attacking, first in any round. Typical weapons are small crossbows (20%) with a 30' range and 1-3 points of damage, small spears (60%) doing 1-4 points of damage when thrust or thrown, and small swords (40%) equal to a knife doing 1-3 points damage. Atomies have the following spell-like powers, usable at will 1 at a time, 1 per round, teleport 50', invisibility, pass-plant, speak with animals, summon insects. Their hearing is double human norm, and they have infravision and ultravision of double normal range (120 feet). In addition to their own language, a dialect of Sprite, they speak Pixie and a smattering of Common. Atomies are very thin and have long arms, legs, and fingers. Their heads are long also, as are their narrow ears. Their features are pointy but quite attractive when compared to others of their type, such as sprites, pixies, and grigs.

**AXE BEAK**

Characteristics		Average
STR	3d6+3	12
CON	3d6	10
SIZ	2d6+12	18
INT	1d6	4
POW	1d6	4
DEX	3d6	10
APP	-	-

MOVE: 10

Hit Points: 13

Damage Bonus: -

Attacks: Claw 50% 1d4+1+db, Bite 45% 1d6+db

Skills: Climb 45%, Listen 50%, Sense 65%, Jump 50%

Treasure Type: None

Armor: -

Note:

Axebeaks are prehistoric, carnivorous, flightless birds. They are very fast runners and aggressively hunt during daylight. An axebeak resembles an ostrich in its lower portions, with a strong neck and a heavy, sharp beak. They are often found in mated pairs, the female being the largest, but the males feathers are more colorfully decorated.





AURUMVORAX

Characteristics		Average
STR	1d6+15	18
CON	1d6+19	22
SIZ	2d4	4
INT	4	4
POW	1d6+12	15
DEX	3d6	10
APP	-	-

MOVE: 3

Hit Points: 13

Damage Bonus: -

Attacks: Bite 80% 2d4+db, 2d4x claws 30% 1d6+db

Skills: Sense (smell) 45%, Dodge 45%, Move Quietly 50%, CLimb 55%

Treasure Type: Incidental

Armor: 1d6+see below

Note:

The aurumvorax, or golden gorger, is mean, vicious, and always hungry. It dwells in open or lightly-forested areas. Despite its small, badger-like size (1.5 feet tall, 3 feet long) and shape, it weighs over 500 pounds, as its flesh is very dense. When attacking, it scuttles forth from its burrow, locks its teeth into the victim, and brings 2-8 of its clawed legs into play. Once it bites successfully for 1-4 points, the Aurumvorax holds on. On each succeeding round it automatically inflicts 1-4 points of biting damage, and it has 2-8 additional clawing attacks which inflict 1-4 points of damage when they hit. Dodge is not allowed in this case. Only death will unlock its jaws. The attack from a concealed den enables the monster to surprise 50% of the time. Due to its very dense and heavy hide and bones, the Aurumvorax takes only half damage from blunt weapons. It is immune to damage from small, normal fires; large, magical fires cause only half normal damage. Poisons and gases do not harm the monster at all. Prey dragged into the lair might have had treasure, and typical items could be mixed with bones and other remains therein. An Aurumvorax has a golden coat, often as shining and bright as real gold. Its 8 legs are tipped with

copper-colored claws. The creature has coppery teeth as well. Its whiskers and mane guard hairs are a tawny bronze color, and its eyes are silvery with golden pupils. The hide of this beast can fetch up to 1000 BP.

AZER

Characteristics		Average
STR	1d6+16	19
CON	2d6+8	14
SIZ	2d4+4	8
INT	3d6+1	10
POW	3d6+1	11
DEX	3d6	10
APP	3d6	10

MOVE: 5

Hit Points: 12

Damage Bonus: +1d4

Attacks: By weapon base +STR+2d10%

Skills: Craft(gems) 75%, Dodge 50%, Knowledge (mining) 55%

Treasure Type: Q, (Qx3)

Armor: 2d4

Note:

The azer are a race of humanoid creatures inhabiting the Elemental Plane of Fire. (Their ruler, Amaimon, is detailed below.) They are common on their own plane but never seen elsewhere unless brought by summoning. They appear much like dwarves with brass-colored skin and flames for hair. Their skin is metallic, which accounts for their high armor. They wear only kilts or apron-like garments of beaten brass, copper, or bronze. Azer use broad-bladed javelins which inflict damage equal to a spear. In hand-to-hand combat they employ mallet-like weapons equal to a footman's mace in all respects. Creatures not immune to fire will take 2-5 points of damage from being grasped by any azer, and the heat of an azer's weapons will inflict damage of +1 to such opponents. However, azer cannot survive in temperatures below 200 degrees F. for more than an hour or so. Cold attacks inflict double normal damage against them. Amaimon: Amaimon is the legendary king of the azer. He is the largest (Max SIZ), strongest (STR 21), and most intelligent of all his kind. His nobles number



from 8-32, being only slightly less superior in SIZ and STR. The people of Amaimon dwell in small groups, their typical abode being a tower worked from the natural basalt of their realm, using the plentiful supply of flame nearby. When 20 or more are encountered in their habitation, there will be 2 of the largest normal size, a noble, and 40-70 non-combatant females and young there also. It is likely that the defenses of the place will include air projectors (bellows-like devices) and even special containers to haul water and pour it upon attackers. In general, azer are unfriendly, taciturn, and lack compassion. They are greedy, and for clear purple or red gems they may agree to reasonable requests. Once given, the word of an azer is a solid bond.



BABBLER

Characteristics	Average	
STR	3d6+9	18
CON	3d6+6	15
SIZ	3d6+12	21
INT	2d6+6	12
POW	2d6+6	12
DEX	3d6	9
APP	-	-

MOVE: 6/12 slide
Hit Points: 18
Damage Bonus: +1d6
Attacks: Claw 50% 1+db, Bite 45% 1d4+db

Skills: Hide 25%, Move Silent 25%

Treasure Type: B

Armor: 1d4

Note:

Weird mutations of lizard men, babblers are large ponderous marsh dwellers, known as marsh-gibberers to native tribes dwelling near their swamp habitat. Their predominant color is a dirty yellow, though their undersides are gray. Mottled gray patches create weird designs on their muscular bodies. In form, the babbler resembles a small gorgosaurus with a flexible, tough tail employed to keep the creature stable in erect movement.

Normal movement is a surprisingly fast (MOV 12) slithering on its stomach, but in melee the babbler must stand erect, in which posture its movement rate is reduced to MOV 6. In order to use its two fore claws it must stand erect. It has a particularly large mouth, filled with rows of sharp teeth.

When moving on its belly the babbler is difficult to detect but animals will smell it some distance away. If it is undetected in approach it can strike from behind making its attack at +25%.

The babbler is particularly fond of human flesh and will attack humans unless outnumbered by more than two to one. Raiding parties of



BADGER

Characteristics	Normal		Dire	
	Roll	Average	Roll	Average
STR	1d4+6	8	2d6+6	12
CON	3d6	10	2d6+6	15
SIZ	1d4+2	4	2d6+4	10
INT	3	3	4	4
POW	2d6	6	3d6	10
DEX	3d6	10	3d6	10
APP	-	-	-	-

MOVE:	5/1 burrow	8/3 burrow
Hit Points:	7	13
Damage Bonus:	-1d6	-
Attacks:	Bite 25% 1d4	Bite 45% 1d4+

Skills: Sense(smell) 35%, Dodge 45%

Treasure Type: None

Armor: - 1d4

Note:

marsh-dwelling lizard men have been observed to be led by one, two or even three babblers in an evil quest for human flesh.

The babbler communicates with its kind in a quasi-lingual babbling tongue which defies efforts at analysis and learning by humans. It can understand the common tongue in a rudimentary fashion.

These burrowing animals are typically solitary. Their speed accounts for their high armor/dodge skill. They are fierce fighters and will staunchly defend their territory. If more than 1 is encountered it will be a mated pair (and young). The pelt of the badger is typically sold for from 100-300 BP.

**Dire (giant)**

Badger: There is a rare variety of badger which grow two or three times the size of the normal sort: They are otherwise identical.

BAKU

Characteristics	Average	
STR	1d6+21	24
CON	1d6+20	23
SIZ	1d6+18	21
INT	1d4+16	18
POW	1d4+14	16
DEX	2d6+2	8
APP	-	-

MOVE:	7
Hit Points:	22
Damage Bonus:	+2d6

Attacks: Trample 50% 1D6+db, Tusk 40% 1d6+db, or by Weapon type 40%

Skills: Listen 80%, Sense(smell) 50%, Psychic telepathy 80%

Treasure Type: - (possible magic wand/weapon)

Armor: 2d4+3

Note:

The elephant-like baku are seldom seen in the wild, for most move invisibly through the communities of man. On the Prime Material Plane, Baku prefer dwelling in semitropical forests, where groups of 2-5 will sometimes be encountered. Baku hate evil and abandon their usual timid and peace-loving natures to combat malicious monsters. In this aspect, they secretly dwell among humankind and serve its interests. Despite size and bulk, a baku can move rapidly. Attack is by means of a goring butt and two stomping attacks with the forelegs, the latter possible only against opponents of man-size (or under 6 feet in height if four-legged). A baku can hold simple devices such as weapons or wands in its short, prehensile trunk, so a baku will often have some magic weapon or device when attacking. Baku have the power to become invisible at will and to remain thus until some action breaks the dweomer. Baku can become ethereal and travel in this mode. They can also travel astrally. They have the following powers: Animal Telepathy, Detection of Allegiance, and Liken Person or (Beast) Shape. The trumpeting roar of a baku causes all creatures allied with Shadow within a 40' radius to take 1-6 points of damage and make a CON:CON resistance roll or flee in panic as if affected by a Terror spell.



Baku can roar like this only once every 4 melee rounds. Baku have elephant-like heads with a trunk of only 4 feet or so in length. A pair of upwards thrusting tusks jut from the lower jaw, curving slightly backwards. The forelegs are stout and rhino-like, while the rear legs are rather leonine. The body is draconian, terminating in a shortish tail. The back is scaled with horny plates.

BALUCHITHERIUM

Characteristics	Average
STR	1d6+23
CON	1d6+20
SIZ	2d6+54
INT	3
POW	2d6+9
DEX	3d6
APP	-

MOVE: 12/15 charge
Hit Points: 41
Damage Bonus: +4d6
Attacks: Trample 100% 1d8+½ db

Skills: Sense(movement) 65%

Treasure Type: None

Armor: 1d4+1

Note:

This creature is a prehistoric ancestor of the rhinoceros. It is a huge herbivorous mammal with a tendency to charge at anything nearby in order to trample it. If two are encountered they will be a mated pair, if three are encountered the third will be a young baluchitherium (roll percentile dice to determine size).

BANDERLOG

Characteristics	Normal		Leader	
	Average	Roll	Average	Roll
STR	1d6+11	14	1d6+13	16
CON	2d6+8	14	2d6+10	16
SIZ	2d6+2	8	2d6+4	10
INT	3d6	9	3d6	10
POW	1d6+8	11	1d6+8	11
DEX	2d6+8	14	2d6+8	14
APP	-	-	-	-

MOVE: 2/4(swing in trees)
Hit Points: 11
Damage Bonus: -
Attacks: Bite 40% 1d4+db

Skills: Throw 60%, Climb 75%, Listen 35%

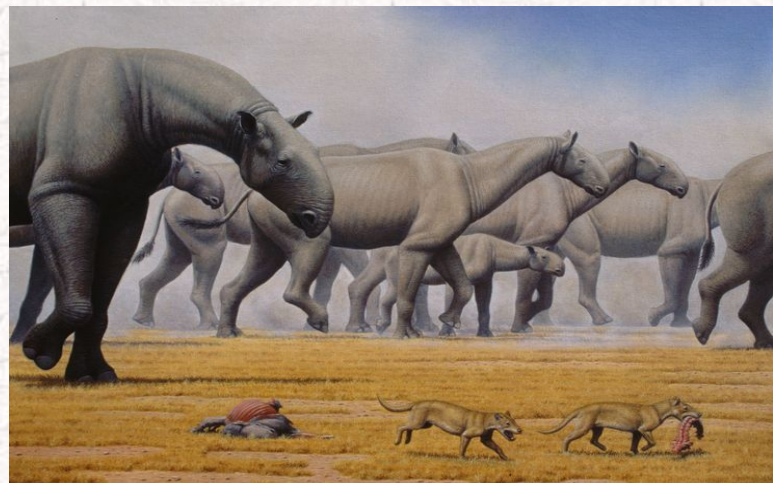
Treasure Type: see below

Armor: 1d4

Note:

The banderlog are intelligent baboon-like primates which are found only in tropical or subtropical forests. They live in tribal groups. Ninety-five percent of the time the banderlog have no possessions. However, on rare occasions they will find a piece of jewelry or some other valuable item and keep it.

These baboon-like creatures typically dwell among palms and use coconuts or retch-plant globes as missile weapons. The coconuts cause 1d4 points damage and have a 30-foot range. At close quarters, they deliver biting attacks with their long canine teeth, causing 1d4 points of damage. Banderlog are always led by one or more large males with 1d4+1 more HPs and +1d4 DB. Banderlog are green-skinned with brownish fur. They have a simple language of their own.





BARGHEST

Characteristics	Normal		Full Growth	
	Average	Roll	Average	Roll
STR	2d6+9	15	2d6+12	18
CON	2d6+10	16	2d6+16	22
SIZ	2d6+9	15	2d6+12	18
INT	1d4+16	18	1d4+16	18
POW	2d6+6	12	2d6+6	12
DEX	3d6	10	3d6	10
APP	-	-	-	-

MOVE: 5/10 canine form
Hit Points: 15 (Normal), 20 (Full Growth)
Damage Bonus: +1d4
Attacks: Bite 50% 1D4+db

Skills: Track 50%, Listen 55%, Move Quietly 75%, Hide 75%, Dodge 55%

Treasure Type: (C) (Cx5)
Armor: 2d4 2d4
Note:

(The second scores represent the Barghest if encountered in Gehenna at full growth) Of the various monsters inhabiting the rifts of the Planes of Gehenna, the barghest is certainly the most common and one of the most fearsome. These beings tend to live in isolation even from one another, each having its own stronghold and force of servitors and ruling despotically. At times, however, a barghest will spawn, and its litter of 6 will be sent to the Prime Material Plane to feed and grow. Those which survive will eventually return to Gehenna, but while they are yet young they must feed upon the lives of men. Barghest whelps will be found alone or in pairs on the Prime Material Plane, generally living near isolated communities of humans or with bands of goblins. Barghests are able to assume the forms of large war or wild dogs at will. They are at times known as devil-dogs, a misnomer. Their natural shape is very much the same as that of a large goblin, and when barghests dwell among goblins, they retain their normal form. While goblins recognize and

worship barghests, other races find them to be virtually indistinguishable from these goblins. Their goblin hosts fear and serve barghests, going to great lengths to bring them human sacrifices. The barghests, in turn, slay the powerful enemies of the goblins and generally enrich the treasure possessed by their hosts. When barghest whelps first come to the Prime Material Plane they are relatively weak, having but 6 HPs. For each energy level of human life whelps slay and devour, they gain 1 STR, CON, and SIZ point. When a barghest eventually attains an 18 score in these, it is able to shift itself to the Planes of Gehenna, where it will search out its own reeking valley rift. What treasure barghests gather into their own strongholds upon the Planes of Gehenna is not known, although it is rumored to be great. Whilst dwelling on the Prime Material Plane, however, they possess none personally. Barghests are able to perform the following spell-like magic, 1 operation per round, at will: shape change to canine/goblin-like form change self, levitation, misdirection, projected image. Once per day the following spell-like powers can be employed: charm (person or monster), dimension door, emotion. When in its canine form, a barghest is able to move at double its normal movement rate (MOV 10 maximum), pass without trace, and become 75% likely to be unnoticed when motionless so that it can surprise opponents.





BARKBURR

Characteristics		Average
STR	1d6+3	6
CON	2d6+8	14
SIZ	1d4+1	3
INT	1	1
POW	1d6+8	11
DEX	1	1
APP	-	-

MOVE: 1

Hit Points: 8

Damage Bonus: -1d6

Attacks: Leap and tube insertion 65% 1 HP dmg

Skills: Hide 90%, Sense (Danger to forest 1 mile) 90%, Sense (Allegiance) 90%

Treasure Type: None

Armor: 2d4+2(shell) 1d2 (underside)

Note:

Barkburrs are a form of animated plant that arise spontaneously within a wood or forest in order to defend it. They are anatomically similar to limpets, having a very hard, woody carapace which shields a soft woody interior. They will always be encountered in their lair, which will consist of 1 or more oddly shaped trees (the metamorphosed remains of past victims; see below). The barkburrs attach themselves to a tree where they are very hard to distinguish from ordinary burrs. A Difficult Nature Skill roll is required to spot one. A normal Nature Roll to identify it. Such lairs will normally be on paths through a wood where travelers are likely to pass. Barkburrs are extremely sensitive to actions which conflict with the interests of the forest they live in and are capable of detecting such an act (basically anything which a druid

would find abhorrent) occurring within a radius of 1 mile. They will attack any humanoid creature coming within 20 feet if it has performed such an act within a radius of 1 mile and/or if its allied with Shadow. A barkburr attacks by leaping suddenly from the supporting tree towards its intended victim who may be up to 20 feet away. Because of its camouflage it will always gain surprise unless recognized. It will attempt to attach its soft underside to the victim's body and then insert a sharp, barbed tube (inflicting 1 point of damage). For determining the success or failure of this whole attack routine (which takes but a single round) it should be treated as a single attack. If the attack fails, the barkburr falls to the ground where it is practically helpless (see below). If the attack succeeds, in the next round the barkburr will begin to inject a lignifying poison into the victim. This injection will continue for up to 2 rounds plus 1 round for each of the barkburr's HPs/2. Each round the victim must make a CON:10 Resistance roll or lignification will set in. Lignification involves a rapid transformation of the victim into a small tree: feet become roots, body and legs the trunk, and head and arms branches. The transformation takes 1 turn, and once started it will not cease even if the barkburr is killed and/or removed. Most of the victim's equipment close to his body (clothes, armor, etc.) is enclosed by bark, but some (e.g., a sword, a shield or a ring) may remain hanging from a branch or be caught in the roots. Of the gear which is enclosed, all but magical items, gold, silver, Bronze, and gems will be absorbed into the wood of the tree over a period of 2-7 hours. A barkburr may be removed from its victim (before or after lignification has set in) by killing it, applying fire, or by force. Attacks on the barkburr are made against its outer armor carapace, and attacks which miss should be rolled again against the victim. The application of fire has a 15% cumulative chance per round of dislodging the barkburr, which takes only 1 point of fire damage per round from fire applied to the outer carapace, but the victim will take fire damage unless protected. It is not possible to remove a barkburr by pulling it directly away from the victim, but pulling or pushing it sideways will succeed if the characters STR is 5 times greater. This latter method will inflict 1-8 points of damage on the character, if successful, as the barbed poison needle is torn out. A



maximum of 3 people, including the victim, can act together to attempt to remove a barkburr in this way. On the ground a barkburr is almost helpless; unable to leap from this position, it can only crawl at MOV1 and is easily flipped over to reveal its softer underside. Fire applied to the underside inflicts normal damage. Since they have no minds as such, barkburrs are immune to spells such as charm monster or sleep. Once lignification has set in the barkburr will cease injecting poison and use the victim as a platform from which to launch an attack on any other eligible victim within 20 feet. Note, however, that a barkburr is only capable of injecting poison for a total of 2 rounds plus 1 round per HP/2 each day. Note also that the poison is only effective if injected by a barkburr. Once lignified, a creature begins a further transformation into a form which is safe from the point of view of the wood. This process takes as many days as the victim has CON/2, and during this time the victim remains helpless in tree form (having its original number of hit points). At the end of the period the victim either remains fixed in its tree form or undergoes a rapid metamorphosis into a woodland creature. The final form adopted is determined by rolling a percentile die and consulting the following table:

- 01 -50** Ordinary healthy tree (which grows to full size within 3 months.)
51 -70 Adult badger
71 -80 Adult giant weasel
81 -90 Treant
91+ Shambling Mound

For creatures whose original allegiance included a Natural score higher than other score add 10 to the die roll. A creature who adopts any final form will have no desire whatever to leave the wood and will resist attempts to make him do so. Only a full wish will restore a creature to its original form once the transformation is completed. While the transformation is still in progress, however, the victim may be restored by means of a wish, limited wish, polymorph

other, turn wood or plant growth (cast backwards). Neutralize poison has a 30% chance of success plus 1% per POW of the caster. Note that any of these spells (including neutralize poison) will negate the initial lignification process if cast before it is completed (Le., within 1 turn). Cure disease, remove curse, dispel magic, etc., will have no effect. Restored creatures will have lost 1 CON & INT for each full day spent in tree form. Direburrs: Unwholesome woods and forests will produce direburrs that will attack any humanoid coming within 20 feet regardless of his past actions or alignment. The results of their attacks are the same as for the ordinary barkburr except that the final form adopted by a lignified victim is always a dry, dead, leafless tree which cannot be restored by any means short of a full wish. Otherwise, direburrs are identical to barkburrs in all respects.



BARRACUDA, Giant

Characteristics		Average
STR	2d4	4
CON	2d6	6
SIZ	2d6	6
INT	3	3
POW	1d6	3
DEX	2d6	6
APP	-	-

MOVE: 8
Hit Points: 6
Damage Bonus: -
Attacks: Bite 40% 1d3+db

Skills: Swim 100%, Sense(smell) 25%

Treasure Type: None

Armor: -

Note:

Barracuda inhabit warm fresh and salt waters. These predatory fish are lightning quick, going from a motionless state to full speed in a single melee round. They attack any prey which is injured, appears helpless, or is relatively small.



BASIDIROND

Characteristics		Average
STR	1d6+14	17
CON	1d6+13	16
SIZ	3d6	10
INT	1	1
POW	2d6+6	12
DEX	3d6	10
APP	-	-

MOVE: 2
Hit Points: 13
Damage Bonus: +1d4
Attacks: Head Butt 1d4+db+poison

Skills: -

Treasure Type: Incidental

Armor: 1d4

Note:

Basidironds are multi-stemmed fungoid monsters with woody, leathery bodies of orange color. Their cone-shaped upper portions look much like reversed umbrellas, the interior of which is sooty black. In combat these fungoid monsters lash forward with their cone-shaped caps that eject spores. A successful hit inflicts 2d4 points of damage and requires the victim to make a CON:CON resistance roll or have spores clogging its respiratory tract. The victim can

smother from these growths in 2-5 rounds unless a cure disease (or its equivalent) is cast.

Basidironds can also use hallucinatory spores which they emit only when they are standing quietly. The spores from each basidirond form an invisible cloud around it with a 30' radius.

The spores cause each creature within the basidirond's cloud to make a CON:CON resistance roll each round or begin hallucinating. Hallucination lasts as long as the individual is within the cloud and for 1-4 rounds after leaving it. Typical hallucinatory effects on 1d8 are:

- 1 = Individual in a swamp-strips off armor to keep from sinking.
- 2 = Spiders attacking-individual strikes/attacks floor area to kill them.
- 3 = individual has shrunk-shouts for help to return to normal size.
- 4 = Item held is a viper-individual drops it and leaps back to avoid its attack.
- 5 = Individual is suffocating-runs gasping in random directions to breathe.
- 6 = Associates are diseased-individual avoids coming within 10 feet of them.
- 7 = Individual is melting-stands howling and "holding self together."
- 8 = Leech on back-individual tears off anything worn on back and attacks it. Basidironds have no minds by human standards, so all forms of mental attacks, including charm monster, hold monster, and similar spells, have no effect unless specific to plants. A cold-based attack will not damage a basidirond but will slow the monster to 50% normal movement and prevent spore attacks.





BASILISK

Characteristics	Normal		Greater	
	Average	Roll	Average	Roll
STR	2d6+10	16	2d6+16	22
CON	3d6+6	15	2d6+13	19
SIZ	4d6+12	24	3d6+19	28
INT	4	4	6	6
POW	1d6+9	12	1d4+12	14
DEX	2d6	6	3d6	10
APP	-	-	-	-

MOVE:	5	6
Hit Points:	19	23
Damage Bonus:	+1d6	+2d6
Attacks:	Normal: Bite 50% 1d4+db	
	Greater: 2xClaw 50% 1+db, Bite 45% 1d4+db	
Skills:	Climb 50%, Sense 25%	

Treasure Type: (F)

Guarding: (H)

Armor: 1d4-1

2d4

Note:

The basilisk is a reptilian monster. Although it has eight legs, its slow metabolic process allows it only slow movement. While it has strong, toothy jaws, the basilisk's major weapon is its gaze by means of which it is able to turn to stone any fleshly creature which meets its glance and fails a POW:CON resistance roll. However, if its gaze is reflected so that the basilisk sees its own eyes, it will itself be petrified without a resistance roll. Basilisks are usually dull brown with yellowish underbellies. Their eyes are glowing pale green. The basilisk is able to see in both the astral and ethereal planes. In the former plane its gaze kills, while in the latter it turns victims to ethereal stone which can only be seen by those who are in that plane or can see into it.





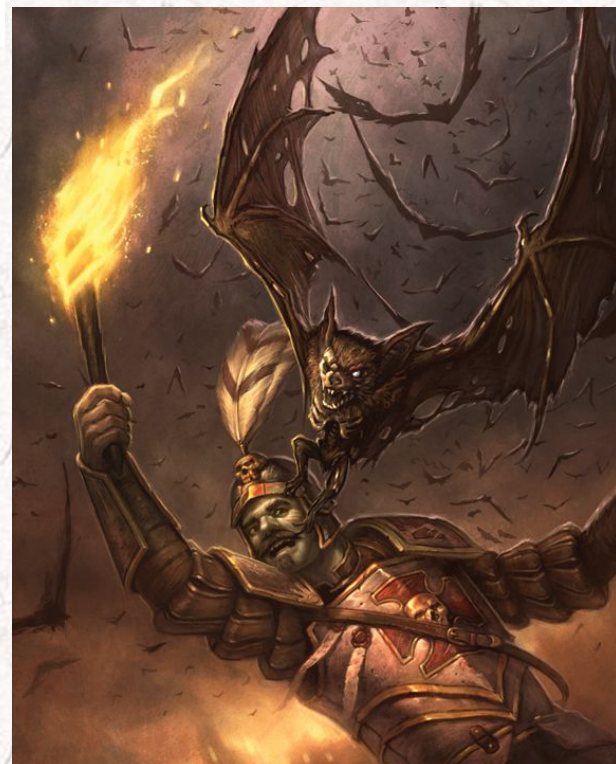
navigational device which compensates for their poor eyesight. Giant bats are highly maneuverable in flight. The creature must land - usually on its victim - to attack with its bite. Victims bitten by giant bats contract rabies unless they make a CON:SIZ resistance roll. **Mobat:** The huge mobat is found only rarely, and typically in warm climates where large caverns offer shelter and food is plentiful. They are omnivorous but prefer warm-blooded prey which they bite to death with their fangs. Mobats have a wingspread of 12-16 feet and so must have a large area in which to take off. Once airborne, however, their sonics allow them to fly through narrow places, even in total darkness. Their flight being rapid and fairly

silent, they surprise prey 50% of the time. They can also give a piercing screech which will cause such pain to prey that the victims seek to cover their ears rather than fight, unless a saving throw vs. paralysis is successful. The mobat's screech is always used if prey resists. The effective sound radius is 20 feet. Note that their reflexes and sonics enable them to dodge attacks. Out of the air, bats cannot dodge. These monsters have a dim, evil intelligence and a desire for shiny objects.

BAT	Ordinary		Giant		Mobat	
	Characteristic	Average	Characteristic	Average	Characteristic	Average
STR	1d4+1	3	2d6+4	10	2d6+8	14
CON	1d6+6	9	2d6+4	10	2d6+8	14
SIZ	1d4+1	3	1d6+2	5	1d6+6	12
INT	2	2	2	2	4	4
POW	3d6	9	2d6+4	10	2d6+5	11
DEX	2d6+6	12	3d6	10	3d6	10
APP	-	-	-	-	-	-
MOVE:	1/12 Fly		2/12 fly		2/12 Fly	
Hit Points:	7				+1d4	
Damage Bonus:	-1d6		-1d4		+1d4	
Attacks:	Bite 20% 1 HP		Bite 25% 1d4+db		Bite 35% 1+db	
Skills:	Dodge(flying) 90%		Dodge(flying 40%)		Dodge(flying 40%)	
Treasure Type:	None (Mobat (C))				Move Quietly 50%	
Armor:	-		1d4-2		1d4-1	
Note:						

Ordinary Bat: Many varieties are included in the category of ordinary bats. They will attack only if cornered and forced to. If startled, bats tend to become frightened and confused and will swarm around and fly into things, putting out torches, confusing spell casting, etc., if humans are concerned. Bat sonar allows flight in total darkness. Under fine flying conditions, a bat's armor class rating rises from 8 to 4. In certain large caverns there could be as many as 1000 or more bats.

Giant Bat: These creatures are giant versions of the carnivorous variety of the ordinary bat, with bodies 3' long and a wingspan of 5'-6' - dwell in dark caverns, usually underground. In flight they emit a high-pitched whistling sound, a





BAT, Fire

Characteristics		Average
STR	1d6+11	14
CON	1d6+8	11
SIZ	1d4+1	3
INT	4	4
POW	3d6	10
DEX	2d6+6	12
APP	-	-

MOVE: 2/12 fly

Hit Points: 7

Damage Bonus: -

Attacks: Bite 30% 1d4+db+1d4 fire

Skills: Fly 75%, Listen 60%

Treasure Type: (I)

Armor: 1d2

Note:

The fire bat is a denizen of the Elemental Plane of Fire, and, although rather common there, it seldom appears in the Prime Material Plane. Its body is bat-like, about 2 feet long, with a wingspan approaching 4 feet; its entire body is flaming, and it radiates a temperature of several hundred degrees. Its mouth is small but the fangs therein are razor-sharp, and the damage from burning affects the victim more than the blood drain (hence 1-4+1-4 points of damage per round). The skin of the fire bat is tough and leathery, and even the relatively thin wings are difficult to pierce. Fire bats live in colonies usually numbering from 1-2 dozen. Naturally, they will only lair in very hot places such as volcanoes, near hot springs, and, of course, on their native plane. How they travel to the Prime Material Plane is a mystery, but some sages have speculated that when fire elementals are summoned, once in a great while some fire bats

will appear with them; and woe to the conjurer, for the fire bats are not under the mage's control at all! Fire bats reproduce by fission after gorging themselves on blood, so even 1 fire bat escaping into this plane can start a colony and can replace any casualties. A fire bat colony will not grow very large, however, for they will instinctively limit their population to the available food supply. When fire bats engage an opponent, they make swooping attacks as they attempt to attach themselves to the victim. Once they have attached themselves, fire bats do not need to roll for further attacks and will automatically burn and bleed their victims for a total of 3 rounds (the first round they scored a hit plus 2 more rounds). At the end of 3 rounds, the satiated fire bat will drop off and return to its lair. If the victim dies before 3 rounds are over, the unsatiated fire bats will attack other opponents to finish feeding (but will never drain more than 3 rounds worth of blood whether from 1, 2, or 3 victims). Fire bats can detect invisible opponents because of an advanced sonar sense and infravision; they attack invisible targets without penalty. Unlike ordinary bats, fire bats are not harmed by sunlight (or other bright lights) and can see within the normal vision range quite well. Fire bats are allies of fire elementals and will never attack them. Fire bats are pack hunters, and an attack by these creatures is a marvel of teamwork. Every member of the victim's group is attacked by an approximately equal number of fire bats: if 12 fire bats attack a total of 4 victims, 3 bats will attack each individual; if the same number attack 9 victims, 6 would be attacked by 1 bat each and 3 unlucky victims by 2 bats each (chosen at random). If the number of fire bats ever falls below 25% of their starting force (whether from casualties or satisfied returnees), the fire bats will all instantly withdraw and attempt to escape to their lair. If cornered in their lair, they will fight ferociously to the death. When they die, a burst of flame envelopes them and their physical bodies are transported back to the Elemental Plane of Fire, where they are reborn. The lair of a fire bat colony tends to be rocky and cave-like, with many exits and labyrinthine passages but only one large, easily noticeable entrance. Treasure is likely to be in the form of gems and jewelry, because fire bats love the sparkling stones and especially prize rubies, jacinths, and carnelians. One or 2 young

fire bats(under 1 year old) may be found in the lair if a hunting pack is destroyed, and each young fire bat will have one-half HPs and damage per attack of an adult. Fire bats move by an awkward hop-walk on the ground or (more efficiently) by flight. Fire bats use true flight and not gliding, because hot internal gases lighten them a great deal. Water scares fire bats, but it takes a minimum of 10 gallons of cool water to douse 1 fire bat's external fires. Once extinguished, it requires 10 rounds of drying off before the fire bat can ignite again. During this period it cannot fly, and will only do 1-4 points of damage if it attacks successfully. Fire bats can glide through hot solutions (including lava and magma) at their flying speed, for they are at home in anything involving fire.

disposition. Black bears are usually not aggressive, brown bears are, and cave bears are quite aggressive. If a bear scores a paw hit with a special result or better it also hugs for additional db damage, requiring a STR:STR resistance roll to break free. While being hugged bears receive a +20% bonus to bites. **Dire Bear:** The omnivorous dire bear usually does not bother creatures that try to avoid it, but will aggressively defend a kill or other source of food. It will not hesitate to rip apart anything that might contain something edible.



BEAR

Characteristics	Brown		Polar		Cave		Dire	
	Average	Roll	Average	Roll	Average	Roll	Average	Roll
STR	3d6+15	24	3d6+21	30	3d6+16	25	4d6+20	32
CON	2d6+6	12	2d6+6	12	3d6+6	15	2d6+12	18
SIZ	3d6+15	24	3d6+21	30	3d6+17	26	4d6+20	32
INT	5	5	5	5	4	4	4	4
POW	3d6	9	3d6	9	3d6	9	3d6	9
DEX	3d6	10	3d6	10	3d6	9	3d6	10
APP	-	-	-	-	-	-	-	-
MOVE:	18		18/10swim		8/10 charge		10/12 charge	
Hit Points:	18		21		20		25	
Damage Bonus:	+2d6		+3d6		+2d6		+2d6	
Attacks:	Brown: Bite 25% 1d10+db, Claw 40% 1d6+db							
Polar:	Bite 25% 1D10+db, Claw 40% 1d6+db							
Cave:	Bite 35% 1d10+db, Claw 50% 1d6+db							
Dire:	Bite 55% 1d10+db, Claw 70% 1d8+db							
Skills:	Brown: Climb 30%, Listen 30%, Track 25%, Hide 30%, Move Quietly 50%							
Polar:	Swim 90%, Listen 30%, Sense 25%, Hide 60%, Move Quietly 50%							
Cave:	Climb 45%, Listen 30%, Track 25%, Hide 30%, Move Quietly 50%, Sense(smell) 45%							
Dire:	Sense(smell) 65%, Listen 35%, Climb 25%, Track 30%							
Treasure Type:	None							
Armor:	1d6		1d6		1d6		1d6	
Note:								

All of these ursoids are omnivorous, although the gigantic cave and polar bear tends towards a diet of meat. All have excellent hearing and smell but rather poor eyesight. Size shown is average for the variety, and larger individuals will be correspondingly more powerful. The grizzly bear is a brown bear of very aggressive



BEE, Giant

Characteristics	Worker		Soldier		Queen		Bumble Bee Queen	
	Roll	Average	Roll	Average	Roll	Average	Roll	Average
STR	2d6+6	12	2d6+10	16	2d6+6	12	2d6+6	12
CON	2d6+6	12	2d6+10	16	2d6+6	12	2d6+6	12
SIZ	3d6	9	2d6+7	13	2d6+10	16	2d6+10	16
INT	2	2	2	2	2	2	2	2
POW	3d6	10	3d6	10	3d6	10	3d6	10
DEX	3d6	10	3d6	10	3d6	10	3d6	10
APP	-	-	-	-	-	-	-	-

MOVE: 3/12 fly**Hit Points:** 10 14**Damage Bonus:** - +1d4 +1d4 +1d4**Attacks:** Sting 35%+STR 1d3+db+poison Sting 35%+STR 1d4+db+poison**Skills:** Sense (movement within 50' of nest) 50% ,
Dodge(in flight)45%**Treasure Type:** None**Armor:** 1d2**Note:**

All forms of giant bees are similar to their ordinary small counterparts. Honeybees have hives; bumblebees have nests. If encountered in their lair the hive will contain 20 times the workers shown by die roll and 3-12 soldiers. There will be 7-12 giant bumblebees in a burrow or nest. Hives will have a noncombatant queen and 2-5 noncombatant drones. Bumblebee nests will have a combative queen of +3 SIZ and a sting doing 1d6 damage+ Poison . Any bee sting requires a successful CON:CON resistance to poison but will inflict an additional 1d4 points damage. Failure will cause an additional 3d4 damage, +1 for soldiers and bumblebees, and +2 for queen bees. Soldiers will have +4 STR,CON, and SIZ over workers, as well as +2 HPs, Honey in hives or nests is of proportional quantities. Bee "bread" is excellent food and equal to iron rations. "Royal jelly," found only 20% of the time, is equal to 2-5 potions of extra-healing with a side effect of cure disease for each. It also can be made into sufficient unguent to treat aging. The unguent preserves a youthful look for up to 1 year and 2-5 such preparations can be made from royal jelly. APP will remain unaffected by age when the unguent is used continually without interruption. It is greatly prized by rich and noble women, and each unguent jar commands from 3000-8000 BP on the open market.



BEETLE

Characteristics	Boring		Bombardier		Fire		Stag	
	Roll	Average	Roll	Average	Roll	Average	Roll	Average
STR	1d6+23	26	3d6	9	2d6+6	12	4d6	16
CON	2d6+8	14	2d6+5	11	1d6	13	4d6	12
SIZ	2d6+19	25	3d6	10	1d6	3	2d6+20	26
INT	2	2	2	2	2	2	2	2
POW	3d6	10	1d6	3	1d6	3	3d6	10
DEX	3d6	10	3d6	10	3d6	10	3d6	10
APP	-	-	-	-	-	-	-	-

MOVE:	10	4	2	10
Hit Points:	39	10	8	19
Damage Bonus:	+2d6	-	-1d4	+2d6

Attacks: **Boring:** Gore 40% 1d8+db

Bombardier: Bite 40% 1d4+db, Vapor Cloud 3d4

Fire: Bite 40% 1d12+ db

Stag: 2xHorn 50% 1d6+½ db

Skills:

Boring Climb 75%, Hide 55%

Bombardier: Climb 75%, Hide 55%

Fire: Climb 75%

Stag: Sense(movement) 25%

Treasure Type: (C,R,S,I)

None

None

None

Armor: 1d4-1

1d4

1

1d4+1

Note:

Boring Beetle: These beetles favor rotting wood and similar organic material upon which to feed, so they are usually found inside huge trees or in unused tunnel complexes underground. In the latter areas they will grow molds, slimes and fungi substances for food, starting such cultures on various forms of decaying vegetable and animal matter and wastes.

Bombardier Beetle: The bombardier beetle is usually found in wooded areas above ground. It feeds on offal and carrion primarily, gathering huge heaps of such material in which to lay its eggs. There is a 50% chance each round the the beetle turns around and unleashes an 8'x8'x8' cloud of acidic vapor that does 3d4 damage and causes any within to make a POW:CON resistance roll or be paralyzed for 2d4 rounds. They can use this attack twice per day.

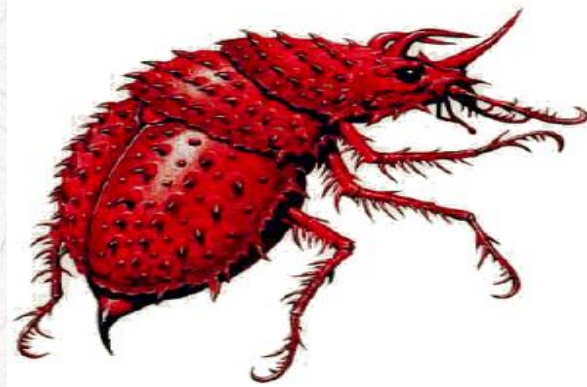
Fire Beetle: The smallest of the giant beetles, fire beetles, nevertheless are capable of delivering damage with their mandibles. They



are found both above and below ground, being primarily nocturnal. Fire beetles have two glands above their eyes and one near the back of their abdomen which give off a red glow, illuminating a 10' r. for 1d6 hours after removed.

Stag Beetles: These monstrous pests are fond of grains and similar crops. They've been known to destroy an entire crop during mating season.





BEEBLE

	Rhinoceros		Water		Death Watch		Slicer		
Characteristics	Average	Roll	Average	Roll	Average	Roll	Average		
STR	2d6+16	22	2d6+18	24	2d6+12	18	2d6+16	22	
CON	2d6+16	21	2d6+7	13	2d6+11	17	2d6+9	15	
SIZ	2d6+29	35	2d6+17	23	2d6+11	17	2d6+20	26	
INT	2	2	2	2	2	2	2	2	
POW	1d4+13	15	3d6	10	1d4+11	13	1d4+10	12	
DEX	3d6	10	3d6	10	3d6	10	10	10	
APP	-	-	-	-	-	-	-	-	
MOVE:	8		2/8 swim		8		20		
Hit Points:	28								
Damage Bonus:	+3d6		+2d6		+1d6		+1d6		
Attacks:	Rhinoceros: Bite 35% 1d4+½ db, Horn 40% 1+db								
Water:	Bite 30% 1d6+db								
Death Watch:	Bite 45% 1d6+db								
Slicer:	Bite 55% 1d10+db								
Skills:									
Rhinoceros:	Sense(smell) 40%								
Water:	Sense(smell) 45%, Sense(vibration) 45%, Swim 45%								
Death Watch:	Hide 65%								
Slicer:	Sense(smell) 35%								
Treasure Type:	None							Incidental	
Armor:	2d4		1d6+1		1d6+1		1d6+1		
Note:									

Rhinoceros Beetle: Rhinos are the most peaceful of the giant beetles. These hulks eats mostly fruits but will charge any that approach them with their horn that can extend up to 6' long.

Death Watch Beetle: This monstrous insect is found in temperate regions. It is particularly dreaded as it often disguises itself. These disguises range from wearing carapaces of other giant beetles to sticking rubbish to itself with a glue of earth and saliva. Although commonly encountered outdoors, death watch beetles of the giant sort have also been known to invade subterranean areas in search of food.. The normal attack of a death watch beetle is by biting with its great mandibles. Before such an

attack, however, the monster will make a clicking sound with its carapace. This sound produces sonic vibrations which are deadly. Creatures within a 30-foot radius must make successful CON:SIZ resistance roll or die. Even those making the resistance roll take from 5d4 points of damage. The clicking of the death



watch resembles that of a drum or gong. As the sound is diffused and seems to come from everywhere, location of the monster thereby is 90% unlikely. After 1 round, the vibrations have the stated effect. The effort required to produce the killing vibrations is such that the monster is able to perform the clicking only once every 2-5 hours. As a death watch moves frequently in search of food, it is unlikely that it will have treasure, other than an incidental item possibly stuck upon its back as camouflage. Even if a beetle stays in one locale for an extended period (10% chance) only the treasure carried by victims slain by the monster will be in the area.

Slicer Beetle: The slicer beetle is similar to a stag beetle but does not have horns. Its mandibles are razor-sharp. When attacking, a critical hit indicates that it has nipped off an opponent's arm or leg if they fail an Agility roll. If the battle is going against the slicer beetle, it will grab any food conveniently available (i.e., lost limbs) and flee. Its lair usually contains many bones and 1-6 types of normal weaponry. The lair may also contain magical weapons, boots, or gauntlets (25% chance)

Water Beetle: The giant water beetle is found only in fresh water of not less than 30' deep. As they are voracious eaters, they prey upon virtually any form of animal but will eat almost anything. Slow and ponderous on land, they move very quickly in water. Giant water beetles hunt food by scent and vibration.



BEHEMOTH

Characteristics	Cow		Bull	
	Average	Roll	Average	Roll
STR	1d6+19	22	2d6+24	30
CON	1d6+17	20	1d6+17	20
SIZ	2d6+39	45	2d6+39	45
INT	4	4	4	4
POW	1d4+12	14	1d4+12	14
DEX	2d6+3	8	2d6+3	8
APP	-	-	-	-

MOVE:	5/6 swim	5/6 swim
Hit Points:	32	32
Damage Bonus:	+3d6	+4d6
Attacks:	Bite 35% 1+db	Bite 45% 1+db

Skills: Swim 45%

Treasure Type: None

Armor: 1d4+2

Note:

Behemoths are huge relatives of the hippo found only in deep rivers and lakes in tropical regions. They have huge mouths with great tusks, similar to those of hippopotamus, and outward-pointing tusks which project from each side of the mouth. These latter teeth are used for uprooting aquatic plants and roots. A bull behemoth will generally have 1-3 cows with him. Bulls do 2d6+3+DB points of damage and cows 1d6+3+DB. Bulls are always aggressive, but cows will attack only if a calf behemoth is present (25% chance per cow). If a swimmer enters behemoth territory, or if a boat or canoe passes over head, aggressive animals will move to attack. There is a 50% likelihood that the bull will rise up under a boat or canoe and overturn the craft. Behemoths travel in water by sinking and running along the bottom. They can stay submerged up to 30 minutes.



applicable in the latter case. As behir sometimes swallow prey whole, there is a 10% chance that there will be some small item(s) of value inside the monster, such as gems (10xQ 60%), jewelry (1 -8 pieces 30%), and a small magic item of indigestible nature (10%). The behir swallows whole on a critical success on a bite, with effects similar to those caused by a purple worm. Behir have band-like scales of great hardness. Their color ranges from ultra rine to deep blue with bands of gray-brown. The belly is pale blue.

BEHIR

Characteristics		Average
STR	1d6+11	14
CON	1d6+19	21
SIZ	2d6+49	55
INT	2d4+2	6
POW	2d6+9	15
DEX	3d6	10
APP	-	-

MOVE: 12

Hit Points: 38

Damage Bonus: +3d6

Attacks: Bite 55% 2d4, Constriction 50% entangle, 6xClaw(if entangled) 90% 1d6

Skills: Sense(Smell) 35%, Climb 75%

Treasure Type: 10xQ(inside stomach)

Armor: 1d4+2

Note:

A behir is a snake-like reptilian monster with a dozen legs that allow it to move with considerable speed and climb well (half normal speed). It can fold its limbs close to its long, narrow body and slither in snake-fashion if it desires. The head is more crocodilian than snake-like. Attack is by biting and looping its body around the victim and squeezing. If the latter succeeds, the victim is subject to 6 talon attacks next round. A behir can discharge a 20-foot long stroke of electrical energy once every 10 rounds. This lightning bolt will cause 2d8+8 points of damage unless a DEX:12 resistance roll is made. Half damage is



BEHOLDER (Eye Tyrant)

Characteristics	Average	
STR	3d6	10
CON	4d6+11	23
SIZ	6d6	18
INT	3d6+6	15
POW	3d6+6	15
DEX	3d6	9
APP	-	-

MOVE: 4 Levitate
Hit Points: 20
Damage Bonus: -
Attacks: Bite 60% 1d6+db

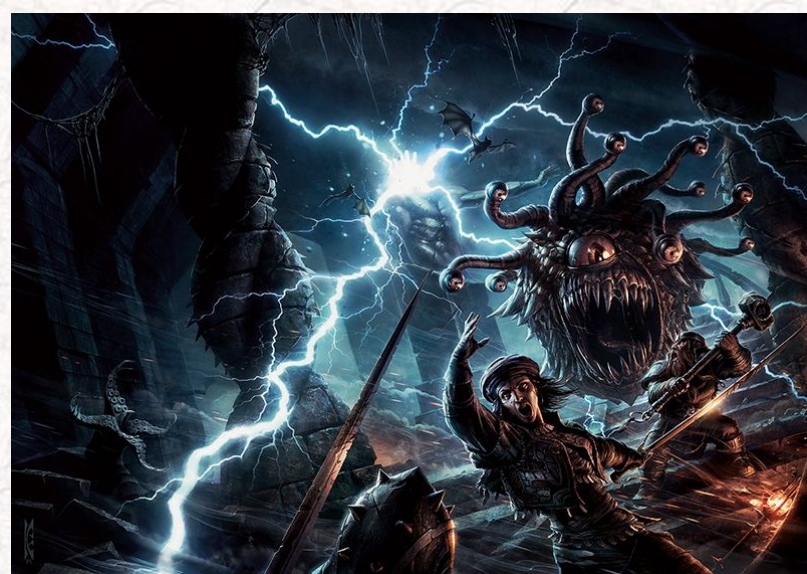
Skills: Knowledge skill (arcane) 75%, and 3 other knowledge skills at 50%, Sense 35%, Bargain 25%, Move Quietly 100%, Dodge Dextx3%, Fast Talk 35%, Evaluate 35%, Insight 45%

Treasure Type: I,S,T

Armor: 1d6

Note:

The beholder (eye tyrant, sphere of many eyes) is most frequently found underground, although it infrequently will lair in desolate wildernesses. The globular body of this monster is supported by levitation, and it floats slowly about as it wills. Atop the sphere are 10 eye stalks, while in its central area are a great eleventh eye and a large mouth filled with pointed teeth. The body is protected by a hard chitinous covering. Eyes: The various eyes of a beholder each have a different function. Typically only the central eye, plus 1-4 of those on stalks are able to function considering that the attack is coming from an arc 90' before the monster. If attacks come from 180" double the number of eye stalks able to function, and for 270" or 360" triple or quadruple the number. Attacks from above enable all 10 eye stalks to function, but the central eye cannot.



Functions of the eyes are:

- | | |
|--|---------------------------------------|
| 1 Charm person spell (300' range) | 2 Charm monster spell (300' range) |
| 3 Sleep spell (300' range) | 4 Telekinese 2,500 GP wt.(100' range) |
| 5 Flesh-stone ray (30' range) | 6 Disintegrate ray (20' range) |
| 7 Fear (300' range) | 8 Slow spell (300' range) |
| 9 Cause serious wound (50' range) | 10 Death ray (40' range) |
| 11.Undo Sorcery ray (50' range) | |

BERBALANG

Characteristics	Average	
STR	2d6+6	12
CON	2d6+4	10
SIZ	2d6+6	12
INT	3d6+6	15
POW	2d6+4	10
DEX	3d6	10
APP	-	-
MOVE:	5/12 Fly	
Hit Points:	11	
Damage Bonus:	0	
Attacks:	Claw 25% 1d4, Bite 25% 1d6	
Skills:	Fly 60%, Sense 50%	
Treasure Type:	D	
Armor:	1d4	
Note:		

The berbalang is a solitary biped with leathery skin and bat-like wings. Its eyes are white and watery and its powers of infravision have a 120' range.

The creature spends the greater part of each month in an apparently dormant state, hibernating preferably in a well-hidden cave. Though seemingly comatose, the berbalang is actually roaming the Astral Plane where it spends its time hunting and killing creatures weaker than itself and engaging in bizarre and complex courtship and mating rituals with other berbalangs. If its body is discovered and interfered

with during the creature's astral roaming, the berbalang will attempt to return to the body and animate it; however this can take a long time (1d100 rounds) depending on the berbalang's actual distance away across the planes. If the body is destroyed, the astral berbalang dies as well. For this reason the creature takes a great deal of care in hiding itself and is very ingenious in this regard.

For three days each month at the time of the full moon, the berbalang returns to its material body, only to alter its form of trance and send forth a physical projection of itself upon the Prime Material Plane. The projection flies in search of food - a freshly-killed human corpse. The projection is physical in the sense that it can receive and inflict damage - in this respect it is a

duplicate of the original. The berbalang can use all of the senses of the projection and will command (and essentially 'is') the projection in its quest for food. The projection can range up to 3 miles from the material berbalang body. The projection fights, if it needs to do so, in the same way as the berbalang - with its two claws and a bite. If the projection is hit and suffers damage it immediately takes flight, returning at flying speed to the body which will be unable to project again for a number of days equal to the number of hit points lost. If the projection is 'killed' it disappears, and there is a 75% chance that the original will also die from system shock. If the protection is forced back to the body before the berbalang was able to feed, or if the projection was destroyed before feeding, a new projection will go forth again as soon as possible (after the compulsory period of recovery) regardless of the phase of the moon.

To keep from depleting its food supply or arousing too great a local alarm, a berbalang will move its physical body to a new area every three or four months. They always travel by night and avoid con- frontation when they are actually physically present. Since berbalangs live on the edge of civilization, where lack of organization allows them free rein, a berbalang is very rarely encountered in its physical form unless adventurers happen upon its lair or follow its projection back to its body.

If a projection kills a human it will immediately pick up the body and fly, at full rate, back to the host which will immediately emerge from its trance. While in flight, the projection will be feeding on the body - a fully-grown human can thus be devoured

in one turn, leaving only the bones, garments and equipment. How the berbalang derives sustenance when only its projection feeds, and how it reproduces when all mating activity takes place on the Astral Plane, are mysteries so far unexplained.





BLINDHEIM

Characteristics		Average
STR	2d6+8	14
CON	3d6+6	15
SIZ	2d4	4
INT	4	
POW	2d6+6	12
DEX	3d6	10
APP	-	-

MOVE: 8

Hit Points: 10

Damage Bonus: -

Attacks: Bite 45% 1d8+½ db

Skills: Listen 75%, Sense 45%

Treasure Type: B

Armor: 1d6+1

Note:

This subterranean creature is a yellow frog-like humanoid with huge eyes that shine like searchlights. While in repose, the beast keeps its eyes 'turned off' by means of an extra eyelid; however it can 'attack' instantaneously by opening its eyes, and its acute sense of hearing will usually indicate to it the direction of its 'target'. Those who come within its beams at a range of 30' or less must make a CON:12 Resistance roll or be blinded for 2d10 rounds. Anyone with infravision or a similar spell like affect in that range must make a CON:15 resistance roll to avoid blindness, Those not blinded will still be unable to look directly at the beast so attacks are considered difficult. However if for any reason an attacker is immune to bright light, attacks are normal. When at close quarters, the blindheim attacks with a vicious bite. The creature is colored in varying shades of yellow, the darker shades on its back contrasting with lighter shades on its underbelly. If the eyes of a dead blindheim are opened, they are seen to be a dull gold in color

and will act as a continual light source, illuminating a 20' radius for 2d4 hours, but cannot cause blindness.

BLINK DOG

Characteristics		Average
STR	2d6	6
CON	3d6	9
SIZ	1d6+1	4
INT	3d6	9
POW	3d6	9
DEX	3d6+3	12
APP	-	-

MOVE: 10

Hit Points: 13

Damage Bonus: -

Attacks: Bite 50% 1d6+½ db

Skills: Sense (smell) 50%, Listen 45%,
Track 40%

Treasure Type: (C)

Armor: -

Note:

These brown and yellowish creatures are as intelligent as normal humans and have a fairly complex language consisting of barks, yaps, whines, and growls. They are also able to use a limited form of teleportation (the blink). In attack, pack members will blink in and out in a random fashion at random intervals. An individual will teleport on a score of 7 or better on a 12-sided die. Roll again to determine where the blink dog teleporting reappears: 1 = in front of opponent, 2 = left front flank, 3 = right front flank, 4 = right back flank, 5 = left back flank, 6-12 = behind. When blinking in, the creature will be from 1' to 3' from the opponent and immediately able to attack. Blinking is an inborn instinct, and it never allows the animal to reappear in a space already occupied by a solid object. If seriously threatened (or if 25% or greater loss has been sustained) the entire pack will blink out and not return. There is a great enmity between blink dogs and displacer beasts and the two creatures will always attack each other. If encountered in their lair there is a 50% chance that there will be from 3-12 pups. These young are worth from 1,000 to 2,000 bronze pieces on the market as they can be tamed and trained.



BLOODTHORN

Characteristics	Average	
STR	2D6+6	12
CON	7D6	21
SIZ	7D6	21
INT	1	1
POW	1D6	3
DEX	3D6	10
APP	-	-

MOVE: -**Hit Points:** 21(+special)**Damage Bonus:** +1D6**Attacks:** SIZ/3 # Tendrils 15%+SIZ% damage is special (see below)**Skills:** Sense(movement) 35%**Treasure Type: Incidental****Armor:** 1d6(tendrils), 1d6+1 (trunk)**Note:**

The bloodthorn, or vampire vine, grows singly in forests. It has up to 14 tendrils of 2d4+4 foot length that can lash out half their length in feet. It uses these to attack its prey. Each tendril has many sharp, hollow thorns. The tendrils have 2 armor, the stalk/trunk 4 armor. Each tendril requires 2d4+2 points of damage to sever. This damage does not affect the main plant.

Bloodthorns grow among hornwood trees and resemble them closely. On rare occasions bloodthorns will be found among other sorts of vegetation. The plant's trunk is yellowish to brown and smooth. Its pointed, two-lobed leaves are not as large as a hornwood's. Its vampiric tendrils appear much as do normal vines and creepers growing on other trees and require a Nature Skill roll to spot.

**BLOODWORM, Giant**

Characteristics	Average	
STR	3d6+6	15
CON	2d6+10	16
SIZ	2d6+20	26
INT	1	1
POW	2d6+6	12
DEX	3d6	9
APP	-	-

MOVE: 6**Hit Points:** 20**Damage Bonus:** -**Attacks:** Bite 55% special, see below**Skills:** Hide 45%**Treasure Type: Q****Armor:** 1d4+2**Note:**

Giant Bloodworms are usually found in the shallow pools of underground caverns. They cannot swim, but propel themselves along the bottom of such pools or on nearby firm ground. Their underbelly is a dark slimy brown while their upper surface is mottled green. Lying half in, half out of a pool, a giant bloodworm is easily mistaken in dim light for a moss covered boulder. A giant bloodworm will only attack if hungry (they will eat once a week) or if trodden on. When the giant bloodworm does attack, it will attempt to fasten its large suckered mouth onto a victim. If successful, it will drain blood from its victim each subsequent round. Though the initial attack requires a successful 'to hit' roll and causes no damage, subsequent blood drains are automatic, requiring no roll, and delivers 1d8 hit points of damage until the bloodworm dies or releases its grasp. Giant bloodworms are particularly vulnerable to fire - they take double damage from all fire attacks and make resistance rolls with a 2 slot penalty on the table against



magical fire. A successful fire attack is the only way, short of killing the beast, to force it to relax its grip on a victim, though if the bloodworm is not killed, it will attempt to reattach itself to a victim immediately.



BLOOD HAWK

Characteristics	Average	
STR	2d6+6	12
CON	2d6+4	10
SIZ	1d4	2
INT	4	4
POW	3d6	9
DEX	3d6	9
APP	-	-

MOVE: ¼ Fly
Hit Points: 6
Damage Bonus: -1d4
Attacks: Claw 25% 1d4+db, Bite 1d6+db

Skills: Sense(sight) 75%

Treasure Type: Qx2

Armor: 1d4-1

Note:

Blood hawks resemble normal hawks in size alone, as their beaks are razor sharp and their talons unusually strong. Their wings are similar to those of an eagle, giving them considerable speed in flight. They attack with their beaks and two sets of talons, swooping swiftly and silently onto their victims. Blood hawks are fond of human flesh and will continue to attack humans even when the melee is going against them. They will pick at the dead bodies of their prey, not only for food but also for gems with which they line their nests as an allurement to blood hawk females. All other types of treasure will be ignored. In color the blood hawk is a uniform medium gray.

BOALISK

Characteristics	Average	
STR	1d6+11	14
CON	1d6+11	14
SIZ	2d6+29	35
INT	4	4
POW	3d6	10
DEX	3d6	10
APP	-	-

MOVE: 10
Hit Points: 24
Damage Bonus: +2d6

Attacks: Bite 51% 1d4, Constrict 1+½ db

Skills: Move Quietly 40%, Hide 40%

Treasure Type: None

Armor: 1d4+1

Note:

The boalisk, a variety of tropical snake, is nearly identical to the constrictor snake in all respects, and it has a gaze attack. It gazes each round in addition to making normal attacks of biting and constriction. Any creature meeting its gaze (indicated by failing a POW:10 resistance becomes inflicted with a rotting disease identical to that of the touch of a mummy. Each month it progresses the diseased creature loses 1d2 points of APP, permanently. It can be cured only by a magic spell Healing Trance or the Heal spell cast monthly until the POW:10 resistance roll is made. The disease negates all cure wound spells. Infected creatures heal wounds at 10% of the normal rate. Any creature killed by this disease cannot be raised from death unless the disease is cured and raise dead spell are used within 6 turns of death. A character refusing to look at the boalisk may automatically avoid the gaze effect but is 20% easier to hit while so doing(no dodge or parry). In tropical climes, constrictors encountered may be accompanied by boalisks(25%), and vice-versa. A boalisk cannot constrict more than 1 victim at a time but q successful constriction allows bite attacks at 75%.



BOAR

Characteristics	Wild		Warthog		Dire	
	Roll	Average	Roll	Average	Roll	Average
STR	2d6+12	18	2d6+8	14	2d6+14	20
CON	2d6+8	14	2d6+7	13	2d6+12	18
SIZ	2d6+4	10	2d6+2	8	1d6+12	15
INT	3	3	3	3	4	4
POW	3d6	10	3d6	10	3d6+3	12
DEX	3d6	10	3d6	10	3d6	10
APP	-	-	-	-	-	-

MOVE:	8	6	10
Hit Points:	12	10	16
Damage Bonus:	+1d4	-	+1d6

Attacks: Wild: Tusk Gore 33% 1d6+db
 Warthog: Tusk Gore 30% 1d6+db
 Dire: Tusk Gore 70% 1d10+db

Skills: Sense(smell) 45%

Treasure Type: None

Armor: Wild 1d3 Warthog 1d4 Dire 1d6

Note:

These creatures are typically pig-like omnivores. Only the warthog has a range restricted to warmer climes.

Boar, Wild: If more than 1 is encountered the others will be sows (+3 CON & SIZ, +2 hit points, +10% attacks) Thus if 12 are encountered there will be 1 boar, 3 sows, and 8 young.

Warthog: These tropical beasts are aggressive only if their territory is threatened or if cornered or threatened. They make two slashing attacks with their large tusks. Male and female fight equally.

Giant Boar (Dire): This prehistoric forerunner of the wild boar is also very aggressive. The boars and sows fight equally.





cunning of a bodak allows it to attempt control of the summoner, with a charm person spell effect, usable once per day. A few are found on the Prime Material Plane. A bodak seldom utilizes a weapon, although it is 90% probable that a bodak will have one. The type is determined randomly. The gaze of a bodak, when met, causes death unless a CON:CON resistance roll is made. This is effective at up to 30 feet. Bodaks can be struck only by magic, blessed, or silver weapons. They are immune to spells such as charm, hold, sleep, slow. They are otherwise affected as demons are with respect to various attack forms, although poison does them no harm. Direct sunlight inflicts 1 point of damage per round. Bodak have both ultra and infra visual capability. They speak the tongue of demons and demonic creatures well but remember few words of human speech. The sexless bodak has dark gray, pearly skin. The muscular body has no hair, and the head is long with oddly distorted features. The eyes are milky-white, vertical ovals of large size.

BODAK

Characteristics		Average
STR	3d6	10
CON	1d6+15	18
SIZ	2d6+6	12
INT	2d6	6
POW	3d6	10
DEX	3d6	10
APP	-	-

MOVE: 8

Hit Points: 15

Damage Bonus: -

Attacks: By Weapon Base% +STRx3%

Skills: Dodge 45%, Language (Summoner's) 45%, Knowledge(abyss) 65%

Treasure Type: None

Armor: 1

Note:

A bodak is a human who was changed to a monster after venturing somewhere upon the Abyssal Planes where mortals were not meant to be. The evil of the human's nature and the exposure to demonic substances triggered a terrible metamorphosis from man to bodak. Bodak are very rare because they remain upon the Abyssal Planes except when called into service by some evil or foolish magic-user. The

BOGGART

Characteristics		Average
STR	2d6	6
CON	2d6+9	15
SIZ	2d3	4
INT	2d6+6	12
POW	2d6+4	10
DEX	2d6+10	16
APP	3d6	10

MOVE: 10

Hit Points: 9

Damage Bonus: -1d6

Attacks: By weapon at base +2d10% +2d6 electrical

Skills: Disguise 50%, Hide 40%, Move Quietly 40%, Nature 45%, Dodge 40%

Treasure Type: None

Armor: -

Note:

A boggart is the immature form of a will-O-wisp. One appears as a small demihuman, humanoid, or will-O-wisp as it desires. However, while a boggart has more forms than its adult counterpart, it can retain 1 of these forms for no more than 10 or 12 rounds before losing control and shifting to some other form. Of course a boggart can purposely change form anytime it wishes. Because these monsters need both meat and life force to grow to maturity, they tend to use human-like forms to lure human-like adults and larger flesh eating creatures. Once trapped or ambushed, the would-be predator becomes the prey of the boggart. The monster devours the life force of the victim and its physical body tool. Thus, no resurrection is possible. The boggart attacks by touch or metal weapon, delivering 2-12 points of damage with electrical energy. It can also discharge a bolt of this energy every other round for up to 10 feet. However, the opponent so attacked is entitled to a Dodge roll and, if hit, a CON:15 resistance roll. If it succeeds the resistance, the victim suffers only half normal damage (1-6 points). The most devious attack of a boggart is confusion. A boggart can cause confusion once per day by making noise, such as yelling, screaming, shouting, whistling, banging, pounding, or thumping for 2 consecutive rounds. All creatures within a 30-foot radius of this noise will be affected if they can hear it clearly, and even

covering the ears will not prevent or alter the effect. Such creatures must make a POW:POW resistance roll or be confused for 1d6+6 melee rounds. Only a successful attack on a boggart casting confusion will cause it to stop its noise at midpoint. If more than 1 boggart is making the noise, then all must be stopped in order to foil the confusion. Add 1 point to resistance if multiple boggarts complete 2 rounds of continuous noise. A boggart can also become invisible for up to 12 rounds, and this is possible in any form the creature is in at the time. Note that invisibility will not cease because of the noise made, so an invisible boggart can create a horrible racket.

Just as with a will-O-wisp, any weapon will damage this immature form. However, all mind effecting spells are useless against the boggart. When reduced to 5 or fewer hit points, a boggart will use all of its wit and devices to escape further combat. This escape is usually accomplished by becoming invisible and running away or floating in will-O-wisp form over ground impassable to its enemies. Boggarts have the ability to use a limited form of ESP to understand and speak all languages, although such speech will be very basic and limited. When in glowing will-O-wisp form, they can pass through solid, nonliving objects and even stone walls up to 2 feet thick. They cannot pass through metals, for metals ground the electrical energy of the creatures. Boggarts have normal infravision in human-like form. In demihuman guise, a boggart typically appears as a small halfling or young gnome. In humanoid form, the creature usually takes the shape of a goblin imp, young xuart, or norker. As a will-O-wisp, a boggart is smaller and brighter.



BOGGLE

Characteristics		Average
STR	1d6+7	10
CON	2d6+7	13
SIZ	1d4+2	4
INT	2d4+2	6
POW	3d6+3	12
DEX	3d6	10
APP	-	-

MOVE: 6
Hit Points: 8
Damage Bonus: -1d4

Attacks: 2xClaw 40% 1d6+db, Bite 43% 1d4

Skills: Move Quietly 40%, Hide 40%, Dodge 45%

Treasure Type: C

Armor: 1d2

Note:

Boggles are 3-foot tall, vaguely humanoid creatures whose coloration varies from blackish-blue to dark gray. They all have large bulbous heads, but the rest of their body parts are disproportionate and vary from individual to individual (large noses, arms of different lengths, spindly legs, and so forth). The social organization of boggles is loosely tribal. Outside their lair, boggles are somewhat cowardly, and they all tend to be thieves. However, when found in their lair, boggles are aggressive and voracious. Boggles secrete a viscous, nonflammable, black oil from pores in their bodies. Anyone treading on the oil (except creatures specially adapted for climbing on slick surfaces) must roll their Agility or lower on 1d100 or fall down. Characters who fall must spend an entire round to recover, succeeding at a separate Agility roll to do so. Boggles will try to steal articles from a character who has fallen. Boggles have a rubbery hide and their bodies are partially elastic. They may stretch to twice their length or contract to one-half their size. Because they have slippery and resilient hides, all weapon attacks on boggles will cause -1d4 damage. Boggles naturally resist fire, taking only 1/2 damage from natural flames and can spider climb at will. They like to cling to ceilings in order to drop upon unwary characters and get an additional 2 claw attacks (as do cats.) Boggles have the special ability to dimension door at will for up to 30' through any complete



frame, such as a hole, a door frame, grillwork, between a character's legs, and so forth. They can reach through a hole and their hands will come out elsewhere. This enables them to grab or strike at a character from another side. Boggle lairs are often pocked with holes or appear as grillwork. Their main nest is accessible only by dimension door or other magical means.

BONESNAPPER

Characteristics		Average
STR	2d6+8	14
CON	2d6+8	14
SIZ	2d6+3	10
INT	2	2
POW	3d6+2	11
DEX	3d6	10
APP	-	-

MOVE: 6

Hit Points: 12

Damage Bonus: -

Attacks: Bite 40% 1d8, Tail Swipe 35% 1d4

Skills: Sense(smell) 55%

Treasure Type: C

Armor: 1d6

Note:

The bonesnapper is a small descendant of a long-extinct class of carnivorous dinosaur, as stupid as it is aggressive. The large jaw contains many sharp teeth which it uses to inflict damage; at the same time, the tail sweeps round to deliver a slap on the same victim. Its aggressive nature leads it always to fight to the death.

Though non-intelligent, the bonesnapper has inherited a primeval instinct for the collection of human bones, particularly jawbones, which it uses to decorate its subterranean lair. The number of such bones discovered in a lair will give a good indication of the occupant's status among its kind.

The bonesnapper is a gray-green color mottled with dark gray spots and patches. It has tiny scarlet eyes and yellow-white teeth.





BOOBRIE

Characteristics	Average	
STR	2d6+16	22
CON	1d6+15	18
SIZ	2d6+24	30
INT	3	3
POW	1d6+9	12
DEX	3d6+6	15
APP	-	-

MOVE: 12/10 fly
Hit Points: 24
Damage Bonus: +2d6
Attacks: Claw 45% 1+½ db, Beak 55% 1d4+db

Skills: Hide(in tall grass or trees) 45%, Fly 40%
 Listen 35%, Dodge 40%

Treasure Type: None

Armor: 1d2

Note:

The gigantic boobrie resembles a smaller winged, marsh-dwelling relative of the roc. Its favorite foods, other than the huge marsh catfish, are humans and sheep. Its long legs permit fast running and easy movement through swampy ground, but its claws are relatively weak. The boobrie's flight is slow. Its principal attack is by means of its long, hooked beak. These birds are totally immune to all forms of poison, and if favored forms of prey are not available they will eat snakes, lizards, and even spiders of sufficient size. They achieve surprise by crouching in tall grasses. If 2 are encountered they will be either a mated pair of adults or a pair of young (-5 to STR/SIZ/CON). A boobrie looks as if it were a huge heron with a beak resembling a cross between that of a heron and an eagle. There are a number of small, sharp teeth along the edges of the beak.

BOOKA

Characteristics	Average	
STR	2d4	4
CON	3d6+1	10
SIZ	1d4	2
INT	3d6+6	15
POW	3d6+6	15
DEX	3d6+3	12
APP	-	-

MOVE: 10/15 fly
Hit Points: 6
Damage Bonus: -1d6
Attacks: None

Skills: Hide 50%, Move Silent 50%, Traps 75%
 Dodge 60%, Sense 50%

Treasure Type: J

Armor: 1d4-1

Note:

The booka are sprite-like creatures given to dwelling in attics, in eaves and on sunny rooftops. They hate cold, and in such climes will always be inside, near chimneys. On bright, sunny mornings they will sweep the stairs or porch of the place they dwell in, always doing so when there is nobody around to observe them. If disturbed when involved in such tasks, they will become angry and immediately remove to a new home. Booka are very fast-moving and can also fly. They can become invisible at will, even when running or flying. They hate creatures aligned with shadow and will play tricks on them if given the opportunity - hiding valued objects, tangling things like rope, hair, clothing etc., and generally causing trouble. If a booka is captured or harmed in any way, it is certain that others of its ilk aware of this act will bring dozens of other booka to cause mischief & trouble until the offender frees the captive or makes amends by giving a valuable gift (such as a gem, jewelry, or a small magic item) Failure to placate angry booka will eventually result in some sort of fatal accident, for the creatures will place snares and traps for the offender. A booka is only about 1' tall. Both males and females tend to have large features and thin bodies. They will avoid combat of any sort by means of their invisibility, if at all possible.



**BOWLER**

Characteristics		Average
STR	3d6	10
CON	3d6	10
SIZ	3d6	10
INT	2	2
POW	2d6	6
DEX	2d6	6
APP	-	-

MOVE:	1-12
Hit Points:	10
Damage Bonus:	-
Attacks:	

Skills: Sense (smell, vibration) 55%, Listen 75%
Move Quietly 50%

Treasure Type: special

Armor: 1d4+2

Note:

A bowler is a boulder-like creature found in caves and similar places where the rocks provide it with natural camouflage. A bowler is extremely sensitive to sounds, vibrations, and odors, but it has no visual organs. Upon sensing the approach of prey, a bowler rolls towards its victim, gaining 1 MOV of speed per round of combat, until a maximum move of MOV 5 is achieved. (The vibrations of its own movement enable the monster to detect and avoid walls, pits, etc.) The bowler's attack form is to roll over and crush victims. The weight of a bowler is approximately 50 pounds per hit point. After crushing prey, a bowler rolls back onto the victim and a mouth-like orifice opens to consume the flesh and bone, shell, etc. Each bowler has a central core of a single beryl gem worth a base of 10 gp. Bowlers will roll quietly and slowly at first, so prey require a Listen or perhaps Sense skill roll to notice them before they are within 40 feet of their intended victim(s). Bowlers may be distant relatives of mimics.

BRAIN MOLE

Characteristics		Average
STR	1	1
CON	1D4	2
SIZ	1	1
INT	3	3
POW	1d6+12	15
DEX	3d6+6	15
APP	-	-

MOVE:	1
Hit Points:	1
Damage Bonus:	-1d6
Attacks:	-

Skills: Sense(psychic power 30') 95%, Dodge 45%

Treasure Type: None

Armor: -

Note:

Small hairless, mole-like animals

which inhabit most places above and below ground, brain moles are attracted by psychic activity of any sort - including sorcery that duplicates psychic effects. When a brain mole is within 30' of any creature exercising such activity, it will seek to feed upon the energy being used by psionically "burrowing" into the mind. This has the effect of attacking the mind with a psychic attack upon the creature using psionic energy. Victims must make a POW:20 resistance roll or lose a permanent point of POW. This burrowing will have a 20% chance per melee round of causing permanent insanity in non-psionically endowed creatures employing psionic energy through spells or magical items. Cessation of the spell or abandoning the use of the magic item will immediately relieve the attack. A psychic under attack must escape the range of the brain mole or kill it to halt its burrowing. Creatures who are drained of POW cannot have it restored until the brain mole has been killed. Drained POW does not return normally but can be magically restored by sorceries or powers that heal characteristic damage.



**BROWNIE**

Characteristics		Average
STR	1d4	2
CON	2d6	6
SIZ	1d3	2
INT	3d6+3	12
POW	3d6+6	15
DEX	3d6	10
APP	3d6	9

MOVE: 6
Hit Points: 4
Damage Bonus: -
Attacks: Tiny sword 50% 1 damage

Skills: Repair wood/leather 75%, Move Quietly 75%, Knowledge (arcane) 75%, Dodge 45%, Hide 75%, Craft 65%

Treasure Type: O,P,Q

Armor: -

Note:

Brownies are distant relatives of halflings, (perhaps half halfling, half pixie) but they are smaller and far less common. They are basically friendly to humans and their ilk (dwarves, elves, and halflings), but because they are shy, they are seldom seen and favor quiet, pastoral areas in which to dwell. If encountered on friendly terms, brownies can often (50%) be convinced to help characters allied with balance. They are able to make or repair items of wood, leather, metal, etc. with ease.

BUCKAWN

Characteristics		Average
STR	1d6+7	10
CON	1d6+7	10
SIZ	2d3	3
INT	3d6+3	12
POW	3d6+3	12
DEX	3d6+3	12
APP	-	-

MOVE: 10

Hit Points: 6

Damage Bonus: -1d4

Attacks: Darts 35%+DEX 1d4, Dagger 25%+STR 1d4+db

Skills: Dodge 65%, Nature 50%, Listen 90%, Move Quietly 80%, Hide 80%, Search 90%

Treasure Type: X

Armor: 1

Note:

The buckawn are a race of woodland demihumans of the brownie type. They are less friendly and far more tricky than their cousins, however. Buckawn shun human contact and do not regularly associate with brownies either. Buckawn typically arm themselves with small daggers and quivers of darts. The darts have been known to be drugged or poisoned when the creatures attacked had annoyed or offended the buckawn. Buckawn can use the following spell-like powers, 1 at a time. 1 per round. at Will: Animal Friendship, dancing lights, invisibility, clumsiness. They also use the following spell-like powers, once each per day: entangle, pass without trace, Liken (Beast) Shape, Liken Person, summon insects, guide earth.

Buckawn have superior senses and are never surprised. Their vision allows them to see not only into the infra and ultraviolet spectrums, but also to detect invisible creatures with no difficulty. Likewise, their hearing is very keen. In 1 Dex rank they can hide in foliage or shadows, even while being observed. And can move quietly with 80% probability. Buckawn speak the tongue of brownies and a smattering of such languages as are spoken by pixies, satyrs, and sprites. Buckawn appear much the same as slender brownies with dusky skin. They dress in russets and greens.

BUGBEAR

Characteristics		Normal		Leader		Chief	
		Average		Average		Average	
STR	2d6+2	8	3d6	10	3d6+2	12	
CON	3d6	9	3d6+2	11	3d6+4	14	
SIZ	3d6+3	12	3d6+4	13	3d6+4	14	
INT	1d6+2	6	2d6	6	3d6	9	
POW	2d6	6	2d6	6	2d6	6	
DEX	3d6	10	3d6	10	3d6	10	
APP	-	-	-	-	-	-	
MOVE:		8					
Hit Points:		10		12		14	
Damage Bonus:		-		-		+1d4	
Attacks:	Normal: Weapon at Base+15%						
Leader:	Weapon and Shield at 50%						
Chief:	Weapon and Shield at 75%						
Skills:	Hide 40%, Move Quietly 40%, Trap 30%						
Leader:	Hide 50%, Move Quietly 50%, Trap 40%						
Chief:	Hide 60%, Move Quietly 60%, Trap 50%						
Treasure Type:	J,K,L,M,(B)/		x2			x4	
Armor:	Hides 1d4 /Leather and Ring 1d8						
Note:							

Bugbears live in loose bands, and are typically found in the same areas as are goblins. Unlike their smaller cousins, however, these hairy giant goblins operate equally well in bright daylight or great darkness (as they have infravision to 60', so they are as likely to choose a habitation above ground as they are to select a subterranean abode.

If 12 or more bugbears are encountered there will be a leader. If 24 or more are encountered there will be the following additional bugbears: a chief and a sub-chief (as per leader-type above). If encountered in their lair there will always be a chief and sub-chief, and there will be females and young equal to 50% each of the number of males. Neither of the latter types of bugbears will fight unless in a life or death situation. In the latter case the females fight as hobgoblins and the young will fight as kobolds. The arms carried by bugbears range the gamut of available weapons - from swords to wooden clubs with spikes set in them (morning stars). A fair number of spears are carried by these monsters, and they tend to use them, along with

axes, maces, and hammers, as missile weapons.

Although

bugbears are clumsy looking and walk with a shambling gait, they are actually able to move very quickly and with great stealth, thus surprising opponents 50% of the time. Bugbears speak goblin and hobgoblin in addition to their racial and alignment tongues. The skin of bugbears is light yellow to yellow brown - typically dull yellow. Their hair ranges in color from lusterless tannish brown to brick red. Their eyes are greenish white with red pupils. The odds and ends of armor they wear, as well as whatever cloth, skins, or hides they drape themselves in, tends to be ill-kept, dirty, and dingy. They live far approximately 75 years.





ground - thus the name "landshark."
 Typical specimens have blue-brown heads and hind portions, with plates and scales of gray-blue to blue-green. Nails and teeth are dull ivory. The area around the eyes is brown-black, the eyeballs are yellowish, and the pupils of the eyes are dark-green.

BULETTE

Characteristics		Average
STR	6d6+24	30
CON	3d6+12	21
SIZ	6d6+30	48
INT	4	4
POW	3d6	9
DEX	2d6	6
APP	-	-

MOVE: 8/12 charge

Hit Points: 35

Damage Bonus: +4d6

Attacks: Trample 75% 1d6+db

Skills: Sense(smell) 60%, Listen 50%

Treasure Type: None

Armor: 2d4+1

Note:

The bulette (or landshark) was thought to be extinct until recently when this horror reappeared. It was the result of a mad wizard's experimental cross breeding of a snapping turtle and armadillo with infusions of demons' ichor. They range temperate climates feeding on horses, men, and most other flesh - although they dislike dwarf and shun elf of any sort. They love halfling and will hungrily dig them from their burrows. The stupid bulette is irascible and always hungry, and they fear nothing, as a bulette will attack a large, powerful party just to eat a horse or two. Sometimes the crest of a burrowing landshark will break the



BULLYWUG

Characteristics	Typical		Warrior		Leader		Shaman	
	Average	Roll	Average	Roll	Average	Roll	Average	
STR	2d6+4	10	2d6+4	10	2d6+4	10	2d6+4	10
CON	2d6+4	10	2d6+9	15	2d6+12	18	2d6+4	10
SIZ	2d6+4	10	1d6+12	15	1d6+15	18	2d6+4	10
INT	2d6+4	10	2d6+4	10	2d6+4	10	2d6+4	10
POW	2d6+4	10	2d6+4	10	2d6+4	10	1d4+15	17
DEX	3d6+3	12	3d6+3	12	3d6+3	12	3d6+3	12
APP	-	-	-	-	-	-	-	-
MOVE:	5/8 swim		6/8 swim		6/10 swim		5/8 swim	
Hit Points:	10		15		18		10	
Damage Bonus:	-		+1d4		+1d4		-	
Attacks:	Typical& Shaman:Claw 20% 1d3+db,Weapon 25% by type, Leap Attack 30% special							
Warrior:	Claw 30% 1d3+db,Weapon 35% by type, Leap Attack 40% special							
Leader	Claw 50% 1d3+db,Weapon 55% by type, Leap Attack 50% special							
Skills:	Jump 75%, Dodge DEXx2%, Shield 25% Hide 75%							
Treasure Type:	J,K,M;Q(x5)&C(magic only) in lair							
Armor:	1d4 or by armor							
Note:								

The bullywugs are a batrachian race of bipedal monsters which inhabit wet places - rainy forests, marshes, damp caves or virtually any other place which is shady or dark and has water nearby, for bullywugs need to dampen their skins from time to time.

Some types of these creatures are more intelligent than others. The intelligent groups tend to dwell in caves or deserted human habitations, and they will usually have armor, shields and various forms of weapons (usually makeshift and piecemeal). The less advanced bullywugs hate their more intelligent fellows and war upon them.

Unless encumbered by armor and shield, a bullywug is able to swim rapidly. Even with such encumbrance, a bullywug can swim at a good speed. Likewise, with or without adornment, a bullywug can hop forward 6 feet

or upwards 4 feet. If it is using an impaling weapon, like a spear, the bullywug delivers +1d4 damage as a result of a successful hopping attack. The hopping attack with a weapon is their normal means of melee. However bullywugs without access to weapons, or those which have been disarmed, will still hop to the attack in which case they use two claws and a bite. Bullywugs have a chameleon-like power; their skin coloration can be gray, green or brown in light or dark shades. Thus, if motionless and in an area which allows use of camouflage power, a bullywug is 75% unlikely to be noticed (this applies to infravision as well, as the color alteration also alters body heat). When attacking unnoticed from camouflage conditions, the bullywug gains a +20% chance to hit.

The major weakness of these creatures is that unless they are employing long weapons, their attacks always take place after those of their opponents, due to slow speed of movement or exposure while hopping. Note that a weapon can be set against a hop just as against a charge (which, in effect, a hop is).

Bullywugs form organized bands and are always led by a large individual with more hit points and +10% to weapon skills. If 30 or more of these creatures are encountered, there will be at



least 5 large individuals and a leader of more hit points and +20% to weapon skills. Those using armor etc. will also have a 10% chance per ten creatures in the group of having a tribal shaman with 15+1d4 POW that can cast sorcery. These creatures will readily serve evil masters, human or otherwise. It is rumored that bullywug-human crossbreeds are viable and that certain degenerate humans dwell in mixed communities with these monsters, serving unnamed things from caverns deep beneath the earth.

The bullywugs have their own, rather primitive language and the more intelligent ones can converse haltingly in the common tongue, though their vocabulary is rather limited. They are held in disdain by sahuagin, who will occasionally raid a bullywug lair for sport and out of sheer malice, eating any captive alive. Lizard men will rarely associate with bullywugs, though there is no open hostility towards them.



BUNYIP

Characteristics		Average
STR	2d6+6	12
CON	2d6+9	15
SIZ	2d6+9	15
INT	2	
POW	3d6+2	11
DEX	3d6	10
APP	-	-

MOVE: 10
Hit Points: 15
Damage Bonus: +1D4
Attacks: Bite 50% 1d4+db special

Skills: Swim 75%
Treasure Type: none
Armor: -
Note:

The bunyip is an aquatic beast resembling a seal covered in thick black fur, with a black mane and unusually powerful jaws. It dwells in lakes, marshes and sluggish rivers.

It is a mischievous beast of playful intent, but is large and strong enough to tip over a small boat. It can also sense the approach of human beings and may (50% chance) rise momentarily above the surface to roar at a nearby party of adventurers; all members of the party must make a CON:10 resistance roll or flee in panic for 2d4 rounds. If a small creature such as a dwarf is struggling in the water, the bunyip will usually bite in an attempt to sever and swallow a limb, but it will not attack anything larger than a dwarf except in self-defense or unless the victim is already bleeding. A Critical bite by the bunyip's powerful jaws causes a limb of the victim to be severed (determine at random or according to the circumstances of the attack).



CARBUNCLE

Characteristics		Average
STR	2d4+1	5
CON	3d6+1	10
SIZ	1d4+1	3
INT	2d6	6
POW	3d6	9
DEX	2d6+1	7
APP	-	-

MOVE:	4
Hit Points:	6
Damage Bonus:	-1d4
Attacks:	None

Skills: Sense(smell) 50%

Treasure Type: special, see below

Armor: 2d4

Note:

This small creature is similar to an armadillo with an 'armored' upper surface of small interlocking 'plates' of tough leathery skin. It feeds exclusively on leaves and small insects and is rarely found outside areas (such as woodland and marshland) where there is a copious supply of such food. Its upper surface armoring is attractively patterned in shades of brown while its under-body is light gray flecked with small green patches.

Set in its head, immediately above its eyes, is a large ruby. This is actually part of the animal and if the beast dies the ruby will shatter into worthless dust. The creature may, however, be coaxed into giving up its ruby by a wizard (or anyone of equal status) who uses a charm monster or charm animal ability. The gem is usually (70%) 500 gp value though rare specimens (25%) have 1,000 gp gems and there is a 5% chance that a carbuncle will have a 5,000 gp gem. If successfully removed a carbuncle's gem will regrow at the rate of 100 gp per month. The value of the gem may change each time it regrows.

The creature has empathy and telepathy, communicating via the latter, and also slight powers of prophecy concerning the immediate future. Its power of empathy enables it to understand the character of each person it encounters and know what that person knows, though its intelligence does not permit it to formulate more than very basic concepts. If attacked, it puts up no resistance and is easily

captured. It can will itself to die, however - it has no fear or conception of death and will give up its life if placed under duress. It will usually approach a party of adventurers and communicate the value of its gem to them seeking to accompany the party. When this objective has been achieved, however, and it has gained the confidence of the party, its malicious nature will lead it to try to cause disruption within the group, using selective telepathy and prophecies, true and false, to breed hostility, suspicion and even fighting between party members. Alternatively - but rarely - it may communicate secretly with nearby monsters to enrage them into attacking the party. Its motives in spreading such dissidence are not entirely clear, but it is the belief of certain sages that the carbuncle's inability to comprehend death makes it fascinated by combat and particularly by death, to the extent that it will do its utmost to promote such events.

Having achieved its objective, the carbuncle will watch the events in morbid fascination then, choosing an opportune moment, it will quietly slip away.





CARRION CRAWLER

Characteristics		Average
STR	2d6+10	16
CON	3d6+6	15
SIZ	3d6+6	15
INT	3	3
POW	2d6	6
DEX	3d6	9
APP	-	-

MOVE: 10
Hit Points: 15
Damage Bonus: +1d4

Attacks: 8 Tentacles 65% 1+½ db+special

Skills: Move Silent 60%, Sense(smell) 45%

Treasure Type: B

Armor: 1d6

Note:

Carrion crawlers strongly resemble a cross between a giant green cutworm and a huge cephalopod. They are usually found only in subterranean areas. The carrion crawler is, as its name implies, a scavenger, but this does not preclude aggressive attacks upon living creatures, for that insures a constant supply of corpses upon which to feed or for deposit of eggs. The head is equipped with 8 tentacles which flail at prey; each 2' long tentacle exudes a gummy secretion which when fresh, will paralyze opponents for 2d4 rounds on a failed CON:SIZ Resistance roll. As there are so many tentacles with which to hit, and thus multiple chances of being paralyzed, these monsters are greatly feared.

CARYATID COLUMN

Characteristics		Average
STR	1d6+14	17
CON	-	-
SIZ	1d6+10	13
INT	-	-
POW	-	-
DEX	1d6+10	13
APP	3d6+1	10

MOVE: 8
Hit Points: 15
Damage Bonus: +1d4

Attacks: By weapon 50% weapon damage +db

Skills: Sense(movement within 100') 75%

Treasure Type: variable

Armor: 1d4+1 special

Note:



Caryatid columns are much like stone golems in that they are created by means of sorcery, using the same spells as for the creation of a stone golem; however the cost is slightly higher and the time taken doubles because of the intricacy of the creation.

The result is a slim, decorative stone pillar about 7' high. A casual glance will reveal nothing more than this decorative piece of stone-work which will perhaps stand with an identical partner either side of the entrance into a chamber, chapel or throne-room. Closer inspection will reveal that the column is not, as would be expected, radially symmetrical about its longitudinal axis and has the very slender shape of a human female. Once such detail has been discerned, it will be clear to the observer that one of the 'hands' of the female, held close to her side, carries a weapon which blends into the rest of the stone so-smoothly that it is near-invisible. A caryatid column will always have a specific defensive function (and will never be met as a wandering monster). This might be to guard a treasure chest, to prevent intrusion into a particular area or another similar task. This task will have been set by the creator who, if near at hand when the column animates, will be able to control it with simple verbal commands. More often, though, the creator is absent when the column performs its task, in which case it will follow simple courses of action which have been predetermined by the creator.

**CAT**

Characteristics	Domestic		Wild	
	Average	Roll	Average	Roll
STR	1d3+2	4	1d3+4	6
CON	1d4+6	8	1d6+6	9
SIZ	2d3	3	2d3	3
INT	4	4	4	4
POW	2d6	6	2d6	6
DEX	3d6+6	12	3d6+6	12
APP	-	-	-	-
MOVE:	6		8	
Hit Points:	5		6	
Damage Bonus:	-1d6		-1d6	
Attacks:	Claw 25% 1d2, Bite 1d3, Rake 35% 1d4			

Skills: Climb 75%, Hide 50%, Move Quietly 75%, Dodge 50%, Jump 50%

Treasure Type: None

Armor: -

Note:

Domestic and wild cats are closely related and most species can interbreed. Domestic cats are found nearly everywhere in temperate to tropical climates. Wild cats are found from subarctic to tropical regions. The smaller domestic variety have 2 effective attacks. One with fore-paw claws and the second a bite, while the larger wild cat gains 2 such claw attacks as well as a bite. They also gain rear claw rakes if both fore-paw claw attacks succeed in hitting the opponent. Rear claw rakes inflict 1d4 points of damage and gain a +10% to hit.

CAT LORD

Characteristics	Score
STR	21
CON	26
SIZ	18
INT	21
POW	19
DEX	22
APP	13
MOVE:	12
Hit Points:	22
Damage Bonus:	+1d6
Attacks:	Claw 1d6+db 105%, Bite 1d10+ 80%
Skills:	Hide 80%, Move Quietly 99%, Dodge 125% other skills as heroic NPC

Treasure Type: S,T,W,X

Armor: 1d4+2

Note:

The cat lord, or master cat, is the ruler of all

forms of felines from domestic cats through the giant lynx to the largest of smilodons. Some believe the cat lord to be at least a deity of minor sort; others claim the cat lord to be a malign creature of evil. Those who truly understand felines know that the cat lord is neither good nor evil but concerned with cat-things alone. He roams the Prime Material, Astral, and Ethereal Planes. In addition to rapid movement, the master cat can spring forward, backward, or upward for 30 feet. As with most felines, the cat lord always lands on his feet and is instantly prepared for whatever action is to come next. In feline form, the cat lord attacks with his great fore paw claws and huge teeth. Both claws and teeth are magically sharp and inflict terrible wounds. Because of his speed and ferocity, the cat lord will always act first in normal circumstances. On occasion, he will take human form. His characteristics remain the same. In combat he always takes cat form. The cat lord can summon other felines at will. The results of the summoning will be:

01-07 1-4 smilodons

08-15 2-5 spotted lions

16-25 3-6 tigers

26-34 3-6 lions

35-43 4-7 jaguars

44-52 5-8 leopards

53-61 5-8 cheetahs

62-70 6-9 mountain lions

71-00 6-9 wild cats

Summoned felines are completely loyal to and will obey every command of the cat lord. Even when he appears in human form, any feline will immediately recognize the cat lord. The cat lord has the following spell-like powers which are used 1 at a time, 1 per round, at will: astral travel(1 per day), blur, detect evil/good, dimension door (9 per day), etherealness (2 per day), haste (2 per day), hypnotism, improved invisibility, telepathy, teleport without error (1 per day). When the cat lord is in feline form, melee attack routine also includes a spit. He can spit only prior to biting every other round. The spit is directed against 1 opponent only. No to-hit roll is needed. That creature must make a CON:12 resistance roll or be blinded. Blindness will persist until a cure blindness, Heal, Healing Trance, or undo sorcery is cast upon the affected

individual. If the cat lord foregoes melee attack, he can howl. This piercing howl will stun all creatures, except other felines, within a 20-foot radius, unless they make a CON:10 resistance roll. Stunned creatures will be unable to move, attack, or defend for 1-4 rounds. The cat lord can lick his wounds 9 times per day. Each such lick restoring 2d4 points of damage. The cat lord has hearing and vision 5 times that of human normal. He always moves with 99% silence. He possesses ultravision of 2 times normal power and infravision of 5 times normal (300 feet). The cat lord speaks the languages of all sorts of felines. He can also converse with caterwauls, chimeras, displacer beasts, dragonnes, sea lions, kamadans, tabaxi and were-tigers of all sorts. In human form he speaks Common. The cat lord can communicate telepathically with nearly any creature, if necessary.



CATERWAUL

Characteristics	Average	
STR	3d6+3	12
CON	3d6+3	12
SIZ	2d6+6	12
INT	2d6	6
POW	2d6+5	11
DEX	2d6+6 *	12*
APP	-	-

MOVE: 8/12 burst

Hit Points: 12

Damage Bonus: -

Attacks: Claw 45% 1d4+db, Claw 45% 1d4+db
Bite 45% 1d6+½ db

Skills: Dodge 40%, Hide 75%, Move Quietly 75%, Climb 90%, Sense(smell) 90%, Listen 90%

Treasure Type: N,R,S,U

Armor: 1d4

Note:

This creature appears as a humanoid with heavily feline features. The caterwaul can move swiftly on two legs and can reach top speed (MOV 12) in short bursts when dropping to all-fours for CON/3 rounds. As it has the ability to climb almost every surface, move silently and hide in shadows, its preferred method of attack is to lurk high above and spring down on an unsuspecting quarry. It has keen hearing and an exceptional sense of smell and is therefore difficult to surprise. Its initial attack (and this attack only) is always accompanied by a high-pitched keening screech which is of a frequency to do 1d6 hit points of damage to all hearing within 60' (a character who makes a CON:SIZ resistance roll takes no damage). The caterwaul attacks with two claws and one bite each round.

Caterwaul Bonus D100							
Bonus	01-50	51-61	62-72	73-83	84-94	95-99	100
Dex	-	+2	+4	+6	+8	+9	+10
Claws	-	+5%	+10%	+15%	+20%	+25%	+30%
Dodge	-	+10%	+15%	+20%	+25%	+30%	+40%





CATFISH, Giant

Characteristics	Average	
STR	3d6+9	18
CON	3d6+10	19
SIZ	4d6+18	30
INT	3	3
POW	1d6+9	12
DEX	3d6	10
APP	-	-

MOVE: 15

Hit Points: 24

Damage Bonus: +2d6

Attacks: Bite 60% 1d6+½ db, Spines 25% 1+poison

Skills: Sense(smell) +40%, Swim 65%

Treasure Type: None

Armor: 1d4-1

Note:

A huge catfish occasionally survives to grow even larger and become a giant of its kind. Catfish of all sorts inhabit fresh waters in warm temperate to tropical climates. Giant catfish are found only in very large rivers or in lakes fed or emptied by them. They are principally bottom-feeding scavengers, although they are sufficiently aggressive to attack any creature recognized as "food" and of a size small enough to swallow specimens of SIZ 5+1 per 8 points SIZ of the cat fish. Being swallowed inflicts normal damage and confines the victim within the fish. There, the victim will suffer 1 point of damage per round from digestive fluids and has a 5% chance of suffocating each round. The victim must have a sharp edged or pointed weapon in hand when swallowed in order to have any chance of escaping. Attacks and damage inflicted while inside a catfish are handled normally, and, if and when this internal damage equals 50% of the total hit points of the

fish, the victim has succeeded in cutting/stabbing his or her way out. Attacks which pierce the catfish have a 20% chance of inflicting like damage on a previously swallowed victim. In addition to its normal attack (and swallowing), a giant catfish has many spiny, tentacle-like feelers around the corners of its mouth. These feelers, or "whiskers," secrete a strong poison. Besides biting a victim, the creature will lash its head from side to side, effectively attacking up to 2 other opponents with its poisonous feelers. A creature so hit will take 2-8 points of poison damage or 1-4 points if a successful CON:10 resistance roll is made.

CATOBLEPAS

Characteristics	Average	
STR	2d6+6	12
CON	2d6+10	16
SIZ	1d6+22	25
INT	3	3
POW	2d6+6	12
DEX	3d6	10
APP	-	-

MOVE: 6

Hit Points: 20

Damage Bonus: +1d6

Attacks: Tail Slap 62% 1d4+½ db

Skills: Hide 25%, Move Silent 25%

Treasure Type: C

Armor: 1d3

Note:

This nightmare creature is loathsome beyond description and has no redeeming features. Its body resembles that of a huge, bloated buffalo and gives off an offensive odor. The catoblepas' neck is long and thin, and perched atop it is a big head uglier than that of a warthog. Its legs are thick and stumpy, much like a hippopotamus. The creature's tail is strong and snaky, however, and moves with amazing swiftness to strike enemies. Any creature so struck must make a CON:CON resistance roll or be stunned for 1-10 melee rounds.

Perhaps its habitat - fetid swamps and miasmal marshes - caused the bizarre combination of genetic characteristics in this monster, or perhaps it was due to some ghastly tinkering with life by a demented godling. In any case, the



most horrid aspect of the catoblepas is its bloodshot eyes. The gaze of the catoblepas is equal to a death ray, extending 60' from the eyes (even into the astral and ethereal planes). Any creature which meets this gaze dies without any chance to save itself. If a party is surprised, a failed LUC roll means the one encountering the monster has met its gaze. Otherwise the very weak neck of the catoblepas has only a 25% chance of raising the head high enough to use its eyes in this fashion.



CAVE CRICKET

Characteristics		Average
STR	2d6	6
CON	2d6+5	11
SIZ	1d4+6	8
INT	2	2
POW	3d6	9
DEX	3d6	10
APP	-	-

MOVE: 2 hop
Hit Points: 9
Damage Bonus: -
Attacks: Kick 1d4+db(see below)
Skills: Climb 50%, Jump 50%

Treasure Type: None
Armor: 1d4+2
Note:

The basically harmless giant cave cricket is typically only a noisy insect pest. If a victim is within 20 feet when it starts its chirping sound, the noise will drown out all speech and, incidentally, have a 2 in 6 chance of drawing all predators within hearing range (about 90'). If frightened, the giant cave cricket has a 1 in 6 chance per individual of leaping on a character within hopping distance, inadvertently inflicting 1-4 points of damage. Those not actually landing on any characters still have normal to-hit probabilities of accidentally kicking someone with their powerful hind legs. Any creatures within 10 feet of a giant cave cricket will be so attacked. Roll to find which character each monster attacks and then roll for kick hits. Giant cave crickets are the same as normal crickets, save for their size and pale gray or white coloration. They eat vegetation, cloth, paper, and even fungi.



CAVE FISHER

Characteristics		Average
STR	1d6+11	14
CON	2d6+7	13
SIZ	2d6+10	16
INT	2d4	4
POW	3d6	10
DEX	3d6	10
APP	-	-

MOVE: 1
Hit Points: 14
Damage Bonus: +1d4
Attacks: 2xClaw 45% 1d4+db, Filament 60%

Skills: Hide 65%, Sense(smell) 50%, Listen 35%
 Climb 75%

Treasure Type: Incidental

Armor: 1d4+2

Note:

Cave fishers are hard-shelled, many-legged creatures that live by trapping animals in the subterranean world. To trap its prey, a cave fisher employs a super-strong, highly adhesive filament which extends from its proboscis. This filament is 60-feet long, and tipped with a powerful adhesive sucker. A cave fisher can shoot this filament with great speed and accuracy. It will then "reel in" its prey at a rate of 15 feet per round, using a complex organic winch housed in an armored protuberance behind its head. A cave fisher can pull in prey weighing up to 400 pounds. The adhesive on the sucker head also coats the filament, and it can be dissolved by liquids with a high alcohol content or a cave fisher's blood, which also contains a lot of alcohol. The filaments are so strong that they can be cut only by a magical edged weapon and so thin that there is only a 20% chance of noticing them within 10 feet and no chance beyond that distance. A STR:STR roll is needed

to free ones self if so attached. When the cave fisher's prey is drawn in, the creature kills and dismembers it with its pincers, cutting it into pieces suitable for ingestion. Two of the cave fisher's 8 legs end in powerful pincers. The other 6 are used by the creature to attach itself to the rock of its hiding place, cementing itself in place with the same adhesive that coats its filament. Cave fishers prefer to hide on ledges over much-traveled paths. They string their filaments across a likely spot for catching small flying creatures. If something enters the cave fisher's range but does not blunder into its filament, the creature will silently reel its filament in (taking 1 round to do so) and then fire at the potential victim. If it misses, it will try again for as long as the prey is in range.

CAVE MORAY

Characteristics		Average
STR	2d6+8	14
CON	2d6+8	14
SIZ	3d6	10
INT	2	2
POW	1d6+9	12
DEX	3d6	10
APP	-	-

MOVE: 1/15 lunge
Hit Points: 12
Damage Bonus: -
Attacks: Bite 44% 2d4+db

Skills: Dodge 75%, Hide 45%

Treasure Type: None

Armor: 1d4+1

Note:

These slug-like creatures form colonies in caves. They dwell in cyst-like burrows in the stony walls, and whenever prey passes they strike out, typically from both sides of the passage. Striking range varies from 3-5 feet. The creature must withdraw into its cyst to recoil for another strike. A cave moray has an armor class 5 body, but it's so fast that there is only a 1 in 20 chance of striking one thus exposed. Cave morays have brownish-gray skin. Their heads are knobby and splotched, and their eyes are dull brown and bulbous, and they look like rock.



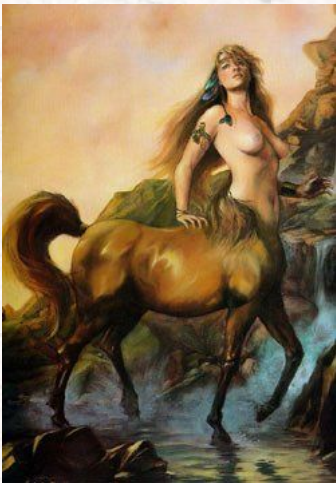
CENTAUR

Characteristics		Average
STR	3d6+6	15
CON	3d6	10
SIZ	4d6+12	24
INT	2d6+6	12
POW	3d6	10
DEX	3d6+3	12
APP	3d6	9

MOVE: 12**Hit Points:** 17**Damage Bonus:** +2d6**Attacks:** By weapon at base +2d10%
Kick 25%, 1d6+db**Skills:** Jump 30%, Swim 25%, Art: Sing 25%,
First Aid 25%, World Lore 25%, Art: Play
Lyre 40%, Hide 05%, Sneak 05%**Treasure Type: M,Q,(D,I,T)****Armor:** Usually wears leathers 1d6**Note:**

Centaur's dwell in secluded pastures, far from human habitation. Roving bands of these creatures always carry weapons, and leaders will carry shields.

Centaur's are not generally friendly with humans or dwarves; they tolerate gnomes and halflings; they are friendly with elves and like wood elves.

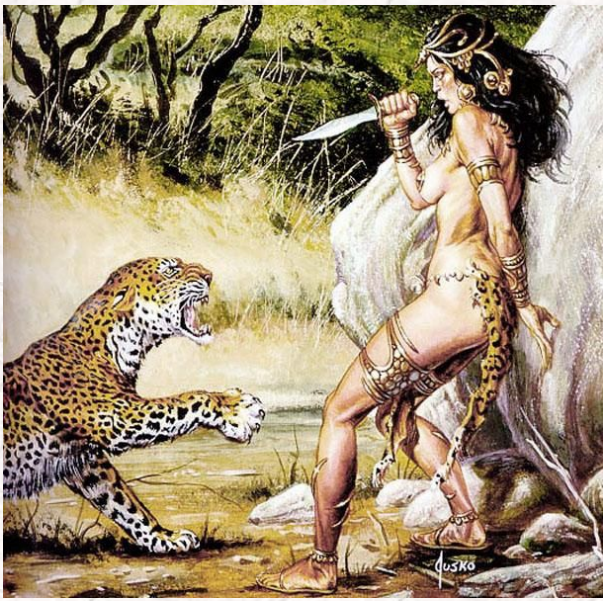
**CENTIPEDE**

Characteristics	Huge		Giant		Megalopede	
	Average	Roll	Average	Roll	Average	Roll
STR	1	1d4	2	2d6	3d6	3d6
CON	1d4	2	1d4	2	3d6	10
SIZ	1d3	1	1d4	2	3d6	10
INT	2	2	2	2	2	2
POW	1d4	2	1d6	3	2d6	6
DEX	3d6	9	3d6	9	3d6	10
APP	-	-	-	-	-	-

MOVE: 1**Hit Points:** 1**Damage Bonus:** -1d6**Attacks:** Bite 25% 1+poison**Skills:** Hide 80%, Move Quietly 80%, Sense(smell)
35%, Climb 75%**Treasure Type: None****Armor:** 1**Note:**

These nasty creatures are found nearly everywhere. They are aggressive and rush forth to bite their prey, injecting poison into the wound, but in many cases this poison is weak and not fatal, requiring a CON:CON resistance roll or the victim takes poison damage equal to the amount the resistance roll was missed by. Centipedes come in many colors- pale gray to black, red to brown.





CHEETAH

Characteristics		Average
STR	2d6+8	14
CON	3d6	10
SIZ	2d6+8	14
INT	5	5
POW	2d6+6	12
DEX	3d6+6	12
APP	-	-

MOVE: 12/15 sprint

Hit Points: 15

Damage Bonus: +1d4

Attacks: 2xClaw 40%, 1+½ db, Bite 35%, 1D4+db
Rake 75% 1+db

Skills: Move Quietly 75%, Hide 80%, Sense(smell) 50%, Climb 75%, Swim 40%, Dodge 55%

Treasure Type: None

Armor: 1d2

Note:

The cheetah is found on tropical plains and grasslands. It is the only cat with non retractable claws, and, if taken young, is the only large cat that can be trained and domesticated to a trustworthy level at all times. As with all cats, cheetahs are carnivores who actively stalk and kill game to survive. These felines can burst into a "sprint" for 3 rounds. They must rest 3 rounds before again sprinting. Cheetahs can spring 10 feet upwards or forward as much as 20 feet. If both fore-paws hit during an attack, the cheetah gains 2 additional raking attacks with its rear claws.

CHIMERA

Characteristics		Average
STR	3d6+24	33
CON	2d6+12	18
SIZ	3d6+24	23
INT	2d4+1	5
POW	2d6+6	12
DEX	3d6+5	14
APP	-	-

MOVE: 8/12 fly

Hit Points: 17

Damage Bonus: +3d6

Attacks: Claw 60% 1d6+db, Lion Bite 60% 1d8+db, Dragon Bite 75% 1d10+db, Goat Horn 50% 1+½ db

Skills: Sense (smell) 60%, Fly 55%, Climb 45%

Treasure Type: (F)

Armor: 1d4+1

Note:

The chimera combines features of three creatures in a monstrous manner. Its hind quarters are those of a huge goat, its foreparts are those of a lion, its body sports dragon wings, and it has three large heads. It can claw with its fore legs, its goat head is armed with two long horns, its lion head has powerful jaws and sharp teeth, and its dragon head is likewise equipped. Its dragon head can breathe fire in a cone with a range of 20'x 20' width at the end of the cone and causing 3d8 points damage to anyone caught in its area. It can use its breath weapon once every 3 rounds and victims can make an Agility roll for 1/2 damage. The goatish body parts are black with amber eyes and yellowish horns. The lion-like parts are tawny yellow with a dark brown mane, green eyes, and red maw. The dragon wings are brownish-black, the dragon head orange, and the eyes and mouth black.



CHOKE CREEPER

Characteristics		Average
STR	3d6	10
CON	2d6+9	15+SIZ
SIZ	2d10+20	30
INT	1	1
POW	½ SIZ	15
DEX	3d6	10 (vines only)
APP	-	-

MOVE: 1/3(vines)
Hit Points: 37
Damage Bonus: -
Attacks: 1d8xVines 75% 1d4 +Entangle

Skills: Sense(light) 50%, Sense(movement) 50%

Treasure Type: Incidental

Armor: 1d4+1(trunk) 1(vines)

Note:

The choke creeper, or strangler vine, seems to be a cousin to the hangman tree. The plant stem grows to near tree-trunk thickness, may be over 100 feet long, and may have a score or more of creeping, strangling vines. Vines creep 5 feet per round by use of flexible tendrils. Each vine takes 2-16 points of damage to sever. Damage to attacking strangler vines does not affect the main plant. Vines are attracted to light and movement. As they appear to be normal vegetation, they usually can grab unsuspecting victims. Once the victims are held, they are squeezed for 1-4 points of damage per round. There is a 10% chance, per round of squeezing, that a vine will use a strangling grip. The victim dies at the end of the succeeding round. There are typically 8 strangler vines along each 10-foot section of the choke creeper plant and double that number at its end portion. These mobile vines usually fan out to cover a 360 degree area. Each vine branch is 9-16 feet long. A choke creeper is not affected by small, torch-sized fires, but a hot fire, such as of burning oil, will cause normal damage and mobile vines will move away. Cold will cause 1/4 points of damage and immobilize the plant sections struck for 2-5 rounds. Electrical attacks double the movement rate of vines for 2-5 rounds and do no damage to the plant.



CIFAL

Characteristics		Average
STR	2d6+12	18
CON	2d6+12	18
SIZ	2d6+8	2/14*
INT	1	1
POW	3d6+5	14
DEX	2d6	6
APP	-	-

MOVE: 6
Hit Points: 10/16*
Damage Bonus: N/A
Attacks: Swarm 80% 1d8

Skills: -
Treasure Type: (Q)
Armor: special, see below
Note:

The cifal-the name is acronymic of 'colonial insect-formed artificial life' - is an agglomeration of several swarms of insects (several hundred thousand insects to each swarm) which come together to form a single amorphous creature about man-sized. The mass as a whole has 16 Hit Points while another 10 Hit Points are involved in providing the nuclear energy required to keep the constituent swarms locked in a single body. It is from the hit points of the latter 10 that initial damage is extracted, and if these hit points are lost the mass body will separate into its individual component insects, at which point the insects will fly away at 14 MOV - they will only attack and defend in mass body form. However,



the hit points of the binding force may be replaced from the hit points of the remainder of the

mass body at the rate of 1 hit point per melee round, causing it to reform quickly.

The cifal attacks by an agglomeration of tiny bites which collectively inflict 1-8 hit points of damage and cause confusion to anyone so swarmed, making all skill rolls difficult.

Edged weapons only cause 1 hit point of damage on the cifal whatever type of weapon is used and whether it is magical or not. Blunt weapons cause full normal damage.

Strictly speaking, this creature does not fly and the movement rate given above refers to movement along the ground, albeit the result of the flying speed of the swarms restricted by the need to maintain coherence of shape. The cifal is repelled by areas of smoke and take damage from fire or cold equally, with a 2 slot shift penalty in resistance rolls against such sorcery, if one is called for. The creatures POW is a result of the swarm as a formed whole, not individual insects.

CLOAKER

Characteristics	Average
STR	2d6+6 12
CON	2d6+9 15
SIZ	1d6+22 25
INT	2d6+10 16
POW	2d6+6 12
DEX	2d6+6 12
APP	- -

MOVE: 1/4 fly

Hit Points: 20

Damage Bonus: +1d6

Attacks: Bite 50% 1+db, Tail 4:

Skills: Parry(with tail) 55%, F 50%

Treasure Type: C

Armor: 1d6+1(body), 2d4+1(t

Note:

A cloaker is a shadow-dwelling, unearthly creature. They are normally only encountered in

caverns, far beneath the earth. Though they are highly intelligent, their thought processes are alien to most races and usually only sorcerers are able to communicate with them. A cloaker resembles a large semicircular cloak or blanket with two claw-like appendages at the tips and a long, mace-like tail. Black eye spots cover its back like buttons on a cloak, and when the tail is hidden it is almost impossible to distinguish a cloaker from a real cloak. In the middle of its front is a large gaping mouth and 2 glowing red eye-spots. Because of all of its eyes a cloaker cannot be surprised by an attack from the rear side. Cloakers attack by flying at a character and wrapping the victim in their folds, pinning the victim's arms, and preventing the victim from returning the attack. Once a character is wrapped a cloaker may then bite at the victim's belly or back. It often uses its tail to fend off attackers while slaying its enveloped victim. The tail has armor 1 and can take 16 points of damage before being cut off. Damage to the tail doesn't damage the cloaker itself. Any attacks on the cloaker while it is wrapped around a victim will cause half-damage to the victim and

half-damage to the cloaker. Area effect attacks such as a fire-based spell will cause full damage to both victim and cloaker. Cloakers regularly emit a subsonic moaning. The effects of this moaning are blocked by stone. Cloakers may not bite and moan at the same time. This moaning can cause several effects as the monster desires. The lowest intensity level of moaning causes nervousness and unease to all who are within range. It

will numb the minds of those who listen to it for more than 6 consecutive turns, forcing a -50% on all non-combat skill rolls. Anyone within hearing range of this moaning will fight at -25% to hit and 1/4 damage. This effect has a range of 80 feet. The 2nd level of intensity evokes fear, as would a Terror spell within a 30-foot range. Characters must make a POW:POW be effected as spell. The duration of this fear will last only 2 rounds. The 3rd level of intensity causes weakness very similar to that caused by a Fatigue spell. The area of effect is a cone 30 feet long and 20 feet wide at its open end. The effect will last for 2-5 rounds. Anyone caught within the area of effect must make a POW:POW



resistance roll or succumb to Fatigue spell. The 4th level of intensity acts as an Unbreakable Bonds spell. This effect can only be used on 1 target at a time, up to a 30-foot range. The effect lasts 5 rounds. The effects of a cloaker's moaning can be neutralized by use of an Undo Sorcery spell. A cloaker also has the power to manipulate shadows. It may use shadows to hide in or obscure its opponent's sight, increasing its own Dodge to 50%. The shadow manipulation is precise enough to allow the cloaker to produce shadowy images. When shrouded in shadows the cloaker can even produce shadow doubles of itself real enough to fool attackers making it likely they attack the wrong form as they intertwine about each other. Treat attacks as difficult for hitting the actual cloaker and not its double. Witch Sight and Earth Sense negate this and a light spell will blind a cloaker and prevent shadow shifting.

COCKATRICE

Characteristics		Average
STR	1d6	3
CON	2d6+6	12
SIZ	1D3	2
INT	4	4
POW	3d6+6	15
DEX	3d6+6	15
APP	-	-

MOVE: 6/12 fly
Hit Points: 7
Damage Bonus: -1d6
Attacks: Bite 45% 1d6+db+poison

Skills: Sense 25%, Fly 25%

Treasure Type: (D)

Armor: 1d2

Note:

Cockatrices are found in temperate to tropical regions, both above and below ground. They can inflict only minor wounds with their beaks, but their touch will turn flesh to stone. Note that the petrification aura of this monster extends into both the astral and ethereal planes and can thus affect creatures in these planes as well if such a creature comes enters the same area the cockatrice inhabits. Anyone who touches or is bitten must make a POW:POW resistance roll of be turned to stone. The serpentine tail of the

cockatrice is yellow green, its feet and beak yellow, its wings are gray, its feathers are golden brown, and its wattles, comb, eyes, and tongue are red.



COFFER CORPSE

Characteristics		Average
STR	2d6+6	12
CON	-	-
SIZ	2d6+6	12
INT	1d4	2
POW	2d6+1	7
DEX	3d6	9
APP	-	-

MOVE: 6
Hit Points: 12

Damage Bonus: -

Attacks: Grapple 30% strangulation, or weapon at base score.

Skills: Grapple 30%

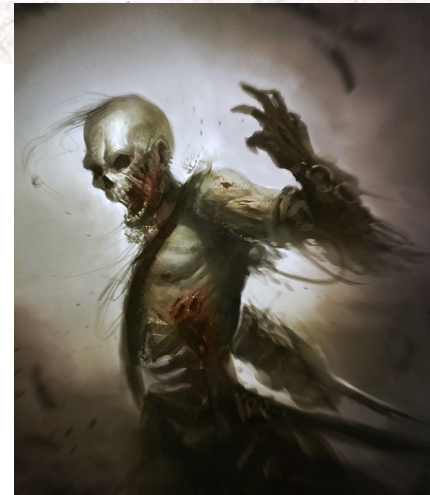
Treasure Type: B

Armor: 1d4-2

Note:

These foul creatures of the undead class are found in stranded funeral barges or in any other situation in which a corpse has failed to return to its maker. The coffer corpse resembles a zombie or revenant.

Normal weapons appear to do damage, and if a coffer corpse is struck for more than 6 hit points of damage by normal weapons in a single melee round, it will fall to the ground, apparently finished. However normal weapons do not, in fact, do any damage to the creature, and if it has



fallen to the ground one round, it will rise up the next and continue melee - at which time all involved in melee with the beast must make a POW:POW resistance roll or flee in terror for an amount of rounds equal to the Coffor Corpses POW.

A coffer corpse is occasionally (25%) found with a weapon which it will use in combat, but otherwise it will attack with its bare hands. A hit indicates that the coffer corpse has locked its hands around its victim's throat. Each round thereafter, it will strangle until it is killed or its victim is dead. Nothing will release the grasp of the coffer corpse once it has locked its hands in place. Sleep, charm and other mind-influencing spells do not affect these creatures. Magical weapons can inflict damage on these creatures with the usual bonus.

COOSHEE (Elven Dog)

Characteristics		Average
STR	3d6	10
CON	2d6+6	12
SIZ	2d6+4	10
INT	6	6
POW	3d6	10
DEX	3d6	10
APP	-	-

MOVE: 10/15 dash
Hit Points: 11
Damage Bonus: -
Attacks: Knockdown 33%, Bite 33% 2d4+2

Skills: Hide 75%, Move Quietly 75%, Dodge 50%, Listen 65%, Track (smell) 75%

Treasure Type: None

Armor: 1

Note:

This elven dog, is found only in woodlands or meadows frequented by elves. Most commonly these beasts are found in company with elves. A cooshee moves quickly, and, when chasing something in a straight line, its speed is even greater (MOV 12). When fighting it will strike with its huge fore-paws to knock 2-footed creatures of human size or smaller off their feet. This attack is determined normally before biting. Prone opponents are, of course, then more easily bitten (no dodge). Elven dogs avoid others of the canine species. Their bark can be heard for a

mile or more, but they bark only to warn their masters. A cooshee is the size of the largest common dog. It has a greenish coat with brown spots. This coloration, coupled with its ability to move silently, enables it to conceal itself easily in brush or woodlands (75% chance of hiding). The typical cooshee weighs over 168 pounds and often attains 310 pounds. Its spawns are huge with heavy claws, and its tail is curled and held above the back.

COUATL

Characteristics		Average
STR	3d6+6	15
CON	4d6+6	18
SIZ	3d6+6	15
INT	3d6+10	19
POW	3d6+12	21
DEX	3d6+6	15
APP	-	-

MOVE: 6/18 fly
Hit Points: 17
Damage Bonus: +1D4
Attacks: Bite 50% 1d4+½ db+POW

Skills: Knowledge(arcane) and 3 other Knowledge skills at 75%, Sense 55%, Search 45%, Insight 60%, Fly 75%

Treasure Type: (B,I)

Armor: 1d4-1

Note:

These winged, feathered serpents are rarely found anywhere except in warm, jungle-like regions or flying through the ether. Due to their intelligence and powers they are regarded with awe by the inhabitants of their homelands and considered to be divine. Couatl rarely interfere in human affairs. Couatl speak several human languages and most serpent and avian languages as well.

Couatl are natural spell casters. They know and can cast any 6 random spells. There is a POWx2% chance that a couatl has 1d4 psychic powers as well.



CRAB, Giant

Characteristics		Average
STR	3d6+24	33
CON	3d6+12	21
SIZ	3d6+24	33
INT	2	2
POW	3d6	9
DEX	2d6	6
APP	-	-

MOVE: 8
Hit Points: 27
Damage Bonus: +3d6
Attacks: 2 Pinchers 50% 1d6+db

Skills: Sense 45%

Treasure Type: None

Armor: 2d4+1

Note:

Giant crabs are found in any area near water of any sort. They operate equally well on land or in water, always seeking to find something to eat. Their eyes, being on stalks, can peek over ledges or around corners with ease. They tend to hide and rush forth to seize their prey.

**CRABMAN**

Characteristics		Average
STR	2d6+4	10
CON	2d6+7	13
SIZ	2d6+18	24
INT	3d6	9
POW	2d6+2	8
DEX	3d6	9
APP	-	-

MOVE: 8/4 swim
Hit Points: 18
Damage Bonus: +1d6
Attacks: Claw 35% 1+db

Skills: Swim 75%, Dodge DEXx4%

Treasure Type: K

Armor: 1d4+2

Note:

Amphibious creatures usually found in sea-shore caves, crabmen are humanoid in appearance but with a hard, reddish-brown exoskeleton. Instead of hands they have two pincers which they use in combat.

Crabmen greatly value silver and will go to any lengths to obtain it, even attacking a character suspected of carrying any item made of this metal. In normal circumstances, however, they are quite pacific creatures, though from time to time an instinct makes them leave their coastal dwelling to mount a savage raid inland, roaming in bands of 30 or 40 creatures and pillaging all property in their path, not hesitating to attack those who would defend. Crabmen are often subjected to raids by sahuagin who consider them a tasty delicacy. However the sahuagin's usual net-throwing tactics are ineffective against crabmen since the latter's natural weaponry allows them to cut through nets very quickly.



CRANE, Giant

Characteristics		Average
STR	2d6+10	16
CON	1d6+10	13
SIZ	1d6+17	20
INT	2	2
POW	3d6	10
DEX	3d6	10
APP	-	-

MOVE: 4/10 fly
Hit Points: 16
Damage Bonus: +1d6
Attacks: Bite 30% 1d4+db

Skills: Fly 75%, Dodge 55%, Search 35%

Treasure Type: None

Armor: 1d2

Note:

Giant cranes are found in the same habitats as are ordinary cranes, herons, bitterns, and similar wading birds. They hunt large fish in marshes and swamps, along the banks of watercourses, or on lake verges. Although generally non-aggressive, giant cranes are protective of their mates, young, and nesting areas. If more than 10 are encountered, it is 50% likely that each additional bird will be an immature specimen. If 20 are encountered, there is a 50% chance that they are part of a great flock of 31-50 (1d20+30). From 3-12 of the flock will be half-grown fledglings.

**CROCODILE**

Characteristics	Normal		Large	
	Average	Roll	Roll	Large
STR	4d6+12	24	8d6+22	46
CON	3d6+8	17	6d6+12	30
SIZ	4d6+12	24	8d6+22	46
INT	3	3	3	3
POW	3d6	9	3d6	9
DEX	2d6	6	2d6	6
APP	-	-	-	-

MOVE: 8/10 swim 8/10 swim
Hit Points: 20 38
Damage Bonus: +2d6 +5d6
Attacks: Bite 50% 1D10+db, Tail Lash 30% 2d6+ knockdown

Skills: Hide 70%(in water), Move Quietly(in water) 60%, Swim 55%

Treasure Type: None

Armor: 1d6

2d4

Note:

Although some of these reptiles are of giant-size, such monsters are typically found only in salt water or in prehistoric settings. All crocodiles are stupid and voracious eaters. They are sluggish in cold weather (cut movement 50%). They typically lie in concealment in order to surprise prey.



CRYPT THING

Characteristics		Average
STR	3d6+9	18
CON	-	-
SIZ	2d6+6	12
INT	3d6+6	15
POW	3d6+6	15
DEX	3d6	10
APP	-	-

MOVE: 8
Hit Points: 14
Damage Bonus: +1d4
Attacks: Claw 55% 1d4+db

Skills: As per NPC

Treasure Type: Z

Armor: 1d6+1

Note:

A pale, solitary skeletal being which always wears a brown, hooded robe, the crypt thing stays in its lair permanently (at least, none have been encountered elsewhere) and will not attack if it is left undisturbed.

Its special power is its unfailing ability to cast an improved form of a teleportation spell on a party (once per party encountered). Those who fail to make a POW:POW resistance roll are instantly teleported according to a percentile die roll on the table below:

1d100	Distance and Direction
01-20	10d100' North
21-40	10d100' South
41-60	10d100' East
61-80	10d100' West
81-90	10d100' Up (if possible)
91-00	10d100' Down (if possible)

Distance and direction are determined individually for each victim teleported. Victims never arrive in solid material and will arrive in the closest open space to the target spot, if the target spot is solid; however victims need not arrive at floor level.

Those who make their resistance rolls may attack the crypt thing, but it can only be hit by magical weapons. The crypt thing will attack in return, using a two-handed clawing movement. The crypt thing can communicate in the human tongue, but if it is questioned on the disappearance of some members of a party, it

will not reveal its power but will instead maintain they have been disintegrated. There are rumored to be aberrant crypt things in existence, which, instead of teleporting victims, paralyze them and simultaneously turn them invisible for POW in minutes. Neither this nor the more common type feeds on victims, however - their aim appears to be solely that of obtaining pleasure by creating confusion and dissent.

**CRYSMAL**

Characteristics		Average
STR	2d6+12	18
CON	2d6+11	17
SIZ	2d4	4
INT	3d6	10
POW	2d6+7	13
DEX	2d6+2	8
APP	-	-

MOVE:
Hit Points: 5
Damage Bonus: -
Attacks: Sharp Appendage 66% 2d4+db

Skills: Sense(gems 50'r) 45%

Treasure Type: Qx2d4(inside it)

Armor: 2d4+2, slashing/piercing do ½ damage.

Note:

The crysmal is a crystalline creature from the Elemental Plane of Earth. It is occasionally encountered on the Prime Material Plane but only in subterranean places rich in mineral formations which form its diet. Particularly favored are quartz, beryl, corundum, and carbon crystals. A crysmal will often attack in order to gain these minerals. Inside an individual crysmal will be 4-32 undigested rough gems. Because of

its crystalline nature, if edged and piercing weapons are used against a crysmal, it has an effective armor class of -4. Against blunt, metallic weapons it has only an effective armor class of 0. The structure of a crysmal also makes it slow. Its faceted walking appendages (4-6) allow for only stumping, jerky movement. A crysmal attacks with a sharp, rotating appendage it extrudes from its top portion. If sorely pressed, the monster can shoot this appendage up to 2", inflicting 9-16 (1d8+8) points of damage. Thereafter the crysmal has only a secondary appendage to attack with, however, and damage drops from 2-8+DB to 1d4+DB. A crysmal is not harmed by fire or cold-based spells. Electrical attacks, such as a lightning, cause only one-quarter or no damage, depending on if a resistance roll is allowed and made. Poisons, gases, etc., do not harm a crysmal. A Guide Earth or Shatter spell will inflict 3-18 points of damage on a crysmal. The creature can move through solid rock or earth as does a xorn, taking one round to alter its molecular structure to do so. If struck by a phase door spell when altering, the creature is slain. Crysmals hate xorn as the latter prey upon them. Crysmals appear as truncated, prisms heaped of translucent crystals. An individual tends to be of 1 color. Coloration ranges from pale amber through olive into deep violet.



CRYSTAL OOZE

Characteristics		Average
STR	3d6	10
CON	1d6+8	14
SIZ	3d6+11	20
INT	1	1
POW	3d6	10
DEX	3d6	10
APP	-	-

MOVE: 1/3 swim

Hit Points: 17

Damage Bonus: -

Attacks: Touch 40% 0+4d4 poison

Skills: Swim 65%, Hide(in water) 75%, Sense(heat) 55%

Treasure Type: None

Armor: special (see below)

Note:

Crystal ooze is a variety of gray ooze that has adapted to live in water. When immersed, it is 75% invisible. Any dim or dark body of shallow water can be home to crystal ooze. It can exist out of water for several hours. The attack mode of crystal ooze is to flow over a victim and exude a paralyzing poison. The poison causes damage as indicated above and, unless a CON:CON resistance roll is successful, the victim is paralyzed and will be consumed in a short time. When prey is reduced to -5 hit points, it has been totally consumed. Crystal ooze is unharmed by acid, cold, heat, or fire. Electricity does full damage. Blows from weapons do only 1 point of damage per hit. Wooden weapons are affected by the corrosive poison taking 2d4 damage from any successful strike.

CYCLOPSKIN

Characteristics		Average
STR	2d6+8	14
CON	1d6+11	14
SIZ	1d6+20	23
INT	2d6+2	8
POW	3d6	10
DEX	3d6	10
APP	-	-

MOVE: 12**Hit Points:** 18**Damage Bonus:** +1d6**Attacks:** By weapon base+STR% damage+db**Skills:** Brawl 50% 1d3+db Dodge 50%**Treasure Type:** C**Armor:** 1d3**Note:**

The humanoid race of cyclopskin prefer to inhabit wilderness areas. They favor rocky places and dwell in caves. Living alone or in small bands, cyclopskin shun other creatures whenever possible, unless those creatures serve as prey or slaves. Occasionally some particularly powerful cyclopskin has united several bands of these creatures to raid and pillage the lowlands. One such band is said to have numbered over 80. Because of their poor depth perception, cyclopskin use missile weapons at -25% to hit. A typical cyclopskin carries a large club(equal to a morning star 1d10+1+DB) or a bladed, bardiche-like weapon(1d10+1+DB). In addition, each carries both a sling of great size(1d10+1/2DB) or a heavy throwing spear(1d8+1+1/2DB). Cyclopskin have shaggy black or dull blue hair on their heads and their body skin is ruddy brown to muddy yellow. Their dress is typically made of hides. The single eye of a cyclopskin is usually red.

**DAKON**

Characteristics		Average
STR	2d6+10	16
CON	2d6+6	12
SIZ	2d6+6	12
INT	2d6+6	12
POW	2d6+5	11
DEX	3d6+3	12
APP	-	-

MOVE: 6**Hit Points:** 12**Damage Bonus:** +1d4**Attacks:** Claw 35% 1d6+db**Skills:** Climb 45%, Sense(smell) 40%**Treasure Type:** E**Armor:** 1d4+1**Note:**

A shabby, intelligent ape with a reasonable grasp of the common tongue, the dakon will never attack except in self-defense or to recover treasure stolen from it. When it attacks it does using its claws.

The dakon is usually a light brown color with green eyes and black hands. It is found in all types of location except near large expanses of water. It is normally on good terms with humans and near- humans aligned with Balance, though it has a suspicion of the motives of humanoids and will not normally communicate with them.



DAEMONS

Daemons inhabit the Lower Outer Planes of Gehenna, Tartarus, and the Glooms of Hades. There is a large number of daemon races, each race dominated by its strongest and most intelligent member. Weaker daemons are usually at the beck and call of stronger members of their race, while the strongest daemon, the oinodaemon, rules all. Daemons resemble both devils and demons, and they will associate with either for their own purposes. Daemons may move throughout the Lower Planes from the Nine Hells to the Abyss and may travel through the Astral and Ethereal Planes. They may not enter the Prime Material Plane or any of the related Inner Planes without aid, such as by conjuration, summoning, or a gate. Lesser daemons on any plane may be slain forever, their spirits reincarnating in a different form after death. Greater daemons can only be truly killed on the 3 planes to which they are native. Slaying a greater daemon elsewhere merely sends its essence back to that home plane and its material body reforms over a long period of time (1 week per HP). All daemons have personal names by which they may be summoned and controlled. Lesser daemons have a single name by which they may be commanded, but greater daemons have many personal names, all of which they seek to keep hidden from other powers in the Abyss and the Hells. A greater daemon has a 5% chance to hear the summons of some mortal speaking its name and investigate. The speaker of this fell name should prepare to deal with a powerful daemon who will seek to return the name to secrecy, usually by slaying its betrayer. A pentagram will protect the summoner from daemon kind. Daemons do not like service to weaker beings, but given a strong, evil leader and a sufficient reward, they may enter into an alliance, making themselves the superior partner. Each type of daemon has its own separate abilities and characteristics, but all daemons have infra and ultravision and share the following spell-like abilities: detect invisible, read magic, Understand Languages, invisibility, telepathy (with creatures of low intelligence or higher), and word of recall (once per day, back to their plane of origin). Daemons, unless otherwise noted, are affected by the following attack forms: acid (half damage), cold(half), electricity or lightning (full), dragon or magical fire (half), gas (full), magic energy (full). Enchanted iron and silver weapons do full damage; poison, paralysis, and normal weapons do no damage. All daemons are immune to mind effecting spells. A note on Magic Resistance Demons, Devils, and other creatures have a factor called Magic Resistance. Since BRP/MP doesn't account for such power I'm including a house rule to supplement this enhancement. When a spell is cast at a creature with a Magic Resistance, this % roll must be beat before any other resistance or affect rolls are made. The caster can take 1% off his targets magic resistance for every point above 100% he/she has in Knowledge (spell lore). So a daemon with 90% spell resistance is attacked by an elf casting lightning. The elf has a Knowledge (arcane lore) of 120%. The daemon now has an effective magic resistance of 70% which must be overcome before any other roll is made.

ARCANADAEMON

Characteristics		Average
STR	1d6+19	22
CON	1d6+25	28
SIZ	1d6+15	18
INT	1d6+19	22
POW	1d4+18	20
DEX	2d6+6	12
APP	-	-

MOVE: 10/15 fly
Hit Points: 23
Damage Bonus: +1d6
Magic Resistance: 100% to 1 MP spells

Attacks: Claw 110% 1d4, Bite 100% 1d6, Horn 90% 1d6+db

Skills: Bargain 50%, Fly 75%, Dodge 95%, Knowledge(arcane) 90%, other skills as heroic NPC with sorcerer occupation.

Treasure Type: H

Armor: 2d4

Note:

The arcanadaemon appears as a robed human with the head of a fanged jackal or war dog and a set of ivory white horns jutting from the top of his skull. In combat, the creature uses these horns to wicked effect, or clawing twice per round. In addition to his clawing attacks, the arcanadaemon can, at will, use engulf its claws is hellfire doing 2d6 points of damage to those within 3 feet of his claw attack. The daemon can attack while using this ability. The arcanadaemon can fly as spell at the speed listed for an unlimited duration. In addition, it may use the following powers at will: shapechange to any humanoid form, telekinesis 325 lbs weight, create darkness within a 20' radius, dimension door and teleport (once per day). In addition to these abilities, the arcanadaemon uses Deep Magic spells with the Spheres/Glyphs of Fire and Creation. An arcanadaemon may also use scrolls and wands. The arcanadaemon has psionic powers. They usually are detection of Allegiance, Sensitivity, Mind Shield, and Aura Detection. All these abilities are at the 90% level of mastery. The arcanadaemon is a civilized breed of daemon, and the race rules from red-iron forts a large number of petty baronies

throughout the Lower Planes. These forts will have 1-4 lesser daemons as servants as well as 1-10 hordlings or diakks. The larger fortresses have portals into other planes, some of which are said to reach into the Prime Material. Entry is prohibited, however, by magical signs and pentagrams.





CHARON (The Boatman of the Lower Planes)

Characteristics	Score
STR	14
CON	25
SIZ	17
INT	25
POW	18
DEX	14
APP	-

MOVE: 6(over all surfaces)
Hit Points: 21
Damage Bonus: +1d6
Magic Resistance: 100% to 1 MP spells

Attacks: Quarterstaff 125% 1d6+db

Skills: Navigation 100%, Knowledge (abyss & hell) 100%, Parry 150%, All Communication skill 55%, All languages 75%

Treasure Type: None

Armor: 2d4

Note:

The river Styx links the topmost layers of the Lower Planes, and its branches can be found anywhere from the Nine Hells to the Abyss.

When encountered, the river is a deep, swift, and unfordable torrent. Those who touch or drink from the Styx will forget their past lives completely. A CON:16 resistance roll applies. If save is made, treat as a Muddle and Babble spell cast upon them. The safest passage across the Styx is by the skiff of Charon, boatman of the Lower Planes. Charon may be summoned only on the banks of the Styx. Any of the following spells attract his attention: Summon elemental, summoning an invisible stalker or aerial servant, any spell with the Light or Darkness allegiance. He will appear with a large black skiff that holds 10, and if requested will ferry his charges to the top most layer of any Lower Plane. His charge is a magic item, 3000 bp(or equivalent), or two gems of 1000+ bp value. Charon never carries this treasure but distributes it among his servants, the charonadaemons. Charon will not transport any beings that do not pay his price, and he has several abilities to enforce this. His gaze causes Terror to all he views, (POW:POW resistance). He strikes with a long pole, causing damage and paralysis (Resistance roll CON:12) for 2-8 turns. Charon may also tap the power of the river Styx itself, causing it to rise up and attack like a huge water elemental. Any hit by this river-incarnation does 5-30 points of damage and causes the target to resist as above or lose its memory. Charon may at any time summon 3-1 8 charonadaemons or 2-12 hydrodaemons, who will appear in 1-3 rounds. Charon has the following psionic powers: Sensitivity, Psychometry, Detect Allegiance, all at 100% skill. Charon's form may be destroyed, but he is never truly slain, as he is native to all 5 of the lower planes. His form will cease to exist on that plane for a single day before returning. Charon appears As a skeletal man with a haggard face and glowing eyes. He is normally dressed in royal robes or ermine and silk. His staff is indestructible.



CHARONADAEMON (Lesser Daemon)

Characteristics		Average
STR	1d6+11	14
CON	1d6+17	20
SIZ	1d6+13	16
INT	1d6+11	14
POW	1d6+11	14
DEX	2d6+8	14
APP	-	-

MOVE: 8
Hit Points: 18
Damage Bonus: +1d4
Magic Resistance: 80% to 1 MP spells

Attacks: Quarterstaff 100% 1d6+db

Skills: Parry 100%, Fast Talk 100%, Navigation 100%, All Languages 75%

Treasure Type: I

Armor: 1d4+2

Note:

The charonadaemons are the servants of Charon, boatman of the Lower Planes, and like their master they pilot their small skiffs along the river Styx. These thin, gray, pale-eyed humanoids are more easily summoned than their master but are more cunning and malevolent. Charonadaemons are normally found only on the Styx and may be called by any of the conjuration/summoning spells available to sorcerers. Even those not meant for undead such as Summon Elemental. A charonadaemon charges the following for each passenger: a magic item, 2000 bronze coins (or equivalent), or 2 gems of 500+ bp value. If not paid, the charonadaemon will seek to prevent anyone entering its boat, and will teleport itself and its craft away. The charonadaemon can pilot its craft through the Astral and Ethereal Planes as well as the Lower Planes, and is occasionally sent to the Prime Material Plane to retrieve a person at behest of Charon, the Oinodaemon, or another powerful evil being. Even if a charonadaemon is paid (as opposed to sent by a higher evil force), there is still a chance (15%) that the daemon will betray its summoners, either by delivering them to the incorrect place or plane (85%) or leading the party into an ambush of charonadaemons and hydrodaemons (15%). This chance of betrayal can be reduced

by additional contributions to the Charonadaemons hoard at a rate of 1% per Gold Piece value, or 5% per additional magic item.

When it is angered, the eyes of the charonadaemon glow fiery red. Any being confronted by these glowing eyes must make a POW:POW resistance or flee in Terror (as spell). These daemons may summon 1-6 hydrodaemons from the Styx to fight for them.

Charonadaemons are telepathic (100%) and, in addition to speaking all languages, keep in contact with others of their race at all times. Any person harming a charonadaemon will not get a reply to his or her summons until the summoner has made a suitable sacrifice and repentance. The sacrifice should include rare stones, magic, and a good intelligent being, and be conducted in a desecrated temple of good.

DERGHOSAEMON (Lesser Deamon)

Characteristics		Average
STR		22
CON		24
SIZ		23
INT	1d6+3	6
POW		12
DEX		-
APP		-

MOVE: 10
Hit Points: 23
Damage Bonus: +2d6
Magic Resistance: 80% to 1 MP spells

Attacks: 5xClaw 90% 1d6+½ db

Skills: Parry (with claws) 75%

Treasure Type: See below

Armor: 2d4

Note:

Derghodaemons are natives of the Plane of Hades but are found in the Lower Planes of Tartarus and Gehenna as well. Their round bodies have 5 arms and 3 legs, and their insect-like heads can rotate 360 degrees. For this reason they can move and change direction at will. They are extremely strong but also extremely stupid. The derghodaemon's 5 arms end in long, 4-clawed hands. These claws do 1-3 points of damage, but the strength of the

monster adds 2d6 points. The derghodaemon fights unarmed. If the first 2 claw attacks hit, the target has been grabbed, and the remaining claws cannot be parried or dodged. Grabbed characters may attack but cannot move or retreat until the derghodaemon is defeated. Even without weapons derghodaemon may also parry that round against 1 attacker. It may fight multiple attackers, but its "grabbing" attack applies only to the first 2 attacks. Derghodaemons may, at will, create darkness within 10 feet, generate fear equivalent to a Terror spell within 20 feet, teleport without error, or cast a Sleep spell twice a day. Despite their stupidity, they are stubborn creatures and difficult to summon and control. Derghodaemons in lair have treasure type G. In addition to normal treasure. There will be 1d4-1 gems of 500+1d100 Bp value in a derghodaemon's stomach.



HYDRODAEMON (Lesser Daemon)

Characteristics	Average
STR	16
CON	25
SIZ	26
INT	5
POW	16
DEX	10
APP	-

MOVE: 6/4 glide/6 swim
Hit Points: 25
Damage Bonus: +1d6
Magic Resistance: 80% to 1 MP spells

Attacks: x 2 Claw 65% 1+db, Bite 90% 1d4+db+special, x4 Claw(gliding) 75% 1+db

Skills: Swim 90%, Dodge 50%, Glide 75%

Treasure Type: I,Y

Armor: 1d4+1

Note:

These grotesque amphibians are the only creatures known to swim in the Styx without losing their memories. As a result they may be

found in numbers (10-30) wherever the Styx and its branches appear in the Lower Planes. The hydrodaemons can launch themselves into the air and glide like flying fish at for up to 1 turn. When airborne they may make 5 different attacks: scratching with their feet, clawing, and biting ; otherwise, on the ground, they will make 3 attacks. The bite of a

hydrodaemon drains 1 CON from its victim. The hydrodaemon may teleport without error at will, and will sometimes use it to gain altitude for its glide. These creatures may also, at will, produce darkness within 10 feet, create water, and walk on water. They may attempt to gate in another hydrodaemon with a 50% chance of success. If encountered on the Prime Material Plane, the hydrodaemon may summon a water elemental who will fight for the hydrodaemon without being controlled. In addition to normal daemon resistances, hydrodaemons take half damage from water-based attack forms, and no damage if they make their resistance.

OINODAEMON (Anthraxus)

Characteristics	Score
STR	18
CON	50
SIZ	30
INT	30
POW	30
DEX	20
APP	-

MOVE: 15
Hit Points: 40
Damage Bonus: +2d6
Magic Resistance: 100% to 2 or 1 MP spells

Attacks: Staff 150% 1d6+ ½ db

Skills: Parry 150%, Dodge 75%, Knowledge(lower planes) 100%, All communication skills 65%, All perception skills 75%

Treasure Type: R,W

Armor: 1d4+10 infernal radiance

Note:

There is but a single daemon master and lord of



the Middle Planes. Known by the title Oinodaemon, he is a unique individual of great power. The present oinodaemon is Anthraxus the Decayed, and it is to him that all daemons (in theory) pay homage. Anthraxus has many great powers at his disposal. His very touch can cause disease in non-outer plane life, the disease prevents healing and becomes fatal in 1 week. His gaze can transfix 1 target per round, with the target unable to move until the daemon lord permits. (POW:15 resistance.) Anthraxus may use the following powers at will, once a melee round: pyrotechnics, flashing sphere, burning hands, shape change, detect magic. dispel magic. dispel illusion, delude, ESP, water breathing, teleport without error, and gate in 1-3 other daemons of his choice with an 85% chance of success. Once per day he may create walls of fire, ice, and force, erect a minor globe of invulnerability, cast a feeblemind spell, or use cancellation as the rod of the same name. As oinodaemon, Anthraxus bears the Staff of the Lower Planes, which may be wielded by another daemon only upon Anthraxus' death. The staff has the powers of mass charm, beguilement, geas, and grant another's wish. Note that Anthraxus will use the last only if it in some way leads to havoc and benefit to evil. The charm and beguilement powers will operate even on other daemons, automatically overcoming their magic resistances. Anthraxus also possesses the psionic abilities of detection of Allegiance, Mind Control, sensitivity, mind block and molecular arrangement, the latter of which he uses to turn lead to platinum. All psionic disciplines are at 90% level of mastery. Anthraxus is the most powerful daemon on the Lower Planes, but his position is challenged by other unique daemoniac beings. Anthraxus appears as a tall man in a rotting gray suit and cape. His head is that of a ram deformed by disease; his mouth foams and the wool pulls away from the skin in handfuls. There are boils and blisters over his exposed skin, and his flesh is pulled taut over his bones.

PISCODAEMON (Lesser Daemon)

Characteristics	Average
STR	1d6+19 22
CON	1d6+13 16
SIZ	1d6+11 14
INT	2d6+8 14
POW	2d6+6 12
DEX	3d6 10
APP	- -

MOVE: 6/15 swim
Hit Points: 15
Damage Bonus: +1d6
Magic Resistance: 60% to 2 or 1 MP st

Attacks: 2xClaw 60% 1d6+4+db

Skills: Swim 65%, Parry (with claws) 50%

Treasure Type: E

Armor: 2d4+1

Note:

The fish-tailed, piscodaemon has the red, chitinous body of a lobster, the talons of a bird, and the head of a carrion crawler. The piscodaemon's arms, while human-like, end in a set of crab-like pincers. This creature is found throughout the Lower Planes and is usually subservient to more powerful daemons, while bullying and sadistic to all creatures weaker than itself. Despite its looks, the piscodaemon is quite strong. If both of its massive claws hit, the attacked creature has been seized by the daemon and drawn towards its maw. It will then attack with its short tentacles, seeking to inject the target with a venom that will be fatal in 6 rounds. (CON:CON resistance applies. If successful, the character is slowed for 6 rounds.) Seized characters attack at -25% to hit. Those so envenomed may be carried off by the piscodaemon for later dining. The faceted eyes, bulging from the sides of the monster's head, give the daemon the ability to see around and behind so that it cannot be Surprised. Also, due to its aquatic nature, all water-based attacks are 1/2 damage. Piscodaemons are oftentimes summoned to the Material Plane to act as labor or guards. They're resentful of such tasks, and will conspire to overthrow and enslave their masters.



ULTRODÆMON (Greater Daemon)

Characteristics		Average
STR	1D6+11	14
CON	1D6+25	28
SIZ	1D6+15	18
INT	1D6+19	22
POW	1D4+16	18
DEX	2D6+10	16
APP	-	-

MOVE: 15/15fly
Hit Points: 23
Damage Bonus: +1d4
Magic Resistance: 100% to 1 MP spells

Attacks: Brawl 140% 1d4+db

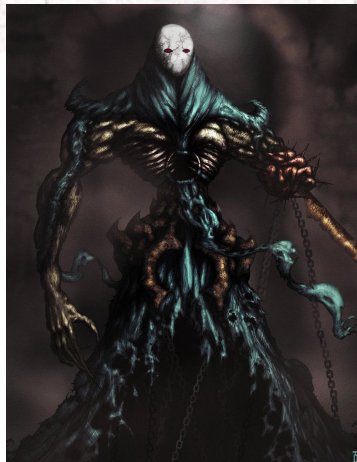
Skills: Knowledge(Deep Magic) 90%, Dodge 125%, Fly 100%, All Communication skills 55%, All Perception Skills 60%

Treasure Type: G,R

Armor: 2d4

Note:

The shadowy ultrodaemons roam the Lower Planes at will, and there are few creatures that will contest their power. They appear as faceless humanoids with large eyes that resemble fire-opals. Any being confronted by the gaze of these creatures must make a POW:POW resistance or stop fascinated, unable to move, watching the coursing of colors and patterns. Those resisting must make a second POW:POW resistance roll or will not see the ultrodaemon but someone loved or respected. Once per round an ultrodaemon may at will cast the following: Terror on touch, charm person or monster, teleport without error, ESP., clairvoyance, clairaudience, create illusion as a wand, suggestion, mislead, magic jar. and telekinesis 600 lbs weight. Once per day they may use wall of fire(6d6 damage); inscribe symbols of persuasion, insanity, or hopelessness; or create a blade barrier. There are said to be ultrodaemons that have mastered the arts of summoning, such that they may summon creatures from other planes, including the Prime Material Plane. This is through the use of Deep Magic with the Sphere of Flesh and the Glyph Summoning.

**YAGNODEAMON (Lesser daemon)**

Characteristics		Average
STR	1d6+15/28	18/28 (with giant arm)
CON	1d6+22	25
SIZ	1d6+21	24
INT	1d6+2	5
POW	2d6+10	16
DEX	3d6	10
APP	-	-

MOVE: 14
Hit Points: 24
Damage Bonus: +2d6
Magic Resistance: 75% to 1 MP spells

Attacks: Pole-arm 130% 1d6+db

Skills: Sense(life) 50%

Treasure Type: R

Armor: 2d4

Note:

The yagnodaemon is a horrible creature with 2 unequal arms, 1 man sized and the other giant sized. It is with its giant's arm that the daemon will inflict massive damage (28 STR), whether attacking unarmed or with his weapon, the tol-kendar. The tol-kendar, or body-wrecker, is a huge (15-foot long) pole-arm of steel, topped by an inverted cone ringed with blades and tipped with a harpoon-like point. It requires the strength of a 25 to wield effectively and is a wicked weapon in the hands of this daemon. The tip does 3-18 points of damage when it hits and 1-6 the next round as it is pulled out. Any critical roll indicates the daemon has successfully struck with the haft of the pole and knocked his opponent out for 2-12 rounds, unless a DEX:15 resistance roll is successful. If the yagnodaemon has knocked out an opponent, it will attempt to feed on the opponent's life force. The daemon does this by placing its head against the flesh of its victim. It will devour 10-100 points of the victim's abilities before being sated. Affected abilities are characteristic points, hit points, MPs at a rate of 2d10 points per round. This process takes a minimum of 5 melee rounds and may be interrupted by the victim's awakening. The victim may regain lost

abilities only by a restoration or a heal spell, or by slaying the daemon within a day of the draining. Finally, the yagnodaemon can use teleport at will and shocking grasp thrice daily, doing 1-20 points of damage. The daemon may use the latter ability through his tol-kendar to inflict additional damage on his opponents. Due to his sturdy nature, the yagnodaemon takes half-damage from all earth-based attacks.



DAO

Characteristics	Average
STR	2d6+18 24
CON	2d6+13 19
SIZ	2d6+18 24
INT	2d6+9 15
POW	2d6+6 12
DEX	2d6+6 12
APP	2d6+9 15

MOVE: 9/15 fly
Hit Points: 21
Damage Bonus: +2d6
Attacks: Brawl 83% 1d3+db

Skills: Knowledge(any 3) 75%, Dodge 75%
 Bargain 65%, Language(human) 75%

Treasure Type: -

Armor: 1d4

Note:

A dao is a creature from the Elemental Plane of Earth and is related to the efreeti, djinni, jann, and marid. While they are generally found on that plane (where they are uncommon), the dao love to come to the Prime Material Plane to work evil. Their magical abilities enable them to use any of the following spell-like powers, 1 at a time, once each per day: change self, detect good, detect magic, assume gaseous form, become invisible. fulfill another's limited wish

(in a perverse way), cause misdirection, passwall, create a spectral force, create a wall of stone. Dao can turn rock to mud 3 times per day and use dig as often as 6 times per day. It is possible for a dao to carry 500 lbs weight without tiring. Double weight will cause tiring in 3 hours, but for every 100 lbs of weight under 1,000 add 1 turn to the duration of carrying ability. For example, a 600 lbs weight allows 8 hours of either walking or flying. After tiring, a dao must rest for 6 hours. Note that dao can move through earth (not worked stone) as if at a burrowing speed of 3. They cannot take living beings with them. Dao are not harmed by earth-based/ affecting spells. Holy water has double normal effects upon these monsters. Only the efreet are friendly towards dao. Dao hate djinn, jannee, and marids. The dao dwell in the Great Dismal Delve on their own plane and in deep caves, caverns, or cysts on the Prime Material Plane. Their ruler is said to be a khan served by hetmen and atamen. Dao dislike servitude as much as efreet and are even more prone to malice and revenge. Dao speak all the languages of the genie kind, as well as Common and the languages of earth elementals. Dao can travel in the Prime Material, Elemental, and Astral Planes.



DARK CREEPER

Characteristics		Average
STR	2d6+4	10
CON	2d6+5	11
SIZ	2d4	4
INT	2d6+4	10
POW	2d6+5	11
DEX	2d6+9	15
APP	1d4+2	4

MOVE: 6
Hit Points: 7
Damage Bonus: -
Attacks: Fist 25% 1d3+db, Dagger 30% 1d4+2+db

Skills: Mining 35%, Dodge DEXx3%, Conceal 50%, Climb 45%, Craft(sleight of hand) 75%

Treasure Type: See below

Armor: 1d4-2

Note:

The dark creeper is a humanoid, slightly-built creature about the same height as a dwarf. Members of the race always dress in somber, dark colored clothing, concealing as much of their pallid skin as possible. They detest light and dwell deep underground. If attacked in normal illumination, the dark creeper has a -20% to dodge. usually leading a solitary existence though there have been rumors of underground villages inhabited by as many as 80 individuals, including 20%-25% females. These villages are always ruled by a dark stalker. The dark creeper is particularly fond of small magical items such as rings and magic daggers - solitary individuals will carry 25% of their treasure in the copious pockets of their cloaks, so there is a 15% chance of a magic dagger, 5% chance of a magical ring and 10% chance of 1-4 gems or 1-2 items of jewelry on any individual encountered. In lair multiply these probable treasure items by the number of male individuals resident, and add 1-20 Gold Pieces, 1-100 Silver Pieces, and 50-500 Bronze Pieces. The creeper has the ability to detect magical items at a range of 15'. It attacks with a normal (or, if one is possessed, a magical) dagger. The creeper also has the innate power to create darkness three times a day -when this power is used, all torches, lanterns and other non-magical

sources of illumination within 50' are extinguished and cannot be re-ignited during the next hour (the duration of the creeper's power). During this time the creeper has two main objectives. Using its Earth-sense ability, First, to destroy lanterns and tinderboxes, break flasks of oil and so on - any act which will inhibit the creation of illumination. Secondly, to steal any small magical items detected. Self-preservation ranks marginally above such objectives. Magical sources of illumination may also be affected by the creeper's darkness abilities. In effect, they obtain a resistance roll equal to 10+ the sorcerers power level against the creepers POW, and if the item makes such a save it is not affected. If the item fails to save, however, it is extinguished for the next hour, after which its property returns to normal.

During the darkness, even infravision becomes useless; however the creeper will not use its power against parties not using artificial illumination, so elves using infravision, for instance, will usually pass unmolested. They are well aware that dwarves share their Earth-sense ability.

The darkness power may be countered by spells such as light, and if the creeper is attacked in normal illumination its Dodge skill becomes difficult.

If a creeper is killed its body undergoes spontaneous combustion of such intensity that all within 10' of the victim are blinded (CON:POW resistance roll negates) for 2d4 minutes. All traces of the creeper are destroyed though metal items will normally (80% chance) be undamaged; magical items, metal or otherwise, will lose their dweomer if they fail a HP:POW resistance roll.



DARK STALKER

Characteristics		Average
STR	2d6+6	12
CON	2d6+6	12
SIZ	2d6+6	12
INT	2d6+6	12
POW	2d6+6	12
DEX	3d6	10
APP	3d6	10

MOVE: 8
Hit Points: 12
Damage Bonus: -
Attacks: By weapon 35% weapon damage +db

Skills: Hide 50%, Move Silent 50%, Dodge 45%
Treasure Type: See below
Armor: -
Note:

Dark stalkers are the rarely-seen leaders of the dark creepers. They are nearly a race apart, for they breed almost exclusively among themselves. They are instantly noticeable among a group of dark creepers as they are man-sized and stand head and shoulders above their underlings. There is an average of one dark stalker to every 25 dark creepers, and each dark creeper village will contain at least one stalker ruler. Stalkers will rarely be encountered on their own, but this has been known to happen as the stalker goes about some mysterious personal mission. Dark stalkers have

all the dark creepers power of Earth-sense and Darkness, plus the ability to create a wall of fog twice per day. They fight with weapons if they must, and some of these are magical (25% chance). All of their treasure is carried - there is a 7% chance of a magical ring and a 12% chance of 2-5 gems or 1-2 items of jewelry on any given individual encountered. If attacked in normal illumination, the dark stalker has a -20% to dodge.

If killed, a dark stalker explodes in a blinding flash equal to a 3d6 fireball.

DEATH, Crimson

Characteristics		Average
STR	2d6+9	15
CON	2d6+17	23
SIZ	1d6+15	18
INT	1d6+16	19
POW	1d6+12	15
DEX	2d6+6	12
APP	-	-

MOVE: 8/5 (after feeding)
Hit Points: 20
Damage Bonus: +1d6
Attacks: Envelope 50% 1d10 damage to CON

Skills: Hide 95% (50% after feeding)

Treasure Type: (Z)

Armor: 1d8 (1d6 after feeding)
Note:

This man-shaped monster dwells only in bogs and similar marshy places where chill and damp prevail. It is a pale, vaporous creature, well able to conceal itself in the mists and fogs of its habitat. Because of the generally insubstantial nature of a crimson death creature, it is normally armor 1d8 and hit only by magic weapons. However, immediately after feeding, the monster takes on substance, dropping to armor 1d6 but still being subject to only magic weapons. This condition lasts for 6 hours after feeding. Movement is also slowed. Its hiding ability drops to 50% and its enveloping skill becomes wrestling at 50%. The monster is called crimson death because, after surrounding its victim with vaporous tentacles (Enveloping attack 90% 1d10+DB damage to CON) and draining all of the victim's body fluids (CON), the monster flushes crimson. Until fed, the monster is nearly undetectable and surprises prey 95%. In order to conceal its presence, the monster will typically drag the remains of its victims to a bottomless bog or to its own den. The den is usually a thicket, a hollowed-out place under a windfall, or an undercut bank. In its den, the monster will collect valuable items from victims so that these goods can later be used as a bribe or lure for other victims.



DEATH DOG

Characteristics		Average
STR	2d6+10	16
CON	2d6+7	13
SIZ	2d6+3	9
INT	3	3
POW	2d6+5	11
DEX	3d6+3	12
APP	-	-

MOVE: 12

Hit Points: 11

Damage Bonus: -

Attacks: BiteX2 30% 1d6

Skills: Sense(smell) 50%, Track 45%

Treasure Type: none

Armor: 1d4-1

Note:

Large black hounds with two heads, the death dogs can attack with each head independently. They usually hunt in packs, in deserts or in dry areas underground.

Each bite that delivers damage forces the victim to make a Stamina roll or contract a slow rotting disease that drains 1d4 points of CON per day. Another stamina roll is allowed each day until the victim recovers or dies. The CON loss heals naturally at the same rate as Hit Points . Healing Trance would be an effective remedy, as well as using the Deep Magic Flesh and Transformation Spheres/Glyphs.

DEATH KNIGHT

Characteristics		Average
STR	21	21
CON	-	-
SIZ	2d6+6	12
INT	3d6+6	15
POW	3d6+6	15
DEX	3d6	10
APP	-	-

MOVE: 8

Hit Points: 15

Damage Bonus: +1d6

Attacks: Greatsword 100+1d20% 2d8+db

Skills: 1d4 languages at 50%, Dodge 75%, As NPC

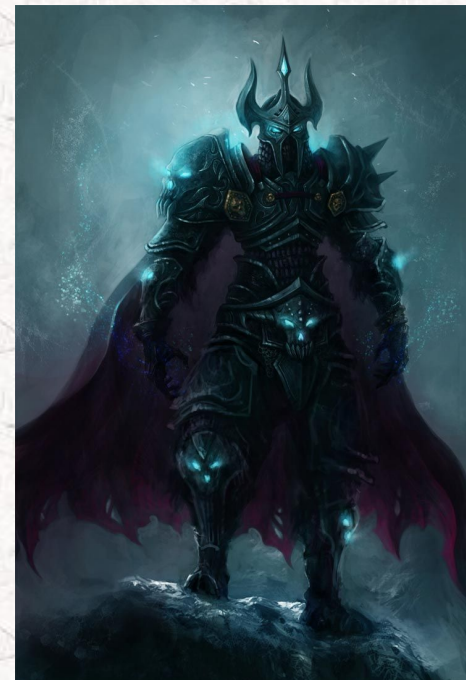
Treasure Type: none

Armor: 2d4+2

Note:

The death knight - and there are only twelve of these dreadful creatures known to exist - is a horrifying form of liche created by a demon prince (it is thought Demogorgon) from a fallen human warrior who fell from Apotheosis to Light. The death knight itself cannot be effected by spells specifically for undead, but it has power over undead equivalent to a number equal to its POW. It has 75% magic resistance and on a special or critical success sorcery will be reflected back at the caster (roll each time a spell is attempted). The death knight wears light armor (leather or ring) but is always treated as AR 2d4+2. It has 21 STR and usually attacks with a greatsword (80% chance of this being a magical sword). It will usually be riding a nightmare one of which can be summoned to serve a death knight every ten years; the beast will serve a death knight unfliningly. The fearsome powers of the death knight derive largely from its spell like abilities. It continually generates Terror in a 5' radius and has innate powers of detect magic and detect invisibility.

Twice a day it can Undo Sorcery 2, or once per day at level 4, and summon a demon type I (20%), type II (25%), type III (30%), type IV (20%) , or type VI (5%) once per day. Once per day a death knight can generate a 10d6 fireball. A death knight will speak 3-6 languages.





DEMILICH

Characteristics	Average
STR	10
CON	35
SIZ	18
INT	25
POW	0 (see below)
DEX	10
APP	-
MOVE:	(Dodge only)
Hit Points:	50(see below)
Damage Bonus:	-
Attacks:	special (see below)
Skills:	Dodge 125%(skull only)

Treasure Type: Z

Armor: -

Note:

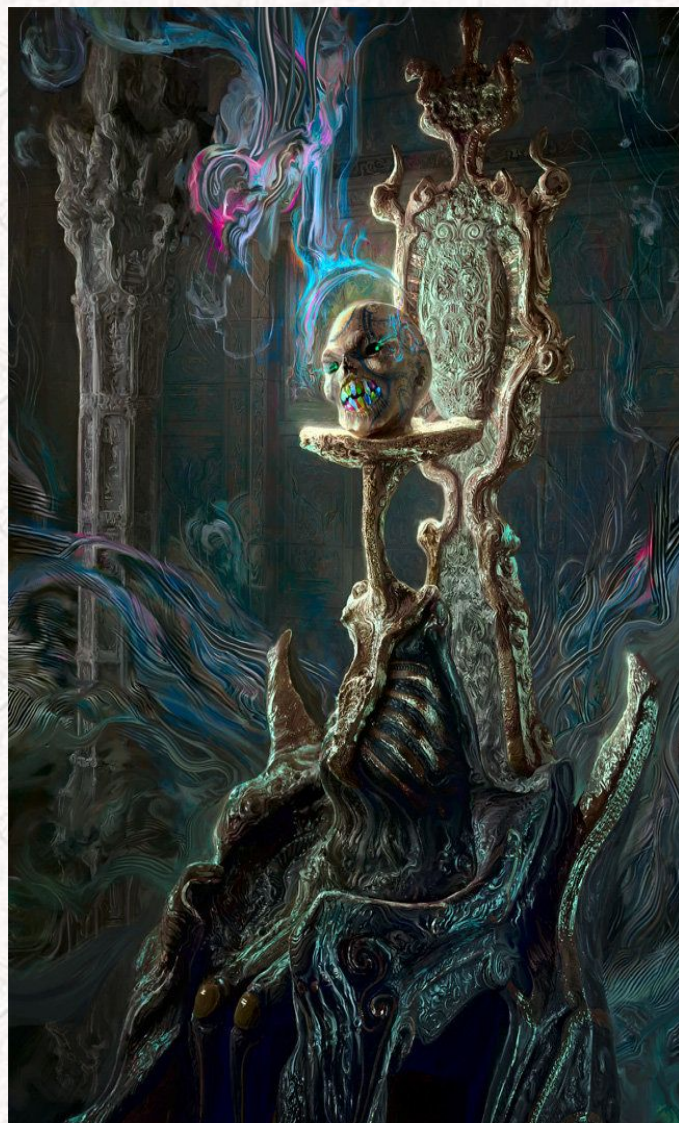
Demiliche is a misleading term in that one might assume the "demi" refers to status. However, it refers to the state of the liche. Only a small part of the body of a liche remains. Dust, the skull, and possibly a few bones. - A liche is a human sorcerer or mage of surpassing power who has taken the steps necessary to preserve its life force after death. Ultimately, even the undead life force of a liche begins to wane. Over centuries the liche form decays. and the evil soul

roams strange planes unknown to even the wisest of sages. This remaining soul is a demiliche. If the place of a demiliche is entered, the demiliche dust swirls into the air and forms a man-like shape. If this shape is ignored, it might dissipate in 3 rounds, for it can only advance and threaten, not harm. The dust form usually (75%) has the powers of a wraith even without additional energy factors. Any physical attack upon the shape will give it 1 factor of POW, however, and spell attacks give it 1 POW factor for every MP of the spell used, Each factor is equal to a hit point, and if 50 POW factors are gained, the dust will form into a ghost manifestation controlled by the will of the demiliche. Same characteristics as a ghost or spirit as well as attacks. This thing will attack immediately. The dust will waver and fall back if struck by blow or spell, as if suffering actual damage. A demiliche, its wraith manifestation, and its ghost manifestation cannot be hurt by spells specific to undead or feats of Allegiance. Neither the wraith manifestation nor the ghost manifestation can actually be harmed. They have POW but no hit points. If the demiliche is destroyed, the manifestation will be destroyed along with it. Otherwise, the wraith manifestation or ghost manifestation will remain. Left undisturbed, its POW dissipates at the rate of 1 per day until entirely gone. If any creature is so foolish as to touch the skull of a demiliche, a terrible thing occurs. In addition to the possible wraith or ghost manifestation, a new attack begins. At the touch, the skull rises into the air. A demiliche can sense which member of a party is the most powerful, and it will usually select a spell caster over a member of the fighter or thief types. The skull will then give off a howling sound equal to a death ray for a 20-foot radius. All creatures within the radius of effect of this howl must make a POW:14 resistance or be permanently slain and forever dead. On the next round a new attack will take place. Each demiliche has 4+1d4 gems set in its skull's eye sockets and in place of teeth. Each of these gems is a jewel which can draw the soul from any character and trap it within the jewel's confines. The demiliche will use 1 of these soul- draining jewels to draw the life force from 1 of the offending intruders. The soul of the strongest will be drawn instantly from his or her body and trapped. The character's body will collapse and molder in a

single round and be totally gone. No resistance is possible; the attack is irresistible. An amulet of life protection will prevail over the life-stealing powers of a gem, but the character's body will perish nonetheless. The skull will then sink down again, sated. If it is struck or touched a 2nd time, it will again rise and howl and then drain the soul of the next strongest character into another gem. This process recurs as long as the skull is still intact and continues to be molested. If all jewels are filled, then only the killing howl will be possible thereafter, but the monster can also pronounce a curse upon the remaining antagonists. Such curses are very powerful and may include: always to be hit by any opponent attacking; never to make a resistance roll, never gain experience rolls to increase skills or characteristics, or always to lose all treasure. The curse can be removed by a remove curse or Undo sorcery spell, but the App of the character so treated will drop permanently by 1 point. (Magical increase of APP remains possible of course.) The skull of a demiliche must be destroyed if the monster is to be exterminated. It can be harmed only as follows:

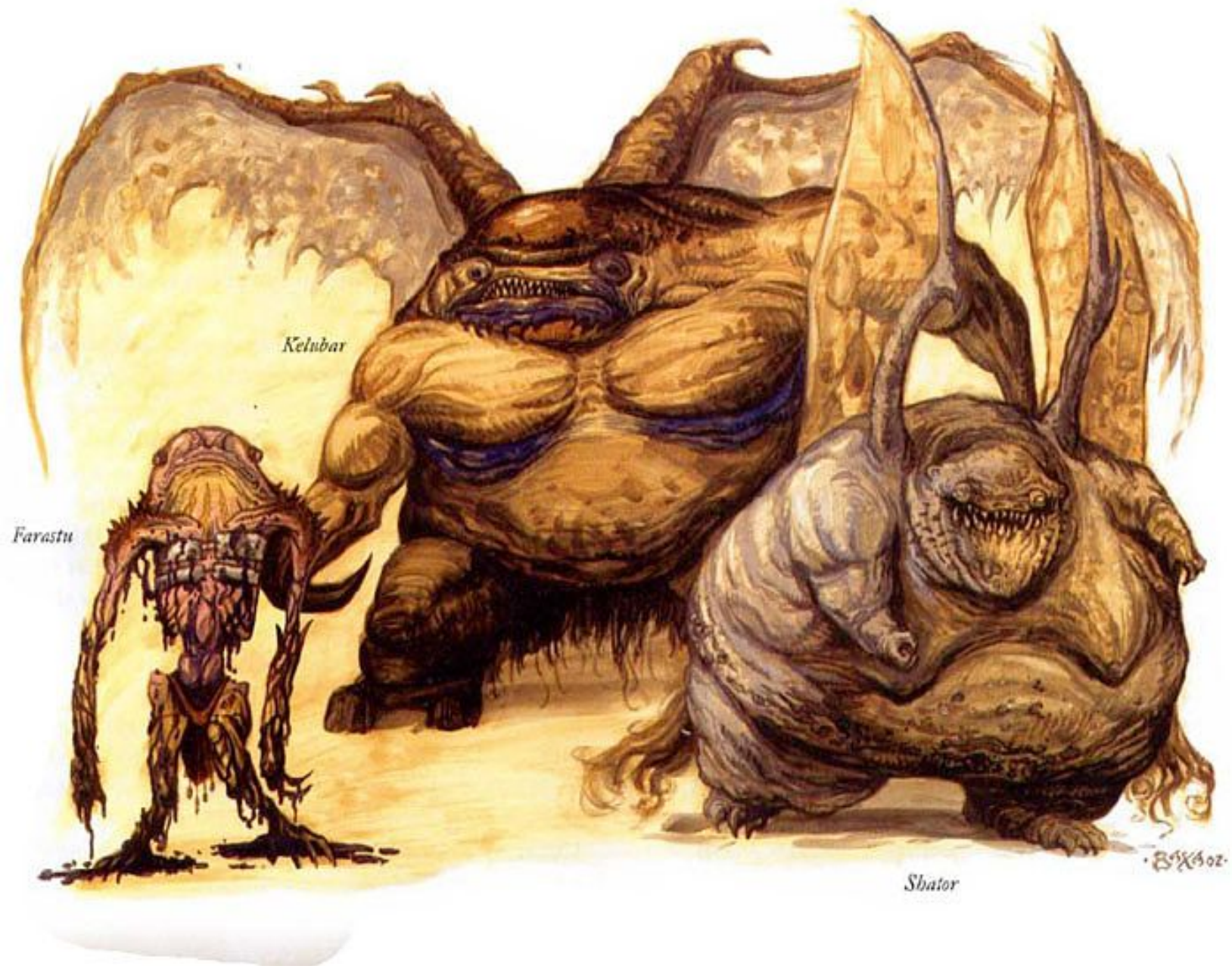
- *A Beckoning Earth spell will swallow the Liche into the ground although it won't be destroyed.
- *A Muddle spell will force the skull to sink down without howling or taking away a soul.
- *A Shatter spell cast upon it inflicts 3-18 points of damage.
- *An Unbreakable Bonds spell will force the skull to sink down without howling or taking away a soul.
- *A power word kill pronounced from an astral or ethereal caster destroys it.
- *A magically damaged enhanced weapon (ie: Sorcerers Razor or Hammer) , sword of sharpness, or vorpal weapon; inflict full normal damage upon the skull, if surpassing its armor.
- *Exorcise or forget spells cause it to sink.
- *A dispel evil spell cast upon it inflicts 5-8 points of damage.
- *A holy word pronounced against it inflicts 5-30 points of damage.
- *Any character with a magic weapon (not magically sharpened) can inflict 1 point of damage upon the skull each time it is struck. A demiliche's skull takes 50 hit points before it is destroyed, and it can dodge quite skillfully. If the skull is destroyed, a resistance must be made for any gem trapping a soul as if the character

trapped within it was doing so. Those gems for which saving throws failed contain no life-force; the demiliche has drained the souls and devoured them before being destroyed. If a resistance succeeds, that gem still contains the character's soul, and this is evidenced by a faint inner light or, if viewed with true seeing, true sight, Witch Sight, or a gem of seeing, a tiny figure is visible within the gem. The soul can be freed by crushing the gem, but some material body must be within a 10-foot distance and ready to receive it, such as a clone, a simulacrum, Familiar or a soulless body. The demiliche dust and any other remaining bits must be destroyed by holy water or the creature will re-form over 1-10 days. Each gem has a value of a large fine gemstone. 1d100x1000 BP. If it contains a soul, a sorcerer or mage may pay more!



DEMODAND

The manifold planes of abysmal Tarterus are the only home of the winged, tripartite race of demodands. Where these hideous monsters dwell, even nycadaemons tread with circumspection, for demodands are powerful, clever, and cruelly ruthless in their selfish evil. They are formed into a feudal society of barons and commoners. On the Prime Material Plane but a single demodand will be encountered, for these creatures remain on the planes of Tarterus, the Abyss, or Hades unless magically brought to some other plane, possibly as a guardian or executioner. The total number of demodands summoned by others of that type to a given area can never exceed the number of the same type encountered on the Planes of Tarterus, i.e., 12, 10, or 8.



FARASTU (Tarry Demodand)

Characteristics		Average
STR	1d6+15	18
CON	1d6+18	21
SIZ	1d6+19	22
INT	2d6+8	14
POW	2d6+8	14
DEX	2d6+6	12
APP	-	-

MOVE: 10/20 fly**Hit Points:** 21**Damage Bonus:** +1d6**Magic Resistance:** 1d10+10%**Attacks:** 2xClaw 100% 1+db, Bite 90% 1d6+db**Skills:** Dodge 75%, Fly 80%**Treasure Type: (A)****Armor:** 2d4+2**Note:**

The farastu, or tarry demodand, is tall and slender. The monster is fast, but compared to the others of its ilk it is the least powerful. It attacks with long-nailed hands and huge jaws. Because of its tar-like skin excretions, there is a 5% chance that anything it hits or anything that hits it will stick with a STR of 12. The consequences of this are:

- If the farastu has stuck itself to an opponent, the monster gains another attack sequence immediately;
- If an opponent is stuck to the creature by its own attack, and, if melee proceeds into a new round because the farastu has previously attacked that round, the farastu attacks at +40% gaining the initiative; or
- If a weapon or similar object held by an opponent sticks to the farastu, there is a chance that the object will be pulled from the opponent's grasp (STR:12), and the initiative will be given to the farastu next round. A farastu can employ the following spell-like powers, 1 at a time, 1 per round, at will: detect Allegiance, detect invisibility, detect magic, Undo Sorcery (twice per day), ESP, fascinate, fog cloud (3 times per day), gaseous form, invisibility, tongues, and weakness (reverse Sorcerers Strength spell) (2) usable 3 times per day). A farastu can also summon 1-2 of its fellow tarry demodands but only on the Planes of Tarterus.

Success chance is 40%. A farastu can be harmed only by magic weapons with enhanced damage (ie: Sorcerers Hammer). Acid or poison has no effect upon a farastu, and cold or fire cause only half normal damage. Fear is virtually unknown to a farastu, so magic of that sort is useless. Illusion magic (illusion and/or phantasm) is also useless. A farastu has both infra- and ultravisual sight of the sort normal for monsters. Farastu are humanoid in shape with long arms and heads. They are the commoners of Tarterus.

KELUBAR (Slime Demodand)

Characteristics	Average
STR	22
CON	23
SIZ	20
INT	16
POW	14
DEX	9
APP	-

MOVE: 10/15 fly**Hit Points:** 21**Damage Bonus:** +2d6**Magic Resistance:** 1d12+25%**Attacks:** Claw 130% 2+ ½ db , Bite 90% 1d4+db**Skills:** Dodge 45%, Fly 75%**Treasure Type: (A)****Armor:** 2d6**Note:**

Known as the slime demodand, a kelubar is of shorter stature and thicker build than a farastu. Although it is of ebony hue, a kelubar tends to glisten due to a slimy skin secretion. A kelubar attacks with nails and jaws, and any hit will cause the victim to suffer 1 -6 additional points of damage due to the acidic nature of the slime, unless a DEX:14 resistance roll is successful (or the victim is otherwise unaffected by acid). If all 3 of its attacks per round are successful against the same opponent, the kelubar has grappled the victim and en-slimes it. From 4-24 points of additional damage due to the acidic slime then occur, A DEX:16 resistance roll reduces acid damage by 50% if successful. A kelubar can employ the following spell-like powers, 1 at a time, 1 per round, at will: detect Allegiance, detect invisibility, detect magic, Undo Sorcery

(3 times per day), ESP, fascinate, fog cloud (3 times per day), gaseous form, invisibility, ray of enfeeblement (once per day), tongues, and weakness (reversed Sorcerers Strength(3), usable 3 times per day). A kelubar can also summon 1-2 of its fellows, with up to 10 kelubar being brought by any one. Success chance is 50%. Only magic weapons will harm a kelubar. Acid or poison has no effect on a kelubar, and cold or fire cause only half normal damage. Fear is virtually unknown to it, so magic of that sort is useless. Illusion magic (illusion and/or phantasm) is useless against a kelubar. It has infravision to 120 feet and ultravision of standard sort. Kelubar are humanoid in shape, being thickest in the lower torso and limbs. Their hands are very large and their huge heads are oval, the latitudinal axis being longest. Their 490 pounds. These creatures are the middle class of Tarterus.

SHATOR(Shaggy Demodand)

Characteristics	Average
STR	26
CON	25
SIZ	18
INT	16
POW	16
DEX	10
APP	-

MOVE: 8/15 fly

Hit Points: 22

Damage Bonus: +2d6

Magic Resistance: 1d20+40%

Attacks: Claw 150% 1d4+½ db, Bite 90% 1d4+db, Weapon 95% base+db

Skills: All Perception skills 75%, Fly 70%, Dodge 80%, Parry 95%

Treasure Type: (Z)

Armor: 2d4

Note:

The great shator, or shaggy demodand, is the most fearsome of its kind. It is the shortest and broadest of demodands, and its hide hangs in overlapping patches which give it its common name. While it is capable of dealing massive amounts of damage with nails and jaws, a shator has sufficient manual dexterity to employ large weapons (footman's mace, bastard sword, etc.).

One will do so but only 1 attack per round is then possible. As a monster of this sort understands its options fully, the most intelligent plan of attack will always be taken. This means that, if possible, spell-like powers will be used primarily. A shator can employ the following spell-like powers at will, 1 at a time, 1 per round: Guile (once per day), cloudkill (once per day), detect Allegiance, detect invisibility, detect magic, Undo Sorcery (3 times per day), ESP, fog cloud (3 times per day), gaseous form, invisibility, ray of enfeeblement(once per day), stinking cloud(once per day), tongues, and weakness (as reversed Sorcerers Strength(3), usable 3 times per day). A shator can summon 1-8 of its fellows on the Plane of Tarterus. Success chance is 60%. Only magic weapons will harm a shator. Because of its overlapping hide, edged weapons are at -10% in hitting and do 1/2 damage to a monster of this sort. (Such edged weapons include long, broad, bastard, 2-handed swords, and Short swords) Acid or poison has no effect on a shator. Cold or fire cause only half normal damage. Fear magic or illusion magic (illusion and/or phantasm) are powerless against a shator. Shator have excellent auditory and olfactory senses, and, when they use these along with their normal visual capabilities (including infra- and ultra-), they can only be surprised rarely. Shator are 6-feet tall, squat, and broad. Their humanoid form appears draped in shaggy skins. The huge heads are mostly mouth with jaws resembling those of a giant bulldog. Their weight is around 560 pounds. Shators are the ruling nobility of Tarterus.



DEMONS

Each type of demon, and especially the powerful demon lords and princes, have many unusual characteristics and extraordinary abilities. Characteristics and abilities which are common to all demons are covered here. See the individual treatment of each demon for specific information. Demons are able to move from their own plane into those of Torterus, Hades, or Pandemonium or roam the astral plane. However, they cannot enter the material plane without aid (conjunction, gate, or by name speaking or similar means). Demons are heavily aligned with Shadow; the smarter and stronger rule those of their kind who are weaker and less intelligent. The less intelligent will attack without question and fight until slain. Demons of type V and above are not actually slain when their material form is killed in combat; their material form being removed from their use, the demon in question is thereby forced back to the plane from whence it originally came, there to remain until a century has passed or until another aids it to go/come forth again. However, if demons are encountered on their own plane, they can be slain. No demon can ever be subdued. All are able to divide their attacks among two or even three opponents if their means allow. Demons will never willingly serve anyone or anything. If forced to serve through magic or threat they will continually seek a way to slay their master/captor. Those to whom demons show a liking are typically carried off to the demons' plane to become a slave (although a favored one). Note that demons can be summoned by characters of any allegiance, but controlling a demon is another matter entirely. A thaumaturgic circle will serve to keep out demons of types I-V. A special pentacle is required for demons of type VI or greater. The threat or reward which the conjuring party uses to attempt gaining a demon's service must be carefully handled by the Chronicler. Demons are repelled by holy (Light allied) relics or artifacts. If demon types I through VI are encountered in lair there will be 1-6 of the same type 75% of the time and 1-6 mixed types I-VI 25% of the time. In addition to the separate characteristics and abilities of each sort of demon, these monsters have the following in common: Type I-III are effected by non-magical weapons. Type IV and greater are not affected by non-magical weapons. All demons have these abilities: Infravision 60', Teleportation (no error), Darkness, Gate. Because they have a special form of telepathy, demons are able to understand every intelligent communication. Demons with average or better intelligence are likewise able to converse. Because demons are the epitome of chaos they typically have one or more special ability. These are detailed in Magic World supplement Advanced Sorcery pg. 38, Demon Abilities Table. The demons listed here are generic and unique. Not to be confused with the random or predetermined demon a sorcerer might summon.

ALU-DEMON (Semi-Demon)

Characteristics		Average
STR	1d6+15	18
CON	1d6+14	17
SIZ	1d6+15	18
INT	1d6+13	16
POW	2d6+6	12
DEX	2d6+9	15
APP	-	4 or 18

MOVE: 8/10 fly

Hit Points: 17

Damage Bonus: +1d6

Magic Resistance: POWx2%

Attacks: By weapon base +STRx2%

Skills: Fly 75%, 2 Communication Skills 75%, Dodge 75%, Parry (weapon skill), As veteran NPC

Treasure Type: S,T,U

Armor: 1d4+1 (or by armor+2)

Note:

The alu-demons are the offspring of the mating of succubi and humans. They are always female. Their base armor is high because of their demonic heritage, and this can be increased by magical protections, including enchanted armor. Wearing only mundane protection interferes with the intrinsic protection of alu-demons, so this is never done. If the protection is basically inferior to the normal armor of the demon, then only the magical bonus is added, but otherwise full benefit is gained. Thus, 1d4+5 AP light leather adds +5 only, while +2 plate mail (normally 1d10+2) would increase armor class to 1d10+7. Furthermore, alu-demons with high dexterity gain bonuses to Dodge as would a normal human. Twenty-five percent of alu-demons are of genius level. While most of these creatures are able to perform the limited number of spell-like magic powers below, those of genius intelligence are actual sorcerers. Spell casting is in addition to intrinsic powers. The intrinsic powers of alu-demons, performable 1 at a time, 1 per round, are: Guile, ESP, Liken Person, and suggestion. Each can be performed up to 3 times per day. Dimension door can be used once per day. All alu-demons have superior infravision for 240 feet.

In addition to the ability to employ any sort of weapon, alu-demons can, at will, drain life

energy from a person and use half of it to restore their own lost hit points. Such attacks must be by firm touch, indicated by a successful Brawl to-hit in melee. From 1-8 hit points of energy are drained healing 1/2 that number of the demons own wounds, with fractions rounded up.

Alu-demons can be harmed only by cold-wrought iron or magic weapons. They have natural resistance to magic. Some rare alu-demons are not totally devoted to Evil.

Alu-demons appear quite human, having only vestigial horns. Only their rather small bat wings betray them for what they actually are.





BABAU (Minor Demon)

Characteristics	Average
STR	1d6+11 14
CON	1d6+16 19
SIZ	1d6+16 19
INT	2d6+9 15
POW	2d6+6 12
DEX	2d6+6 12
APP	- -

MOVE: 8
Hit Points: 19
Damage Bonus: +1d6
Attacks: 2xClaw 70% 1+db, Weapon 80%

Skills: Parry 80%, Hide 75%, Move Quietly 75%, Search 50%, Listen 50%, Dodge DEXx4%

Treasure Type: C

Armor: 2d4

Note:

The babau is also called the 1-horned horror or ebony death. This species of demon is tall and appears much as a skeleton in form-fitting black leather. Its extremities are larger than normal, however. Its feet, hands, and head are the size of a hill giant's. The taloned fingers are deadly and a horn-like growth projects from the back of the skull, curving forward and downward. A babau prefers a weapon (missiles, magic, etc.) to its natural forms of attack if the former gives it the advantage, for the demon is quite clever. In combat, a babau demon exudes a reddish slime over its whole body. This substance causes cutting, stabbing, and similar attacks to do only half normal damage, as the weapons tend to

slide off the demon's body. It is harmed by all weapon forms, however, and cold-wrought iron inflicts +2 damage per hit, in addition to normal damage. A babau demon can cause darkness within a 5-foot radius. It is well-known that its preferred mode of attack is to leap upon victims from above. A babau demon can perform at will, 1 per melee round: Terror (by touch only), levitate, fly, Undo Sorcery, Liken Person, Beast Shape, Heat metal (1D4 then 1d6 damage), and gate in another babau demon (25% chance of success). Any creature gazing at the glowing red eyes of a babau demon must make a POW:POW resistance roll or be affected as if by a Babble and Muddle spell. Gaze range is 20 feet. Babau demons are hated by vroock, hezrou, and glabrezu. Type IV demons particularly hate and fear numbers of them, as babau detest Type IV demons except as food.

BALOR (Type VI Demon)

Characteristics	Average
STR	4d6+24 36
CON	2d6+25 31
SIZ	3d6+20 30
INT	1d6+20 23
POW	1d6+20 23
DEX	3d6+10 19
APP	- -

MOVE: 10/15 fly
Hit Points: 30
Damage Bonus: +3d6
Magic Resistance: 75%
Attacks: Flaming Sword 175% 2d6+db, Flaming Whip 95% 1d6+entangle

Skills: Sense(life) 80%, Sense Allegiance 90%, All Communication and Perception Skills 80%, Fly 100%, Brawl 110%, Wrestle 100%

Treasure Type: F

Armor: 1d6+1

Note:

Each type VI demon has its own name. (Balor is a type VI demon of the largest size.) The favored weapons of these monsters are a large, enchanted sword (+15% to skill) and a whip with many "tails." The latter weapon is employed to drag the opponent into the flames which the demons are able to create around themselves. During any combat there is a two-thirds chance (1-4 on a 6-sided die) each

melee round that any type VI demon will immolate and use its whip. This inferno causes an intense heat that causes 3d6 fire damage to anyone within 5'. With proper invoking, offerings, and promises type VI demons might be convinced to co-operate with a character or group for a time. Naturally, the demon will attempt to assume/usurp command at every opportunity. Most creatures aligned with Shadow are drawn to the strong evil charisma of this creature, and of all its kind. The type VI demon tends towards a more organized evil (which makes it less than popular with demon lords and princes.) This demon uses Deep Magic and can have at least 2 random Spheres and 1 random Glyph, or 1 random Sphere and 2 random Glyphs known. They are prone to Fire Sphere and Creation Glyph.



BAPHOMET (Demon Lord)

Characteristics	Score
STR	26
CON	30
SIZ	25
INT	18
POW	16
DEX	14
APP	-

MOVE: 10/15 charge

Hit Points: 27

Damage Bonus: +2d6

Magic Resistance: 75%

Attacks: Head Butt 100% 1d6+½ db, Bardiche 110% 1d10+1+db

Skills: Parry 120%, All perception skills 75%, All communication skills 50%, Wrestle 90%

Treasure Type: S,T,W, Z

Armor: 1d4+9 infernal radiance

Note:

Baphomet is lord of minotaurs. His form is like that of a huge bullheaded ogre. He is hated particularly by Yeenoghu, and the two are warring against each other. In battle, Baphomet first attacks by butting and then uses his huge bardiche. Owners of armor, shields, and other items struck by the instrument must make a HP:DMG resistance roll or are ruined.

Baphomet is 75% likely to have 2-5 minotaurs with him, and he is able to summon 5-8 additional ones, possibly in a single round, although he may do so but once per day. At will, once per round, Baphomet is able to use the following spell-like powers: darkness (within 10' radius), detect invisible, detect magic, Undo Sorcery, levitate, maze(3 times per day), passwall(3 times per day), phantasmal



force, shape change (3 times per day), telekinesis(7500 lbs weight), teleport, wall of stone (3 times per day). He can bellow horribly once per day, and all creatures within 300' must make a CON:14 resistance roll or flee in panic for 6 rounds. Baphomet can gate in a Type III demon (85% chance of success) once per day. His infravision extends to 120 feet and his hearing is double human norm. Baphomet speaks the tongue of minotaurs as well as Common. He has limited telepathic communication ability with animals. Baphomet is able to breathe out a gout of unholy water 6 times per day. The volume of this fluid is equal to 1 quart per gout, and the range is 10'. Damage to creatures who have a higher allegiance with Light or Balance is 10d6 points. Baphomet's horns are large and curve out and forward. His body is covered with black hair, and his hands and feet are broad and thick with stubby fingers and toes. His tail is bovine.

BAR-LGURA (Minor Demon)

Characteristics	Average
STR	1d6+15 18
CON	1d6+15 18
SIZ	1d6+12 15
INT	2d6+10 16
POW	2d6+7 13
DEX	2d6+6 12
APP	- -

MOVE: 6/6 climb
Hit Points: 17
Damage Bonus: +1d6
Magic Resistance: POWx3%
Attacks: 2xFist 66% 1+db, Bite 60% 1d6+db

Skills: Climb 90%, Dodge 75%, As veteran NPC

Treasure Type: C

Armor: 1d10

Note:

The bar-Igura, is similar to an orangutan except for its gruesome visage. Its hands and feet have 6 digits with exceptionally long claws. A bar-igura shambles along the ground, but where it can employ both arms and legs-in a forest, among rafters, or where ropes or vines are thick-it moves far more rapidly. A bar-igura can spring from all fours and cover 40 feet. In addition to clawing and biting attacks, this

demon can use the following spell-like powers, 1 at a time,at will: darkness(10-foot radius), Bounty of the Sea, cause Terror by touch, detect illusion, detect invisible, Witch Sight, entangle, plant growth, telekinesis 250 lbs weight, teleport without error. If Severely threatened, a bar-igura has a 25% chance to gate in another of its kind. Twice Per day a bar-igura can use the following powers: Liken Person, Beast Shape, invisibility, and spectral force. At all times a bar- igura has infravision. When it desires, a bar-igura can change its coloration to any of the following hues: black, brown. gray. green, orange. purple, or red. Transformation requires 1 round. Normal weapons have full effect upon this type of demon. Bar-igura shun most other types of demons. They prefer to hunt and terrorize with their own fellows only. When accompanied by other demons, bar-igura tend to lead and manipulate the less intelligent and attempt to contravene the desires of the greater demons.

CAMBION (Semi-Demon)

Characteristics	Common		Baron/Marquis	
	Average	Roll	Average	Roll
STR	1d6+16 19	1d6+19 22		
CON	2d6+12 18	1d6+18 21		
SIZ	2d6+14 20	2d6+14 20		
INT	2d6+8 14	2d6+10 16		
POW	3d6 10	2d6+10 16		
DEX	2d6+9 15	2d6+9 15		
APP	2d6 6	2d6 6		

MOVE: 8
Hit Points: 19
Damage Bonus: +1d6
Magic Resistance: POWx2%
Attacks: By weapon 80%

Skills: Dodge 75%, Parry 80%

Treasure Type: J,X

Armor: 1d4

Note:

When a human female mates with a demon, the offspring is always a cambion male. The general characteristics and abilities of a cambion depend upon its parentage. Armor of cambions is dependent upon the type of armor worn or a base armor value of 4. If they wear chain mail or better their dense skin allows for an additional +1d4 armor. So a cambian wearing Half Plate

(normally Armor 1d8) becomes Armor 1d8+1d4. Full plate (normally 1d10+2) becomes 1d10+2+1d4. All cambions have infravision and can speak with demons. Major cambions have few other abilities. Baron or marquis cambions have from 1-4 of the following: cause Terror by touch, detect magic, levitate, and Liken Person. Any cambion can range from 6-7.5 feet in height. Their build is stocky and strong. Many cambions will have demonic features such as an odd-colored complexion, scaly skin, misshapen ears, fangs, small horns, etc.



CHASME (Minor Demon)

Characteristics		Average
STR	2d6+8	14
CON	2d6+7	17
SIZ	1d6+18	21
INT	2d6+7	13
POW	2d6+6	12
DEX	2d6+6	12
APP	-	-

MOVE: 6/12 fly
Hit Points: 19
Damage Bonus: +1d6
Magic Resistance: POWx3%
Attacks: 2xClaw 72% 2+db

Skills: Fly 75%, Climb 100%, Dodge 75%

Treasure Type: B

Armor: 2d4

Note:

The chasme, or fly demon, is a particularly loathsome monster, resembling a cross between a common fly and a human. It stands on 4 fly-like hind legs and grasps with its forelimbs, which are equipped with strong, chitinous, pincer fingers. Like flies, chasme can walk on walls and ceilings. A chasme has wings and the blue-black, hairy body of a fly. The head is humanoid with saucer eyes and a mane of stiff, back swept bristles. The mouth is tiny, but the nose is sharp and horn-like and used to bite and draw blood. As with all minor demons, chasme have infravision, the ability to cause darkness (within a 5-foot radius), and to teleport. In addition, a chasme can do any of the following, 1 at a time, at will: detect Allegiance, detect invisible, telekinesis (250 lbs weight). The touch of a chasme will cause Terror as he spell. At all times, except when using spell-like powers, a chasme can buzz and drone in a horrid, rasping voice. This sound causes opponents to fall into a comatose sleep if they fail a POW:POW resistance roll. This must be checked each round. Sleeping victims must be splashed with water or vigorously stimulated to awaken them. Otherwise, sleep persists for 2-8 hours or until the chasme drains the victim's blood for 1-4 points of damage. Chasme can be struck by normal weapons, but poison does not



affect them. If hard pressed, a chasme will attempt to gate in another of its kind (15%chance of success). While chasme hate most other types of demons, particularly the stupid vrook and hezrou, they are intelligent enough to avoid fighting with other demons unless the chasme have the advantage. Rutterkin are allied with chasme, although chasme are not fond of rutterkin and use them.

DEMOGORGON (Demon Prince)

Characteristics	Score
STR	20
CON	60
SIZ	40
INT	32
POW	36
DEX	21
APP	4

MOVE:	15
Hit Points:	50
Damage Bonus:	+3d6
Magic Resistance:	95%

Attacks: 2xTentacles 180% 1d6+rot, Tail whip 150% 1d4+drain

Skills: All knowledge skill 75%, All communication skills 80%, Dodge 110%, Insight 90%, Sense 90%, Search 90%

Treasure Type: R,S,J,V

Armor: 1d8+10 infernal radiance

Note:

It is contended by some that this demon prince is supreme, and in any event he is awesome in his power. This gigantic demon is 18' tall and reptilian. Demogorgon has two heads which bear the visages of evil baboons or perhaps mandrills with the hideous coloration of the latter named beasts. His blue-green skin is plated with snake-like scales, his body and legs are those of a giant lizard, his twin necks resemble snakes, and his thick tail is forked. Rather than having arms, he has great tentacles. Demogorgon possesses great powers in his two heads. Should he fix the gaze of both upon his enemies he is able to hypnotize. This hypnosis will affect from 10-100 creatures of 10 to 13 POW, from 5 to 40 with 14 to 16 POW, from 3 to 24 with 17 to 19 POW, 2 to 12 with 20 POW, and from 1-4 with 21 or more POW. Those over 75% Allegiance to Light get a POW:POW

resistance roll, all others are automatically hypnotized. This hypnosis of the mass sort is limited in that the victims are only under its influence for 10 minutes, but during this time will follow most instructions absolutely (self destruction would not be heeded) and for from 10 to 60 minutes afterwards will tend to believe or carry out the residual of the hypnosis. Demogorgon is able to lash his forked tail, striking with it as a whip-like weapon. Its touch causes POW drain 2d6. His tentacles also are deadly weapons, each causing damage to any opponent, but those opponents which have less than 75% in Shadow Allegiance will be subject to a rotting disease that causes the victim to roll under CON on 1d100 or lose 1 STR every 2 hours until he or she dies or makes the roll. Whenever desiring to do so, Demogorgon uses Deep Magic and knows the Spheres Flesh and Fire, as well as the Glyphs Transmutation and Creation. He can also gate in other demons 85% chance of success: 50% chance for a type I-IV, 50% chance of gating in a type V or VI.



DRETCH (Minor Demon)

Characteristics		Average
STR	3d6+1	11
CON	2d6+5	14
SIZ	2d6+2	8
INT	4	4
POW	2d6+5	11
DEX	1d6+5	8
APP	-	-

MOVE: 4
Hit Points: 11
Damage Bonus: -
Magic Resistance: POWx2%
Attacks: 2xClaw 40% 1d4+db, Bite 50% 1d4+1+db
Skills: -

Treasure Type: J. K. L. M

Armor: 2d4

Note:

Dretch are the most common and least powerful of all demons, being scarcely capable of dealing with a quasit on equal terms. Their numbers enable them to hold their own against most other minor demons, however. Normal attack mode is a bite and 2 clawing attacks. In addition to their normal attack mode, dretch can, at will, perform the following spell-like powers, 1 per round: darkness (5-foot radius), Terror, stinking cloud once per day, telekinesis 50 lb weight, teleport once per day. A dretch may gate in a Type I demon (5% chance of success). Dretch have round, rubbery bodies and thin, spindly arms

and legs. Their small heads are set squarely upon their shoulders. Their hair is sparse and bristly, ears are lopped and stick out, eyes are slanted downward and the nose appears squashed. The mouth is slack and slobbering with many small fangs.

**FRAZ-URB'LUU (Prince of Deception)**

Characteristics	Score
STR	28
CON	38
SIZ	30
INT	24
POW	21
DEX	12
APP	-

MOVE: 12/15 fly
Hit Points: 34
Damage Bonus: +3d6
Magic Resistance: 70%
Attacks: 2xFist 110% 10+½ db, Tail lash 90% 3+½ db, Bite 100% 3+½ db

Skills: All Perception skills 80%, Dodge 75%, all Communication skills 55%, Fast Talk 115%

Treasure Type: O,P,U,Z,(S,T)

Armor: 3d4

Note:

This huge monster has strength equal to that of a giant. Each powerful fist delivers a blow of 4-19 points of damage, while Fraz-Urb'luu can also bite any opponent he is holding. His 15-foot long, razor-barbed tail can slash or it can entwine and lift a victim, allowing him to bite or hit. Fraz-Urb'luu can, at will, use any one of the following powers: darkness (30-foot radius), Undo Sorcery, polymorph others or self, hypnotic pattern, misdirection, suggestion, programmed illusion, telekinesis 1,000 lbs weight, teleport, or veil. Once per day he can perform any of the following, 1 at a time per round: prismatic spray, plane shift, power word, blind. While he can gate in 1-4 Type I demons, Fraz-Urb'luu is also able to deceive another demon prince or princess into believing that he or she has been summoned, and it is 75% likely that the Prince of Deception will choose to deceive rather than gating the lesser demons. In the case of summoning Type I demons, there is a 60% likelihood of success, while it is 75% likely that Fraz-Urb'luu will be able to cause another of the greatest demons to appear. Naturally, the demon lord appearing will be in a fury to find himself tricked, and it is 85% probable that the creatures nearby will suffer, for the Prince of Deception will have gone elsewhere. In addition



to being 70% resistant to magic, Fraz-Urb'luu is completely resistant to spells which detect or influence (charm, command, dominate, hypnotize, suggest, etc.). He speaks all known human tongues and is able to telepathically communicate with most other creatures. Fraz-Urb'luu dwells on an abyssal plane which seems to be totally flat and featureless. The dreary place is actually alive to the demon's wishes, and shapes itself accordingly into hills, caves, etc. From the experiences of the 2 individuals who have been there and returned, the horrible place is not only depressing and sickening, but magic items there lose their dweomer (as proved by the loss of swords of utmost prowess carried there by the 2 hapless individuals). Therefore, while the demon undoubtedly has a great store of treasure (0, P, S, T, U, Z), it seems 90% certain that items of magical nature other than artifacts or relics will be spoiled. Fraz-Urb'luu's hulking body is covered with short, coarse hair. His feet are broad and splayed, and his hands are very large and stubby. The demon's visage is beautiful but cruel and the mouth is huge and fanged. Large, ragged ears rise from the central portion of the skull to beyond the domed, rather pointed, head. He has pale blue hair and grayish skin, and 2 vast wings of dull black project from his back. The demon's tail is hairless, from a gray base to a pale blue tip. For several centuries Fraz-Urb'luu was trapped and held in a stone prison beneath a ruined castle. Many adventurers unwary enough to converse with him were destroyed forever, but eventually 2 powerful characters, one arcane sorcerer and one divine, were duped into performing a series of heroic deeds which set him free, Both were transported to Fraz-Urb'luu's own plane as his slaves. The enraged demon lord has sworn vengeance upon all humankind for his long

torment. Fraz-Urb'luu is searching for his staff, a powerful instrument which is said to combine the powers of a staff of command with those of a rod of beguiling and a rod of rulership. The dreaded artifact was stolen from Fraz-Urb'luu when he was imprisoned, and even the other demon princes do not desire its recovery.

GLOBREZU (Type III Demon)

Characteristics	Average
STR	3d6+6 15
CON	3d6+6 15
SIZ	3d6+12 21
INT	3d6 9
POW	3d6 9
DEX	3d6 9
APP	- -
MOVE:	8
Hit Points:	18
Damage Bonus:	+1d6
Magic Resistance:	60%
Attacks:	2xPincher 75% 1d8+db, 2xClaw 60% 1d4+db
Skills:	Bargain 60%, Climb 65%, Dodge 60%, Fast Talk 50%, Hide 50%, Listen 40%, Sense 35%, Search 55%, Move Quietly 50%.

Treasure Type: C

Armor: 1d4+1

Note:

Towering to well over nine feet in height, this not unusual kind of demon has a ghastly appearance, being broad and strong-looking covered with a wrinkled hide, with a head much like a goat-horned dog, pincers instead of normal hands, and a small pair of human arms protruding from its chest. Normal weapons will affect the Globrezu. They can cast the sorcery spells Midnight, Terror, Liken Person, and can attack the same opponent twice per round with no penalty.



GRAZ'ZT (Demon Prince)

Characteristics	Score
STR	25
CON	56
SIZ	24
INT	30
POW	21
DEX	21
APP	20

MOVE: 10

Hit Points: 40

Damage Bonus: +2d6

Magic Resistance: 70%

Attacks: Sword 175% 1d6+2+db+(1d4+1 acid)

Skills: Shield 95%, All perception skills 60%,
Parry 175%, All communication skills 60%,
Dodge 90%

Treasure Type: :U,Z

Armor: 2d4+5 infernal radiance

Note:

One of the most powerful demon rulers of the Abyss is Graz'zt, lord of an entire layer and dedicated foe of both Demogorgon and Orcus. He was, in fact, waging a winning battle against the troglodyte, harpy, and bar-laura. At a crucial moment, however, Graz'zt was magically taken to the Prime Material Plane and forced into bondage by a mighty Mage. He battled free at the cost of being confined to his own plane for a century. Graz'zt is served by and will always have from 1-3 with him at all times. He is likely to have 1-3 succubi or a Type VI demoness with him in his lair. His normal attacks can be doubled if Graz'zt chooses to employ 2 weapons in lieu of using a shield. Graz'zt normally employs a huge magic shield and a huge, wavy-bladed sword (equal to a bastard sword) which drips acid upon command. The acid inflicts an additional 5-8 points of damage. Any non-living materials on his victim must make a resistance roll HP:20 acid if Graz'zt strikes with a critical on his die roll. Failure means the item is destroyed. In addition to his other attacks, Graz'zt can, at will, use the following spell-like powers, 1 per melee round: alter reality for another, chaos, continual darkness 20'r, disintegrate 1/day, dispel magic, duo-dimension, emotion, magic missile (5 missiles), mirror image, polymorph any object once per day,

polymorph twice per day. polymorph self, read languages, read magic, telekinesis 1500 lbs weight, teleport, trap the soul once per week, vanish, veil 1/day, water breathing. By sneer and word, Graz'zt engenders fear in all who see and hear his displeasure within a 60-foot range. He can gate in 1-2 Type VI demons (60%) or 2-5 babau demons (40%) without fail. Graz'zt is the handsomest of demon rulers, at least by human standards. He appears as a huge, good-looking man, although his skin is shining black and his eyes glowing green. His pointed ears and small fangs are merely indicative of his alien nature. Graz'zt is 6-fingered and 6-toed.





HEZROU (Type II Demon)

Characteristics	Average
STR	3d6+2 11
CON	3d6+6 15
SIZ	2d6+3 9
INT	1d6+4 7
POW	3d6 9
DEX	3d6 9
APP	- -

MOVE: 6

Hit Points: 12

Damage Bonus: -

Magic Resistance: 55%

Attacks: 2xClaw 55% 1d4+2+db, Bite 55% 1d6+2

Skills: Bargain 60%, Climb 65%, Dodge 55%, Fast Talk 45%, Fly 75%, Hide 45%, Listen 40%, Sense 35%, Search 50%, Move Quiet 45%.

Treasure Type: C

Armor: 1d4

Note:

The next most common type of demon, these foul creatures are a foot shorter than the tall type I sort, looking somewhat like a gross toad with arms in place of forelegs. Hezrou can be struck by normal weapons or missiles. They can cast the sorcery spell Midnight and can attack the same opponent twice per round with no penalty.



JUIBLEX (The Faceless Lord)

Characteristics	Score
STR	30
CON	40
SIZ	40
INT	24
POW	30
DEX	21
APP	-

MOVE: 15

Hit Points: 40

Damage Bonus: +3d6

Magic Resistance: 65%

Attacks: Slime Lash 150% 3d6+db. Slime Spew 100% 3d4 damage+

Skills: All knowledge skill 75%, All communication skills 80%, Dodge 110%, Insight 75%, Sense 80%

Treasure Type: R,S,J,V

Armor: 1d4+8 infernal radiance

Note:

Juiblex has no set form (he can spread himself into a vast pool of slime or raise up into a towering column of disgusting ordure 18' or more in height) but he usually takes the form of a 9' tall cone-like heap, striated in disgusting blackish greens, foul browns and yellows, and sickly translucent grays and ambers. From this moss protrude several glaring red eyes. There is no question that this is the most disgusting and loathsome of all demons. Juiblex is foul and nauseating in the extreme. His dripping form can lash forward in melee to cause terrible damage- both from the force of his blow and the caustic properties of his noisome secretions. He is also able to spew forth a jelly-like slime (combining the effects of an ochre jelly and green slime) once every ten melee rounds with a 15' range and a blob size of 3 cubic feet. This causes 3d4 acidic damage. The slime will attach itself to living flesh, and in 1-4 melee rounds thereafter turn the creature into green slime (no resurrection possible). It eats away wood slowly, consuming but one inch thickness in an hour, but the slime eats metals quickly, going through plate armor in 3 melee rounds. It can be scraped off quickly (if the scraper is then discarded), excised, frozen, or burned. A cure disease spell kills the slime.

Jubilex uses deep magic and know the Sphere Fire and the Glyphs Transmutation and Creation. Juiblex is reclusive and hates intrusion by any form of normal creature but surrounds his person with slimes, jellies, and puddings. If encountered in his lair there will be from 1-4 green slimes, 2-8 ochre jellies, 1-4 gray oozes, and 1-4 black puddings. He is similarly shunned by other demons and other creatures.

KOSTCHTCHIE (Demon Lord)

Characteristics	Score	Leucrotta Score
STR	32	24
CON	27	18
SIZ	25	24
INT	24	9
POW	21	9
DEX	8	18
APP	4	-

MOVE: 10 15

Hit Points: 26 21

Damage Bonus: +2d6 +2d6

Magic Resistance: 60%

Attacks: Cold Iron Hammer 110% 1d6+2+½ db

Leucrotta: Rear hooves 60% 1d4+db, Bite 45% 1d4

Skills: All perception skills 60%, Parry 110%, All communication skills 60%

Leucrotta: Sense (smell 100')50%, Dodge 40%

Treasure Type: A,I,S,T

Armor: 1d4+8 infernal radiance

Note:

Kostchtchie is a powerful demon lord so hateful that he is disliked even by all the rest of his kind, save the minor sorts of demons. He is very strong. Kostchtchie's favorite weapon is a huge hammer of cold iron (2-12 points of damage) with inlays of nickel and silver. An opponent hit by it must make a CON:17 resistance roll or be stunned and unable to act for the balance of that round and all of the next as well. A pair of leucrotta of the largest size serve as his constant guards and companions. In addition to other abilities, Kostchtchie can at will, 1 at a time, 1 per round, use the following spell-like powers: command, curse, darkness (15 - foot radius), dispel good, harm once per day, know Allegiance, poison twice per day, protection from good (10 -foot radius), speak with monsters, teleport, telekinesis 500 lbs weight. Unholy word once per day, and wind walk twice

per day. He can always gate in 1-4 babau demons (35%) or 2-5 bar-Igura (65%). He speaks many languages and can communicate telepathically also. At times Kostchtchie will be served by frost giants. He is rumored to have a white dragon of largest size and of ancient age. This monster is said to serve as the demon lord's steed. Kostchtchie resembles a giant with bandy legs. His legs are short and malformed and his movement is relatively slow. His head is a flat oval with slit eyes and gross features. His torso and arms bulge with muscles. His skin is pale yellow and hairless save for eyebrows.



LOLTH (Demon Queen of Spiders)

Characteristics	Spider Score	Humanoid Score
STR	22	18
CON	55	55
SIZ	25	16
INT	50	50
POW	30	30
DEX	21	18
APP	-	21
MP:	30	30
MOVE:	9	14
Hit Points:	40	35
Damage Bonus:	+2d6	+1d6
Magic Resistance:	70%	

Attacks: Bite 100% 1d4+db or By weapon 101%

Skills: Knowledge(Sorcery) 90%, Language(Human)75%, Dodge 75%, Fast Talk 75%, Climb 100%/25%, Sense 85%, Insight 90%, Oratory 85%, Bargain 80% Evaluate 75%, Demon Lore 75%, World Lore 50%

Treasure Type: Q(x5),R,X(x3)

Armor: 1d10+10/ 1d10+2 infernal radiance

Note:

The demoness Lolth is a very powerful and feared demon lord. She usually takes the form of a giant black widow spider when she is on the



Prime Material Plane and she sometimes assumes this form on her own plane as well, but she also enjoys appearing as an exquisitely beautiful female dark elf (the statistics for this form are given in parentheses). Little is known about her aims, and only the fact that the drow worship of Lolth causes her to assume form on the earth permits compilation of any substantial information whatsoever.

Lolth enjoys the company of spiders of all sorts - giant species in her arachnid shape, those of normal, large and even huge type in her humanoid form. She is able to converse with all kinds of spiders, and they understand and obey her unquestioningly.

Although Lolth has few hit points, her dense armor prevents most damage and she is able to heal herself of 1d6 per MP at will, up to thrice per day. As Lolth enjoys roaming about in one form or another, she will seldom be encountered in her lair no matter what the plane, unless worshipers have invoked her to some special shrine or temple.

In the form of a giant spider, Lolth is able to cast web strands 30' long from her abdominal spinnerets which are equal to those of a web spell with the addition of 1-4 hit points of damage per round accruing to webbed victims due to a poisonous excretion upon the strands; during the same melee round she is able to deliver a vicious biting attack that does damage and makes the victim roll a Stamina roll with a -40% penalty or die. In her humanoid form, Lolth will use weapons common to drow.

As a giant spider, the demoness can use any one of the following powers, one per melee round, at will: comprehend languages, confusion (creature looked at only), darkness (10' radius), Undo Sorcery 4; once per day summon a type I (45%), type II (35%), or type III (20%) demon with 66% chance of the gate opening; twice per day use phase door, read magic, Liken Person, Liken Animal; once per day summon 9-16 large (20%), 7-12 huge (30%), 2-8 giant (40%) or 1-4 phase (10%) spiders, teleport with no inaccuracy, tongues and true seeing. In her humanoid shape, Lolth is a powerful elven Mage using spheres Spirit, Earth, & Flesh as well as the glyphs Creation, Dismissal, & Transmutation. However in the spider form she is unable to wear armor of any sort, and her psionic powers are lost to her (see hereafter).

Lolth is not affected by weapons which are not

magical, silver does her no harm (unless magicked with at least 1 MP) and cold, electrical and gas attack forms cause only half damage. Acid and poison affect the demoness normally. Lolth is especially susceptible to holy water, taking 6 points of damage from a splash and 6-21 points (3d6 + 3) from a direct hit. The visual range of the demoness extends into the infrared and ultraviolet spectra to a normal distance of 120'. Lolth has limited telepathy communication ability, as do demons in general. Her psychic powers (if used) are clairvoyance 100%, mind shield 75%, Intuition 50%, mind blast 90%, and domination 80%.



MANES (Sub-Demon)

Characteristics		Average
STR	2d6	6
CON	2d6+6	12
SIZ	1d4+3	5
INT	2	2
POW	2d6	6
DEX	3d6+3	12
APP	4	4

MOVE: 8
Hit Points: 8
Damage Bonus: -1d4
Attacks: Claw 50% 1d6+1+db, Bite 45% 1d6+db

Skills: Sense(life) 50%

Treasure Type: None

Armor: 1

Note:

Those dead which go to the demonic abyss become manes. The most evil of them are confined in the tiers of flames of Gehenna. They are only semi-intelligent and attack any non-demon with nails and teeth. Killing them simply dissipates them into stinking clouds of vapor which reform into manes in one day. Demon lords and princes sometimes feed upon these creatures, destroying them utterly. Treat them as undead with regard to sleep, charm, and similar spells. Certain manes will be used to form shadows or ghosts, depending upon the greatness of their evil in material life. They can also be sent forth by a lord or prince to exist on the material plane for a day. These are typically those from Gehenna.

**MARILITH (Type V Demon)**

Characteristics		Average
STR	3d6+14	23
CON	3d6+12	21
SIZ	3d6+14	23
INT	1d4+16	18
POW	3d6+6	15
DEX	3d6+3	12
APP	2d6	6

MOVE: 12
Hit Points: 22
Damage Bonus: +2d6
Magic Resistance: 80%
Attacks: 6 weapons at 90%+DEX(1 attack each)
 Constriction 80% 1+db+Asphyxiation

Skills: Sense(life) 65%, Sense Allegiance 75%,
 All Communication and Perception Skills
 70%, Dodge 85%

Treasure Type: G

Armor: 1d4+4

Note:

Another of the female demons with a multi-armed female torso atop the body of a great snake. Marilith are taller than a large man and far more terrible. Their six arms are all able to use weapons. The favored weapons are swords and battle axes. They can constrict a victim with their snaky tails as well. These creatures can attack 2 separate targets twice per round without penalty. When desiring to do so, they cause darkness in a 5' radius at will. These fiends use Deep Magic and know either the Sphere of Fire, Flesh, or Spirit and any 1 random Glyph. They can gate in a type I (30% chance), type II (25% chance), type III (15% chance), type IV (15% chance), type VI (10% chance), or one of the lords or princes (5%); but the chance of successfully opening such a gate is a mere 50%.





NALFESHNEE (Type IV Demon)

Characteristics		Average
STR	3d6+12	21
CON	3d6+12	21
SIZ	3d6+12	21
INT	3d6+3	12
POW	3d6	10
DEX	3d6	10
APP	-	-

MOVE: 9
Hit Points: 21
Damage Bonus: +1d6
Magic Resistance: 65%
Attacks: 2xClaw 100% 1d4+db, Bite 65% 1d6+2

Skills: Sense 55%, Empathy 45%, Bargain 60%, Fast Talk 60%, Dodge DEXx3%

Treasure Type: E

Armor: 1d4+3

Note:

These demons combine the worst features of an ape and a boar, and their small wings appear unable to bear their ponderous ten foot tall bodies. Unlike lower sorts of demons, type IV can be hit only by weapons and missiles of the magical sort. Much as a type III, these demons cast the sorcery spells Midnight, Terror, Liken Person, Beast Shape (any), and can attack the same opponent twice per round with no penalty. Some Nalfeshnee have names, and these can be spoken with if the conjuring party knows the proper one to say; this will make it 90% certain the demon will listen to offers of great rewards for some small service. These demons are also fond of human flesh and blood.



NABASSU (Major Demon)

Characteristics		Average
STR	1d6+19	22
CON	2d6+11	17
SIZ	1d6+19	22
INT	1d6+17	20
POW	2d6+6	12
DEX	2d6+12	18
APP	-	-

MOVE: 12/15 fly
Hit Points: 19
Damage Bonus: +1d6
Magic Resistance: POWx3%
Attacks: 2xClaw 85% 2+db, Bite 50% 1d6+db

Skills: Fly 75%, Hide 75%, Move Quietly 75%, and Listen 75%

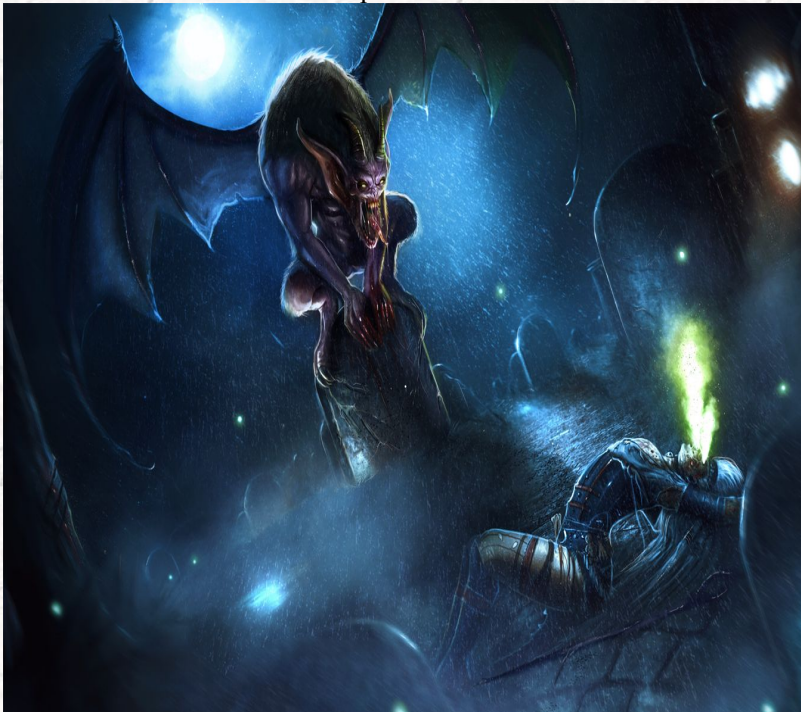
Treasure Type: See below

Armor: 4+ see below

Note:

The nabassu, or death stealers, are demons who inhabit the Prime Material Plane for a time. Dwelling in places of desolation, these dreadful monsters trouble mankind continually by raiding in order to work their great evil, thus satisfying their lust for cruelty and their desire to regain their place on the Abyssal Planes. In order to grow and mature, each nabassu must slay many humans, create evil undead, and wreak wickedness. Once hatched, each nabassu spends a period of time in the Abyss. Those that survive to young adulthood must come to the Prime Material Plane. This they do through an inborn ability to use psychic probability travel, even though nabassu have no psionic ability or powers otherwise. They may take others with them in this form of travel. Many are slain in coming to the Prime Material Plane, but some few live to begin their growth. Nabassu demonlings have only armor 4 and 19 HP when they sojourn to the Prime Material Plane. The process of traveling gives them 2 additional hit points (growth). Thereafter, each human they slay and devour builds their hit points by 1. Likewise, the growth adds to their armor by one-half factor, so that, after killing and devouring 2 humans, a nabassu will have +4 HP and an armor 5. After slaying and eating 18

humans, a nabassu reaches full growth. When fully grown, nabassu gain sufficient power to return to their own plane and establish comfortable domains for themselves. (This they always do within a year or two of maturity.) When on the Prime Material Plane, nabassu will secrete only gems, jewelry and magic items in their lairs (treasure types Qx5 [check each separately] and F [magic]). In the Abyss, each will have type H, but it will be guarded by several vassal demons of lesser power. In



addition to their normal clawing and biting attack, nabassu have magical powers of attack and defense. Immature nabassu have the ability to cause shadows (within a 20-foot radius), shed darkness (within a 5-foot radius), and use their death stealing gaze once per additional hit point above 20 HP. Cause shadows creates a sphere of dim, shadowy light conditions, except in darkness. Death stealing requires the victim to make a POW:POW resistance or become a ghost (or a ghoul if the victim is demihuman or humanoid), who is controlled by the nabassu as soon as the victim dies or is slain. Worse still, nabassu are able to bestow the stolen death upon anyone who fails a CON:POW resistance, killing that individual instantly. The victim so slain becomes a shadow (unless he or she has already been subjected to death stealing) and is doomed to serve the nabassu whenever called. This doom can be avoided through exorcism of

the corpse (with or without restoration of life.) Range for stealing is 20'; for bestowing the range is 10'. Each spell-like power is usable 1 per round, 1 at a time, at will. Shadows and darkness cast persist as long as the demon desires or until otherwise dispelled. Nabassu can be harmed only by cold iron or magic weapons. They have the ability to change their coloration from brown-black to pale dove gray, with all shades in between possible. This allows them to hide in shadows or against the right background coloration. Upon reaching maturity, nabassu gain these additional spell-like powers: summon 2-5 ghosts once per day if on the Abyssal Planes, energy drain, etherealness twice per day, paralysis (within a 10-foot radius) once per day, regenerate up to 12 hit points per day (1 HP per 2 hours), silence (within a 10-foot radius) once per day, teleportation, and vampiric attack. Vampiric attack is a dweomer that enables the nabassu to drain the power used by his opponent at the time, be it physical or magical, and use it against the opponent. The opponent cannot use it for that round. If the opponent strikes successfully, the effect happens to the attacker, not the nabassu. Vampiric attack is usable only once per day, and it has a 20' range. All additional spell-like powers are usable 1 at a time, 1 per round, at will. Nabassu are tall and thin with scaly, sinewy forms. The head is very long with small horns. The ears are long and bat-like. The teeth are tusk-like and set in a huge mouth. Facial features are small otherwise, and the eyes glow yellow. The fingers are long, tipped by long, razor-sharp talons. The wings are bat-like but scaled. Coloration is near-black through brown to palest dove gray as desired.

ORCUS (Prince of Demons)

Characteristics	Score
STR	35
CON	60
SIZ	40
INT	33
POW	30
DEX	20
APP	-

MOVE: 12/16 fly

Hit Points: 50

Damage Bonus: +4d6

Magic Resistance: 85%

Attacks: Fist 110% 1d4+db, Wand 165% 1d6+2+db+special, Tail Sting 125% 1d4+poison

Skills: All knowledge skill 85%, All communication skills 80%, All Perception skills 75%, Dodge 102%

Treasure Type: P, S, T, U

Armor: 2d4+8 infernal radiance

Note:

Orcus is a grossly fat demon lord, some 15' tall. His huge gray body is covered with goatish hair, and his head is goat-like although his horns are similar to those of a ram. His great legs are also goat-like, but his arms are human. Vast bat wings sprout from his back, and his long, snaky tail is tipped with a poisonous head. It is probable that this creature is one of the most powerful and strongest of all demons. Orcus tail has a virulent poison sting (POT 19:CON, and does POT in hit points each time it hits. Orcus also uses Deep Magic and knows the Spheres Flesh and Spirit as well as the Glyphs Summoning and Dismissal. He has an 80% chance of gating in any demon of type I-V (but only a 50% chance of gating a type V or VI and will never call upon another prince). Orcus can speak with the dead at will. Orcus furthermore is able to summon certain of the undead, for he is their prince. If random calling is desired by the referee the following chart is suggested:

- 1 - 4-48 skeletons
- 2 - 4-32 zombies
- 3 - 4-24 shadows
- 4 - 2-8 vampires

Finally, Orcus holds the wand of death (Orcus' Wand) which is a rod of obsidian topped by a skull. This instrument causes death (or



annihilation) to any creature, save those of like status (other princes or devils, saints, godlings, Champions of Light, Shadow or Balance etc.) merely by touching their flesh. It can also generate a 6d6 lightning bolt once per round.



PAZUZU (Prince of Lower Aerial Kingdoms)

Characteristics	Score
STR	26
CON	25
SIZ	22
INT	24
POW	22
DEX	20
APP	16

MOVE: 10/25 fly
Hit Points: 23
Damage Bonus: +2d6
Magic Resistance: 90%
Attacks: Great Bow 125% 2d6+1+½ db

Skills: All communication skills 80%, Fly 125%, All Perception skills 75%, Dodge 100% (125% flying)

Treasure Type: S,T,U,V,W,X,Z

Armor: 2d4+4 infernal radiance

Note:

Pazuzu, or Pazzuzeus, is unlike all other lords of the Abyssal Planes in that he rules the skies above all of the layers, at least to some extent. He differs in several other ways as well. Pazuzu does not compete for rulership on any plane or in any place, for he considers himself above competition. Instead, he treats all those with power on the lower planes equally (if not actually regarding them as equals). Pazuzu can travel freely in the whole of the Lower Outer Planes and is known to be on amicable terms with mighty daemons and the dukes of Hell. Pazuzu is also able to enter the Prime Material Plane at will. Whether he does this by means of his own power or some secret artifact is under question. Pazuzu is lord of all evil flying creatures, and those of under 40 HP will obey his every command if he is within sight of them. The main efforts of Pazuzu are devoted to the Prime Material Plane. There he uses his powers to gain followers and servants. His especial joy is to turn a priest or holy knight from their allegiance to Light to his own service. This he accomplishes by first causing them to speak his name aloud 3 times in succession. This causes no shift in allegiance yet, but the summons brings Pazuzu to the person speaking. Pazuzu



then explains that the summoner may call upon him for aid at any time. Pazuzu may in turn ask a service immediately or demand it after his aid has been given. Compliance with any request or demand of Pazuzu will then change the allegiance of the servitor by 10+whatever the deed done would have caused. All such actions tend to bring beings toward allegiance with Shadow. Although chaotic, Pazuzu will help those obeying and serving him if it suits his purpose or amuses

him at the time. Of course, the more frequently service is rendered, the greater the evil, and the more evil the services become. It is said that Pazuzu has a great sense of humor, and at times he has not taken umbrage at a check or defeat dealt to him, particularly if the opponents were clever and intelligent and managed to outwit him. In addition to the powers typical of all demons, Pazuzu has the following spell-like abilities which he is able to employ at will, 1 at a time, 1 per round: astral travel. call lightning. control weather, darkness (within a 20-foot radius), flesh to stone, shape change, statue, symbol(1 each of pain, hopelessness, death), tongues, unholy word, wind walk, wish once per day. Pazuzu also has a breath weapon, and he is able to employ it 3 times per day, causing 1 of each of the following breath effects: creeping doom. Insect plague, poison gas(size equal to green dragon breath). In defense, Pazuzu will seldom employ a weapon, preferring to send his bodyguard (typically 6 Type VI demons and use his spell-like or psychic powers. He can summon 4-16 harpies (50%). 3-12 perytons (25%). or 3-12 gargoyles (25%) with 90% probability. Pazuzu can also gate in 1-4 succubi with 75% probability once per day. In general, Pazuzu prefers to play with and torment victims and opponents rather than use radical attack forms except in life or death situations. Pazuzu has double normal infravision and ultravision. He regenerates at the rate of 1 hit point per round. Pazuzu can appear as nearly any creature, although he generally takes the form of either a human or some creature of the air. In his true

form he appears as a tall humanoid with 4 wings. Although he is handsome, his features betray a great evil, and his eyes glow red. Pazuzu has a noble brow and large head, a solid, muscular body, and taloned, avian feet.



RUTTERKIN (Minor Demon)

Characteristics	Average
STR	1D6+13 16
CON	2D6+9 15
SIZ	1D6+15 18
INT	2D6+8 14
POW	2D6+6 12
DEX	3D6 9
APP	-
MOVE:	6
Hit Points:	16
Damage Bonus:	+1d6
Magic Resistance:	POWx3%
Attacks:	2xClaw 51% 1d3+db, by weapon 60% (see below)
Skills:	Parry 50%

Treasure Type: L(x10),M(x5),O,Q

Armor: 1d6+1

Note:

Rutterkin are among the weakest but most bullying sort of demon kind. Whether they actually believe themselves superior or whether they swagger to make up for their inferiority is immaterial. They are hated and abused by most sorts of demons and return the favor whenever opportunity presents itself, especially with

respect to a dretch, a lone vrock, or a single hezrou. Although rutterkin have fair attack ability with their clubbed fists, they prefer to use a variety of strange pole-arms and weird weapons. Favorites are: a snap-tongs device which inflicts 2-8(no DB) points upon hitting and then continues to inflict like damage each round until the opponent breaks free (spending a round not attacking STR:15 to break free); a pole-arm with a double crescent head 1d10+1+DB damage; a saw-toothed flatchet (broad sword 1d8+1+DB +1 damage against opponents with leather or less armor); and 3-armed blades thrown from an atlatl-like device 1d6+3+1/2DB damage, which have a range of 100'. In addition to normal attacks, rutterkin can, at will, use the following spell-like powers, once per round: darkness (5-foot radius), Terror by touch, fly, telekinesis 100 lbs weight), teleport once per day. Rutterkin can gate in chasmes (15% chance of success), their only demon allies. Rutterkin are humanoid and resemble ugly humans. They are hairless or nearly so, with pointed skulls,

SUCCUBUS / INCUBUS

Characteristics	Average
STR	2d6+12 18
CON	2d6+12 18
SIZ	2d6+6 12
INT	3d6+6 15
POW	1d4+15 17
DEX	3d6+3 12
APP	21 21

MOVE: 10/15 fly

Hit Points: 15

Damage Bonus: +1D4

Magic Resistance: 70%

Attacks: Weapon Base+ STR or DEXx2%, Claws 50% 1d6+db

Skills: Bargain 75%, Climb 65%, Dodge 50%, Fast Talk 100%, Fly 75%, Hide 45%, Listen 40%, Sense 75%, Search 50%, Move Quietly 75%, Sense(Allegiance) 75%

Treasure Type: I,Q

Armor: 1d4

Note:

large features, and backward-pointing ears.



Bodies and limbs are misshapen. These demons are usually not found in numbers, for they prefer to act alone. A succubus in its natural form appears very much like a tall and very beautiful human female - although the bat-like wings immediately show the observer its true character. Succubi cannot be harmed by any sort of normal weaponry. An Incubus is the male version of the demon. Succubus can cast the following sorcery spells: Agony, Midnight, Truth of Love, Rapturing Touch, Enthral, Domination, Compulsion, Break the Will, Undo Sorcery, Liken Person, Guile and Witch Sight.



VROCK (Type I Demon)

Characteristics	Average	
STR	3d6	10
CON	3d6	10
SIZ	2d6+6	12
INT	1d6+4	7
POW	2d6	6
DEX	3d6	10
APP	-	-

MOVE: 10/18 fly
Hit Points: 11
Damage Bonus: -
Magic Resistance: 50%
Attacks: 2xClaw 50% 1d6+1+db, Bite 45% 1d6+1

Skills: Bargain 55%, Climb 65%, Dodge 50%, Fast Talk 40%, Fly 75%, Hide 45%, Listen 40%, Sense 35%, Search 50%, Stealth 35%.

Treasure Type: B
Armor: 1d4
Note:



These are among the weakest of their kind; Vrock somewhat resemble a cross between a human and a vulture. Strength is standard. They may be struck with normal missiles and by normal weapons. These creatures are very fond of the flesh of the human sort, and they also prize precious metals and stones. Because of their stupidity they are not often prone to listen to bribe offers. These demons can melee attack 2 times per round without penalty, but only the same target. In addition these demons have the ability to do any one of the following, one at a time, at will: Detect invisible objects, telekinesis 200 pounds weight, gate in another type I demon (10% chance of success).

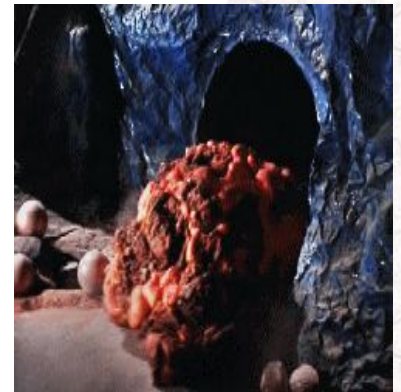
DENZELIAN

Characteristics	Average	
STR	-	-
CON	3d6+7	16
SIZ	2d4	4
INT	2	2
POW	2d6+6	12
DEX	1d4	2
APP	-	-

MOVE: 1
Hit Points: 10
Damage Bonus: -
Attacks: -
Skills: -

Treasure Type: incidental 1d10 lbs of precious metal
Armor: 2d4+2
Note:

The denzelian is a peaceful rock-eater. Very thin, but of large surface area (about 10'x10'x3"), the denzelian tunnels through solid rock at the rate of 1' per week, slowly wearing it away. Generally one male and one female tunnel near one another. The creatures will avoid metal, making a detour round even small deposits - hence denzelian tunnels tend to follow a meandering course. Because they look like stone, have a repulsive smell and are indigestible, denzelians are rarely bothered by flesh-eaters. During its 1,000-year lifespan the denzelian female ovulates once only. If a male is nearby



(and one usually is) the resulting litter contains 3-8 eggs which hatch in 100 years(months if heated with at least a campfire for the entire time). The eggs look like nondescript, fist-sized stones. The chance of finding a single egg - for they are not deposited together - in an area frequented by a denzelian female is 1 in 1,000. An egg is worth 1,000 Bronze Pieces or more to certain wealthy mine-owners.



DERRO

Characteristics	Common		Lieutenant		Leader		Savant	
	Average	Roll	Average	Roll	Average	Roll	Average	Roll
STR	4d6	14	3d6+7	16	3d6+10	20	4d6	14
CON	2d6+6	12	2d6+9	15	2d6+15	21	2d6+11	17
SIZ	1d6+5	8	1d6+5	8	1d6+5	8	1d6+5	8
INT	2d6+8	14	2d6+8	14	2d6+8	14	2d6+8	14
POW	3d6+1	11	3d6+1	11	3d6+5	14	1d4+15	17
DEX	2d6+6	12	2d6+6	12	2d6+6	12	2d6+6	12
APP	2d6	6	2d6	6	2d6	6	2d6	6

MOVE:

6

Hit Points:

10

12

14

13

Damage Bonus:

-

-

+1d4

-

Attacks: By weapon base +2d10%+STRx2%, Fist STRx3% 1d3+db

Skills: Climb 20%, Jump 15%, Swim 05%, Craft (stone and metal working) 25%+INT, Craft (any) 25%+DEX, Evaluate 40%, Pick Lock 25%, Conceal Object 15%, Repair/Devise 40%, Earthsense/ Search 25%

Treasure Type: see below

Armor: Armor Worn(usually mail 1d8+1)

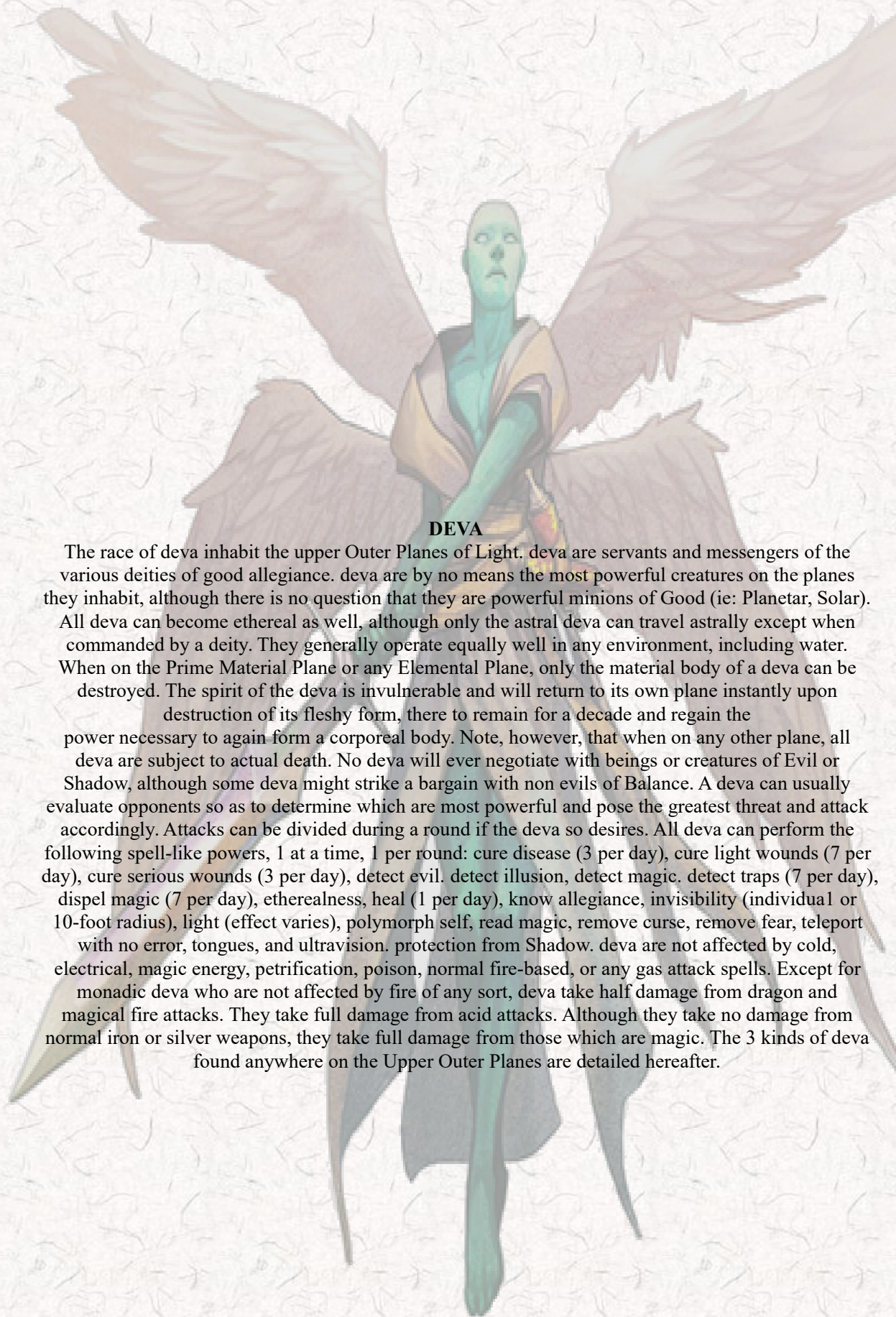
Note:

The derro are a degenerate race of dwarf-like stature, possibly a cross between evil humans and dwarves. They inhabit the great subterranean realms. Although the derro hate light and suffer from nausea in sunlight (-25% to all skills), they venture out upon the surface of the earth at night through secret shaft openings to steal and kidnap humans for slaves. Rumor says that some humans are actually eaten as well. Armor and weapons are as follows. Forty to 50% of the time studded leather armor and a light crossbow will be used. Derro poison on the arrows gives an additional 2-12 points of damage unless a CON:12 resistance is made. Studded leather armor, a hook fauchard (a weapon over 6-feet long and is able to pull a man-sized or smaller victim off balance, STR:STR), and a dagger will be used 20-30% of the time. Scaled leather armor (1d6+1 armor), a dagger, a buckler (spiked, equal to a dagger in attack), and an aklys are used 10-20% of the

time. An aklys is spiked and hooked so as to be half as effective as a hook fauchard in pulling opponents down or off balance. Ten to 20% of the time scaled leather armor, a buckler, a spear, and a pick will be used. For every 3 derro encountered there will be 1 having +4 CON +2 STR and 10% to weapon skill. For every 6 derro encountered there will be 1 having +6 CON +4 STR and 20% to weapon skill. If 10 or more are encountered, there will be a leader of +8 CON +5 STR and 30% to weapon skills. All of these stronger derro are in addition to the initial number encountered. All higher powered derro wear scaled leather and use superior weapons. If 200 or more derro are encountered, there will be a savant (detailed below) and 2 student savants as well. A derro lair will always have 30 plus 3-12 additional normal derro, a corresponding number of higher powered leaders, 1-3 savants, 2-5 student savants, 15-40 slaves (80% female), and 1-3 gargoyles (70%),

or a lamia (30%) as allies. Savant derro are sage-like, with the ability to use any sort of magic item and weapon. They have $15+1d4$ POW and can learn and cast sorcery spells. They have apprentices known as student savants, or merely students. The latter know only a minor field of study. Derro savants have $+1d6$ CON; students have $+1d4$. Scholars will have 2-3 useful (and used) magic items of offensive and/or defensive nature, while students will have 1 lesser item. Savants will know 6-9 spells, students 1-3. They also comprehend languages and read magic. Typical magic items possessed are any potion; any scroll; rings of fire resistance, invisibility, protection, and spell storing; any wand; studded leather $+1$ armor and shields; any swords; bracers of defense, brooch of shielding, cloak of protection, etc.; and any miscellaneous weapons. The derro are said to have a major stronghold somewhere deep beneath the ground, and there their savants plot and scheme to devastate the upper-world and enslave all mankind. derro have poor infravision (30-foot range) but good ultravision (120 feet). They speak a language of their own, some Common, and know the trade vernacular of the underground world. Derro are very much like humans, only shorter and slightly more muscular in proportion to their height. Their features tend towards grossness. Their hair is pale tan or yellow, their skin is very white with a bluish undertone, and their eyes are very large.





DEVA

The race of deva inhabit the upper Outer Planes of Light. deva are servants and messengers of the various deities of good allegiance. deva are by no means the most powerful creatures on the planes they inhabit, although there is no question that they are powerful minions of Good (ie: Planetary, Solar). All deva can become ethereal as well, although only the astral deva can travel astrally except when commanded by a deity. They generally operate equally well in any environment, including water. When on the Prime Material Plane or any Elemental Plane, only the material body of a deva can be destroyed. The spirit of the deva is invulnerable and will return to its own plane instantly upon destruction of its fleshy form, there to remain for a decade and regain the power necessary to again form a corporeal body. Note, however, that when on any other plane, all deva are subject to actual death. No deva will ever negotiate with beings or creatures of Evil or Shadow, although some deva might strike a bargain with non evils of Balance. A deva can usually evaluate opponents so as to determine which are most powerful and pose the greatest threat and attack accordingly. Attacks can be divided during a round if the deva so desires. All deva can perform the following spell-like powers, 1 at a time, 1 per round: cure disease (3 per day), cure light wounds (7 per day), cure serious wounds (3 per day), detect evil. detect illusion, detect magic. detect traps (7 per day), dispel magic (7 per day), etherealness, heal (1 per day), know allegiance, invisibility (individual or 10-foot radius), light (effect varies), polymorph self, read magic, remove curse, remove fear, teleport with no error, tongues, and ultravision. protection from Shadow. deva are not affected by cold, electrical, magic energy, petrification, poison, normal fire-based, or any gas attack spells. Except for monadic deva who are not affected by fire of any sort, deva take half damage from dragon and magical fire attacks. They take full damage from acid attacks. Although they take no damage from normal iron or silver weapons, they take full damage from those which are magic. The 3 kinds of deva found anywhere on the Upper Outer Planes are detailed hereafter.

DEVA

Characteristics	Astral		Monadic		Movanic	
	Roll	Average	Roll	Average	1d6+20	Average
STR	1d6+18	21	1d6+19	22	1d6+20	23
CON	1d6+21	24	1d6+21	24	1d6+18	21
SIZ	1d6+19	22	1d6+17	20	1d6+18	21
INT	1d6+15	18	1d6+15	18	1d6+15	18
POW	1d4+18	20	1d4+18	20	1d4+18	20
DEX	2d6+10	16	2d6+10	16	2d6+10	16
APP	22	22	22	22	22	22

MOVE:	9/20 fly	8/18 fly	8/15 fly
Hit Points:	23	22	21
Damage Bonus:	+2d6	+2d6	+2d6
Magic Resistance:	65%	60%	55%

Attacks: Astral: Mace 115% 1d6+db

Monadic: Rod 110% 1d6+db

Movanic: Sword 105% 1d8+1+db+special

Skills

Astral: All perception skill 80%, Fly 125%, Dodge(in flight)125%, Parry 90%

Monadic: All perception skills 80%, Fly 125%, Dodge(in flight)125%, Parry 90%

Movanic: All perception skills 80%, Fly 125%, Dodge(in flight)125%, Parry 90%, All Communication skills 75%

Treasure Type: None

Armor: 1d6+6 1d6+6 1d6+6

Note:

Astral deva are principally employed in the Astral Plane or on any of the outer Lower Planes. Alone or in groups, they move about in service to their sovereigns. They are very quick, whether afoot or using their mighty pinions in flight. An astral deva normally carries a huge, mace-like weapon which it can wield nimbly. This weapon is of magical value when employed by an astral deva. Any creature struck twice in the same melee round and suffering damage in excess of 20 hit points must make a CON:STR resistance roll or be knocked senseless for 2d6+2 rounds. The weapon also does double damage against undead. An astral deva can use the spell-like powers given above, at will, 1 per round, to the applicable maximums. Light shed by an astral deva can have a 4-40 foot radius, as desired. The protection from evil is a sphere with a 10-foot radius of normal power. An astral deva can also dispel illusion, dispel invisibility of any sort, polymorph self, or remove curse, all

also 1 per round. Once per day an astral deva can create a blade barrier which will last for up to 7 turns. Astral deva can never be surprised. It requires a magic weapon to harm them. Total vacuum does no harm to astral deva. They are immune to energy draining or loss, whether from undead or magic. Their souls cannot be trapped or imprisoned. They are immune to death spells. Astral deva are tall, slender, and graceful. They have golden skin and hair, amber eyes, and large white wings tinted with gold. They otherwise resemble humans.

Monadic deva are usually employed in the Ethereal and the Elemental Planes. Any environment is home to these creatures. A monadic deva normally carries a metal rod equal to a magic weapon which can be used either to pierce or smite at up to a 10-foot distance. Any very dense creature so struck (such as one of solid rock) and any metal-armored opponent will take double damage on any 2nd hit during a



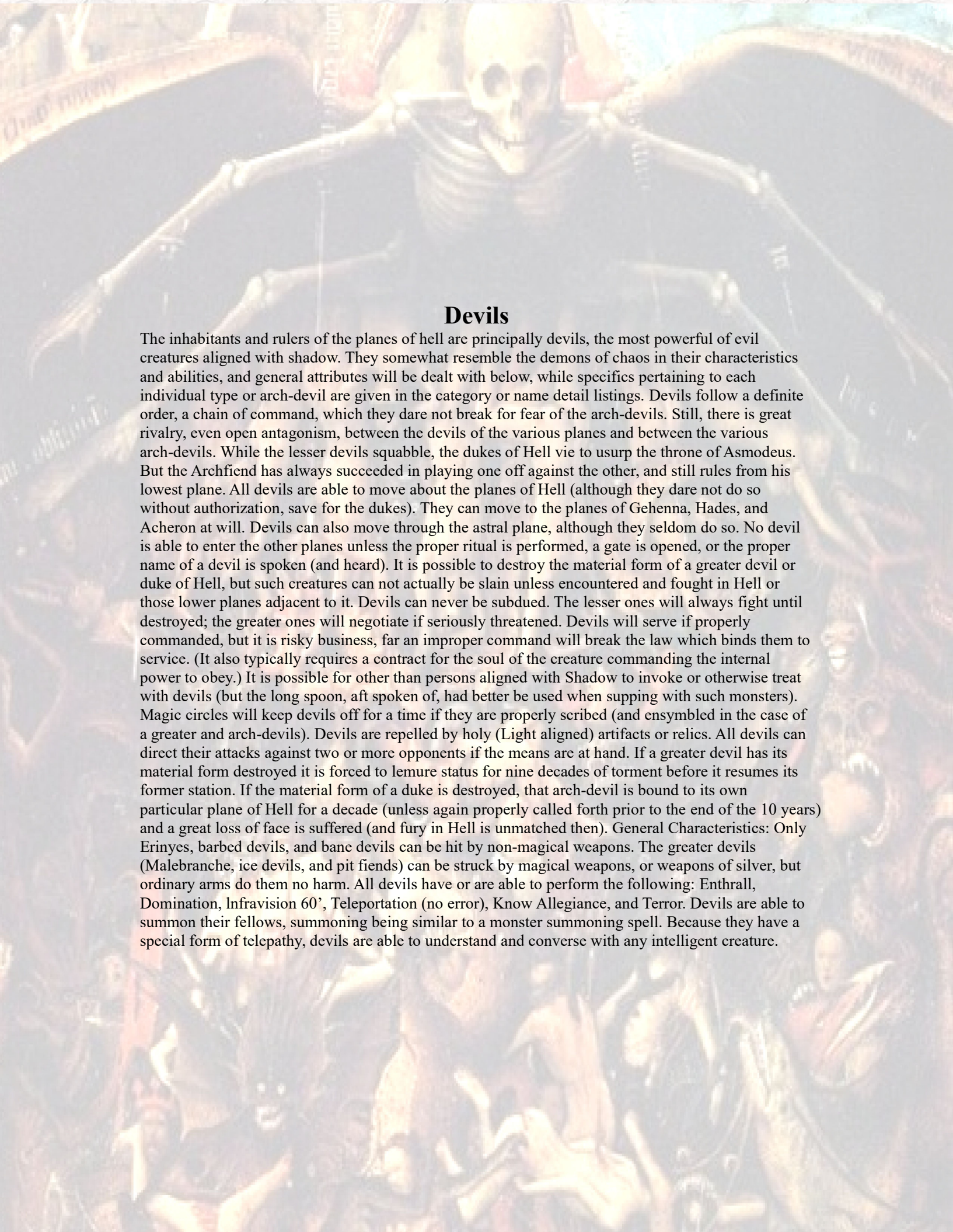


The protection from evil sphere is one of a 10-foot radius and half power. A movanic deva can also at will, once per round, cause or cure blindness, detect traps, and neutralize poison (3 per day). Movanic deva can be harmed only by magic weapons. Plant life of any sort will not (and cannot) harm them. Similarly, normal animals will not willingly attack them. (Reptiles and similar creatures as well as "monsters" may do so). They are immune to death magic. Life level loss, energy drain, and/or other energy effects of the Negative or Positive Material Planes do not affect movanic deva.

single round of combat. A monadic deva can use the spell-like powers given under "deva," at will, 1 per round, to the applicable maximums. The radius of light shed by a monadic deva can extend from 3-30 feet, as desired. The protection from evil sphere is half-power but of a 15-foot radius. A monadic deva can also, once per round, at will, hold monster (elementals only, 1 creature, 8 rounds, 3 per day) or project image (1 per day). A monadic deva can be hit only by a magic weapon. They are immune to life level loss from magic or undead and to death magic from any source. Monadic deva are milky white with silvery hair and colorless eyes. Their wings are white with a silver sheen. They otherwise resemble very strong humans, with broad shoulders and heroic build.

Movanic deva serve primarily on the Material Planes - Negative, Positive, and Prime. Whether power is negative or positive is all the same to them. A movanic deva is armed typically with a long, slender sword with which it strikes rapidly and skillfully. The weapon generally conforms to the characteristics of a flame tongue sword with respect to effects and special +10% bonus to hit (not included above) and +1d6 holy fire damage. A movanic deva can use the spell-like powers given above, at will, 1 per round, to the applicable maximums. Light shed by a movanic deva varies in radius from 2-20 feet, as desired.

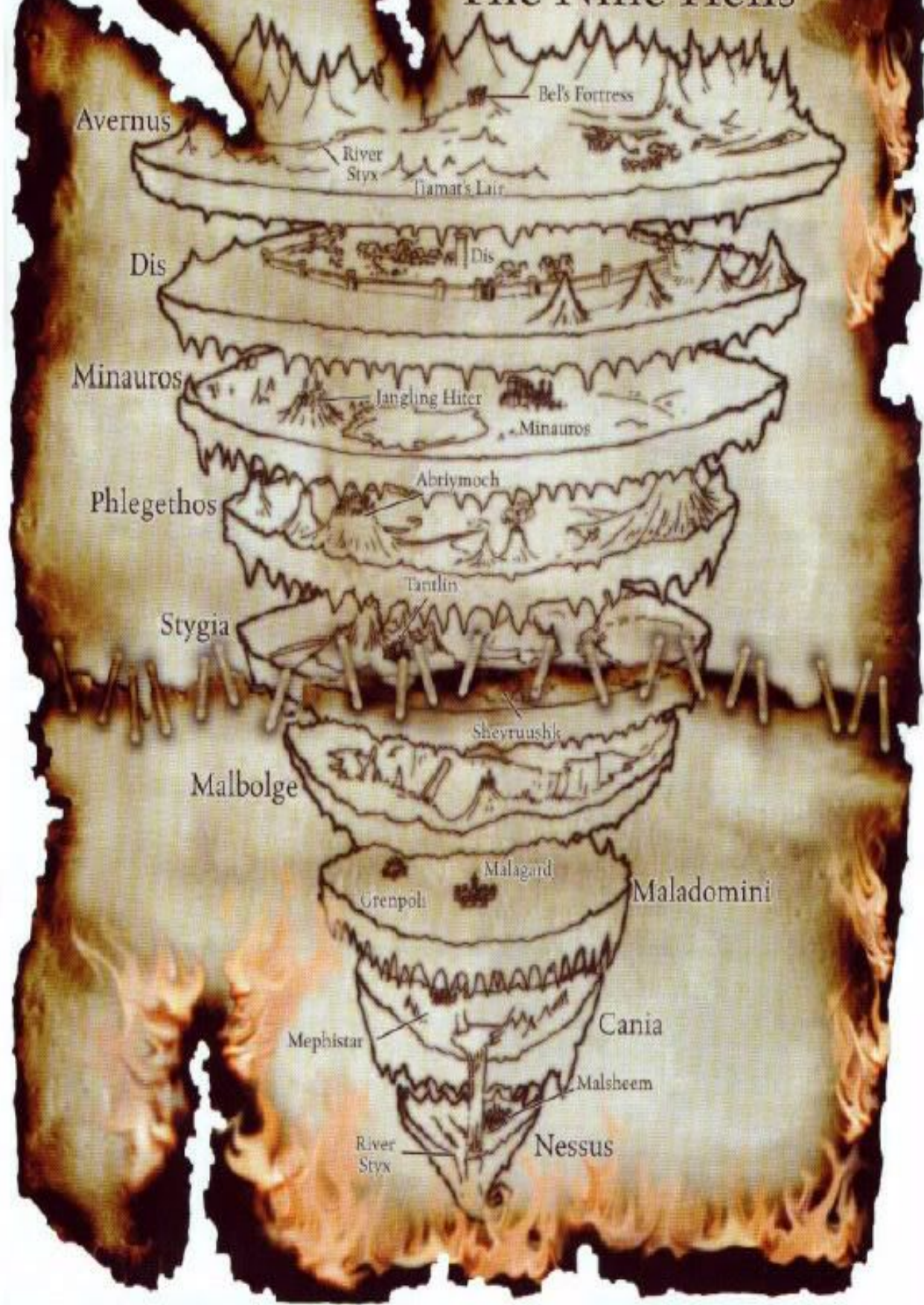




Devils

The inhabitants and rulers of the planes of hell are principally devils, the most powerful of evil creatures aligned with shadow. They somewhat resemble the demons of chaos in their characteristics and abilities, and general attributes will be dealt with below, while specifics pertaining to each individual type or arch-devil are given in the category or name detail listings. Devils follow a definite order, a chain of command, which they dare not break for fear of the arch-devils. Still, there is great rivalry, even open antagonism, between the devils of the various planes and between the various arch-devils. While the lesser devils squabble, the dukes of Hell vie to usurp the throne of Asmodeus. But the Archfiend has always succeeded in playing one off against the other, and still rules from his lowest plane. All devils are able to move about the planes of Hell (although they dare not do so without authorization, save for the dukes). They can move to the planes of Gehenna, Hades, and Acheron at will. Devils can also move through the astral plane, although they seldom do so. No devil is able to enter the other planes unless the proper ritual is performed, a gate is opened, or the proper name of a devil is spoken (and heard). It is possible to destroy the material form of a greater devil or duke of Hell, but such creatures can not actually be slain unless encountered and fought in Hell or those lower planes adjacent to it. Devils can never be subdued. The lesser ones will always fight until destroyed; the greater ones will negotiate if seriously threatened. Devils will serve if properly commanded, but it is risky business, for an improper command will break the law which binds them to service. (It also typically requires a contract for the soul of the creature commanding the internal power to obey.) It is possible for other than persons aligned with Shadow to invoke or otherwise treat with devils (but the long spoon, as spoken of, had better be used when supping with such monsters). Magic circles will keep devils off for a time if they are properly scribed (and ensymbled in the case of a greater and arch-devils). Devils are repelled by holy (Light aligned) artifacts or relics. All devils can direct their attacks against two or more opponents if the means are at hand. If a greater devil has its material form destroyed it is forced to lemure status for nine decades of torment before it resumes its former station. If the material form of a duke is destroyed, that arch-devil is bound to its own particular plane of Hell for a decade (unless again properly called forth prior to the end of the 10 years) and a great loss of face is suffered (and fury in Hell is unmatched then). General Characteristics: Only Erinyes, barbed devils, and bane devils can be hit by non-magical weapons. The greater devils (Malebranche, ice devils, and pit fiends) can be struck by magical weapons, or weapons of silver, but ordinary arms do them no harm. All devils have or are able to perform the following: Enthral, Domination, Infravision 60', Teleportation (no error), Know Allegiance, and Terror. Devils are able to summon their fellows, summoning being similar to a monster summoning spell. Because they have a special form of telepathy, devils are able to understand and converse with any intelligent creature.

The Nine Hells



ABASHAI

Characteristics	Black		Blue		Green		Red		White	
	Average	Roll	Average	Roll	Average	Roll	Average	Roll	Average	Roll
STR	1d6+17	20	1d6+13	16	1d6+13	16	2d6+5	11	1d6+12	15
CON	1d6+15	18	1d6+12	15	1d6+13	16	1d6+11	14	1d6+14	17
SIZ	1d4+22	24	1d6+12	15	1d4+16	18	3d6	10	1d4+20	22
INT	3d6	10	3d6	10	3d6	10	3d6	10	3d6	10
POW	2d6+7	13	2d6+5	11	2d6+6	12	2d6+5	11	2d6+7	13
DEX	2d6+6	12	3d6	10	3d6	10	2d6+6	12	3d6	10
APP	-	-	-	-	-	-	-	-	-	-

MOVE:	6/12 fly	12/12 fly	12/15 fly	15/15 fly	8/12 fly
Hit Points:	21	15	17	12	19
Damage Bonus:	+2d6	+1d4	+1d6	-	+1d6
Magic Resistance:	35%	20%	25%	40%	30%

Attacks

Black:	Halberd 80% 1d4+db, Claw 80% 1d3+½ db
Blue:	Trident 51% 1d6+2+db, Claw 80% 1d3+ db
Green:	Spear 60% ad8+1+db Claw 80% 1d3+½ db
Red:	Dagger 42% 1d4+2+db Claw 80% 1d4+1
White:	Flail 70% 1d10+1+db Claw 80% 1d2+½ db

Skills: Fly DEXx4%, Sense(smell) 25%+3d10%, Dodge DEXx4%, Listen 35%

Treasure Type: None (15% Q that they are delivering to a greater devil)

Armor:	2d4	1d6+1	1d6+1	2d4+1	1d4
Note:					



The race of abishai, the scaly devils, are common to the first layer of Hell. They are reptilian, and most serve Tiamat. As to lower infernal planes, abishai are common on the 1st and 2nd. uncommon on the 3rd. rare on the 4th. and very rare on the 5th and 6th When encountered in their lair there will always be more abishai, and about 10% of the time there will be 1-4 other types with them Although they do not value treasure, abishai occasionally(15%) have charge of Q-type treasure which they are taking to some greater devil. Abishai regenerate at the rate of 1 point per round, unless struck by silver, holy water, or holy magic weapons. Abishai can use the following spell-like powers, 1 at a time, 1 per round: change self, command, produce flame, pyrotechnics. scare, summon another abishai (20% chance of success, once per day). Abishai are the epitome of devils, appearing as humanoids with small horns, snaky hair, fangs, pointed ears, slanting eyes, leathery wings, and barbed tail. They have scaled hides and reptilian feet.



Amon is a vassal of Geryon, mustering and commanding up to 40 companies of bone devils recruited from his fief. He is large and strong, typically attacking with a huge magic mace that is +30% to hit (not included in above) and delivering a vicious bite as well. He has a winter wolf of the largest size as a companion and guardian. This creature is 25% magic resistant. One at a time, at will, 1 per turn or melee round, Amon can use the following spell-like powers: animate dead, charm monster, detect magic, detect invisible, dispel magic, fly, geas, know alignment, polymorph self, produce flame, read languages, read magic, suggestion, teleportation, wall of ice, fulfill another's limited wish. Amon causes Terror in any individuals he gazes upon, unless they make a POW:POW resistance roll. Once per day Amon can use a symbol of hopelessness. He can summon 1-4 bone devils with 60% chance of success. Amon is able to regenerate from 1-12 points of damage per turn. On the Prime Material Plane, Amon can summon and control all wolves within 1 mile of him. Amon is wolf-headed but otherwise appears human. His torso is well-formed and muscled.

AMON (Duke of Hell)

Characteristics	Score
STR	18
CON	56
SIZ	27
INT	21
POW	19
DEX	18
APP	-
MOVE:	10
Hit Points:	41
Damage Bonus:	+2d6
Magic Resistance:	70%
Attacks:	Mace 170% 1d8+1+db, Bite 150% 1d4+db
Skills:	All Perception skills 75%, Parry 170%, Dodge 95%
Treasure Type:	G,P
Armor:	1d4+8 infernal radiance
Note:	





ASMODEUS (Arch Duke)

Characteristics	Score
STR	30
CON	60
SIZ	30
INT	40
POW	35
DEX	25
APP	25

MOVE: 12/24 fly
Hit Points: 45
Damage Bonus: +3d6
Magic Resistance: 90%
Attacks: Rod Strike 160% 1d4+db+3d6 magic

Skills: All communication skills at 110%, All knowledge skills at 85%, All perception skills 90%, Dodge 105%

Treasure Type: LR,U,V

Armor: 1d10+10 infernal radiance

Note:

There can be no question that Asmodeus is the most handsome of all devils as well as being the strongest and most cunning. The ultimate evil he represents can be seen in his beauty only when he so wills or if he forgets himself and flies into a rage. Asmodeus, arch-fiend, the Overlord of all the dukes of Hell rules by both might and wit. He is physically stronger than any other devil, and the most cunning and artful. His mighty palace rests upon the floor of the lowest rift in Hell's ninth plane. His servitors are pit-fiends and whichever of the other lesser and greater devils he commands to service. Once per year he can command the arch-devils to attend his court and pay homage. Asmodeus has a glowing rod of pure ruby. It is able to absorb spells cast at the devil and replenish his own POW with what the caster fueled the spell with 75% of the time. It also causes serious wounds (3d6 damage) on anyone touched by its opaline tip. Upon command it will shoot forth a cone of frost, a jet of acid, or a bolt of lightning (6d6 damage). The value of this instrument is 1,000,000 BPs pieces considering the gem qualities only! There can be no question that Asmodeus is the most handsome of all devils as well as being the strongest and most cunning. The ultimate evil he represents can be seen in his beauty only when he so wills or if he forgets himself and flies into



a rage. Asmodeus is able to use Deep Magic and has the Spheres Spirit and Flesh as well as the Glyphs Transmutation and Creation. Though he can cast Deep Magic he rarely attacks with anything but his rods lightning attacks and minions. He is able to summon 1d4 Pit Fiends 100% once per day. He can grant another's wish.

BAALZEBUL (Lord of Flies)

Characteristics	Score
STR	21
CON	50
SIZ	25
INT	22
POW	20
DEX	20
APP	16

MOVE: 12/24 fly

Hit Points: 37

Damage Bonus: +3d6

Magic Resistance: 85%

Attacks: 1 bite 100% 2d6+(20 POT poison), Fist 110% 1d6+db

Skills: Dodge 110%, All knowledge skills 65%, All perception skills 75%

Treasure Type: E,R,V

Armor: 1d6+10 infernal radiance

Note:

The sixth and seventh planes of Hell, Malbolge and Maladomini respectively, are ruled by Baalzebul, "Lord of the Flies". He is an arch-devil of great power, second only to Asmodeus. Malbolge is a black stone plane, filled with stinking vapors, smokes, fire pits, and huge caves and caverns. Maladomini is similar, but there will be found the moated castles of the

malebronche and the great fortress of Baalzebul. This lord of Hell uses Deep Magic and knows the Sphere Fire and the Glyph Summoning. He can always summon 1-4 horned devils.

Bael is vassal to Mammon, commanding 66 companies of barbed devils. In battle array Bael wears armor of bronze fashioned in the ancient

BAEL (Duke of Hell)

Characteristics	Score
STR	26
CON	41
SIZ	23
INT	16
POW	23
DEX	12
APP	-

MOVE: 12

Hit Points: 32

Damage Bonus: +2d6

Magic Resistance: 70%

Attacks: Morningstar 110% 1d10+1+db

Skills: All Communication skills 80%, Dodge 80%, all Perception skills 80%, Parry 110%

Treasure Type: G,P

Armor: 1d4+9 infernal radiance

Note:

style and uses a morningstar that is +25% to hit (not counted into above score) with a long bronze handle which telescopes magically from 4-8 feet in length as Bael desires. In addition to normal attacks, Bael can, at will, once per round, use the following spell-like powers: alter self, animate dead, cause serious wounds, detect invisible, detect magic, dispel magic, invisibility, know Allegiance, produce fire, pyrotechnics, read languages, read magic, shape change twice per day, suggestion, teleportation, wind walk, fulfill another's limited wish. Once per day Bael can employ a symbol of stunning. He radiates Terror within a 20-foot radius when he so desires. He can summon 1-4 barbed devils with a 65% chance of success. Bael regenerates 1 point per round. Bael is a well-formed humanoid with golden skin. His head is rather long and has small, forward curling bull's horns. His features are rather bovine with large, round eyes, a long and broad nose, and protruding ears.



**BARBED DEVIL (Lesser)**

Characteristics		Average
STR	4d6+6	18
CON	4d6+6	18
SIZ	4d6+6	18
INT	4d6+6	18
POW	3d6+6	15
DEX	3d6+6	15
APP	-	-

MOVE: 12/20 fly
Hit Points: 18
Damage Bonus: +1d6
Magic Resistance: 35%
Attacks: 2xClaw 75% 1d6+db, Tail 75% 1d8+db

Skills: Dodge 50%, Bargain 50%, Climb 65%, Listen 100%, Sense 100%, Search 100%

Treasure Type: None

Armor: 1d4+2

Note:

Barbed Devils are excellent guards and alert at all times (never surprised). Unauthorized creatures are immediately cast into one of the many cells to be tormented. While these monsters carry no weapons, they have sufficient weaponry with their horny, barbed hands and horrid tail. These devils have permanent Witch Sight spell and knows the sorcery spell Midnight and Terror.

BEARDED DEVIL (Lesser)

Characteristics		Average
STR	1d4+12	14
CON	1d6+13	16
SIZ	1d4+18	20
INT	2d6+9	15
POW	2d6+6	12
DEX	2d6+8	14
APP	-	-

MOVE: 8
Hit Points: 18
Damage Bonus: +1d6
Attacks: Glaive 66% 1d10+1+db

Skills: Dodge 50%, Search 75%

Treasure Type: None

Armor: 2d4+1

Note:

Bearded devils populate the third plane of Hell, the domain of Mammon, as well as planes below that. They are particularly cruel and violent, using any excuse to attack. This makes them unpopular and subject to frequent, harsh disciplinary measures, but it also makes them desirable as shock troops. In most cases, bearded devils carry a saw-toothed glaive equipped with a treble-hook arranged at the base of the blade. The treble-hook curves backward and is used to entangle or snag opponents closing or fleeing (1-3 points damage plus held fast unless a STR:STR resistance roll is made. At will, 1 at a time, 1 per turn or round as applicable, bearded devils can use the following spell-like powers: affect normal fires, command fear by touch, produce flame, summon another bearded devil (35% chance of success).



BELIAL (Arch-Devil)

Characteristics	Score
STR	29
CON	46
SIZ	25
INT	19
POW	15
DEX	15
APP	20

MOVE: 10/15 fly

Hit Points: 35

Damage Bonus: +2d6

Magic Resistance: 80%

Attacks: Forked Spear 200% 1d6+2+db

Skills: All Communication skills 80%, All Perception skills 90%, Dodge 90%, Parry 200%

Treasure Type: A,S,T,Y

Armor: 2d4+6 infernal radiance

Note:

Great Belial rules the Fourth Hell. He is firmly in the camp of Baalzebul, hating Geryon nearly as much as does Moloch. Also, Belial must guard against the machinations of Mammon, so he does not have freedom to act. From his basalt palace, Belial dictates the disposition of the abishai, barbed, bearded, bone, and spined devils populating the reeking fens and smoking plains of his realm. He utilizes a huge, magical military fork in combat. This weapon causes the creature struck to make a POW:18 resistance roll or be affected as if smitten by an Agony spell. In addition, Belial can use the following spell-like powers, at will, 1 at a time, 1 per round: animate dead, Guile, charm person, Witch Sight. dispel illusion, detect invisible. dispel magic, geas, illusion, invisibility know Allegiance, light, produce flame, pyrotechnics, raise dead fully, read languages, read magic, shape change, suggestion, teleportation, wall of fire, fulfill anothers wish. Three times per day Belial can use a symbol of pain. He can also pronounce an unholy word once per day. Belial causes Terror in any individual he stares at, POW:POW applicable. He can summon 1-4 (black) abishai (25%). 1-3 barbed devils (25%). or 1-4 bearded devils (50%) with 85% chance of success. Belial is the most handsome and diabolic in appearance of all devils. His eyes are

large, slanted, and glow red. He is also the lord of pain and sufferings.





BONE DEVIL (Lesser)

Characteristics	Average
STR	4d6+6 18
CON	4d6+6 18
SIZ	4d6+8 20
INT	3d6+6 15
POW	3d6 10
DEX	3d6+6 15
APP	- -

MOVE: 12
Hit Points: 19
Damage Bonus: +1d6
Magic Resistance: 40%
Attacks: Hook 80% 3d4, Tail 75% 1d6+db+Poison

Skills: Dodge 55%, Bargain 55%, Climb 65%, Fast Talk 40%, Listen 40%, Sense 35%, Search 50%

Treasure Type: None

Armor: 1d6

Note:

Bone devils populate the lower planes of Hell, particularly the fifth. They are particularly malicious and delight in making less powerful creatures suffer. As they prefer cold to heat, these monsters also have ultravision, seeing light in the ultra-violet spectrum at 60' range. Bone devils have a great bone hook they employ to snare and wound opponents.

DISPATER (Arch Devil)

Characteristics	Score
STR	21
CON	45
SIZ	22
INT	32
POW	20
DEX	18
APP	20

MOVE: 12
Hit Points: 38
Damage Bonus: +2d6
Magic Resistance: 80%
Attacks: Staff 100% 1d6+2d6 (magical)+db

Skills: Dodge 85%, All communication skills at 90, All knowledge skills at 75%

Treasure Type: (Qx10), S

Armor: 1d8+8 infernal radiance

Note:

Dispater is evilly handsome, and only his small horns, tail, and cloven left hoof distinguish him from humanity. He has a rod which has the ability to cast Domination once per round and strikes for 3d6 hit points of damage although Dispater doesn't engage in direct melee, preferring other devils to do it for him.

Dispater is the ruler of Hell's second plane. His capitol is the

iron city of Dis, named after the whole of the plane. Dispater's palace there is infernally grand.

The city is filled with zombies, Erinyes, and a sprinkling of barbed devils and Malebranche.



ERINYES (Lesser)

Characteristics		Average
STR	21	21
CON	3d6+6	15
SIZ	3d6+4	13
INT	3d6+6	15
POW	1d4+15	17
DEX	3d6+3	12
APP	21	21

MOVE: 8/18 fly**Hit Points:** 14**Damage Bonus:** -**Magic Resistance:** 30%**Attacks:** Dagger 80% 1d6+1+poison, Rope 90% Entangle**Skills:** Dodge 65%, All communication skills 75%, Sense Allegiance(100%), Hide 60%, Move Quietly 60%, Fly 80%**Treasure Type: R****Armor:** 1d4-1**Note:**

The Erinyes are the devils common to Hell's second plane as well as the kind most commonly sent forth to garner more souls. They are female but can appear as male. They are armed with a magical dagger which drips a caustic venom and causes terribly painful wounds. They also carry a rope of entanglement with which to bind their victims. Erinyes can be struck with normal weapons. Erinyes, at will, cause the equivalent of a Terror spell in all who look at them (POW:POW). In addition, they know the sorcerer spells Witch Sight, Beast Shape (any), Liken Person, Flames of the Sun, and can summon another Erinyes (25% success). Their daggers drip poison that causes extreme pain 15vsCON resistance or faint for 1d6 rounds. They also usually carry a rope that is used to drag people to Hell. If it entangles someone it can only be removed by the Erinyes or by a 20vsSTR attempt to break it.

**GERYON (Arch Devil)**

Characteristics	Score
STR	26
CON	45
SIZ	25
INT	21
POW	21
DEX	20
APP	14

MOVE: 6/18 fly**Hit Points:** 35**Damage Bonus:** +2d6**Magic Resistance:** 75%**Attacks:** Grapple 125% 1d4+db, Sting 100% 2d4+db+poison**Skills:** Dodge 85%, All communication skills 75%, All Knowledge skills 65%, Wrestle 125%**Treasure Type: (H), R****Armor:** 1d4+5 infernal radiance**Note:**

Sometimes referred to as the "Wild Beast," Geryon is the gigantic ruler of the fifth plane of Hell. This arch-devil is as powerful as almost any other devil, and he loves to grab his opponents and rend them with his claws while stabbing them with his terrible poisonous tail. A handsome head and torso sit atop Geryon's snaky trunk. This arch-devil has no legs, but travels in a snakelike mode along the ground. He has huge bat wings. His tail is barbed and drips

12 POT poison. Geryon's arms are strong and hairy, ending in paw-like hands. Geryon uses Deep Magic and knows the Spheres Air, Water and the Glyphs Creation. He often uses this to summon a ice attack that causes 5d6 damage. He can summon 1-2 bone devils (60%) or (40%) an ice devil (95% chance of success). Geryon's glare will cause fear equivalent to a Terror spell in all those who he directs it upon if they fail a POW:POW resistance roll. His magic horn can be blown 1/week summoning 5-20 minotaur. These monsters will obey to the death.

GLASYA (Princess of Hell)

Characteristics	Score
STR	20
CON	35
SIZ	24
INT	16
POW	16
DEX	14
APP	22

MOVE: 8/15 fly

Hit Points: 30

Damage Bonus: +1d6

Attacks: s:Short Sword 110% 1d6+1+db+special

Skills: All communication skills 80%, Dodge 100%(125% in flight), Fly 125%

Treasure Type: :I,Q(x5),S

Armor: 1d4+6 infernal radiance

Note:

As consort to Mammon, Glasya is one of the more powerful and influential of female devils. She does not normally engage in combat, but she has a short sword with a poisoned blade that forces a CON:16 resistance roll or the victim is afflicted as an Itch Spell. Glasya can employ the following spell-like powers, 1 at a time, at will: animate dead, charm monster, charm person, dispel magic, illusion, know alignment, poison, polymorph self, produce flame, read languages, read magic, suggestion, teleportation, fulfill another's limited wish. Once per day Glasya can employ a finger of death. She causes fear by speaking to an individual (POW:POW). She can summon 1-2 malebranche (70% chance of success). She regenerates 2 hit points every turn. Glasya knows and uses Deep Magic with the Sphere Fire and Glyph Summoning. Glasya is the daughter of Asmodeus and incredibly beautiful. Her wings, forked tail, horns, and copper-colored skin betray her origins.



HUTIJIN (Duke of Hell)

Characteristics	Score
STR	28
CON	35
SIZ	27
INT	20
POW	17
DEX	14
APP	-

MOVE: 8/10 fly
Hit Points: 31
Damage Bonus: +2d6
Magic Resistance: 65%
Attacks: Trident 190% 1d10+2+db

Skills: Parry 190%, All communication skills 80%, All perceptions skills 90%, Dodge 80%
 Fly 80%

Treasure Type: G

Armor: 1d4+10 infernal radiance

Note:

Hutijin commands 2 companies of pit fiends in service to Mephistopheles. These creatures are, in fact, the aristocracy of the Eighth Plane, just as Hutijin is one of the greatest of Hell's dukes. He uses a net of snaring and a magic trident in battle. The net is indestructible and allows only a DEXx1 roll to escape. The trident automatically parries the first ranged attack each round used against Hutijin, even if he is unaware of it. This does not include spells or powers. One at a time, at will, 1 per round, Hutijin can use the following spell-like powers: animate dead, detect invisible, Witch Sight, heal twice per day, hold monster, invisibility, know allegiance polymorph self, produce flame, pyrotechnics, ray of enfeeblement, read languages, read magic, shocking grasp, suggestion, teleportation, wall of fire, fulfill another's limited wish. Hutijin causes fear by voice tone within a 30 foot radius with a POW:POW resistance roll. He can use a symbol of persuasion once per day. Hutijin can summon a pit fiend with 75% chance of success. Hutijin resembles a pit fiend, although his wings are proportionately smaller and his head is larger. His hide is a dark rust-red color.

**ICE DEVIL (Greater)**

Characteristics	Average
STR	4d6+6 18
CON	4d6+10 22
SIZ	2d6+12 24
INT	1d4+14 16
POW	3d6+6 15
DEX	3d6+6 15
APP	- -

MOVE: 10
Hit Points: 28
Damage Bonus: +2d6
Magic Resistance: 55%
Attacks: 2xClaw 85% 1d6+db, Tail 75% 1d8+db, Mandibles 80% 1d8/Spear 110% 1d8+db+

Skills: Bargain 60%, Climb 65%, Dodge 80%, Fast Talk 70%, Listen 60%, Sense 75%, Search 55%

Treasure Type: Q,R

Armor: 1d4+4

Note:

They are greater devils in every sense of the word, preferring to attack and torment victims by means of their claws, mandibles. A few (25%) carry great spears which inflict damage and numb with cold the creature thus struck (slow 50% unless a POW:CON is made). Being greater devils, they have personal names. These devils use Deep Magic and know the Spheres of Air or Water and the Glyphs Transmutation or Creation. The use this to generate cold attacks.

They can gate in two bone devils (70%) or another ice devil (30%) (60% chance of success). Once per day an ice devil can cause an ice storm that does 3d6 damage to everyone in a 50' radius of themselves. These creatures have ultravision (60'), and are able to regenerate 1 hit point per round. They radiate a constant aura equivalent to the Terror spell.

LEMURE (Least)

Characteristics		Average
STR	2d6	6
CON	2d6	6
SIZ	3d6	9
INT	1d4	2
POW	1d4	2
DEX	3d6	9
APP	-	-

MOVE: 4
Hit Points: 7
Damage Bonus: -
Attacks: Brawl 45% 1d4

Skills: Sense Life(100') 75%

Treasure Type: None

Armor: 1d4+1

Note:

The lemures are the form which the dead whom inhabit the Nine Hells are put in. These vaguely human blobs are then tormented by devils. Their minds are quite gone, and they will attack anything non-devilish which they see. Lemures regenerate at a rate of 1 hit point per melee round, so they are not usually destroyed by the wounds inflicted on them by their environment or by the devils filling it. These wretched things

can be destroyed permanently only by blessed things (holy water, holy swords, etc.) They are not subject to any form of sleep, charm, or the mental spells. After being in hell for a time certain lemures will be chosen to form wraiths or spectres.



MAMMON (Arch-Devil)

Characteristics	Score
STR	27
CON	43
SIZ	24
INT	24
POW	16
DEX	12
APP	-

MOVE: 8/10 fly

Hit Points: 33

Damage Bonus: +2d6

Magic Resistance: 75%

Attacks: Fork 130% 1d10+2+db+special

Skills: All Knowledge skills 75%, All Perception skills 80%, All Communication skills 80%, Parry 130%, Dodge 90%, Fly 90%

Treasure Type: (H), R

Armor: 1d4+9 infernal radiance

Note:

Mammon is the king of Hell's Third Plane. He and Dispater are supposedly allies and jointly support Mephistopheles, but neither has ever failed to obey Asmodeus. It is also doubtful that Mammon places real trust in Dispater. Mammon's realm is a boundless series of rifts with slime streams along the bottoms. Hot ash falls from spurting volcanoes scattered over these badlands. Over this grim domain, Mammon rides a nightmare of largest size with a pack of hell hounds at his heels, and he seeks trophies of the hunt. His weapon is a fauchard-fork which inflicts normal damage but acts causes anyone struck to make a CON:17 resistance roll or be affected as if by an Affliction spell. At will, 1 at a time, 1 per round, Mammon is able to use the following spell-like powers: animate dead, Guile, charm person, detect invisible, detect magic, dispel magic, fools gold, gas, illusion, invisibility, know Allegiance, produce flame, pyrotechnics, raise dead fully, read languages, read magic, shape change, suggestion, teleportation, wall of fire, fulfill another's wish. Once per day Mammon is able to use a symbol of hopelessness and to

pronounce an unholy word. He causes fear by means of his gaze, POW:POW applicable. Mammon can summon 1-4(green)abishai(50%), 1-3 barbed devils (25%), or 1-3 bearded devils (25%) with 80% chance of success. Mammon is a red-gold color, and his scaled wings gleam like rubies. His form is bloated and soft looking, but Mammon is very strong. He is otherwise typically diabolic in appearance.

MEPHISTOPHLES (Arch-Devil)

Characteristics	Score
STR	25
CON	31
SIZ	23
INT	26
POW	24
DEX	19
APP	18

MOVE: 10/15 fly
Hit Points: 27
Damage Bonus: +2d6
Magic Resistance: 85%
Attacks: 3 tined fork 150% 1d10+2+db+ special

Skills: All Knowledge skills 95%, Parry 150%, all Communication skills 80%, All perception skills 85%, Dodge 90%, Fly 90%

Treasure Type: R,X,Z

Armor: 1d4+10 infernal radiance

Note:

The Eighth Hell is ruled by Mephistopheles. His main aim is to wrest the 7th plane from Baalzebul and, with the strength thus gained, challenge Asmodeus for the over-lordship of all the hells. His great iron citadel in the ice mountains of the frozen plane is a place of much plotting and intrigue. The Eighth Hell's outer marches of oozing slime and the steaming fringe beyond, from whence come Mephisto's malebranche and pit fiends, are said to be a constant source of worry to him.

Mephistopheles has a great, 3-tined fork which can, upon his command, deliver 3-12 points of cold, electrical, or fire damage (POW:16 resistance applicable) Each function is usable 3 times per day. These function damage points are in addition to all other damage caused by the weapon. Mephistopheles can, at will, 1 at a time, 1 per round, use the following spell-like powers:

animate dead, Guile, charm person, cone of cold, detect invisible, detect magic, dispel illusion, Undo Sorcery, geas, ice storm. illusion, invisibility, know Allegiance, produce flame, polymorph self, raise dead fully, read languages, read magic, rulership once per day, shape change once per day. suggestion, teleportation, wall of ice, fulfill another's wish, and unholy word once per day. Mephisto causes Terror by gaze (POW:20 resistance) or within a 10-foot radius. He can summon 1-3 ice devils with 90% chance of success. Mephistopheles also uses Deep Magic and knows the Spheres Cold and Flesh as well as the Glyph Transmutation. Mephistopheles is a tall, blue-black humanoid with handsome, if diabolical, features. He has huge muscles' as befits his great strength. His scales are sooty black. His wings are deep blue, as are his horns and talons. His eyes are pale blue with red irises and pupils. His normal speech is whispering wind.



MOLOCH (Arch-Devil)

Characteristics	Score
STR	26
CON	31
SIZ	28
INT	17
POW	19
DEX	17
APP	3

MOVE: 10

Hit Points: 29

Damage Bonus: +2d6

Magic Resistance: 85%

Attacks: 1d6xWhip 150% 1d3+db+special (1 attack has chance to land 6 blows to 1 target)

Skills: All Knowledge skills 65%, All Perception skills 80%, All Communication skills 70%, Dodge 120%

Treasure Type: I,R,S,T,X

Armor: 1d4+9 infernal radiance

Note:

Moloch is a grand duke, viceroy of Baalzebul, and the lord of Hell's Sixth Plane. He is as strong as a hill giant and attacks by grabbing and crushing or piercing with huge hands and taloned fingers and then by biting with his shark-toothed maw. Moloch carries a 6-tailed whip made of unknown, indestructible, pliable metal. This device delivers up to 6 strikes to one target, and delivers additional damage depending on the POW Moloch expends into it (1 for 1 ratio). Damage is electrical in nature and so greatly feared by less powerful devils. Once per turn or melee round, as applicable, Moloch can, at will, use the following spell-like powers: affect normal fires, animate dead, Guile, burning hands (16 points of damage), detect invisible, Witch Sight, fire charm, fly, geas, illusion, know Allegiance, Liken Person, Beast Shape, produce fire, produce flame, pyrotechnics, raise dead fully, read languages, read magic, suggestion, teleport with no error, wall of fire, fulfill another's limited wish. Once per day Moloch is able to create a flame strike, use a symbol of stunning, and pronounce an unholy word. When Moloch chooses, he may breathe upon persons within 30 feet. Those who fail their POW:POW resistance will be affected by such fear that they will drop their weapons and anything

cumbersome and flee. He can summon 1-3 horned devils (80% chance of success). Great enmity exists between Moloch and Geryon. If it were not for Baalzebul, there would be open warfare between these two, much to Moloch's detriment and Mephistopheles' delight. Moloch is a great, muscular-bodied creature with red-orange skin. His feet and head are horned.



NUPPERIBO (Least)

Characteristics		Average
STR	2d6+6	12
CON	2d6+5	11
SIZ	1d4+12	14
INT	5	5
POW	3d6	9
DEX	2d6	6
APP	4	4

MOVE: 6
Hit Points: 12
Damage Bonus: -
Magic Resistance: 0%
Attacks: 2xClaw 45% 1d3+db

Skills: Search 50%

Treasure Type: None

Armor: 1

Note:

Nupperibos exist by the hundreds of thousands throughout the hells. They are the remains of all lawful evil creatures not sufficiently malignant to be changed into lemures. They are blind, deaf, and unable to speak. They are sensitive to mental commands from stronger devils, and they also sense the presence of their own kind and anyone not of Hell. They readily obey all commands in order to lessen the pain and torment which is the normal lot in the Infernal Region. The normal attack mode of a nupperibo is 2 clawing rakes with its hands. However, when an infernal army is gathered, each member is given some sort of weapon—usually a club, spear, or pole-arm. The creatures then march and attack blindly but with effect because of the vast numbers gathered into legions and directed by more powerful devils. (Note that, if uncommanded, the hordes of nupperibos will continue to march and attack all things not of the Nine Hells.) In the Infernal Region or areas of total Shadow, nupperibos regenerate at 1 hit point per round, but elsewhere this power is lost. If a holy object (water, weapon) is used against them, regeneration is not possible. Nupperibos which are slain in the cause of evil are 99% likely to be re-formed as Nupperibos. There is, however, a 1% chance that they will be reformed as lemures of a special sort. These special lemures are those from which the lesser devils are formed. One spending a mere

millennium of time as one of these lemures might attain devil-hood.

PIT FIEND (Greater)

Characteristics		Average
STR	3d6+24	33
CON	3d6+24	33
SIZ	3d6+24	33
INT	3d6+6	15
POW	3d6+6	15
DEX	3d6+6	15
APP	-	-

MOVE: 10/12 Fly
Hit Points: 33
Damage Bonus: +3d6
Magic Resistance: 65%
Attacks: Spiked Club 125% 1d8+db, Large Kama 150% 1d8+2+db, Tail 80% 1d8 constriction

Skills: Dodge 75%, Fly 100%, Search 75%, Sense 75%

Treasure Type: J,R

Armor: 1d10+4

Note:

The lowest plane of Hell is the home of the dreaded pit fiend, a devil of great power. They possess a terrible strength and the most evil nature. All pit fiends have personal names. They are the personal servants of Asmodeus. Each typically carries an ancus-like weapon and a jagged-toothed club, and all can strike with both in a melee round. All pit fiends regenerate at 2 hit points per melee round. These fiends have unique names and are personal servants to Asmodeus. Pit Fiends practice Deep Magic and know the Spheres Fire, Flesh, or Spirit and the Glyphs Transmutation or Creation. They have a constant aura of fear equivalent to a Terror spell that radiates 15' from them.



SPINED DEVIL (Least)

Characteristics		Average
STR	1d4+10	14
CON	1d4+10	14
SIZ	4	4
INT	3d6	10
POW	3d6	10
DEX	2d6+6	12
APP	-	-

MOVE: 6/10 fly

Hit Points: 9

Damage Bonus: -

Magic Resistance: 25%

Attacks: Short Fork 45% 1d6+1+db, Claw 55% 1d3+db, Spikes 45% 1d3+fire

Skills: Parry 45%, Dodge 50%, Wrestle 45%

Treasure Type: None

Armor: 1d4+1

Note:

Spined devils are found on all the planes of Hell, although they are most common on the 2nd, 3rd, 4th, and 5th planes. Spined devils are used as servants, couriers, and the like, for they are too small and weak for most other duties. They often herd lemures. Attack is usually by weapon, as most spined devils carry a short military fork 4' feet long. When air borne, they are also able to use their taloned feet to inflict considerable raking damage. The spiked projections of a spined devil burst into flame when pulled loose. Up to 12 can be loosed by these creatures when they are flying over an opponent, each inflicting damage as a dart when hits are successful and causing flammable materials to burst into flame. In melee, from 1-4 spines can wound an opponent if the devil chooses to hurl itself upon an antagonist. Hits are automatic, but no other attack is possible. The following spell-like powers can be used by spined devils, 1 at a time, 1 per round, at will: affect normal fires, change self, command, produce flame, scare, summon once per day a barbed devil (5% chance of success).

**STYX DEVIL (Greater Devil)**

Characteristics		Average
STR	2d6+8	14
CON	2d6+12	18
SIZ	2d6+6	12
INT	2d6+10	16
POW	1d4+14	16
DEX	3d6+1	10
APP	-	-

MOVE: 6/15 fly

Hit Points: 15

Damage Bonus: -

Magic Resistance: 50%

Attacks: Touch 66% 1d8+special

Skills: Knowledge(Sorcery) 90%, Dodge 90%, As NPC

Treasure Type: Q,R

Armor: 2d4+2

Note:

Residents of the fifth plane of Hell, styx devils are humanoid but with wings of black trimmed with silver. Their main task is to search for souls to take back to Geryon, but from time to time they will tour the Material Plane with intent to destroy all humans they meet. The styx devil is invulnerable to ordinary weapons but can be damaged by silver weapons and by magical weapons. Styx Devils can use the Mage Spheres Flesh &/or Spirit, as well as the Glyphs Dismissal &/or Transmutation.

Their touch causes 2-8 hit points of damage and

has a 50% chance of causing an effect similar to the spell Beckoning Earth except it only works on creatures with a soul. Arms of damned souls reach out from the ground below and grapple the victim, pulling him or her physically into Hell. There is no resistance roll for this but a Difficult Reflex roll will save the one foolish enough to cross this devil.

To dispel a styx devil requires a priest who's undergone Apotheosis in Light to simply dismiss it.



TITIVILUS (Duke of Hell)

Characteristics	Score
STR	20
CON	30
SIZ	16
INT	24
POW	15
DEX	17
APP	5

MOVE: 8/15 fly

Hit Points: 23

Damage Bonus: +1d4

Attacks: Scimitar 150% 1d8+1+db

Skills: All Knowledge skills 65%, All Perception skills 70%, All Communication skills 90%, Dodge 100%, Fly 100%

Treasure Type: G,S,T

Armor: 1d4+6 infernal radiance

Note:

Titivilus is notorious for his ability to twist words, to use words to confuse, and to confuse those using words. Fittingly, he is the messenger

for Dispater. He is not large nor particularly strong, but he is most clever. It is said that Titivilus possesses a silver sword of wounding that causes those struck to make a CON:16 resistance or take an additional 1d4 damage each round until the resistance roll is made.(this extra damage bypasses armor); however, he normally uses his other powers. At will, 1 per round, as applicable, Titivilus can use the following spell-like powers: animate dead, bestow curse, charm person or mammal, chaos, emotion, feeblemind once per day, forget, fumble, hypnotism, illusion, illusionary script, improved invisibility, know alignment, message, misdirection, non-detection, Liken Person, Beast Shape, protection from Light, suggestion, teleport, tongues, ventriloquism, whispering wind. Once per day Titivilus can use a symbol of discord or sleep (up to 59 hit points affected. A successful POW:POW indicates only nodding and dozing -20% to all skills for 3d4 rounds before awakening fully). He causes Terror by touch only. He can summon 1-4 Erinyes (50% chance of success). He regenerates from 1 point of damage per round. Titivilus appears very similar to a satyr, but he is actually more human looking, save for his bat-like wings. His skin is pale, but his cheeks are slightly ruddy. He has a long, black mane.



DEVIL DOG

Characteristics		Average
STR	2d6+8	14
CON	2d6+10	16
SIZ	2d4	4
INT	2d6+6	12
POW	2d6+6	12
DEX	2d6+6	12
APP	-	-

MOVE: 12/16 sprint

Hit Points: 10

Damage Bonus: -

Attacks: Bite 60% 1d4+db

Skills: Hide(in snow) 60%, Track 60%

Treasure Type: none

Armor: 1d4

Note:

Stark-white hounds with blue eyes, devil dogs live in cold regions and when encountered in snow- or frost-covered areas are invisible beyond a range of 30'. They roam in packs in an endless search for food and will always attack human parties, being sly enough to use their protective coloration to the best advantage. The devil dog uses a vicious biting attack and always jumps for the throat. Normal damage is inflicted on a hit, but if the 'to hit' is a special or critical, a hit is scored on the throat -the victim suffers double damage, is stunned for 2d4 rounds and must receive healing (or a stronger ministrations of the same nature) during the stunned period to avoid death at the end of that

period from massive blood loss. (Of course the initial damage may kill the victim anyway). When attacking or giving chase -and devil dogs move very fast indeed - the creatures emit an intense baying which will cause fear in any character who fails a POW:POW resistance roll. They can sustain their extraordinarily high movement rate for three rounds, following which they must 'rest' for another three rounds during which their maximum MOV is 12.

DIAKK

Characteristics	Average
STR	18
CON	17
SIZ	19
INT	5
POW	12
DEX	13
APP	-

MOVE: 8

Hit Points: 18

Damage Bonus: +1d6

Attacks: Beak 66% 1d4+db

Skills: Sense(smell) 50%

Treasure Type: None

Armor: 1d6+1

Note:

The Gloom of Hades are populated by many monsters, the most common of which are the diakka. Diakka, unlike hordlings (the next most frequently encountered inhabitant of these planes), are more organized and dislike erratic behavior. The usual attack made by diakka when confronted by obviously strong opponents is to attempt to force them into a compact group. The diakka surround the opponents and use audible glamor to make it sound as if more diakka were coming. The largest diakka bound in and out of melee using jump and weakness as appropriate. If at least 4 of these creatures succeed in circling the opponents while giving out their odd hooting calls and croaks for 4 consecutive rounds, the sounds and rhythm of this circling dance evoke an hypnotic enfeeblement which has an area effect of all within the circle. Each subject, regardless of magic resistance, must make a CON:12 resistance roll or lose 40% of their strength and 25% of all skills for 1d6+4 rounds.



Once opponents are thus affected, individual diakka use physical attacks and remaining spell-like powers to kill the prey, and then the whole flock feasts. Although these creatures are not too bright, diakka will not attack stupidly. Upon initial contact, the flocks strongest members will assess those encountered for intent and weakness. Weakness will get an opponent in far more peril than hostile intent. Very powerful, hostile creatures will only be attacked if some form of appeasement will not work. No diakk desires to be slain, regardless if it is eaten or not (as they often are by hordlings and other creatures found on the planes). Even other flocks are distrusted, because of the strong rule. Occasionally a diakk will be found on the Prime Material Plane. The appearance is always due to summoning. Nighthags frequently use diakka as guards. Diakka speak the hateful tongue common to Hades. They also speak their own language. Diakka can employ the following spell-like powers, 1 at a time, 1 per round, at will: weakness by touch in attack(POW:POW or lose 40% of STR 1 per day), jump (2 per day), audible glamor (1 per day), and enfeeblement by

group only (see above). Diakka resemble huge storks with bills, human-like heads and faces, and thin, human-like arms. Instead of wings, these creatures have short, thick arms with huge, curving claws. Feather color is in sickening hues and combinations and varies wildly, including pea green and rusty-red orange, purple and orange and pink, and dirty yellow. Heads are feathered, but faces are brightly colored and featherless. Legs, bills, feet, claws, etc., are usually black, dark brown, maroon, or deep green.



Dinosaurs

Dinosaurs are reptiles, their name being derived from the Greek "terrible lizard," descended from a variety of the species called the codonts. The two orders of dinosaurs are saurischians and ornithischians. All carnivorous dinosaurs fall into the former order. All armored and/or horned dinosaurs fall into the latter order.

Because of the nature of time in planes where magic works, dinosaurs widely separate in time are discussed hereafter, for they can be found intermingled on some alternate world, strange plane, or isolated continent somewhere. Great detail will not be given to any one kind, but all major forms are depicted.

It must be borne in mind that all of these reptiles are extremely stupid. Their motivation is primarily hunger. The predatory types are both ferocious and voracious. The herbivorous dinosaurs are likewise insatiable eaters, but they tend to either ignore all non-eatable things which do not appear to threaten them or flee in panic from anything which they view as dangerous. Certain plant eaters, however, are aggressive in their defense, and these sorts are dangerous, notably stegosaurus, onkylosours, and ceratopsians.

Marine dinosaurs might overturn vessels to get at the "food" aboard, or they might snatch unsuspecting creatures from the decks of passing ships. Land carnivores will pursue anything that looks or smells edible, only ceasing pursuit when the prey has obviously moved completely out of their grasp. Herbivorous dinosaur herds might stampede in virtually any direction, as long as it is away from one of the big meat-eaters. Any creature directly in the path of such a stampede will be carried along or killed- the latter if smaller, slower, and weaker.

ANATOSAURUS

Characteristics		Average
STR	2d6+4	10
CON	1d6+18	21
SIZ	1d6+62	65
INT	2	2
POW	2d6+9	15
DEX	2d6	6
APP	-	-

MOVE: 8
Hit Points: 50
Damage Bonus: +4d6
Attacks: Tail Lash 25% 1d4

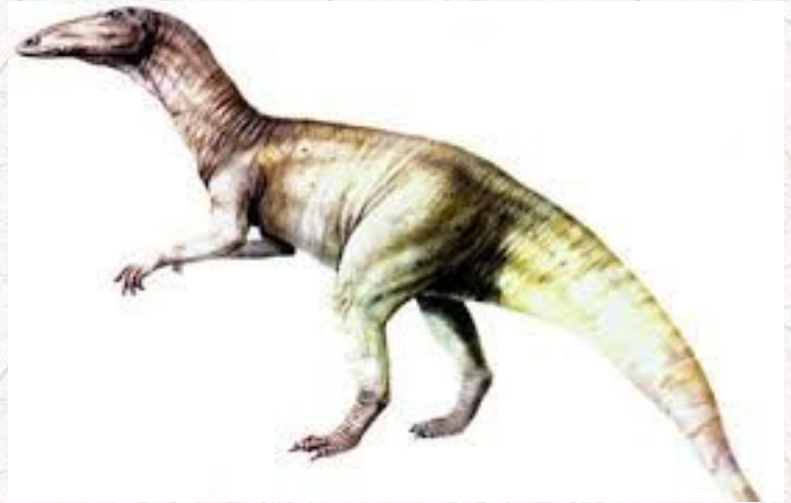
Skills: Sense(movement) 35%

Treasure Type: None

Armor: 1d4+1

Note:

The anatosaurus are duck-billed dinosaurs of the plant eating sort. They run from attack; their only defense is by a lashing tail.

**ANKYLOSAURUS**

Characteristics		Average
STR	1d6+21	24
CON	2d6+16	19
SIZ	2d6+34	40
INT	2	2
POW	3d6	10
DEX	3d6	10
APP	-	-

MOVE: 8
Hit Points: 30
Damage Bonus: +3d6
Attacks: Tail Strike 50% 1d6+½ db

Skills: Sense(movement) 35%

Treasure Type: None

Armor: 2d4+2

Note:

This armadillo-like ornithischian weighs four or five tons - most of this weight being his armor plating, side spines, and great knobbed tail. If attacked (or threatened) this creature will lash its tail delivering blows of considerable force. The Ankylosaurus are herbivores of the same family as paleocincus.



ALLOSAURUS

Characteristics		Average
STR	1d6+27	30
CON	1d6+21	24
SIZ	1d6+62	65
INT	2	2
POW	1d6+13	16
DEX	3d6	10
APP	-	-

MOVE: 12/14 charge

Hit Points: 45

Damage Bonus: +6d6

Attacks: Bite 25% 1d6+½ db

Skills: Sense (smell) 60%, Dodge 40%

Treasure Type: None

Armor: 1d4+1

Note:

One of the most vicious of predators, Allosaurus can run across hard ground at great speed.

BRONTOSAURUS

Characteristics		Average
STR	2d6+40	46
CON	1d6+34	40
SIZ	2d6+74	80
INT	2	2
POW	1d6+21	24
DEX	3d6	10
APP	-	-

MOVE: 10

Hit Points: 60

Damage Bonus: +7d6

Attacks: Tail 50% 1d4+½ db, Stomp 30% 1d4+db

Skills: Sense(movement) 35%, Swim 25%

Treasure Type: None

Armor: 1d4+1

Note:

The thunder-lizard is a 40 ton plant-eater found near marshes and lakes. Brontosaurus spends much of his time in shallow water to support his bulk. It moves to deep water to avoid carnivores. Apatosaurus ignores small things, but it is prone to step on anything in its way (doing up to 40 points of damage).



ARCHELON ISCHYRAS

Characteristics		Average
STR	1d6+15	18
CON	1d6+13	16
SIZ	1d6+42	45
INT	3	3
POW	2d6+6	12
DEX	2d6	6
APP	-	-

MOVE: 5/10 swim

Hit Points: 30

Damage Bonus: +3d6

Attacks: Bite 25% 1d6+½ db

Skills: Swim 50%

Treasure Type: None

Armor: 1d6+1

Note:

These are reptiles but not dinosaurs. These marine turtles seldom venture onto dry land. Archelon's shell is not solid, but Archelon Ischyras is nevertheless very sturdy.

**BRACHIOSAURUS**

Characteristics		Average
STR	2d6+80	86
CON	1d6+42	45
SIZ	2d6+84	90
INT	2	2
POW	2d6+21	27
DEX	3d6	10
APP	-	-

MOVE: 10

Hit Points: 67

Damage Bonus: +10d6

Attacks: Stomp 45% 2d10+db

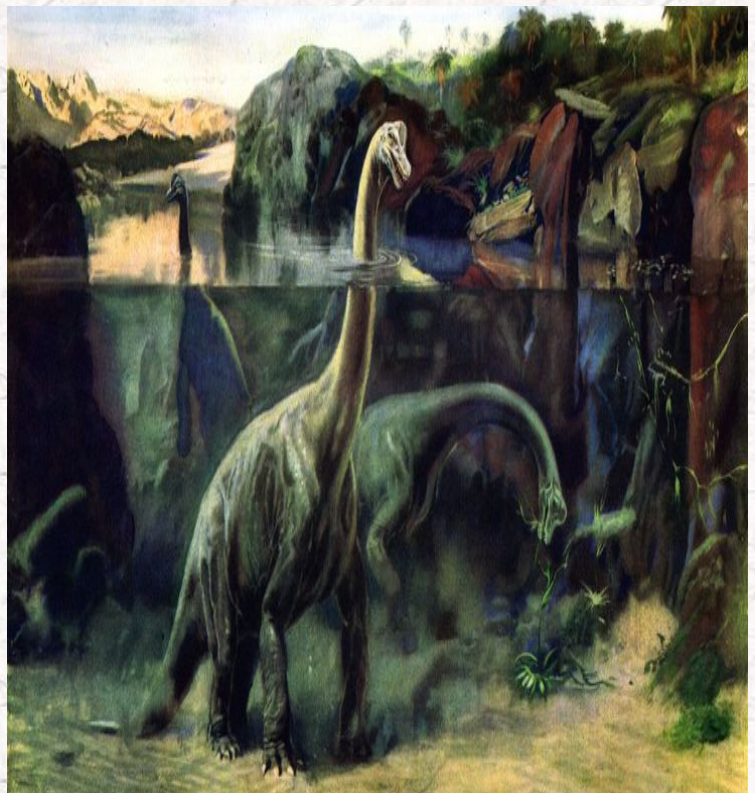
Skills: Sense(movement) 35%, Swim 25%

Treasure Type: None

Armor: 1d4+1

Note:

The heaviest of all dinosaurs, 85 ton Brachiosaurus dwells in warm swamps and lakes. Similar to apatosaurs, they might step on something small, causing up to 80 points of damage.





CERATOSAURUS

Characteristics	Average	
STR	1d6+19	22
CON	1d6+11	17
SIZ	2d6+44	50
INT	2	2
POW	1d6+10	13
DEX	3d6	10
APP	-	-

MOVE: 12
Hit Points: 33
Damage Bonus: +3d6
Attacks: 2xClaw 25% 1d6, Bite 25% 1d8+½ db

Skills: Sense(smell) 35%

Treasure Type: None

Armor: 1d4+1

Note:

The smallish semi-bipedal Ceretosaurus are both heavy and fast. This carnivore is unusual in that it has a horn on its nose, but it does not use it for attacking.

CAMARASAURUS

Characteristics	Average	
STR	1d6+33	36
CON	1d6+26	29
SIZ	1d6+42	45
INT	2	2
POW	1d6+16	19
DEX	3d6	10
APP	-	-

MOVE: 6
Hit Points: 37
Damage Bonus: +4d6
Attacks: Stomp 40% 1d6+db

Skills: Sense(movement) 35%

Treasure Type: None

Armor: 1d4

Note:

These marsh or swamp dwelling herbivores are smallish for their type. Camarasaurus panic more easily than do apotosaurs, for example. Stepping or trampling damage is up to 30 points.



CETIOSAURUS

Characteristics		Average
STR	1d6+43	46
CON	1d6+30	33
SIZ	2d6+74	80
INT	2	2
POW	1d6+13	16
DEX	3d6	10
APP	-	-

MOVE: 10
Hit Points: 50
Damage Bonus: +7d6
Attacks: Stomp 40% 2d10+½ db

Skills: Sense(movement) 40%

Treasure Type: None

Armor: 1d4

Note:

These huge plant-eaters dwell in lakes and marshes. Their heads are somewhat larger than similar reptiles (apatosaurus, etc.). If they step on some small things - such as a human for example - they do up to 40 points of damage.

**DINICHTHYS**

Characteristics		Average
STR	1d6+23	26
CON	1d6+16	19
SIZ	2d6+54	60
INT	2	2
POW	2d6+8	14
DEX	3d6	10
APP	-	-

MOVE: 16 swim
Hit Points: 40
Damage Bonus: +4d6
Attacks: Bite 25% 1d10 +db

Skills: Swim 45%, Sense(smell 100') 45%

Treasure Type: None

Armor: 1d4

Note:

Dinichthys are not actually dinosaurs but huge prehistoric fish ("terrible fish"). Its huge mouth can swallow man-sized prey on a special or critical bite result.



DIPLODOCUS

Characteristics		Average
STR	1d6+33	36
CON	1d6+27	30
SIZ	2d6+74	80
INT	2	2
POW	1d6+21	24
DEX	3d6	10
APP	-	-

MOVE: 6
Hit Points: 55
Damage Bonus: +6d6
Attacks: Stomp 40% 1d10+½ db

Skills: Sense (movement) 50%

Treasure Type: None

Armor: 1d3

Note:

This dinosaur is another semi-aquatic type which eats water plants. Diplodocus is able to submerge its body to a bottom depth of 30' or so and still breathe easily. If it steps on any small object it causes up to 30 points of damage.

**ELASMOSAURUS**

Characteristics		Average
STR	1d6+27	30
CON	1d6+19	21
SIZ	1d6+42	45
INT	2	2
POW	2d6+6	12
DEX	3d6	10
APP	-	-

MOVE: 12 swim
Hit Points: 33
Damage Bonus: +4d6
Attacks: Bite 25% 2d6+½ db

Skills: Swim 75%, Sense (smell) 45%, Dodge 35%

Treasure Type: None

Armor: 1

Note:

These long-necked reptiles are rather fish-like in appearance. Elasmosaurus are carnivorous and highly aggressive.





GORGOSAURUS

Characteristics		Average
STR	1d6+31	34
CON	1d6+19	22
SIZ	1d6+42	45
INT	2	2
POW	2d6+7	13
DEX	3d6	10
APP	-	-

MOVE: 12
Hit Points: 33
Damage Bonus: +4d6
Attacks: 2xClaw 25% 1d4, Bite 25% 1d4+db

Skills: Sense(smell) 55%, Dodge DEXx3%

Treasure Type: None

Armor: 1d4

Note:

These horrid creatures are probably ancestors of tyrannosaurus rex. The gorgosaurus is a fleet carnivorous dinosaur of very aggressive instincts.

IGUANADON

Characteristics		Average
STR	1d6+11	14
CON	1d6+12	15
SIZ	1d6+42	45
INT	2	2
POW	2d6+6	12
DEX	3d6	10
APP	-	-

MOVE: 10
Hit Points: 30
Damage Bonus: +2d6
Attacks: 2xClaw 25% 1d4, Bite 25% 1d4+½ db

Skills: Sense(smell)45%, Listen 35%, Dodge 35%

Treasure Type: None

Armor: 1d4

Note:

These typically bipedal plant-eaters typically travel in herds. They run from carnivores, but if iguanadon is cornered they will employ their "thumb" spikes and lashing tail to defend themselves or bite.





LAMBEOSAURUS

Characteristics	Average	
STR	2d6+12	18
CON	2d6+13	19
SIZ	1d6+32	38
INT	2	2
POW	1d4+12	14
DEX	3d6	10
APP	-	-

MOVE: 10
Hit Points: 27
Damage Bonus: +3d6
Attacks: Head Butt 40% 1d6+½ db

Skills: Sense (smell) 50%, Listen 55%, Search 35%

Treasure Type: None
Armor: 1d4
Note:

One of the family of crested herbivorous dinosaurs, Lambeosaurus is able to see, hear, and smell exceptionally well. They are thus able to detect enemies frequently and flee to safety - either outdistancing the predator or hiding in a swampy area. Other crested dinosaurs include corythosaurus, parasaurolophus, prosaurolophus and saurolophus.

MEGALOSAURUS

Characteristics	Average	
STR	1d6+21	24
CON	1d6+18	21
SIZ	1d6+34	40
INT	2	2
POW	1d6+12	15
DEX	3d6	10
APP	-	-

MOVE: 8/4 upright
Hit Points: 30
Damage Bonus: +3d6
Attacks: Bite 25% 1d6+½ db

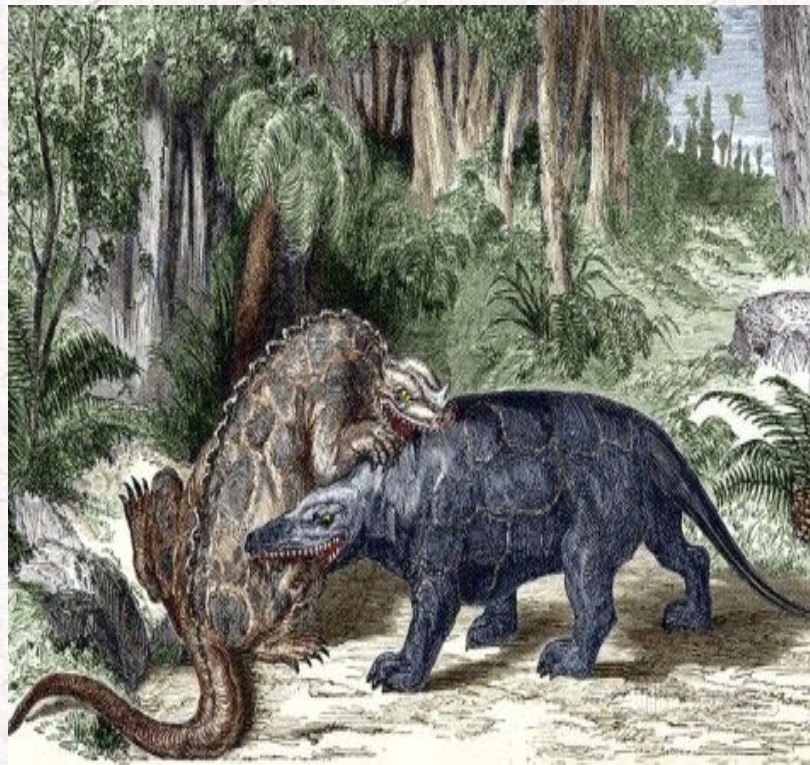
Skills: Sense (smell) 60%

Treasure Type: None

Armor: 1d4+1

Note:

Megalosaurus often travels on all fours, although they are able to function bipedally. They have very large jaws and teeth, using them to bring down any unsuspecting victim.



MONOCLONIUS

Characteristics		Average
STR	1d6+19	22
CON	1d6+14	17
SIZ	1d6+30	33
INT	2	2
POW	1d6+9	12
DEX	3d6*	10
APP	-	-

MOVE: 6/12 charge
Hit Points: 26
Damage Bonus: +3d6
Attacks: Horn 30% 1d8+½ db, Trample 40% 1d6+db

Skills: Sense(movement) 80%, Listen 45%

Treasure Type: None

Armor: 1d6+1 (head), 1d6 (body)

Note:

These reptiles somewhat resemble a single-horned rhinoceros. Their head and neck is protected by a bone shield while their skins are very thick-almost plated. They are herbivorous, but they tend to be somewhat aggressive. Monoclonius will trample smaller creatures in a charge.

MOSASAURUS

Characteristics		Average
STR	1d6+35	38
CON	1d6+18	21
SIZ	1d6+42	45
INT	2	2
POW	1d6+12	15
DEX	3d6	10
APP	-	-

MOVE: 3/10 swim
Hit Points: 33
Damage Bonus: +4d6
Attacks: Bite 25% 1d6+db

Skills: Swim 80%, Sense(smell blood) 80%

Treasure Type: None

Armor: 1d4-1

Note:

These typical marine dinosaurs travel on land only very slowly, but their flippers move them with ease and grace in water. Mosasaurus prey on all forms of marine animals.



PALEOSCINUS

Characteristics		Average
STR	1d6+15	18
CON	1d6+15	18
SIZ	1d6+30	33
INT	2	2
POW	1d6+9	12
DEX	3d6	10
APP	-	-

MOVE: 4
Hit Points: 26
Damage Bonus: +2d6
Attacks: Spiked Tail 50% 1d6+½ db

Skills: Sense(movement within 100') 50%

Treasure Type: None

Armor: 2d6+1

Note:

These reptiles are veritable "walking dreadnaughts," for their heavy plated skin, sharp side spines, and spiked tail make them nearly invulnerable to attack. A predator trying to bite one is likely to inflict damage upon itself if it scores a hit! Of course, the paleocincus will be lashing its thorny tail to drive off its attacker. These creatures are sometimes aggressive if intruded upon.

PTERANODON

Characteristics		Average
STR	1d6+11	14
CON	1d6+9	12
SIZ	1d6+27	30
INT	2	2
POW	3d6	10
DEX	3d6+3	12
APP	-	-

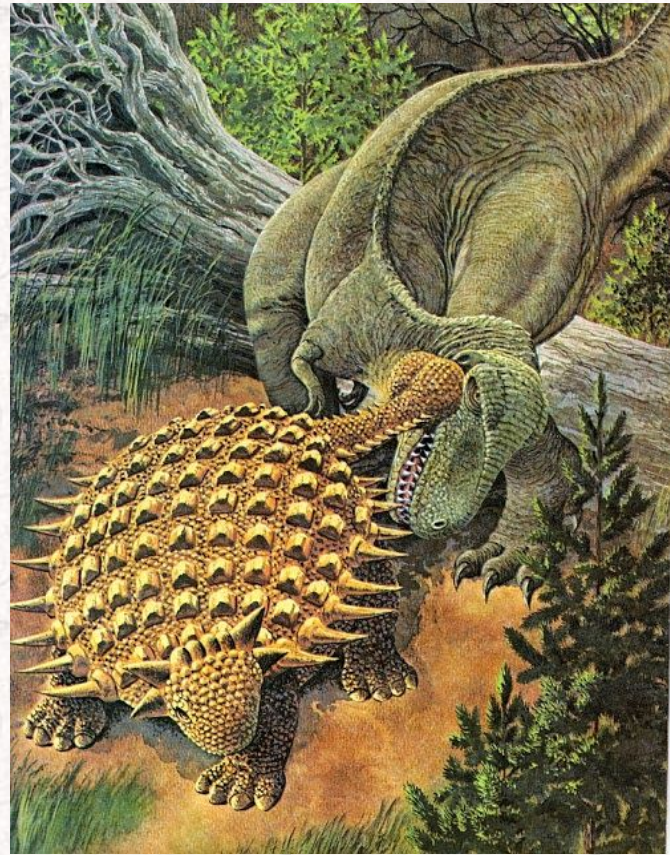
MOVE: 2/15 FLY
Hit Points: 21
Damage Bonus: +2d6
Attacks: Beak 33% 2d4

Skills: Fly 45%, Dodge(flying) 45%, Sense 33%

Treasure Type: None

Armor: 1d4-1

Note:



Although these flying reptiles typically dive for marine prey, they will attack any creature which appears to be vulnerable. They have no teeth but spear victims with their beaks if they are too large to swallow at a gulp. The beak of a typical pteranodon is about 4' long. The creature weighs only 40 or 50 pounds, but they can carry off prey four times their own weight.



STEGOSAURUS

Characteristics		Average
STR	1d6+23	26
CON	1d6+21	24
SIZ	1d6+34	40
INT	2	2
POW	1d6+14	17
DEX	3d6	3d6
APP	-	-

MOVE: 6
Hit Points: 32
Damage Bonus: +3d6
Attacks: Tail Spike 50% 1d2+db

Skills: Listen 75%

Treasure Type: None

Armor: 1d6+1

Note:

Another of the ornithischians, the stegosaurus, or "plated lizard," is a large, stupid herbivorous dinosaur with aggressive defenses. It thrives nearly anywhere and is often found in plains or jungles. Its spiked tail, with four or more bony spikes of one to over two feet in length, has its own brain; and the stegosaurus turns its rear continually towards an enemy, while tucking its head low. If anything near it seems threatening, it will react in this manner.



TRICERATOPS

Characteristics		Average
STR	1d6+15	18
CON	1d6+22	25
SIZ	1d6+37	40
INT	2	2
POW	1d6+14	17
DEX	3d6	9
APP	-	-

MOVE: 8/12 charge
Hit Points: 32
Damage Bonus: +3d6
Attacks: Horns 40% 1d4+½ db, Trample 50% 1d6+db

Skills: Listen 40%, Sense(movement) 65%

Treasure Type: None

Armor: 2d4+2(head), 1d4 (body)

Note:

The largest of the ceratopsians, and most aggressive, this beaked herbivore is a plains dweller. It has a huge front plate of bone from which project two great horns (3'+ long), while a somewhat shorter horn juts from its nose. Triceratops body is dot armored, thus armor class 6. Any creature which infringes on the territory of these reptiles is likely to be charged and speared. Smaller creatures will simply be trampled for a lot of damage.



TYRANNOSAURUS REX

Characteristics		Average
STR	2d6+40	46
CON	1d6+21	24
SIZ	2d6+64	70
INT	2	2
POW	2d6+12	18
DEX	3d6	10
APP	-	-

MOVE: 12
Hit Points: 47
Damage Bonus: +6d6
Attacks: Bite 25% 1d4+db

Skills: Sense(smell) 35%, Dodge 35%, Sense (movement) 35%

Treasure Type: None

Armor: 1d4+1

Note:

There can be no question that this reptile is the most fearsome and terrible of all carnivorous dinosaurs. Despite its huge size the monster is swift afoot. Its huge head is nearly six feet long, and its teeth are from three to six inches in length. It is a plains dweller, and so stupidly fierce that it will attack a small triceratops, kill it, and swallow its head in one gulp - thus killing itself in a matter of hours as the horns of the victim pierce the stomach of the victor. Of course, Tyrannosaurus Rex will pursue and eat nearly anything, engulfing man-sized creatures whole on a special success or better.

**DIRE CORBY**

Characteristics		Average
STR	2d6+6	12
CON	2d6+6	12
SIZ	2d6+6	12
INT	2d6	6
POW	2d6+4	10
DEX	2d6+6	12
APP	-	-

MOVE: 10
Hit Points: 12
Damage Bonus: -
Attacks: Claw 30% 1d6+db

Skills: Primitave Tribal skills as NPC
Dodge DEXx4

Treasure Type: Q(x5) -mainly interested in rubies

Armor: -

Note:

This subterranean race of huge black bipedal birds contains ferocious fighters which need never check morale. Long ago the dire corbies lost the power of flight; however they make up for this with their great strength and ferocity, always attacking and fighting to the death. What were once wings have now developed as two powerful arms which end in sharp, rock-hard claws. They fight with these claws and each is capable of inflicting 1-6 hit points of damage on a victim. They hunt in flocks, running down their hapless victims, at the same time emitting horrifying shrieks. They have rudimentary language (their attack cry can be recognized as 'Doom! Doom!' by those familiar with it). Dire corbies live in large underground caverns; at one time there was open warfare between them and giant bats, but this has now become an uneasy truce.



DISENCHANTER

Characteristics		Average
STR	2d6+8	14
CON	2d6+9	15
SIZ	2d6+9	15
INT	2d6+6	12
POW	2d6+6	12
DEX	3d6	9
APP	-	-

MOVE: 12
Hit Points: 15
Damage Bonus: +1d4
Attacks: special, see below

Skills: Sense(enchantments)

Treasure Type: none

Armor: 1d4+1

Note:

The disenchanter resembles a spindly dromedary-like animal with a long, flexible and muscular snout which can extend as much as 5' from the head in attack. It is a pale electric-blue in color and slightly translucent; sometimes it may even be seen to shimmer discernibly. The creature has the power to detect magical dweomer - from magical items, armor, shields, swords and the like - on which it feeds, drawing its sustenance from the powerful enchantments such items carry. It is reasonably discerning in this power, being able to pick between items with greater or lesser power. Should the beast encounter a party of adventurers it will be able to detect the most powerful magical item present and will attempt, as its attack, to fasten its snout onto the item in question. This attack has a skill of 50% to hit the item, if it's visible. If it scores a hit, it will drain the magical power, leaving the item unmarked but non-magical.

Referees will have to consider the ease with which the disenchanter would be able to 'attack' a particular item, despite the dexterity of its snout. Generally speaking it will attempt a relatively simple disenchantment - say on a magical shield in easy reach - rather than attempt a more difficult attack, say on a more powerful magical item hidden in a backpack or sheath. Items used to Parry this attack are likewise not disenchanting, unless the parry is a fumble. The disenchanter can only be hit by magical weapons, but these will not lose their

enchantment in hitting the beast - only with its snout can the creature disenchant magical items. No-one has ever discovered a disenchanter lair, nor come to any proven conclusion about its metabolism, which at the least can be described as curious.

**DISPLACER BEAST**

Characteristics		Average
STR	3d6+6	15
CON	3d6	10
SIZ	2d6+8	14
INT	5	5
POW	3d6	9
DEX	2d6+12	18
APP	-	-

MOVE: 14
Hit Points: 12
Damage Bonus: +1d4
Attacks: Bite 40% 1D10+db ,x2 Tentacles 50% 1d4+db

Skills: Dodge 50%, Sense Prey (smell) 75%, Climb 75%, Jump 50%

Treasure Type: (D)

Armor: 1d3-1

Note:

This vaguely puma-like creature is bluish black, its tentacles are dead black, the horny edges of the tentacles are brownish yellow, and its eyes glow a hellish green. A pack of these monsters always contains only full-grown beasts. The molecular vibrations of the displacer beast are such that it always appears to be 3' (left, right, ahead, or behind) its actual position. Thus, these



monsters always cause opponents to subtract 20% from attack dice rolls. These fierce creatures hate all life, but they particularly hate blink dogs. In combat the displacer beast lashes out with its two tentacles, inflicting horrible wounds with the rough, horny edges of these appendages. Any treasure they have is always in their lair.



DJINNI

Characteristics	Average
STR	6d6+12 30
CON	6d6+12 30
SIZ	6d6 18
INT	4d6+2 14
POW	6d6 18
DEX	3d6+6 15
APP	3d6+6 15

MOVE: 9/24 fly

Hit Points: 24

Damage Bonus: +2d6

Attacks: Fist 75% 1d4+db, Any weapon(often a curved scimitar) 110% by type

Skills: Dodge 110%, All knowledge skills 60%, All perception skills 75%

Treasure Type: D

Armor: 1

Note:

The djinn are creatures from the aerial plane. The capture and enslavement of djinn is better left to the device of the referee. It is worth noting, however, that a good master will typically encourage a djinni to additional effort and higher performance, while a demanding and cruel master encourages the opposite. A noble djinni is able to grant three wishes to his master, but he will do no other services, and upon

granting the third wish he is freed of servitude. Their magical properties enable them to do any of the following once per day: create nutritious food for 2-12 persons, create water or wine for 2-12 persons, create soft goods or wooden items (up to about 16 cubic feet of the former, 9 cubic feet of the latter) with permanence, create metal items of short life span (the harder the metal the shorter the time it lasts, i.e. gold has about a 24 hour existence, diinni steel lasts only 1 hour) of up to about 1,000 gold pieces weight, create an illusion with both visual and audio components which will last without concentration until magically dispelled or touched, become invisible, assume gaseous form, wind walk, or form a whirlwind cone-shaped, 10' across the base, 30' across the top, and up to 70' high. The whirlwind lasts 1 round and causes from 2-12 hit points damage.

DOG

Characteristics	Wild		War	
	Average		Average	
STR	2d6	6	2d6+4	10
CON	3d6	10	3d6	10
SIZ	1d6+1	4	1d6+1	4
INT	4	4	4	4
POW	3d6	9	3d6	9
DEX	2d6+6	12	2d6+6	12
APP	-	-	-	-

MOVE: 10

Hit Points: 7

Damage Bonus: -

Attacks: Bite 40% 1d8 / Bite 50% 1d8

Skills: Dodge 25%, Listen 40%, Track 80%.

Treasure Type: None

Armor: None/ Possible worn

Note:

Dog, War: These are simply large dogs which are trained to fight. They are loyal to their masters and ferocious in attack. They are typically protected by light studded leather armor and a spiked collar. The number appearing depends on their masters.

Dog, Wild: Packs of wild dogs inhabit most regions, and their ranges will sometimes overlap those of wolves. If well-fed they will simply avoid contact. They can be tamed only if separated from their pack.

DOLPHIN

Characteristics		Average
STR	3d6+6	15
CON	2d6+6	12
SIZ	3d6+12	21
INT	2d6	6
POW	3d6	9
DEX	2d6+3	9
APP	-	-

MOVE: 14

Hit Points: 16

Damage Bonus: +1d6

Attacks: Bite 50% 1d6+db, Nose Butt 50% 1d4+db

Skills: Swim 100%, Dodge 25%, Sonar (500') 50%

Treasure Type: None

Armor: -

Note:

Most dolphins simply roam the oceans in nomadic schools. A small number (10%), however, have formed underwater communities, and if one is located it is 75% probable that there will be from 1-4 additional communities of dolphins within a 5 mile radius. Dolphins will attack any creature which threatens them, although they will help humans in distress. They particularly hate sharks of all sorts and will attack unless outnumbered by 2 or more to 1.

**DOOMBAT**

Characteristics		Average
STR	2d6+6	12
CON	3d6+8	17
SIZ	2d6+6	12
INT	2	2
POW	2d6+7	13
DEX	2d6+6	12
APP	-	-

MOVE: 16

Hit Points: 14

Damage Bonus: -

Attacks: Bite 50% 1d6+db, Tail 65% 1d4+½ db

Skills: -

Treasure Type: none

Armor: 1d6

Note:

This is a species of giant bat that inhabits dismal underground caverns. The monstrous black creature has a wingspan a full 25' and can pick up and carry off objects weighing up to 300 pounds. At night, it flies into the outer world to hunt, always attacking and seeking to kill any living thing. The bite of the doombat inflicts good damage with its sharp teeth and it also lashes with its tail. The tail, lined with cruel barbs, stretches a considerable distance from the body, up to its SIZ in feet. The normal bat's sonar yip has developed into a terrifying shriek of great sonic power in the doombat. Each doombat can shriek continuously for 2-5 rounds and during the shriek, all within 100' who can hear will not be able to concentrate, making spell use impossible without making an Idea roll and all skill uses are at -10%. The effect of several doombats shrieking at the same time is not cumulative.

Bright light (such as a Moon-rise spell) will keep a doombat at bay, though it is undeterred by torch- or lantern-light.

DOPPELGANGER

Characteristics		Average
STR	3d6	10
CON	3d6	10
SIZ	2d6+6	12
INT	2d6+6	12
POW	2d6+6	12
DEX	2d6+6	12
APP	1d6/?	3/?

MOVE: 8
Hit Points: 11
Damage Bonus: -
Attacks: Brawl 45% 1d3+db/ weapon at base
Skills: Dodge 50%, Telepathy 90%

Treasure Type: E**Armor:** 1d4**Note:**

These bipedal creatures are of mutable form so that they are able to shape themselves into the likeness of any humanoid creature of from 4' to 8'tall

which they observe. Having become the double for a person they attempt to do away with that victim and assume its place. If unable to do this, the doppelganger will simply attack, counting on the confusion engendered to make it indistinguishable from the creature it is mimicking. A doppelganger actually forms itself into the likeness of the clothing and equipment of the imitated creature as well as the physical features thereof.

DRACOLISK

Characteristics		Average
STR	1d6+19	22
CON	1d6+15	18
SIZ	2d6+19	25
INT	1d3+5	7
POW	2d6+7	13
DEX	3d6	10
APP	-	-

MOVE: 8/14 fly
Hit Points: 22
Damage Bonus: +2d6
Attacks: 2xClaw 63% 1+db, Bite 73%

Skills: Search 50%, Listen 45%, Fly 50%

Treasure Type: C,I**Armor:** 1d6+1**Note:**

The dracolisk is said to be the offspring of a rogue black dragon and a basilisk of largest size. The result is a deep brown, dragon-like monster that moves with relative quickness and can fly, but only for short periods—a turn or two at most. This 6-legged horror can attack with its taloned forelegs and deliver vicious bites. In addition, it can spit a 5' wide stream of acid up to 30' distance. Hits causing 4-24 (4d6) points of damage, half-damage if DEX:15 resistance roll is successful. This it can do 3 times per day.

Worse still, the eyes of a dracolisk can petrify any opponent within 20 feet if the monster's gaze is met (CON:POW resistance roll cancels). Because of its hooded eyes with nictating membranes, the monster is 90% impervious to having its own gaze reflected. Opponents meeting a dracolisk and seeking to avoid its gaze will make all attack rolls as difficult. Dracolisks cannot use spells, and they speak only a very limited type of black dragon language. If a dracolisk is surprised, it is because the creature is sleeping. Note, however, that a dracolisk can never be subdued. The gaze of a dracolisk extends into the Astral and Ethereal Planes, just as does that of a basilisk.



DRAGONS

Dragons have 12 general age categories, from Wyrmling to Great Wyrm. Each category differentiates a dragons size and power. All dragons see equally well in daylight or darkness (infravision 60feet). They have excellent sight, smell, and hearing. Because of these keen senses, all dragons are able to detect hidden or invisible creatures within 10' per age level. Dragons also develop the power to panic enemies as they mature. At adult age and older they radiate a powerful aura which causes a fear reaction when a dragon flies overhead or charges, as follows: All creatures under 10 CON or POW, as well as non-carnivorous creatures of any sort which are not trained for warfare or are not basically fearless or aggressive will flee in panic. Such rout will be made at fastest speed possible, and it will continue for 4-24 rounds. Creatures with fewer than 15 CON or POW must make a CON:10(+1 per age category) or be paralyzed with fear (50%) or panic as above (50%). Creatures with 16 or more CON or POW will fight at a penalty of -10% on their skill rolls unless they also make a CON:10(+1 per age category) Creatures with 18 or more CON or POW automatically disregard the aura effect. The aura of adult, old, and very old dragons is not as powerful as that of ancient dragons, so the resistance roll is higher for higher age categories. A considerable percentage of dragons have the ability to speak 1 or more human languages in addition to the language of their species. (if intelligent dragons are used in your campaign) Similarly, a fair number of dragons that can speak are able to employ magic spells. Treasure: Very young dragons will usually have no treasure, but there is a 10% chance that they will have one-quarter the possible listed treasure. Young dragons have 25% chance for one-quarter the possible listed treasure. Sub-adults have a 50% chance for one-half the possible listed treasure. Young adults and old dragons have normal treasure. Very old and ancient dragons are 50% and 75% likely to have 150% and 200%. respectively, of the listed treasure.

Dragon Attacks: A dragon has two attacks each round: it may either bite or use a breathe weapon for one attack, and either use claw or tail for the other. The bite attack will come 5 DEX-ranks after any other attacks being performed. When flying, a dragon only has the breath and tail attack. Tail damage equals half the dragon's damage bonus. It is an area effect sweep attack. Unless otherwise specified, a dragon's breath blankets an area 1 meter per age category in diameter and has a range equal to the dragon's SIZ in meters. The breath does 1D6 points of damage per 2 age categories to all targets within the blast area. Damage is rolled once; the damage rolled is applied to all targets simultaneously. Unless specified, armor does protect against this damage. Unless limited to uses per day, the dragon must expend 1D6 Magic Points to belch forth flame. Every dragon begins as a wyrmling with those stat blocks for attack %s. Each age category above that gains the beast +5% to each attack skill. So while a wyrmling has Bite 45%, Claw 15%, and Tail Strike 15% an adult would have Bite 70%, Claw 40%, and Tail Strike 40%. A dragon in the Wyrm age category would have Bite 95%, Claw 65%, and Tail Strike 65%. Some attacks may not be available to all dragons as specified in their descriptions. Likewise some dragons may have substitute attacks.

Dragon Fear: Like other dragons, oriental dragons (except for yu lung) develop the power to panic enemies as they mature. At adult age and older they radiate a powerful aura which causes a fear reaction, when a dragon flies overhead or charges, as follows:

All creatures under 10 CON or POW, as well as non-carnivorous creatures of any sort which are not trained for warfare or are not basically fearless or aggressive will flee in panic. Such rout will be made at fastest speed possible, and it will continue for 4-24 rounds.

Creatures with fewer than 15 CON or POW must make a CON:10(+1 per 2 age categories) or be paralyzed with fear (50%) or panic as above (50%).

Creatures with 15-17 CON or POW will fight at a penalty of -10% on their skill rolls unless they also make a CON:10(+1 per age category) or POW:10(+1 per 2 age categories) resistance roll.

Creatures with 18 or more CON or POW automatically disregard the aura effect.

The aura of adult, old, and very old dragons is not as powerful as that of ancient dragons, so the resistance roll is higher for higher age categories. As example, if a Shaman with 16 POW and 12 CON had an adult dragon fly overhead his resistance roll would be POW:12. POW:10+2.

If the same Shaman had a Wyrm fly overhead his resistance roll would be POW:15. POW:10+5.

Always round down penalty for age categories.

A considerable percentage of dragons have the ability to speak 1 or more humanoid languages in addition to the language of their species. Similarly, a fair number of dragons that can speak are able to employ magic spells. (If intelligent dragons are used in your campaign)

Encountering Multiple Dragons: If two or more dragons are encountered outside their lair it will be a mated pair. If three or more are encountered it will be either all young adults or a mated pair with young adults. If two or more are encountered in their lair it will be a mated pair - with their young if applicable. Mated pairs are always adult thru very old age categories. Any young in lair are eggs (50%) Wyrmling (25%) or very young (25%). If young are attacked, both adults will automatically breathe and then melee to bite, gaining a ferocity bonus of +20% to hit and +1/+3 in clawing/biting damage. If either of the mated pair is attacked the other dragon will rush to its defense, gaining the ferocity bonuses stated above, unless it is attacked simultaneously.

Treasure: Very young dragons will usually have no treasure, but there is a 10% chance that they will have one quarter the possible listed treasure. Young dragons have 25% chance for one-quarter of the listed treasure. Sub-adults have a 50% chance for one-half the possible listed treasure. Young adults, adults and old dragons have normal treasure. Very old and ancient dragons are 50% and 75% likely to have 150% and 200% respectively of the listed treasure.

Dragon Resistance Rolls: When a dragon attains adult age category its resistance rolls are calculated by subtracting a 5% per age category above young adult from their resistance rolls. This reflects the magic resistance and general toughness of the creature.

Dragon Riders: From time to time dragons have volunteered to carry passengers, or have even been trained as areal steeds. A dragon can carry 1 average sized rider per 10 SIZ over 20.

Oriental Dragons: These beasts never sleep and furthermore they have continual Telepathy(as the psychic power) at a range in feet equal to 5 times the age-level of the dragon. All except yu lung can Liken Person into human form and back at will. They can also become invisible and visible at will, though they always become visible when attacking. Only yu lung can be subdued.

Certain types have the scaly command power. No scaly unintelligent creature which lives in the water (chiefly fishes and reptiles) will ever willingly attack an oriental dragon with the power. In addition, such a dragon can, once per day, control for a half-mile radius the number of unintelligent scaly creatures which live in the water which is specified for each class. This command lasts 2-12 rounds and cannot be dispelled. Creatures already under the scaly command power of one dragon cannot fall under the power of another. There is no resistance roll against scaly command.

Certain other types have the power of water fire. This unearthly stuff may be created by any oriental dragon with the power whenever it is under or touching water, and may be dispelled by the creator at any time. Water fire surrounds the body like the flame of a demon and does damage to anyone touching it at the amount specified for each type. All oriental dragons are themselves immune to water fire. The effect will disappear for 20-120 rounds after being contacted by real or magical 'heat' fire, and cannot be recreated until the end of that period.

Dragon, Wyrmling

Characteristics		Average
STR	3d6+10	19
CON	3d6+6	15
SIZ	3d6+12	21
INT	2d6	6
POW	3d6+2	11
DEX	3d6	9
APP	-	-

MOVE: 8/10 fly**Hit Points:** 17**Damage Bonus:** +1d6**Attacks:** Bite 15% 3d6+db, Claws 15% 1d6+db,
Tail Strike 25% 1d6+½ db+knockback**Skills:** Listen 50%, Search 25%**Treasure Type:** None**Armor:** 1d4+1**Note:**

This dragon is a generic wyrmling and the basic statistics/characteristics for any dragon of juvenile age. Use the table on the following page to generate a dragon of the appropriate type, age, and size. If dragons in your world are intelligent and have a POW of 16+, they have the ability to learn sorcery spells. Some Ancient and older dragons may learn Deep Magic if INT permits.



Age Category	Characteristics	DB	Breath		
			Weapon	Armor	Skills
Very Young	STR+10, SIZ+10, CON+5	+2d6	2d6	1d6+1	+5%
Young	STR+20, SIZ+20, CON+10	+3d6	2d6	1d8	+15%
Juvenile	STR+30, SIZ+30, CON+15	+5d6	3d6	2d4	+25%
Young Adult	STR+40, SIZ+40, CON+15, POW+5	+6d6	3d6	1d10+1	+35%
Adult	STR+50, SIZ+50, CON+20, INT+2, POW+10	+8d6	4d6	2d10	+45%
Mature Adult	STR+55, SIZ+55, CON+25, INT+4, POW+12	+8d6	4d6	2d10+1	+55%
Old	STR+60, SIZ+60, CON+27, INT+6, POW+12	+9d6	5d6	3d8	+60%
Very Old	STR+62, SIZ+62, CON+30, INT+8, POW+14	+9d6	5d6	3d8+1	+62%
Ancient	STR+64, SIZ+64, CON+32, INT+12, POW+16	+9d6	6d6	3d8+2	+64%
Wyrm	STR+66, SIZ+66, CON+35, INT+15, POW+17	+10d6	6d6	3d10	+65%
Great Wyrm	STR+70, SIZ+70, CON+40, INT+18, POW+18	+10d6	7d6	4d8	+66%



Black Dragon: The black dragon is typically found in miasmatic swamps or marshes, although they also inhabit subterranean lairs as well, for black dragons always seek to lair in deep, dark caves. They tend towards the mid point between law and chaos in their evil. The black dragon attacks with a claw/claw/bite or breathes - in this case spitting acid in a 5' wide stream which extends $20'+1'$ per SIZ in a straight line beginning at the height of the dragon's head and traveling in the direction and at the angle which the monster's head was facing at the time of discharging the acid.



Brass Dragons: Sandy desert regions are the typical habitat of brass dragons, whose cavernous lairs are often found therein. Brass dragons are quite forward and officious, and they love to converse. They are rather selfish and tend towards balance because of this. The brass dragon attacks with a claw/claw/bite routine or by breathing either of two weapons - a cone of sleep gas which extends $7'+1'$ per SIZ from the creature's mouth to a terminating

diameter of $20'+1/2'$ per SIZ, or a billowing cloud of fear gas 40' wide by 50' across by 20' deep (ground upwards). Creatures in these gaseous clouds must make a POW:CON resistance or fall asleep/flee in fear.



Blue Dragon: Blue dragons typically prefer deserts and arid lands; like others of their kind their lair is always some vast cave or underground cavern. The attack of a blue dragon is a claw/claw/bite or use of its breath weapon. A blue dragon is capable of discharging a bolt of electricity (lightning) in a straight line 10' wide by $10'+1/2'$ per SIZ long.



Bronze Dragons: Bronze dragons prefer to dwell in subterranean lairs near substantial bodies of water such as lakes or seas. Despite their love of wealth, bronze dragons are basically of beneficent nature. They often assume the form of some animal in order to observe the affairs of humans. The attack of a bronze dragon is either a claw/claw/bite or either of two breath weapons a bolt of lightning $10'+1/2'$ per SIZ long and 5'

wide, or a repulsion gas cloud $20' + 1/2'$ per SIZ long by $20' + 1/2'$ per SIZ wide by $10' + 1/2'$ per SIZ high which affects those within it just as a repulsion spell (move away from the dragon for 6 melee rounds unless a saving throw versus dragon breath is made).



Copper Dragons: Copper dragons prefer to inhabit arid rocky regions, liking warmer climates in which to locate their cavern or cave lairs. They tend to be rather selfish, and thus many copper dragons are somewhat neutral in their outlook if gain is concerned. The normal attack of this kind of dragon is either a claw/claw/bite or the use of one or the other of its breath weapons- a 5' wide stream which extends $20' + 1'$ per SIZ in a straight line beginning at the height of the dragon's head and traveling in the direction and at the angle which the monster's head was facing at the time of discharging the acid, or a cloud of gas $20' + 1/2'$ per SIZ long by $20' + 1/2'$ per SIZ wide by $10' + 1/2'$ per SIZ high that will slow any creatures therein unless they make their POW:POW resistance roll. The slowing effect causes creatures to move/attack at one-half normal, and it lasts for 6 melee rounds.

Gold Dragons: Gold dragons are able to dwell in any climate, but their lairs are always of solid stone - whether a cave or a castle. Although they love precious metals and gems and use jewels and pearls as nourishment, all gold dragons are allied with Light. They are able to assume the form of animals or the guise of humanity, for

they can polymorph themselves without harm. It is in some other form that they are typically encountered. The attack of a gold dragon can be a claw/claw/bite routine or one of two breath weapon+fire in a $30' + 1'$ per SIZ X $1'$ per SIZ cone, or chlorine gas in a $5' + 1/2'$ per SIZ x $1/2'$ per SIZ x $1/2'$ SIZ cloud.



Green Dragon: The green dragons prefer to locate their underground lairs in or near woods or forests of the bleaker wilder sort if possible. They are very nasty tempered and thoroughly evil. A green dragon can attack by a claw/claw/bite routine or by breathing a cloud of poisonous chlorine gas. The gas cloud is $20' + 1/2'$ per SIZ long by $20' + 1/2'$ per SIZ wide by $10' + 1/2'$ per SIZ.



Red Dragon: The red dragon is usually found dwelling in great hills or mountainous regions. As with most others of this species, they make their lairs in subterranean coves and similar places. They are very greedy and avaricious. Of all evil dragons, this sort is the worst, save for Tiamat herself. A red dragon is able to attack by means of a claw/claw/bite routine or by breathing fire in a $30'+1'$ per SIZ X $1'$ per SIZ cone.

Silver Dragons: Silver dragons select mountain peaks, clouds, and similar locales in which to establish their abode. It is claimed that this dragon can be found in the home of the King of Good Dragons as well as behind other winds as well. Much as a gold dragon, these creatures are able to polymorph themselves in order to appear as an animal or human (typically a kindly old

man or fair damsel if the latter). When in combat a silver dragon is able to attack with claw and fang or use either of its two breath weapons - a cone of frost (cold) $1'$ per SIZ long with a $5+1'$ per SIZ base, or a cloud of paralyzing gas $20'+1/2'$ per SIZ long by $20'+1/2'$ per SIZ wide by $10'+1/2'$ per SIZ which will take immediate effect upon all within it unless they make a CON:CON resistance roll.



White Dragons: White dragons favor chilly or cold regions in which to dwell. They lair in icy caves or deep subterranean places. Although not as intelligent as most other dragons, they are as evil and greedy as any. The white dragon is able to attack with a claw/claw/bite or with its breath weapon $10'+1'$ per SIZ X $1'$ per SIZ cone of frost.





Oriental Dragons

Li Lung (Earth Dragon)

The only oriental dragon with wings, these have a lion's body and a dragon's head with human features. They live underground and can swim, though they cannot breathe water. They attack with two claws and a bite.

They have no breath weapon, but once a day they can cause an earthquake with a width and length in tens of feet equal to three times the age level of the beast (so a sub-adult would produce an effect 30' square). Such a convulsion may bring down the cavern in which the oriental dragon is living, but Li lung are never harmed by any earthquake (though they may be inconvenienced by having to dig out-of the rubble). Their powerful claws enable them to burrow through solid stone at 5' per round and through earth at 6 times that rate.

Lung Wang (Sea Dragon)

These solitary brutes are oriental relatives to the dragon turtle, with a turtle's body, crested neck, and head like a shen lung. They rule large bodies of water and can breathe either water or air.

They can lift any ship they come under or ram as the largest warship.

Their ordinary attacks are with two claws and a bite. They can breathe a cone of steam 100' long by 50' wide at the base up to three times a day; this breath weapon does damage equal to the current hit points of the creature.

Lung Wang have the scaly command power over 4-40 creatures times the age level of the dragon, but no water fire, They have no spells other than those general to oriental dragons.

As rulers of the seas, lung wang demand tribute

from every passing ship. Regular travelers may work out an arrangement -for example, so much treasure dumped overboard at a given spot. They have their own language.



Pan Lung (Coiled Dragon)

A smaller, thinner and longer variety of the shen lung, pan lung live in marshes and swamps.

Unlike the shen lung, they have no tail spike but a successful tail strike will cause constriction with their tail for 2-12 hit points of damage each round the victim is held. They also attack anyone so constricted with their claws as an easy attack roll. Pan lung can fly, breathe air or water at will, have the scaly command power over 1-10 creatures times the age level of the dragon, and can use water fire for 1-6 points of damage. They have no breath weapon, but may cast charm monster three times a day.

In their brain they have a magical organ like that of the shen lung which gives them the power of

flight -if the organ is extracted it can be a valuable ingredient in flying potions. Pan lung speak their own language which they share with the shen lung.



Shen Lung (Spirit Dragon)

The most common oriental dragon, shen lung are wingless, long and four-footed, with a spiked back and tail, whiskers and two horns on the head. Inside the brain is a magical organ which gives shen lung the ability to fly. If the organ is extracted it can be a valuable ingredient in flying potions.

Shen Lung typically attack with two claws and a bite, but also has a tail spike that does an additional +1d4 damage. IT is not poisonous. Shen lung have no breath weapon but can cast bless and curse once a day each and control weather and ice storm three times a day each.

Blessings allow the receiving party to reverse all dice rolls for 1 hour per dragons POW (a 91 becomes a 19). Cursing has the opposite effect. These oriental dragons live in rivers and lakes and can breathe air or water. They take no damage from lightning, but take double damage from fire attacks. They have the scaly command power over 2-20 creatures times the age-level of the dragon and water fire of 1d4 points value per 2 age categories.

Shen lung are immune to poison. Another curious power they possess is that no insect, arachnid or arthropod can approach a shen lung

within a radius of 60'.

Shen lung speak their own language which they share with the pan lung.



T'ien Lung (Celestial Dragon)

T'ien lung live on high mountain peaks and in cloud castles; they are rulers of the air. Their usual coloration is yellow. Though wingless, they fly by using the same organ in the brain as possessed by shen lung. Usually they attack with two claws and a bite. They breathe fire up to six times a day, doing damage equal to the dragon's current hit points(in place of the chart above). They may also cast control weather a number of times per day equal to twice the dragon's age level.

T'ien lung of age old and older have a 50% chance of being accompanied by 1-6 wind walkers. These fanatically loyal servants cannot be charmed from their purpose and will do their utmost to defend their master and, if necessary, avenge his death.

T'ien lung are very fond of eating opals and pearls and will look favorably on any mortal giving them such delicacies.

They speak their own language and human languages.

Yu Lung (Carp Dragon)

These shy creatures live in fresh water and have a dragon's head, two forelegs and a giant carp's body/tail. They cannot fly, polymorph or turn invisible; they have no breath weapon and breathe only water, though they can emerge awkwardly onto land for up to 10 minutes per age category.



Their attack is with two claws and a bite when in the water, but can only bite on dry land. When determining the age of yu lung, bring all age levels of 6 or above down to adult. There are no older yu lung; when they reach 101 years of age, they are metamorphosed into another kind of oriental dragon (equal probability each type).

DRAGON, PLATINUM (Bahamut)

Characteristics	Score
STR	95
CON	55
SIZ	90
INT	38
POW	40
DEX	18
APP	-

MOVE: 15/30 fly

Hit Points: 72

Damage Bonus: +11d6

Attacks: Claw 100% 1d6+db, Bite 100% 3d6+db
Tail Strike 90% 1d6+db+knockback

Skills: All Communication skills 80%, All Perception skills 75%, Knowledge(Arcane) 100%, World Lore 75%, Nature 75%

Treasure Type: (100% H,I,R,S,T,V)

Armor: 4d8+4

Note:

The Lord of Good dragons, Bahamut the platinum dragon, dwells in a great fortified palace behind the east wind. (No one knows for certain if this place is on the elemental plane of air or some plane betwixt it and the Seven Heavens or Tri-Paradises, save Bahamut and his court.) About one-quarter of the time he roams the earth in the guise of human or nearly any other form he chooses, for Bahamut is able to shape change freely. He can travel astrally or ethereally. There are seven huge ancient gold dragons of highest abilities and loyalty who serve as guards, companions, and advisers to Bahamut. He seldom (10%) is without them. (A sage tells of encountering Bahamut in the guise of an old hermit, with seven canaries singing sweetly as they flitted nearby. The sage relates that he would never have known that he was anything other than what he appeared to be except that a group of ogres and trolls happened by, much to their sorrow. . .) Bahamut uses Deep Magic and knows the Spheres Fauna, Flora, Spirit, and Flesh as well as the Glyphs Creation, Summoning, Transmutation, and Dismissal.





Although her sheer size prevents claw attacks, Tiamat can bite with all five of her heads and sting with her tail in the same round, against different targets, breathe with one or more of these heads or cast spells with one or more heads at the same time. When encountered in her lair, Tiamat will always have five consort/guards with her - one huge, adult male

dragon of the white, black, green, blue and red types respectively. They are all able to speak and use spells, if applicable. Tiamat's heads are one of each chromatic dragon types with breath weapons correspond to the color of each head, exactly duplicating the size and shape of the appropriate dragon's breath weapon and doing 6d6+6 damage of each frost (cold)

damage, acid damage, gas (chlorine) damage, lightning damage, and fire damage. She can use each breath weapon but once per day. Note that each of her heads is also capable of employing Deep Magic, although they draw from the same POW pool. Tiamat need not prepare these spells ahead of time and may use any Sphere or Glyph as if specialized in all of them.

Those struck by Tiamat's tail must succeed at a CON:13 resistance roll or instantly die. The colors of the heads run the length of each neck and into the forepart of the body as stripes, gradually blending to three stripes of gray, blue-green, and purple over her back and hind

DRAGON, CHROMATIC (Tiamat)

Characteristics	Score
STR	95
CON	50
SIZ	80
INT	32
POW	30
DEX	15
APP	-

MOVE: 10/14 Fly

Hit Points: 67

Damage Bonus: +10d6

Attacks: 5xBite 100% 2d6+db, Tail Sting 125% 1d6+db+poison

Skills: All knowledge skill 65%. All communication skills 60%, All Perception skills 85%, Knowledge(Arcane) 100%

Treasure Type: (100% H,S,T,U)

Armor: 4d8

Note:

Tiamat rules the first plane of the Nine Hells where she spawns all of evil dragon-kind. She hates all good and Light as fiercely as she loves cruelty and hoards wealth. She is seldom (10%) outside her lair, but occasionally she comes to earth to place a new dragon or to seek more treasure. She can travel astrally or ethereally.



quarters, and merging into a muddy dark brown tail. Her underbelly and legs are greenish white fading into her upper body colors.



DRAGON, Faerie (Adult)

Characteristics	Average	
STR	1d4+6	8
CON	2d6+8	14
SIZ	2	2
INT	2d6+9	15
POW	2d6+9	15
DEX	2d6+10	16
APP	-	-

MOVE: 1/8 fly
Hit Points: 8
Damage Bonus: -1d6
Magic Resistance: 24%
Attacks: Bite 45%(+5% per age above adult)

Skills: Dodge 45% (flying 80%), Search 50%, Sense(smell) 65%

Treasure Type: :(S),(I),(U) (+1 each/ age over adult)

Armor: 1d4+1

Note:

This chaotic offshoot of the pseudodragon lives in peaceful, tangled forests in all climes, often with a group of sprites or pixies. Faerie dragons can become invisible at will. They are able to attack or employ magic or breath weapons when invisible. However, the faerie dragon is much more likely to use its breath weapon of "euphoria" gas. The creature expels the gas in a 2-foot diameter spherical cloud-just enough to give the target a good dose! A victim failing to make his or her CON:POW resistance roll will wander blissfully about for 3-12 rounds, during which time he or she will be unable to attack and will have all skills reduced by 25%. The victim will be able to keep his or her mind on the situation and surroundings only as long as he or she makes an INT:POW during each round the effect of the gas lasts. As soon as a victim

Age Category	Characteristics	Magic				
		DB	Resistance	Armor	Skills	HP
Very Young	STR-3, SIZ-3	-1d6	2d6	1	+5%	6
Young	STR-2, SIZ-2	-1d6	2d6	1d2	+10%	7
Juvenile	STR-1, SIZ-1	-1d6	3d6	1d2+1	+15%	7
Young Adult	-	-1d6	3d6	1d4	+20%	8
Adult	-	-1d6	4d6	1d4+1	+25%	8
Mature Adult	CON+2, INT+2, POW+2	-1d6	4d6	1d4+1	+30%	9
Old	CON+4, INT+4, POW+4	-1d6	5d6	1d4+1	+35%	10
Very Old	CON+6, INT+5, POW+6	-1d6	5d6	1d4+2	+40%	11
Ancient	STR+1, SIZ+1, CON+8, INT+6, POW+8	-1d6	6d6	1d4+2	+45%	12
Wyrm	STR+1, SIZ+1, CON+8, INT+7, POW+10	-1d6	6d6	1d4+2	+50%	12
Great Wyrm	STR+1, SIZ+1, CON+10, INT+8, POW+12	-1d6	7d6	1d4+2	+55%	13

fails this resistance roll, he or she will completely lose interest in the matters at hand, indicating that the gas has had its maximum euphoric effect. The faerie dragon will never attack directly by any means unless cornered or defending its lair. However, the faerie dragon will use its magic at any opportunity to wreak mischief on passersby. Most (65%) faerie dragons will employ sorcery spells chosen solely for their mischief potential. Such as Itch. Offensive or defensive spells will never be learned unless the particular faerie dragon has thought up an exquisite prank using some such spell. All faerie dragons will learn water breathing and legend lore at the first opportunity. Though many faerie dragon pranks are spur-of-the-moment affairs, months of preparation often go into a single grand practical joke. Faerie dragons enjoy swimming and diving. They can hover and maneuver with 100% skill. They eat fruit, roots, tubers, nuts, honey, and grains and may go to great lengths to get a fresh apple pie. All faerie dragons can communicate telepathically with one another at a distance of up to 2 miles. They speak their own language plus the languages of sprites, pixies, elves, and the birds and animals in their area. They frequently use forest creatures to help them in their pranks. Faerie dragons appear as thin, miniature dragons with long, prehensile tails, butterfly wings, and huge smiles. Their colors range through the spectrum from red for the very young to purple for ancient individuals. Females' hides shine with a bright golden tinge in the sunlight, while males have a silver tinge.



DRAGONFISH

Characteristics		Average
STR	2d6+6	12
CON	2d6+6	12
SIZ	2d4	4
INT	2	2
POW	2d6+5	11
DEX	3d6	3d6
APP	-	-

MOVE: 6
Hit Points: 8
Damage Bonus: -
Attacks: Bite 20% 1d6+½ db

Skills: Swim 75%, Hide 50%

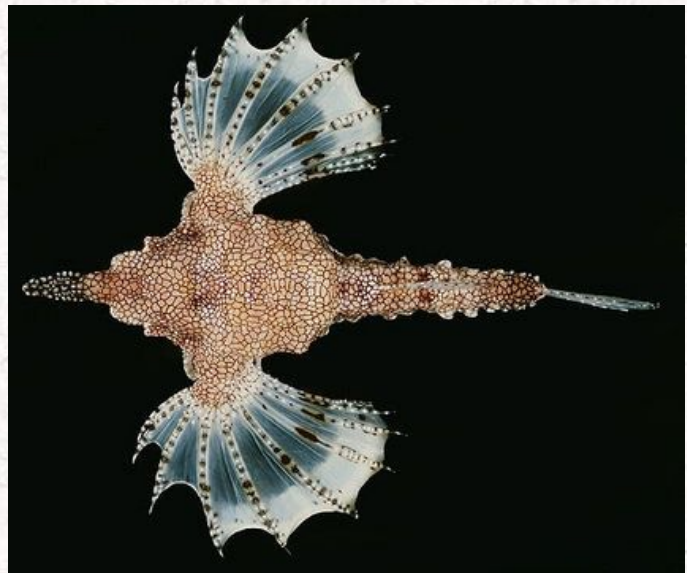
Treasure Type: none

Armor: 1d6

Note:

Dragonfish are mottled brown flatfish which lurk on the bed of a shallow fresh-water pool or a slow-moving stream or river. They are very hard to spot because they merge extremely well with the background. They have a fringe of horny spines tipped with poison (highly toxic - CON:SIZ of fish resistance roll or lose 1 CON per hour until cured or dead!) which snap off in any victim who steps on them or puts his hand on them. The spines are very strong and will penetrate leather boots.

In melee dragonfish bite but it isn't poisonous. The spines themselves do not cause damage other than the poison damage.





DRAGONFLY, Giant

Characteristics	Average	
STR	1d6+15	18
CON	2d6+12	18
SIZ	2d6+10	16
INT	3	3
POW	2d6+7	13
DEX	2d6+6	12
APP	-	-

MOVE: 2/15 fly

Hit Points: 17

Damage Bonus: +1d6

Attacks: Bite 70% 1d6+db

Skills: Dodge(flying) 80%, Fly 80%, Search 50%

Treasure Type: None

Armor: 1d4+1

Note:

Unlike their small cousins, giant dragonflies are dangerous predators known to hunt humans. Because of their fearless nature and voracious appetites, these huge insects hunt not only all other sorts of similar creatures but prey on any warm-blooded creature as well. Giant dragonflies are found from subtropical to temperate regions. Even larger specimens (+2 STR&SIZ) exist in tropical areas. Because of their great speed, hovering, and darting ability, giant dragonflies gain +2 DEX rank checks. Missile attacks and aimed spells are made at a penalty of -20%. Giant dragonflies are unremarkable save for their brilliant, glittering coloration and valuable skin. Properly preserved by magic, their skin brings up to 600 BP per square foot. It is used for apparel and decoration. Only about 4 square feet can be taken from a normal specimen with a proper skill check.

DRAGONNE

Characteristics	Average	
STR	2d6+12	18
CON	4d6+6	18
SIZ	4d6+6	18
INT	2d6	6
POW	1d6+3	6
DEX	3d6	10
APP	-	-

MOVE: 8/12 fly

Hit Points: 18

Damage Bonus: +1d6

Attacks: 2xClaw 50% 1d6+db, Bite 45% 1d6+2

Skills: Dodge 40% , Track (smell) 50%, Sense (smell) 50%

Treasure Type: B,S,T

Armor: 1d4+1

Note:

A weird cross between a brass dragon and a giant lion, the dragonne is both very rare and mostly solitary. The beast fights with its huge claws and great fangs; but its most dreaded weapon is its horrible roar. This sound causes weakness to all within 120' of the monster unless they resist 12vsCON. Furthermore, any creature within 30' or less of the dragonne will be deafened. Both effects of the dragonne's roar last for from 2-12 rounds. Those weak from fear from the sound lose 50% of their strength; deafened creatures cannot hear any sound and will strike at -10% on their attack dice due to disorientation.



DRAGON HORSE

Characteristics		Average
STR	1d6+18	24
CON	2d6+12	18
SIZ	2d6+26	32
INT	2d6+8	14
POW	2d6+7	13
DEX	3d6	10
APP	-	-

MOVE: 10/16 fly
Hit Points: 25
Damage Bonus: +2d6
Magic Resistance: 10%+POW
Attacks: 2xHoof 80% 1d6+½ db

Skills: Fly 100%, All Perception skills 75%,
Dodge 50%

Treasure Type: None

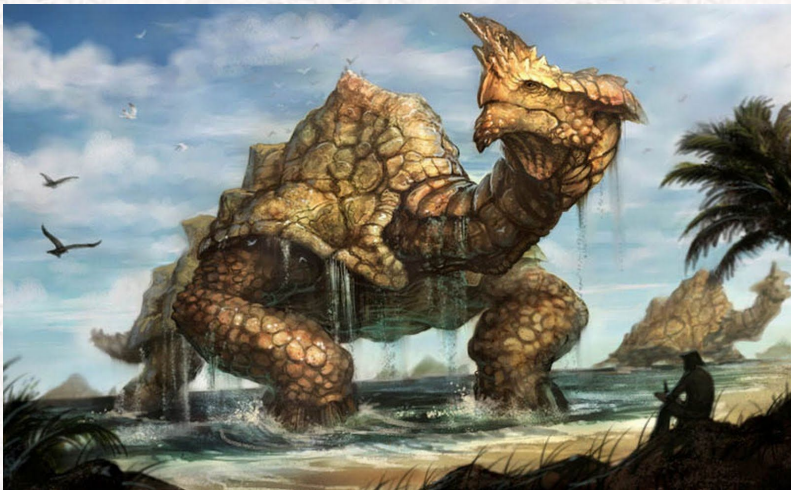
Armor: 2d4+2

Note:

The sky dwelling dragon horse is a relative of the ki-rin. These creatures roam the expanses of the air (above the Prime Material Plane or the Elemental Plane of Air) and are seldom (5%) encountered elsewhere. It is also unlikely that more than 1 will be encountered, but if 2 or 3 are found they will be a stallion, mare, and foal (50%-75%-grown; use 1d6 with 45% +5% per pip). Free-roaming dragon horses have no interest in material possessions or treasure. Attack is by 2 hoof blows. In addition to hoof attacks, a dragon-horse is able to use his breath as a weapon or in defense. Once per hour each a dragon horse can, at will, breathe a fog cloud, gust of wind, or a cone of cold of limited size and effect (10' diameter base, 20' length, for 4d8 damage). The exceptionally keen senses of dragon horses, including infra- and ultravisual capability, are triple normal (180'). Thus, these creatures are never surprised. Their visual capabilities include aura detection, so they can sense the allegiance of creatures they encounter. This power, as well as a rudimentary empathy, make it exceedingly unlikely that one will ever be misled or enslaved by evil natured creatures. Dragon horses can travel the Astral and Ethereal Planes, although they are not known to do so except on rare occasions and when crossing the latter plane to sojourn for a time upon the Elemental Plane of Air. They speak a

rudimentary form of the languages of ki-rin, much communication being accomplished via mutual empathetic reception. The dragon horse is a much-desired steed and destrier, but few succeed in using it as such, for the creature must be a willing companion and associate and no dragon horse enjoys being land bound for any period of time. A foal, raised lovingly and carefully and taken often into the vault of the sky, might become a trusted companion and steed, providing that no land bound requirements were placed upon it. As the maturation process takes 20 years, such cases of foal raising are nearly unknown. The presence of Evil makes these creatures desire to go elsewhere. A dragon horse appears to be ki-rin without any horn. Their coats are pale azure to silvery blue, with flowing manes and tails of pure white to silver. Hooves are deep sky blue to indigo.





DRAGON TURTLE (Juvenile)

Characteristics		Average
STR	6d6+5	23
CON	3d6+10	19
SIZ	6d6+5	23
INT	2d6	6
POW	3d6+2	11
DEX	3d6	10
APP	-	-

MOVE: 5/14 swim
Hit Points: 21
Damage Bonus: +2d6
Attacks: Bite 20% 2d6+db, Claw 15% 1d6+db

Skills: Swim 25%, Sense (smell) 15%

Treasure Type: B,R,S,T,V
Armor: AR+5
Note:

Perhaps the most feared of water creatures is the dragon turtle. They are found in very large rivers and lakes as well as in the sea. Its thick shell makes it nearly impossible to harm, while its powerful claws and jaws easily rip opponents to shreds. Worse still, they can belch forth scalding steam which covers a 5'+1/2' per SIZ x+1/2' per SIZ x 1/2' SIZ area cloud. This steam causes damage equal to the number of hit points the dragon turtle has. Dragon turtles vary in size, age and hit points in the same manner as dragons by the charts listed on page ***. If a dragon turtle comes up under even a large ship they are likely to capsize the vessel (chances are 95% for a small ship to 50% for a large one). They speak their own tongue. The shell of the dragon turtle is deep green with silver highlights,

DRELB (Haunting Custodian)

Characteristics		Average
STR	2d6+6	12
CON	1d6+13	16
SIZ	1d6+12	15
INT	2d6+8	14
POW	2d6+6	12
DEX	3d6	10
APP	-	-

MOVE: 8
Hit Points: 14
Damage Bonus: +1d4
Attacks: Chilling touch 53% 2d4(c)

Skills: Sense(life 100') 75%, Sea

Treasure Type: Guarding ?

Armor: 2d4

Note:

its legs and tail are lighter green with golden highlights, its neck is green gold, with golden highlights, and its head and crest are green gold.



Drelb inhabit the Negative Material Plane, but evil-minded persons will sometimes call them to the Prime Material Plane to serve as guardians of hidden wealth or secret places, so whenever they are encountered on this plane they are guarding something. Unfortunately a drelb looks so much like a wraith that one is indistinguishable from the other until an attack takes place. The effect of the nether chill of a drelb is to make its victim fall shivering to the ground for the following round (no resistance roll), immediately dropping anything it holds and unable to perform any actions until after the chill passes. When confronted by a powerful foe, or if prey is hesitant, the cunning monster uses a trick of illusion. It causes its form to rapidly diminish in size while gliding smoothly forward. This is likely to give the viewer(s) the impression that the drelb is retreating, while it is actually moving up to attack. (a Sense skill roll will reveal the truth) Although drelb resemble undead, they are not and cannot be harmed by holy magic. Magic weapons are needed to harm drelb; silver has no effect, unless it is magicked silver, which causes double damage. Drelb also have the facility of imitation and/or reflection of psychic power. Any power used within 30 feet

of the creature or any psychic attack directed at it is imitated or reflected back upon the attacker. Drelb can speak only their own strange language, although they can understand simple phrases in the common tongue. Magic which draws a drelb to the Prime Material Plane is likely to function only from sunset to sunrise; so, much like undead, drelb appear only in twilight or darkness.

DRIDER

Characteristics		Average
STR	2d6+6	12
CON	1d6+14	17
SIZ	1d4+22	24
INT	1d6+13	16
POW	1d6+13	16
DEX	2d6+10	16
APP	-	-

MOVE: 8

Hit Points: 20

Damage Bonus: +1d6

Attacks: By weapon 40%+2d10%+STR, Brawl 40%+STR 1d3+db

Skills: Parry as weapon%, Dodge 50%, Climb 75% as veteran NPC

Treasure Type: :N(x2), Q

Armor: 1d4+1

Note:

The drider is a special creation of Lolth's (a demon queen) magic. When drow (dark elves) of promising ability reach a certain power level, Lolth will summon them and put them through a specially-devised test. The drow that fail become driders. A drider appears to be a cross between a giant spider and a drow. The torso, head, and arms of a pale, bloated drow sprout 8 spider legs. Due to the bloated form, it is impossible to distinguish the sex of a drider, but 60% of those encountered will be female. A drider retains whatever drow abilities it possessed before the transformation; therefore, all driders have some arcane or divine magical ability, the type depending on whether they are male or female. Female driders have typically have divine abilities as they are priestesses of Lolth; male driders have the magic ability of a sorcerer. In addition, a drider has the natural

spell ability of a drow and is thus able to cast the following spells once per day: dancing lights, darkness, Witch Sight, faerie fire, know Allegiance, and levitate. Female driders can also cast clairvoyance, detect lie, Undo Sorcery, and suggestion spells once per day. In combat, all driders fight typically using swords or axes, though many carry bows strapped to their backs. A drider may also attack with its bite (for 1-4 points of damage). Those bitten must make a CON:10+1d4 or be paralyzed by the drider's spittle for 1-2 hours. Driders are outcasts from drow communities and thus bear them no great love. They are seldom found in numbers, preferring to work alone. Driders will be accompanied by 2-12 huge spiders 10% of the time. Generally living underground, they will often stalk their victims until the right opportunity for a kill presents itself. Their diet consists mainly of the blood of their victims, as they have acquired a spider's tastes.





actually a part. A dryad is shy and non-violent. Unless surprised, a dryad can disappear by stepping into a tree, slipping out on a side unseen by the intruder(s), and dimension door to her own tree. Dryad trees are distinguished only by their large size; they do not radiate any magic. If seriously threatened, or if near a male with a 18 or greater APP, the dryad will use her powerful charm person spell which may be cast up to three times per day (APP:POW). If a person is taken away by a dryad, there is a 50% chance they will never return, and if they do return it will be from 1-4 years later. If carefully approached they might be persuaded to aid a person or party. Dryads have exact knowledge of the wood or forest in which they dwell. Some dryads, if they meet the prerequisites, may cast sorcery spells. These usually have only to do with nature or confusing/charming others. Animals within a dryads woods are 90% likely to aid her in any way she needs.

DRYAD

Characteristics	Average
STR	2d6+2 8
CON	3d6 10
SIZ	2d6+3 9
INT	3d6 10
POW	3d6+6 15(21max)
DEX	3d6+6 15(21max)
APP	3d6+6 15(21max)

MOVE: 8

Hit Points: 10

Damage Bonus: -

Attacks: Club 25% 1d6+db, Fist 40% 1d3+db

Skills: Move Quietly 60%, Nature 80%(their own forest 100%), Hide 60%

Treasure Type: M(x100), Q(x100)

Armor: -

Note:

These beautiful and alluring tree sprites are found only in the most secluded places. They are found only near oak trees and never more than 300' from their individual tree of which they are





DUERGAR (gray dwarf)

Characteristics		Average
STR	4d6	14
CON	1d6+13	16
SIZ	2d6	7
INT	2d6+6	13
POW	3d6	10
DEX	3d6	10
APP	3d6	10

MOVE: 6

Hit Points: 12

Damage Bonus: -

Attacks: By weapon 20%+STR+2d10%

Skills: Dodge 45%, 1 Craft/Art at 40%, Climb 20%
Craft(mining) 35%, Earthsense 40%

Treasure Type: M,Q,(B,F)

Armor: Armor Worn

Note:

The duergar are the seldom-encountered race of evil dwarves. They are also known as the gray dwarves or gray ones. Malicious in the extreme, duergar dwell in subterranean depths where their evil need not withstand the light. Normally but a handful of these wicked creatures will be discovered, but occasionally a lair will be discovered with hundreds of duergar there. For every 4 normal duergar encountered there will be 1 team leader with +2 STR, +4 CON, +1 HP, and +15% skills. If 9 are encountered outside their lair, an additional duergar squad leader with +4 STR, +6 CON, +3 HP, and +25% skills.) will be leading the group. Normal duergar carry mining pick (1d8+1+DB),

hammer(1d6+2+DB),or short spear (1d8+1+DB)
-Leather and ring armor(1d6), and shield and are encountered 75% of the time. Team leaders carry a pick, light crossbow(1d6+2)-mail suit and helm (1d8+1) and shield and are encountered 25% of the time. Squad leaders carry a short sword(1d6+1+DB), Medium crossbow(2d4+2)-mail suit and helm and shield. The duergar lair will always be subterranean, extensive, and consist of many passages, rooms, chambers, and secret areas. There may (25%) be some monster kept as a guardian in the lair complex. There is a 75% probability that there will be 10-40 slaves there. Roll 1d20 to find the type of slaves kept: 1-8 = mountain dwarves or orcs; 9-12 = dwarves or goblins; 13-16 = gnomes or xvarts; 17-18 = halflings (stout) or kobolds; 19 = svirfneblins or norkers; 20 =adventurers or others. Adventurer types will be typical and "others" will be drow, grimlocks, etc. Duergar have Earth-sense like their dwarf brothers but are also immune to paralysis and poison. All duergar have at least 1 psychic ability but 25% of the time they will have 1d4. These are at 2d20+10% mastery, but maybe higher in select few or elders. They speak the silent speech of subterranean creatures, their own tongue, and Dwarf. Some speak other tongues as well. Duergar appear as emaciated, evil-visaged dwarves. Their skin is medium to dark gray. They favor garb of drab color, typically that which blends into their environment. They live longer than do normal dwarves, some reaching 500 or more years of age.

DUSTDIGGER

Characteristics		Average
STR	2D6+8	14
CON	1D6+11	14
SIZ	2D6+20	26
INT	4	4
POW	3D6+1	11
DEX	3D6	10
APP	-	-

MOVE: 1
Hit Points: 20
Damage Bonus: +1D6
Attacks: Bite 40% 1d4+db, Grab 40% entangle

Skills: Sense(vibration) 50%

Treasure Type: Incidental

Armor: 1d6

Note:

The dustdiggers inhabit arid areas that have loosely packed, sandy soil, such as desert dunes. A dustdigger will typically dig a hole, cover itself with a layer of sand, and then inflate itself to fill up the hole it made, leaving the ground above level with the surrounding terrain. When an animal walks on top of the dustdigger, the dustdigger deflates, creating an area very much like a sinkhole. The dustdigger uses the sands shifting towards its mouth to slow the escape of its prey. After it has fully deflated, it folds its arms up around the victim and attempts to bite it to kill it before swallowing. Once the dustdigger has folded up, its prey is caught and cannot attack, dodge, or parry. Breaking free requires a STR:STR resistance roll on the following round. Thus, the best defense strategy is to recognize a dustdigger before it folds. Dustdiggers look like giant starfish with 5 arms around a central maw. They travel above ground only at night and never for longer than a few minutes at a time. They often travel in groups. Twenty percent of dustdiggers have a born talent for illusion. They will typically project a pool of cool water in the desert sands when approaching victims come within striking range. A difficult Sense skill check is required to see through the illusion. There is a 10% chance that the remains of its last victim will be in the sands around the dustdigger including indigestible metal items.



EAGLE, Giant

Characteristics		Average
STR	3d6+12	21
CON	3d6	10
SIZ	3d6+6	15
INT	1 or 2d6+6	1 or 12
POW	2d6+6	12
DEX	2d6+6	12
APP	-	-

MOVE: 4/18 Fly
Hit Points: 12
Damage Bonus: +1d6
Attacks: Beak 55% 1D8+db Claws 45% 1d6+db or Grab 65% (when flying)

Skills: Dodge in Flight 60%, Search 90%

Treasure Type: (Q,C if intelligent)

Armor: 1

Note:

Giant eagles are found only in places where there are great bluffs, cliffs, mesas, or mountain crags to nest on. Their eyesight is such that they are never surprised unless encountered in their lair or at night. If encountered outside their lair, giant eagles will typically ignore any good creatures but attack evil creatures which seem to be threatening. They are fairly friendly towards certain dwarves and elves. If these beasts are intelligent in the chronicles world, they have their own language and can also communicate through a limited form of telepathy. If encountered in their lair they will always be hostile. If there are young (50%) or eggs there they will attack any creature within 50'. There will be 1-4 young per nest, 1 nest per 2 giant eagles. They can be tamed. Eggs sell on the open market for 800 to 1200 Bronze pieces each.



EEL, Electric

Characteristics	Typical		Giant	
	Average	Roll	Average	Roll
STR	2d4	4	4d6+6	18
CON	2d6	6	3d6	10
SIZ	2d4+2	6	4d6+6	18
INT	2	2	2	2
POW	1d8	4	1d8	4
DEX	3d6	10	3d6	10
APP	-	-	-	-

MOVE: 6 8
Hit Points: 6 14
Damage Bonus: -1d6 +1d6
Attacks: Bite 35% 1d4
Giant: Bite 65% 1d8+db

Skills: Hide 50%, swim 100%, Sense (smell) 75%
Giant: Hide 30%, swim 100%, Sense (smell) 75%

Treasure Type: None

Armor: - 1d2

Note:

Electric eels are found in warm fresh water. They will give off a jolt of electricity in a radius of 10'. Any creature within 10' of the eel takes 3d6 hit points damage. They are immune to electrical effects. The eel can do this but once per hour. Larger species have been reported to be twice the size and do twice the damage. Giant eels are typically of the moray type. They have a nasty temper and teeth to match. Few (10%) are found in fresh water.

**EFREETI**

Characteristics	Average
STR	6d6 18
CON	6d6 18
SIZ	6d6+6 24
INT	4d6+6 18
POW	4d6+6 18
DEX	3d6 10
APP	3d6 10

MOVE: 8/12 fly
Hit Points: 21
Damage Bonus: +2d6
Attacks: Fist 70% 1d6+db, Weapon 75% by type

Skills: Dodge 80%, Wrestle 80%, Brawl 70%

Treasure Type: None

Armor: 1d4+1

Note:

The efreet are creatures from the Elemental Plane of Fire, just as djinn come from Plane of Air. They are enemies of the djinn and will always attack when they encounter them. An efreeti can be forced to serve for a maximum of 1,001 days or by causing it to fulfill three wishes. They are not willing servants, and they will seek to pervert the intent of their masters by adhering to the letter of commands. The fabled City of Brass, citadel of the Efreet, is on the plane from whence they come. Capture of an efreeti is possible there, but tens or even hundreds of efreet would possibly have to be faced also. Efreet are infamous for their dislike of servitude, their desire for revenge, their cruel nature, and their ability to mislead. A powerful Sultan rules the Efreet. He is served by many different sorts of nobles and officials (pashas, deys, amirs, valis, and maliks). The efreet are able to communicate with any intelligent creature they encounter by means of a limited form of telepathy which enables them to understand and speak appropriately.

Efreet are able to travel the material, elemental, and astral planes. Efreeti use Deep Magic and know the Sphere Fire and the Glyph Creation or Transmutation. They may, at will, immolate themselves with flames that cause 1d6 damage to anyone within 5'.





Elementals

Elementals are spirits able to take possession of matter and animate it. The type of matter depends on the type of elemental. Elementals have a growth progression, much like dragons, whereas the older they are, the more powerful they become. Use the following chart to adjust elementals however fits the Chroniclers encounter. Individual elemental types are listed below and Para/Quasi-elementals below those. Each elemental grows in power with age. Adjust the standard scores using the chart below for older, more powerful elementals.

These are not to be confused with the official Magic World elementals which are detailed in that book and Advanced Sorcery.

ELEMENTAL

Age	STR	CON	SIZ	INT	POW	AR	Skills	db
Elder	+10	+5	+10	+5	+10	1d6+1	+20%	+2d6
Noble	+20	+10	+20	+10	+20	1d8+1	+40%	+3d6
Lord	+30	+15	+30	+15	+30	1d10+1	+50%	+4d6



ELEMENTAL, Air

Characteristics		Average
STR	3d6	10
CON	3d6	10
SIZ	2d6+12	18
INT	2d6	6
POW	3d6	10
DEX	4d6	12
APP	-	-

MOVE: 12 fly**Hit Points:** 7**Damage Bonus:** +1d4**Attacks:** Scouring Wind 50%, 1d6+db (knockback, range is POW radius in meters)**Skills:** Dodge 45%, Language (Summoner's) 45%, Fly 100%, Listen 45%, Sense 45%, Search 45%**Treasure Type:** None**Armor:** -**Note:**

Air Elementals are barely tangible, feeling like they're formed out of thickened air. Their voices are soft and faint, and they are mischievous, with a short attention span. Air elementals' only mode of locomotion is by "flying." They can, of course, move at slower than the speed listed. Air elementals can turn invisible at will at a cost of 1 Magic Point, though they will reappear if commanded by their summoner, or if they attack someone. Air elementals cannot be hit by non-enchanted weapons.

**ELEMENTAL, Earth**

Characteristics		Average
STR	5d6+12	27
CON	3d6+6	15
SIZ	3d6	10
INT	2d6	6
POW	3d6	10
DEX	2d6	6
APP	-	-

MOVE: 6**Hit Points:** 13**Damage Bonus:** +1d6**Attacks:** Fist 50%, 1d6+db**Skills:** Appraise 45%, Craft (Blacksmithing) 45%, Language (Summoner's) 25%.**Treasure Type:** None**Armor:** 1d4+1**Note:**

Earth elementals usually appear as thick-bodied masculine humanoid forms, made of stone, earth, and minerals, with roots and vines like veins and sometimes hair or beards of moss and leaves. In other environments, they may appear as the type of earth available, such as sand and sandstone in the desert. They are often slow witted and grumpy, and surly when summoned, though they will do the bidding of their controller. Their voices are low and gravelly. Earth elementals cannot be hit by non-enchanted weapons.



**ELEMENTAL, Fire**

Characteristics	Average	
STR	6d6+6	24
CON	3d6	10
SIZ	3d6+6	15
INT	2d6	6
POW	3d6	10
DEX	4d6	12
APP	-	-

MOVE: 10**Hit Points:** 13**Damage Bonus:** +1d4

Attacks: Flame Breath 50% 1D10 (fire range is POW in meters), Wrestle 50%, special + 1d6 per round (fire)

Skills: Dodge 50%, Language (Summoner's) 50%, Listen 50%, Sense 50%, Search 50%.

Treasure Type: None**Armor:** -**Note:**

Fire elementals typically appear as a tall pillar of flame, but can, actually, take on almost any appearance as they have no real solid form. On the elemental plane of fire exist many sorts of different fire elementals and similar beings. The ruler of all fire elementals is reported to be known as the tyrant. Fire elementals cannot be hit by non-enchanted weapons.

ELEMENTAL, Water

Characteristics	Average	
STR	3d6+6	15
CON	3d6+6	15
SIZ	3d6+6	15
INT	2d6	6
POW	3d6	10
DEX	3d6	10
APP	-	-

MOVE: 10/12 swim**Hit Points:** 15**Damage Bonus:** -**Attacks:** Envelope 50% Drowning

Skills: Dodge 45%, Language (Summoner's) 45%, Navigate 45%, Sense 45%, Search 45%, Swim 100%.

Treasure Type: None**Armor:** -**Note:**

Water elementals are, for all practical, purposes, limited to water operations, for they can stray only 50' from their element. It normally requires a considerable volume of water (or watery liquid) to create a water elemental - a pool of water of at least 1,000 cubic feet in volume, but several large barrels of ale or wine would suffice. There are many other elemental forms on the plane of water. Free-willed, intelligent beings are common as well as much more powerful elementals of the sort dealt with here. It is possible that they are ruled by a god-like king. Water elementals attack by engulfing their target, causing them to drown. Water elementals cannot be hit by non-enchanted weapons.



Para-Elementals

The para-elementals are the inhabitants of the para-elemental planes, Ice, Ooze, Magma, and Smoke, that lie between the major planes of Earth, Air, Fire, and Water. Para-elementals are summoned as normal elementals are, except that there is a chance of not getting the summoned elemental but one from either of the major elemental planes adjoining it. This chance is 100% minus skill % of the summoner. Para-elementals are impervious to attacks from normal, non-magic weapons or by creatures without magical ability. As with ordinary elementals, control over the para-elemental must be maintained at all times, otherwise it will turn on its summoner. Elementals have a growth progression, whereas the older they are, the more powerful they become. Use the chart for elementals listed previously to adjust elementals however fits the Chroniclers encounter.

ELEMENTAL, Para-Elementals

ELEMENTAL, Para-

Characteristics	Ice		Smoke		Magma		Mud	
	Average	Roll	Average	Roll	Average	Roll	Average	
STR	16		14		14		14	
CON	16		16		16		16	
SIZ	12		16		16		16	
INT	14		15		14		6	
POW	10		10		10		10	
DEX	10		10		10		10	
APP	-		-		-		-	
MOVE:	10		6/10		10		6	
Hit Points:	14		16		16		16	
Damage Bonus:	+1d4		-		-		-	
Attacks:	Ice: Brawl 40% 1d4+db+3d8 Ice							
	Smoke: Smoke Blast 40% 1d4+db+2d4 heat							
	Magma: Brawl 40% 1d4+db+2d4 fire							
	Mud: Constrict 40% 1d8+db+suffocation							
Skills:	Dodge 50%, Language (Summoner's) 50%, Listen 50%, Sense 50%, Search 50%.							
Treasure Type:	None							
Armor:	1d4+1		-		-		-	
Note:								

Ice: The Para-elemental Plane of Cold is located at the juncture of the major elemental Planes of Air and Water, and para-elementals from that wintry land resemble tall, translucent, white humanoids coated with frost. Those coming within 10 feet of a cold para-elemental take 1-4 points damage per round due to the intense cold that surrounds its being. The cold para-elemental has the ability to freeze on touch water or liquids containing mostly water for up to 100 square feet per round to a depth of 6 inches. In addition, it may remove damage to itself if it is in contact with ice, snow, or sleet and takes no further

damage while healing itself, at a rate of 1-8 hit points per round. Cold does half- damage to an ice para-elemental, while fire-based attacks do



double damage. This elemental can, once per round, cause a cone of frost 20' long and 20' at base that does 6d6 damage. (half with successful DEXx3 roll) The ice para-elemental have a loose organization with no set leader, though there are rumors that several powerful ice-lords exist on their plane.

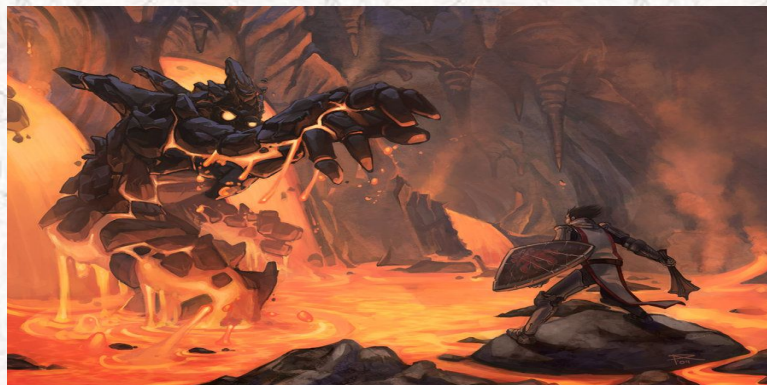
Smoke: Smoke para-elementals move either by drifting along the ground as black ash or by flying in the form of a concentrated blast of black fog. The latter form has mass and can be attacked by magic weapons while the black ash form can only be effected by area of effect or control spells. While forming and dissolving, the fog-form takes a full turn. During normal attacks it can engage as

many targets as are within 10 feet. All within 10 feet must make a CON:12

resistance or be -20% to all vision skills from the blinding smoke. A second such resistance roll is required each round to avoid coughing and choking on

the noxious fumes. Spell casting is not possible if choking, and asphyxiation can occur while in the area of effect. (use drowning rules) The para-elemental Plane of Smoke is a dry, empty area with few long-term inhabitants. The smoke para-elementals have no king, but several exceptional types rule small pockets of the others. These exceptional para-elementals are usually feuding for control of the plane.

Magma: Magma para-elementals, often called heat para-elementals, are natives of the Para-elemental Plane of Magma, a rocky, volcanic place located at the edges of the Elemental Planes of Fire and Earth. Para-elementals summoned from this plane are humanoid from the waist up, and their legs and torsos are molten rock. The eyes and mouths of these creatures glow with a reddish light from



the fires within. The heat from a magma elemental is so hot as to be affecting all within 20 feet. During the 1st round of exposure, metals will grow hot; during the 2nd. metallic armor and weapons will do 1-4 points of damage to their wielders; and on the 3rd and succeeding rounds, metal-using characters will take 2-8 points damage and nonmetal-using characters will take 1-4 points. Leaving the area of the effect causes the damage to drop 1 level immediately and to disappear completely the following round. Wood and other flammable objects brought in contact with either the para-elemental or metal heated by it

will burst into flame. The Para-elemental Plane of Magma is a lonely volcanic plain spotted by volcanoes, and its denizens carry out their tasks in packs with no set leader, although there may be exceptional para-elementals with magical power.

Mud: The ooze para-elemental, also called the mud elemental, appears as a liquid mass of dark writhing tendrils. If an ooze para-elemental hits, it has wrapped a tendril around its opponent and will constrict for 2-16 points of damage per round until the para-elemental is dispelled, defeated, or releases the opponent on command of the summoner. Any number of opponents can be constricted, but only 1 can be attacked and ensnared at a time. A captured character may still attack but can be swept off his feet by the para-elemental and carried off. The ooze



para-elemental's form is mutable, such that one can fit into tight crevices and beneath doorways with ease. The Elemental Plane of Ooze is a cloudy, gray plane at the borders of the Elemental Planes of Water and Earth. Both water and earth creatures from these planes may be found in this para-plane. Ooze para-elementals have no fixed leader, but there are a number of contending slime-barons vying for control.

Quasi-Elemental Lightning

Characteristics	Average
STR	14
CON	16
SIZ	8
INT	5
POW	13
DEX	14
APP	-

MOVE: 8(see below)

Hit Points: 12

Damage Bonus: -

Attacks: Touch 50% 1d6+1 per POW/5

Skills: Dodge 50%, Language (Summoner's) 50%, Listen 50%, Sense 50%, Search 50%.

Treasure Type: None

Armor: -

Note:

Creatures of this sort inhabit the Elemental Plane of Air and the Positive Material Plane. They are rare even in those places. During a great lightning storm on the Material Plane, large numbers of lightning quasi-elementals will sometimes gather. During such violent thunderstorms, the creatures feed and reproduce. In addition to normal movement, lightning quasi-elementals can "arc," leaping up to 60' to any grounded or metallic object of mass greater than a long sword. Such leaping arc is in addition to normal movement, coming either at the beginning or end of it. In addition to normal attack of electrical discharge by touch, a creature of this sort can discharge 1 small globe of ball lightning each round for 1 round per 5 POW. This globe will float near the quasi-elemental until some creature of large mass (200 lbs or more) or with a large quantity of conductive

metal comes within 5 feet. The ball lightning will then move to that object and explode, inflicting 1d4+1 per 5 POW points of damage to anyone within SIZ feet, depending on the size of the quasi-elemental that discharged it. Lightning quasi-elementals can be harmed only by magic weapons. If the weapon used against such a creature is of conductive material, its wielder will suffer electrical damage of 1-4 points whenever the weapon strikes the lightning quasi-elemental. Lightning and electrical attacks do no damage. Fire and acid do only half-normal damage. Cold does full damage. Water attacks inflict 1-8 points of damage per gallon, or double full normal damage. Rain does not cause this damage. Lightning quasi-elementals have no known social organization. It is generally not possible to conjure quasi-elementals, although powerful spell casters have been known to do so.



ELEMENTAL PRINCES OF EVIL

The princes of evil air, cold, earth, fire and water creatures are powerful beings whose principal area of domination are on the Elemental Planes but who also have many followers on the Prime Material Plane.

Though often at odds with each other (mainly through the actions of their underlings) the elemental princes of evil do share certain common characteristics, each being able to perform detect invisible, Undo Sorcery 4, infravision (duration one day), know alignment, suggestion (duration 12 hours) and teleportation (no error), all at will. They have a special telepathic power which enables them to understand and converse with any intelligent creature. Three times per day (each) they can read languages and read magic; once per day they can telekinese 600 lbs weight for 10 rounds. The princes have resistance to sorcery and any spell cast at them has to bypass this before a resistance roll is made, if allowed.

CRYONAX (Prince of Evil Cold Creatures)

Characteristics	Average	
STR	26	26
CON	50	50
SIZ	40	40
INT	21	21
POW	19	19
DEX	18	18
APP	-	-

MOVE: 9
Hit Points: 45
Damage Bonus: +3d6
Attacks: Tentacle 200% 2+db

Skills: All Communication and Perception Skills at 50%, Dodge 100%

Treasure Type: (H,V,X)

Armor: 3d4

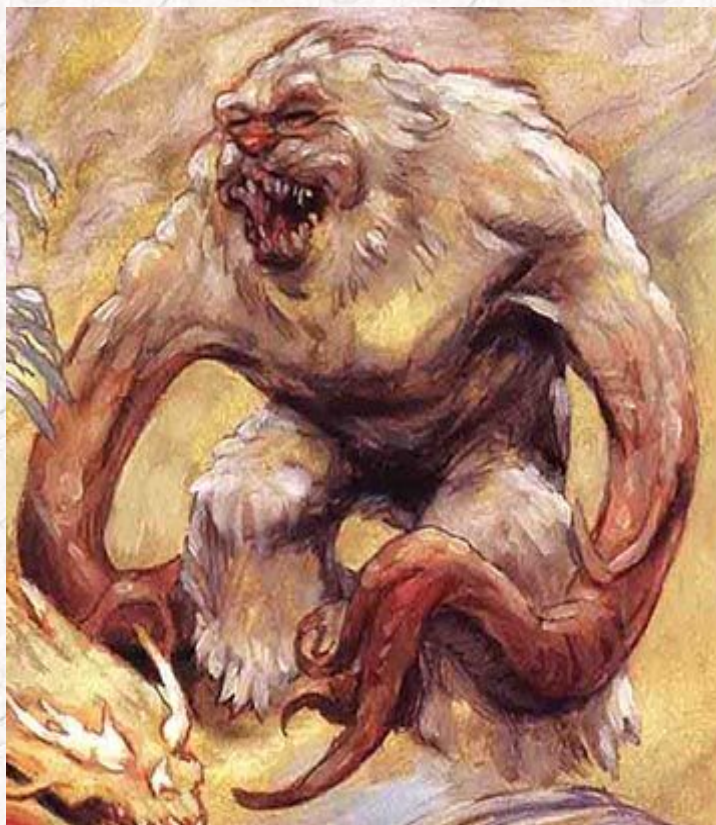
Note:

Cryonax appears as a 15' tall yeti with tentacles covered with suction cups in place of arms. He radiates 1-6 points of cold damage continually, affecting all within 15' (those with resistance to cold take half damage, but there is no resistance roll against this). He attacks with two tentacles every round, each of which inflicts damage and; in addition the victim must make a Stamina roll or be frozen in place for 3d4 rounds. Cryonax can only be damaged by magic weapons with 2+MPs in their enchantment.

There is a cumulative 10% chance that any particular weapon hitting Cryonax will shatter; if the weapon does break, damage inflicted by that particular hit is nullified.

As a prince of evil creatures of cold, Cryonax may summon one of the following groups once per day: 1-4 white dragons, 1-4 frost giants or 1-6 yeti. In addition he can, thrice per day, produce a triple-strength wall of ice, can hold person and can cast an ice storm of 4d10 points. Once per day, he can cause a blast of cold of 10d6 strength!

Fire attacks against Cryonax are at +20% hit probability and do an additional +1 HP per die of damage. Cold attacks add to his hit points in an amount equal to the intended damage, up to but not exceeding his maximum hit points. He is completely immune to poison, nor can he be turned to stone. Cryonax is 75% immune to sorcery and gains this roll prior to any resistance rolls.



This prince lives in a huge castle of ice, quartz and glass, situated at the juncture of the Planes of Air and Water and drawing power from the Negative Material Plane.

IMIX (Prince of Evil Fire Creatures)

Characteristics	Average	
STR	-	-
CON	50	50
SIZ	45	45
INT	23	23
POW	20	20
DEX	18	18
APP	-	-

MOVE: 14
Hit Points: 47
Damage Bonus: -
Attacks: Flame Strike 110% 6d6

Skills: All Communication and Perception Skills at 60%, Dodge 150%

Treasure Type: (R,U)

Armor: -

Note:

Imix generally appears as an 18' high pillar of fire. He radiates 1d20 points of heat damage constantly, affecting all those within 10' (those with resistance to fire take half damage, but there is no resistance roll against this). He attacks with a lashing flame once per round that cannot be parried. Only magic weapons



enchanted with 2 MPs or better weapons can harm him as he has no physical form.

As prince of evil fire creatures, Imix may

summon one of the following groups once per day: 1-3 efreet, 1-3 fire elementals or 1-3 salamanders. In addition he can perform the following thrice per day: cause painfully bright continual light(all skill rolls become difficult), and cast a triple strength wall of fire. Once a day, Imix can throw a 10d6 fireball.

Water attacks on Imix are at +10% hit probability, while cold attacks are at +20% hit probability and add one point of damage to each damage die. Imix is immune to paralysis, poison and petrification.

Imix lives in the depths of a monstrous active volcano on the Elemental Plane of Fire. There is great enmity between Imix and Olhydra.



OGREMOCH (Prince of Evil Earth Creatures)

Characteristics		Average
STR	56	56
CON	65	65
SIZ	30	30
INT	18	18
POW	18	18
DEX	15	15
APP	-	-

MOVE: 10

Hit Points: 47

Damage Bonus: +4d6

Attacks: Fist 240% 4d6+db

Skills: All Communication and Perception Skills at 50%

Treasure Type: (H,U,Z)

Armor: 3d4+1

Note:

Ogrknoch appears in a rough, apparently unfinished bipedal form, 10' tall. He attacks with two massive appendages, usually striking twice each round. +3 MPs or more enchantments is weapons are required to harm him.

Ogrknoch is 85% immune to sorcery and gains this roll prior to any resistance rolls.

As prince of evil earth creatures, Ogrknoch can summon one of the following groups once per day: 1-3 earth elementals, 1-6 evil khargra, 1-4 umber hulks or 1-4 evil xorn. In addition, he can perform the following thrice per day: produce a triple-strength wall of stone, GUIDE EARTH (double area, casting time in rounds rather than minutes), flesh to stone. Once per day he can cause an earthquake of 100' diameter.

He cannot be harmed by normal fire or by poison. Cold, lightning and magical fire attacks subtract 1 point of damage per damage die against him. Ogrknoch lives in a great flat-topped mountain on the Elemental Plane of Earth.

OLHYDRA (Princess of Evil Water Creatures)

Characteristics		Average
STR	31	31
CON	50	50
SIZ	33	33
INT	25	25
POW	25	25
DEX	25	25
APP	-	-

MOVE: 6/15 swim

Hit Points: 42

Damage Bonus: +3d6

Attacks: Wave Bash 105% 1d6+db

Skills: All Communication and Perception Skills at 50%, Swim 105%

Treasure Type: (H,S,U)

Armor: 2d6* special

Note:

Olhydra appears only near water as a watery amorphous blob 20' in diameter. She attacks once per round with a water wave which inflicts concussion damage.

She can also attack by enveloping and drowning victims; up to five human-sized creatures may be attacked and enveloped at one time, and are powerless to do anything (fight, cast spells) while enveloped. This attack cannot be parried but a special or critical Dodge skill success will let the victim roll out of the area of effect.

Victims within follow drowning rules and take 1d10 hit points of damage each round from being buffeted against objects in the wave, and each other. The only way to save enveloped victims is to kill or drive away the princess since she cannot move enveloped bodies.

Olhydra is 70% immune to sorcery and gains this roll prior to any resistance rolls.

Olhydra can ram ships with the force of two heavy galleys. She can only be hit by magic weapons with at least 1 MP used in the enchantment., and edged weapons only do half damage on her when they hit.

As princess of evil water creatures, Olhydra may summon one of the following groups once per day: 1-3 water elementals. 1-2 sea hags. 2-5 water weirds or 20-200 sahuagin (salt water only). She can also perform the following thrice per day: produce a triple-strength wall of fog,

GUIDE WATER(with twice the area of effect), transmute rock to mud, 6d6 ice storm. Fire attacks are at +20% hit probability against her and do an additional 1 point of damage per damage die. Cold attacks cannot damage her, but if over 20 points in value, they act as a slow spell upon her (her magical resistance is ineffective in this case, nor does she get a resistance roll). Any normal fire within 10' of Olhydra is automatically extinguished. She cannot be paralyzed or turned to stone. Olhydra lives in a great undersea castle on the Elemental Plane of Water. There is great enmity between her and Imix.



YAN-C-BIN (Prince of Evil Aerial Creatures)

Characteristics		Average
STR	26	26
CON	45	45
SIZ	28	28
INT	20	20
POW	22	22
DEX	22	22
APP	-	-

MOVE: 25
Hit Points: 35
Damage Bonus: +2d6
Attacks: Air Blast 105% 2d4+db

Skills: All Communication and Perception Skills at 50%, Fly 115%, Dodge 115%

Treasure Type: U,Z

Armor: 1d6+1d4

Note:

Yan-C-Bin is naturally invisible, creating a slight disturbance in the air as he flies. He is about 10' in diameter but has no definite shape. He attacks twice per round by causing a singular vacuum in the victim's body as all the air is sucked out of them. If one of these attacks is a special success, the victim is stunned for 2d4 rounds and unable to act. If the attack is a critical success, the victim automatically dies. +2 or more MP enchantments are required in a weapon to harm him.

As Prince of evil aerial creatures, Yan-C-Bin can summon one of the following groups once per day: 1-3 air elementals, 1-4 cloud giants, 1-4 invisible stalkers or 1-3 wind walkers. Lightning attacks are ineffective against Yan-C-Bin, but fire attacks against him are at a hit probability bonus of +10% for every 2 possible die of damage.

He cannot be harmed by any object cast into the air and is immune to petrification. He can turn into a whirlwind - a truncated reverse cone. A full strength whirlwind sweeps away and kills all creatures under 14 STR. Any creatures with 15+ STR gain an Effort roll. Success means they take 4d4 hit points of damage instead of being killed outright.

Yan-C-Bin can sustain this form for 1d4+1 rounds. Formation of this whirlwind or

dissipation of it requires one full round. Yan-C-Bin lives in a great airy palace on the Elemental Plane of Air.





ELEPHANT

Characteristics	Normal		Mammoth	
	Average	Roll	Average	Roll
STR	6d6+27	45	4d6+45	57
CON	3d6+18	27	2d6+24	30
SIZ	6d6+35	53	4d6+50	62
INT	6	6	6	6
POW	2d6+6	12	2d6+12	18
DEX	3d6	10	3d6	10
APP	-	-	-	-

MOVE: 8/4swim 10/4 swim
Hit Points: 40 45
Damage Bonus: +5d6 +6d6
Attacks: Trample 50% 2d6+db, Tusk 40% 1d6+db

Skills: Listen 50%, Swim 25%

Treasure Type: None

Armor: 1d10 1d10+2

Note:

The elephant is found only in warm climates. They attack by means of a stab with two tusks, a grab and squeeze with their trunk, and then two tramlings with their front feet. Elephants are relatively intelligent. and will not trunk-attack creatures which will harm their trunk, i.e. spiky, hot, etc. They fear fire. An elephant can easily break open a great gate by pushing unless the gate is spiked to prevent this. They can be trained to carry equipment and/or men. Elephant tusks have a value of 100 to 600 Bronze Piece value each. Each BP of value equals one-quarter pound of weight. There are several varieties of **mammoth**, including the woolly and imperial - the latter sort being the largest. They inhabit climes ranging from subarctic to subtropical of the Pleistocene epoch. These massive herbivores are quite aggressive if threatened. The tusks of the mammoth are 50% heavier than those of the elephant, and their value is proportionately higher.



ELEPHANT, Oliphant

Characteristics	Average
STR	6d6+47 65
CON	3d6+28 37
SIZ	6d6+55 73
INT	6 6
POW	2d6+6 12
DEX	3d6 10
APP	- -

MOVE: 10
Hit Points: 55
Damage Bonus: +8d6
Attacks: Trample 50% 2d6+db, Tusk 40% 1d6+db

Skills: Listen 40%

Treasure Type: None

Armor: 1d10+2

Note:

An Oliphant, like in Tolkiens LOTR, is substantially larger than even mammoths. They are herbivores but their size makes them fairly fearless and aggressive. They can be trained as mounts holding several people on specially made platforms. If trained for combat their tusks are often adorned with large spikes that cause an additional 1d6+2 damage.





ELF, Drow (Dark Elf)

Characteristics	Average
STR	2d6+2 9
CON	3d6 10
SIZ	2d4+4 9
INT	3d6+6 16
POW	2d6+6 13
DEX	2d6+6 13
APP	3d6 10

MOVE: 12

Hit Points: 10

Damage Bonus: -

Attacks: Bow 45% 1D8+1, Scimitar 25% 1D8+1, Buckler 05%, 1D4 HP: 8

Skills: Climb 45%, Craft (NPC Choice) 25%, Dodge 20%+ DEXx2, Physik 25%, Nature (subteranean) 50%, Conceal Object 20%, Listen 45%, Track 25%, Hide 30%, Move Quietly 25%

Treasure Type: N(x5),Q(x2)

Armor: By type

Note:

Ages past, when the elven-folk were but new to the face of the earth, their number was torn by discord and those of better disposition drove from them those of the elves who were selfish and cruel. However constant warfare between the two divisions of elven kind continued, with the goodly ones ever victorious, until those of dark nature were forced to withdraw from the lands under the skies and seek safety in the realm of the underworld. Here, in light-less caverns and endless warrens of twisting passages and caves hung with icicles of stone, the dark elven-folk - the drow - found both refuge and comfort. Over the centuries they grew strong once again and schooled themselves in arcane arts. And though they were strong enough to face and perhaps defeat their former brethren in battle, the drow no longer desired to walk upon the green lands under the sun and stars. They no longer desired a life in the upper world, being content with the gloomy fairyland beneath the earth that they had made their own.

Yet they neither forgave nor forgot, and even now, above all else, they bear enmity for all of their distant kin - elves and faeries - who drove them down beneath the earth and now dwell in the meadows and dells of the bright world.

Though they are seldom if ever seen by any human or demi-human, the drow still persist, occasionally entering lower dungeon levels and consorting with other creatures in order to work out their schemes and inflict revenge upon those who inhabit the world above. Regardless of the number of drow appearing, there will always be one of greater power than the main body. Drow males are all at least competent fighters - Males can also be sorcerers.. Female drow are also at least veteran fighters and some have great skill as fighters. Most drow priests and shaman are female, however no male drow priest has been known to be higher than a female in power.

Drow wear a fine mesh armor of exquisite workmanship. It is made of an alloy of steel containing adamantite. Even the lowliest fighters have in effect chain-mail with +1 AR, with higher level drow having +2, or even +3, AR chain-mail. Small bucklers are also used - shields of unusual shape - those drow of greater station and importance in drow society having bucklers fashioned of adamantite so as to be +1, +2 or even +3 AR value. As will be described later, all drow move silently and with graceful speed, even when wearing their black mesh of armor. Each drow carries a small amount of personal wealth in a soft leather bag worn around the neck beneath the mail. In addition they arm themselves with long dagger and scimitars of adamantite alloy (+1 to as high as +3 or even +4 damage borne by noble-folk); 50% or more carry small crossbows which are held in one hand (12' range light crossbow) and shoot darts coated with a poison which renders the victim unconscious (CON:12). These darts also inflict 1-3 points of damage on a victim. A few drow also carry adamantite maces (+1 to +3) and/or small javelins (also poisoned with the same substance as the darts) Most drow gear is created with a small bonus enchanted into it. A cloak might allow +3d4% to Hide, Boots might allow +3d4% Move Quiet, ect...

Drow have superior infravision of the 120' range variety. Drow themselves are not likely to be surprised by opponents due to their keen hearing.

Unlike their elven brothers, Drow gain magic resistance and increases equal to their POW. Magic resistance is a resistance roll made against sorcery before any other resistance rolls are made. Even if a resistance roll is not called for. Because the drow have dwelled so

long in the dark labyrinthine places under the surface of the earth, they dislike bright light. They will not venture forth into daylight except on the cloudiest, gloomiest days. If within the radius of a light or continual light spell the dark elves lose 2 from their dexterity and all attacks made by them are at -25% on the 'to hit' roll. If they are attacking targets inside the radius of light or continual light spells, the bright illumination causes them to suffer a 'to hit' penalty of -10%. If bright light exists, it is 75% likely that drow will retire from the situation because of the illumination, unless such a retreat would imperil one of their number, would otherwise be harmful to their desired ends or would expose some important feature to the light-bringing intruders. In any event, such dimmer light sources as torches, lanterns, magic weapons, fire beetle essence or faerie fire do not adversely affect the performance of the dark elves. Drow are able to speak the subterranean trade language common to most intelligent dwellers in the underworld, the common tongue, gnome, elven and their own language in addition to the other tongues which their level of skill allows. Many know the languages of the various races which speak and dwell underground. All of the dark elves also have a silent language composed of hand movements, and this means of communication is highly sophisticated, being able to convey much information to a considerable degree of complexity. When drow are within 30' of each other, they use facial and body expression, movement and posture; these



latter means of communication alone are capable of conveying considerable information, and when coupled with hand/finger movements

the whole is as erudite as any spoken speech.

Drow have powers which are the same as those of dwarves with respect to the Earth-sense ability.

If more than 10 drow are encountered there will be in addition a

male who is a sorcerer or mage. If more than 20 are encountered, there will be a female priest in addition to the male sorcerer. If more than 30 drow are encountered, 11-16 will be females, the leader will be a female veteran priest. The male sorcerer will be at least of veteran ability level and each will have an assistant of skill as previously indicated for the ones present with Special Note Regarding Drow Treasure: Cloaks, armor, and weapons made by the Drow have special properties, although they do not radiate magic. The items are made in the strange homeland of the Drow: vast underground cities of carved stone and minerals, places of weird and fantastic beauty inundated with unknown radiations which impart the special properties to their items. When these are exposed to direct sunlight, irreversible decay starts and the items will become totally useless in 2-12 days. If protected from sunlight, they will retain their special properties for 31-50 days before becoming normal items; and if exposed to the radiations of the Drow homeland for a period of 1 week out of every 4 weeks, the items could remain potent indefinitely. Drow sleep poison decays instantly in sunlight, and will lose its effectiveness after 60 days in any event after being exposed to air, although unopened packets of the poison will remain potent for up to one year. Description: Drow are black-skinned and pale-haired. They are slight of build and have long, delicate fingers.

ENVELOPER

Characteristics		Average
STR	3d6+5	14
CON	2d6+14	20
SIZ	2d6+6	12
INT	1d4+1	3
POW	16	16
DEX	2d6+6	12
APP	-	-

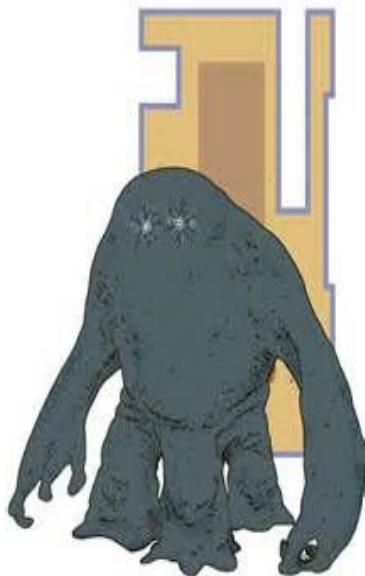
MOVE: 8
Hit Points: 16
Damage Bonus: +1d4
Attacks: Fist 25%* 1d4+db

Skills: As NPC *

Treasure Type: E

Armor: 1d6

Note:



The enveloper is basically a mass of malleable flesh in the form of a rough cylinder 6' tall and 3' in circumference. It can form up to five appendages at will by reshaping flesh in the appropriate areas, and when in view of humans or near-humans it will adopt approximate human form (the appendages being head, arms and legs). It is basically of animal intelligence. In melee the enveloper strikes with its 'fists'. If the enveloper kills a victim -monster or character - its first act is to fall on the body which in one melee round is totally consumed, leaving all clothes, weapons etc. behind. After a further delay of three Melee rounds (during which time the beast can fight as normal - it cannot attack in its 'consuming round') the beast can use any of the victim's abilities; for example, it gains the victim's experience and knowledge, can speak with the victim's voice, can cast spells memorized by the victim, (but not relearn spells) and so forth. For each 2 CON over 10 of the victim, the enveloper gains 1 CON points (though it continues to attack with the same hit probability as before, no matter how many extra points in combat it gains). As the enveloper consumes additional victims it will gain additional abilities and powers. The enveloper gains CON as it ages. Theoretically there is no limit to the number of CON points, an old

enveloper may possess.

ETTERCAP

Characteristics		Average
STR	2d6+8	14
CON	2d6+9	15
SIZ	2d6+9	15
INT	2d4	4
POW	3d6	9
DEX	2d6+6	12
APP	-	-

MOVE: 10
Hit Points: 15
Damage Bonus: +1d4
Attacks: Claw 50% 1+db, Bite 45% 1d4+db

Skills: Climb 45%, Dodge 20%+DEXx2, Traps 50%

Treasure Type: None

Armor: 1d4

Note:

A biped, roughly man-sized, with very long arms, protruding pot-belly, short legs and hairy skin, the ettercap has clawed hands and two poison fangs protruding one on each side of the mouth. Ettercaps are cruel, cunning and treacherous.

The creature has silk glands like those of a spider located near the anus. These glands secrete a thin, very tough, silvery cord which the beast uses to make assorted weapons and devices - lariats, nets, garrotes, tripwires and so forth. Each ettercap has its preferred weapons and trap devices, so an encounter will vary according to an ettercap's preference though they will always lay traps and prepare an ambush if there is time to do so. Ettercaps get along well with all forms of spider.



ETTIN

Characteristics		Average
STR	4d6+12	24
CON	3d6+6	15
SIZ	4d6+12	24
INT	1d6+3	6
POW	3d6	9
DEX	3d6	10
APP	-	-

MOVE: 8
Hit Points: 19
Damage Bonus: +2d6
Attacks: Club 50% 1d8+db, Fist 50% 1d6+db

Skills: Sense(smell) 60%, Listen 50%, Throw 50%

Treasure Type: O,C,(Y)

Armor: 1d4

Note:

Ettins are giant-like creatures which dwell only in remote areas. Their lairs are always underground, for they prefer darkness and are nocturnal.

An ettin attacks with both arms, its left head directing the left arm and the right head the right. Blows from the former arm cause 2-16 points of damage; the right inflicting 3-18. One of the ettin's heads is always likely to be alert, so they are difficult to surprise.

Description: It is evident from their appearance that ettins are closely related to orcs.

Their animal skin dress is typically moth eaten and filthy. Ettins use spiked clubs and similar weapons.

**EXECUTIONERS HOOD**

Characteristics		Average
STR		13
CON		12
SIZ		2
INT		2
POW		11
DEX		12
APP		-

MOVE: 1
Hit Points: 6
Damage Bonus: -1d4
Attacks: Enclose 50% suffocation (per rules)

Skills: Hide 75%, Move Quietly 75%

Treasure Type: none

Armor: 1d4

Note:

An executioner's hood is a small, bag-like monster which has a unique method of capturing its prey. The monster crawls into some niche and awaits the approach of the victim. When the prey enters, the hood closes fast about the victim's head (to-hit roll needed), inflicting 1-4 points of damage immediately and a further 1-4 points of damage from strangulation and suffocation until the prey is killed or the monster is slain. Because of the monster's propensity to surround the head, it is very difficult to slay an executioner's hood. It is totally unaffected by sleep spells, and its attack method (fibrous strands) causes, the victim to suffer whatever other spell effects the executioner's hood sustains. Pouring strong liquor on the hood, however, causes the monster to lose strength, and after 4 rounds the hood will fall off, intoxicated (assuming that a full quart has been used). This monster looks almost exactly like an actual executioner's hood. Color is dull black, and there are eye holes which actually can be used to see out of or into its cavity. The monster is about 1 inch thick. It can spread out into disc shape and has been known to hunt as does a lurker above.



EYE KILLER

Characteristics		Average
STR	2d6+6	12
CON	2d6+8	14
SIZ	2d6+6	12
INT	1d3	2
POW	2d6+5	11
DEX	3d6+6	15
APP	-	-

MOVE: 10

Hit Points: 13

Damage Bonus: -

Attacks: Constriction 40% 1d6

Skills: Fly 45%

Treasure Type: none

Armor: 1d4+1

Note:

At birth, the eye killer is limbless and almost spherical; later it develops a bat-like upper torso on the body of a large snake. Its stunted wings cannot support flight. The upper part of its body is a dark gray-green while the lower part is a medium green flecked with dull yellow. Its eyes are disproportionately large and apparently lidless. The creature dislikes daylight and hates bright naked flame. It dwells in dark places underground, where 2-8 may also (10% chance) be found. The behavior of the creature depends almost entirely on the illumination. If approached and attacked by creatures relying solely on infravision or on low-level natural ambient illumination, the eye killer will attack with its coils only, crushing its victim for 1-6 hit points of damage (a hit indicates that it has managed to wrap its coils round a victim; each melee round thereafter it automatically delivers crushing damage of 1-6 hit points without a 'to hit' roll). If an approaching party is carrying lanterns or torches, however, the eye killer can use the dreaded Death Stare up to a range of 50'. Its eyes gather the illumination falling on them, amplify it enormously and project it back at the light-bearer in a powerful, narrow ray of intense light. This ray strikes a victim as though he were ACIO; the victim must make his saving throw against death ray or die instantly. Victims who make their saving throw take 3-18 hit points of damage. The stare can be reflected though it

does not harm the eye killer - it will simply gather the illumination, amplify it still more, and project it in the same round at another victim.

Fortunately for adventurers, the Death Stare can only be used once per day.

If torch-or lantern-bearers come close to the eye killer, it will not face the light and will try to flee if the illumination becomes intense (equivalent to three torches at a range of 10'). If the illumination is not strong enough to force its flight, it will attack with its coils as previously described.

**EYE OF FEAR AND FLAME**

Characteristics		Average
STR	2d6+6	12
CON	-	-
SIZ	2d6+6	12
INT	3d6+7	16
POW	3d6+9	18
DEX	2d6+6	12
APP	-	-

MOVE: 9

Hit Points: 15

Damage Bonus: -

Attacks: see below

Skills: As sorcerer NPC, no :
Dodge DEXx3%

Treasure Type: None, see below

Armor: 1d4

Note:

The eye of fear and flame is a hooded man-sized figure; the face is always invisible, the interior of the hood being seen as an opaque black screen. It constantly stalks the underworld



seeking lawful or parties or individuals aligned with Light. It will command an individual, or a member of a party, to perform evil deeds (speaking in the tongue of the individual addressed since it has permanent Speak Language power. Resisting this compulsive command requires a POW:POW resistance roll. The nature of the deeds will vary but they will be uniformly evil. If the eye is attacked, or its commands are not obeyed, it will cast back the hood to reveal a bare skull with a red jewel in one eye socket and black jewel in the other. The red gem unleashes a 6d6 fireball once every three melee rounds, while the black gem acts as a Terror spell every melee round. The gems are worth 10,000-20,000 bronze pieces each, though they lose their properties when removed from the skull or when the creature is killed. If melee is going against the creature it has the power to transfer to the Ethereal Plane, taking two melee rounds to do so, where it will try to make its escape. It has no means of fighting hand-to-hand. If the any blindness spell or power is cast on the eye, they will be reflected back to the caster with no loss of power. It is said that the eyes of fear and flame were either created by the evil gods for the destruction of law, or by the gods of Light for their testing. The truth is hidden. It is rumored that only about twenty of these creatures exist.



EYE OF THE DEEP

Characteristics	Average	
STR	2d6	6
CON	3d6+6	15
SIZ	4d6+6	18
INT	3d6+3	12
POW	3d6+3	12
DEX	3d6+6	15
APP	-	-

MOVE: 4 swim

Hit Points: 16

Damage Bonus: -

Attacks: Pincher 45% 1d6+db, Bite 50% 1d6+db

Skills: Sense(vibration) 60% (within 100' only)

Treasure Type: (R)

Armor: 1d6

Note:

It is possible that this monster is a relative of the beholder, for there are remarkable similarities between the two species. The eye of the deep dwells only at great depths of the ocean, floating slowly about, stalking prey. It has two huge crab-like pincers to seize its victims and a mouth full of small sharp teeth. Its primary weapons, however, are its eyes. The creature has a large central eye which emits a blinding flash of light to dazzle and stun those in its ray (cone 3" at eye extending 3" to a 2" diameter base) for 2-8 melee rounds unless a saving throw versus death ray/poison is made. The eye of the deep also has two smaller eyes on long stalks with which it is able to create an illusion; or, acting independently, the small eyes are able to cast hold person and hold monster spells respectively.

Because it inhabits the deeps, this monster has an armor class of 5 everywhere, including eyes and eye stalks. It can withstand IO to 12 dice of damage before being killed. If its eye-stalks are severed they will, as with those of a beholder, grow back in about a week of time.

Nature: The eye of the deep is hateful and aggressive, generally conforming to its land-dwelling cousin, the beholder, as regards temperament.



FIRE DRAKE

Characteristics		Average
STR	2d6+8	14
CON	2d6+8	14
SIZ	2d6	6
INT	2d3	3
POW	2d6+5	11
DEX	2d6+6	12
APP	-	-

MOVE: 6/18 fly
Hit Points: 10
Damage Bonus: -
Attacks: Bite 40% 2d4

Skills: Sense (smell)45%, Listen 35%

Treasure Type: None

Armor: 1d6

Note:

Found only in rocky areas, this small dragonet (4' long or thereabouts) resembles a miniature red dragon in appearance if not in temperament. If it is disturbed even with peaceful intent there is a 50% chance it will attack. Its claws are not used in combat but its bite will cause 2-8 hit points of damage.

The fire drake also has a breath weapon which it can use five times daily. This is a cone of fire 60' long by 10' base diameter which delivers 2d8 hit points of damage. (halved if a Reflex roll is made).

Fire drakes have a short lifespan compared with their larger cousins, the dragons - the age-incremental hit point steps do not apply. The dragonet's blood burns fiercely in air (the breath weapon is in fact a jet of blood) though it

is inert if kept in a container under water. Swords dipped in the blood immediately become flaming swords for 3-6 melee rounds though there is a 2% cumulative chance during this time of the sword breaking when a blow is struck with it. If the sword 'survives' this 3-6 round period, it reverts to its original powers after it ceases to flame.

FIRE FRIEND (Giant Firefly)

Characteristics	Average
STR	5
CON	9
SIZ	2
INT	5
POW	9
DEX	5/12 flying
APP	-

MOVE: 1/8 fly
Hit Points: 5
Damage Bonus: -1d6
Attacks: Bite 25% 1d4

Skills: Fly 45%, Dodge(flying) 45%

Treasure Type: None

Armor: 1d2

Note:

The fire friend, or giant firefly, is a well-regarded but rarely encountered creature found in temperate climes. Although this giant insect has only low intelligence by human standards, it is clever and shuns obvious enemies. Humans and demihumans of friendly disposition are sought as companions, however, for fire friends love to converse with them and to hear stories of a fanciful nature. A fire friend has small but sharp mandibles with which to protect itself. In addition, its glowing abdominal light, normally equal in luminosity to a torch, can be brightened and concentrated once every turn. A beam of greenish light about 3 inches in diameter and up to 14 feet long can be shot forth. Flesh struck will suffer 5-20 points of damage, one-half damage if a CON:12 resistance roll is successful. These creatures are not harmed by electricity. Fire friends speak their own language as well as the common tongue in most cases. They hatch in spring, grow to maturity by age 2, and live about 10 years or so. By age 1 or 2 they learn to converse with humans.





FIRENEWT

Characteristics		Average
STR	2d6+6	12
CON	2d6+6	12
SIZ	2d6+6	12
INT	2d6+6	12
POW	2d6	6
DEX	3d4+6	12
APP	-	-

MOVE: 8

Hit Points: 12

Damage Bonus: -

Attacks: By weapon 35% weapon damage +db

Skills: Primitave Tribal skills as NPC, Dodge DEXx3%

Treasure Type: K,M,(F)

Armor: 1d4+ worn

Note:

These distant relatives of the lizard men live in sun-baked rocky hills, volcanic regions or any other locale which tends to be hot, dry and sometimes sulfurous, whether above or below ground. They are sometimes known as salamen. Firenewt warriors (the most common variety) are typically armored in ring mail and carry normal weapons - pike and sword (45%), sword only (25%), pike and hand-ax (20%) or battle-ax (10%).

For every ten warriors encountered there will be one elite warrior with +3 hit points and a Dodge bonus of +10%.

For every 30 encountered there will, in addition to three elite warriors, be one 'priest' with no real spell casting ability. Elite warriors always carry battle-axes, while priests use a mace or club in melee.

33% of all firenewts encountered above ground (90% of elite warriors, all priests) will be mounted on giant striders; these beasts are trained by the priests and are highly skilled in melee even if the firenewt 'master' dismounts.

All firenewts have a limited breath weapon. Once per 4 hours they can breathe fire on a foe immediately in front of them and within a 5' range for 1-6 points of damage (a successful Reflex roll indicates half damage).

Firenewts have high resistance to fire-based attacks, allowing all resistance rolls against heat or fire a bonus of -3 slots of the table.

Additionally, all fire-based attacks which affect them are reduced by 1 hit point of damage per attack die. Conversely, firenewts receive a +3 slot penalty against cold attacks and damage inflicted on them by these attacks is increased by 1 hit point per attack die.

Firenewts are cruel marauders - if firenewts are encountered they will usually be the members of a hunting party. They delight in torturing and roasting victims alive before feasting on them.

In a firenewt lair there will be an additional 70% females and 150% young as well as a secret, closely-guarded hatching ground containing 200% eggs. The hatching ground will be under the priests' control and will be guarded by 1-3 young fire lizards (see MANUAL OF MONSTERS I- Lizard, fire). The lair will be ruled by an overlord firenewt of +8 hit points and Half Plate armor, who will have a close retinue of four elite warriors.

Description: A typical firenewt is a mottled sepia color, darkest along the spine and fading to near-white on the belly. The smooth flesh and features are eel-like, though the flesh is dry. The eyes are deep crimson. Females are slightly shorter than males (about 5' tall) and are a duller brown. The young are light in color, darkening progressively as they approach maturity.

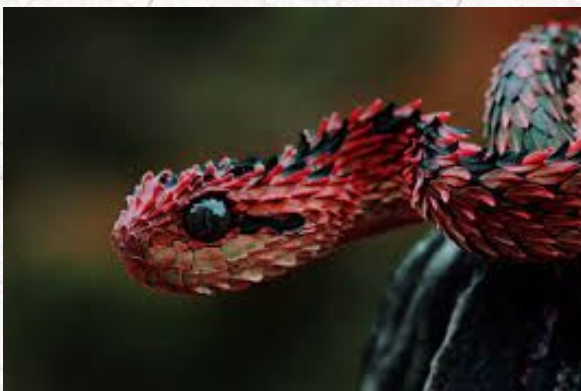
FIRE SNAKE

Characteristics	Average	
STR	2d4	4
CON	2d6+6	12
SIZ	2d4	2
INT	1d4	2
POW	3d6	9
DEX	3d6	9
APP	-	-

MOVE: 4**Hit Points:** 7**Damage Bonus:** -**Attacks:** Bite 20% 1d4+special**Skills:** Hide (in Fire) 90%, Dodge DEXx3%**Treasure Type: Q****Armor:** 1d4**Note:**

Fire snakes - colored in shades from blood-red to orange - are always found in fires. Some large permanent fires will contain 1-6 of these creatures, though in smaller, semi-permanent fires such as fire-pits and oil bowls there may be one snake. Beneath the snakes will be the gems they accumulate.

Since their color matches well with their surroundings they strike with a good chance of gaining surprising opponents. Their bite inflicts damage and injects a mild venom which causes paralyzation of the victim for 2-8 hours unless the victim makes a CON:SIZ resistance roll. It is conjectured that fire snakes are larval salamanders.

**FIRETOAD**

Characteristics	Average	
STR	2d4	4
CON	2d6+8	14
SIZ	2d4	4
INT	1d4+1	3
POW	2d6	6
DEX	3d6	9
APP	-	-

MOVE: 6**Hit Points:** 9**Damage Bonus:** -**Attacks:** Fireball 40% Special**Skills:** Jump 55%, Dodge DEXx1%**Treasure Type: C****Armor:** 1**Note:**

A large red toad about 4' high and covered with warty purple excrescences, this beast shuns water and inhabits dry regions above and below ground. Throwing liquid - even ordinary water - at it will cause it to retreat, though in doing so it will concentrate two fireball attacks, in the single melee round of its retreat, on the person performing this act. The firetoad has the power of breathing fireballs with a range of 30' and a blast radius of 5' at will. This is its only mode of attack, the fireball doing damage equivalent the number of hit points the firetoad has remaining. A Reflex roll will reduce this damage by half.

FLAIL SNAIL

Characteristics		Average
STR	2d6+8	14
CON	2d6+9	15
SIZ	3d6+10	19
INT	1d4+1	3
POW	2d6+9	15
DEX	2d6	6
APP	-	-

MOVE: 3
Hit Points: 16
Damage Bonus: +1d6
Attacks: 1d4+2 Tentacle Clubs 50% 1d2+db

Skills:

Treasure Type: None

Armor: 1d4+2

Note:

This silicon-based mollusk averages 8' high at the crown of its shell and keeps its club-tentacles (of which it has up to 6) in constant motion, flailing everything in its path. In combat each tentacle has its own hit points and when 'dead' ceases to attack. After all the tentacles have been killed the beast withdraws its head and the rest of its body into its shell: it will die in 1-4 rounds, during which time it utters pitiful, wailing cries. The creature's body also has hit points, but it is so adept at withdrawing it into the shell at high speed that it can be regarded as AR 6; any hit on the body will, however, kill the creature outright even if some tentacles survive.

In melee each of the tentacles will strike for up to 8 hit points of damage. Each tentacle has 4 HP, so a snail with 5 tentacles has 5 hit dice.

The flail snail is immune to fire (normal or magical) and poison, but is hypersensitive to bright illumination and hence is always encountered at night or underground. The highly-colored shell affords the flail snail partial protection against magic. Whenever it is attacked by magic the effects are variable - 40% chance of the spell malfunctioning, 30% chance of it functioning normally, 20% of it failing to work at all, and 10% chance of it being reflected onto the person casting it. If a spell malfunctions its effects will alter (at the total discretion of the

referee, who will not permit more than minor alteration) and the altered effect will be deviated from the snail to the nearest person Or creature. The shell weighs 250 pounds and retains its magical properties for 6 months after its occupant's death. It can be sold for as much as 1,000 Bronze pieces per month of enchantment remaining.

**FLIND**

Characteristics		Average
STR	2d6+9	15
CON	2d6+8	14
SIZ	2d6+9	15
INT	2d6+6	12
POW	3d6	59
DEX	3d6	9
APP	-	-

MOVE: 8
Hit Points: 15
Damage Bonus: +1d4
Attacks: Weapon base%+2d8 weapon damage +db
 or FlindbarX2 35% 1+db+disarm

Skills: As per NPC, Dodge DEXx3%

Treasure Type: A

Armor: 1d4

Note:

Relatives of the gnolls, these beasts are powerful humanoids. Most of their characteristics and behavior patterns are similar to those of gnolls

which regard flinds as higher beings (the APP of a flind is at least 16 in the eyes of a gnoll). A large group of gnolls will sometimes be led by one or several flinds.

The normal flind usually attacks with a club. 25% of a group encountered will instead carry chain-linked iron bars which they use in attack, moving so swiftly with these devices that they gain two attacks per round. If either attack hits, the victim will receive 1-4 hit points of damage and in addition the target must make a roll of STR x3 or less. A critical disarming attack succeeds with no STR roll for the defender being allowed. Failure indicates the defenders weapon will have become entangled with the chains and is disarmed. While a successful Dodge negates a successful disarming attack, a parry of any sort has no effect. This disarming device - the flindbar - can be used by any character with both strength and dexterity of 13 or better, providing he practices with it.

Leader-types (one for every 15 flinds encountered) are +5 hit points, have 17 strength and high intelligence, with 18 charisma so far as gnolls are concerned. Leaders all use the flindbars in melee with a +5d4% skill.

Flinds speak the same tongues as do gnolls and are on friendly terms with orcs, hobgoblins, bugbears and ogres. However, they dislike trolls and will not co-operate with them.



FLUMPH

Characteristics		Average
STR	2d6	6
CON	2d6+6	12
SIZ	2d4	4
INT	2d6+4	10
POW	3d6	9
DEX	3d6	9
APP	-	-

MOVE: 5
Hit Points: 8
Damage Bonus: -
Attacks: Spike Plunge 45% 1d8+poison

Skills: Sense(sight/smell) 45%

Treasure Type: None

Armor: 2d4 upper, 1 under

Note:

These strange creatures are saucer shaped and milky in color. The mouth is at the center of the upper surface, which is a tough shell; either side of the mouth is a 8" long eye-stalk. The belly is softer. It carries a mass of small spikes and numerous small tentacles. The flumph 'flies' by sucking air into its mouth and expelling it through its underside. Normally it floats about 4" above the ground but can fly up to 10' high in bursts, particularly for attack purposes.

Normally the flumph repels an attack with a squirt of foul-smelling mist; this can strike anyone within a 60' arc up to a range of 20' - any victim who fails his CON:CON resistance roll will become nauseated and take a -25% to skills while so affected. The mist is squirted through an aperture on the creature's 'equator' -the horizontal line of maximum diameter. For 1-4 hours afterwards, a victim struck by this foul vapor will be shunned by his companions who will not be able to tolerate his presence within 50' without suffering a milder nausea resulting in a -10% penalty to all skills, until the effects wear off. If this method of repulsion fails the flumph will rise above its target and drop vertically on its chosen victim. The spikes collectively inflict damage and the tentacles fill the wounds with an a poison substance which does an additional 1-4 hit points of damage, the latter damage recurring for the next 1d4 rounds unless magical means are used to negate the

poison. A flumph is helpless if turned over.

FLY, Giant

Characteristics	Blue Bottle	Horsefly	
	Average	Roll	Average
STR	14		25
CON	12		15
SIZ	10		25
INT	2		2
POW	10		10
DEX	10		10
APP	-		-

MOVE:	6/18 fly	6/20 fly
Hit Points:	11	20
Damage Bonus:	-	+2d6
Attacks:	Bite 30% 1d2+½ db	Bite 40% 1d4+db

Skills: Fly 80%, Sense(smell) 75%, Dodge 55%

Treasure Type: None

Armor: 1 1

Note:

All giant flies shun fire. A hit with a torch will burn their wings off and they seem to know this instinctively. Aggressively defensive prey will cause giant flies to jump away. A jump is a backward spring of 3' which takes place in 1 DEX rank allows the giant fly to be air borne at 5' height at the end of the movement. Thus, a giant fly can land on or near a victim, bite, and jump away if it has initiative. Of course, opponents able to attack the giant fly at a distance can always do so.

Bluebottle: This species, of giant fly seldom attacks living prey, preferring carrion, offal, and the like. They are attracted to sweet things. They also attack creatures covered with blood or with open wounds. Their bite is 10% likely (per hit) to inflict the victim with some form of disease.

Horsefly: This largest of all giant flies is very aggressive. It is prone to alight on any creature and attack for its blood. After biting, the giant horsefly will cause an equal amount of damage next round by drawing off blood or fluids from the wound, unless it is driven off or slain.



FOO CREATURES

Characteristics	Dog		Lion	
	Average	Roll	Average	
STR	1d6+15	18	1d6+19	22
CON	1d6+15	18	1d6+20	23
SIZ	1d6+13	16	1d6+21	24
INT	2d6+9	15	2d6+11	17
POW	2d6+9	15	2d6+10	16
DEX	2d6+6	12	2d6+8	14
APP	-	-	-	-

MOVE:	9	8
Hit Points:	17	23
Damage Bonus:	+1d6	+2d6
Magic Resistance:	45%	55%
Attacks:	Dog: 2xClaw 77% 1d4+1, Bite 90% 1d6+db Lion: 2xClaw 90% 1d4+1, Bite 90% 1d6+db	
Skills:	Sense(Shadow/evil) 75%, Dodge 40%+DEX Sense(smell) 75%, Listen 30%	

Treasure Type: None

Armor: 1d6 1d6+1

Note:

Foo creatures are found in separate areas of the Prime Material Plane, as well as in some of the



Upper Outer Planes They can become ethereal and travel astrally or ethereally Attack is by 2/ clawing rakes with the fore paws and then a bite When engaged in combat with Evil opponents (Shadow Allegiance higher than Light or Balance), foo creatures attack +10% and lions were +15% All foo creatures can become invisible at will Their barking roar alerts humans to danger and threatens evil creatures, for the sound is 20% likely to bring 1-6 additional foo dogs or 1-2 foo lions if it continues for 7 or more rounds. The newcomers will appear from the Astral Plane in 1-10 rounds. Foo creatures can travel the Astral Plane and often do so. Foo creatures can sometimes be convinced to serve and guard humans who have at least 25% more allegiance to Light than the others. They will not stay for extended periods in any case. They have their own language and can understand human speech if familiar with the tongue. Foo creatures have large, blunt heads with wide-set, bulging eyes and huge mouths with large fangs. Their bodies appear rather leonine, with bush-tipped tails. Dogs have short tails, lions long ones. The hind legs are quite canine, while the forelegs are more lion-like. Coloration runs from golden-toned to black. Odd foo creatures range from white to almost any other color. Foo lions have manes and larger mouths than foo dogs.



FORESTER'S BANE (Snapper-saw)

Characteristics	Average
STR	12
CON	15
SIZ	25
INT	1
POW	11
DEX	10
APP	-

MOVE: -
Hit Points: 15(see below)
Damage Bonus: -
Attacks: 1d4+2 stalks 50% 1d4+1+db

Skills: -

Treasure Type: Incidental

Armor: 1d4 (main plant) 1d3 (stalks) 1(leaves)

Note:

The forester's bane, or snapper-saw plant, is a low-growing shrub. Broad, tough leaves with sinewy ribs radiate 5-7 feet from the central plant. The bushy center hides 3-6 stalks with saw-toothed edges. When a creature steps on or near the leaves, the leaves snap shut around it, holding it fast. The jagged stalks then saw away at the prey. Trapping is automatic and subjects the victim to 3-6 attacks that round. On successive rounds the victim can make a STR:STR resistance to pull away and escape further attacks. In addition to the damage which the main plant can withstand, leaves can withstand 4-8 points of damage and stalks 8-12. Lost leaves and stalk will grow back in 2-8 weeks unless the central plant is slain. The forester's bane is green to dark green. Stalks are purple. The bushy central plant grows luscious-smelling berries of white, greenish, golden, or bright yellow color. They are large, plump, and delicious, being very nutritious and rich in protein.

FORLARREN

Characteristics		Average
STR	2d6+4	10
CON	2d6+7	13
SIZ	2d6+5	11
INT	2d6	6
POW	2d6+5	11
DEX	2d6+6	12
APP	1d4	2

MOVE: 8

Hit Points: 12

Damage Bonus: -

Attacks: Wrestle/Punch 30%+STR 1d4+db

Skills: Wrestle 30%+STR, Hide 35%, Nature 40%
Move Quietly 35%, Brawl 30%+STR
Dodge DEXx5%

Treasure Type: None

Armor: 1d4

Note:

These creatures are descendant of the offspring of a good nymph and the greater devil who enslaved her. They wander alone, seeking vengeance on good and evil alike, as they detest their own existence in a limbo. They attack characters on sight, using their fists as cudgels for 1-4 points of damage.

The forlarren also has the ability to heat metal once a day by contact and will use this mode of attack on the first opponent wearing metal armor they encounter in melee. If the heating of the metal succeeds (i.e. if a wrestle 'hit' is scored) the victim will take 2d4 hit points of damage each round contact is maintained if wearing plate mail, 1d6 hit points of damage per round if wearing lighter types of metal armor such as Ring or half plate. Once contact has been made it will be maintained until the forlarren or its victim is dead. A successful CON:POW will halve the damage.

As soon as it has killed one character the ambivalent nature of the forlarren is revealed. It will show great remorse and will offer any survivors its services and powers (the blood of its ancestral mother still runs through its veins). After a time the dominant evil part of the forlarren resumes control and it will leave the party it is aiding. From that time on, the forlarren will again attack on sight, including the party it earlier befriended if it encounters that



party again.

The period of friendship is variable and cannot be forecast with accuracy.

As an approximation the referee may select 1-6 days. The creature can speak a rudimentary form of the human tongue.

FORMIAN (Centaur-Ant)

Characteristics	Mymarch		Warrior		Worker	
	Average	Roll	Average	Roll	Average	Roll
STR	2d6+8	14	2d6+6	12	3d6	10
CON	2d6+11	17	2d6+8	14	2d6+5	11
SIZ	1d4+18	22	2d6+10	16	3d6	10
INT	2d6+7	13	4	4	4	4
POW	2d6+6	12	1d6+8	11	3d6	10
DEX	3d6	10	2d6+6	12	2d6+6	12
APP	-	-	-	-	-	-

MOVE: 6

Hit Points: 19

Damage Bonus: +1d6

Attacks: **Mymarch:** Bite 66% 1d2+db, Sting 56% 1d2+poison

Warrior: Bite 45% 1d2+db, Sting 45% 1d2+poison, 2xPincher 45% 1+db

Worker: Bite 25% 1d4+db

Skills: Climb 40%, Jump 15%, Craft (mining, 1 random) 25%, Craft (or art) 25%, Evaluate 40%, Search 25%, Dodge 20%+DEX, Sense(vibrations 100%) 45%

Treasure Type: A (Mymarch only)

Armor: 2d4

Note:

The race of intelligent ant men, the formians, are sometimes called centaur-ants. They dwell in cities of above- and below- ground construction. At first glance, these odd habitations appear to be normal walled cities made by humans. However, the structures inside the smooth-walled enclosure are truncated cones, cylinders, or hemispheres and have entry only at the top or along the upper portion. The chambers in these structures have sloping ramps or vertical shafts leading downward to a complex of tunnels and chambers forming the underground portion of the city-always about 3 times larger than the upper part. Ninety percent of encounters will be with formian workers, 10% with warriors. In



either case, check for the probability of the encounter taking place within 1 mile of the formians' city ("in lair"). Workers (10-40) are only 10% likely to be accompanied by warriors. If warriors are indicated, then the group is a raiding party, probably involved in attacking another city or a giant termite nest. Myrmarches are formian nobles and are encountered only in the cities of the centaur-ants. Each myrmarch will be served by 2 warrior guards and 8 workers. These 10 formians are in addition to those indicated by dice rolls. There will also be the following special formians in a city: 2-5 gymarches (males) equal to myrmarches, and 1 queen (noncombatant). All of these special formians will be found in a special royal chamber complex on a level near the bottom of the under-ground city. There will be 1-4 myrmarches, 11-20 warriors, and 31-40 workers attending these special individuals. All the attendants are in addition to those normal individuals indicated by dice rolls. With these formians will be type A treasure. In city complexes, there will be the following extra formians: 10 warriors per level below ground; 100 workers per level below ground; 200 slave workers per level below ground; eggs (near royal chamber complex); 10 larvae (near royal chamber complex); 10 pupae (near royal chamber complex). Slaves are individuals of different colors. They will not attack, report, communicate with, support, or aid intruders. They are merely there. Formians whose nursery is threatened will fight fanatically to save it or bargain to prevent its destruction. Attacks by myrmarches are made with their large mandibles and a stinger located in the abdomen. The poison causes 4-16 points of damage, or 2-8 if a

CON:12 resistance is successful. Warriors attack with mandibles, 2 pincer-like foreleg claws, and a small sting causing poison damage of 2-8 or 1-4 points. Workers use only their small mandibles in attack. Formians communicate silently (telepathically) by touching the other individual with 1 or both of their antennae. Myrmarches and special formians are 75% likely to be able to speak Common, although with a limited vocabulary. All formians are strong as far as lifting objects or creatures. Workers have the equivalent of 22 strength points, warriors have 23, and myrmarches have 24. This does not translate to damage bonuses for attacks as their pincers and mandibles aren't as strong. The formian worker is about the size of a large dog, the warrior is pony-sized, and the myrmarches are horse-sized. Gymarches are as large as draft horses and the queen half again as large. All formians are ant-like, but their waists are flexible and they often go about on 4 legs with thorax and head raised. Thus, they resemble centaur-ants. The forelegs are jointed at the wrist and have 3 opposing claws. In workers these claws are clumsy and in warriors enlarged, but in the others they are nearly as useful as human hands. The color of the formian indicates its city of origin. Each city continually wars with any other nearby. The colors known are: solid dark brown, striped brown and tan, tan, red, striped red and tan, red head with black body, black head with red body, black, striped black and gray, and dark gray.



FROGHEMOTH

Characteristics		Average
STR	2d6+34	40
CON	1d6+23	26
SIZ	2d6+34	40
INT	4	4
POW	1d4+11	13
DEX	3d6	10
APP		-

MOVE: 4/6 swim
Hit Points: 33(body) 20(tentacles) 14(tongue)
Damage Bonus: +4d6
Attacks: 4xTentacle 80% 1+½ db, Tongue/Bite 90% 2d6+db

Skills: Hide 75%, Move Quietly 75%, Swim 55%

Treasure Type: Incidental

Armor: 2d4(tentacles), 1d6(body), 1d4(tongue)

Note:

Huge and weird, froghemoths are found only where there are large swamps or relatively shallow (100 feet or less) bodies of fresh water containing large life forms that serve as prey. Froghemoths are solitary except during spring mating season. In late spring, females lay only 10-100 eggs of about 1 foot in diameter. These eggs are left in shallow water, and when the tadhemoths hatch, about 90% are eaten by their earlier-hatching fellows or by other predators. The few survivors search for deeper waters to grow in for a period of 3 years to adulthood. Survival rate is about 1-4%. The tentacles of a froghemoth are very strong and covered with a thick, leathery hide. Each of the 4 is about 15 feet or more in length. The body of the monster is only slightly less well-protected than its tentacles, and while 1 of those members requires from 20 hit points to sever or disable, the creature's body can withstand a full 33 points of damage before the creature is actually slain. Injured members heal or regenerate in 2-5 weeks. The tongue is the most vulnerable attack appendage, taking only 14 hit points to sever. Movement in water is fairly rapid, the webbed rear feet kicking to thrust the monster forward. In marsh or swamp, a froghemoth moves by lying on its belly and sliding along, propelled by rear legs and tentacles. On dry land, movement is by short, vaulting hops, the tentacles thrust well ahead, the legs lifting the body forward and



up. The only treasure a froghemoth might have is that dropped by hapless victims. Most prey is slain and devoured away from the monster's lair, which is usually a submerged collection of trees and debris. Normal hunting/attack modes are from ambush. The monster will float with its

body submerged, retractable eye-stalk thrust up to its full 3-foot height to just break water, nostril stalks likewise, and the 4 tentacles thrust ahead, possibly near shore, to seize unwary victims. Another ambush mode is for the monster to crouch amid shielding vegetation, and, when prey comes within range, it thrusts its head forward and lashes out with its 10-foot long, barbed tongue(22 strength) and captures the prey. The tongue retracts instantly, dragging the victim to the toothy maw to be swallowed whole on a critical hit (special success if size less than 5); otherwise, damage will be from biting/chewing. Creatures swallowed whole suffer an immediate 2d4 points of damage from digestive juices. They can attack the stomach of the monster only with dagger or similar short, stabbing weapons, excluding short swords. Each successive round inside the stomach inflicts another 2d4 points of damage. When hit points equal -5 or less, the victim is digested and totally gone. Resurrection of any sort is not then possible. If a victim seized by tongue attack is not surprised then they can attempt a STR:22 resistance if he or she can grab some stationary object and resist being drawn to the monster's mouth. If such an object is within reach, a successful grabbing and holding will result. Any result which is unsuccessful indicates the victim's hold is broken, and it will be bitten or

swallowed instantly. The tongue held creature cannot attack the tongue, but associates can attack it. Meanwhile, the monster will use its tentacles to damage the resisting prey and any creatures assisting it. If a frogemoth's tongue is severed, it will enter a frenzy state equal to a Rage spell. If it is still opposed by active opponents thereafter, it will retire to submerge and heal itself. Normal fire will not harm a frogemoth, but very large fires or very hot ones will cause half-normal damage and drive the monster back for 1 round. Magical fire will not drive a frogemoth back unless 10 or more points of damage are so inflicted. Electrical attacks do only 10% damage and slow the creature to one-half normal movement and attacks for 1 round. Other forms of attack result in normal damage. A frogemoth has a yellow underbelly; undersides of the rear legs and tentacles are a pale yellowish color. Sides are light green and back and upper legs and tentacles are mottled green. The ocular appendage is yellow-green, as are its 2 nostril stalks. Eyeballs are amber with a greenish tinge, and the slit, vertical pupils are bright green edged with orange. Tadhemoth Stage: The immature frogemoth grows about 1 foot per month for 6 months, then slows by 60% until maturity. The early form has 4 fins in the pectoral area and 2 in the rear. The creature is fish-like and has a vicious bite (25% 2-8 hit points). After 6 months, the pectoral growths begin lengthening into tentacles, while no discernible change occurs in the rear members until the last month or two of its tadhemoth stage, when these appendages lengthen into thick, bowed legs with webbed toes. After initial growth, the creature's mouth enlarges considerably. A tadhemoth is wholly aquatic and has gills. It swims at a rate of MOV 5.

FROG, Giant

Characteristics		Average
STR	4d6	12
CON	4d6	12
SIZ	6d6+12	30
INT	3	3
POW	3d6	9
DEX	3d6	10
APP	-	-

MOVE: 8/6swim

Hit Points: 21

Damage Bonus: +2d6

Attacks: Tongue 80% 1d6 acid per round, Kick 25% 1d4+db

Skills: Hide 65%, Jump 75%, Listen 50% (within 100' only)

Treasure Type: None

Armor: 1d2

Note:

Giant frogs eat large insects, birds, rats, or lust about any other creature small enough to swallow. A giant frog can swallow a small human, elf, halfling, etc. If a giant frog swallows an opponent whole, there is a chance for it to cut its way out if it has a sharp edged weapon. (this also kills the frog)



FROST MAN

Characteristics	Average	
STR	1d4	2
CON	1d6	3
SIZ	1d2	1
INT	2d6+4	10
POW	3d6	9
DEX	3d6	9
APP	-	-

MOVE: 2/14 fly
Hit Points: 2
Damage Bonus: -1d6
Attacks: Bite 25% 1d4-db (MAX 2) *

Skills: Hide 75%, Move Silent 75%, Fly 50%
 Dodge DEXx2% (50% flying)

Treasure Type: (1d4 small gems)

Armor: 1d6

Note:

Because of the deadly talent of these creatures, native tribes are greatly fearful of them and call them 'ice demons', though frost men are in most respects very like normal humans, with the rudimentary tribal skills of uncivilized peoples. Frost men also have the power, three times per day, of radiating a freezing cone of ice mist, 35' long and with 10' base diameter, from one eye (when not in use that eye is usually covered by a patch). The other eye is focusing so there is no reduction in hit probability due to monocular vision. Any creature caught in the mist-cone takes 3d6 hit points of damage (halved if a POW:POW resistance roll is made. To date, these creatures have only been encountered singly and the location of their lair, its type and their pattern of living are unknown. It is thought that there are villages of frost men, with females and children, buried in deep caves in mountains, mainly in cold regions. None have yet ventured to establish the veracity of these rumors. Frost men appear like normal human males. However they radiate cold - readily discernible from as far away as 30' though not of sufficient power to inflict damage. They dress in loose animal skins and carry their personal treasure in leather sacks. Frostmen can learn and use sorcery if they have prerequisite POW.

FUNGI, Violet

Characteristics	Average	
STR	1d6	3
CON	3d6	9
SIZ	2d6+2	8
INT	1	1
POW	1d6	3
DEX	3d6	9
APP	-	-

MOVE: 0
Hit Points: 8
Damage Bonus: -1d6
Attacks: Vines 50% 1d4+Cause disease.

Skills: Sense(heat within 50') 75%

Treasure Type: Incidental

Armor: -

Note:

Violet fungus growths resemble shriekers, and are usually (75%) encountered with them. The latter are immune to the touch of violet fungi, and the two types of creatures complement each others existence. Violet fungi favors rotted animal matter to grow upon. Each fungus has 1 to 4 branches which it will flail out with if any animal comes within their 1' to 4' range. Violet fungi range from 4' to 7' tall, the smallest having 1' branches, the 5'sort having 2' branches, etc. Any sized growth can have 1 to 4 branches. This fungi vines carry a minor disease that forces victims to roll under CONx2 resistance roll or lose 1 CON. Each following day allows a CONx3, x4, x5, ect roll to fight off the disease or lose an additional CON. It heals naturally when cured.





GALEB DUHR

Characteristics		Average
STR	1d6+19	22
CON	2d6+13	19
SIZ	2d6+14	20
INT	1d4+14	16
POW	1d4+14	16
DEX	2d6+2	8
APP	-	-

MOVE: 2
Hit Points: 20
Damage Bonus: +2d6
Attacks: Boulder attack 80% 4d6, Bite 50% 1d4+db

Skills: As tribal NPC (no craft or art skills)

Treasure Type: Q(x3),X

Armor: 2d4+4

Note:

The galeb duhr is a curious boulder-like creature with appendages that act as hands and feet. These intelligent beings are very large and slow moving. They live in rocky or mountainous areas where they can feel the "earth power" and control the rocks around them. Galeb duhr can cast the following spells, once per round: move earth, stone shape, passwall, transmute rock to mud, and wall of stone. They animate boulders within 60' of them using a form of telekinesis and launches them at enemies. Galeb duhrs take double damage from cold-based attacks and make any resistance rolls at a -2 penalty to their characteristic. They are not harmed by lightning or normal fire, but take full damage from magical fire, resisting at +4 against magic fire attacks if a resistance roll is allowed.

GAMBADO

Characteristics		Average
STR	2d6+11	17
CON	2d6+8	14
SIZ	2d6+6	12
INT	2d6	6
POW	3d6	9
DEX	3d6	9
APP	-	-

MOVE: 5 slither/8 spring

Hit Points: 13

Damage Bonus: +1d4

Attacks: Bite 40% 1d4+db, Claw 35% 1+db

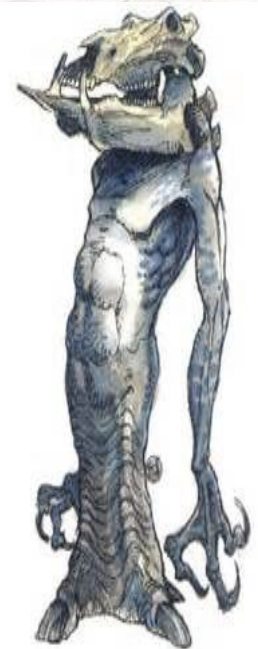
Skills: Move Quietly 35%, Conceal Item 25%

Treasure Type: P,R

Armor: 1d4

Note:

These extraordinary-looking creatures are man-sized, with a powerful human torso and two arms ending in very sharp claws. Supported on the thin (but very strong) neck is the creature's head which is a skull - usually of an animal but sometimes of primitive man. The lower part of the creature's body consists of a cylinder of muscle and skin which can be compressed spring-style and released, below which are three long and thin single-toed feet. Its manner of locomotion - since it lacks legs as such - is a series of springs; if jumping vertically it can just reach a 14' high ceiling with its head, and when moving horizontally it has slither speed equivalent to a 8 MOV. A gambado's normal form of attack is to stand upright in its lair, which is a pit some 6' deep, with its head just at ground level. By shoring up the sides of the pit it can create a 'cover' of rock, wood, rags and old bones, so that to an approaching adventurer the pit is hidden and only the skull is seen, apparently simply lying on the ground. If a living creature comes within 2' of the edge of the pit. (i.e. within 4' or



so of the skull-head) the creature will spring out and attack, in the first instance with bite only, thereafter with bite and its claws. If melee is going against it, it will flee rather than fight to the death.

If a gambado kills a victim it will ignore all booty except coins, gems and small pieces of jewelry. These are taken into the pit and stored either on the pit floor or hidden in a cache-hole in the pit side, packed tightly with earth. Though essentially solitary creatures, a gambado will often dig its pit nearby those of others of its kind; in places where bones are common, as many as 8 of the creatures may be found to have dug pits quite close together, although they do not appear actually to communicate with each other.



GAR, Giant

Characteristics	Average	
STR	4d6+12	24
CON	3d6+9	18
SIZ	4d6+12	24
INT	3	3
POW	2d6	6
DEX	3d6	9
APP	-	-

MOVE: 10 swim
Hit Points: 21
Damage Bonus: +2d6
Attacks: Bite 50% 1d4+db

Skills: Sense (smell) 60% (within 100' only)

Treasure Type: None

Armor: 1d2

Note:

Unlike their smaller relatives, giant gar tend to be aggressive hunters. They inhabit only large, deep lakes and rivers. Critical success on a bite causes the victim to be swallowed whole, taking 2d6 acid damage per round. A creature swallowed by a gar must have a sharp-edged weapon in hand to have any chance of cutting its way out. The swallowed creature must be able to inflict damage equal to 25% of the fish's total hit points to get free. Attacks which pierce the gar can hit the creature swallowed whole (assume 25% chance), and this will cause appropriate damage to both the gar and the creature swallowed.

GARBUG

Characteristics	Black		Violet	
	Average		Average	
STR	2d6+4	10	2d6+4	10
CON	2d6+6	12	2d6+7	13
SIZ	2d6+16	22	2d6+16	22
INT	3	3	3	3
POW	2d6+5	11	2d6+6	12
DEX	2d4+4	8	2d4+4	8
APP	-	-	-	-

MOVE: 6/9fly
Hit Points: 17
Damage Bonus: +1d4

Attacks: Both: Tentacles 25% special
 Black: Proboscis 22% 1+db
 Violet: Pinchers 32% 1d2+db

Skills: Fly 25%

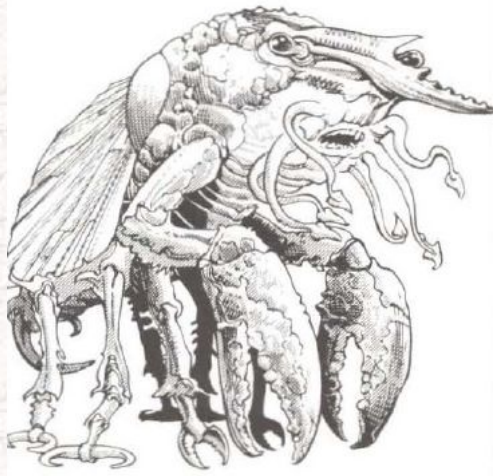
Treasure Type: Both: C

Armor: Both: 1d4+1

Note:

Both types of garbug resemble wasp-bodied lobsters. They can fly in rather a cumbersome manner on flimsy wings but their more normal means of locomotion is on their six legs. They have six tentacles surrounding their mouths which flail at prey; each tentacle is 2' long and exudes a paralyzing secretion (CON:CON resistance roll or be paralyzed for a number of rounds the roll is missed by).

In melee each type of garbug will attack with its tentacles as well as its 'specialist' weapon. The



tentacles only have the paralyzing effect - they do not inflict hit points of damage as such.

Black Garbug: The black garbug is a uniform glossy black. It has, in addition to its tentacles, a proboscis which it uses to strike at a victim within a 5' range. The creature

may deliver this attack at the same time as flailing with its tentacles.

Violet Garbug: The violet garbug differs from its black cousin in that it has no attacking proboscis. Instead - and in addition to the flailing attacks from its tentacles - it attacks with two large pincers, placed in a position similar to those of a lobster. The violet garbug is a uniform violet of striking hue except for its, claws which are deep yellow.

GARGOYLE

Characteristics	Average	
STR	3d6+6	15
CON	2d6+9	15
SIZ	3d6+6	15
INT	1d6+1	4
POW	3d6	9
DEX	2d6+6	12
APP	-	-

MOVE: 6/12 fly

Hit Points: 15

Damage Bonus: +1d4

Attacks: Bite 45% 1d6, Claw 45% 1d6+db, Horn 45% 1d6+db

Skills: Search 40%, Sit Motionless for Hours 99%

Treasure Type: M,(Mx10,C)

Armor: 1d4+2

Note:

These monsters are ferocious predators of a magical nature. They are typically found in ruins or dwelling in underground caverns. They will attack anything they detect, regardless of whether it is good or evil, 90% of the time. They love best to torture prey to death when it is helpless. Because they are fairly intelligent and

evil they will sometimes serve an evil master of some sort.

Kopoacynth: This creature is a marine variety of gargoyle which uses its

wings to swim. They conform in all respects to a normal gargoyle. They dwell in relatively shallow waters, lairing in undersea caves.



GAS SPORE

Characteristics	Average	
STR	1d6	3
CON	1d6	3
SIZ	3d6+6	15
INT	2	2
POW	1d6	3
DEX	2d6	6
APP	-	-

MOVE: 3 float

Hit Points: 9

Damage Bonus: -

Attacks: special

Skills: None

Treasure Type: None

Armor: -

Note:

At any distance greater than 10' a gas spore is 90% likely to be mistaken for a beholder. Even at close ranges there is a 25% possibility that the creature will be viewed as the eye tyrant, for a gas spore has a false central eye and rhizome growths atop it which strongly resemble the eye stalks of a beholder. If a gas spore makes contact with exposed flesh it shoots tiny rhizomes into the flesh and grows throughout the victim's system in 1 melee round. The victim must get a cure disease within 24 hours or die, sprouting 2-8 gas spores. If the spore takes even 1 HP damage it will explode, its gaseous contents react violently to air, and every creature within a 20' radius takes 6-36 hit points of damage.



GELATINOUS CUBE

Characteristics		Average
STR	1d6	3
CON	3d6	10
SIZ	4d6+10	22
INT	1	1
POW	3d6	9
DEX	1d6	3
APP	-	-
MOVE:		4
Hit Points:		16
Damage Bonus:		-
Attacks:	Touch 50% 1d4 acid+see below	

Skills: Hide 80%, Move Silent 85% (these are always active)

Treasure Type: J,K<L,M,N,Q floating within itself

Armor: -

Note:

The gelatinous cube is one of the scavengers not uncommon in dungeons. Its cubic form is ideal for cleaning all living organisms, as well as carrion, from the floor and walls of underground passageways. Certain very large cubes are taller so as to be able to garner mosses and the like from ceilings as well. Gelatinous cubes are nearly transparent and are difficult to see. The touch of these creatures call for a 12vsCON resistance or be paralyzed 5d4 rounds, during which it envelops and slowly devours the poor sap.

**GHAST**

Characteristics		Average
STR	3d6+6	15
CON	-	-
SIZ	2d6+6	12
INT	2d6	6
POW		special
DEX	3d6	9
APP	-	-
MOVE:		8
Hit Points:		12
Damage Bonus:		+1d4
Attacks:	Claw 30%, 1D4+db ,Bite 30%, 1D4+db	

Skills: Sense (Life 50') 75%

Treasure Type: B, Q, R, S, T

Armor: -

Note:

These creatures are so like ghouls as to be completely indistinguishable from them, and they are usually found only with a pack of ghouls. When the pack attacks it will quickly become evident that ghouls are present, however, for they exude a carrion stench in a 10' radius which causes retching and nausea.



GHOST

Characteristics	Average	
STR	-	-
CON	-	-
SIZ	2d6+6	12
INT	2d6+9	15
POW	1d6+17	20
DEX	-	-
APP	-	-

MOVE: 8

Hit Points: POW

Damage Bonus: -

Attacks: Touch 80% ages victim 1d4x10 years

Skills: Sense (Life 50') 100%, Dodge 100%

Treasure Type: E,S

Armor: -

Note:

Ghosts are the spirits of evil humans who were so awful in their badness that they have been rewarded (or perhaps cursed) by being given undead status. Thus they roam about at night or in places of darkness. These spirits hate goodness and life, hungering to draw the living essences from humans. As ghosts are non-corporeal (ethereal), they are usually encountered by creatures in a like state, although they can be seen by non-ethereal creatures. The supernatural power of a ghost is such, however, that the mere sight of one causes any humanoid being to age 10 years and flee in panic for 2d6 rounds unless a POW:POW resistance roll is made. Necromancers above 16 POW are immune to this effect, and all other humanoids with more than 16 CON add +2 to their POW for the resistance roll. Ghosts attack by two means: Any creature within 60' of one is subject to spirit combat from the ghost. Unless the ghost becomes semi-material to attack by other means, it can otherwise only be combated by another in the ethereal plane, or by telepathic means. If the ghost fails to possess its chosen victim, it will then semi-materialize in order to attack by touch giving it a dodge of 100%. Semi-materialized ghosts can only be struck by silver weapons (doing 50% of normal damage) or magical weapons. If they strike an opponent it ages him 10d4 years. Note that ghosts can be attacked

with spells only from creatures who are in an ethereal state. Any human - including dwarves, elves, gnomes, and halflings - killed by a ghost are forever dead.



GHOUL

Characteristics		Average
STR	2d6+6	12
CON	2d6+5	11
SIZ	2d6+6	12
INT	1d4+4	6
POW	-	1
DEX	3d6	10
APP	1d4	2

MOVE: 8
Hit Points: 11
Damage Bonus: -
Attacks: Claw 25% 1d3+paralysis, Bite 25% 1d6

Skills: Sense(life 100') 35%, Dodge DEXx2%

Treasure Type: B,T

Armor: -

Note:

Ghouls are "undead," once human creatures which feed on human and other corpses. Although their change from human to ghoul has deranged and destroyed their minds, ghouls have a terrible cunning which enables them to hunt their prey most effectively. Ghouls attack by clawing with their filthy nails and with fangs.





Giants

The following tables give more details regarding the various types of Giants, with the Hill Giant being a generic. All giants who wield weapons also receive a parry skill equal to that weapon. Giants are huge humanoids, some with a taste for human flesh. They are surly and untrustworthy creatures and usually only marginally less destructive than a tornado. Traditionally giants have different sub-races, based on their environment, such as sea giants, mountain giants, fire giants, hill giants, frost giants, etc. These types usually differ dramatically in intelligence, size, and behavior. Some of them have societies, courts, and their own languages. These statistics cover a fully-grown, 16-meter tall “generic” giant. Giants usually have a lifespan approximate to humankind, and grow at the rate of 1D6+6 SIZ, 1D6+6 CON, +1 MOV (max 12), and 1D6+6 STR, +1d6 INT, and +10% to combat and skills every five years. A GM wishing for a less powerful giant should subtract age from the giant until it is the desired STR and SIZ. Giants with the requisites may learn sorcery. Remember, giants gain 1D6+6 SIZ, 1D6+6 STR, +1 MOV and 1D6+6 CON every five years of age. The generic characteristics listed are for a 25 year old! A 50 year old Hill Giant would have 14d6+48 SIZ, CON & STR and 12 MOV. For every 10 years above 25 double the treasure found (although this extra is only found in lair)



GIANT, Generic (Hill Giant)

Characteristics	Young Average	Mature Average	Elder Average	Av
STR	3d6+6	16	45	74
CON	2d6+6	13	30	47
SIZ	3d6+6	16	45	74
INT	3d6	9	10	11
POW	3d6	9	10	10
DEX	3d6	9	10	11
APP	2d6	6	6	6
MOVE:	6	20	34	
Hit Points:	15	37	60	
Damage Bonus:	+1d4	+5d6	+8d6	+
Attacks:	Kick/stomp 35% 1d6+db+ knockback, Thrown rock 35% 2d6+½db (Skills adjusted in chart below)			
Skills:	Sense 40%, Search 40%, Throw 35%			
Treasure Type:	D			
Armor:	1d6+1	1d6+5	1d6+8	1c
Note:				



Age	Skills	Treasure in Lair
Young	-	-
Mature	+15%	x2
Elder	+30%	x3
Ancient	+60%	x4

Giant Sub-Race	STR	CON	SIZ	INT	POW	DEX	APP
Cloud	+15	+15	+20	+10	+10	+10	+10
Fire	+5	+5	+10	+5	+5	+5	-
Frost	+5	+5	+10	+5	+5	+5	-
Stone	+10	+10	+5	+2	-	-	-
Storm	+15	+10	+15	+10	+10	+10	+5
Fomorian	-	-	-	-	-	-	-5
Fog	+10	+10	+8	+5	+12	+5	-
Mountain	-	+10	+5	+10	+5	-	-
Firebolg	-	+5	-	+5	-	-	-

Giant Sub-Race	Attacks / Special	Additional Treasure
Cloud	Large Mace 50% 1d8+db+knockback	E,(Q)
Fire	Large Sword 60% 1d10+db	E
Frost	Large Axe 60% 1d10+db	E
Stone	Large Club 50% 1d6+db+knockback	D
Storm	Lightning Strike (5 mp) 80% 6D8, Sorcery	E,S,(Q)
Fomorian	Brawl 55% 1d4+db, Club 45% 1d6+db Hide 50%, Move Quietly 55%, Listen 60%	(Q)
Fog	Large Sword 50% 1d10+db	E
Mountain	Large Club 50% 1d6+db+knockback	E
Firebolg	By weapon base +STR%	M(x10),Q,(E,Y)





Cloud: Cloud giants have pale blue white to light blue skin, silver white or brass colored hair, and wear various items of clothing and jewelry. They are armed with great clubs.

Unlike the commoner sorts of giants, cloud giants usually reside in crude castles built atop mountains or on magical cloud islands. When found in their lair it is 60% likely that cloud giants will have 1-4 spotted lions as pets/guards. If more than 1 cloud giant is encountered in their lair it is 75% likely that the second will be a giantess and the others young giants. If 6 giants are thus encountered, one of the young will be a full-grown male, one a full-grown female, and the other two sub-adults of either sex (1-3 male, 4-6 female).

Adult cloud giants can hurl rocks inflicting concussion damage when they hit. They have a 60% chance of catching like missiles. All cloud giants have a keen sense of smell, Sense(smell) 90% thus they are surprised only rarely. Some of cloud giants are very intelligent. These will be the ones found dwelling on cloud islands. All such cloud giants are able to levitate themselves and additional weight of up to 2,000 lbs twice per day. There is a 50% chance that evil cloud giants will have 1-3 captives as slaves in their lair.



Fire: Fire giants are very broad, looking almost like dwarves. Their skins are coal black, hair is flaming red or bright orange, and eyes are deep red. Their teeth are usually yellow orange. They wear armor or dragon hides. They favor huge swords.

Fire giants are as often found in castles as in caverns. If found in their lair it is 25% likely that they will have 1-4 hell hounds of the largest size as watch dogs. If more than 4 fire giants are encountered in their lair the additional ones will be females, except that if 7 or 8 are encountered the last one or two will be young.

Adult fire giants are able to hurl rocks up to 200' distances, inflicting concussion damage. They can catch like missiles 50% of the time. Fire giants are impervious to fire, even red dragon breath.



Frost: Frost giants have dead white or ivory skin color, blue-white or yellow hair, and pale blue or yellow eyes. Their build is basically similar to a muscular human, with appropriate size differences. Frost giants wear armor and

bear arms similar to those of humans of the northern barbarian sort. Frost giants more commonly inhabit castles, although they often lair in large frigid caverns. There is a 50% probability that they will have from 1-6 winter wolves in their lair as watchdogs. If more than 4 frost giants are encountered in their lair numbers 5 and 6 will be females, and 7 and 8 will be young giants.

Adult frost giants are able to hurl rocks up to 200' distances, inflicting concussion damage. They can catch like missiles 40% of the time. Frost giants are impervious to cold, even white dragon breath.

Hill: Hill giants have tan to reddish brown skins, brown to black hair, and red-rimmed eyes. They typically dress in rough hides or skins. They use any form of weapon available but favor clubs. Hill giants always dwell in caves or similar underground habitations. These lairs are typically of forsaken areas. Hill giants sometimes have other creatures in their lairs to act as guards; this is 50% likely, and the guarding creatures will be 2-8 dire wolves (50%), 1-3 giant lizards (30%) or a group of 2-8 ogres (20%). If more than 4 hill giants are encountered in their lair numbers 5, 7, and 9 will be giantesses and 6, 8, and 10 will be young hill giants.

Adult hill giants are able to hurl rocks up to 200' distances, inflicting concussion damage. They are able to catch similar missiles 30% of the time. 50% of hill giants also speak ogre.

Stone: With their gray to gray-brown skins, dark gray to blue-gray hair, and metallic-looking eyes (silver to steel), stone giants are both striking in appearance and able to blend easily into stony settings. The latter effect is enhanced by their choice of rock-colored garments. Stone giants are typically armed with stone weapons. Stone giants inhabit mountainous regions in most cases, dwelling in caves or caverns. They are fond of cave bears and are 75% likely to have 1-4 guarding their lair. If more than 4 stone giants are encountered in their lair numbers 5 and 6 will be females and numbers 7 and 8 will be young.

Stone giants are playful at times - especially at night. The adults find great sport hurling rocks from up to 300' distances, causing concussion damage when striking a creature, and stone

giants are 90% likely to catch similar types of missiles hurled at them.



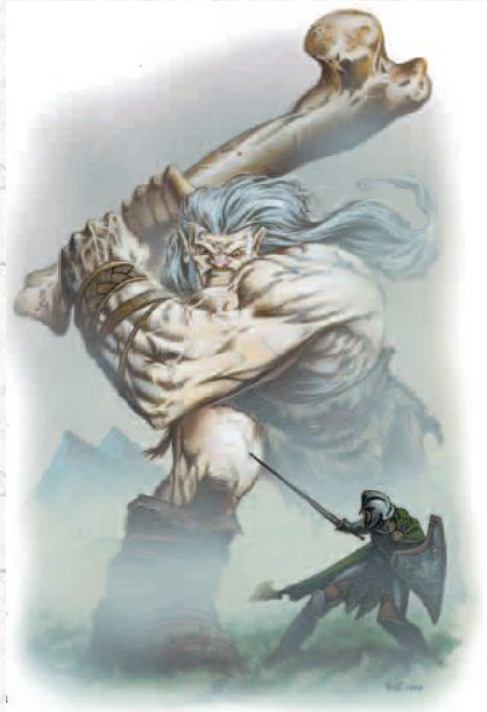


Storm: The skin coloration of storm giants ranges from pale light green to violet, the former being typical of those specimens which are marine. Green colored storm giants have dark green hair and emerald green eyes, while other storm giants tend towards deep violet or blue-black hair coloration with silvery gray or purple eyes.

The most powerful and respected true giant is the storm giant. These great, generally reclusive creatures inhabit only out-of-the-way places. Their abodes are typically cloud islands (60%), mountain peaks (30%) or underwater (10%), and there the storm giants build their spacious castles. It is 30% probable that the lairs of storm giants will have animals as guards and/or pets. Storm giants dwelling on cloud islands or mountain peaks will have 1 or 2 rocs (70%) which they will also employ as a riding animal or 1-4 griffons (30%). Those storm giants who dwell underwater will have 2-8 sea lions.

Unlike other sorts of giants, storm giants do not hurl rocks, for they have magical properties and spells which they employ instead. A storm giant is able to hurl a lightning bolt of 8d8 effect once per day. All storm giants are able to levitate twice per day, lifting weights up to 3,000 pounds equivalent in addition to their own body weight. They are able to breathe normally underwater as

desired. Note that storm giants dwelling underwater are able to cast lightning bolts and move at normal speed. When they desire to do so, storm giants are able to perform any of the following spells, one at a time, once each per day: predict weather, call lightning (3 bolts of 9+1d4 6-sided dice each), control winds, weather summoning. When aroused for combat, it is probable that a storm giant will summon a storm and call lightning, for this weather is most favored by an angry storm giant in battle. Storm giants are not harmed by electrical energy, even including such discharges as blue dragon breath.



Fog: Fog giants are cousins to the cloud giants and if on very rare occasions as many as six fog giants are encountered, they will always be accompanied by a cloud giant. Fog giants have very keen hearing and a highly-developed sense of smell. For these reasons, they are +15% to Sense(smell) and have a Listen skill of 50%.

They also have the ability to blend into fog, thus gaining surprise on their opponents (Hide 80% in fog). They inhabit foggy areas such as marshes, swamps, dense forests and places near the sea coast.

Fog giants have milk-white skin, silvery white hair and black, penetrating eyes. They love massive ornate swords and prefer armor made from white dragon hides studded with silver. In

melee they fight either with the swords they love or with their fists. Their armor, if worn, has no effect on their AR which is always treated as in the chart below.



Mountain: Mountain giants are rarely encountered outside their lair - a huge cavern caved out of the heart of a rocky mountain. In addition to their normal tongue, they can all speak the ogre language. In melee they strike with huge clubs that they can also parry with. The mountain giant can summon and control other monsters - usually (70%) 6-15 ogres, but sometimes (20%) 4-9 trolls or even (10%) 1-4 hill giants. If a mountain giant is encountered in its lair, it is 75% probable that these creatures will be there, acting as servants and guards. Giantesses and young mountain giants are rarely encountered - if four mountain giants are encountered in their lair, there will be in addition one female and one young giant, otherwise mountain giants encountered will always be adult males. Mountain giants have light tan to light reddish-brown skin and dress in rough hides or skins, as do the hill giants.

Fomorian: Fomorians are the most hideous, deformed, and wicked of all giant-kind. They

tend to be solitary, dwelling in forlorn places such as mountain caves or abandoned mines. Their thick, hairy hides, combined with the pelts and odd metal bits they wear for protection, give an effective armor of +1 above normal. Although these deformed monsters move but slowly for their size,



they can do so with considerable stealth, depending upon the terrain. If encountered in the lair, there is a 25% chance that there will be 1-2 females for every male. There will also be 1-3 young per female. Female fomorians are equal to males. Young fomorians are -10 SIZ and STR, -5 CON, 5 Armor, +2d6 DB (instead of +3d6) and -7 HPs. Although their deformities prevent them from hurling rocks, these same handicaps aid them so that fomorian giants can only rarely be surprised under normal circumstances. Oddly placed eyes, huge ears, and/or large noses enable them to detect most approaches. Almost all weapons used are going to be crude clubs. A fomorian will have terrible deformities, such as one arm misplaced; huge feet on short legs; eyes on the side like a fish's or one in the back of the head; a hump on the back; a pointed, long head; flapping ears; a gaping or tiny mouth; a huge nose or snout; and so on. They have scattered patches of hair as tough as wire.

Firebolg: Of the minor races of giant-kind, the firbolg is the most powerful. They are cautious, crafty, and have considerable magical power. They have learned to distrust (and fear) humans, and will be found only in remote and wild places. Ninety percent of encounters will be with small groups of firbolgs or a lone wanderer. Ten



percent of the time, however, the meeting will be with an enclave of several groups meeting for some purpose. Firbolgs prefer 2-handed swords and great halberds as weapons. All firbolg weapons are very large, so they do +3 damage in addition to normal damage for a human weapon of the same type. In addition to magic resistance equal to their POW in %, each firbolg has innate spell-like powers usable at will, 1 per round, when not otherwise engaged in melee combat. These powers are: detect magic, diminution (SIZ 15 for up to 6 hours), fools gold, forget, and alter self. Each is usable once per day. There is a 5% chance per firbolg encountered that 1 in the group will be a shaman type. However, in addition to the standard shaman spells, Firbolg shaman are able to use sorcery spells. These human-looking giants will not always greet strangers with open arms, but usually firbolgs will not try to kill them (unless given provocation, of course). They do, however, enjoy appearing as little people and duping humans out of their treasure.





GIANT STRIDER

Characteristics	Average
STR	2d6+10 16
CON	2d6+6 12
SIZ	1d6+15 18
INT	1d4+1 3
POW	2d6+5 11
DEX	2d6+6 12
APP	- -

MOVE: 12
Hit Points: 15
Damage Bonus: +1d6
Attacks: Bite 22% 1d2+db, Kick 25% 1d4+db

Skills:

Treasure Type: None

Armor: 1d6

Note:

These large flightless, featherless birds appear as heavy ostriches. Beside each of their two dully-glowing red eyes is a small duct from which the beast can project a small fireball which does 1-6 hit points of damage. The beast can project these fireballs at the rate of two per hour (one from each duct) with accuracy of 55%, a maximum range of 50' and a burst radius of 10'. In addition, the giant strider can attack to its front or flank with a bite or deliver a kick to its rear. It cannot, however, co-ordinate both attacks simultaneously in the same melee round and will generally launch its attack in the direction from which it was last hit.

These birds are immune to fire, magical or otherwise, and in fact their bodies have adapted to derive sustenance from warmth; consequently they are most at home in desert and volcanic regions. Intense heat, flames, fireballs and so on heal 1d4 HPs of damage on them once every three rounds. As a result, giant striders are often

found wading in lava-beds or standing in the flames of a forest fire (it is of damage possible that the phoenix legend derived from such a sight). Conversely, cold spells and the like do an additional 1d6+1 hit points of damage and water (if drunk) is poison to them. Even if a cold liquid is thrown over their bodies, they will take some damage (at the discretion of the referee according to the circumstances, but normally 1-2 hit points of damage). These creatures are used as steeds by the firenewts. They are generally fearless.

GIBBERING MOUTHER

Characteristics	Average
STR	15
CON	15
SIZ	15
INT	4
POW	11
DEX	8
APP	-

MOVE: 2/4 (over non-solid surfaces like mud)
Hit Points: 15
Damage Bonus: -
Attacks: 2x1d4+ Bites 43% 1 HP each

Skills: Hide 75%

Treasure Type: Q

Armor: 1d6+2

Note:

The gibbering mouter is an amoeboid-like form of life, composed of all mouths and eyes. Its favorite tactic is to lie in wait with its eyes and mouths shut so it appears to be a lump of earthy material. Thus it surprises a party stumbling across it. Its only motive is to eat whatever is edible and within reach, regardless of whether the food is animal, vegetable, or mineral. Because of the creature's excessive hunger, the



mouther's lair and the surrounding area will be stripped bare. Gibbering mouthers prefer to inhabit cold and underground regions. The creature propels itself by oozing forward, fastening several mouths to the ground, and pulling itself along. A mouther may move faster over fluid, viscous terrains, such as mud and quicksand, by a series of muscular contractions. Given a chance it will alter the ground (see below) with its special talent to allow this faster form of movement. The brain of a mouther is located in its mid-portion, and its gelatinous-like body makes it difficult to strike this one vital spot. The mouther attacks in more than one way. The spittle of a mouther will burst into a bright flare if it strikes any hard, cold, surface. The resulting flash will blind for 1 round those characters looking at the flash if they fail a CON:12 resistance roll. A mouther attacks by extending and biting with 2-8 mouths per round. Each mouth which hits will fasten on and drain an additional 1 point of damage per round attached. A STR:STR roll is required to break free, taking an additional point of damage per mouth attached. When 3 or more mouths are attached to a single character, that person must check each round thereafter for slipping by making an agility check. If the character falls, the gibbering mouther will flow over the victim and bite with 3d4 more mouths at 75% skill. Given the opportunity once it has pulled down 1 victim, a mouther will trap other prey. When any edible object is sighted by a mouther, it may begin an incoherent gibbering that causes confusion in all characters within a 60' radius unless as a POW:14 resistance roll. For each round that the gibbering is heard, characters within range must roll another resistance roll. If a character becomes confused, roll a 1d8 to see what action he or she will take: 1 = wander for 1 round; 2-5 = stand stunned for 1 round; 6-7 = attack the nearest living creature for 1 round; 8 = treat as a Terror spell and run away for 2 rounds. A mouther always warms the ground and stone within a 5-foot radius of itself and can control the consistency of this material by changing it to doughish, tarry quicksand or concrete. It requires 5 DEX ranks to alter earth and 1 full round to shift stone to its next nearest form.



GIBBERLING

Characteristics	Average	
STR	2d6+4	10
CON	2d6+4	10
SIZ	2d6+2	8
INT	2d4	4
POW	3d6	9
DEX	3d6	9
APP	2d4	4
MOVE:		8
Hit Points:		9
Damage Bonus:		-
Attacks:	Shortsword 25% 1d6+1+db Bite 20% 1d2, Punch 25% 1d3+db	
Skills:	Tribal Skills as NPC	



Treasure Type: D

Armor: -

Note:

Pale, hunched, naked humanoids with short legs and long arms, gibberlings are usually found in desolate woods or dark caverns underground. The subterranean variety loathe the bright light and are particularly afraid of fire. Gibberlings attack in great numbers, uttering ghastly howls and insane chattering noises which cause any who hear it to make a CON:5 resistance roll or be stricken with fear, causing all skill use to take a -10% modifier. They attack with normal short swords and such is their skill in using these weapons that they strike with a +10% hit probability above base. In all circumstances they will fight to the death, relying on sheer weight of numbers to defeat their enemies (which means virtually any creature which dares to venture into their territory, for gibberlings are highly aggressive). Though they clearly have a primitive means of

communicating among themselves, they have no discernible language. Curiously, though it might be expected that creatures who attack in such great numbers would have leader-types to control them and determine their policy, no such leader-types have yet been encountered.

GITHYANKI

Characteristics	Fighter		Warlock	
	Roll	Average	Roll	Average
STR	2d6+6	12	3d6	9
CON	2d6+6	12	2d6+6	12
SIZ	2d6+6	12	2d6+6	12
INT	2d6+8	14	2d6+10	16
POW	3d6+3	12	16+1d4	18
DEX	3d6	9	3d6	9
APP	2d6	6	2d6	6

MOVE: 8
Hit Points: 12
Damage Bonus: -
Attacks: By weapon base +2d10% damage+db

Skills: As NPC

Treasure Type: N, (A,Zx2)

Armor: Leather & Wood 1d8 Soft Leather 1d4-1

Note:



Status	Characteristic Increases				HP	Damage		Special
	STR	CON	INT	POW		Bonus		
Supreme Leader	+10	+10	+6	+10	17	+1d6	+100% combat skills, +50% communication/perception skills	
Captain	+8	+8	+4	+8	16	+1d4	+80% combat skills, +30% communication/perception skills	
Knight	+5	+6	+3	+6	15	-	+50% combat skills, +20% communication/perception skills, Sorcery skills with emphasis on necromancy	
Sergeant	+2	+4	+2	+4	14	-	+25% combat skills, +20% communication/perception skills	
Gish	+1	+2	-	+2	12	-	+10% combat skills, +10% communication/perception skills	

Status	Special
Supreme Leader	Silver Sword +25% to hit, +5 Damage, Full Plate 1d10+4
Captain	Silver Sword +15% to hit, +3 Damage, Full Plate 1d10+2
Knight	Silver Sword +10% to hit, +1d4 Dmg, H.Plate&Mail 1d8+2
Sergeant	Silver Sword +5% to hit, +1d4 Damage, Mail 1d8
Gish	Silver Sword +1 damage

Roll20 Power Gained

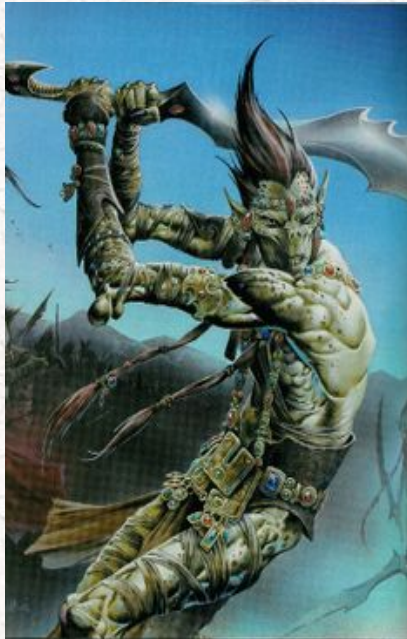
- 1 **MIND BAR:** Psychic is immune to astral silver sword attacks
- 2 **AURA DETECTION:** Perceive the aura emanated by a living being.
- 3 **CLAIRVOYANCE:** Project awareness into another place.
- 4 **CRYOKENESIS:** Create an area of cold on an area, object, target.
- 5 **DANGER SENSE:** Detect danger from other characters or situations.
- 6 **DEAD CALM:** Resist mental shock or delay the effects of sanity loss.
- 7 **DIVINATION:** Ask a higher power for guidance and insight.
- 8 **EMOTION CONTROL:** Affect the emotional state of a target/ targets.
- 9 **EMPATHY:** Detect the inner feelings of a target or targets.
- 10 **INTUITION:** Detect a certain person or class of item.

Roll20 Power Gained

- 11 **LEVITATION:** Floating movement above the ground.
- 12 **MIND BLAST:** A psychic attack against a target.
- 13 **MIND CONTROL:** Controlling the physical body and will of a target.
- 14 **MIND SHIELD:** A protection against psychic interference and attacks.
- 15 **PRECOGNITION:** A brief glimpse into the future.
- 16 **PSYCHOMETRY:** 'Read' past emotions associated with an object or place.
- 17 **PYROKINESIS:** Heat an area, object, or target to extreme temperatures.
- 18 **SENSITIVITY:** Detect psychic emanations or supernatural beings in an area.
- 19 **TELEKINESIS:** Manipulate and move objects mentally.
- 20 **TELEPATHY:** Read minds or speak mind-to-mind with a target.

Millenia ago the mind flayers conquered a race of evil humans and bound them to service, usually employing them as slaves but from time to time selecting particularly choice victims for food. The humans harbored deep resentment for centuries but could not summon up sufficient strength to free themselves from the mind flayer yoke. Gradually, in secret, they developed their powers and strength. Then under the leadership of the supreme leader Gith, they rebelled against their captors and, after a long and vicious struggle, succeeded in gaining their autonomy. From that moment, the race became known as the githyanki and they quickly gained a reputation as powerful psionicists and deadly fighters with an instinct for violence. The githyanki now dwell in the Astral Plane but from time to time project themselves to the Prime Material Plane (an innate ability now common to all members of the race) and set up temporary refuges underground, using these as bases from which they mount raids on humans and mind flayers alike. (If githyanki encounter humans and mind flayers simultaneously they will destroy the mind flayers first and may appear to be co-operating with the humans, but as soon as the mind flayers are killed, the githyanki will turn on the humans and attempt to destroy them TOO.)

The githyanki worship a lich-queen said to have powers of an Arch Mage. Most Githyanki are warriors by trade, but some become a form of dark priest who has undergone Allegiance on the road to apotheosis with Gith. These are always sorcerers with emphasis on necromancy. These never gain apotheosis, However, and it is assumed that the lich-queen destroys any githyanki who becomes powerful enough to risk challenging her supremacy. Though the githyanki believe they are rewarded by joining her as personal consorts and guards. The githyanki dwell in huge castles on the Astral Plane, each castle being ruled by a supreme leader. The supreme leaders have power of life and death over all under their rule. Each castle



will also contain 40 dark knights- the supreme leader's elite supporting force and personal guard - and up to 1,000 githyanki of lower status.

They use armor and weapons as men do, though the ornateness of their design is often a distinguishing feature. When on war expeditions they wear armor but do not carry shields. They wield 2-handed swords. 10% of all githyanki encountered will have a specially wrought silver swords that are enchanted which, if used astrally, and score a special success or better, cut the silver cord (this does not affect mind barred victims), killing the astral traveler instantly. Higher ranking officials automatically carry silver swords of varying power. A supreme leader will wield a special silver sword which is fully vorpal and affects mind

barred victims. These special versions of the silver sword cause a major wound on a special or critical hit regardless of HPs in damage and they automatically cause damage to parrying weapons and shields. Githyanki will go to almost any lengths to prevent any of these silverswords from falling into human hands and the loss of a special silver sword will promote the immediate formation of a very powerful raiding party of githyanki whose task is to recover the sword - failure to do so means instant death.

Outside their Prime Material Plane lairs, githyanki will rarely be encountered in parties larger than 4, a typical party consisting of one thru three standard githyanki in training and a sergeant. Rarely (10%) the githyanki parties encountered will have a special mission in which case there will only be one or two Gith and the party will be led by a knight. Very infrequently, githyanki parties larger than four in number will be encountered (5% chance). These will be on particularly purposeful missions (though not in search of a lost silver sword - that activity promotes an even larger and stronger party) and will be stronger than normal; 5-10+ individuals can be expected, led by the

captain, 1d4 knights and 1d6 'lower ranks', evenly distributed. Both in the lair and in a large party, there is a 50% chance that there will be a warlock instead of one of the lower level types. Githyanki have normal human chances for magic item distribution other than swords. A Prime Material Plane lair will contain 5-10 magical items, selected as being particularly appropriate to the mission. In a small githyanki party there will usually (75%) be one magical item and a larger party will have 1-10.

Githyanki have a pact with a group of red dragons (see MANUAL OF MONSTERS I - Dragon, Red) which, in return for shelter, food and treasure, assist the githyanki when on the Prime Material Plane by acting as steeds. The dragons transport 1 rider per 10 SIZ over 20. So a Young Adult with SIZ 65 could transport 4 githyanki riders. An Ancient Red Dragon SIZ 85 could transport 6. These red dragons will obey only githyanki when the latter are on the Prime Material Plane.

Psychic Githyanki: If psychic powers are used in your campaign all githyanki have the racial ability to shift physically from the astral plane to the prime material plane at will for 5 MPs. If a githyanki has a POW and INT score of 10+ then

they also gain 1 additional psychic power per 2 points one or both scores are above 10. Roll additional powers on the table below.(full power descriptions in BRP page 112.



GITHZERAI

Characteristics		Average
STR	3d6	10
CON	2d6+6	12
SIZ	2d6+6	12
INT	2d6+8	14
POW	3d6+5	14
DEX	2d6+6	12
APP	2d6	6
MOVE:		8
Hit Points:		12
Damage Bonus:		-
Attacks:	By weapon base +2d10% damage+db	
Skills:	As NPC	
Treasure Type:	A	
Armor:	Soft Leather 1d4-1	
Note:		



Status	Characteristic Increases				HP	Damage		Special
	STR	CON	INT	POW		Bonus		
Supreme Leader	+10	+10	+6	+10	17	+1d6	+100% combat skills, +50%	communication/perception skills
Captain	+8	+8	+4	+8	16	+1d4	+80% combat skills, +30%	communication/perception skills
Monk	+5	+6	+3	+6	15	-	+50% combat skills, +20%	communication/perception skills, Martial Arts skill from BRP at DEXx4%
Sergeant	+2	+4	+2	+4	14	-	+25% combat skills, +20%	communication/perception skills
Zerth	+1	+2	-	+2	12	-	+10% combat skills, +10%	communication/perception skills

Status	Special
Supreme Leader	Silver Sword +25% to hit, +5 Damage, Full Plate 1d10+4
Captain	Silver Sword +15% to hit, +3 Damage, Full Plate 1d10+2
Monk	Silver Sword +10% to hit, +1d4 Dmg, Leather 1d4, Dodge skill equal to Martial Arts skill.
Sergeant	Silver Sword +5% to hit, +1d4 Damage, Mail 1d8
Zerth	Silver Sword +1 damage

The githzerai are a race of inhabitants of limbo, co-existing with the slaadi, roaming the Prime Material Plane like the githyanki and constantly at war with the latter race. The githyanki-githzerai warfare is curious since they are both offshoots of the original race released from mind flayer bondage under the leadership of Gith - yet the war is vicious and long-enduring. Githzerai are generally slightly weaker than githyanki, but their magic resistance appears to compensate and neither side holds supremacy for long over the other. The githzerai and the mind flayers hold to an

uneasy truce, but this is constantly being broken in isolated skirmishes.

Some githzerai have been known to specialize as monks and the githzerai have no counterpart to the githyanki dark knights. They fight with silver swords and other weapons as do the githyanki, with the same probability of possession of a particular item. Githzerai appear not to have developed the special vorpal silver swords as have the githyanki. They have the same sort of political organization as have the githyanki and are ruled by an undying wizard-king said to be a powerful mage who



prevents githzerai progression into apotheosis. Whereas the githyanki are users of baroque armor and ornate weapons and are generally florid in their magic-use, githzerai are monastic creatures, their weapons are very plain and their magic-use economic of movement and direct in effect. All Githzerai have a natural resistance to magic equal to their POW score. This % is rolled prior to any resistance rolls, even if none are required.

Githzerai hold a few fortresses on the Prime Material Plane but these are, particularly strong holdings, with walls of adamantite rising as huge squat towers from dusty plains. Each houses about 500 githzerai.

All githzerai have the following psionic abilities at the $20+3d10+POW\%$ level of mastery: astral projection, mind bar, and mind blast. Their psionic powers are highly developed. Like the githyanki, githzerai will rarely be encountered outside their lair in parties greater than 4, a typical party consisting of two trainees, one Zerth, and a sergeant. The chance of a character with monkish abilities is only 5%, but if one is encountered it will take the place of the sergeant. The monks' main training takes place in the githzerai fortresses.

If a lair is found it will be a temporary base for hunting / warring activities and will house 21-30 githzerai, with distribution approximately as follows:- 1 supreme leader, 1 captain, 2 warlocks, 3 sergeants, and 3 zerths.

If a monk is present (10% chance) it will replace one of the lower station githzerai. Githzerai have normal human chances for possession of magic items (except for swords). A lair will contain 2-16 magical items. A large githzerai party will be organized on much the same lines as a large githyanki party, depending to a certain extent on the importance

of the mission. A typical large party would contain the supreme leader, both warlocks, 2 of the sergeants, a zerth and 4-7 standard githzerai. If a monk is present in the lair, it will always accompany a large party.

GLOOMWING

Characteristics	Average
STR	14
CON	15
SIZ	25
INT	2
POW	11
DEX	12
APP	-

MOVE: 2/15 fly
Hit Points: 20
Damage Bonus: +1d6
Attacks: 2xClaw 50% 1d3, Bite 45% 1d2+db

Skills: Fly 85%, Hide 80%, Dodge 85%

Treasure Type: None

Armor: 1d2

Note:

Gloomwings are aerial carnivores with great speed and agility. Their larva stage is the tenebrous worm. Although not as robust as tenebrous worms, gloomwings are nevertheless deadly opponents who aggressively seek prey both in the air and on the ground. The wings and body of the creature are geometrically patterned with black and silver that will cause confusion in any intelligent being that views the monster squarely from above (POW:12 or be confused). This coloration provides excellent camouflage, making the gloomwing almost impossible to detect. Thus the gloomwing gains surprise more often. Creatures on the the ground that are smaller than a halfling (SIZ 3) will be carried away and devoured in midair; larger prey are attacked by hovering and slashing with the 2 front claws (the creature lacks the strength and coordination to employ all 8) and its mandibles. On the 2nd and each successive round of melee it will emit a pheromone which can cause weakness in any non-insect. Exposed creatures must make a CON:CON resistance roll or lose 1 point of strength per round of exposure. Lost



points are restored 1-4 turns after the exposure ceases. Creatures who make their initial resistance roll need not roll again, and multiple gloomwings do not require multiple resistance rolls. The scent may also attract 1-4 additional gloomwings (20% per round, regardless of the number of gloomwings present). Egg-laden females (30%) will use the corpse of a slain victim as a repository for their eggs, which will hatch in 12 days, sprouting 4-10 tenebrous worms. The corpse will not survive any attempt at resurrection unless the infestation is removed



with a cure disease spell. Unless killed, the worms will completely devour the body. Gloomwings are huge moths with black and silver streaked over the wings and body. The large fern-like antennae are dusky sable tipped with white. Each of the 8 legs is armed with an iridescent pearl claw. The extended mouth is equipped with a double set of ivory mandibles (value 2d4x10 Bp per gloomwing).

dingy, being brown, black or grayish pelts. Gnolls have short life spans - 35 years being overage. Gnolls will generally be on friendly terms with orcs, hobgoblins, bugbears, ogres, and even trolls - providing the weaker types are not very much weaker in numbers and the gnolls are relatively equal in strength to the stronger monsters. Gnolls are strong, but they dislike work and are not good miners. They have infravision. They speak their racial tongue, troll, and often (60%) orcish and/or hobgoblin. Gnolls are subterranean 85% of the time, but occasionally (15%) they will take up residence in an abandoned (or cleared) village or buildi

ng of some sort. In the former case they are 30% likely to have 1-3 trolls living with them and acting as guards. In the case where gnolls are found above ground, they are quite likely (65%) to have 4-16 hyenas (80%) as guards.

GNOLL

Characteristics	Average
STR	2d6+2 8
CON	3d6 10
SIZ	3d6+5 14
INT	1d6+4 6
POW	2d6 6
DEX	3d6 10
APP	- -



MOVE: 8
Hit Points: 12
Damage Bonus: -

Attacks: Any Two weapons at 50%, Shield 40%

Skills: Hide 50%, Move Silent 50%, Sense(smell) 60%, tribal skill at 35%

Treasure Type: L,M,D, (S,Qx5)

Armor: 1d4 or armor worn

Note:

There is a great resemblance between gnolls and hyenas. Gnolls have greenish gray skins, darker near the muzzle, with reddish gray to dull yellow mane. Eyes are dull black and nails are amber colored. Their armor is of horn, metal plates, and leather; like their fur capes and vests, it is shabby, and the latter are moth-eaten and



GNOME

Characteristics	Typical		Lietenant		Chief		Priest	
	Roll	Average	Roll	Average	Roll	Average	Roll	Average
STR	2d6+2	8	2d6+4	10	2d6+6	12	2d6+2	8
CON	1d6+14	17	1d4+18	20	1d4+20	22	1d6+14	17
SIZ	2D4	4	2D4	4	2D4	4	2D4	4
INT	2d6+6	12	2d6+6	12	1d6+12	15	2d6+6	12
POW	2d6+4	10	2d6+6	12	2d6+6	12	1d4+15	17
DEX	2d6+8	14	2d6+8	14	2d6+8	14	2d6+8	14
APP	3d6	10	3d6	10	3d6	10	3d6	10

MOVE: 6
Hit Points: 10
Damage Bonus: -1d6
Attacks: By Weapon Base% or punch STRx3% 1d3

Skills: as NPC, Knowledge(Mining) 50%
Lietenant as veteran NPC, Knowledge(Mining) 65%
Chief as heroic NPC, Knowledge(Mining) 75%
Priest as veteran preist NPC, Knowledge(arcane) 50%

Treasure Type: M(x 3), C, Q (x20)

Armor: Armor Worn

Note:

Similar to their larger cousins, dwarves, the social organization of gnomes is based on clans, and these groups are likewise neither exclusive nor hostile to each other, although there does exist a rivalry wherein each tries to outdo the other groups. For every 40 gnomes encountered there will be one with +10 CON and +20% to skills. If 160 or more gnomes are in a group there will be in addition one chief and lieutenant of the band. If 200 or more are encountered they will have a gnomish priest in addition to the others. If 320 or more gnomes are encountered there will be the following additional gnomes in the group: a chief, two lietenants, and 5 priests. If encountered in their lair (home) there will be the following additiional gnomes: from 2-8 fighters of 2nd or 3rd level, 1-4 clerics of 2nd level, and females and young equal to 50% and 25% respectively of the number of adult males. A gnomish lair is sometimes based upon earthen burrows, although 75% of the time it will be

made in rocky hill formations.

Gnomes are typically armored with leather armor which is ringed or well studded with metal and shield. They have the following typical weaponing:

short sword and short bow, short sword and spear, club and sling, club and spear, club and short sword.

All gnomes of lietenant status will have mail and shield. Those of chief status will have plate armor and shield. Lietenants and chiefs will have a 10% chance of having magic armor and/or weapons. Gnomish clerics will likewise have a 1% chance per POW of having 1-3 additional items (potion, priest scroll, ring, wand/staff/rod, misc. magic) usable by priests. Gnomes are 80% likely to have tamed animals to serve as guards in their lair: 5-30 badgers (70%) or 3-12 giant badgers (20%) or 2-8 wolverines (10%). Due to their great hatred of kobolds and goblins, all gnomes gain a bonus of +1 on their dice rolls to hit these opponents.

When gnomes are in melee with gnolls, bugbears, ogres, trolls, or giants their opponents must deduct 4 from their dice rolls io hit the gnomes because of their small size and their combat skill against these much bigger creatures. All gnomes are highly resistant to magic and poison, so they make saving throws at 4 levels above their actual level. Gnomes can see in the



dark (infravision), noting monsters at 60'. Because of their mining skills gnomes are excellent (50%'0 to 80% likely) in detection of passages which slope upwards or downwards, unsafe walls, floors, and ceilings, and approximate depth and direction. It is rumored that there exist gnomes with magical abilities up to 4th level, but this has not been proved. Besides their olfaction and racial tongues, gnomes speak kobold, goblin, halflingish, dwarvish, and can speak with burrowing mammals as well. Most gnomes are woad brown, a few range to gray brown, of skin. Their hair is medium to pure white, and their eyes are gray-blue to bright blue. They wear leather and earth tones of cloth and like jewelry. The average gnome will live for 600 years.

GOAT

Characteristics	Normal		Giant	
	Average	Roll	Average	Roll
STR	3d6	10	1d6+19	22
CON	2d6	6	1d6+9	12
SIZ	2d6	6	1d6+17	20
INT	3	3	4	4
POW	2d6	6	3d6	10
DEX	2d6+8	14	2d6+8	14
APP	-	-	-	-

MOVE: 6 8
Hit Points: 6 16
Damage Bonus: - +1d6
Attacks: Head Butt STRx2% 1d4+ db

Skills: Listen 35%, Climb 65%

Treasure Type: None

Armor: 1 1d4

Note:

These reclusive herbivores dwell in hilly country. They will aggressively defend themselves from any threat. If giant goats charge, they add +1 to damage inflicted if they hit. Their weapons are two long, sharp horns. They attack by butting with them. In rare cases the giant variety have been tamed to serve as steeds. If more than 7 of these creatures are encountered the remainder will be younger and weaker.

GOBLIN

Characteristics	Typical		Leader		King	
	Average	Roll	Average	Roll	Average	Roll
STR	2d6	6	2d6+2	8	2d6+4	10
CON	3d6	10	3d6+2	12	3d6+4	14
SIZ	1d3+3	5	1d4+4	6	1d4+6	8
INT	1d6+6	9	1d6+8	11	1d6+8	11
POW	3d6	9	3d6	10	3d6	10
DEX	3d6+6	15	3d6+6	15	3d6+6	15
APP	1d6	3	1d6	3	1d6	3

MOVE: 4 4
Hit Points: 7 9 11
Damage Bonus: -1d6 -1d4 0

Attacks: Sling 40% 1d6, Shortsword 40% 1d6+1+db, Target Shield 40%

Leader Short Spear 40%+STR 1d8+1+db, Shield 50%

King Battle Axe 50%+STR 1d8+2+db, Shield 60%

Skills: 1 or 2 tribal skills at 40%, mining 50%, (ride warg 40%), Traps 25%

Leader All skills above +10%

King All skills above +20%

Treasure Type: K(C) x2 x3

Armor: armor worn

Note:

Goblins have a tribal society, the strongest ruling the rest, allowing fealty to the goblin king. It is possible that goblins are distantly related to kobolds. Like the latter, goblins enjoy dwelling in dismal surroundings, although they tend to inhabit caves and underground places in preference to any habitation above ground. They hate full daylight and attack at a -20% when in sunlight. Goblins are fair miners, and they are able to note new or unusual construction 25% of the time. They hate gnomes and dwarves and will attack them in preference to any other creature. All goblins are slave takers and fond of torture. They dress in dark leather gear, and their garments tend towards dull, soiled-looking colors. Goblins reach the age of 50 years or so. For every 10 goblins encountered there will be a leader. Goblins may learn sorcery spells if they meet prerequisites. These are considered tribal shamans. Goblin lairs almost always have a king. He will be served by 2 leaders and usually a shaman. Shamans have the characteristics of a typical goblin but 1d4+15 POW and a list of tribal spells.



Golems

Golems are magically created monsters. There are many different sorts, each with its benefits and flaws. All but the flesh golem are created from earthen components. The former is created from the remains of living creatures (usually humans). The creation of a golem involves ultra powerful spells and elemental forces. Below is listed a generic flesh golem with medium sized characteristics. When creating a golem for an encounter, the Chronicler should alter it using the charts below. Golems are immune to damage from puncture and impaling weapons. All golems are also immune to cold. Fire and heat have normal effect on flesh and wood golems; metal and stone golems are immune to fire and heat, unless it reaches the melting point of the constituent material, at which point they are instantly and permanently destroyed (they melt!). A golem's melting point is 12D6 for stone and 8D6 for most metals. Golems are immune to mental attacks/spells.



GOLEM, Generic (Flesh)

Characteristics		Average
STR	3d6	10
CON	-	-
SIZ	3d6	10
INT	1	1
POW	12+1/6 siz	13
DEX	12	12
APP	1d6	6

(Stone or metal golems may be improved)

MOVE: 6+1/6 SIZ (max 12)

Hit Points: =SIZ

Damage Bonus: -

Attacks: Fist =DEXx5% 1d6+db, Possible Weapon
DEXx5% dmg by weapon type +db

Skills: Search 75%



Treasure Type: (May be guarding treasure)

Golem Material	STR	Armor	Size of Golem	SIZ	STR	DEX	HP	db
Flesh	-	-	Large	+12	10	-2	12	+1d6
Wood	+10	1d2	Mammoth	+20	20	-4	20	+2d6
Clay	+15	1d4+1	Enourmous	+50	40	-6	50	+5d6
Stone	+18	2d4+2	Gigantic	+80	60	-7	80	+8d6
Metal	+20	1d8+2	Colossal	+100	+80	-10	100	+10d6



GOLDBUG

Characteristics		Average
STR	1	1
CON	2d4	4
SIZ	1	1
INT	1	1
POW	2d4	4
DEX	2d6	6
APP	-	-

MOVE: 1
Hit Points: 2
Damage Bonus: -
Attacks: Bite 45%(only if touched with bare skin)
 1d2+poison
Skills: Hide(in gold/copper coins) 85%

Treasure Type: None

Armor: -

Note:

The goldbug is a beetle with a flattened, circular body and a golden shell, the size and shape of a gold piece. It is a very sluggish creature and spends most of its time asleep, often choosing a pile of gold coins as its bed to avoid predators. Only a close examination will distinguish it from the coins on which it lies. Thus, though it has no treasure of its own, it inhabits that of others.

When disturbed it inflicts a poisonous bite which inflicting 1-2 hit points of damage on the victim who must also make a CON:CON resistance roll or gain a high fever and lose 1 CON per hour until cured, the poison is removed, or the victim dies.

**GORBEL**

Characteristics		Average
STR	2d6+10	16
CON	2d6+6	12
SIZ	1d6	3
INT	1d4	2
POW	3d6	9
DEX	3d6+6	15
APP	-	-

MOVE: 10
Hit Points: 7
Damage Bonus: -
Attacks: Claw 35% 1d4+db
Skills: Jump 50%, Dodge DEXx4

Treasure Type: none

Armor: -

Note:

A curious creature, the gorbel appears as a red globe of thin rubbery material about 3' in diameter with a tiny mouth, six tiny eyes on short retractable stalks equally spaced around the upper hemisphere and two clawed legs which it uses to move at remarkable speed. When attacking (which it usually does), it attempts to attach itself to its victim's back with its claws; a successful initial hit means it has done so, delivering 1-4 hit points of damage. Thereafter it cannot be detached until dead and it automatically hits its victim each round for clawing damage.

A hit with a blunt weapon will not harm the gorbel, but a hit with a pointed or edged weapon causes it to burst asunder, killing it and causing it to rupture. Anyone within 5' when this happens must make an Agility roll or take 1-4 hit points of damage from its acidic blood. If killed like this while attached, the victim is automatically splashed with the gore. Naturally, when the gorbel is attached to a victim it loses its Dodge skill.

Gorbels are mischievous, fickle and irritable creatures.





GORGIMERA

Characteristics		Average
STR	1d6+18	21
CON	1d6+17	20
SIZ	1d4+23	25
INT	4	4
POW	1d4+12	14
DEX	3d6	10
APP	-	-

MOVE: 8/12 fly

Hit Points: 22

Damage Bonus: +2d6

Attacks: 2xClaw 100% 1d6, Gorgon Head Butt 75% 1+, Lion Bite 70%, 1d6+½ db, Dragon Bite 75% 1d6+½ db

Skills: Fly 75%, Listen 75%, Sense(smell) 80%

Treasure Type: (F)

Armor: 1d8 / 1d4+1(Lion)

Note:

Although similar in appearance to a chimera, a gorgimera is a more fearsome monster. This hybrid has the hindquarters and head of a gorgon; the forequarters and head of a lion; and the mid-body, wings, and head of a red dragon. Only the lion parts have armor 5. The gorgimera can attack with its claws, bite with its lion head, butt with its gorgon head, and bite with its dragon head. Additionally, the gorgon head can breathe its petrifying breath twice per day (30' long x 10' wide base cone), while its dragon head can breathe its fiery breath twice per day (50' long x 20' wide base cone). The monster will always use 1 of its breath weapons against opponents 10 feet or more distant, as it is aware of breath weapon ranges and effects. If in melee, there is a 1 in 6 chance it will use fire and a like chance it will use petrification (roll 1d6, 1 = dragon breath; 2 = gorgon breath; 3-6 = standard

attack routine). Dragon breath is for 3-24 (3d8) points of damage; a successful DEXx3 roll will half this. Gorgon breath turns victims to stone unless their CON:15 resistance succeed.

Gorgimerae speak a very limited form of red dragon language. The gorgon head can see into the Astral and Ethereal Planes, and its breath weapon extends therein. A gorgimera looks almost exactly the same as a chimera, except its gorgon parts are a metallic blue color. Gorgon eyes are a red-rimmed pale blue.

GORGON

Characteristics		Average
STR	4d6+24	36
CON	2d6+9	15
SIZ	4d6+24	36
INT	4	4
POW	2d6	6
DEX	3d6	10
APP	-	-

MOVE: 8/12 charge

Hit Points: 25

Damage Bonus: +4d6

Attacks: Trample 50% 2d6+db, Horns 40% 1d6+db

Skills: Search (including Astral and Ethereal) 50%

Treasure Type: None

Armor: 1d4+1

Note:

Gorgons are bull-like creatures covered with thick metal scales. They prefer the fastness of a wilderness or dreary caverns for habitation. A gorgon is able to breathe out a cloud of noxious vapors which will turn any creature to stone. A gorgon is able to use such breath up to 4 times per day. Gorgons will always use this attack form in preference to other sorts of attack. The awareness of gorgons extends into the astral and ethereal planes. So do the effects of their breath weapon.



GORILLA BEAR

Characteristics		Average
STR	2d6+12	18
CON	2d6+8	14
SIZ	2d6+14	20
INT	1d4+2	4
POW	2d6+5	11
DEX	2d6+6	12
APP	-	-

MOVE: 9**Hit Points:** 17**Damage Bonus:** +1d6**Attacks:** Fist 40% 1d2+db, Hug 1d6+db**Skills:** Climb 40%, Sense(smell) 45%, Listen 45%
Search 45%, Dodge DEXx4**Treasure Type:** None**Armor:** 1d4**Note:**

These monsters have the head, body and legs of a gorilla with the sharp teeth and powerful arms of a bear. They have the aggressive disposition of the grizzly bear and the carnivorous tendencies of the cave bear. They have excellent hearing, smell and eyesight so are rarely surprised. Their dexterity is also high, accounting for their Dodge skill.

The beast attacks with its two paws; a paw hit scored with an special success or better indicates that the beast also hugs for 2-12 hit points of additional damage. This hug will persist in the following rounds unless the victim is dead or the bear takes 1/2 of its remaining HPs in damage, in which case it attacks the damaging foe, dropping the hugged victim.

**GRAY OOZE**

Characteristics		Average
STR	2d6	6
CON	4d6	12
SIZ	4d6+8	20
INT	1d6	3
POW	3d6	10
DEX	3d6	10
APP	-	-

MOVE: 2**Hit Points:** 16**Damage Bonus:** -**Attacks:** Acid Strike 70% 2d8**Skills:** Hide (against natural stone) 75%**Treasure Type:** None**Armor:** -**Note:**

Gray ooze is a slimy horror which inhabits subterranean places. It closely resembles wet stone or sedimentary cave formations. This creature corrodes metal at the same rate a black pudding does, i.e. chain mail is eaten through in a single melee round. Its acids do no harm to stone or wood. They strike like snakes when attacking. Its acids do no harm to stone or wood. Spells do not harm this creature, and it is impervious to heat or cold. Lightning, however, causes full damage to gray ooze, as do blows from weapons. Note, however, that in the latter case the weapons striking the creature may corrode and break.



GREEN HAG

Characteristics		Average
STR	1d6+18	21
CON	1d6+16	19
SIZ	1d6+13	16
INT	2d6+6	12
POW	2d6+7	13
DEX	3d6	10
APP	1d6	3

MOVE: 8/6swim

Hit Points: 17

Damage Bonus: +1d6

Attacks: 2xClaw 80% 1d2+db

Skills: Hide 90%, Move Quietly 90%, Dodge 75%, Sense(smell)80%, Art(Mimicry) 85%

Treasure Type: :M(x100),N(x10),Q(x5),X

Armor: 2d4

Note:

Greenhags are a race of evil creatures related to both annis and night-hags. As do the annis, greenhags dwell on the Prime Material Plane. While many of these horrid creatures live in forests and lonely moors, there are some inhabiting swamps and rivers. These latter sort are often called shellycoats. The lair is always a small cave, possibly one dug in earth. Greenhags of any sort attack by clawing with rock-hard talons. In order to lure victims to them, greenhags typically use their mimic ability. This allows them to imitate the voice of a mature or immature male or female, human or demihuman. Calls for help, crying, and so forth are quite common deceptions employed by greenhags. They are also able to mimic common animal sounds, such as those of barnyard fowl, cats, dogs, goats, sheep and cattle. Greenhags have the following spell-like powers which they can employ 1 at a time, at will, 1 per round: audible glamor, dancing lights, invisibility, pass without trace, Liken Person, speak with monsters, water breathing, weakness. Because of their coloration and the fact that they are 90% likely to be able to move silently and hide in foliage (even of the underwater sort), greenhags surprise their prey more often. Because of their highly acute senses, including infra- and ultravision, they are surprised only rarely. Green hags speak their own language (a dialect of Annis), Ogre, common Giant, and

Common. A typical greenhag appears to be a nighthag with green skin. Hair color ranges from near black to olive green. Eye color ranges from amber to orange. They often dress as peasants do.

**GREEN SLIME**

Characteristics		Average
STR	3d6	10
CON	2d6	6
SIZ	-	-
INT	-	-
POW	-	-
DEX	-	-
APP	-	-

MOVE: 0

Hit Points: 6

Damage Bonus: -

Attacks: none

Skills: Sense Vibrations 75%

Treasure Type: Incidental

Armor: -

Note:

Green slimes are strange plant growths found in subterranean places. Although they cannot move, they slowly grow, feeding on animal, vegetable and metallic substances. They are sensitive to vibrations and will often drop upon passing creatures from above.

Green slime will attach itself to living flesh, and in 1-4 melee rounds thereafter turn the creature into green slime (no resurrection possible). It eats away wood slowly, consuming but one inch thickness in an hour. Green slime eats metals quickly, going through plate armor in 3 melee rounds. It can be scraped off quickly (if the scraper is then discarded), excised, frozen, or burned. A cure disease spell kills green slime. Other forms of attack- including weapons or spell - do it no harm. Occasionally huge slimes or colonies of dozens have been reported.



GRELL

Characteristics	Average	
STR	2d6+8	14
CON	2d6+9	15
SIZ	2d6+9	15
INT	2d6+4	10
POW	2d6+6	12
DEX	3d6	10
APP	-	-

MOVE:	8
Hit Points:	15
Damage Bonus:	-
Attacks:	Tentacle x10 50% 1d4+½ db+poison Bite special 1d6+½ db

Skills: Fly 40%, Hide 25%, Move Silent 100%

Treasure Type: none

Armor: 1d4+1

Note:

The appearance of this dreadful creature is fearsome indeed - a body like a giant exposed brain approximately 5' in diameter and with a frontal beak, below which trail ten 6' long tentacles. The beast 'flies' by a levitation process, small inflections of the tentacles controlling horizontal movement. Grell are usually found underground but are occasionally seen in ruined/abandoned buildings. They are particularly dangerous and vicious, dropping on their victims from above whenever circumstances permit. All ten tentacles are brought to bear on a single victim. Each inflicts 1-4 hit points of damage and carries small spines which can inject a venom into the victim; this will paralyze the victim unless he makes his CON+2:CON resistance roll (the victim gets a +2 bonus to his CON to resist each). If any one of the tentacles succeeds in paralyzing a victim, each melee round thereafter two tentacles will remain anchored on his body, the grell lashing with the other eight tentacles (for 1-4 hit points of damage each) and rending with its beak for 1-6 hit points of damage. None of these attacks, after the initial paralyzation, requires a 'to hit' roll - once the grell has grasped its victim, lucky is he who escapes alive.

Any hit doing 2 or more damage (over its armor) on a tentacle will render it inoperative (though if the creature survives, the tentacle will regenerate in 1d4 days) but the damage is not subtracted

from the creature's hit points - only by hitting the body can the grell be damaged in the usual way. The body and tentacles all have AR 1d4+1.

Grell are immune to lightning but otherwise have standard resistance to normal and magical attacks.

The body of the grell is a drab olive color streaked with white; the tentacles are pale olive-green.



GRIFFON

Characteristics	Average	
STR	3d6+24	33
CON	2d6+12	24
SIZ	3d6+24	33
INT	4	4
POW	2d6+6	12
DEX	3d6+6	15
APP	-	-

MOVE: 10/14 Fly
Hit Points: 28
Damage Bonus: +3d6
Attacks: Beak 45% 1D8+db, Claws 100% 1d6+db or Grab in flight, Rend 80% 2d6+db
Skills: Dodge in Flight 60%, Search 90% , Fly 60%

Treasure Type: (S,C)

Armor: 1d4-1

Note:

Griffons seek cliffs and rocky habitats in which to build their nests. If conditions permit they will lair in a cave. They are aggressive carnivores, and their favorite prey are horses. If they come within sighting or smelling distance (100' as a general rule) of horseflesh, the griffons will wing to the hunt. They are much sought after in their fledgling state, for they can be tamed for use as fierce, loyal, steeds if obtained before maturity. If encountered in their lair, there is a 75% chance that there will be 1 or 2 eggs or young for every 2 griffons. The young are non-combative, but the adults will attack until killed. Fledglings sell for 5,000 silver pieces, eggs for 2,000, on the open market. The griffon can attack the same target twice per round, either with two Claw hits, or a Claw and a Bite. If both claw attacks succeed, it can then Rend its victim as a free action.

**GRIMLOCK**

Characteristics	Normal		Leader		Champion	
	Average					
STR	3d6	9	2d6+6	12	2d6+8	14
CON	2d6+6	12	2d6+7	13	2d6+8	14
SIZ	2d6+6	12	2d6+7	13	2d6+8	14
INT	2d6+4	10	2d6+4	10	2d6+4	10
POW	2d6+4	10	2d6+4	10	2d6+4	10
DEX	3d6	9	2d6+6	12	2d6+8	14
APP	2d4	4	2d4	4	2d4	4

MOVE: 10
Hit Points: 12
Damage Bonus: -
Attacks: Claw 25% 1d4+db, Weapon Base
Leader: Claw 25% 1d4+db, Weapon Base+15%
Champ Claw 25% 1d4+db, Weapon Base+25%

Skills: Tribal Skills as NPC, Listen 50%, Sense(smell) 50%
 Dodge DEXx3%

Treasure Type: K,L,M,(B)

Armor: 1d4-1

Note:

These fierce subterranean humanoid warriors dwell in deep caverns, only emerging in raiding parties to maraud across the earth's surface late at night, searching for humans to butcher and devour. Their eyes are blank and sightless; however they have highly developed senses of hearing and smell, these giving them effective 'vision' within 20' if they make their Listen and/or Sense Skill rolls.

They are immune to the effects of spells affecting the visual nerves such as visual illusions, darkness, invisibility, and so on. However spells such as audible illusions will partially 'blind' them, reducing their effective range of 'vision' to 10' and reducing their hit probability by 10%. Substances such as snuff or choking powder have the same effects if inhaled by a grimlock.

For every 10 grimlocks encountered there will be a 'leader', while for every 40 there will also be a 'champion'. In the grimlock lair there will be females (an additional 80% of the number of males) and young (an additional 100% of the number of males. Noncombatant). Grimlocks rarely consort with other beings, though



there is a small (10%) chance that they will allow medusae to share their lair and a 2% chance that a wandering group of grimlocks will be accompanied by 1-2 mind flayers. For the latter reason, grimlocks are particularly hated by Githyanki. Grimlocks prefer edged blood-letting weapons and though they can fight with their bare hands they will usually be armed (90% chance) with weapons as follows:

hand-axe 20% battle-axe 15%
metal hand Claws..15% Scimitar..... 15%
broad sword 15% Dagger..... 20%

Leaders and champions will wield a battle-axe or scimitar.

If encountered in rocky terrain, grimlocks are able to blend with their surroundings; so long as they remain motionless, they gain a Hide Skill of DEXx5 (unless someone actually bumps into them). Description: Powerfully-built humanoids with thick, scaly grey skin, they are usually clad in dark rags. Their hair is long, black and usually unkempt. Their teeth are white and particularly sharp.

GRIPPLI

Characteristics	Average
STR	13
CON	11
SIZ	4
INT	15
POW	9
DEX	12
APP	-

MOVE: 4/5 (through trees)

Hit Points: 7

Damage Bonus: -

Attacks: By weapon base +STR+2d10%

Skills: Climb 75%, Jump 75%, Dodge 45%,
Listen 35%

Treasure Type: I,Q(x4)

Armor: 1

Note:

The grippli resemble small, intelligent, humanoid tree frogs. They eat insects and fruit. Grippli hands and feet are adapted for easy movement through tree branches. They have 700-year life spans and produce few offspring. Grippli live in swamps and rain forests. Their gray-green skin gives them a natural camouflage.

They have ultravision for 10' which allows them to operate well both at night and in the daytime. Grippli are not warlike. They love bright colors and have been known to make raids on travelers to steal bright colored clothing for their huts.

They defend themselves with snares, nets, poisoned darts and bolts, and occasionally a sword or dagger. A few (1 %-2%) have psionic power. A grippli lair is built on the ground and consists of mud and wood huts. In the lair there will be 5-30 males, an equal number of females, and 1-6 offspring (noncombative). Also, the tribe mother who can generate a musk cloud in a 25' radius once per day. Those caught within must make a CON:12 resistance or be at -25% to all skills due to nausea. This passes in 1d6 rounds after leaving exposed area but leaves a lingering stench on the victims until cleaned.



GRIG

Characteristics	Average
STR	1d4+3 5
CON	1d4+6 8
SIZ	3 3
INT	3d6 10
POW	3d6 9
DEX	2d6+8 14
APP	- -

MOVE: 1/5 leap

Hit Points: 5

Damage Bonus: -1d6

Attacks: Short Sword 1d6+1+db

Skills: Dodge 100%, Art(instrument) 80%,
Trap(non mechanical) 75%, Search 75%,
Listen 90%

Treasure Type: (X,Y)

Armor: 1

Note:

The leaping grigs appear to be some form of sprite. Found only in sylvan woodlands and meadows, these creatures are shy of strangers but otherwise good-natured and friendly. They are nocturnal and in most instances are encountered in a glen. There with 1 or, possibly, several other bands of grigs or a tribe of atomies or both, they will meet to play and dance in the moonlight. There is a 30% probability for other grigs or atomies to be there:

1-15 = 5-50 grigs



16-25 = 2-12 grigs and 30-120 atomies, and 26-30 = 5-50 grigs and 30-120 atomies. One or more of the grigs will play bowed string instruments while the others enjoy circle dances and other pastimes. They are never surprised by Evil creatures, and their senses make it possible for them to surprise. Their legs are more like a cricket's or grasshopper's than a sprite's, and these limbs give the grigs the ability to leap long distances, assisted by their small, gauze-like wings. Attack is made only upon evil enemies or those who molest the grigs. It is typically a combination of missile release and melee. Each grig carries at least 6 small darts. These they hurl during their hopping flight. Then they alight and thrust needle-like daggers. Their small darts are equal to large ones when used by the grigs, but when used by others, these weapons cause but 1 point of damage. Similarly, the grig dagger is but a knife save in the hands of grigs where it inflicts damage equal to a short sword. Grigs have the following spell-like powers which they can employ at will, 1 at a time, 1 per round: Liken Person, entangle, invisibility, pyrotechnics, trip, and ventriloquism. The grigs enjoy using the dweomers for jolly fun as well as for self-protection, and many are the practical jokes reported from encounters with these creatures. Grig fiddlers are 25% likely to be able to play a tune the effect of which equals that of the spell WHIRLING SERENITY(Adv.Sorcery). A POW of the caster against the target's INT resistance is allowed to who hear it within a 30-foot radius of the playing grig. Failure means the victim must dance until the grig ceases playing or the victim drops of exhaustion. Grigs can play for hours. Grigs have hearing equal to double human norm, infravision to 180 feet, and ultravision. In addition to their own tongue, grigs speak Atomie, Brownie, Pixie, and Sprite.

Of course, they speak Common as well if they choose to slow their speech and pitch it downwards in scale.

GRIM

GRUE, Elemental

Characteristics	Black Cat		Black Dog		Black Owl	
	Average	Roll	Average	Roll	Average	Roll
STR	2d6+6	12	1d6+11	14	2d6+8	14
CON	1d6+14	17	1d6+14	17	1d6+14	17
SIZ	1d6+13	16	1d6+13	16	1d6+13	16
INT	3d6	10		10	3d6	10
POW	2d6+6	12	2d6+6	12	2d6+6	12
DEX	2d6+8	14	2d6+6	12	2d6+6	12
APP	-	-	-	-	-	-
MOVE:		8		8		12 fly
Hit Points:		16		16		16
Damage Bonus:		+1d4		+1d4		+1d4
Attacks:	Dog: Bite 25% 1d4+db					
Cat:	Bite 43% 1+db, 2xClaw 40% 1d2+db, Rake 75% 1d6+db					
Owl:	Bite 40% 1+db, 2xClaw(flying) 50% 1d4+db					
Skills:	Dog: Listen 75%, Sense(smell) 75%					
Cat:	Sense(smell) 75%, Climb 70%, Dodge 45%					
Owl:	Search 75%, Fly 75%					
Treasure Type:	None					
Armor:		1d2		1d4		1d2
Note:						

The grim are guardians who watch for and oppose Evil. They are night creatures, usually frequenting the fringes of human habitations or burial grounds. Grim will be encountered in any of the following forms: black cat (as a giant lynx for attacks 1 -2/1-2/1-4+ raking), black dog (as a war dog for attacks 2-8), and a black owl (as a giant owl for attacks 2-8/2-8/2-5). Each grim must stay in the form chosen for a full night. In daylight they become ethereal and await the setting sun. Damage sustained the previous day is alleviated on the next as the sun sets. In addition to the attack modes of their chosen form, grim are able to make undead flee from them by making a POW:POW resistance. They can be hit only by magic weapons. Each



grim radiates a protection from evil within a 10-foot radius and can detect creatures with Shadow allegiance at a 70' distance, 100%. Thus, they are never surprised by Evil creatures, and their senses make it possible for them to surprise others. Grim typically ward off evil natured creatures and warn those of good of imminent peril from such monsters. The latter is done by their weird call, be it yowl, howl, or hoot of mournful tone. They do not otherwise communicate or do anything else in conjunction



CHAGGRIN

Characteristics		Average
STR	2d6+6	12
CON	1d6+13	16
SIZ	1d6+5	8
INT	3d6	9
POW	1d6+8	11
DEX	3d6	10
APP	-	-
MOVE:		5
Hit Points:		12
Damage Bonus:		-
Attacks:	2xClaw 55% 1d4+2+db	

Skills: Listen 50%, Sense 50%, Search 50%

Treasure Type: (C,Qx5)

Armor: 1d4+2

Note:

The chaggrin, or soil beast, is a grue from the Elemental Plane of Earth. When on the Prime Material Plane, it typically takes the form of a yellowish hedgehog, although its skull-like head readily distinguishes it from a normal animal of that sort. Although only 2 or 3 spans long, a chaggrin weighs over 140 pounds. Some being

as heavy as 210 pounds. A chaggrin loves to torment its victim, and it will usually attack by digging its long, razor-sharp fore-claws into its prey and then hold on while the hapless victim dashes hither and thither trying to escape from or dislodge the grue. Each round of such clinging inflicts an additional 7-12 points of damage. Contact with unprotected flesh will inflict 1-4 points of damage per round from quills if the grue is in hedgehog form. No earth-based/affecting spell, including the following, will work against a chaggrin: earthquake, dig, glasse, statue, stone shape, passwall, move earth, glassteel, transmute rock to mud, wall of stone, stone to flesh. The mere presence of the chaggrin within 40 feet of such magic dispels the magic, even if the dweomer had been previously permanent. Magic items are not affected. Whenever it desires, a chaggrin can assume the shape of a large mole, hedgehog, or bipedal, man-like form. The latter is its natural shape on its own plane. In the latter form it can merge into surfaces of natural soil or stone, emerging suddenly so as to surprise opponents. The only clue to the grue's presence is a damp, dark outline which is faintly perceptible if the area is carefully observed. The natural chaggrin form is disgusting. The body appears much like lumpy, wet clay. The visage is asymmetrical and vicious. The small eyes gleam with feral light.

HARGINN

Characteristics		Average
STR	2d6+8	14
CON	1d6+12	15
SIZ	2d6+9	15
INT	2d6+7	13
POW	2d6+5	11
DEX	3d6	10
APP	-	-

MOVE: 10

Hit Points: 15

Damage Bonus: +1d4

Attacks: Flame Strike 1d4+4

Skills: Dodge 50%, Listen 50%, Sense 50%, Search 50%

Treasure Type: None

Armor: 1d4+1

Note:

The harginn, or flame horror, is a grue from the Elemental Plane of Fire. When summoned to the Prime Material Plane, a harginn will typically appear in the form of a human with flames where its lower torso and legs would be were it a man. A harginn can assume the shape of a normal bonfire, a column of fire up to about 8 feet high, or become very humanoid in form, assuming the form of a bronze human statue. A harginn moves rapidly in any form and attacks by sending forth a gout of flames from its fingertips. This gout balloons outward to encompass an area of 3 feet in width and 6 feet in length, and all within the fiery blast take damage, igniting combustibles. A DEX:POW resistance roll will mean the target rolled from the blast and takes 1/2 damage. It is also possible for a harginn to teleport up to 10' in any direction as a move action every round, and one will always do so when in battle. No fire-based/affecting spell will work against a harginn. The very presence of a harginn within 20 feet of such magic dispels the magic, even if previously permanent. Magic items are not affected. That harginn are gruesome is undoubtable. Whenever features are discernible, they express leering evil and great cruelty. The monster's eyes are glowing black, and the body color is typical of such fiery hues as scarlet and orange, crimson and purple-blue, yellow and orange.



ILDRIS

Characteristics	Average
STR	12
CON	14
SIZ	15
INT	12
POW	11
DEX	12
APP	-

MOVE:	2/10 fly
Hit Points:	15
Damage Bonus:	+1d4
Attacks:	Whirlwind 2d4+db

Skills: Dodge 50%, Listen 50%, Sense 50%, Search 50%

Treasure Type: (Qx2,X)

Armor: -

Note:

The ildriss, or wind terror, is a creature from the Elemental Plane of Air. When on the Prime Material Plane, an ildriss is either as invisible as the wind or it is seen as a fog-like cloud with vaporous tentacles and 3 faintly gleaming red eyes. (The latter is its natural form on its own plane). It whisks about in the former guise, but to attack it must become more substantial, i.e., form as a misty entity. The ildriss then twirls, its fog arms carrying small particles which strike with such force as to cause horrible abrasive wounds, much as a storm of wind-driven sand wounds a living creature. Because the ildriss can move invisibly high up or along the ground, they always attack first in any round. No air-based/affecting spell, including the following, will work against an ildriss: control weather, wind walk, call lightning, control winds,

stinking cloud, gust of wind, lightning bolt, cloudkill, cone of cold, invisibility, wall of fog, and fog cloud. If an elemental grue from the Plane of Air is within 50 feet, not only do air-based affecting spells fail to function, but existing effects, even if permanent, are fully and totally dispelled. Magic items are unaffected. They are less substantial on the Prime Material Plane than other grue (thus a magic weapon is required to hit them). Ildriss are generally gray, pale yellow, or (rarely) white. Eyes are pyramidal, ranging from dark orange through scarlet to maroon.

VARRDIG

Characteristics	Average
STR	15
CON	17
SIZ	15
INT	8
POW	12
DEX	8
APP	-

MOVE: 4/6 SWIM

Hit Points: 16

Damage Bonus: +1D4

Attacks: Water Jet 66% 1d4+special. Ram(in water) 70% 2d4+db

Skills: Swim 50%, Sense 50%, Search 50%

Treasure Type: (½ F)

Armor: 1

Note:

The varrdig, or fluid brute, is a creature from the Elemental Plane of Water. A varrdig can appear as a pool of water, a fountain, or as part of a greater body of water, although in the latter case its greenish tinge tends to make it noticeable if the observer is careful. Its actual form is that of a globular, jelly-like blob. It is translucent and a lower fringe of small, clawed legs and pipe-like protrusions radiate from its middle. These flexible hoses provide propulsion by jetting water when the creature is in its element. Otherwise, a varrdig uses these jets of fluid to attack with, because the water force is considerable for up to 6 feet anyone struck with a special or better success must make a CON:15 resistance or be blinded for 1-4 rounds. A helpless opponent will be drowned in a single

round as the varrdig thrusts a tube into a nostril. In water, the attack is by rapid propulsion of the body into contact with its opponent. No water-based/affecting spell will work against a varrdig or within 30 feet of one. The spell will fail, even if previously cast and permanent. Magic items are not affected.



GROANING SPIRIT (Banshee)

Characteristics		Average
STR	-	-
CON	-	-
SIZ	-	-
INT	2d6+6	12
POW	3d6	10
DEX	-	-
APP	-	-

MOVE: =POW

Hit Points: POW

Damage Bonus: -

Attacks: Ghost touch 100% 1d6 POW damage

Skills: Sense (life 50') 75%

Treasure Type: None

Armor: -

Note:

The groaning spirit, or banshee, is the spirit of an evil female elf - a very rare thing indeed. The spirit returns to harm the living. It is found only in desolate countrysides, moors, etc. The groaning spirit can attack by its chilling touch when it strikes. Its more fearsome mode of attack, however, is its wail, or keening. It can wail but once per day, and only during darkness. This horrid groan that causes any within 30' to make a POWvsCON resistance roll of die. Groaning spirits cannot be affected by charm, sleep, or hold spells. They are impervious to attack by cold or electricity. Exorcism kills them. Being incorporeal, spirits are immune to physical damage, and their touch causes POW damage that is not effected by the targets armor and cannot be parried.



GRYPH

Characteristics	Average	
STR	1d4	2
CON	2d4	5
SIZ	1d4	2
INT	3	3
POW	2d6	6
DEX	3d6+15	21
APP	-	-

MOVE: 3/24 flying**Hit Points:** 4**Damage Bonus:** -1d6**Attacks:** Piercing Beak 25% 1d4+1+db, Flying Beak Attack 50% 2d4, Grapple 25% ***Skills:** Fly 75%, Sense(smell blood 20') 80% Dodge(flying) 40%**Treasure Type:** None**Armor:** 1d4-1**Note:**

The gryph is a bird with multiple legs - usually four, but specimens with six or even eight have been seen. It approximates to the size of an eagle and has a razor-sharp beak with powerful jaws. Its bite will inflict 2-12 hit points of damage and it will normally attack at high speed from high up in the shadows of an underground cavern. If 3 or more of these birds are encountered, one will be female and there is a 35% chance that she will be ready to lay her eggs. If such a female gryph attacks it will attempt to grapple* its victim with its legs, and if a hit is scored, it will inject its small eggs into the bloodstream. Note that in such an instance, the beak is not used in the attack and the victim receives no damage - the eggs are injected through a thin tube which projects from the bird's abdomen. If these eggs remain alive they will hatch in 2d4 days, killing the victim immediately and releasing 1-4 baby gryphs. During this period the victim will feel slight discomfort and swelling of the abdomen, this increasing to an agonising intensity just prior to the hatching. In fact there are far more than 1-4 eggs in the victim - it is simply that number which survive the incubation period.

Between the time the eggs are injected and the time of the hatching, the casting of cure disease on the victim will kill the eggs. Of course, similar spells may also have this effect, if used properly.

**GUARDIAN FAMILIAR**

	Starting/1st life		5th Life	9th Life
Characteristics	Average		Average	Average
STR	2d6+4	10*	18	26
CON	2d6+4	10*	18	26
SIZ	2d4	4*	8	20
INT	3	3	3	3
POW	3d6	9	3	3
DEX	3d6+6	15	15	15
APP	-	-	-	-

MOVE: 12**Hit Points:** 7***Damage Bonus:** -**Attacks:** Claw 20% 1d3+db, Bite 25% 1d4+db* Claw 40% 1d3+db, Bite 45% 1d4+db* Claw 60% 1d3+db, Bite 65% 1d4+db***Skills:** Dodge 30% Dodge 50% Dodge 70%**Treasure Type:** see below**Armor:** 1d2**Note:**

The guardian familiar takes the form of a small black cat set to guard the treasure of a powerful sorcerer or mage. It will never leave its position on top of the treasure or chest, nor does it attack unless it is itself attacked or attempts are made to get at the treasure. If it attacks, it does so with raking claws and by biting with its sharp teeth. During its attack, if killed the creature grows progressively larger, eventually resembling a Dire Cat; this appears to be a power of the creature designed to deter robbers. The guardian familiar will have magic resistance equal to the POW of its master time 5. The guardian familiar has nine lives (and is the creature upon which the traditional 'cat with nine lives' legend is built). Each time it is slain, up to the 9th time, it is instantaneously reborn, stronger than before. At each rebirth, add 2 to its CON, STR, and SIZ.

Add 5% to its attack skills and Dodge skill. The cats skin grows denser as well having a die type closest to its life stage, round up. So at 3 lives its AR becomes 1d4, at 5 lives it becomes 1d6, at 7 lives 1d8, at 8+lives its AR becomes 1d10. This 'pyramiding of powers' can be stopped by sorcery that totally destroys the beast like disintegration or a freezing effect like Flesh to Stone (or powers which duplicate their effects) so long as the creature's magic resistance is overcome. If attackers choose to break off melee at any time, the guardian familiar will not pursue but will return to continue its duties.



HALFLING

Characteristics	Average
STR	2d6 6
CON	2d6+12 18
SIZ	2d3 4
INT	2d6+6 12
POW	2d6+4 10
DEX	2d6+10 16
APP	3d6 10

MOVE: 6
Hit Points: 12
Damage Bonus: -1d6
Attacks: By weapon base+STRx2%

Skills: Climb 25%, Conceal Object 15%, Dodge 25%, Hide 20%, Move Silently 40%, Swim 25%, Fast Talk 20%, Oratory 20%, as NPC

Treasure Type: K(B)

Armor: As worn

Note:

Of ruddy complexion, halflings tend toward brown or sandy brown hair coloration, and have brown or hazel eyes. Their dress is usually colorful, but their trousers and coats are likely to be serviceable grey, tan, or brown material. Halflings are basically hard-working, orderly and peaceful citizens of communities similar to humans - although their villages usually contain many burrow homes as well as surface cottages. For every 30 halflings encountered there will be two warriors with +4 CON, +2 HP, and +2d10% to weapon skills. If encountered in their lair there will be females and children equal to 100% and 60% respectively of the adult males indicated. A typical halfling lair will be in pastoral countryside. The usual protection worn by halflings consists of padded or leather armor. All warriors will have a 10% chance per level of having magic armor and/or miscellaneous weapons. Halflings encountered in their lair will have from 1-4 dogs (treat them as wild dogs for statistical purposes) per 20 halfling. They are exceedingly clever at both quiet movement and hiding. Halflings speak their own language, their tongue, and the common speech. In addition they can speak the language of gnomes, goblins, and orcs. Halflings have a life expectancy of 150 or more years. Tallfellow: A taller (4' +), slimmer halfling, with fairer skin and hair. Tallfellows are very rare. They can usually speak elvish and are very friendly with elves. They live for about 180 years on the average.





HARPY (Siren)

Characteristics	Average
STR	3d6 10
CON	3d6 10
SIZ	2d6+8 13
INT	2d6+6 12
POW	3d6 10
DEX	3d6+3 12
APP	1d4 2

MOVE: 6/14 fly
Hit Points: 11
Damage Bonus: -
Attacks: Claws 50% 1d6+db, Bite 30% 1d4+db

Skills: Fly 60%, Dodge(Flight) 60%, Art(sing)90

Treasure Type: (C)

Armor: -

Note:

Harpies have the bodies of vultures but the upper torsos and heads of women. They are voracious carnivores and foul creatures. Those that dwell along seacoasts are generally known as sirens. All harpies are able to emit sweet-sounding calls. The harpies attack, torture, and devour their charmed prey. What they do not want they foul with excrement. A harpy attacks with her vulture claws. They speak their own language and none other. The song of the Harpy has a chance of charming those who hear it. Anyone within 30' who hears the song must succeed at a POWvsPOW resistance roll or become mesmerized by the harpy. Unable to act at all for 1d6 rounds, even after her sweet song has ended and she has begun to feast.

HAUNT

Characteristics	Average
STR	Special
CON	Special
SIZ	15 / Special
INT	4/ Special
POW	15
DEX	Special
APP	- / Special

MOVE: 6/ Special
Hit Points: 15/ Special
Damage Bonus: -/ Special
Attacks: Chilling Touch 50% / by weapon at base

Skills: Dodge 75%

Treasure Type: None

Armor: special

Note:

A haunt is the restless spirit of a person who died leaving a vital task unfinished. A haunt inhabits an area within 60' of the site where it died. The haunt's sole purpose is to possess a living body and use it to complete the task, thus gaining a final release. Haunts can assume either of 2 forms, at will: a hovering, luminescent ball of light (identical in appearance to a will-O-wisp) or a nebulous, translucent image of the haunt's former body. Haunts are similar in appearance to a groaning spirit, spectre, or ghost, for which they are often mistaken. A haunt's attack will drain 2 points of dexterity per hit. As a character's dexterity is drained, he or she will suffer the penalties of lower dexterity. The character will feel an increasing numbness and cold creeping over his or her body. When a character's dexterity reaches zero, the haunt will step into the body and possess it. Once a body is possessed the dexterity will return to normal. The haunt will use the possessed body to complete its unfulfilled task, which need not necessarily be dangerous. Once the task is completed, the haunt will pass on to its final rest, and the victim will regain control of its body. When the haunt leaves a victim the character will have a dexterity of 3. Lost dexterity may be regained at a rate of 1 point for each turn of complete rest. If a haunt's possessed body is slain, it will haunt the place where the body was killed. If the possessed victim has an allegiance other than that of the haunt (Shadow vs. Light vs. Balance), the haunt will try to strangle the character. It will fasten its ghostly hands around the victim's neck on a successful to-hit roll. The



victim will then take 1 point of damage the first round, 2 the second, 4 the third, and so on, doubling each round, until the victim is dead or the haunt is driven off. When in their natural forms, haunts can be struck only by silver and magical weapons and by fire. Weapons cause only 1 point of damage per attack plus any magical bonuses. Fire will inflict 1 point of damage per round, and magical fire will do full damage. When a haunt is reduced to zero hit points it will lose control of its ectoplasm and fade away. The haunt will reform in 1 week to haunt its location again until its task is completed. Exorcism will destroy a haunt forever. Any attacks on a possessed character will do full damage to the character. The only safe ways to free a possessed person are an exorcism or a hold person spell. When a hold person spell is used, the haunt must make a POW:POW resistance or it will be expelled from the body. A haunt must remain within 60' of the place where it died until it possesses a body. The best defense against a haunt is to leave the area it inhabits.

HELLCAT

Characteristics		Average
STR	2d6+13	19
CON	2d6+11	17
SIZ	1d6+18	21
INT	2d6+6	12
POW	3d6+6	15
DEX	3d6+6	15
APP	-	-

MOVE: 12

Hit Points: 19

Damage Bonus: +1d6

Attacks: Claw x2 70% 1+db, Bite 72% 1d6+db
Rake 70% 1d4+db

Skills: Sense (Allegiance) 100%, Dodge DEXx3

Treasure Type: None

Armor: 1d4

Note:

Hellcats are the associates and familiars of devils, and as such can usually be found upon their native levels of Hell. They will occasionally journey to the Prime Material Plane, where they seek to serve the ends of Hell by becoming servants to powerful characters who are aligned with Shadow.

The hellcat is invisible in the presence of any light-source, but in darkness it can be seen as a faintly-glowing wraith-like outline with blazing crimson eyes, in form resembling a domestic cat the size of a tiger.

It can only be harmed by magical weapons, and even then the magical damage bonuses do not apply (so, for example, a dagger with Sorcerers Razor 2 would do only its standard damage of 1d4+2+DB rather than rather than 1d4+2+DB+2 if it hit). It has a base 20% magic resistance and is completely immune to the effects of all mind-controlling spells (such as charm, hold, sleep, suggestion etc.)

If a hellcat is encountered which is not already attached to a character or a creature, the hellcat will select the member of the party aligned with Shadow with the most allegiance to Shadow and will serve him. If there are two or more members of the party aligned with Shadow and of equal allegiance, the hellcat will choose a the one with the least allegiance to Light. Once it has selected a master, the hellcat will serve that person in the performance of evil deeds, will protect and defend that person and communicate only with him, using telepathy of range 100'. The attachment of the hellcat to its master can be broken in two ways. First, a hellcat will always give up its current master for a new, more powerful, whenever such is encountered, providing the potential new master will have the hellcat (if not, the hellcat's bond with the existing master will remain intact). The creature, if it selects and is received by a new master, will have no compunctions about attacking its former master if ordered to do so. It is therefore possible for a character to 'steal' a hellcat from one master only to have it 'stolen' from him, in turn, by another.



Secondly, the hellcat can only remain on the Prime Material Plane in the service of a master for a year and a day, after which it must return to its home in Hell. It may return again subsequently, but its bond with its former master is not automatically re-established. If the master encounters the creature again he may acquire its services in the same manner as before.

The only demand the hellcat makes in return for its service is the payment of one living human victim per week as its meal. The master must supply the victim - if he fails to do so, he will fill that role personally.

A hellcat attacks with two claws or a bite. If both claw attacks hit in a round the hellcat grabs on and attempts to rake the victim with its back claws as a free action.

If a party encounters a hellcat which is already in the service of a person or creature, the hellcat may switch its allegiance as described above or it may remain in the service of its existing master.

If a hellcat is encountered by a party of which no member is aligned with Shadow, there are two possibilities. If the party contains one or more persons or creatures of evil disposition (i.e. Allegiance points in Shadow within 10 points of the other) the hellcat will flee. However if the party contains no person or creature with enough Shadow allegiance, in any combination, the hellcat will attack.

HELLHOUND

Characteristics		Average
STR	3d6	10
CON	3d6	10
SIZ	3d6+3	12
INT	1d4+2	4
POW	3d6	10
DEX	3d6+3	12
APP	-	-

MOVE: 10

Hit Points: 11

Damage Bonus: -

Attacks: Bite 50% 1d6+db

Skills: Search 75%, See Invisible 50%, Track 50%, Listen 75%, Move Silent 75%

Treasure Type: None

Armor: -

Note:

Hell hounds are not normally from the material plane, but some few now dwell on it, having been brought along by various creatures who wished their evil service. They have keen hearing, and they are surprised on only rarely. Their exceptional sight allows them to locate hidden or invisible creatures 50% of the time. For these reasons they are favored as watchdogs by monsters and fire giants.



HIPPOCAMPUS

Characteristics		Average
STR	4d6+14	26
CON	3d6	10
SIZ	4d6+14	26
INT	3d6	10
POW	3d6	10
DEX	2d6+10	16
APP	-	-

MOVE: 10 swim**Hit Points:** 18**Damage Bonus:** +2d6**Attacks:** Bite 35% 1d6, Tail slap 30% 1d4+db

Skills: Dodge 50%, Hide 25% , Sense(smell) 35%, Swim 100%

Treasure Type: None**Armor:** 1d2**Note:**

The hippocampus is the most prized of marine steeds, for they are strong, swift, and intelligent. They differ from the normal seahorse in that they have a long rear body similar to that of a great fish, and the hippocampus has forelegs ending in powerful fins. Their bodies are covered with fine scales in the fore parts, large scales elsewhere. They speak their own language and can learn another if properly trained. Tritons are often found in possession of these creatures.

**HIPPOGRIFF**

Characteristics		Average
STR	3d6+3	12
CON	3d6	10
SIZ	4d6+8	20
INT	1d4+2	4
POW	3d6	9
DEX	3d6	10
APP	-	-

MOVE: 10/14 Fly**Hit Points:** 15**Damage Bonus:** +2d6**Attacks:** Claw 60% 1D4+db ,Bite 50% 1d6

Skills: Dodge in Flight 60%, Search 60%, Dodge 45%, Listen 45%

Treasure Type: (Qx5)**Armor:** 1d4**Note:**

Hippogriffs dwell only in places uninhabited by men, generally nesting on rocky crags and similar places. They are fierce fighters and will defend themselves resolutely. As the hippogriff is an omnivore, it will never be found with pegasi. Griffons will attack and eat hippogriffs on occasion. The hippogriff is able to fight well with its two great fore claws and powerful beak, however, and they are not easy prey. If encountered in their lair (nesting area) they will attack immediately. There will be one nest for every 2 creatures, each nest containing 1 or 2 eggs or fledglings. Hippogriff eggs are valued at 10,000 gold pieces each on the open market, fledglings at 12,000 to 13,000 bronze pieces.

HIPPOPOTAMUS

Characteristics		Average
STR	4d6+24	36
CON	2d6+11	17
SIZ	4d6+30	42
INT	4	4
POW	2d6	6
DEX	2d6	6
APP	-	-

MOVE: 10
Hit Points: 29
Damage Bonus: +4d6
Attacks: Bite 55% 1d6+½ db

Skills: Swim 35%, Sense(smell) 25%

Treasure Type: None

Armor: 1d4

Note:

Hippopotomi are found in rivers and lakes of tropical regions. They are herbivores, but they aggressively defend their own territory. A hippo' bites with exceedingly strong jaws, and a bull can do up to 18 hit points of damage/attack. There will be 1 bull in a herd for every 4 animals. If a boat or canoe passes over submerged hippopotomi there is a 50% chance that a bull will emerge under it and tip the craft over. Hippopotomi travel underwater by running along the bottom. They can stay submerged for 15 minutes.

**HOAR FOX**

Characteristics		Average
STR	2d6+6	12
CON	2d6+6	12
SIZ	2d4+2	6
INT	3	3
POW	2d6	6
DEX	3d6	9
APP	-	-

MOVE: 12
Hit Points: 9
Damage Bonus: -
Attacks: Bite 20% 1d6+½ db

Skills: Sense (smell)45%, Listen 35%, Dodge 30%

Treasure Type: None

Armor: 1d4-1

Note:

Inhabitants of cold regions, hoar foxes are usually encountered in small packs and are rarely (10% chance) aggressive unless threatened. However their pelts, of beautiful silver-grey fur, are regarded as very valuable - an undamaged specimen will command 5,000 bronze pieces on the open market - and for this reason they are often threatened by adventurers. Though they bite in attack, their main weapon is a breath weapon - a cone of cold with a range of 30'. only wide enough to catch one victim. The cold does 2d6 hit points of damage (a successful CON:SIZ resistance roll for 1/2 damage). For the purpose of the breath attack, armor affords no protection though the attack can be dodged) The hoar fox is immune to cold-based attacks but takes double damage from fire (and fire will, of course, render the pelt valueless).



HOBGOBLIN

Characteristics		Average
STR	2d6+9	15
CON	3d6	10
SIZ	3d6+6	15
INT	2d6+3	9
POW	3d6	9
DEX	3d6	10
APP	2d4	4

MOVE:

Hit Points: 15

Damage Bonus: +1d4

Attacks: 1 weapon at 50%, 1 at 40%, Shield 40%

Skills: 2 tribal skills at 45%, Mining 40%, Brawl 40%

Treasure Type: J,M,D,(Qx5)

Armor: Armor Worn

Note:

Tribal bands of hobgoblins are likely to be encountered nearly anywhere as these creatures are equally at home in sunlight or subterranean setting. They fight well in full daylight and have infravision (60') so as to be able to fight in total darkness as well. Each tribe is jealous of its status, and if two tribal bands of hobgoblins meet there will be at least catcalls and derision (85%) and open fighting might break out (15%) unless a strong leader such as a powerful monster or person allied with shadow, is on hand to control them. Similarly, the hobgoblins will bully nearby orcs or goblins given the opportunity, and hobgoblin leaders are sometimes used in bodies of goblins or orcish troops to keep them in order and drive them into

battle. Hobgoblin lairs are underground 80% of the time and above ground 20% of the time. In the latter case the lair will be a village with a ditch, rampart, and palisade of stones, earth and logs. There will be two gates and 3-6 guard towers. The dwellings inside are usually a mixture of wood and stone. As they seek to build on the ruins of human or other more sophisticated creatures, a hobgoblin village may be of better construction than indicated, possibly having solid stone works, buildings or a keep. In any event, hobgoblins will have 2 heavy catapults, 2 light catapults, and 1 ballista per 50 warriors. If the lair is underground, there is a 60% chance that there will be from 2-12 carnivorous apes as guards.

HOLLYPHANT

Characteristics	Average
STR	6
CON	20
SIZ	3
INT	21
POW	13
DEX	16
APP	-

MOVE: 2/10 fly

Hit Points: 11

Damage Bonus: -1d6

Attacks: Tusk Butt 88% 1d6+3-db

Skills: Fly 100%, Dodge DEX%

Treasure Type: None

Armor: 1d4

Note:

Hollyphants are creatures of the Upper Outer Planes. They are used as messengers and helpers by the deities, and as such are sometimes encountered on the Prime Material Plane. When so seen, there will be from 1 to 3 hollyphants flying, for it is only 5% probable that a hollyphant will be going by foot. The sight of the strange, golden-furred creatures will engender great fondness and desire to cooperate in good characters, unease in those of neutral standing, and loathing tinged with fear in characters aligned with Shadow. This reaction is caused by the sort of telepathic aura which surrounds hollyphants. No resistance roll is permitted. Hollyphants desire to aid Good,

dislike Balance, and will seek to destroy Evil. Normal attack is by means of their upward-jutting tusks, but Hollyphants have far more effective attack and defense modes. Three times per day each hollyphant can trumpet through its trunk. Each blast can deliver a cone-shape 100' x 30' x 70' blast. All within it must make a CON:15 resistance roll. Those resisting are stunned for 1 round and deafened for 2. Those failing the roll sustain 1-10 hit points of damage, are stunned for 2 rounds and deafened for 4. ; and sun-sparkles, which is a cone-shaped blast of positive energy particles, 10' x 20' x 50'. that inflicts 8d6 points of damage on creatures such as undead and those of the Lower Outer Planes. Hollyphants are also able to use the following spell-like powers, 1 at a time, 1 per round, at will: banish once per day (see below); bless, cure serious wounds twice per day; flame strike once per day; heal once per day. light, protection from evil (within a 10-foot radius) twice per day, raise dead once per day, and teleport with no error once per day. A banishment spell forces some creature from another plane to return instantly to its own abode. The subject cannot come back without some special summoning or means of egress from its own plane. More than 1 creature can be forced into magical banishment, if within 20' range and if the total POW of all affected is 32 or less. If the subject creature makes a POW:POW resistance, the hollyphant will be stung by a backlash of energy, take 2-12 points of damage, and be stunned for 2-12 segments. Live hollyphants are always protected by a globe of invulnerability radiated by their fur. Their tusks give them immunity to all diseases and poisons, but the tusks do not function thus for others. They are harmed only by magic weapons. They automatically detect evil in a 20' radius. Hollyphants can gate (50% success) another hollyphant (70%) or an appropriate deva

(30%). They typically have 1d4 psychic powers which never duplicate the hollyphants' spell-like or other powers. Communication is by their own speech or by a limited form of telepathy. Hollyphants are travelers of the Astral and Ethereal planes, of course, for they must travel there in the course of their duties. The golden fur of these creatures seems to glow. Their wings are also golden and their small tusks are ivory-colored. Hollyphant eyes are amber-colored to glowing brown, large, and kindly.

HOOK HORROR

Characteristics	Average
STR	1d6+15 18
CON	1d6+12 15
SIZ	1d4+18 20
INT	2d4 4
POW	2d6+6 12
DEX	3d6 9
APP	- -

MOVE: 9
Hit Points: 17
Damage Bonus: +1d6
Attacks: Hook 50% 1d2+db

Skills: Listen 90%, Dodge DEXx3%

Treasure Type: (P)

Armor: 1d6+1

Note:

Large, powerful bipeds, hook horrors have vulture-like heads and a hard plated exoskeleton which is mottled gray in color. They inhabit deep underground corridors and chambers. Though their vision is very poor, their hearing is extremely acute and there is only a small chance of surprising a hook horror. The creature's arms end in sharp hook-like talons which it uses in melee. A hook horror cannot speak but communicates with others of its kind by making clacking noises with the exoskeleton - an eerie sound which can alarm the unwary as it echoes around dungeon corridors.





HYBSIL

Characteristics		Average
STR	3d6	10
CON	2d6+5	11
SIZ	1d4+2	4
INT	3d6	10
POW	3d6	9
DEX	2d6+6	12
APP	-	-

MOVE: 10

Hit Points: 7

Damage Bonus: -1d4

Attacks: Dagger 25% 1d4+1+db, Bow 45% 1d4 + poison

Skills: Hide 75%, Move Quietly 75%, Dodge 50%

Treasure Type: I

Armor: 1d2

Note:

These small antelope centaurs look like a cross between a centaur and a pixie, brownie, or sprite. They speak Hybsil, Elf, and Common. Bugbears, ogres, and especially gnolls are their mortal

enemies. They are often on friendly terms with most 4-legged mammals, including antelopes, zebras, deer, and horses. In combat, they use short daggers, but their main weapons are their arrows. These are coated with a rare plant juice that causes sleep for 1-4 hours (CON:14 resistance negates) When resisting magic they add 1d4 to the relevant characteristic. Hybsils live in large families or close-knit tribes in temperate or subtropical grasslands. They are semi nomadic and may roam over vast areas or live an entire lifetime within a small thicket or grove. The tribal leader will be a shaman with 15+1d4 POW capable of sorcery spells.

JANN

Characteristics	Average
STR	20
CON	18
SIZ	20
INT	17
POW	13
DEX	14
APP	13

MOVE: 8/10fly

Hit Points: 19

Damage Bonus: +1d6

Attacks: Scimitar 62% 1d8+1+db, Longbow 70% 2d6+1+½ db

Skills: Parry 62%, Dodge 60%, as veteran nomadic NPC

Treasure Type: None

Armor: 2 or Mail 1d8+1

Note:

The race of the jannee is the weakest of the elemental humanoids (dao, djinni, efreeti, marid) collectively known as genies, because a jann is formed out of all 4 of the elements and must therefore spend most of his or her time on the Prime Material Plane. Jannee often (60%) wear chainmail armor. They typically use large scimitars and longbows. In addition to the ability to fly, jannee have the following spell-like powers which they can employ at will, 1 at a time, 1 per melee round: growth/reduction twice each per day, invisibility 3 times per day, create food and water once per day, and etherealness once per day for a maximum of 1 hour. Jannee are able to dwell in air, earth, fire,



or water environments for up to 48 hours. This includes the elemental planes, to which any jann can travel, even taking up to 6 individuals along if those persons hold hands in a circle with it. Failure to return to the Prime Material Plane inflicts 1 point of damage per hour on the jann, until a return to that plane occurs or until death. Travel to other elemental planes is possible, sans damage,

providing at least 2 days were spent on the Prime Material Plane immediately prior to the travel. Jannee tend to be suspicious of humans. They do not like demihumans, and detest humanoids. Jannee will accept djinn, but shun daos, efreet, and marids. They favor dwelling in forlorn desert areas at hidden oases, where they have privacy and safety. They will sometimes befriend humans or work with them for some desired reward such as potent magic items. The society of jannee is very open, and males and females are regarded as equals. A group of 11-30 individuals typically makes up a tribe ruled by a sheik and 1-2 viziers. Exceptionally powerful sheiks are given the title of amir, and in time of need they gather and command large forces of jannee (and allied humans at times). Jannee leaders have 21 INT, 22 STR(+2d6DB), and 24 CON(+2 HPs). Viziers have 19 INT and the following spell-like powers: augury, Witch Sight, and divination, 3 times per day. In addition to speaking the common tongue and the various languages of genie kind, jannee are able to speak with animals.



HORNET, Giant

Characteristics	Average	
STR	2d6+4	10
CON	2d6+9	15
SIZ	2d6+9	15
INT	2	2
POW	2d6+6	12
DEX	3d6+6	15 (flying)
APP	-	-

MOVE: 1/15 flying
Hit Points: 15
Damage Bonus: +1d4
Attacks: Sting 50% 1+db+poison

Skills: Fly 75%, Dodge 60%(flying)

Treasure Type: None

Armor: 1d4-1

Note:

This very aggressive creature has a 5' long body and wings with a span of 10' or more. It will attack on sight with a vicious sting which has the following effects if it hits:

One CON:SIZ resistance roll for each of the poison and incapacitation effects. The poison causes a burning, stabbing pain for 2d6 damage and the other effect causes extreme nausea resulting in all skill rolls being Difficult for 1d6 hours.

The natural habitat of the giant hornet is coniferous forest, though from time to time one will be encountered underground. Smoke and flame will reduce the effectiveness of the hornet's attack, causing it to strike at -15% and -30% hit probability respectively. Fortunately for its potential victims, the creature's buzz is loud and can be heard 150'.

HOUND OF ILL OMEN

One of the legendary beasts whose appearance traditionally portends death, this creature appears in the form of a dark, shadowy wolf-hound, 5' tall at the shoulder. It appears instantaneously and remains in view only for a few seconds during which time it is only visible to one member of a party of adventurers. Because of its brief appearance and shadowy form, it cannot be harmed in any way, and it is rumored that only one of these creatures exists. The person sighting the hound will hear it emit a booming howl before it vanishes again. The character has no resistance roll against the effects of the howl, though if remove curse is cast on the victim within one hour the effects of the howl will be reduced. The howl has this effect: the next 1d4+1 wounds suffered by its victim (1d2+1) if remove curse has been cast automatically cause a Major Wound. If he survives, the victim will take no further effect from the howl, but until the requisite number of wounds has been taken no healing (cure wounds spells, for instance) will have any effect on him. It is said that the hound only appears if a character has seriously offended his deity, for example by a flagrant act against allegiance.



HUECUVA

Characteristics		Average
STR	2d6+4	10
CON	-	-
SIZ	2d6+6	12
INT	1d4+2	4
POW	3d6	10
DEX	3d6	9
APP	-	-

MOVE: 8
Hit Points: 12
Damage Bonus: -
Attacks: Touch DEXx3% 1d6+special

Skills: -

Treasure Type: C
Armor: special
Note:

The huecuva is a disease spirit inhabiting skeletal remains, similar in appearance to a robed skeleton. It is resistant to all mind-influencing spells and takes no damage from thrusting or piercing weapons unless its a special or critical hit. It is able to Liken Person three times a day. The touch of the huecuva inflicts 1-6 hit points of damage and unless the victim makes a CON:SIZ resistance roll against poison he will be infected with an acute cardiovascular-renal disease which drains 1 point of CON and STR every day unless a Stamina roll is made. The effects persist until the disease is cured or the victim dies.



HYDRA

Characteristics	Average	
STR	2d6+12	18
CON	2d6+12	18
SIZ	2d6+18	24+# of heads
INT	3	3
POW	2d6+6	12
DEX	2d6+6	12
APP	-	-

MOVE: 8
Hit Points: 21+# of heads
Damage Bonus: +2d6
Attacks: Bite 40% 1d6+½ db+poison (1 attack per head)
Skills: Search 30% (add +5% per head), Sense 40%

Treasure Type: (B)

Armor: 1d4+1

Note:

Hydrae are reptilian monsters found in marshes, swamps, and similar places, as well as in subterranean lairs. Their large, four-legged bodies are surmounted by from 5 to 12 heads (roll 1d8+4 to determine number). Each head has an equal fraction of the monsters total hit points (rounded up) i.e: If the hydra has 4 heads the total HPs would be 22. Each head would have 22/4=6 HPs. When all of a hydra's heads are killed, the body dies, but not until each and every head is killed. The hydra attacks according to the number of heads it has.

The bite of a hydra injects a poison with POT equal to the hydra's CON. They regenerate HP at the rate of 2 per round; fast enough that severed heads can grow back. To prevent regeneration, each wound inflicted on the hydra must be cauterized by fire or acid.

HYENA

Characteristics	Normal		Giant	
	Average	Roll	Average	
STR	3d6	10	2d6+12	18
CON	3d6+3	12	3d6+5	14
SIZ	2d6+3	9	2d6+16	22
INT	4	4	4	4
POW	1d6+6	9	1d6+6	9
DEX	2d6+6	12	2d6+6	12
APP	-	-	-	-

MOVE: 10
Hit Points: 10
Damage Bonus: -
Attacks: Bite 25%+db

Skills: Dodge 25%, Track 80%.

Treasure Type: None

Armor: 1d3

Note:

Hyenas are pack animals dwelling on warm plains. They are hunter/scavengers with very strong jaws and aggressive if hungry.

Hyaenodons are simply huge (prehistoric) hyenas.



ICE LIZARD

Characteristics	Normal Form		White Dragon Form
		Average	Average
STR	2d6+6	12	57
CON	2d6+8	14	30
SIZ	2d4	4	49
INT	2d6	6	6
POW	2d6+5	11	11
DEX	3d6+6	15	10
APP	-	-	-

MOVE: 6/15 fly 12/26
Hit Points: 9 38
Damage Bonus: -1d4 +6d6
Magic Resistance: 80%
Attacks: Claw 22% 1d6+db, Bite 25% 1d6+db
 Claw 42% 1d6+db, Bite 45% 1d7+db
Skills: Listen 75%, Sense 45%

Treasure Type: G

Armor: 1d4+1 2d4+2

Note:

The ice lizard appears as a small (3' long) winged lizard, though it can polymorph self twice per day (for a duration of two hours each time) into the form of a white dragon (see pg ***- Dragon, White). It can also cast sleep and terror twice per day each.

Although highly resistant to most forms of magic, it is somewhat susceptible to charm and

hold (-2 POW or MP for resistance rolls). It can use a cold breath weapon (as the white dragon) for 2d8 hit points of damage up to three times per day. Otherwise it attacks with its two claws and a bite. The ice lizard lives in cold regions underground and is dull silver in color.



IMORPH

Characteristics		Average
STR	3d6	10*
CON	2d6+9	15
SIZ	2d6+4	10*
INT	1d4+1	3
POW	3d6	9
DEX	3d6	9
APP	-	-
MOVE:		6*
Hit Points:		12
Damage Bonus:		-*
Attacks:	2 Tentacles 50% 1d4+db	

Skills: -

Treasure Type: None

Armor: 1d6-1

Note:

The natural form of this beast is a gray green lumpy cylinder about 4' high and 2' average diameter. A short single leg trails behind the main body and has a suction cup like that of a snail. Other similar suction cups under the main body itself permit the beast a jerky mode of locomotion. Two 5' long tentacles emerge from the top of the body but there are no apparent eyes, ears or other features - indeed the whole creature is a constantly changing mass of a rubbery, dough-like substance the same color as bilious human flesh. The creature will not normally attack unless threatened, but when it does so it strikes with its tentacles. When engaged in melee the creature exhibits a startling power of transformation. At the beginning of each melee round (except the first) it changes its STR, SIZ, and AR by 1 point/die each towards the values of its opponent, at the same time gradually changing its shape to resemble its opponent's shape. When characteristics and armor rating (and hence appearance) are the same as those of its opponent, the creature instantly alters its attack and movement to fit the subject. Note that the imorph assumes only the physical appearance of its opponent; though it will grow various appendages to copy its opponent's weapons and limbs, it will still strike with the equivalent of two tentacles each round for 1d4 hit points of damage each (even though one tentacle may look like an arm wielding a

sword and the other an arm holding a shield, for example). The hit points of the imorph remain the same even when the SIZ value changes. However, the creature will change its hit probability and damage bonus to conform to its new STR value. When the imorph is exactly the same shape as its opponent, it changes to the opponents weapon skill for its hit probability as well. It remains this way until it starts to change back again towards its original form. When the melee is over, or when the imorph is down to 4 HPs or fewer, it will revert to its original form by the reverse process, changing STR, SIZ, and AR by 1 point/die each per melee round. If faced with more than one attacker, the imorph will select one at random to attack and to emulate. If the original 'model' dies during melee, or retreats, the imorph will immediately start to alter in order to emulate another opponent. Within the creature's body there is a small organ, corresponding to the human liver, made of a rubbery green substance. Within the organ is a liquid of similar color which, when mixed with water in equal quantity, serves as a potion of polymorph self. There will be sufficient liquid in a single imorph to make 1-3 draughts of such a potion, and it is for this reason that the imorph is attacked by adventurers.

IMP

Characteristics		Average
STR	1d6	3
CON	3d6	9
SIZ	1d4	2
INT	2d6+6	12
POW	2d6+6	12
DEX	3d6+6	15
APP	-	-

MOVE: 3/8 fly

Hit Points: 5

Damage Bonus: -1d6

Attacks: Claw 50% 1d4+db, Bite 45% 1d6+db

Skills: Hide 50%, Move Silent 50%, Knowledge (arcane)75%, Knowledge (Hell)75%, Dodge 40%+DEX

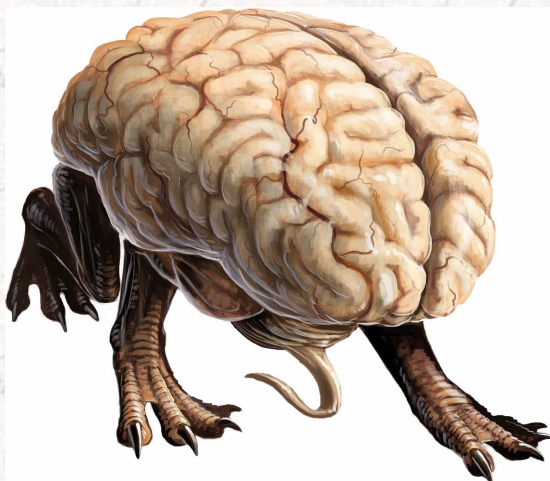
Treasure Type: O

Armor: 1

Note:



Imps are very rare on the material plane, but on the planes of Acheron and Hell they are not uncommon. An imp is created from a larva. It is a very minor devil created to spread evil in the form of a familiar to a spell caster aligned with shadow. The imp is given the power to polymorph itself into animal form at will. The shape it can assume is limited to two of the following: large spider, raven, giant rat, or goat. When a familiar to a spell caster they give all the normal benefits of a familiar and grant the caster owner a +1 shift in any resistance against spells rolls.



INTELLECT DEVOURER

Characteristics	Average
STR	2d6 6
CON	3d6 10
SIZ	1d4+2 4
INT	3d6+4 13
POW	3d6+6 15
DEX	3d6 10
APP	- -

MOVE: 4
Hit Points: 7
Damage Bonus: -1d6
Attacks: Claw 55% 1d6 +db

Skills: Hide 65%, Move Quietly 65%, Detect mental spells or powers used in 500'r. 100%

Treasure Type: 1d6

Armor: D

Note:

The intellect devourer is one of the most feared of monsters. They are found dwelling deep

beneath the ground or in dark and dismal lairs in the wilderness. Although they are able to attack with their great claws, their primary offensive means is psionic, for they subsist on the psychic energy of their prey - whether gained from the dying shriek or by more subtle means. If psionic energy (from abilities or magical means) is in use nearby (500') they will stalk the user, seeking a time to attack him alone and by surprise. The monster then leaps upon his victim, tearing with his claws and psionically attacking. Normal weapons and most spells have no effect upon these monsters. If a resistance roll is required against spells the Intellect Devourer gets a +1 shift in the category roll. Bright light will drive them off, and a protection from Shadow spells will keep them at a distance. Fires serve only as a bright light, but lightning will cause them pain and some small damage (1 point per die of lightning strength). Cold sorcery affects them normally, as do enchanted weapons. Of course, they can also be psionically attacked, however, if seriously threatened they will seek to flee and save themselves. Their awareness extends to the astral and ethereal planes, and intellect devourers often roam the astral and ethereal planes. They are able to speak any human language.



INVISIBLE STALKER

Characteristics	Average	
STR	-	-
CON	-	-
SIZ	18	18
INT	special	
POW	3d6+6	15
DEX	-	-
APP	-	-

MOVE: 12
Hit Points: -
Damage Bonus: -
Attacks: Incorporeal touch 1d6 POW dmg

Skills: Hide 100%, Move Quietly 100% , Track 80%

Treasure Type: None

Armor: -

Note:

The invisible stalker is a creature from the elemental plane of air, normally encountered on the material plane only due to the conjuration of some magic-user. This conjuration causes the creature to serve for a period on this plane. Every day the Stalker is in servitude there is a cumulative 1% chance that the Stalker will return to its own realm. Stalkers attack with a non-corporeal touch attack that forces the target to make a POWvsPOW resistance roll or lose 1d6 POW. If successful, the Servant loses 1d6 POW. The servants INT is equal to the casters POW. Only enchanted weapons can hurt an Invisible Stalker.

Invisible Stalker

IRON COBRA

Characteristics	Average	
STR	9	9
CON	-	-
SIZ	5	5
INT	-	-
POW	-	-
DEX	10	10
APP	-	-

MOVE: 10
Hit Points: 5
Damage Bonus: -
Attacks: Bite 25% 1d3+poison

Skills: Track 100%, Sense(sight) 100%

Treasure Type: None

Armor: 2d4+2

Note:

The invention of some great magic-user or minor deity, this segmented automaton is made of an unknown metal and shaped in imitation of a snake. It is believed that there are only a dozen or so of these creatures in existence and they are quite valuable (their value at 2,000 gold pieces if deactivated control words are known).

The cobra is activated and deactivated by key words set by its creator; when activated, it can obey simple verbal commands. When immobile it is absolutely silent but when moving it usually emits a soft rust noise not unlike that made by a normal snake.

It has no mind so is not affected by spells affecting the mind (for example sleep or charm) nor is it affected by webs. Non-magical weapons inflict only half damage on it. It has the ability of an 8th level thief to hide in shadows (in which case it is not detected by infravision since it emits no body heat) and can also strike with surprise from behind, moving in utter silence for short periods as necessary. Its bite delivers a deadly poison (which also inflicts hit point damage) against which a victim must make a CON:12 resistance roll or die. The capacity of the fangs is, however, limited; after three poisonous bites the poison supply runs dry and the fangs simply inflict damage. (If the controller of the snake is at hand, of course, the fangs can be recharged with poison when an opportunity arises).



Against magical spell attacks, it is treated as a metal object, perhaps using its HPs or AR in place of characteristics for resistance rolls. The iron cobra may be set to guard a treasure or to act as a bodyguard. Alternatively it can be ordered to track down and destroy anyone whose name is known providing that person is within one mile. In the latter case, the creature tracks down its quarry by homing in on his psychic vibrations (the victim can block these, if he is aware of the pursuit of the cobra, by mind blank power or a similar spell).

It is said that some iron cobras contain in their fangs paralyzing, sleep-inducing drugs instead of poison; against these a victim would need to make a resistance roll of CON:12.

IXITXACHITL

Characteristics	Average	Roll	Leader	Roll	Vampiric
STR	2d6+16	19	2d6+22	22	2d6+22
CON	3d6	10	2d6+14	20	2d6+10
SIZ	2d6+6	12	1d6+12	15	1d6+12
INT	2d6+6	12	1d6+12	15	1d6+13
POW	3d6	10	1d6+15	18	1d6+15
DEX	3d6	10	2d6+6	12	2d6+8
APP	-	-	-	-	-

MOVE:	10	10	10
Hit Points:	11	17	15
Damage Bonus:	+1d6	+1d6	+1d6

Attacks: Barbed Tail 33% 1d6+db
33%+STR for leaders

Skills: Sense (smell 100') 55%, possible sorcery
Dodge 25% (Leaders/Vampiric 45%)

Treasure Type: U, (P,R,S)

Armor: 1d4

Note:

Ixitxachitl are a race of intelligent rays which dwell in shallow tropical seas. They are of evil disposition. For every 10 encountered there will be one which has 1d4+15 POW and can cast sorcery spells. If more than 50 are encountered there will be the following additional ixitxachitl with the group: a leader with spell ability, two guards with 1d4+15 POW and spell ability. Also, some of these monsters are vampiric. For every 20 ixitxachitl encountered there is a 50% chance that there will be a vampiric form in the group. Vampiric ixitxachitl are similar to their fellows, but they regenerate 3 hit points per melee round and drain an energy level each time



they strike an opponent, and they have double hit dice. Discovering an ixitxachitl lair is difficult, for they are typically made in coral reefs and hidden by a secret entrance. Inside the lair will be various items as shown for treasure types P, R, and S. If a leader is encountered there is the possibility that it and its guards will possess type U magic items which can be worn, or used without hands if the creatures are in their lair.

JACKAL

Characteristics	Average
STR	1d4+1
CON	3d6
SIZ	1d4+1
INT	4
POW	1d6+5
DEX	2d6+6
APP	-

MOVE:	10
Hit Points:	6
Damage Bonus:	-1d6
Attacks:	Bite 30% 1d4+1

Skills: Dodge 25%, Listen 40%, Sense(smell) 35%

Treasure Type: None

Armor: -

Note:

Jackals are small, dog-like scavengers found in warm regions. They are not particularly fierce nor are they brave.





JACKALWERE

Characteristics		Average
STR	2d6+11	17
CON	2d6+9	15
SIZ	1d6+8	11
INT	2d6+6	12
POW	3d6	9
DEX	3d6	10
APP	(3d6)	

MOVE: 10
Hit Points: 13
Damage Bonus: +1D4

Attacks: Claw DEXx4% 1d4+db, Weapon at Base+STRx2

Skills: Sense(Smell) 40%, Track(smell) 40%, Dodge 40%+DEX, Other skills as NPC

Treasure Type: C

Armor: 1d4-1

Note:

The jackalwere is a malign foe of humankind, a jackal able to assume the form of a man. In this guise they roam about seeking to wayby and murder humans. They then steal their riches and eat the slain victims. The jackalwere can use human weapons, Its gaze will have the effect of a sleep spell on any unsuspecting creature which fails its saving throw versus magic. Note: a hostile creature is not unsuspecting. Jackalwere will sometimes (20%) be found with normal jackals.

JACULI

Characteristics		Average
STR	2d6+9	15
CON	2d6+5	11
SIZ	2d6+14	20
INT	3	3
POW	3d6	9
DEX	3d6+6	15
APP	-	-

MOVE: 8/25 jump
Hit Points: 15
Damage Bonus: +1d6
Attacks: Bite 45% 1+1d6

Skills: Hide 75%, Climb 50%

Treasure Type: None

Armor: 1d4

Note:

The jaculi (singular and plural) are agile serpents with chameleon-like camouflage abilities. They are usually found in woods and forests for they are basically arboreal in nature and feed on tree mosses and insects, but some swarms have adapted their habitat to pillared halls and the like. Although not naturally vicious, jaculi swarms(10+) are highly territorial and excitable, resenting more than a transient intrusion into what they regard as their territory. Because of their camouflage abilities they are hard to detect even when they are in clear view) it is unlikely they will be seen before attack. The serpent has a long muscular body and a broad, flat head with a ridae of razor-edqed bone projecting at either side. It can project itself from any high point with the force and accuracy of a javelin, surprising its victim unless previously detected, resulting in the first attack being an Easy roll. Its 'flying speed' is thus high (MOV 25), but once it has attacked in this manner, if it misses, it can make no further attack from ground level and must crawl away up another tree or pillar before it can attack again. If the attack is successful they latch on with their powerful jaws inflicting 1d4 damage each round until killed or pried off with a STR:STR contest.



JAGUAR

Characteristics		Average
STR	3d6+8	17
CON	3d6	10
SIZ	3d6+6	15
INT	4	4
POW	2d6	6
DEX	3d6+6	15
APP	-	-

MOVE: 16
Hit Points: 12
Damage Bonus: +1d4

Attacks: Bite 40% 1D10+db, Claws 50% 1d6+db, Rend 80% 2d6+db

Skills: Move Quietly 75%, Hide 80%, Sense(smell) 50%, Climb 75%, Swim 50%, Listen 35%

Treasure Type: None

Armor: 1d2

Note:

These jungle predators are very ferocious. They will attack any creature which they believe threatens them. If found in their lair, there is a 75% chance that there will be 1-3 young (10% to 40% grown). The cubs will not fight effectively. When hungry they will hunt prey much larger than themselves, including snakes and crocodiles. They climb well, swim well, and can leap 30' to attack. If in close combat the jaguar will grasp its opponent with both forepaws (two paw hits in the same melee round) and rake with its rear claws. If a Jaguar scores a Claw hit, it can automatically make a Rend attack.

**JELLY, Mustard**

Characteristics		Average
STR	2d6+10	16
CON	2d6+13	19
SIZ	2d6+22	28
INT	6	6
POW	2d6+8	14
DEX	2d4+4	8
APP	-	-

MOVE: 3
Hit Points: 23
Damage Bonus: +1d6
Magic Resistance: 10%
Attacks: Chub 75% 1d2+db

Skills: -

Treasure Type: Incidental

Armor: 1d4+1

Note:

The mustard jelly is a strain of, or perhaps a relative of, the ochre jelly. The monstrous amoeboid mustard jelly, however, is far more dangerous. The only clue to its presence is a faint odor not unlike that of blooming mustard plants. That and its translucent yellowish-brown color give it its name.

Normally, a mustard jelly attacks by forming a pseudopod of its acidic substance and striking with it, then rolling over an unconscious or dead victim and begin devouring it 1d4 damage per round. When such a target reaches -5 HPs they are consumed and cannot be raised or resurrected short of wish. Those nearby must make a CON:12 resistance roll each round, however, for the monster exudes a vapor within a 10-foot radius, and this toxic stuff causes victims to become lethargic and move at half-normal speed unless they save against the effect. All skills take a 30% penalty Toxic effects last 2 rounds and are cumulative(rounds, nor skill loss). This large creature is able to divide itself into 2 smaller, faster halves (MOV 4). Each is capable of attacking as well, but each has only half the hit points of the whole. A mustard jelly can, for example, flow into a room, divide itself into halves which are able to attack independently and simultaneously, and then form itself into torus-shape in order to surround a pillar which its prey has climbed. It cannot move through small spaces, however,



and it cannot move along ceilings as an ochre jelly can. Although not unintelligent, mustard jelly is not known to value treasure of the shiny sort. Of course, it is possible that some treasure might remain after a victim has been devoured. Mustard jelly is impervious to normal weapons(magic weapons do full damage) Electrical attacks and magic energies cause it to grow. The mustard jelly gains hit points equal in number to the damage rolled. Cold causes only half damage; other attack forms are normal.

JERMLAINE

Characteristics		Average
STR	1d6+7	10
CON	2d6+3	9
SIZ	1d4+1	3
INT	2d6+4	10
POW	3d6	9
DEX	2d6+10	16
APP	2d4-1	3

MOVE: 6

Hit Points: 6

Damage Bonus: -1d4

Attacks: Darts 35% 1d4+½ db, Pike 25%
1d6+db

Skills: Hide 50%, Move Quietly 50%, Dodge 35%
Sense(smell) 50%, Search 50%, Traps 45%
Listen 65%

Treasure Type: O,Q,(C,Qx5,S,T

Armor: -

Note:

Jermlaine, or jinxkins, sometimes known as bane-midges, dwell in elaborate tunnel and den warrens beneath the ground - often-very deep beneath the surface. As they mix freely with rats of all sorts, even the giant variety, they are often (75%) found in company with such rodents and are 50% likely to be sharing an integrated system of burrows, tunnels and holes. (If jermlaine are encountered, a percentile die roll of 01-75 indicates that rats (25%) or giant rats (50%) are with them. If the jermlaine are in their lair it is 50% probable that there



will be connecting rat tunnels). This cohabitation extends to all forms of mutual co-operation and defence.

These evil runts are cowardly and will attack only when it seems probable that they can overwhelm victims without serious opposition. Jinxkins thus waylay weakened and wounded parties or single individuals who are unwary, asleep etc. While strong groups or alert adventurers will not be physically attacked, jermlaine bands will certainly seek to cause them harm and otherwise injure them out of sheer maliciousness. This injury to the adventurers brings both personal gain to the jermlaine and the possibility of eventual gain of new victims.

Jermlaine are very fast, moving with a scuttling gait, very quiet, and are masters of remaining unseen. On occasion, however, if a party or individual suddenly becomes still and listens carefully, their movement or twittering, squeaking speech can be detected.

It is 60% probable that bane-midges will be within 60' of their lair at any time they are encountered, but the tunnels which give access to such places are twisting mazes and passage is impossible for any creature larger than a gnome - even the latter having to creep and crawl to get through, and of course this exposes the intruder to attack.

Jermlaine typically arm themselves with needle-sharp darts which they can hurl up to 12' . In addition to a dart, each carries a pike-like weapon - a 1 1/2' long wand of supple wood

with a sharp metal tip. This instrument is used as a spear or pike to stabbing damage. Their favored attack method is ambush with pit or net, however, taking victims alive. In little used passages, these nasty creatures will laboriously prepare pits covered by camouflaged trapdoors, or string overhead nets entwined with silk from the webs of giant spiders, and lay in wait for passing prey. In more traveled ways, jermlaine will stretch thin but strong cords (often woven of human hair) to trip the unwary. Victims not stunned by the trap are pummeled senseless by bane-midges wielding leather clubs filled with sand or rocks while others entwine the prone creatures

with ropes and cords. Note that beating with the clubs has a of knocking the victim unconscious, but those protected by ring or plate mail helmets will not be so attacked. Well-armored victims who cannot be bound fast are attacked to kill. Some victims will be devoured by the jermlaine (or their rat-friends) but most humans will be stripped naked, shaved and left trussed and helpless in the passageway. The jermlaine will usually watch such victims from a safe hide, awaiting the 'fun' of seeing some passing monster come and devour the bound victims. If alert creatures should happen to pause near a hidden group of jermlaine, the spiteful things will steal forth and cut belts and straps, packs and seams - typically one such act of vandalism per jinxkin, for, they act with haste in order to escape unnoticed and unharmed. Their vandalism will usually be noticed only later, when a weakened strap parts, a seam opens fully etc. Worse still, if packs and other goods are placed out where jinxkins can reach them, these monstrous atomites will pollute the water, sour the wine, spoil food, desecrate holy water, steal small items (gems, coins, garlic buds, herbs etc.) wedge daggers or swords so that they are difficult to draw out quickly, cut bow strings, blunt arrows, puncture oil flasks and so on. If more than 35 of these creatures are encountered, there will be one very old and exceptionally evil one who has a very wicked power; this individual bane-midge will be able to drain all magic properties from any magical item (except an artifact or relic) which he can handle for 1-4 rounds.

The gray-brown warty hide of jermlaine blends with earth and stone, and they always dress in scraps and rags of the same coloration so that they can remain concealed from view. Coupled with their ability to move quietly, the jhxkins are likely to surprise opponents.

Jermlaine are receive a bonus to their characteristics on resistance rolls equal to +3. Because of their size and quickness, jinxkins which resist attacks which would normally inflict half damage will escape unscathed. Although they have weak eyes and their infravision extends only 30', jermlaine have keen hearing and smell, so even invisible creatures are likely to be detected by them under normal dungeon conditions.

Jerrmlaine speak their own tongue and can converse with rats of all sorts. 1 in 10 can speak

the human tongue, and the same probability exists with respect to the languages of dwarves, gnomes, goblins and orcs.

Description: Jinxkins look as if they are diminutive humans wearing baggy clothing and ill-fitting leather helmets. Closer inspection will show that the baggy 'garments' are actually the creatures' lumpy and many-folded skins, while the 'helmets' are in reality the pointed and evilly-visaged heads - all leathery and smooth. The limbs of these creatures are knotty and bowed, with hands and feet tipped with thick nails which are always filthy.



KAMADAN

Characteristics		Average
STR	4d6+12	24
CON	2d6+8	14
SIZ	4d6+6	18
INT	5	5
POW	3d6	9
DEX	3d6+6	15
APP	-	-

MOVE: 12

Hit Points: 16

Damage Bonus:

Attacks: Bite 30% 1D4+db, Claw 50% 1D4+db, 6xSnake Bites 42% 1d4

Skills: Dodge 40%, Jump 50%, Hide 80%, Move Quietly 80%

Treasure Type: O,Q,(C,Qx5,S,T)

Armor: 1d3-1

Note:

This greatly feared beast resembles a large leopard with 4-7 snakes sprouting from its shoulders - it is clearly a relative of the displacer

beast, though how it became such a curious cross-mutation is a matter for speculation. In melee the Kamadan attacks simultaneously with two claws for and bites 5 DEX ranks later. Each snake will also bite for 1-4 hit points of damage, though the snake bites are not poisonous. It also has a breath weapon - a cone of sleep 30 long and with base diameter 10'. This puts creatures of 12 CON and below to sleep - no resistance roll allowed; creatures with more CON are permitted a CON:POW resistance roll.

KAMPFULLT

Characteristics		Average
STR	1d6+15	18
CON	1d6+13	16
SIZ	1d6+13	16
INT	4	4
POW	1d6+8	11
DEX	3d6	10
APP	-	-

MOVE: 1
Hit Points: 16
Damage Bonus: +1d6
Attacks: 6xVine 25% 1 HP per round
Skills: Hide 95%(in trees or roots)

Treasure Type: Incidental
Armor: 1d4+1(trunk) 2d4+2(vines)
Note:

Also known as the sinewy mugger, the kampfullt originally inhabited thick woodlands where it disguised its rope-like body among vines and creepers. Unsuspecting prey would then be entrapped as the kampfullt looped its coils of vine-like appendages around the victim, crushing and strangling it to death, slowly. Actively hunted down by humans, the few remaining monsters of this kind are now typically found in ruins or dungeons. There, appearing to be ropes or a net, the monster surprises the unwary. Several creatures can be attacked at the same time. Once hit by an appendage, anyone struck is rapidly entwined in the iron like vines and the crushing damage each round per vine. The victim cannot escape until the kampfullt trunk is slain. There is a 10% chance per vine strike that it wraps around the

throat and strangulation rules apply. Only the central section of the creature can be harmed by normal weapons as the vines are very tough. A kampfullt has 6 attack appendages of about 6 feet in length and 6 movement appendages of 1 foot in length. These are spaced along its slightly thicker body segment, which is a trunk of about 4 feet in length. The vines require a critical slashing hit to be severed. The monster will hold or pull in its appendages in order to disguise itself.



KECH

Characteristics		Average
STR	2d6+6	12
CON	2d6+9	15
SIZ	2d6+6	12
INT	2d6+2	8
POW	2d6+5	11
DEX	2d6+8	14
APP	-	-

MOVE: 5/8 climb
Hit Points: 13
Damage Bonus: -
Attacks: 2xClaw 50% 1d4+1+db, Bite 50% 1d6+db

Skills: Climb 95%, Hide 75%, Move Quietly 50%, Listen 80%, Traps(Simple) 50%, Dodge 50% Nature 50%, Hide tracks 50%,

Treasure Type: (B)

Armor: 1d3

Note:

Keches are evil forest fiends whose chief goals in life seem to be to mislead, snare, and devour humans. They roam throughout the deep woodlands of all climes, from tropical to subarctic. There they dig pits, set snares, and rig deadfalls to catch the unwary traveler. Worse still, several small bands will occasionally amalgamate in order to raid forest communities and carry off hapless victims to some faraway spot where the keches can feast undisturbed. It is



also common for these creatures to imitate calls of distress to lure prey into trapped areas and ambush. Attack is by means of clawing rakes and a bite. As keches are likely to surprise prey, they usually rush upon 1 or 2 selected victims, slay them, and then carry off the corpses. Their camouflage coloration and skills in woodcraft make it 50% unlikely that their tracks can be followed. Keches are green humanoids covered with leaf-like, leathery skin. Their long arms and prehensile-toed feet allow them to climb trees very rapidly (30 feet per round) and swing through the upper branches as well. Their human-like faces have large fang-filled mouths and protruding jaws.

KELPIE

Characteristics	Average
STR	3d6 9
CON	2d6+9 15
SIZ	2d6+6 12
INT	2d6 6
POW	2d6+6 12
DEX	2d6+6 12
APP	1d6+4 7*

MOVE: 8/10 swim
Hit Points: 13
Damage Bonus: -
Attacks: see below, Bite 25% 1d4

Skills: Swim 90%

Treasure Type: (D)

Armor: 1d6+1

Note:

Kelpies are a form of intelligent aquatic plant life that, in their own shape, rather resemble a pile of wet seaweed. They are able to shape their bodies into any form they choose, and will often assume the aspect of a beautiful human woman in order to lure men into deep waters. They have also been known to take the shape of a horse. However, though the form may be changed, the substance still resembles green seaweed and the

effect is somewhat grotesque when viewed up close or with keen eyes.

To counter this, the kelpie can cast one powerful charm spell per day for 6 MP. If the victim does not make a POW:POW resistance roll he will perceive the kelpie as the most wonderful, perfect and desirable woman (or steed, perhaps) and will willingly leap into the water to join her (or gain it). The kelpie will wrap itself around the charmed man, he will attempt to inhale water and sink with the kelpie in an ecstasy of drowning. If left alone, he will happily drown and be dragged off to the kelpie's lair to be consumed. Even if the kelpie cannot physically reach the charmed victim, he will still try to swim downward and breathe water. If the charming kelpie is killed, the spell will be broken immediately. Charmed victims attempting to drown themselves follow drowning rules starting at CONx6 multiplier until they either surface for air or perish. (Magic World P.86) For some reason, females are



immune to the spell of the kelpie. Legend has it that this is so because kelpies were created by the sea-god as punishment for those men who are rash enough to sail the oceans without paying their lord his proper respect. Women were not involved in these transgressions and thus did not incur the sea-lord's ill will. Others say that Olhydra, the Elemental Princess of Evil Water Creatures, created the kelpies and rendered females

immune in proper regard for her own gender. Besides the oceans and the seas, kelpies will also be found in dismal swamps and stagnant subterranean grottos; occasionally they will be found in almost any deep body of water, wren man-made. They can leave the water to walk on land for short periods of time (1-3 hours maximum).

Due to their slimy wetness, fire attacks do only half damage on kelpies (none if a resistance roll is made). This slimy coating accounts for their armor rating as weapons tend to slide off when struck. Kelpies are very cunning and will try to pickoff stragglers, lone watchmen or tail-end members of groups if at all possible.

KENKU

Characteristics	Normal		Leader		Supreme Normal	
	Average	Roll	Average	Roll	Average	Roll
STR	2d6+6	12	1d6+12	15	1d6+15	18
CON	2d6+6	12	1d6+12	15	1d6+17	20
SIZ	2d6+6	12	2d6+6	12	2d6+6	12
INT	2d6+6	12	2d6+7	13	2d6+8	14
POW	3d6	10	2d6+8	14	2d6+10	16
DEX	2d6+6	12	2d6+6	12	2d6+6	12
APP	-	-	-	-	-	-

MOVE:	6/15 fly	6/17 fly	6/20 fly
Hit Points:	12	14	16
Damage Bonus:	-	+1d4	+1d4
Attacks:	By Weapon Base%	Base +15%	Base+25%

Skills: Tribal Skills as NPC, Listen 40%, Search 40%, Traps 40%, Craft(Sleight of Hand)40%, Pick Locks 40%, Disguise 50%, Hide 40%, Move Quietly 40%

Treasure Type: F

Armor: 1d4+1

Note:

Bipedal humanoid birds with wings, clawed hands and feet, and the head of a hawk with a sharp beak, kenku are mischievous creatures which habitually use their limited magical powers to annoy and inconvenience humans, though their intent is not usually to kill.

If unarmed they fight with two claws STRx2% (1d4+DB hit points of damage each) and a vicious bite STRx2% for 1d6+1/2 DB hit points of damage.

If a group of kenku is encountered, its members will depend on the group size. A small group will contain two normal powered creatures; a group of 6 or 7 will contain a leader and the rest are normal. while a group of 8 will contain a supreme leader as well.

Kenku with a POW of 14 or more have certain magical powers. They can learn and cast sorcery spells that only cost 1 MP. They also have the innate ability of Liken Person or Liken Animal once in every 30 days; after 7 days in the changed shape, they must resume normal form. Particularly adventurous kenku have been known to use this power to assume the form of a god and accept offerings from credulous worshippers, and this is but one example of the bizarre uses to which kenku, and particularly the younger of the species, have put this power. Kenku with 16+ POW also have the innate ability of invisibility with no limitations on frequency of use or duration of effects. Again,



these powers are sometimes put to unusual uses, but these tend to be older and less reckless in their activities. Kenku with 17+ POW may also cast Lightning - an innate ability which has the same effects as the Fey Lightning spell.

All kenku have well developed disguise abilities and can pass for human (though the length of the nose usually gives away the deception).

Kenku favor kidnapping as a source of funds. They will appear helpful to humans and will offer non-verbal advice, though this is usually carefully designed to mislead and to tempt the party into danger and/or difficulties. As a rough guide, the approximate chance of a kenku actually aiding humans is 5%. though this will vary with the circumstances.

Kenku do not speak; they appear to communicate with each other on the telepathic level.



KILLMOULIS

Characteristics		Average
STR	1d6	3
CON	2d6+6	12
SIZ	1d4	2
INT	2d6+4	10
POW	3d6	9
DEX	2d6+6	12
APP	-	-

MOVE: 8

Hit Points: 7

Damage Bonus: -1d6

Attacks: Sharp Stick 15% 1d4+db

Skills: Hide 90%, Move Quietly 50%, Sense 50%
Dodge 75%, Traps 35%

Treasure Type: K

Armor: -

Note:



Killmoulis always dwell where some industry is in progress, preferably one involving grain or other foodstuffs. They inhabit the areas under floors, in cracks in walls or amidst the dark rafters, only coming out when the human workers leave. Brownie-like, the killmoulis then work and otherwise make themselves useful, at the same time devouring prodigious amounts of meal, flour, grain or whatever other foodstuffs are available. It is also an integral part of their nature to play tricks and practical jokes - certain to be destructive or harmful if the inhabitants of the place molest any of the killmoulis, but otherwise of merely bothersome and irksome nature without undue destruction. Killmoulis are very fast and are able to blend with their surroundings and conceal themselves in shadowy places so as to be virtually undetectable. They hate dogs and cats almost as much as they do rats, for these animals will attack killmoulis. While the latter are snared or killed with long pins, the former are typically poisoned if they prove a threat, the killmoulis gaining access to whatever poison is available nearby. If the killmoulis are unable to kill the cats, dogs and rats which threaten them, they will certainly move to another locale. A killmoulis is typically quite small, usually under a foot in height. Each has a thin body and limbs, but a large head with proportionate ears. There is no mouth in the head, food being drawn into

the huge nose. Killmoulis appear to communicate with each other on the telepathic level.

KI-RIN

Characteristics		Average
STR	6d6+6	24
CON	6d6+6	24
SIZ	6d6+6	24
INT	6d6+12	30
POW	6d6+12	30
DEX	6d6+6	24
APP	-	-

MOVE: 12/30 fly

Hit Points: 24

Damage Bonus: +3d6

Attacks: 2xHoof 90% 1d8+db, Horn 100% 1d8+db

Skills: All knowledge skill 75%. All communication skills 80%, Fly 100%, Dodge 50%(in air 75%)

Treasure Type: (I,S,T)

Armor: 2d4+2

Note:

The ki-rin are a race of aerial creatures whose hooves rarely touch the earth, for they dwell among the clouds and behind the winds. Females are never encountered, and ki-rin are always solitary. They sometimes aid humans if properly abjured or the need to combat evil is great. They sometimes travel the astral and ethereal planes and can enter them at will. Ki-rin are able to employ sorcery spells of all levels. They can create an illusion with audial, visual, and olfactory components which lasts without concentration until magically dispelled or touched in disbelief, assume gaseous form, call a lightning 6d6 lightning bolt, and change the weather. The coat of the ki-rin is luminous gold, much as a sunrise on a clear day. Its mane and tail are darker gold. Its horn and hooves are golden pink. Its eyes are violet (The skin of this creature is worth 25,000 bronze pieces if it is perfectly intact.



KOBOLD

Characteristics	Average	
STR	1d6	3
CON	3d6	9
SIZ	1d4+2	4
INT	2d6+6	12
POW	2d6+6	12
DEX	3d6+3	12
APP	-	-

MOVE: 4
Hit Points: 6
Damage Bonus: -1d4
Attacks: One Weapon at Base %+DEX

Skills: Set Trap 55%, Hide 40%, Move Quietly 40%

Treasure Type: J,O,Q,(x5)

Armor:

Note:

The society of these creatures is tribal with war bands based on gens. The stronger tribes rule weaker ones. Kobolds are usually found in dank, dark places such as dismal overgrown forests or subterranean settings. They hate bright sunlight, not being able to see well in it, but their night vision is excellent, and they have infravision which operates well up to 60'. If they are in bright sunlight they have a lesser chance to fight well (-10% from dice rolls to hit opponents). For ever 15 Kobolds encountered there will be a leader with max SIZ & STR as well as 8 HPs and +10% to a weapon skill. In lair, this could mean up to 13 of leader qualities.

KORRED

Characteristics	Average	
STR	1d6+18	21
CON	1d6+13	16
SIZ	1d4+2	4
INT	2d6+9	15
POW	2d6+6	12
DEX	2d6+6	12
APP	-	-

MOVE: 6
Hit Points: 10
Damage Bonus: +1d4
Magic Resistance: 25%

Attacks: By weapon 30%+STR, Throw Boulders 60% 2d4+db

Skills: Dodge 60%, Art(dance) 75%, Throw 60%, Art(instrument or sing) 60%

Treasure Type: E+special

Armor: 1d3

Note:

These dance-loving folk always carry cudgels and large pouches containing hair, shears, and other items. They can trap intruders by weaving the hair into animated entangling ropes and snares in 1-4 rounds (rope: Armor 3; hp 5; MOV 4; entangle rules apply as a net. The items in a korred's pouch will turn to gold if sprinkled with holy water (50-200 gp value). Korreds have great strength and can hurl boulders up to 50' (damage 3d4) and are rumored to have built the druid stone circles. They can attack with their shears (damage 1d4+1+DB), cudgels (damage 1d6+1+DB), or without a weapon (damage 1d3+DB). Korreds may laugh 3 times per day; those within 60' hearing the laugh must roll a Charisma check or be stunned for 1-4 rounds. Korreds can use the following abilities at will: stone shape, animate rock, stone door (teleport 30'), shatter rock, transmute rock to mud, and stone tell. Each week the korreds have a holiday when they dance and play music. Those who interrupt the dance must make a POW:12 resistance or dance themselves, losing 1-4 HPs per round until they are dead, restrained, or until the korreds flee.



KRAKEN

Characteristics		Average
STR	2d6+24	30
CON	3d6+31	40
SIZ	4d6+48	60
INT	2d6+11	17
POW	2d6+12	18
DEX	2d6+8	15
APP	-	-

MOVE: 10/20 swim

Hit Points: 50

Damage Bonus: +5d6

Attacks: 2xBarbed Tentacles 80% 1d6+½ db,
6xTentacles 75% 1+½ db, Bite 75%
1d6+db

Skills: Swim 100%

Treasure Type: (G,R,S+special)

Armor: 1d4(Tentacles), 2d4+2 (Body)

Note:

(Separate characteristics provided in Magic World book, p.185 This one is based on conversion formula, and differ)

The kraken are air-and water-breathing squid-like creatures who dwell in the dark depths of the ocean. It is said that at one time these monsters were smaller, lived in shallow coastal waters, and had human worshipers who served them and brought them sacrifices. Some upheaval in nature-and possibly a battle with Good forces-caused the surviving monsters to retreat to the depths. There, although their number dwindled to a mere handful, the survivors grew huge and powerful. They now seek to kill any good creatures and to devour all small life. Kraken are aggressive hunters. They will battle even large sperm whales and usually win. The body is protected by a shell of great thickness and durability. Attack is with a pair of barb-covered tentacles, 4-6 other striking tentacles, and a possible bite with a huge beak. At least 2 of the 10 tentacles will be used to anchor the kraken or for stabilization. The barbed tentacles rake and draw prey to the beaked mouth. The others, if they hit, then wrap and constrict the prey, causing 3-12 points of damage on the 2nd and each subsequent round. To escape this constriction, the tentacle must be severed (16 points of damage from sharp weapons). If 4 or more tentacles grasp prey

while the kraken is taking damage, the monster will slip away to the depths, carrying the hapless victims to its den in a submarine cavern at least 1000 feet beneath the surface. If 3 or more of a kraken's tentacles are severed, the creature will immediately retreat. Its ink cloud is 8"x8"x12" long, and the substance is poisonous for 2-5 rounds until diluted by the water. Creatures within the sepia ink cloud will suffer 1-4 points of damage per round of exposure. In the meantime, the kraken will jet backwards to its lair. A kraken will attack ships in order to drag them down. Being at least 10% larger than the largest giant squid, a kraken can drag vessels of 60-foot length beneath the water. Larger ships will be dragged to halt in 10 rounds. If, during the attack, the kraken is able to maintain a constricting grasp with 6 or more of its tentacles for 3 consecutive rounds, the vessel will suffer damage as if rammed. It will then take water, and within 2-8 rounds the ship will be subject to being dragged under by the kraken because of lost buoyancy. Kraken have the innate power to cause airy water in a sphere (128 feet across) or hemisphere 6 times as large as usual (240 feet across). Such a condition lasts for a full day. They can also employ the following spell-like powers, 1 at a time, at will: faerie fire for 8 hours, control temperature within a 40-foot radius for 1 day, control winds once per day, weather summoning once per day, and animal (fish) summoning 3 times per day. (Fish summoning brings them to the area but does not control them. It is rumored that some kraken maintain complexes of caverns wherein they keep and breed human slaves to serve and feed them. These undersea dungeons are stocked when the krakens use wind and weather to bring vessels to the area. Such lairs will be 50% likely to contain treasure of type A as well as that indicated.



KUO-TOA

Characteristics		Normal Average	Monitor Average	Whip Average	Lieutenant Average	Captain Average
STR	2d6+4	10	13	12	15	16
CON	2d6+6	12	12	12	15	18
SIZ	2d6+6	12	13	12	17	20
INT	2d6+6	12	12	14	12	14
POW	3d6	9	12	16	14	15
DEX	3d6	9	14	14	12	14
APP	-	-	-	-	-	-

MOVE: 8/12swim 14/12swim 8/12swim 9/13swim 10/14 swim
Hit Points: 12 12 12 16 19
Damage Bonus: - +1d4 - +1d4 +1d6
Attacks: By Weapon Base% +15% +30% +60% +80%
Skills:
Normal: Tribal Skills as NPC
Monitor: Dodge 75%, Listen 90%, Search 90%, Martial Arts 75%
Whip: Skills as NPC priest & assassin occupation 20%+2d20%
Lieut: Skills as NPC mercenary occupation 20%+3d20%
Captain: Skills as NPC mercenary occupation 30%+3d20%
Treasure Type: L,M,N (Z) Lieutenant x2, Captain x3
Armor: 1d4

KUO-TOA (Priest)

Characteristics		Average
STR	2d6+4	10
CON	2d6+6	12
SIZ	2d6+6	12
INT	2d6+6	12
POW	15+1d4	17
DEX	3d6	9
APP	-	-

MOVE: 8/12swim
Hit Points: 12
Damage Bonus: -
Attacks: By Weapon Base% +2d20% or by Pincer Staff STRx4% +1d20% entangle
Skills: As NPC Shaman
Spells: Lightning, Liken Person, Heal, Babble, Breath of Death, Captive Slumber, Contribute to Truth, Sorcerers Shield
Treasure Type: L,M,N (Z)
Armor: 1d4
Note:

KUO-TOA cont.

Characteristics		Chief Whip Average	Eyes Average	Prince Average	Duke Average	King Average
STR	2d6+4	14	12	15	16	21
CON	2d6+6	14	14	15	18	21
SIZ	2d6+6	14	14	17	20	21
INT	2d6+6	14	16	12	14	16
POW	3d6	18	18	16	18	18
DEX	3d6	14	14	14	14	14
APP	-	-	-	-	-	-

MOVE: 8/12swim 8/12swim 9/13swim 10/14 swim 10/14 swim
Hit Points: 14 14 16 19 21
Damage Bonus: +1d4 +1d4 +1d4 +1d6 +2d6
Attacks: Base% +30% +40% +60% +80% +100%
Skills:
Chief Whip Tribal Skills as NPC 35%+2d20%
Eyes: Skills as NPC priest & assassin occupation 40%+2d20%
Prince: Skills as NPC mercenary & Priest occupation 30%+2d20%
Duke: Skills as NPC mercenary & Priest occupation 45%+2d20%
King: Skills as NPC mercenary & Priest occupation 60%+2d20%
Treasure Type: L,M,Nx2 (Z) Prince/Duke x4, King x5(Zx2)
Armor: 1d4
Note:



A kuo-toan presents a cold and horrid appearance. A typical specimen looks much as if a human body, albeit a paunchy one, had been covered with scales and topped with a fish's head squarely on the shoulders. The huge fish eyes tend to swivel in different directions when observing an area or creature. The hands and feet are very long, with three fingers and opposing digit, partially webbed. The legs and arms are short for the body size. Their colouration is pale grey, with undertones of tan or yellow in males only, and the whole skin has a sheen from its slime covering. The colour darkens when the individual is angry and pales when the creature is badly frightened.

The ancient kuo-toa people once inhabited the shores and islands of the upper world, but as the race of mankind and its associate species grew more and more numerous and more powerful. the 'men-fish' were slowly driven to remote regions. Continual warfare upon these evil, human-sacrificing creatures threatened to exterminate the species, for a number of powerful beings were aiding their sworn enemies - mankind. Some kuo-toans sought refuge in sea caverns and secret subterranean waters, and while their fellows above were being slaughtered, these few prospered and developed new characteristics to match their lightless habitats. However, the seas contained other fierce and evil creatures with designs of their own, and the deep-dwelling kuo-toans were eventually wiped out leaving only those in the underworld to carry on the species. These survivors were unknown to men, and mankind eventually forgot the men-fish entirely. Even the word goggler, a derisive term for their ichthyoid foes, lost its meaning to humans. But the kuo-toans remaining in their underworld places did not allow memory of the past to lapse - and woe to the hapless human who falls into the slimy clutches of the kuo-toans. Now the kuo-toans are haters of sunlight and are almost never encountered on the surface of the earth. This, and their inborn hatred of discipline, prevent the resurgence of these creatures, for they have become numerous once again and have gained new powers. However, they have also become somewhat unstable, and insanity is not uncommon among the species. Sometimes the kuo-toans are encountered in small groups journeying in the upper world to kidnap humans for slaves and sacrifice. Such parties are also

found occasionally in the dungeon labyrinths which connect to the extensive system of underworld passages and caverns which honeycombs the crust of the earth. Only far below the earth's surface will the intrepid explorer find the natural caverns and spaces hewn from living rock over the ages in which the kuo-toa people build their underground communities.

These creatures normally travel in well-armed bands. If more than 20 kuo-toans are encountered it is 50% likely that they will be within 1-6 miles of their lair. For every four normal warriors in an encountered band there will be an additional "normal" with 10% higher skills. For every eight 'normals' encountered there will be an additional "normal" with 20% higher skills. For every 12 in the group there will be a "Whip". If more than 20 'normals' are in the group, it will be a warparty - i.e. a full-scale raiding/fighting detachment. A warparty will include:

- 1 'captain'
- 2 'lieutenants'
- 4 'whips'
- 1 'monitor'
- 1 slave per 4 kuo-toans to carry gear.

The rest will be 'normals'

The 'whips' are fanatical devotees of the Sea Mother goddess of the kuo-toans. They inspire the troops to stand firm and fight without quarter for the glory of their ruler and their deity. If a kuo-toan lair is found it will contain 40-400 'normal' males. In addition, there will be higher skilled 'normals' in the same ratio as noted above for outside groups, war parties, and:

- 1 priest-king if 350 or more normal kuo-toans are indicated, or
- 1 priestduke if 275-349 normal kuo-toans are indicated, or
- 1 priest-prince if fewer than 275 normal kuo-toans are indicated, together with
- 8 'eyes' of the priest-king, priestduke or priest-prince,
- 1 'chief whip'
- 2 'whips'
- 1 'monitor' per 20 'normal' male kuo-toans

Females equal to 20% of the male population
 young (noncombatant) equal to 20% of the total
 Kuo-toans slaves equal to 50% of the total male population.

In special religious areas there will also be a number of kuo-toan priests. For every 20

individuals in the community there will be a dedicated priest of average skill level, for every 80 there will be a dedicated priest of heroic skill level, all in addition to the other individuals.

It is 50% probable that any kuo-toan priest of veteran level will be armed with a pincer staff. This is a 5' long pole topped by a 3' long "claw". It corresponds to a medieval mancatcher, and if the user scores a hit the claw end has closed upon the opponent, making it impossible for the trapped individual to get free. (Naturally, this weapon can be employed only against creatures of a girth about that of a small-to-large human - a SIZ of 4-19. A hit humanoid must make a Reflex roll for each arm or it is trapped in the pincher and can't be used.

Trapped opponents lose all shield and dexterity protections (or weapon attack/parry potential if it is their weapon-bearing arm which is trapped, and nearby kuo-toans will always strike at such trapped individuals.

Kuo-toans spawn as do fish, and hatchlings -

dagger and harpoon* 10%
dagger and short bow (half of females)20%

The shields employed by these creatures are fashioned of special boiled leather, and just before battle they are treated with a special, particularly sticky, glue-like substance. Any successful shield use by a shield-bearing warrior will strike this glue and stick fast until the wielder is able to pull it free (An effort roll is required costing 1d4 DEX ranks). Kuo-toans wear no clothing - only leather harnesses for their weapons and a small amount of personal gear, as any other garments would hinder their swimming. Their skin is tough, scaled and very slimy. Their slimy tough skin gives them a natural armor rating.

When fighting with a dagger only, these creatures are also able to bite at an opponent at DEXx2% for 1d4 damage.(5 DEX ranks later)

When two or more kuo-toan priests operate together, by joining hands they can generate a stroke of lightning. The bolt is very narrow so



'fingerlings' as they are usually called - are raised in pools until their amphibian qualities develop about one year after hatching. The young - now 1' or so high - are then able to breathe air, and they are raised in gens according to their sex and fitness.

Typical arms carried by kuo-toans:
dagger, spear and shield 40%
dagger, spear and weighted throwing net.... 30%

only one creature is effected unless they happen to be in a line directly behind the target and fail a Reflex roll. The bolt automatically hits the chosen target for 1d6 damage. Every priest involved spends 1 MP on the sorcery and every priest above 2 involved in the circle adds +1d6 to the damage done. Victims struck must make a POW:16 resistance roll to reduce damage by half.

The special defenses of these creatures include their skin secretion which makes it slippery. Any grapple, wrestle, whip, net or other entangling attack becomes a Difficult roll against them. These creatures have Earthsense ability like dwarves and can even detect invisible opponents. They see into the infrared and ultraviolet spectrum.

Kuo-toans are totally immune to poison and are not affected by paralysis. Spells which generally affect only humanoid-type creatures (charm person, hold person, sleep and so on) have no effect on these creatures. Electrical attacks cause only half damage (or none if a resistance roll is made). Because of their excellent sight all forms of illusion are useless against them. However, kuo-toans hate bright light - such as from a light spell - and fight at -10% on 'to hit' rolls when exposed to such illumination. They suffer full damage from all fire-based attacks and resistance rolls against such attacks count their characteristic at -2 on the resistance chart.

Priests have the same stats as a 'nomal' but have 15+1d4 POW, a list of random sorcery spells, and might have a Pincer weapon.

Especially fit fingerlings, usually of noble spawning, are trained for the priesthood - as priests, whips, or as special celibate monks. These monks, or 'monitors' whose role it is to control the community members who become violent or go insane. The monitor is capable of attacking to subdue or to kill. A monitor learns an exotic form of martial arts and moves much faster than its brethren. Any special or critical hit using martial arts forces the victim to make a CON resistance roll against the kuo-toans STR or fall unconscious. (CON:STR)

Kuo-toans do not generally co-operate from community to community, although they have special religious places in common. These places are usually for inter-group trade, councils and worship of Sea Mother, so they are open to all kuo-toans. These religious communities, as well as other kuo-toan settlements, are open to the drow and their servants, for the dark elves provide useful goods and services as slave traders and merchants, but the drow are both feared and hated by the kuo-toan people, so there are frequent kidnappings and minor skirmishes between the peoples. The illithids (mind flayers) are greatly hated by the kuo-toans and they and their allies are attacked on sight. Despite their common hatred of mind-flayers,

the kuo-toans and githyanki are not on good terms with each other; the kuo-toans entertain deep mistrust of githyanki and do their best to avoid them. Kuo-toans will always attack githzerai. Slaves obtained by the kuo-toans are used for labor, food and sacrifice. The composition of any slave group can be determined at random from the following table:

d20	Race
1	Dwarf
2	Elf
3	Gnoll
4-5	Gnome
6	Goblin
7	Half-Elf
8	Half-Orc
9	Hobgoblin
10-14	Human
15-16	Lizard Man
17-18	Orc
19-20	Troglodyte

The kuo-toans speak the strange subterranean trade language common to most intelligent dwellers in the underworld. In addition, they speak their own arcane tongue and can communicate with most fish by empathic means. Their religious speech is a corruption of the language used on the Elemental Plane of Water and if a priest is near it is 75% improbable that any creature from this plane will attack kuo-toans, for the priest will speak and request that they be spared in the name of Sea Mother (Blibdoolpoolp).

A kuo-toan presents a cold and horrid appearance. A typical specimen looks much 2s if a human body, albeit a paunchy one, had been covered with scales and topped with a fish's head squarely on the shoulders. The huge fish eyes tend to swivel in different directions when observing an area or creature. The hands and feet are very long, with three fingers and opposing digit, partially webbed. The legs and arms are short for the body size. Their colouration is pale grey, with undertones of tan or yellow in males only, and the whole skin has a sheen from its slime covering. The colour darkens when the individual is angry and pales when the creature is badly frightened.

**LAMIA**

Characteristics		Average
STR	3d6+6	15
CON	3d6	10
SIZ	4d6+10	22
INT	2d6+6	12
POW	2d6+6	12
DEX	3d6	10
APP	3d6	9

MOVE: 12**Hit Points:** 16**Damage Bonus:** +2d6**Attacks:** Touch 50% 1d4 POW, Claw 45% 1d4+db, Dagger 55% 1d4+1+db**Skills:** Move Quietly 60%, Hide 60%, Sense (smell)50%, Dodge 35%**Treasure Type: D****Armor:** 1**Note:**

Lamias prefer to dwell in deserts, in ruined cities, coves, or the like. Their upper torso, arms, and head resemble a human female, while their lower body is that of a beast. Lamias are very fast and powerful. They usually are armed with daggers. The lamia's touch permanently drains POW from a victim, and when POW drops below 3 they willingly do whatever the lamia tells them to do. Lamias first drain their prey of blood and then feast upon the flesh. They can speak their own language and the common tongue. Lamia are able to make 1 illusion per 2 MPs spent (up to 4) of themselves that act as they do, without concentrating. This makes it difficult to attack the real enemy. These duplicates disappear when struck and can cause no damage.

LAMIA NOBLE

Characteristics		Average
STR	2d6+9	15
CON	3d6+11	20
SIZ	2d6+8	14
INT	2d6+8	14
POW	14+1d6	17
DEX	2d6+6	12
APP	3d6	9

MOVE: 8**Hit Points:** 17**Damage Bonus:** +1d4**Attacks:** By weapon base +2d10% damage+db**Skills:** Tribal Skills as NPC, Dodge 50%, Sorcery, Sense(smell) 50%, Search 50%**Treasure Type: D****Armor:** 1d4**Note:**

These beings have rule over other lamias and the wild, lonely areas they inhabit. They differ from the normal lamia in that the lamia noble's lower body is that of a giant serpent and the upper body can be either male or female. If male, they wield short swords and can learn sorcery in addition to the spells charm person, mirror image, suggestion and illusion. Those with female upper bodies are unarmed and only attack by means of spells; however they are more experienced magically. The lamia noble's touch permanently drains 1 point of POW from a victim, and when wisdom drops below 3 the victim will willingly do whatever the lamia noble tells him to do.

All lamia nobles are able to assume human form (though intelligent humanoids will often be able to penetrate the disguise) and in this guise attempt to penetrate human society to wreak acts of evil. They speak all the languages of the man-like races.

When in human form they will be recognized as false only by peoples of the who make a Difficult Idea roll. If the person has seen a Lamia before the roll is normal.

Lamia nobles are given to outbursts of senseless violence.



LAMMASU

Characteristics		Average
STR	2d6+12	24
CON	3d6+3	12
SIZ	3d6+8	17
INT	3d6+6	15
POW	3d6+6	15
DEX	3d6+6	15
APP	-	-

MOVE: 10/12 Fly
Hit Points: 14
Damage Bonus: +1d6
Attacks: 2xClaws 60% 1d6+db

Skills: Sense(smell) 50% , Sense (Allegiance) 75%,
 Dodge 50%

Treasure Type: R,S,T

Armor: 1

Note:

Lammasu dwell in warm regions, but they occasionally visit every clime. It is the nature of these creatures to aid and protect good persons and they are of generally kind and friendly disposition to all creatures allied with light. Lammasu communicate in their own tongue, and through a limited form of telepathy. If requisites are met, they can learn and use sorcery spells. A Lammasu can become invisible and/or teleport up to 25' at will. They radiate a protection from Shadow aura in a 10' radius which has double strength (-20% on evil attacks, +20% on resistance against evil magic)

**LAMPREY, Land**

Characteristics	Average
STR	3
CON	11
SIZ	4
INT	2
POW	9
DEX	10
APP	-

MOVE: 4
Hit Points: 7
Damage Bonus: -1d6
Attacks: Bite 35% 1 HP

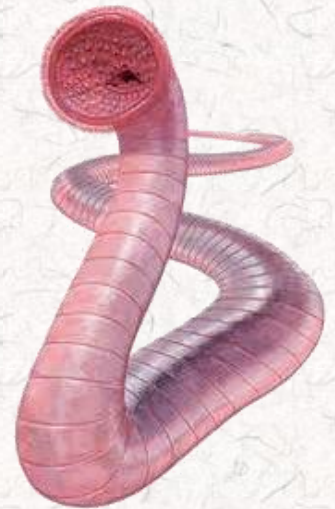
Skills: -

Treasure Type: None

Armor: 1d3

Note:

The land lamprey is a mutated version of the sea lamprey. It breathes air and moves in snake-like fashion. Land lampreys may be found in almost any climate except desert or extreme cold. They prefer dark and damp environments. Like their aquatic cousins, land lampreys feed by biting their victims, fastening themselves to the victims with their sphincter-like mouths, and draining blood. Once attached (any hit for at least 1 point of damage), a lamprey will drain blood for 3 successive rounds (unless killed or removed first) for 1 hit point of damage per round. In addition, while attached to a character, each land lamprey will encumber the individual; this is equivalent to a loss of 1 point of dexterity per lamprey attached. Land lampreys can be removed only by killing them or exposing them to fire, whereupon they will release their hold in an effort to avoid the flames. A land lamprey is only about 3-feet long but fairly thick and heavy. Coloration ranges from light green to blackish green.



LARVA

Characteristics		Average
STR	1d6+7	10
CON	2d6+4	10
SIZ	2d6+5	11
INT	1d4+4	6
POW	3d6	10
DEX	2d6	6
APP	-	-

MOVE: 4
Hit Points: 10
Damage Bonus: -
Attacks: Bite 15% 1d4+1

Skills: -

Treasure Type: None

Armor: 1d2

Note:

Larvae appear as sickly yellow worms with distorted human faces.

The larvae are the most selfishly evil of all souls who sink to lower planes after death. They abide in the gloom of Hades, controlled by the night hags. These creatures are desired by demons and devils alike, as they are used to form quasits or imps respectively. Demons also delight in devouring them. Liches employ their essence in order to retain their un-dead status and powers. Because of the value of larva the night hags use them to trade off and thus maintain the freedom of their planes.

**LAVA CHILDREN**

Characteristics		Average
STR	2d6+9	15
CON	2d6+8	14
SIZ	2d6+6	12
INT	2d6+6	12
POW	2d6+6	12*
DEX	3d6	9
APP	2d6	6

MOVE: 8
Hit Points: 13
Damage Bonus: +1d4
Attacks: Claw 40% 1d2+db, Bite 40% 1d6+db

Skills: Tribal Skills as NPC, possible sorcery

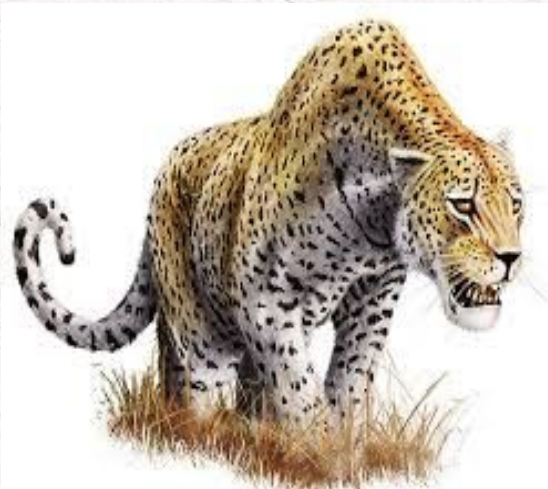
Treasure Type: Q

Armor: 1d4+2(tough skin)

Note:

These humanoids are approximately the same size as a broadly-built man; however, they have a curious child-like appearance, with pinkish-white skin and a permanent smile on their faces. They are the unnatural offspring of a union between spirits of earth and fire.

In melee they fight with their clawed hands and a surprisingly powerful bite. They are peculiarly 'immune' to metal. Metal simply does not exist for lava children. Thus any metal object can pass through them without harming them and they can move through metal without hindrance. Any metal armor or shield worn by a victim of their attack is ignored. In any group of 3-7, there will be one higher-skilled 'warrior' with +5 CON/SIZ, +3 hit points, and +5 STR - possibly raising its DB. A group of 8-10 will contain one warrior and one mage (15+1d4 POW, 15+1d4 INT) A group of 11-14 will include one warrior(+5 STR/CON/SIZ), one mage, and one shaman, each with +5 CON/SIZ, +3 hit points, while a group of 15-18 will include all the above plus one additional shaman. Mages typically have access to the Fire or Earth and Creation glyphs/spheres. Lava children are completely immune to fire and earth magic but vulnerable to air and water magic, taking +1 extra hit point of damage from the latter per die of damage of the spell. Lava children live underground or in volcanic regions. It is said that their highest leaders are powerful mages. They speak their own sibilant tongue and the human tongue.



LEOPARD

Characteristics	Average	
STR	3d6+6	16
CON	3d6	10
SIZ	2d6+8	14
INT	5	5
POW	3d6	12
DEX	2d6+12	18
APP	-	-

MOVE: 16
Hit Points: 12
Damage Bonus: +1d4

Attacks: Claw 50% 1d6+db, Bite 30% 1d10,
 Rip 80% 2d6

Skills: Hide 80%, Move Quietly 90%, Climb 50%

Treasure Type: None

Armor: 1d3-1

Note:

These carnivores live in tropical woodlands and jungles. They hunt by laying in wait and leaping upon their prey, surprising if possible. Leopards can spring 20' upwards or ahead 25'. If they score hits with both forepaws during a melee round, the leopard gains an additional rend or rip attack that round.

If found in their lair, there is a 25% chance that there will be 1-3 cubs there. These young will have no effective attack.

LEUCROTTA

Characteristics	Average	
STR	3d6+6	15
CON	3d6	10
SIZ	3d6+6	15
INT	3d6	9
POW	3d6	9
DEX	2d6+12	18
APP	-	-

MOVE: 10

Hit Points: 13

Damage Bonus: +1d6

Attacks: Rear hooves 40% 1d4+db, Bite 45% 1d4

Skills: Sense (smell 100')50%, Dodge 25%

Treasure Type: D

Armor: 1

Note:

This weird creature haunts deserted and desolated places, for it is so ugly most other creatures cannot bear the sight of it. The body of a leucrotta resembles that of a stag, its tail being rather lion-like, and its legs end in cloven hooves. Its head is that of a huge badger, but instead of teeth it has sharp, jagged bony ridges. This monster is very sly and can imitate the voice of a man or woman. They will do this to trick prey to approach within attack distance. When retreating the leucrotta can kick backwards with both hooves, causing 1d4+DB damage with each that hits. The monster speaks its language and the common human tongue.



LICH

Characteristics		Average
STR	3d6+12	21
CON	2d6+12	18
SIZ	2d6+6	12
INT	3d6+12	18
POW	3d6+14	23
DEX	3d6	10
APP	-	-

MOVE: 8
Hit Points: 15
Damage Bonus: +1d6
Attacks: Fist 50% 1d4+db+1d6 cold

Skills: Knowledge(arcane):100% and 4 other Knowledge skills at 75%, Dodge 50%, Potions 1d10x10%, Scribe 1d10x10%, Oratory 35%, Bargain 45%, Sense 65%

Treasure Type: A

Armor: 2d4

Note:

A lich exists because of its own desires and the use of powerful and arcane magic. The lich passes from a state of humanity to a non-human, non-living existence through force of will. It retains this status by certain conjurations, enchantments, and a phylactery. A lich is most often encountered within its hidden chambers, this lair typically being in some wilderness area or vast underground labyrinth, and in any case both solidly constructed of stone and very dark. Through the power which changes this creature from human to lich, the creature's skin becomes the equivalent of plate armor and shield (armor 8). Similarly, the lich can be affected only by magical attack forms such as enchanted weapons and spells, or by monsters with magical properties. Liches were formerly ultra-powerful casters. Their touch is so cold as to cause 1d6 cold damage and paralyze opponents who fail to make a POWvsPOW resistance roll. The mere sight of a lich will cause any creatures, who fail to make a POWvsCON resistance roll, to flee in panic from fear. All liches are able to use magic appropriate to the skill they had attained prior to becoming non-human. The following spells or attack forms have no effect on liches: charm, sleep, enfeeblement, polymorph, cold, electricity, other spells that affect the mind. (psychic attacks effect them

normally) A lich appears very much as does a wight or mummy, being of skeletal form, eye sockets mere black holes with glowing points of light, and garments most often rotting (but most rich).



LIZARD

Characteristics	Fire		Giant		Minotaur		Subterranean	
	Average	Roll	Average	Roll	Average	Roll	Average	Roll
STR	6d6+6	24	3d6+6	15	6d6+18	36	4d6+3	15
CON	3d6+6	15	2d6+6	12	3d6+6	15	3d6+3	12
SIZ	3d6+18	27	3d6+6	15	6d6+18	36	3d6+10	19
INT	3	3	3	3	4	4	4	4
POW	2d6	6	3d6	9	3d6	9	2d6	6
DEX	3d6	10	2d6	6	3d6	10	3d6	10
APP	-	-	-	-	-	-	-	-
MOVE:	6		8		6		8/6climb	
Hit Points:	27		15		31		18	
Damage Bonus:	+1d4		+1d6		+3d6		+1d6	
Attacks:	See below							
Skills:	See below							
Treasure Type:	S,T,(B,Qx10)		None		(J-N,Q,C)		(O,P,Qx10)	
Armor:	1d4		2		1d6		1d4	
Note:								

Species	Attacks
Fire	2xClaw 45% 1d4+db, Bite 55% 1d6+2
Giant	Bite 40% 1d6+2
Minotaur	Claw 55% 1d6+db, Bite 35% 1d6+2
Subterranean	Claw 45% 1d4+db, Bite 45% 1d6+2

Species	Skills
Fire	Sense 25%, Search 25%
Giant	Swim 65%, Search 25%, Hide 35%
Minotaur	Search 35%, Hide 80%
Subterranean	Climb 100%, Sense(heat) 35%, Hide 25%

Lizards are cold blooded reptiles. They all have a Hide skill of 40%. Some examples are listed below:



Fire lizard: These reptiles may be an ancestral dragon type or an offshoot of a common ancestor. In any case these creatures resemble

red dragons, are sometimes called "false dragons," and the latter seem to avoid confrontation with fire lizards. They are slow-moving creatures and often (50%) sleep for long periods. They are found in subterranean lairs, coming forth every fortnight or so to hunt. As shiny things attract them, fire lizards collect metals and gems in their den. There is a 10% chance that the lair will contain 1-4 eggs (market value 5,000 bronze pieces each), but the fire lizard does not otherwise care for its young which depart after hatching. While the fire lizard usually attacks with a combination of two raking claws and a bite, it can also breathe forth a puff of flame from its mouth, a truncated cone 4' diameter at the mouth by 12' diameter, by 10' long, which causes 2-12 hit points damage. Fire-based attacks do not harm a fire lizard.

Giant lizards: The giant lizard is remarkable only for its size. They dwell in marshes and swamps by preference. Because of their large maws, they are able to engulf prey. Any Critical to hit roll indicates the creature has snapped both jaws onto its opponent, remaining locked in its mouth (and taking automatic bite damage) until the target succeeds as



an STRvsSTR roll or the lizard dies.



Minotaur lizard: These huge reptiles are very aggressive carnivores, usually inhabiting only warm regions. While moving slowly, they hide (80%) and quickly snatch at prey. They have long sharp talons and teeth which inflict terrible wounds. Subdued prey is dragged into the lizards' den to be devoured at leisure. Because of the mouth-size of these creatures, a critical success on a bite attack indicates a minotaur lizard attack has picked up any creature of man-size and weight or less (7' or less, 300 pounds or less) and has it fast in its mouth where it will be helpless to attack next round, but where the lizard gains an automatic bite success unless the victim make a successful STRvsSTR roll.



Subterranean: A variety of giant lizard which is found only underground, the subterranean lizard is most aggressive and dreaded, for it is able to run along ceilings or walls as easily as floors because of its suction cupped toes. Worse still, its horrible teeth inflict great wounds, and it can cause double damage on hits where it clamps

both jaws firmly on its victim (indicated by a special success bite roll). As with most other lizards, it typically drags its prey to its lair before devouring it.

LIZARD KING

Characteristics		Average
STR	1d6+15	18
CON	1d6+15	18
SIZ	1d6+15	18
INT	2d6+6	12
POW	3d6	9
DEX	3d6	9
APP	-	-

MOVE: 8/6 swim
Hit Points: 18
Damage Bonus: +1d6
Attacks: Trident 80% 3d4+2+db

Skills: Hunt/Fishing 75%, Dodge 80%, Swim 75%, 1 tribal skill 80%, Track(smell) 65%

Treasure Type: E

Armor: 1d6

Note:

The lizard king is a variety of the lizard man (see next page) - taller, more intelligent and more human-like than a normal lizard man. It dwells in damp areas, usually near an underground river or lake. It will have 10-100 lizard men followers/guards from which it demands two human sacrifices each week. These followers will always make every effort to meet the demands of their master since the king, if it lacks human sacrifices to eat, will substitute two of its followers for each human not available. The trident of the lizard king is a fearsome weapon which can inflict more damage than a standard trident on a victim. If a special or critical hit is scored the trident will skewer the victim, doing an additional 1d6 damage as he rips it out. However, the trident's special properties only function when used by lizard kings; sages have pondered this singular weapon behavior for many years but have so far come to no conclusions - certainly the trident behaves, in the hands of a human, just like a normal trident.





LIZARD MAN

Characteristics	Normal		Leader	
	Average	Roll	Average	
STR	2d6+9	15	2d6+12	18
CON	3d6	10	3d6+6	15
SIZ	2d6+9	15	2d6+12	18
INT	3d6	9	2d6+6	12
POW	3d6	9	3d6	10
DEX	3d6	10	3d6	10
APP	-	-	-	-

MOVE: 8/6 swim
Hit Points: 13
Damage Bonus: +1d4
Attacks: Any 2 crude weapons 50% by type, small shield 40%

Skills: Hunt/Fishing 50%, Dodge 50%, Swim 75%, 1 tribal skill 50%, Track(smell) 45%

Treasure Type: D

Armor: 1d4 or armor worn +1

Note:

Lizard men are semi-aquatic, breathing air but often (35%) dwelling totally underwater and having caves which are not water filled in which they lair. They are typically found in swamps, marshes, and similar places. They band together in rough tribal form. They are omnivorous, but lizard men are likely to prefer human flesh to other foods. For every 20 Lizard Men encountered there will be a leader with +20% to a weapon skill and Dx2 treasure.

LOCATHAH

Characteristics	Normal		Leader	
	Average	Roll	Average	
STR	3d6	10	3d6+6	15
CON	3d6	10	3d6+2	11
SIZ	3d6	10	3d6+4	13
INT	3d6+2	11	3d6+6	15
POW	3d6	10	2d6+6	15
DEX	3d6	10	2d6+6	12
APP	-	-	-	-

MOVE: 6/8 swim
Hit Points: 10
Damage Bonus: -
Attacks: 1 weapon at 50%, 1 at 40% (usually a trident,spear,harpoon,dagger,net,crossbow)

Skills: Excavation 50%, Parry 50%, Dodge 50%, Swim 55%, Sense(smell 100') 45%

Treasure Type: A

Armor: 1d4

Note:

The locathah are a humanoid race of aquatic nomads. They roam shallow sea waters, hunting and gathering food from bountiful warm waters. Locathah are always mounted upon giant eels, their steeds. These creatures also fight. Locathah are scaled in hues of pale yellow. Their ears are fanned with fins to increase hearing, and their eyes are large in order to see better in their watery domain. Their back scales and fins are darker than those in front. For every 10 encountered there will be a leader with +15% weapon skills and x2 treasure.



LUCK EATER

Characteristics		Average
STR	1d6+5	8
CON	1d6+11	14
SIZ	1d4	2
INT	4	4
POW	2d6+2	8
DEX	2d6+8	14
APP	-	-

MOVE:	5
Hit Points:	8
Damage Bonus:	-1d6

Attacks: Claw 35% 1d3, Claw 40% 1d3

Skills: Climb 75%, Hide 50%, Move Quietly 65%, Dodge 65%

Treasure Type: None

Armor: 1

Note:

The deceptive form of the luck eater is that of a golden-furred cat. It may be found nearly anywhere, often lurking in a hidden niche and surprising others. It purrs when approached, causing all creatures within 30 feet to make a POW:12 resistance or become attracted to the beast. Creatures attracted to it will want to take it with them, unharmed; it will always permit this and stay with the victim(s), purring all the while. The aura emanated by the luck eater is such that all creatures within range of the purr suffer a 20% penalty on all skill rolls. Failure to save has no effect, but note that all within range must resist each round until attracted. The luck eater somehow feeds on the luck thus lost, becoming sated only after feeding on 3d4 rolls. If the creature goes without this food for any 2-hour period (i.e., if no rolls are made in 2 hours of character time), the luck eater will alter its purr slightly, causing its benefactors to attack the next creature encountered. If yet another 2 hours elapse with no food forthcoming, the aura is altered again, causing the benefactors to fight among themselves for 10 rounds or until a death occurs. However, this extreme measure effectively negates the enchantment, and the luck eater always sneaks off unnoticed near the end of such battles. Otherwise, the creature will leave quickly when sated, still purring. Creatures previously attracted will allow it to

leave, defending it if necessary; they will regain their senses 3d4 rounds after out of 30' range.

**LURKER ABOVE**

Characteristics		Average
STR	4d6+6	18
CON	3d6	10
SIZ	4d6+6	18
INT	3	3
POW	2d6	6
DEX	2d6	6
APP	-	-

MOVE: 1/6 glide

Hit Points: 14

Damage Bonus: +1d6

Attacks: Constrict 80% 1d4+db, Bite 10% 1d3+db

Skills: Hide 75%, Move Quietly 90%

Treasure Type: C,Y

Armor: 1d4

Note:

This terrible beast somewhat resembles a large manta ray. Its grayish belly is so textured as to appear to be stone, and the lurker' typically attaches itself to a ceiling where it is almost impossible to detect (90%) unless actually prodded. The lurker above is a carnivorous creature found only in subterranean places. If the chamber or cave is large there might be as many as 4 of them, but normally only 1 is encountered. A lurker' can creep along surfaces but slowly or by using a gas which it generates and excretes into sacs about its body. This gives the lurker above a neutral buoyancy, and it then flaps its wing-like appendages and flies about.

LYCANTHROPE

Characteristics	Human Form		Bear		Rat		Tiger		Wolf	
			Average		Roll	Average	Roll	Average	Roll	Average
STR	3d6	10	3d6+15	24	3d6+8	17	3d6+12	21	3d6+10	19
CON	3d6	10	3d6+6	15	3d6+3	12	3d6+6	15	3d6+6	15
SIZ	2d6+6	12	3d6+15	24	3d6	10	4d6+12	24	3d6+6	15
INT	2d6+6	12	4	4	4	4	4	4	4	4
POW	3d6	10	3d6	10	3d6	10	3d6	10	3d6	10
DEX	3d6	10	3d6	10	3d6+6	15	3d6+6	15	3d6+3	12
APP	3d6	10	-	-	-	-	-	-	-	-
MOVE:		8		18		10		12		12
Hit Points:		11		18		11		19		15
Damage Bonus:		-		+2d6		+1d4		+2d6		+1d6
Attacks:	Human: As NPC									
Bear:	Claw 60% 1d6+db, Bite 50% 1D8									
Rat:	Claw 40% 1D4+db, Bite 40% 1d6									
Tiger:	Bite 30% 1D10, Claw 50%, 1D8+db, Rend 80% 2D8									
Wolf:	Claw 50% 1d6+db, Bite 50% 1D8									
Skills:	Human: As NPC									
Bear:	Search 50%, Sense 50%, Hide 65%, Climb 30%									
Rat:	Search 50%, Sense 50%, Hide 65%, Swim 50%, Climb 75%, Move Quietly 65%									
Tiger:	Sense 50%, Hide 50%, Climb 25%, Move Quietly 50%									
Wolf:	Search 50%, Sense 50%, Sneak 50%, Track 50%									
Treasure Type:	None									
Armor:	1d4									
Note:										



Lycanthropes are people able to transform themselves into animal form because they are infected by a magical disease: lycanthropy. They can also take to an intermediate half-human/half-animal form, which is useful to them generally for combat. To shift from one form to another costs 1 MP and takes a full combat round to complete, during which time the lycanthrope cannot do anything else. In intermediate form, the lycanthropes regenerate 1 HP per round, except if the damage was inflicted using a silver weapon. Fire can also serve as an effective counter, because it causes damage more quickly than they can regenerate. A lycanthrope does not regenerate once it has died. There are many forms of this disease. The Chronicler should decide which fits the

encounter best from the chart above.

Any humanoid creature bitten by a lycanthrope for damage equal to or greater than 50% of its total potential (but not actually killed and eaten) is infected by the disease of lycanthropy. If the person is carrying belladonna there is a 25% chance that this will cure the affliction if it is eaten within 1 hour. Note that this infusion will incapacitate the victim for 1-4 days and there is a 1% chance that the poison in the belladonna will kill. Otherwise, a cure disease spell must be placed upon the victim within 3 days or he or she will become a lycanthrope in 7-14 days. There are some other forms of lycanthropes, but these are very rare in the extreme.

LYCANTHROPE, FOXWOMAN

Characteristics	Average	
STR	1d6+15	18
CON	1d6+15	18
SIZ	1d6+9	15
INT	2d6+6	12
POW	2d6+8	14
DEX	2d6+8	14
APP	1d6+18	21(in elven form)

MOVE: 12,6,4
Hit Points: 17
Damage Bonus: +1d6
Attacks: Bite 81% 1d6+db+special

Skills: Dodge 75%, as heroic NPC

Treasure Type: E,Q(x5), S

Armor: 1d4+1 (0 against silver weapons)

Note:

Foxwomen are lycanthropes able to assume 3 forms rather than the standard 2. The statistics above reflect the 3 possible forms in which they may be encountered. Foxwomen are solitary only with respect to their own kind. They have infravision (60') in all forms. Dwelling in lonely woodlands, the foxwoman will always have 2-5 charmed males as servants and companions. The lair will be a hidden cottage or comfortable cave complex complete with typical human comforts. The males with the lycanthrope will be armed and do their utmost to protect their mistress. The males may be elven (25%), human (25%), or half-elven (50%). There is a 10% chance that the foxwoman has stolen an elven girl child, infected her with her form of lycanthropy, and is raising her as a foxwoman. Such a child will be from 6-13(1d8+4) years of age. If she is 12 or 13, treat her as a normal foxwoman; otherwise, she will be noncombatant. Foxwomen can inflict lycanthropy only in their vixen form. A foxwoman may be encountered in any of the 3 forms given below. Silver Fox: In this form, the foxwoman appears to be nothing more than a large fox. The movement rate is very fast(12), and the foxwoman can pass without trace (as spell) and be 90% undetectable in natural cover if she passes out of actual view for only 1 segment. Vixen: This form is a mix between fox and elf. When in vixen form, the foxwoman appears to

be a silver-furred elf with a fox-like head. The vixen form allows a ferocious biting attack which will infect elven and half-elven females with lycanthropy and cause such victims to themselves become foxwomen within 3 days unless both cure disease and remove curse are used to negate the horrible effect. Elven Woman: In this form the foxwoman has an APP of 21 with respect to human and demihuman males. Those males with POW of 11 or less will effectively be under a charm spell. Those of 12 or greater wisdom will not be charmed, but they will find the foxwoman attractive nonetheless. Preferred males will be kept; those not kept will be slain quietly. Dwarves, gnomes, and halflings will definitely be automatically slain (as opportunity presents). The foxwoman in elven woman form may cast sorcery spells as well. In this form, a foxwoman is 90% resistant to sleep and charm spells. The hair will be silver or silver streaked, and will show a widow's peak. Thus, a prudent person can be alerted to the fact that the elf is actually a foxwoman.

**LYCANTHROPE, SEAWOLF**

Characteristics	Greater		Lesser	
	Average	Roll	Average	Roll
STR	1d6+15	18	1d6+11	14
CON	1d6+16	19	1d6+6	12
SIZ	1d6+13	16	1d6+18	21
INT	2d6+6	12	2d6+4	10
POW	2d6+9	15	3d6	10
DEX	2d6+2(+2)8 (10 human form)		3d6	10
APP	-(2d6+2) - (8 human form)		-	-

MOVE: 8/10 swim
Hit Points: 17
Damage Bonus: +1d6

Attacks:

Greater: By weapon 65%, Bite 92% 1d6+db+special

Lesser: Bite 35% 1d4+db (wolfman form) 2xClaw 45% 1d3+db, Bite 35%=special 1d4+db+special

Skills: Swim 100%, as tribal NPC

Treasure Type: None

Armor: 1d4+1 (0 in human form)

Note:

Seawolves are lycanthropes afflicted with a most

evil malady. They roam the waters in packs, hunting and seeking vessels so as to attack and inflict others with their hateful curse. Most seawolves were formerly fishermen or sailors. Upon sighting a vessel they will follow, slip aboard in human form, and attack. Typically, 1 or 2 deckhands will be bitten to death by the seawolves and their weapons taken. Then the lycanthropes will begin a general assault. Note that only silver and magic weapons harm seawolves. Bites of non-fatal sort cause seawolf lycanthropy in 2-5 days. The afflicted individual will then hurl himself or herself overboard in the night, change to the seawolf form, and swim away in search of a pack of fellow seawolves. Seawolves are air breathers. Although able to stay submerged for 17-24 minutes, they must surface to get oxygen. In human form a seawolf has a lupine visage, tiny ears, and is covered with thick fur. The hair of the head streams down the neck and shoulders in a mane. In seawolf form the creature appears much as if it were a huge, wolf-headed seal which has fangs filling its mouth.

Seawolf, Lesser: These savage lycanthropes have 2 forms. The first form is a furred mammal, porpoise-like in shape, with a wolf's head. In this form, seawolf packs hunt the creatures of the sea, surrounding their prey and biting with their canine fangs. The second form is that of a wolfman, a man-shape possessing the fur, claws, and teeth of a seawolf. Statistics for the wolfman form are given in parentheses above. Seawolves breathe air and must surface periodically. They can hold their breath as do dolphins. Unlike other lycanthropes, seawolves can be hit by normal weapons (silver weapons bypass all armor). Humans taking 50% or more damage from seawolves will contract this form of lycanthropy. If humans are infected while on land, they will travel as fast as possible to the sea. At sea, they will disappear overboard during the next full moon. If a seawolf pack encounters

a ship, the seawolves will change to wolfman form and attempt to board it. Their only purpose is to slay all those aboard and sink the ship.

LYCANTHROPE, WERESHARK

Shark Form		
Characteristics		Average
STR	1d6+27	30
CON	1d6+20	23
SIZ	1d6+20	23
INT	2d6+6	12
POW	2d6+8	14
DEX	3d6	10
APP	-	-

MOVE: 8/10 swim

Hit Points: 23

Damage Bonus: +2d6

Attacks: By weapon 60% / Bite 100% 1d6+2+db

Skills: Swim 100%, as veteran NPC

Treasure Type: (F)

Armor: 2d4 (0 human form)

Note:

Weresharks are humans afflicted with a form of lycanthropy which enables them to take shark form whenever they choose, as long as it is in darkness and water. Weresharks are found only in tropical areas. The human form of the creature is virtually indistinguishable from that of a normal human, although a wereshark will be large, muscular, cruel, and domineering. In shark form the creatures are huge and resemble great white sharks. They are solitary and will not hesitate to attack and devour true sharks if the mood is upon them. Weresharks have been known to establish an underwater lair in some place where sunken treasure lies so as to guard it for use in their human form. Such treasure can range from a few hundred coins to a considerable trove (such as type F). The wereshark lair will always be guarded by 2-5 normal sharks, whether or not the monster is personally present. Silver and magic weapons bypass their armor.





LYNX, Giant

Characteristics		Average
STR	3d6+3	12
CON	3d6	10
SIZ	3d6+6	15
INT	3d6+6	15
POW	3d6	10
DEX	3d6+6	15
APP	-	-

MOVE: 10

Hit Points: 12

Damage Bonus: +1d4

Attacks: Claws 60% 1D4+db ,Bite 30% 1d10, Rend 55% 2d4+db

Skills: Hide 40%, Search 50%, Sense 55%, Dodge 45%,Climb 55%

Treasure Type: None

Armor: 1d2

Note:

These forest cats prefer cold regions. They are aggressive and compete well with other predators because of their intelligence. If found in their lair there is a 25% chance that there will be 1-4 kittens there, 10% to 30% grown, with no effective attack. Giant lynx climb very well, and they can leap 15'. If the lynx strikes with both forepaws, it will then get an additional attack, raking with the rear claws, causing 2d4 hit points of damage. Giant lynx speak their own language. They have also learned to hide themselves in order to avoid detection.

MAGMAN

Characteristics	Average
STR	18
CON	12
SIZ	4
INT	4
POW	10
DEX	10
APP	-

MOVE: 6

Hit Points: 8

Damage Bonus: -

Attacks: 2xClaw 35% 1d6+db+1d12 fire

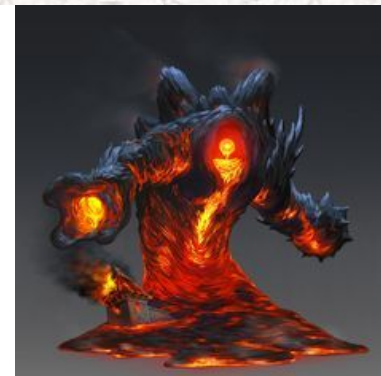
Skills: -

Treasure Type: -

Armor: 1d4

Note:

The magmen are creatures of the Para-elemental Plane of Heat. Occasionally they pass into the Prime Material Plane through gaps created by the great pressure and heat of subterranean lava. The molten rock of the Prime Material Plane has a different "taste" from that on the Plane of Heat, and the magmen like to visit it to absorb its essences. Magmen especially like to swim around in active volcanoes, for when they erupt, the magmen are released to engage in their favorite sport of igniting all the combustibles they can reach. They are not very smart, but they are mischievous and love to watch creatures of the Prime Material Plane scurrying away from the flames that they themselves consider harmless. Magmen are not really interested in fighting, but whenever they encounter a creature they will try to set it afire, just for fun. Their combustion touch ignites all the flammable items of any creature they hit, (plus incidental damage from flammables they may be carrying, like flasks of oil). Combustible magic items, such as scrolls, gain a may be destroyed If attacked and actually hurt, a magman will run away, but if cornered, it will defend itself, striking with a molten claws. Fire-resistant creatures, including those protected by magical means, may ignore fire damage. However, magmen are not easy to hurt: a magic weapon is required to hit them, but any weapon that contacts a magman may melt! In addition, they are immune to all fire-based attacks. Magmen are 3-foot tall, glowing, human-shaped creatures. Small puffs of flame burst constantly from their skin, and each magman radiates heat like a small



bonfire, making the area near it quite uncomfortable. Magmen are simple beings who just love to set things on fire; it never occurs to them that other creatures might be actually hurt. Magmen can stay out of lava for only 6 hours before they stiffen and become immobile. They rarely stay out more than 2 or 3 hours, as they consider anything under 1000 degrees to be cold. Magmen speak no Prime Material Plane languages.

MAGNESIUM SPIRIT

Characteristics		Average
STR	-	-
CON	2d6+10	16
SIZ	2d6+8	14
INT	2d6+10	16
POW	3d6	10
DEX	3d6+6	15
APP	-	-
MOVE:		15
Hit Points:		15
Damage Bonus:		-
Attacks:	Touch 60% special (see below)	

Skills: -

Treasure Type: none

Armor: special, see below

Note:

It is believed that few of these creatures exist, having been summoned originally to the Prime Material Plane, and stranded there, by an evil mage who died as a result of the strain of the summoning. Their actual plane of origin is a matter of conjecture. Their behavior is completely dominated by their need to inhabit the body of a character with 20 POW in order to perform the complex spell-casting ritual which will return them to their place of origin. Only a human body will give them the necessary psychic frame of reference, so they attack only humans. In appearance the magnesium spirit resembles a cylinder of white flame, 5' tall and 3' diameter, with a wispy tail 5' long. However they do not give off any discernible heat. Moving at extraordinary speed, the spirit will approach a party containing humans and quickly reach a position within 10' of its selected victim (chosen at random from the humans present as it cannot discern the POW of victims), in which

position it will pause and flare up in a split-second blinding flash of white light. All who are within 20' and who are observing the spirit (including non-humans) must make a CON:SIZ resistance roll to escape blindness for two full hours. The spirit will then attack, automatically gaining initiative each round. If it scores a hit it drains one POW and two points of STR from the victim (the latter recoverable at the rate of 1 point per hour, the POW drain being permanent). Once it has hit it is locked onto its victim's body and will merge gradually into that body, draining POW and STR per round as it does so. After two melee rounds of this merging process, the only way to hit the spirit without harming its victim is with holy water which will cause 1d6+1 hit points of damage to the spirit per vial full and also force it to abandon the merging process (though it may attack the same victim or another human victim in the next round). During the merging process, the spirit causes the drain automatically, requiring no 'to hit' roll. If the spirit has achieved three rounds of the merging process without being forced to abandon its victim (i.e. two rounds during which it is vulnerable to normal attack and one round during which it is vulnerable only to holy water) it will have taken over its victim and the human persona will have been negated. If the victim has 16 or more POW at that time (since he will have lost four, one from the initial attack and three from three rounds of the merging process, he must have had at least 20 POW before the attack) the spirit will use the body to shriek out its spell, which takes 5 DEX ranks, and then body and spirit will vanish in a flash of light. The spirit has gone back to its plane of origin, never to return. If the victim has fewer than 16 POW remaining (i.e. was at most 19 POW before the spirit's first attack), the spirit will abandon the body and seek another, turning to another nearby human (if one is available) and commencing the attack process all over again on him. The body of the first victim, now a mindless husk, will collapse and will resist all resurrection attempts (though a powerful spell such as a wish will bring back the victim if used properly). The magnesium spirit can only be harmed by silver or magical weapons. It has 50% magic resistance against sorcery from a user not aligned with Light, as well as immunity to sleep, charm, hold, paralyzation, and fear spells. It is vulnerable to

holy water at all times, whether during the merging process or otherwise.



A mandragora is a vegetable creature, a thing that lurks in woodlands and preys upon unsuspecting humans. A group of mandragora typically lair in the heavy soil of a forest, favoring areas near ipp trees, briar, or willows. They develop a system of narrow burrows which enable them to attach themselves to tree roots to feed if there is no human food available. If such a lair is exposed to full daylight, the mandragoras will be stunned for 1-4 segments by the light, for they are creatures of darkness. They attack by whipping their tentacle-like upper appendages. These whip blows not only cause lacerations but will also cause a victim to strangle if struck around the throat. Any special to-hit score indicates a neck/throat hit. If appropriate, such a hit thereafter causes strangulation damage per rules. This reduces the mandragora's attacks to 1, and if the other upper appendage also hits with a special success, then strangulation is quickened, and no further attacks, other than choking constriction, are made. The strangulation will always continue until the mandragora is killed. Each vine has 3 armor and 2d4 HPs. Because the mandragora is vegetable, it is not

affected by spells which normally affect animals. Sleep spells have no effect. It suffers only half-damage from all forms of fire, because a mandragora is always wet and slimy. Its smaller, hair-like roots enable it to both "smell" and "hear." It will always sense the presence of creatures within 120 feet, but until the sun sets, a mandragora will not leave its earthy lair to attack. The mandragora has a mottled brown and black covering which oozes a greenish fluid. The splay-rooted lower appendages, trunk, upper appendages, and pointed "head" having warty growths which resemble a human face give it a man-like appearance. It is often confused with the mandrake, a different sort of creature altogether.

MANDRAGORA

Characteristics		Average
STR	2d6+6	12
CON	2d6+6	12
SIZ	1d4+4	6
INT	2d6+2	8
POW	2d6+3	9
DEX	3d6	10
APP	-	-
MOVE:		5
Hit Points:		8
Damage Bonus:		-
Attacks:	Vines 25% 1d4+strangulation	
Skills:	-	
Treasure Type:	Incidental	
Armor:	1d3	
Note:		

MANTARI

Characteristics		Average
STR	2d6	6
CON	2d6+4	10
SIZ	2d4	4
INT	4	4
POW	3d6	9
DEX	2d6+6	12
APP	-	-

MOVE: 14
Hit Points: 7
Damage Bonus: -1d6
Attacks: Tail Sting 25% 1d6-db

Skills: Fly 45%

Treasure Type: None

Armor: 1

Note:

This flying creature bears a close resemblance to the marine ray, with a flat body about 3' long (and nearly as wide) and a 4' long thin whip-like tail. The mantari (singular and plural) usually preys on giant rats and the like for food, but it is normally (85%) aggressive when encountering other creatures and humans. It flies with its tail held vertically downwards, but when attacking - diving onto its victim from a height of 10-12' above ground - the tail assumes a forward-pointing acute angle with the body. It strikes solely by whipping a victim with its tail. The sting in the tip of the tail is not poisonous, but acts on the victim's nervous system. The number of hit points of damage inflicted by a hit is weak as the tail is not strong. However if even 1 HP of damage is done the victim's nervous system takes damage equal to the difference between 19 and the victim's constitution (so a victim with constitution 12 would take 7 hit points of damage). No resistance roll is permitted against the effects of the sting. Furthermore, if the same victim is hit in two successive melee rounds, the damage inflicted by the second hit is double times normal. There is no additional damage bonus for the third or subsequent successive hit on the same victim - each counts as double times normal. The mantari is found in most types of locale, though its preferred haunts are dirty dungeon chambers where its prey abounds.

**MANTICORE**

Characteristics		Average
STR	4d6+12	24
CON	2d6+9	18
SIZ	4d6+12	24
INT	1d4+2	4
POW	3d6	9
DEX	3d6+3	12
APP	-	-

MOVE: 10/12 Fly
Hit Points: 20
Damage Bonus: +2d6
Attacks: Claw 30%, 1d6+db Sting Spikes(20') 30% 1D4+poison, Bite 40% 1d10

Skills: Climb 60%, Dodge 45%, Search 40%, Listen 45%, Fly 50%

Treasure Type: (E)

Armor: 1d6

Note:

Manticores prefer dismal lairs, so they are typically found in caves or underground. They range in all climes, although they enjoy warm places more than cold. The favorite prey of manticores is man, and they are usually encountered outside their lairs hunting for human victims. A manticore attacks first by loosing a volley of 6 of its tail spikes. They can fire four such volleys in a week. The coloration of the manticore is that of its various parts - lion-colored body, bat-brown wings, lions head.



**MANTIS, Giant**

Characteristics	Average	
STR	2d6+12	18
CON	2d6+14	20
SIZ	1d6+25	28
INT	2	2
POW	2d6+8	14
DEX	3d6	10
APP	-	-

MOVE: 1/4 jump

Hit Points: 24

Damage Bonus: +2d6

Attacks: 2xClaw 45% 1d4+db, Bite (100%) 1d6+db

Skills: Hide 75%

Treasure Type: None

Armor: 1d6+1

Note:

The towering giant mantis is found only in places where vegetation is of such size as to allow the creature to be camouflaged by its green coloration and form as it awaits passing prey. Although these creatures prefer to devour giant insects of various sorts, any creature will be attacked if recognized as living and edible. Attack is with 2 vise-like forelimbs. This attack, if successful, it holds fast prey (STR:STR resistance). The next round the monster will bite with its sharp, tearing mandibles. Held prey gains cannot dodge or parry. It is 75% probable that a mantis will attack by surprise. If it recognizes another creature as dangerous, the mantis will stay still and thus avoid detection.

MANTRAP

Characteristics	Average
STR	12
CON	16
SIZ	16
INT	-
POW	12
DEX	-
APP	-

MOVE: -

Hit Points: 16

Damage Bonus: -

Attacks: (see below)

Skills: -

Treasure Type: J,K,L,M,Nx5,Q

Armor: 1d4

Note:

This insidious plant attracts prey by scent, entrapping and dissolving its victims in acidic secretions. During daylight hours it releases pollen continuously, with the resulting effect that all creatures within 60 feet must make a CON:CON resistance roll or become fascinated by the odor. Those fascinated will proceed to the body of the plant and will even voluntarily climb into 1 of the 2-5 leaf traps on the plant. Once entered, the leaf traps will close, firmly entrapping the victim. The acidic secretion therein will dissolve the victim quickly, inflicting 1d6+1 points damage per round. Items exposed to the acid must resist this acid once per turn against the effects; metal materials are safe. The victims cannot be pulled free until the plant is dead or they beat a STR:STR roll. Any damage inflicted on a leaf with a trapped victim will 75% of the time also be dealt to that victim entrapped. Once "charmed" the fascination be dispelled until the odor sours 24 hours later or unless the plant is burned.





MARGOYLE

Characteristics	Average	
STR	2d6+8	14
CON	1d6+13	16
SIZ	1d6+15	18
INT	4	4
POW	2d6+6	12
DEX	3d6	10
APP	-	-

MOVE: 6/10 fly
Hit Points: 17
Damage Bonus: +1d4
Attacks: 2xClaw 60% 1d2+db, Bite 1d4+db

Skills: Parry 60%, Dodge 80%(in flight), Hide 80%

Treasure Type: Q,(C)

Armor: 1d4+3

Note:

A margoyle is a particularly horrid form of gargoyle found principally in natural caves and caverns. The creature's substance is so like stone that there is an 80% probability it will be undetected when lurking against it, and one can thus often surprise opponents. Attack is by 2 claws, a pair of horns, and a bite with stony fangs. Only magic weapons equal to or better than +1 will harm a margoyle. The low intelligence of this creature does not prevent it from gathering valuable items, particularly those

magical sorts which could harm it. The language of these creatures is similar to that of gargoyles, and they can speak the tongue of the latter monsters well enough. Margoyles are sometimes (20%) found with their lesser kin, gargoyles, either as masters or leaders.

MARID

Characteristics	Average	
STR	2d6+32	38
CON	1d6+20	23
SIZ	2d6+25	31
INT	2d6+11	17
POW	2d6+9	15
DEX	2d6+6	12
APP	2d6+10	16

MOVE: 8/10 fly
Hit Points: 27
Damage Bonus: +3d6
Magic Resistance: 25%
Attacks: Brawl 130%

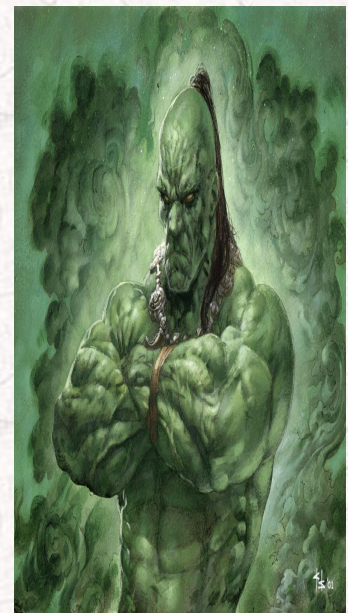
Skills: All Perception skills 80%, Fly 100%, All Communication skills 80%, 3 knowledge skills 80%, Dodge 90%

Treasure Type: None

Armor: 1d6

Note:

A marid is the most powerful of all genie kind (see "Dao," "Djinni," "Efreeti," and "Jann.") They are formed of material from the Elemental Plane of Water. On their own plane they are rare; marids seldom come to the Prime Material Plane. Their magical properties allow them any of the following spell-like powers, 1 at a time, twice each per day: detect evil/good, detect invisible, detect magic, become invisible, assume liquid form (similar to assume gaseous form), polymorph self, purify water. Marids can do the following up to 7 times per day: Assume a gaseous form, lower water, part water, create a wall of fog, bestow water breathing upon others for up to 1 full day. Marids can always create water, which they can direct in a powerful jet up to 60' long which causes both blinding effect on the individual struck (CON:12 resistance roll applies) and from



1-6 points damage, and water walk. Once per year a marid can use an alter reality. It is possible for a marid to freely carry 10,000 coins in weight. Note that marids swim very fast. Of course they can breathe water and are at home at any depth. They have both ultravisual and infravisual capabilities. Marids are not harmed by water-based spells. Cold-based spells allow them a bonus of 20% on resistance rolls and 1/2 damage. Fire does +1 per die of damage, wit a resistance roll penalty of 10 to the roll.. Note that steam does not harm them. Marids tolerate djinn but do not particularly like them. The same is true of jannee. Daos and efreet are disliked. Marids are loosely ruled by a padisha, for all claim to be shahs, atabegs, beglerbegs, or mufti at the very least. The race of marids is very independent and egoistic. Forcing a marid to serve is a most difficult task. Bribery and flattery may be slightly more successful, but marids can never be relied upon. Marids speak all languages through a form of ESP. The Astral, Elemental, Ethereal, and Prime Material Planes are all open to marids.

MASTIFF, Shadow

Characteristics	Average
STR	1d6+11 14
CON	1d6+11 14
SIZ	1d6+12 15
INT	4 4
POW	2d6+5 11
DEX	2d6+6 12
APP	- -

MOVE: 10
Hit Points: 15
Damage Bonus: +1d4
Attacks: Bite 40% 1d4+db

Skills: Dodge 45%, Hide 40%

Treasure Type: None

Armor: 1d2

Note:

These hound-like creatures are normally encountered on the Plane of Shadow. In their natural habitat, they roam in packs or are used as trained guard beasts. In shadowy conditions (Plane of Shadow, moon-light, etc.) a shadow mastiff is a terrible foe. It can strike and then blend with the shadows so that it is 40%



unlikely to be seen. However, in bright light it loses 50% of its normal movement ability and cannot use shadows for concealment. The lair of a pack of shadow mastiffs is 50% likely to contain 2-5 whelps. These young can be taken and sold for from 200-500 Bp each. The buying of a pack of shadow mastiffs is certain to cause panic, resulting in flight directly away from the buying while dropping any item held in the hand, unless a POW:10 resistance roll is made. For each number of shadow mastiffs under 10, subtract 1 from the difficulty of the roll (POW:9) but for every 2 mastiffs over 10 add 1 the difficulty roll.

MEAZEL

Characteristics	Average
STR	3d6+1 10
CON	2d6+8 14
SIZ	2d6+6 12
INT	2d6 6
POW	2d6+5 11
DEX	2d6+6 12
APP	- -

MOVE: 10
Hit Points: 13
Damage Bonus: -
Attacks: Claws 40% 1d4+db
 Strangle Cord 45% Strangulation

Skills: Craft(Sleight of Hand) 40%, Hide 40%, Move Quietly 40%, Traps 30%, Pick Locks 40%, Dodge DEXx3%

Treasure Type: B

Armor: -

Note:

The meazel has skin which varies from light gray to dark green; irregular patches of an angry red color will occur on most (85%) individuals due to a skin disease - neither harmful to the creature beyond its disfiguring effect, nor



contagious - prevalent in the-species, these patches giving the meazel almost a leprous appearance. The eyes are jet black and the feet partially webbed.

Solitary bipeds just less than man-sized, meazels are rarely encountered outside their lairs - either marshes or small, dank caverns underground. They have natural thieving abilities and will rarely attack openly, preferring to hide and, moving quietly and swiftly, attempt to strangle stragglers from behind or to pick pockets in search of the gold they love. The meazel is a traditional enemy of orcs and kobolds.

Meazels rarely venture far from their lairs and take all corpses there to be eaten in safety. Piles of sacks full of bones are often to be found near a meazel lair (any gems the creature has found in treasure will be in these sacks, since it does not recognize the value of precious and semi-precious stones). For the same reason, there will be no gems in the lair.

Most creatures of the underworld will attack meazels, for they have a nasty reputation even among dungeon denizens.

In combat they attack with their two claws, alternatively, they use a piece of tough, thin cord to strangle their victims; a hit causing the victim to begin suffocation rules (MW pg.86) unless he breaks free, the meazel dies, or is forced to release its hold (for example to defend against attack from another quarter). However the creature can only execute this kind of attack against a victim which is SIZ 20 or smaller and only if it can approach the victim from the rear undetected, achieving surprise.



MEDUSA

Characteristics	Average	
STR	3d6	10
CON	3d6	10
SIZ	3d6+6	15
INT	3d6	10
POW	2d6+6	12
DEX	2d6+6	12
APP	1	1

MOVE: 8

Hit Points: 12

Damage Bonus: +1d4

Attacks: Any weapon(including bows) 50%, Serpents (1d6)40% 1D3+poison

Skills: Search 50%, Move Quietly 50%, Hide 50%, Dodge 45%, Climb 60%

Treasure Type: P,X,Y,(Qx10)

Armor: 1

Note:

The body of a medusa appears quite shapely and human, although some, (10%) have serpentine lower bodies. They typically wear human clothing. However, the face is of horrid visage, and its snakey hair writhes, so at a close distance (20') this gives the creature away. The glaring red-rimmed eyes of a medusa are visible clearly at 30'. Medusae are hateful humanoid creatures which dwell in dark places, venturing forth on occasion to seek prey. They try to beguile humans to look into their eyes. The gaze of a medusa's eyes will turn creatures within 5' to stone unless they make a POWvsCON resistance roll. If an opponent averts his eyes, the medusa attacks with weapons or rushes up so that its asp-like head growth can bite at the victim. The range of such attacks is but 1'. and the victim bitten must resist vs poison POT equal to CON or take damage equal to the medusas CON. If the medusa's gaze is reflected back, the creature will turn itself to stone! Medusae speak both their tongue and the common one. Medusae are able to see astral and ethereal creatures, and their petrifying gaze is as effective on those planes as it is on the material.





MEENLOCK

Characteristics		Average
STR	2d6+8	14
CON	2d6+8	14
SIZ	1d4+1	3
INT	2d6+8	14
POW	3d6+2	11
DEX	3d6	10
APP	-	-

MOVE: 8

Hit Points: 8

Damage Bonus: -

Attacks: Claw 40% 1d4+db+special

Skills: Climb 50%, Hide 40%, Move Quietly 40%
Track 50%

Treasure Type: None

Armor: 1d4-1

Note:

Meenlocks are small bipedal creatures about 2' tall and covered in black, shaggy fur. Their heads are white, cut with dark ridges. In total they present a horrid appearance and will cause fear in any person with less than 12 CON who sees them, this causing the victim to fall inert to the ground for 1d4+4 melee rounds (the number of rounds is halved if the victim makes a Stamina roll).

The meenlocks have their lair in dark, sealed, vertical shafts underground. If the seal is removed, the bottom of the shaft cannot be seen and anything dropped in will land noiselessly on a thick moss 'carpet' which lines the walls and floor of the shaft. The shaft will be dark and a smell of rotting corpses will drift upwards. Characters other than the most insensitive will also detect a strong emanation of evil even without the use of a detect evil spell. After

descending vertically for 20' or so, the shaft twists and curves, so it is impossible to see the bottom until arrived. If brave adventurers penetrate the shaft they will eventually find the meenlock lair - a large space like a small cave at the very foot of the shaft. The creatures will always attack (exception - bright light will cause them to flee if they are able) and will use their claws.. The touch of the meenlock causes paralysis (CON:CON resistance to negate). At close quarters such as in their lair, however, the meenlocks' telepathic powers are virtually useless - this is their reason for the artificial smell of rotting corpses which they deliberately create in order to deter entrance to the lair.

The creatures will use considerable ingenuity to extinguish sources of light - torches, lanterns and so forth. They have a limited dimension door ability over a distance of 6' every other melee round - when using this ability, attacks on them are Difficult on the 'to hit' roll. However they cannot use this power when carrying a victim.

It is if adventurers remove the seal from the top of the shaft but subsequently fail to penetrate the meenlocks' lair that the creatures will take fullest advantage. When the adventurers depart, they will be followed at a safe distance by the nasty little beasts, which can climb quickly and noiselessly up the shaft by using the deadening qualities of the moss carpet. One of the adventurers will be telepathically 'marked' by the meenlocks - selected at random, though if a character aligned with Light is present he will be given priority - and the meenlocks will concentrate their subsequent attacks on him alone, being highly evil and greatly desirous of wreaking vengeance on humankind. The victim selected will always be human if one is present, but if not the creatures will choose an elf, dwarf or any other near-human.

From the time of his 'marking' onwards, the chosen victim will receive disturbing telepathic messages; the meenlocks can communicate telepathically over a 300' range. The messages will vary in content but the threat will be the same - that the meenlocks are pursuing the victim relentlessly and intend to make him one of them. The victim will also be conscious of stealthy movement in the shadows and of rustling, scratching noises (these will also be illusory and induced telepathically).

Companions of the victim will hear and detect

nothing and may conclude that their colleague is mentally aberrant. The meenlocks will not attack until the party beds down to rest. However, until that time the victim will become increasingly preoccupied with his predicament and will be able to concentrate less and less upon his adventure. His efficiency will thus be reduced, though the extent and effect of this will vary and is to be determined by the referee. As a guide, for every hour the victim is harassed by meenlocks, his skill rolls will be reduced temporarily by 10% point each, and spell casters will require a Difficult Idea roll to use sorcery. All these effects are cumulative but will disappear as soon as the meenlock threat has somehow been averted (if for example the party moves into an area which is brightly illuminated and which the meenlocks will not be able to enter). When the party including the victim has bedded down to rest, the meenlocks will attack, moving very silently. They will attempt to silence any guards and drag their victim away (they will not attack the victim with their claws unless absolutely necessary, but they show no similar mercy to others). If they succeed in doing so, they will take the victim to their shaft, sealing it after entry. After a short but gruesome ritual, the victim himself becomes a meenlock.

MEPHIT

Characteristics		Average
STR	3d6	10
CON	2d6+7	13
SIZ	2d6+4	10
INT	2d6+4	10
POW	2d6+5	11
DEX	3d6	10
APP	-	-

MOVE: 10/15 fly

Hit Points: 12

Damage Bonus: -

Attacks:

Fire: ClawX2 31% 1d3+1 Fire

Lava: FistX2 30% 1+1d8 Fire

Smoke: ClawsX2 30% 1d2

Steam: ClawsX2 33% 1d4+1 Steam

Skills: Fly 65%, Dodge(flying) 45%

	Fire	Lava	Smoke	Steam
Treasure:	2d6 gold	1d10 gold	1d10gold	3d6 gold

Armor: 1d2 1d4+1 - -

Note:

The various mephits are the evil messengers and errand-runners of the powerful creatures of Shadow and the Lower Planes. They are common inhabitants of all these locales, from the Nine Hells to the Abyss. Their allegiance varies, depending on their plane of origin, but they are always evil and aligned with Shadow. When mephits appear on the Prime Material Plane, they always have some demoniac or diabolic mission to perform (or a similar mission from another such evil personage). This can vary from a rigorous task (for example seeking out a particular victim and capturing him for transportation to Hades) to a more general mission (such as indiscriminate looting and killing).

Mephits are connoisseurs of the vulgar and tasteless; they share an extraordinarily twisted sense of humor (to a mephit, the sight of a creature writhing in agony is excruciatingly funny). They delight particularly in tormenting the helpless. If they can obtain them (and it is usual that they do) they will wear clothes of the most garish design and color possible. They adopt a strutting gait and have shrill voices (they all speak a common mephit tongue and the infernal language of devils).

All mephits are about 5' tall, with functional wings and fangs. Other forms of mephit are thought to exist though there is as yet no positive identification of type.

So far as can be ascertained, no particular type of mephit is more or less common on any of the Lower Planes - the types appear to be distributed





in an indiscriminate fashion.

Fire Mephit:

These mischievous creatures are dull red in color, with thin streaks of black. Their bodies are surrounded with wisps of flame - touching them with bare hands will cause 1 hit point of damage. They

attack with two claws and a breath weapon. This is either a jet of flame 15' long and 1' in diameter which automatically hits a designated target in range and delivers 2d4+1 hit points of damage (damage halved if a Reflex roll is made) or a blanket of flame 5' square immediately in front of the mephit (4 hit points of damage to each victim - no resistance or Reflex roll permitted). The mephit is able to vary the form of its breath weapon according to the circumstances. The breath weapon costs the mephit 3 MPs. The fire mephit can heat metal at a 50' range, causing 1d4 HPs per round for 5 MPs. Once every hour they may attempt to gate in another mephit - 25% chance of the attempt succeeding. The new arrival will be a fire, lava, smoke or steam mephit (equal probability each type).



Lava Mephit: These mephits are dull red in color and constantly ooze molten lava from their bodies in small drops, just as though it were

very heavy perspiration. The heat from their bodies can be sensed 30' away and anyone touching a lava mephit with bare flesh receives 1-8 hit points of damage.

They attack using their claws and heat damage, and a breath weapon. The latter consists of a molten blob of lava which automatically hits any single designated target within a 10' range (1-6 hit points of damage - no Reflex or resistance roll permitted). If the encounter takes place in a volcanic region where molten lava is available, these mephits can regenerate 2 hit points and 1 MP per round simply by keeping in contact with the lava (though this power ceases when the mephit is killed). The lava mephit can use its breath weapon at a cost of 2 POW. When this 'supply' is exhausted the mephit will no longer be able to breathe that day unless it subsequently 'recharges' by getting in contact with molten lava. The touch of the lava mephit automatically dissolves materials. Dissolving wood slowly at but one inch thickness per hour and metals quickly - destroying plate armor in 3 melee rounds) and all lava mephits may shape change at will into a pool of molten lava (this action will not re-charge the breath weapon). Once per hour they may attempt to gate in 1-2 other mephits (equal probability each type; if two appear they will be of the same type) with a 25% chance of success.

Smoke Mephit: Like the fire mephits, these creatures attack with two claws and a breath weapon. The latter consists of the discharge of a sooty ball of smoke which does 1-4 hit points of damage to a victim - no resistance or reflex roll permitted, The ball of smoke will automatically hit any single designated victim within a 20' range. The victim, in addition to receiving damage, is blinded for 1-2 melee rounds. The smoke mephit can use its breath weapon every other melee round for 1 MP.

The smoke mephit can use invisibility for 1 MP/round, and once every hour, attempt to gate in 1-2 other mephits (equal probability each type; if two appear they will be of the same type) with a 20% chance of success. When a smoke mephit dies, it coughs up 1 hit point of flame damage to everyone within 10' (no



resistance roll permitted).

The smoke mephit is black in color and has smoke oozing from its body. It will inhabit smoky and dark areas while on the Prime Material Plane and will never emerge into bright light unless forced to do so.

Steam Mephit: These mephits are gray in color and constantly ooze hot water; leaving a trail of water behind them when they move. Touching a steam mephit with bare flesh will deliver 1 hit point of damage to the victim, together with a his being stunned for one melee round unless he makes a Stamina roll.

In addition to attacking with their two claws, they can direct a jet of scalding water at any single designated victim within 20' - this will hit the victim automatically. The jet of water inflicts 1-3 hit points of damage (no resistance permitted) and there is a chance that the victim will also be stunned for one melee round as the touch attack. The mephit can use this breath weapon a limitless number of times at a frequency of once every two melee rounds. Once per 8 MPs the steam mephit can perform a 'rainstorm' of boiling water - treat as ice storm with 2-12 hit points of damage for all victims (no resistance permitted). For 2 MPs it can contaminate water (as the reversal of purify wafer). Once per hour it may also attempt to gate in 1-2 other mephits (equal probability each type; if two appear they will be of the same type) with a 30% chance of success.



MERFOLK

Characteristics		Average
STR	3d6	10
CON	3d6	10
SIZ	3d6+6	15
INT	2d6+6	12
POW	3d6	10
DEX	3d6	10
APP	3d6	10

MOVE: 2/10 swim

Hit Points: 12

Damage Bonus: +1d4

Attacks: Weapon 50% by type, Tail Strike 50% 1d4+db

Skills: Search 50%, Dodge 45%, Swim 100%
1d4 tribal skills such as craft 25%+2d10%

Treasure Type: C,R

Armor: 1 or armor worn

Note:

Mermen are found in the seas and oceans in the warm temperate and tropical areas. They range over areas harvesting the vegetation and hunting the fish the seas provide. Additionally, mermen actually herd certain fishes. They venture out of water only to sun themselves or to visit some coastal spot. Mermen have regular undersea communities, generally a reef or cliff honeycombed with passages and rooms. Only 10% of the time will they construct a village of shells, rocks, and coral. This community will have areas where the merwomen and their young (100% and 100% of the total merman population respectively) live, netted pens where food fishes are kept, workshops, and so on. These communities will be guarded by from 318 of the larger-sized barracuda, for mermen have learned to tame and use these fish. On occasion mermen will attack surface vessels; to do so they must surface and grapple it. They are very



accurate with these hooks and are 90% likely to hit. 10 meremen will then hold the line, and the ship will be slowed 10% for every such grappling. Meanwhile, the other meremen will fire their crossbows and darts at exposed crewmen. Grappling hooks can be thrown up to 30'. If grappling hooks are loosened or cut, the meremen pulling on the line are not able to attack during the next melee round. A motionless ship will be held by the meremen in 4-16 melee rounds. The ship will then slowly sink and eventually be looted by the victors. During such an attempt the attacking meremen are exposed to missile fire from the vessel, and if flame is used against them the meremen take double damage. Meremen speak their own language and 50% also speak locathah. Some can cast sorcery spells.

MEZZODAEMON

Characteristics		Average
STR	21	21
CON	2d6+24	30
SIZ	1d4+18	20
INT	2d6+8	14
POW	2d6+8	14
DEX	3d6	10
APP	-	-

MOVE: 12
Hit Points: 25
Damage Bonus: +2d6

Attacks: Claw 114% 1+db,
 By weapon 105% damage +db

Skills: Shield 90%, All Perception skills 50%,
 Fast Talk 80%, Dodge 90%

Treasure Type: Q(x5), X

Armor: 2d4

Note:

Mezzodaemons inhabit the Lower Planes between the Abyssal Layers and the Hells - i.e. Tarterus, Hades, Gehenna. There they will be found in numbers. They freely associate with night hags and demons, and are not averse to devils though they find the devils' strict regulations very tiresome. Mezzodaemons roam the Astral and Ethereal Planes at times and it is not too difficult to summon them to the Prime Material Plane, as they enjoy wreaking havoc here and they are willing to associate with humans aligned with Shadow and the like if the

price is right and their 'superior' position is generally recognized.

A mezzodaemon can use its high strength to great advantage when attacking physically. Its horny hands and talons can be used to strike blows but one will often use some form of magical weapon (battle-axe, flail or sword - bastard or two-handed). A magic shield is usually used with a weapon. They have a +30% 'to hit' bonus and do +1d4 magical damage when so armed.

Mezzodaemons are able to employ virtually any magical item not restricted by allegiance.

However, their innate magic resistance gives such items varying probabilities of failure, so they are likely to be shunned unless of great power. Their magic weapons are not effected by their resistance.

The following powers can be used by mezzodaemons: dimension door for 1 MP per 10', become ethereal for 5 MPs, passwall for 1 MP per round, invisibility for 2 MP per round, levitate MOV 12 at 1 MP per round, liken person/creature for 3 MP. They can use at will any one of the following powers during a melee round: comprehend languages, detect invisibility, detect magical auras, ESP, and read magic scroll/book. All mezzodaemons are unaffected by non-magical weapons (including iron and silver), paralysis and

poisons of any sort. Acid, cold and fire cause them only half normal damage.

Magic resistance varies according to the power of the spell. They are 95% resistant to spells costing 1 MP, 90% to spells costing 2 MPs, 85% to spells costing 3 MPs, and so on to 50% resistant to spells costing 10 MPs. A mezzodaemon can never be charmed and a suggestion spell will never affect it.

Mezzodaemons can see into both the infrared and ultraviolet spectra. They have a limited form of telepathy which allows communication with any creature of low or better intelligence.

Each mezzodaemon has his or her own name. They keep these names very secret, of course, to avoid being commanded by nycadaemons, demon lords, arch devils and like creatures, and to avoid being bound by a summoning spell.



MIHSTU

Characteristics		Average
STR	2d6+6	12
CON	1d6+15	18
SIZ	1d6+12	15
INT	1d6+13	16
POW	2d6+7	13
DEX	2d6+6	12
APP	-	-

MOVE: 10 fly
Hit Points: 16
Damage Bonus: +1d4
Attacks: 4xTentacles 82% 1d4+db

Skills: Dodge 80%

Treasure Type: (I)

Armor: 2d4

Note:

These free-willed elementals normally inhabit the elemental Plane of Air but sometimes are found in cool, damp places with little or no sunlight. Mihstu look like clouds of swirling mist and can seep through small cracks and openings. They can shape their bodies at will and, when attacking, they will form 4 solid tentacles tipped with razor-sharp talons. A mihstu can also envelope a victim in its misty body and drain 1 constitution point per round. If a victim's constitution reaches 0, death occurs. One point of constitution may be regained per full day of rest. During this time wounds can be healed only by magic. Mihstu can be harmed only by magic weapons. They are immune to all electrical and magic energy attacks. Cold-based attacks only stun them for 2d6 rounds. Mihstu are solitary creatures and prefer to be left alone. They will assume a ghostly shape to scare away intruders. However, they may perform tasks for powerful sorcerers in exchange for substantial payment of powerful magic items.

**MIMIC**

Characteristics		Average
STR	3d6+6	15
CON	3d6+6	15
SIZ	3d6+6	15
INT	1d6	3
POW	3d6	9
DEX	2d6	6
APP	-	-

MOVE: 2
Hit Points: 15
Damage Bonus: +1d6
Attacks: Appendage Strike 60% 1d6+db

Skills: Hide (mimic) 90%

Treasure Type: None

Armor: 1d6

Note:

Mimics are subterranean creatures which cannot stand the light of the sun. There are two varieties of this creature, the large (+8 SIZ), semi-intelligent carnivorous "killer mimic" and the slightly smaller, intelligent sort. While the former will attack anything which is nearby, the latter are generally friendly if offered food. All mimics move about constantly in their search of prey. Mimics pose as stonework, door, chests, or any other substance or item they can imitate. When a creature touches the mimic, the latter lashes out with a pseudopod. The mimic excretes a glue which holds fast whatever member the creature touched the mimic with. The killer mimics do not speak, but the other breeds have their own language and can usually speak several other tongues such as common.



MIND FLAYER (Illithid)

Characteristics		Average
STR	3d6+3	12
CON	3d6+3	12
SIZ	3d6+6	15
INT	3d6+6	15
POW	1d6+14	17
DEX	3d6	10
APP	-	-

MOVE: 8
Hit Points: 13
Damage Bonus: +1d4
Attacks: Fist 75% 1d3+db, We

Skills: Knowledge(arcane)75
 Knowledge(psychic)1
 knowledge 75%, Dod;

Treasure Type: B,S,T,X

Armor: 2

Note:

The mind flayer's skin glistens with slime. Its skin color is a nauseous mauve, its tentacles being purplish black. A mind flayer's eyes are dead white, no pupil being evident. The three long fingers of each hand are reddish, but the hands are mauve. These monsters speak only their own arcane language and several other weird tongues purportedly those of terrible races of things which dwell in regions of the subterranean world far deeper than mankind has ever ventured. It is also rumored that these monsters have a city somewhere deep beneath the earth. Mind flayers are found only in subterranean places, as they detest sunlight. They are greatly evil and consider the bulk of humanity (and its kin) as cattle to feed upon.



This creature may wield weapons but its primary physical attack is by striking a victim with its four tentacles. If a tentacle hits it will reach the opponent's brain in 1d4+1 melee rounds and draw it forth, immediately killing the creature. The mind flayer then devours the brain. Its more feared attack mode, however, is the mind blast of psionic power. Mind flayers have the following psionic abilities: levitation, domination, ESP, body equilibrium, astral projection, probability travel. Each of these are at 3d20+10% skill level. Flayers attack first with a Mind Blast in a 50'x10' cone. A failed POW vs POW resistance causes the target to be stunned 1d6+2 rounds. If the prerequisites are met, a mind flayer can also cast sorcery spells.

MINER

Characteristics	Average
STR	18
CON	20
SIZ	30
INT	15
POW	14
DEX	8
APP	-

MOVE: 2/1 burrow
Hit Points: 25
Damage Bonus: +2d6 (bite only)
Attacks: See below

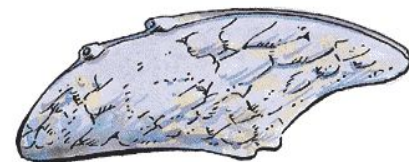
Skills: Sense(vibrations) 80%

Treasure Type: G

Armor: 1d4+1

Note:

The miner is a relative of the trapper and adapted to woodland survival. It is carnivorous and preys on small woodland animals; however, it often employs a form of ambush by which it acquires more substantial meals. It tunnels through earth to position itself a few inches below a traveled path or road, then extends its spinal barbs upwards through the surface. Passing creatures do not usually notice the barbs,



which look like twigs, and may step upon them unless failing a Nature or difficult Sense skill roll. The barbs are poisonous; any creature stepping on one must make a CON:14 resistance or be paralyzed for 2-40 rounds. Nevertheless, the miner will not reveal its presence until all surface vibrations have ceased (i.e., no movement), at which time it will dig out and attack what it has caught, enveloping it in a manner identical to the trapper. This is an attack mode it will also employ if engaged in combat. As it usually remains underground while foraging, the miner is difficult to attack unless dug out of its hiding place. Miners are not as amorphous as their trapper cousins and are usually similar in appearance to a tailless aquatic ray. Skin is mottled brown or greenish brown. Its frontal edge is hard bone, which extends to a central dorsal ridge lined with 6-25 brown barbs.

MINOTAUR

Characteristics	Average	
STR	3d6+12	21
CON	1d6+12	15
SIZ	3d6+12	21
INT	2d6	6
POW	3d6	10
DEX	3d6	10
APP	-	-

MOVE: 8
Hit Points: 18
Damage Bonus: +2d6
Attacks: Head Butt 40% 1d6+db, by weapon at base%+STR%
Skills: Track 50%, Listen 35%, Dodge 35%

Treasure Type: C

Armor: 1

Note:

Minotaurs are typically found only in labyrinthine places in the wilderness or underground. They are cruel, man-eaters, and although not particularly intelligent, they are cunning and have excellent senses. They are able to track prey by scent with accuracy, and they will always pursue if it is in sight. They attack anything without fear, unless it is obviously beyond their ability to defeat. If a minotaur is injured or achieves a critical hit, it

can choose to go berserk. In this state, it acts as if a Fury spell has been cast on it, gaining an additional attack without penalty, ignoring unconsciousness from major wounds, but cannot parry or dodge in that state.

MITE

Characteristics	Average	
STR	3d6	9
CON	1d6+6	9
SIZ	1d4+1	3
INT	2d6	6
POW	2d6	6
DEX	2d6+6	12
APP	-	-

MOVE: 3
Hit Points: 6
Damage Bonus: -1d4
Attacks: Bite 25% 1d4-db, Club
Skills: Hide 45%, Climb 40%, Dodge 25%

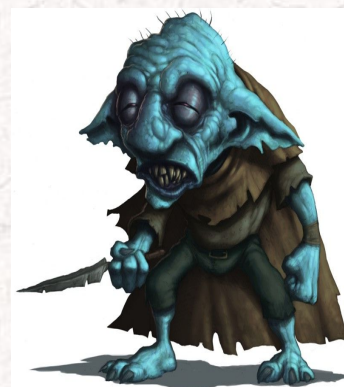
Treasure Type: C

Armor: -

Note:

Mites are a mere 2' in height, humanoid with large heads and evil faces. Their skin varies in color from light gray to violet. They inhabit networks of narrow tunnels above and below main dungeon corridors; their scurrying feet and high-pitched twittering voices can often be heard by roving groups of adventurers. However they are rarely seen and never openly attack. They will attempt to ensnare the lone adventurer or unwary straggler using trapdoors, nets, tripwires and other such means, bundling their captive off before help arrives. Those captured by mites are robbed, stripped, bound and beaten. Then, somewhat later, they are returned helpless to the main corridor at the mercy of wandering-monsters.

In melee they attack with a nasty bite and they have borrowed from their cousins the jermlaine the latter's technique of beating captives with loaded clubs, attempting to stun them, and a victim trapped by their methods will almost certainly (90%) be dealt with in this manner by



his mite captors.

The entrances to their tunnels are hidden and can only be detected with a Search roll against their Conceal Object roll. The tunnels are small and difficult of access to those of larger than SIZ 6. Mites are related to jermlaine and snyads. So far as can be detected, they have no language as such - their vocal twittering does not appear to convey more than very rudimentary information.

MOLD	Brown & Yellow		Russet	
	Characteristics	Average	Roll	Average
STR	-	-	-	-
CON	-	-	-	-
SIZ	6d6+6	24	1d6+12	15
INT	-	-	-	-
POW	-	-	-	-
DEX	-	-	-	-
APP	-	-	-	-
MOVE:		-		-
Hit Points:		=SIZ		=SIZ
Damage Bonus:		-		-
Attacks:	special			
Skills:	-			
Treasure Type:	None		Incidental	
Armor:	-			
Note:				

Brown: Brown mold grows anywhere beneath the surface of the ground. It is light tan to golden brown in color. It cannot stand high concentrations of ultraviolet light, but it feeds on radiant energy of most other sorts. Where a patch of brown mold grows, the temperature will be below average. If a creature walks within 5' of the patch, the mold will begin absorbing its body heat - even from a basically cold blooded creature. Each melee round that a creature is within 5' of brown mold, the mold will drain heat equal to 1-4 hit points frost damage each round. The mold grows 1 SIZ per 5 HP of heat it absorbs. So a torch thrown into the mass causing 5 damage (on 1d6) would cause it to instantly grow 1 SIZ and subsequent HPs. Weapons and spells have no effect on the mold but cold spells damage it normally.

Yellow: A more common underground fungus is yellow mold, which is pale yellow to a golden orange in color. Any creature which touches this

mold is attacked by its enzymes. It also affects wood, albeit more slowly. It does no harm to metals or stone. Anyone touching or coming within 10' a yellow mold causes it to release a cloud of spores in a SIZ in feet radius that fill the victims lungs, requiring a 10vsCON resistance roll or killing the victim within 24 hours. A cure disease is necessary within 24 hours to save such victims. Only heat/fire attacks damage this mold as it is immune to weapon damage and all spells not dealing with fire.

Russet: Found only in damp areas underground, this mold is often mistaken for rust at distances greater than 30 feet (70% chance). It is immune to all attacks involving weapons, fire, and cold but is vulnerable to applications of alcohol, acid, and compounds harmful to plants (such as salt). It can be killed instantly by casting a cure disease or a continual light upon it. Russet mold makes no physical attacks but emits a barely visible cloud of spores within a 3-foot radius; beyond this radius the spores settle to the floor, inert. Also, if the mold is touched it will inject these spores. All creatures passing within 3 feet or touching it will take 5-20 points of damage from the toxicity and must make a CON:12 resistance to the poison. Failure results in a sickness that will kill in 2-5 hours unless a cure disease is cast. Any character who dies from touching russet mold will undergo a transformation. The body will first start to sprout new growths of mold from the spores left at contact. Then, when entirely encased in mold, a vegepygmy will rise from the remains. The entire process will take 21-24 hours(1d4+20). A hold plant spell will halt the growth of the mold for the duration of the spell. If the mold grows for more than 1 hour, the victim cannot be recovered except by a wish spell. Russet mold is golden-brown to rust-red in color. Its lumpy texture is similar to cold porridge, and it is covered by short, hair-like growths. These stand upright and constantly waver as if in a gentle breeze.





MONGRELMAN

Characteristics Average

STR	2d6+10	16
CON	2d6+6	12
SIZ	2d6+10	16
INT	3d6	10
POW	2d6+5	11
DEX	2d6+2	8
APP	1d4+2	4

MOVE: 4

Hit Points: 14

Damage Bonus: +1d4

Attacks: By weapon base +STR%+2d10%

Skills: Craft(Mimicry) 75%, (Art) camouflage 80%+, Art(pick pocket) 70%, Tribal NPC

Treasure Type: C

Armor: 1d4+1

Note:

Although not a race unto themselves, mongrelmen do not belong clearly to any other race. They are a mixture of many different creatures, each mongrelman having possibly the blood of humans, orcs, gnolls, ogres, dwarves, hobgoblins, bugbears, elves, bullywugs and others flowing through his or her veins. Because of this mixture, they are seldom welcome in lawful or good societies and are usually abused or enslaved by chaotic and evil groups. Such treatment has forced mongrelmen to develop special skills for survival. All mongrelmen have the abilities of camouflage and mimicry. When using the camouflage ability, mongrelmen are able to hide themselves and their items with great skill. Normally, 1 turn is required for a mongrelman to camouflage himself, another creature, or an item. The chance of remaining unnoticed is 80% plus 1% for every turn spent preparing the camouflage after the first, up to a maximum of 95%. Thus a mongrelman who spends 8 turns would have an 87% chance of success. When camouflaging buildings and structures, the time required is weeks instead of turns. Successfully camouflaged persons and items will be unnoticed unless the person or item moves or is touched. Camouflaged buildings will be unrecognizable at distances greater than 50 feet (this may be adjusted for the size and type of structure). Mimicry allows the mongrelmen to almost perfectly imitate the

sound of any animal or monster, although this does not apply to special attack forms, which they cannot mimic. To assist them in obtaining items and goods they need, all mongrelmen are accomplished pickpockets. Each has a 70% chance of success. For every 10 mongrelmen, there will be at least 1 with +2 STR (+1d6 DB) and +4 CON(+2 HPs); for every 30, there will be 1 +4 STR (+1d6 DB) and +6 CON(+3 HPs); and for every 40, there will be a leader with +6 STR (+1d6 DB) and +8 CON(+4 HPs) In the lair will be a leader and 5 bodyguards. In combat, mongrelmen will normally fight with clubs or swords, but 5% of any group will be armed with blowguns and poison or paralyzing darts. (CON:12 or

paralyzed for 1d6 rounds) Mongrelmen normally live in areas of large mixed populations. They lair in ruins, deserted buildings, or other places that humans once lived in or built. In appearance they vary greatly, combining the worst features of each race. They speak fragmented Common mixed with various animal cries and nonsense. Their names are almost always the sounds animals make.



MOON DOG

Characteristics	Average
STR	18
CON	20
SIZ	10
INT	14
POW	14
DEX	12
APP	-

MOVE:	10
Hit Points:	15
Damage Bonus:	+1d4
Attacks:	Bite 85% 2d4+db

Skills: Sense (evil allegiance) 80%, Dodge (see below), Listen 80%, Sense(smell)80%

Treasure Type: N

Armor: see below

Note:

The moon dog, also known as the black hound or night prowler, is often mistaken for a baneful monster, when, in fact, the creature protects mankind and seeks out evil predators to slay in the night. Encounters almost never occur in heavily populated areas. Normally only a single creature will be found, but in areas of great Evil from 2-8 will be encountered. Likewise, on the Upper Outer Plane from which they come (Elysium), they will be found in larger numbers. They serve only deities of Light and great servants of such deities, such as devas, planetars, et al. The armor and Dodge skill of a moon dog depends on light conditions. In bright, wholesome light, armor is 2 Dodge is 50%. In twilight armor equals 4 Dodge 75%. In heavy shadow or darkness armor is 6 Dodge is 100%. Normal attack is a bite which inflicts considerable damage. A moon dog, however, has voice weapons which are effective against evil opponents. Baying causes all evil beings within 80' to to make a POW:POW resistance or flee in panic (as if struck by a Terror spell). If several moon dogs bay, the effect is cumulative. Howling causes all creatures of Evil in a 40' radius to suffer 5-8 points of damage per round of such noise; furthermore, each affected creature not native to the Prime Material Plane will suffer great pain from the noise and therefore has a cumulative 5% chance (per moon dog howling per round of such activity) of



being forced to return to its own plane, magic resistance notwithstanding in creatures under 16 POW. One at a time, 1 per round, at will, a moon dog can employ the following spell-like powers: change self, dancing lights, darkness. improved invisibility, light, mirror image, non-detection, shades once per day, and wall of fog. In addition, a moon dog can become ethereal. It can travel astrally or ethereally. It has superior vision equal to

double normal vision for all spectra. This, plus the unusually keen senses of hearing and smell, enable a moon dog to detect the following: evil, illusion (90%). invisibility including the improved form but only at 80% probability, magic (70%). and snares and pits (100%). Having prehensile forepaws, a moon dog will sometimes employ small items. When in shadowy light, a moon dog is able to move in such a way as to effectively create magic equal to a hypnotic pattern of shadows. Only creatures with more allegiance to Shadow will be affected. At the same time, each creature with more Light allegiance within the area will effectively gain a protection from evil and remove fear. When weaving the pattern, the moon dog cannot otherwise attack or perform other acts. A moon dog can be hit only by magic weapons. A moon dog is not subject to fear. The lick of the creature serves as follows: cure disease, cure light wounds, or slow poison. Each function can serve a given individual once per day. Association with a moon dog for 1 or more hours serves to dispel charm or remove curse. A moon dog can effectively dispel magic, but to do so it must expend its energy to such a degree as to be forced back to its own plane instantly. Moon dogs have their own language and can speak with all forms of canines and lupines as well. Additionally, they can speak Common and communicate by a limited form of telepathy. A moon dog is similar in form to a canine, and resembles a great wolf hound. The forepaws are prehensile and the creature is quite capable of bipedal locomotion (6 MOV). Coloration is mottled dark gray with deepest black color is amber.

MORKOTH

Characteristics		Average
STR	3d6+3	12
CON	3d6+3	12
SIZ	3d6+3	12
INT	4d6+2	14
POW	6d6	18
DEX	3d6	10
APP	-	-

MOVE: 12 swim

Hit Points: 12

Damage Bonus: -

Attacks: Bite 40% 1d6+½ db

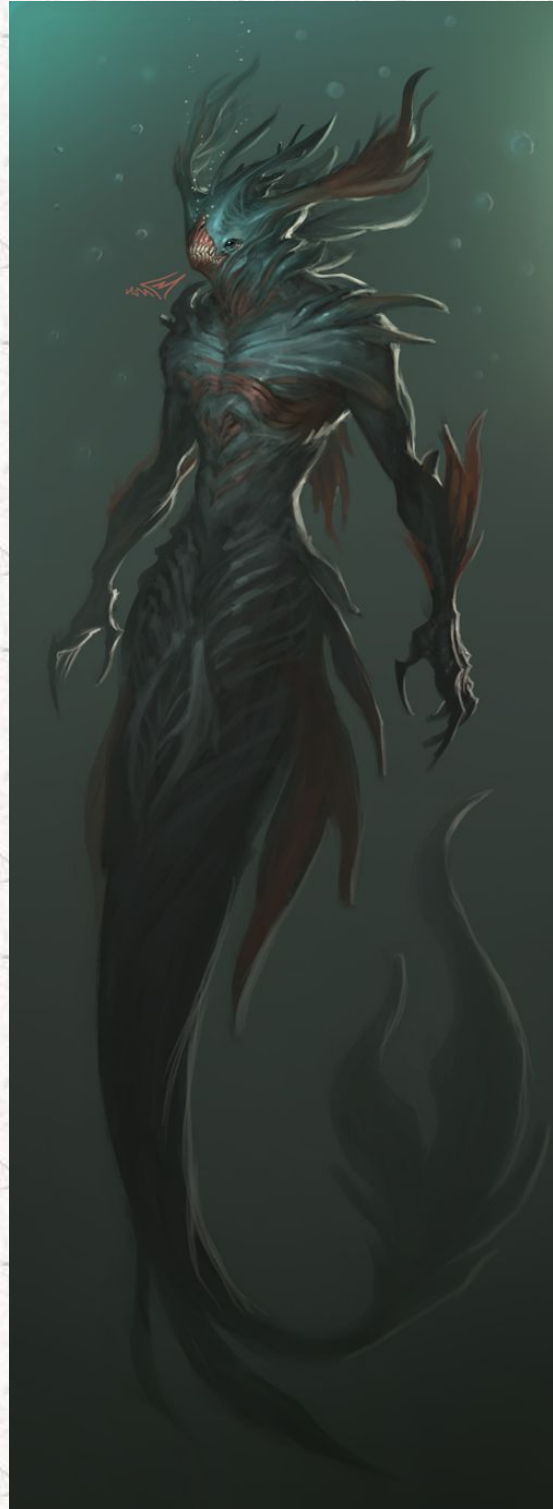
Skills: Reflect Sorcery 50%, Swim 65%

Treasure Type: G

Armor: 1d2

Note:

The morkoth, or morlock, is a dim, shadowy monster often referred to as the "wraith of the deep." It is possibly humanoid, but reports vary. It inhabits dark, deep waters. The lair of a morkoth is a series of spiraling tunnels, and at the nexus of these passages lurks the morkoth. Any creature passing over one of these tunnels is drawn towards it hypnotically, for the tunnels form a pattern which is hypnotic. When a victim is within the passages he approaches the morkoth without realizing it and will be charmed by a spell from the monster. The charmed victim will then be devoured at the morkoth's leisure. The tunnels of a morkoth are constructed so as to prevent large creatures from entering. There are typically 6 tunnels in a lair. Charm (100') POWvsPOW resistance. The morkoth attacks by biting. A charmed creature will suffer this attack without knowledge, and thus enable the monster to consume it. There is a 50% chance any spell cast at it is reflected back.



MUCKDWELLER

Characteristics		Average
STR	3d6	10
CON	3d6	10
SIZ	1d4+4	6
INT	3d6	10
POW	3d6	9
DEX	3d6	10
APP	-	-

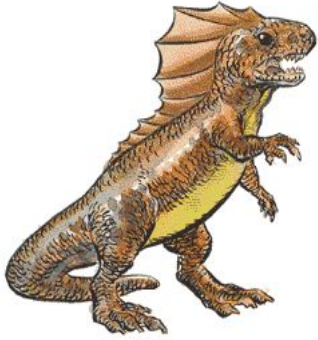
MOVE: 4/5 swim
Hit Points: 8
Damage Bonus: -
Attacks: Bite 25% 1d4+db

Skills: Swim 75%

Treasure Type: :Q,(J,K,L,M,N)

Armor: 1d4

Note:



A muckdweller has a back of mottled gray and brown and a pale, yellowish underbelly. The short tail is used for swimming and walking on land. Digits of the forefeet are prehensile but weak. Rear feet are partially webbed.

A muckdweller is a bipedal amphibian monster which lurks in swamps, marshes, or still mud-bottomed waters. Being omnivorous, a muck-dweller will eat plants, insects, aquatic animals, or even carrion, but fresh warm-blooded meat is its preferred diet. Packs of muck dwellers will lurk in wait for unwary victims. When one approaches, several will squirt jets of muddy water for up to 10 feet at the victim's eyes (DEX:15 resistance to avoid) while others will clamber forth to bite their prey with their small but sharp teeth. As a blinded victim cannot react that round, and all attacks against such a victim are at +20%, a muckdweller attack is dangerous indeed. The lair of a tribe of these creatures is always underwater, but they will always have a muddy, above-water area for rest and eating. There, the muckdwellers heap up their hoards of shiny things. If 16 or more monsters are encountered in their lair, there will be double the given type Q treasure. Muckdwellers have been known to associate with lizard men on rare occasions. They also have been reported serving kuo-toan masters. These monsters speak their own croaking-hissing tongue and possibly that of lizard men.

MUD-MAN

Characteristics	Average
STR	10
CON	12
SIZ	4
INT	2
POW	9
DEX	10
APP	-

MOVE: 4/6 swim
Hit Points: 8
Damage Bonus: -
Attacks: Sling Mud 35% (no damage)

Skills: -

Treasure Type: Incidental

Armor: -

Note:

Mud-men are formed in pools of mud where enchanted waters (even mildly enchanted ones, such as a stream eroding a magical structure) collect and evaporate and concentrate the dweomer. Physically they are animated mud, taking a stocky humanoid form when roused. Slow moving and unable to leave their pool of mud, mud-men have but one aim in life which is to kill any creature entering the pool who is more mobile than themselves. Virtually all creatures, and certainly all humans and demihumans, fall into this category. In their dormant state, mud-men lie below the surface of their pool with the substance of their bodies spread throughout, feeding on the dweomer of the mud. In this state they are immune to attacks with weapons (magical or otherwise). They are, however, susceptible to spell attacks (see below). When a character or creature enters the mud pool the mud-men sense its presence immediately and take 1 round to draw together the substance of their bodies and rise to a standing position ready to attack the next round. Once fully formed and standing they may be



harmed by weapons, provided the weapons are magical. Mud-men attack by hurling mud at their opponents. The mud hardens on impact and slows the movement of the victim. At first the mud-men hurl only blobs of mud (maximum range 60'). These slow the movement rate of the victim by 1 if they hit. However, while hurling blobs of mud, the mud-men move toward their opponents at their full movement rate. Once within melee they will hurl themselves (literally) rather than a mere blob. A successful hit means the death of the mud-man but it also slows the victim's movement by 4. A miss means that the mud-man must spend the next round re-forming to be ready to attack again. A victim is unable to move and begins to suffocate once the movement rate reaches zero using suffocation rules until the mouth and/or nose is clear. The victim will die from suffocation unless rescued. The hardened mud can be broken away from wholly or partially immobilized creatures. In this manner movement can be restored at a rate of 1 per 5 rounds of clearing. Note that mud-men cannot sense creatures outside their pool and will not attack them. Once there are no living opponents left within the pool, therefore, the roused mud-men will sink back below the surface, only to rise again if the pool is re-entered. Mud-men are affected by all spells which cause damage directly to living creatures (e.g., cause light wounds, magic missile, fireball, flamestrike) Dispel magic, Undo Sorcery, guide earth, and dig will destroy mud-men. Transmute mud to rock kills all mud-men it is able to affect, allowing no resistance roll. They are immune to poisoning, whether produced magically (e.g. cloud-kill, poison) or otherwise, and are similarly unaffected by spells which affect the mind (e.g., charm, sleep) or by psionics. So long as mud-men are not fully formed from their pool, the damage caused by spells cast on them does not have an area of effect (e.g., magic missile)



and is divided among them (fractions rounded down) since the substance of their bodies is evenly spread out in the mud.

MUMMY

Characteristics		Average
STR	3d6x2	18
CON	3d6x2	18
SIZ	2d6+6	12
INT	2d6+6	12
POW	3d6+6	15
DEX	2d6	6
APP	-	-

MOVE: 6

Hit Points: 18

Damage Bonus: +1d6

Attacks: Fist 50% 1D3+db, Weapon 70% by type

Skills: As Heroic NPC of Priest occupation

Treasure Type: D

Armor: 1d4 or armor worn +1

Note:

Mummies are undead humans with existence on both the normal and the positive material planes. They are found near their tomb or in like burial

places or ruins. They retain a semblance of life due to their evil, and they seek to destroy any living thing they encounter. Their unholy hatred of life and their weird un-life state gives them tremendous power. The scabrous touch of a mummy inflicts a rotting disease on any hit. The disease will be fatal in 1-6 months, and each month it progresses the diseased creature loses 1d2 points of APP, permanently. It can be cured only by magic, cure disease. The disease negates all cure wound spells when cast on the inflicted. Infected creatures heal wounds at 10% of the normal rate. Any creature killed by a mummy, rots and cannot be raised from death unless a cure disease and raise dead spell are used within 6 turns of death.

MYCONID (Fungus Man)

Characteristics	Mycanoid		Elder		King	
	Average	Roll	Average	Roll	Average	Roll
STR	2d6+6	12	2d6+10	16	2d6+14	20
CON	2d6+6	12	2d6+8	14	2d6+10	16
SIZ	1d4+6	8	2d6+10	16	2d6+14	20
INT	3d6	10	2d6+6	12	2d6+8	14
POW	2d6+6	12	2d6+8	14	2d6+10	16
DEX	2d6+6	12	3d6	10	3d6	10
APP	-	-	-	-	-	-
MOVE:	8					
Hit Points:	10		15		18	
Damage Bonus:	-		+1d4		+1d6	
Attacks:	Club Hands 25% 1d4+db		45% 2d4+db		65% 3d4+db	
Skills:	Mycanoid: Craft(farm) 50%, Dodge 40%					
Elder:	Craft(farm) 60%, Dodge 45%					
King:	Craft(farm) 70%, Dodge 45%					
Treasure Type:	S(x2)					
Armor:	1d2		1d4		1d4+1	
Note:						



The myconids, or fungus men, resemble walking toadstools in humanoid form. Their flesh is bloated and spongy and varies in color from purple to gray. Their skin, except on their hands, oozes a substance poisonous to animal flesh. Personal contact with a myconid in most places will result in 1-4 points of damage to the creature doing the touching. Each of their pudgy hands has 2 stubby fingers and a thumb on either side. The myconids live deep underground under conditions suitable to fungi. They never venture out onto the surface, and they have a deathly fear of direct sunlight. (The exact effects of sunlight on a myconid are unknown, but they must be detrimental or the fungus men wouldn't fear them so.)

Authors note: I like to go the "Gremlins in water" route here and say direct sunlight causes them to sprout 1d6 EVIL Myconid. Myconid society is based on "circles," extremely tight social groups linked by group work and melding sessions. Each circle's day is rigidly structured: 8 hours of rest, followed by 8 hours farming the fungus crops or doing other necessary work, followed by 8 hours of melding. For the myconids, melding is entertainment, worship, and social interaction combined. The

fungoids gather in a tight circle, and the elder members release rapport and hallucinator spores. The entire group then merges into a collective telepathic hallucination for 8 hours. Myconids consider this melding to be the reason for existence. Only distress spores will bring a circle out of meld early. A myconid circle usually consists of 20 members, 15 Myconids and 5 elders. Fungus men fight by clubbing with their clasped hands, doing 1d4 points of damage for normal age, 2d4+DB points of damage for elders, and the king who inflicts 3d4+DB points of damage on a hit.

The myconids also have the ability to spew forth clouds of specialized spores. The number and kind of spores they can emit increases as they grow. As each myconid advances to another age level, it gains the ability to spray another type of spores, and the number of times per day each type of spore can be emitted also increases. A myconid can emit each of its spore types a number of times per day equal to its CON/5. For example, a normal myconid will be able to spray 2 different types of spores, and each may be sprayed 2 times a day. The spore types are listed and explained below, in the order in which the abilities are gained: Distress: This spore type is

used to alert other myconids to danger or a need for aid. The cloud, which expands at the rate of 40 feet per round, will gain the attention of all myconids around the emitter. It will expand to 120 feet maximum. This ability is gained at the youngest level. Reproducer: These spores are emitted only at the proper time for growing new myconids so that the population may be properly controlled. They are also automatically ejected by a dying myconid. This ability is gained at the youngest level. Rapport: These spores are used primarily in the melding process. However, they can also be used by the myconids to communicate with other species (since the fungus men do not talk). A small cloud of spores may be puffed at 1 creature; if the being fails a CON:12 resistance, it will be able to go into telepathic rapport with myconids, speaking mind-to-mind in a normal manner. Willing recipients of the spores may deliberately fail the roll. The duration of the effect is equal in turns to the POW the myconid originator. This spore-ability is gained at the Elder level. Pacifier: This type of spore cloud may be spewed at a single creature. If the creature fails a CON:12 resistance, it will be unable to do anything, becoming totally passive. The affected creature may only observe; it may take no action, even if under attack. This effect lasts for a number of rounds equal to the POW/3 of the myconid spore spewer. The pacifier spore ability is gained at the Elder level. Hallucinator: These spores are also primarily used in the melding ritual. However, they will affect other creatures as well. The spore cloud may be shot at 1 creature, and if that creature fails its CON:12 resistance, it will suffer violent hallucinations for a number of turns equal to the POW/3 of the myconid responsible. Hallucinating creatures will react as follows (using ld20): 1-10 Cower whimpering 11-15 Stare into nothingness 16-18 Flee shrieking in a random direction 19-20 Attack closest creature to kill The ability to emit hallucinator spores is gained at the Elder level.



Animator: This spore ability is gained at the highest age level, the level which only the king may achieve. The king can use these spores to infect a dead person or animal. A purple fungus will cover the corpse, taking over the dead body systems and putting them back to work, animating the corpse so that it resembles a zombie. It is not undead, however, and cannot be effected by a such magic. The animated bodies are slower than they were in life, and they always strike last in a melee round (another resemblance to zombies). The body continues to rot and the fungus gradually replaces missing parts, becoming specialized to take over their functions. Eventually, however, the decay proceeds too far, and the body stops functioning, able to rest at last. Animation takes place 1-4

days after infection, and the corpse will be animated for 2-5 weeks before it decays.

Animated creatures will follow simple orders (given by the animator) to the best of their ability. Orders take priority over self-preservation. The myconid king is always the largest member of the fungoid colony and the only member at the king level. It is also the only myconid who is not a member of a circle. The other myconids regard separation from their circle with horror and pity

the lonely king. The leadership role is thought of as a very unpleasant duty, almost a condemnation. However, when the old king dies, the strongest elder myconid always assumes the role of the new king. The king must remain outside circle affairs to retain objectivity and pay close attention to the duties of leadership. The king animates guardians for the colony so that the myconids need not commit violence. It coordinates the schedules and pays attention to affairs outside the colony that could affect the fungus men. The king also practices fungal alchemy, brewing special potions which may be useful in a time of trouble. In general, the myconids are a peaceful race, desiring only to work and meld in peace. In combat, they will avoid killing, if they can, as violence adversely affects their meld hallucinations. However,

accord has never been reached between fungoid and humanoid; each views the other as a threat, and population pressures in the limited underworld inevitably cause conflicts.



NAGA

Characteristics	Guardian		Spirit		Water	
	Average	Roll	Average	Roll	Average	Roll
STR	3d6+5	14	3d6	9	3d6	10
CON	3d6+12	21	3d6+10	19	3d6+8	17
SIZ	2d6+25	30	2d6+20	26	2d6+15	21
INT	2d6+8	14	2d6+10	16	2d6+12	18
POW	3d6	10	1d4+15	17	1d4+15	17
DEX	2d6+6	12	2d6+6	12	2d6+6	12
APP	-	-	-	-	-	-
MOVE:	12		10		8	
Hit Points:	25		22		19	
Damage Bonus:	+2d6		+1d6		+1d4	
Attacks:	Bite 30% 1D3+poison, Constrict 75% 1d4+db					
Skills:	Search 70%, Knowledge (religion) 75%, Knowledge (arcane) 75%, Dodge 50%					
Treasure Type:	(H guarded)		(B,T,X)		D	
Armor:	1d6		1d4+1		1d4	
Note:						



Guardian: Wise and good, guardian naga are found principally in sacred places, guarding treasure of minions allied with Light, or as watchers over some evil. If a Naga hits with a constriction attack and manages to hold it until the next round, their bite increases to 75%. Naga bites cause the target to make a CONvsCON resistance roll of suffer the Nagas CON in additional poison damage. Nagas can learn and cast spells if the prerequisites are met. Some (16 INT 16 POW) can learn Deep Magic. Guardian naga are have various colored scales with silvery triangles along the back. They tend to have fair faces and their eyes are golden.

Spirit Naga: Totally evil, spirit naga seek to do harm whenever and wherever possible. They prefer dwelling in ruined, dismal, or subterranean places. In addition to a poisonous bite for 1-3 hit points damage, these monsters can permanently charm (as a charm spell) any humanoid creature that meets a gaze of these

monsters unless a POW:POW resistance roll is made. Finally, spirit naga are able to use sorcery if they meet the requisites. Spirit naga are black scaled with crimson bands. Their heads are bulbous and have a very human appearance, even to coloration and hair.

Water Naga: Found only in clear, fresh water, these creatures are curious but quite neutral in attitude. They seldom attack unless threatened or attacked first. As they generally inhabit places many feet beneath the surface of a pool, lake, or river, they are seldom disturbed in their lair. In addition to their poisonous bite, water naga are able to employ spells (excluding those which deal with fire) Water naga are emerald green to turquoise in reticulated pattern with chocolate brown and pale jade green or dark gray and olive. Their eyes are pale green to bright amber.

NECROPHIDIUS (Death Worm)

Characteristics		Average
STR	12	12
CON	-	-
SIZ	22	20*
INT	10	10
POW	-	-
DEX	12	12
APP	-	-

MOVE:

Hit Points: 20*

Damage Bonus: +1d4

Attacks: Bite 25% 1d4+db+special

Skills: Move Silently 100%, Track(psychic) 100%
Dodge 25%

Treasure Type: None

Armor: 1d6

Note:

This creature appears to be the skeleton of a giant snake with a fanged human skull as a head. It is totally silent, immune to sleep, charm and mind-affecting magic, and will never succumb to fear. Its bite causes damage and paralysis unless the victim makes a POW:12 resistance roll (this effect is magical, not poison). The paralysis lasts 2d6 rounds. The necrophidius attempts to attack by surprise and if it is not itself surprised it will execute the Dance of Death - a hypnotic, semi-magical swaying which rivets the attention of any victim observing the worm who fails to make POW:14 resistance roll. Failure means inability to act; treat as hypnotism. This allows the worm to advance and make an Easy attack without opposition. A necrophidius is created for one specific purpose and is therefore generally met in the role of assassin or guard - never as a wandering monster. The way to create a necrophidius is usually found in ancient tomes or a similar to a Manual of Golems. The materials include the complete articulated skeleton of a giant snake (poisonous or constrictor) and the skull of a cold-blooded murderer killed within the previous 24 hours. The cost is 500 Bronze pieces per CON/hit point of the creature and it requires 10 days construction time. A point of POW is sacrificed by the creator. Despite a number of

characteristics to the contrary, the necrophidius is not undead and cannot be effected by sorcery specific to undead.

This woodland dwelling, intelligent form of plant life

NEEDLEMAN

Characteristics		Average
STR	8	8
CON	2d6+8	14
SIZ	1d6+12	15
INT	2D4	4
POW	3d6	10
DEX	3d6	10
APP	-	-

MOVE: 6

Hit Points: 14

Damage Bonus: -

Attacks: 1d6 Needles 34% 1d2 damage each

Skills: Hide(in wooded area) 75%

Treasure Type: G

Armor: 1d4

Note:



looks like a zombie but in fact is neither animal nor of undead. Embedded in its 'flesh' all over its body are masses of small sharp needles, like thick pine needles. Each round it may 'fire' 1-6 of these needles, each of which inflicts 1-2 hit points of damage on a victim, up to a range of 20'. For practical purposes, its supply of needles is infinite. The creature is particularly vulnerable to magic. Attacks on it by magical means will inflict triple normal damage on it, though it has a resistance roll as normal. Other spells of a non-offensive nature (such as charm plants) will be triply effective against it, tripling duration, effect, ect, as appropriate. Of course, the fact that it is a plant makes it immune to certain sorcery, such as mind effecting spells. Needlemen appear to hate elves and will attack them on sight.

When among conifers or heavy undergrowth, needlemen are nearly undetectable and if it achieves surprise the first shower of needles are considered an Easy attack. It is very rare to encounter the creature outside this sort of natural habitat.

NEO-OTYUGH

Characteristics		Average
STR	3d6+6	15
CON	3d6	10
SIZ	3d6+6	12
INT	2d6+2	8
POW	2d6	6
DEX	3d6	10
APP	-	-

MOVE: 6
Hit Points: 11
Damage Bonus: +1d4
Attacks: 2 Tentacles 50% 1d4+db, Bite 30% 1d4

Skills: Sense 75%, Telepathy 60%

Treasure Type: None

Armor: 2

Note:

Neo-otyugh are a larger, more intelligent species of otyugh. They conform to the general characteristics of otyugh, and are even more aggressive in their hunting of prey. Also, the Neo-otyugh are slightly better at telepathic communication. Some specimens of these creatures reach 8' diameter and a height of 3' or more. The hide of a Neo-otyugh is even tougher than that of an otyugh, although the appearance is similar, The bite of this beast causes a random disease if a 12vsCON resistance roll is failed.

**NEREID**

Characteristics		Average
STR	3d6	10
CON	2d6+8	14
SIZ	1d6+13	16
INT	2d6+9	15
POW	2d6+5	11
DEX	2d6+6	12
APP	21	21

MOVE: 8/6swim
Hit Points: 15
Damage Bonus: -
Attacks: Brawl 20% 1d3+db, Spittle 50% blinded

Skills: Dodge 75%, Language (Human/elf) 75%,
 Navigate 100%, Sense 50%, Search 50%,
 Swim 100%, Hide(in water) 95%

Treasure Type: (X)

Armor: -

Note:

Nereids are creatures from the Elemental Plane of Water. Their name means "the honeyed ones" and they can assume human form when not in the water. These forms are always beautiful and mostly female. Nereids are depicted as young and slim with long golden hair and pale white skin and possessing beautiful voices. Perhaps they are garbed in white and gold but they are often devoid of raiment. They have a white shawl which they carry in their hands or wear draped over their head and shoulders. In water a nereid is transparent and 95% undetectable except as golden angel seaweed. These creatures may be found in the sea, rivers, wells, mountain and cavern springs, and on the Elemental Plane of Water. Like the water they inhabit, their motives are chaotic and capricious, but whether they are allied with Light, Balance, or Shadow depends on the individual. The majority of nereids are allied with Balance, but there are those who are very good as well as those who are diabolically evil. However, all nereids are shy and flighty and their antics have a playful quality. The nereid's preferred physical attack is her spittle (range of 20 feet) which may blind a target for 2-12 rounds if it hits. This venom may be washed away with water. A blinded victim will attack at -40% as well as all skills involving sight. A nereid has some control



of the water in which she lairs for a radius of 30'. She can make the waters heave in great waves which will slow movement to one-fourth of normal or cause the water to boil and froth, increasing the chance of drowning. She can cause waves to crash with such a roaring sound that characters within 30' may be deafened for 3-12 rounds if precautions are not taken. Lastly, the nereid may form watery shapes which may be no more than pleasant entertainment or may become a substantial defense. This latter will take the form of a watery serpent or fist which strikes as a 50% attack and inflicts 1-4 points of damage. Only 1 of these attacks may be done per round. All males that look at a nereid will find themselves incapable of causing her harm (POW:APP resistance), and her actions will seem to be casual flirtations. Men have been known to sit and watch a nereid's antics all day. And many a man has been tempted to try and take a nereid for a wife or merely to pursue her for her embrace. This may bring disastrous results, however, for while the kiss of a nereid can bring sweet bliss, it may also result in a watery doom. If a nereid is caught, she may make an Agility roll and if successful will flow away like water. Still, if a kiss is forced from a nereid (for she is loath to give them), the player character must make a POW:POW resistance or drown instantly; otherwise ecstasy is his in the form of a Rapturing Touch spell (Advanced Sorcery) that also heals all wounds, cures all diseases (even magical), and removes poison. The nereid's greatest weakness lies in her shawl, for it contains her soul. If the shawl is destroyed the nereid will dissolve into formless water. Thus, if a character can obtain her shawl, he or she will be able to command the nereid who will respond out of fear. However, a nereid will lie and attempt almost anything short of hostile actions to gain return of her shawl. Nereids are 85% likely to have a pet. To find out the type of pet roll a 1d8 and use the following:

- | | |
|------------------------------|------------------|
| 1 = Eel, giant | 5 = Squid, giant |
| 2 = Otter, giant | 6 = Dolphin |
| 3 = Snake, giant (poisonous) | 7 = Leech, giant |
| 4 = Octopus, giant | 8 = Ray, sting |

NARWHALE

Characteristics		Average
STR	6d6+30	48
CON	3d6+25	34
SIZ	6d6+40	58
INT	8	8
POW	3d6	10
DEX	2d6+3	12
APP	-	-

MOVE: 25

Hit Points: 46

Damage Bonus: +6d6

Attacks: Horn Ram 66% 1d10+½ db

Skills: Swim 75%, Jump 50%, Search 50%

Treasure Type: None

Armor: 2d6

Note:

Narwhales, the "unicorns of the ocean," are common in cool to cold waters. They are marine mammals of considerable size, ranging from about 20-40+feet, exclusive of the spiral "horn" which is 6-12feet long. Basically non-aggressive, narwhales will defend themselves with their great horn if serious threat or actual attack occurs. Narwhales are used as pets and guards by communities of dolphins. They are also trained and used occasionally by aquatic elves.



NIGHT HAG

Characteristics		Average
STR	3d6+9	18
CON	2d6+10	16
SIZ	2d6+10	16
INT	3d6+8	14
POW	2d6+8	14
DEX	3d6	10
APP	1d6	3

MOVE: 8
Hit Points: 16
Damage Bonus: +1d6
Attacks: Claw 75% 1d6+db

Skills: Bargain 50%, Dodge

Treasure Type: 1d4 onyx gems

Armor: 1

Note:

The night hag is a hideous dark blue-violet color, with black hair and glowing red eyes. Her taloned hands and feet have nails of jet black. The race of night hags rules the convoluted planes of Hades, and they are seldom encountered elsewhere. In their own region they are numerous, but they appear singly on the material plane, and always in search of very evil persons to slay and bring to Hades to barter their souls - a valuable commodity to both demons and devils alike. If a night hag finds a very selfishly evil person, she will cast a powerful sleep spell which requires a successful 15vsPOW to resist. The night hag then strangles the sleeping victim and collects their soul in gems called soul stones. These stones are merely onyx and worth 100 BP+100 BP per point in shadow the soul within had in life. Devils and demons can feast on these souls or turn them into lesser servants. Ie: Manes demons or Lemur devils.

**NIGHTMARE**

Characteristics		Average
STR	4d6+18	30
CON	3d6	10
SIZ	4d6+20	32
INT	3d6+6	15
POW	3d6	10
DEX	2d6+6	12
APP	-	-

MOVE: 12/14 fly
Hit Points: 21
Damage Bonus: +3d6
Attacks: Bite 40% 1D6, Kick 35% 1D6+db, Trample 75% 2D6+db

Skills: Dodge 50%, Fly 50%

Treasure Type: None

Armor: 1d6-1

Note:

Also known as "demon horses" and "hell horses," nightmares are creatures from the lower planes. They are ridden primarily by the more powerful demons and devils as well as by night hags. On occasion they serve as steeds for undead such as spectres, vampires and liches. Nightmares can fly, become ethereal, and roam the astral plane. They hate material life and attack viciously, even without a rider to command them. The hell horse is gaunt and skeletal with a huge head, glowing red eyes, flaming orange nostrils, and hooves which burn like embers. The coat is dead black, and the creature's mane and tail are wild and rugged. Creatures of 100+ alliance with Shadow may be granted a Nightmare as a mount as reward for Apotheosis.

NILBOG

Characteristics		Average
STR	1d6+9	12
CON	3d6	9
SIZ	1d3+3	4
INT	1d6+6	9
POW	3d6	9
DEX	2d6+6	12
APP	-	-

MOVE: 4
Hit Points: 6
Damage Bonus: -1d4

Attacks: Bite 15% 1d6+db, or by weapon at base%

Skills: Tribal Skills as NPC, Dodge DEXx3%

Treasure Type: K(C)

Armor: type worn

Note:

This creature looks exactly like a normal goblin with one important exception - it suffers from a curious spatial temporal reversal. It remains a mystery why only goblins are susceptible to this strange disorder. Nilbogism (the name given to the disorder) appears to occur when overly heavy use of magic strains the fabric of the space-time continuum, and leads to some very strange localized events. The coincidence of conditions which lead to nilbogism is extremely rare and is only imperfectly understood.

Although the creature itself does not in any sense transmit the disorder to those around it, some of the effects are transmitted.

Many and varied accounts have been received about the nature of the space-time disturbances which take place in the presence of nilbogs.

Only one factor appears to be common -the adventurers will have no control over their own actions and will generally pursue courses of action contrary to their normal intent; for example a character of the thief occupation may feel an overwhelming compulsion to load all their treasure into an empty treasure chest in the nilbog lair and leave empty-handed. A mercenary may refuse to fight. A sorcerer refuse to cast spells. A PC may attack a fellow adventurer. There are no resistance rolls against these effects, nor is there any known defense (though a powerful spell such as a wish, will, if used properly, have a good chance of rendering



local immunity against the effects).

Another curious feature of nilbog power is that the creature **gains** hit points when it is struck, the addition being equal to the intended damage rolled. (this doesn't seem to work if a nilbog strikes another). It can only lose hit points by such means as casting heal spells on it, forcibly feeding it healing potions and so on.

For obvious reasons, encounters with these strange creatures are dreaded and, as a result, normal goblins tend to be treated with extreme caution lest they turn out to be nilbogs. There appears to be no way of distinguishing between

the two apart from the use of such spells as commune or by trial and error.

So far as is known, no other creature has been afflicted with nilbogism.

NONAFEL (Cat O'Nine Tails)

Characteristics	Parent Average	Child Average
STR	3d6+6	20
CON	1d6+16	19
SIZ	2d6+8	15
INT	5	5
POW	3d6	10
DEX	2d6+12	19
APP	-	-

MOVE: 16

Hit Points: 13

Damage Bonus: +1d6

Attacks: Claw 50% 1D6+db, Bite 30% 1D10, Rip 80% 2D6

Child: Claw 20% 1D6+db, Bite 25% 1D10, Rip 50% 2D6

Skills: Hide 80%, Move Quietly 90%

Treasure Type: None

Armor: 1d4

Note:

On first sight this creature appears to be a large black panther with yellow, bloodshot eyes. It is usually found in caves in warm zones of the underworld. It is carnivorous and its skin has been known to fetch as much as 1,500 bronze pieces. The creature displays a most unusual dissociative power which enables it to divide into nine individual black panthers (the main or parent panther and eight lesser copies or

children) This transformation takes place in one segment of time and appears to be instinctive, requiring no concentration on the part of the 'parent' beast. The creature will always attack a party of adventurers or any other monster it encounters, usually (90%) transforming itself as soon as its enemies are sighted and then attempting to surround the party, all eight 'children' acting in co-operative fashion as though there exists some telepathic bond between them which gives them the effective power of a corporate brain. There is only a small chance (10%) that the creature will remain in parent form before attacking, and even if this is the case the dissociation will take place after 1-2 melee rounds of combat. If one or more of the 'children' are damaged during melee there is a 25% chance each round that the children will be re-associated to form the parent. This takes place by means of a blink operation and all the children can be re-associated so long as they are within a 50' radius (the re-association will not take place if all children are not within a 50' radius); the children can still engage in combat during the round of their re-association. When re-associated, the parent can regenerate 9 hit points each round, one for each of the offspring which is spread evenly among the offspring and the parent. (if one or more of the offspring were unharmed before re-association, the hit points due to them from the regeneration are lost and cannot be transferred to one of their damaged brethren). Once the offspring have regained at least half their HPs through regeneration, the parent will again dissociate into nine (or perhaps fewer, if one has been killed) offspring; again the parent can partake in combat during the melee round of dissociation. If an offspring is killed, the body will blink to the parent-body when re-association takes place, but the regeneration has no effect on that particular individual beast, and when dissociation next takes place, there will be one fewer offspring. After the second dissociation, the whole process begins again, with a 25% chance each round that the parent will re-form if one or more of the children have been damaged.

When the creature dissociates, the parent's CON will be divided as equally as possible between the children (so a parent of 19 CON will divide into 8 children (and the parent) with 2 CON each and one with 1 CON). HPs for these children will be based on their $CON+SIZ/2$ as normal.

The parent attacks using its flail-like tail. The tail is swung over the head in a manner similar to the tail attack of a wyvern. Each child fights using its tail in a similar manner but inflict less damage.

The parent can regenerate killed copies at a rate of 1 per month.

NORKER

Characteristics		Average
STR	2d6+7	13
CON	3d6	10
SIZ	1d4+4	6
INT	2d6+6	12
POW	2d6+3	9
DEX	3d6	10
APP	-	-

MOVE: 6

Hit Points: 8

Damage Bonus: -

Attacks: Bite 15% 1d3, Club base% 1d6+db

Skills:

Treasure Type: E

Armor: 1d6+1

Note:

Far distant relatives of hobgoblins, norkers are similar in appearance to their hobgoblin cousins but have developed 3" fangs which they use in melee to inflict 1-3 hit points of damage. In the same round they can also attack the same opponent with a club for 1-6 points of damage, but if they are disarmed they have no effective claw attack. The norker also has a very tough skin - a form of exoskeleton - which gives it armor rating.



NYCADAEMON

Characteristics	Average	
STR	9d6+18	46
CON	4d6+14	26
SIZ	1d6+20	23
INT	2d6+8	14
POW	1d6+11	17
DEX	3d6	10
APP	-	-

MOVE: 10/25 fly**Hit Points:** 25**Damage Bonus:** +3d6**Attacks:** Fist 1+db, By weapon 116% damage+db**Skills:** All Communication and Perception Skills at INT x4%, Fly 100%, Fast Talk 75%, Dodge DEXx5%, Shield 95%**Treasure Type:** X,Q(x10)**Armor:** 2d4+2**Note:**

The race of nycadaemons are among the most powerful of the creatures native to the Middle Lower Planes. Like their cousins the mezzodaemons, nycadaemons are common to the planes of Tarterus, Hades and Gehenna. Unlike their related creatures, they are also able to enter the 666 Layers of the Abyss and the 9 Hells as they will. Nycadaemons are avoided by all lesser creatures - night hags mezzo- daemons, lesser and greater devils, and most demons for the race is totally wicked and domineering, caring not who or what they enslave or exploit, but always acting in an intelligent and carefully calculated manner aimed at maximizing personal power and safety. Thus, these creatures will co-operate with other evil beings and races whenever mutual actions are likely to prove beneficial to themselves. Nycadaemons are very strong so blows from their huge horny fists inflict terrible punishment. However, nycadaemons will employ suitably large magic weapons in conjunction with a shield (c.f. mezzodaemon) whenever such weapons are available. These demons are clever and can use magic items appropriate to their size and nature. These



creatures have a graduated magic resistance which prevents low level magic from functioning except rarely, and even higher level spell devices are likely to malfunction with distressing regularity, so nycadaemons typically shun all but the most powerful dweomered objects, - some few miscellaneous objects, artifacts, relics and the like - and enchanted weapons which have no magical projections to be affected by their multi-planed structure. The following powers can be used by nycadaemons: command three times a day, Undo Sorcery 3 twice per day, dimension door three times per day, gaseous form once per day, mirror image (4 images) twice per day, reverse gravity twice per day, wind walk three times per day and word of recall once per day. They may also employ any one of the following powers once per round: comprehend languages, detect invisibility, detect magic, enlarge (and reverse). Terror (by touch), invisibility (up to 10' radius), Liken person/beast, project image, read magic, and telepathy.

Only magic weapons of +2 or MP enchantment will cause damage to nycadaemons. Iron

weapons and silver weapons do not harm these creatures, unless the weapons are enchanted as noted. Paralysis and poisons (including all gases) have no effect on them, and acids, cold and fire cause them only half normal damage. They regenerate 1 hit points of damage per 3 rounds. Nycadaemons are 100% resistant to magic of 1 MP of power, and this resistance decreases in 5% increments k.f. mezzodaemon) to 60% at spells

with nine MPs powering them. This is based upon 11th level of ability; Beguiling, charm, and suggestion never affect the nycadaemon. The entire spectrum of radiation can be seen by nycadaemons (I.e. infrared, ultra-violet, X-rays, gamma rays etc.) The telepathic ability of these creatures allows them to communicate on the telepathic level with creatures of intelligence 6 or better. Each nycadaemon has a personal name which they guard most carefully to avoid enslavement by some demon lord, arch devil, or binding rituals.



NYMPH

Characteristics		Average
STR	3d6	9
CON	3d6	10
SIZ	3d6	10
INT	1d4+16	18
POW	3d6	10
DEX	3d6	10
APP	1d4+17	19

MOVE: 8
Hit Points: 10
Damage Bonus: -
Attacks: Brawl 20% 1d3+db

Skills: Nature 100%, Hide 50%, Move Quietly (in woods) 50%, Sense Allegiance 75%

Treasure Type: X,(Qx10)

Armor: -

Note:

These beautiful, ever-young appearing women inhabit the loveliest of wilderness places, grottoes in the sea, clear lakes and streams, and crystalline caverns. They dislike any form of intrusion, and they have means to prevent it. Though they will flee instead of engaging in combat, they have other means of dissuading violence against them. Looking at one will cause permanent blindness unless the onlookers make a APPvsPOW resistance roll.. If the nymph is nude or disrobes, an onlooker will die unless a APPvsPOW resistance roll is successful. Nymphs can teleport up to 50' once per day and knows Deep Magic with the Sphere Fauna or Flora and the Glyph Inhibition or Creation. There is a 5%+Balance Allegiance score chance

that the nymph will be friendly if approached by a Balance Allied creature, without the latter first glimpsing the nymph, i.e. by calling to or other prior notice. Similarly, if a nymph sees a human male with a 19+ Appearance and at least 50% allegiance to either Light or Balance, before he sees her, it is 90% probable that the nymph will be favorably inclined towards the person. Nymphs speak their own language and the common human tongue.

OBLIVIAX (Memory Moss)

Characteristics	Average
STR	-
CON	10
SIZ	2
INT	10
POW	16
DEX	-
APP	-

MOVE: -
Hit Points: 6
Damage Bonus: -
Attacks: -

Skills: -

Treasure Type: None

Armor: -

Note:

This evil black moss has the magical power to steal memories from others. When an intelligent creature is within 60 feet it must make a POW:POW resistance roll or the moss will steal all the creature's memories from the last 24 hours (including memorized spells). It can try to steal from 1 creature per round until it succeeds, and then it will not attack again for 24 hours.

This attack is only noticeable by a faint headache, whether successful or not. If an obliviax with stolen memories is attacked it defend itself only by casting any stolen spells.

The only way to regain stolen memories is to eat the living obliviax. This takes 1 round. If a CON:12 resistance roll is made, the eater will gain all the stolen memories including spells. If he or she fails the eater will become very ill for 1d4 hours. It is possible to gain another's memories by eating this moss. Anyone who gains spells by eating the obliviax can cast them. The memory gained this way fades in 24 hours.

OCHRE JELLY

Characteristics	Average
STR	1
CON	3d6
SIZ	3d6
INT	-
POW	-
DEX	1d6
APP	-

MOVE: 3
Hit Points: 10
Damage Bonus: -1d6
Attacks: Touch 50% 3d4 acid

Skills: -

Treasure Type: None

Armor: -

Note:

Ochre jelly are a form of giant amoeba. They seep about in dungeons, hunting for any form of flesh or cellulose to devour - they far prefer the former. Their amorphous form allows them to flow through small spaces. They can travel along walls or ceilings with ease. The fluids excreted by these creatures dissolve flesh and other organic materials. Striking the ochre jelly with lightning bolts simply divides the creature into one or more smaller creatures, each doing one-half normal damage. Cold and fire based attacks have normal effect.

**OCTOPUS**

Characteristics	Normal		Giant		Leviathon	
	Roll	Average	Roll	Average	Roll	Average
STR	6d6	18	10d6	30	15d6	60
CON	2d6+6	12	2d6+12	18	2d6+12	18
SIZ	6d6	18	10d6	30	15d6	60
INT	4	4	4	4	4	4
POW	3d6	9	3d6	9	3d6	9
DEX	3d6+12	21	2d6+8	14	2d6+4	10
APP	-	-	-	-	-	-

MOVE: 2/8 swim 3/10 swim 12 swim
Hit Points: 15 24 60
Damage Bonus: +1d6 +3d6 +6d6
Attacks: 8 Tentacles 45% 1d4+db, Entangle if hit by
2+ tentacles, Bite 45% 1D10+db

Skills: Hide 70%, Swim 80%

Treasure Type: (R)

Armor: 1d2

Note:



Octopi are mollusks with eight tentacles but have no shell. They normally feed on shellfish. Octopi are not naturally aggressive, but

have been known to attack people. They can change their skin color and texture at will to an amazing extent, and can release clouds of ink into the water to distract attackers or block views. Octopi can crawl slowly when out of the water, and survive for quite a long time on land.

Giant octopi inhabit warm waters of medial to shallow depth. They lair in wrecked ships and undersea caves. They hunt at night, snatching and dining on any form of life which is vulnerable. They will readily attack swimmers or seize small vessels in order to eat the crew. These creatures are malicious and have a cunning bent. Several will cooperate to overwhelm a larger ship if opportunity presents itself. Vessels grabbed by giant octopi will lose way and come to a full stop in 3 turns. A giant octopus will generally attack with 6 of its 8 tentacles, using 2 to anchor itself. Any creature will be struck only by 1 tentacle at a time unless it is larger than 8' or so tall/long. There is a 25% chance that a creature struck by a tentacle will

have its upper limbs pinned, and a 25% chance that neither upper limb will be held. If both limbs are held the creature has no attack with them, if only 1 is pinned the creature attacks at -30% on "to hit" dice rolls, and if both are free the creature attacks only at -10%. A tentacle grasps with a grip equal to 19 STR, A STR:19 resistance roll will negate its constriction; but this does not free it, and the octopus will immediately seek to drag the victim to its mouth to eat it. To break free, a tentacle must be severed. Each tentacle takes 8 hit points. This is in addition to any HPs the octopus itself has. If 3



or more tentacles are severed it is 90% probable the octopus will retreat, blowing forth a cloud of black ink 40' high by 60' wide, by 30' long. The octopus will then run to its lair or hide in some other nearby place, changing its color to blend with its surroundings. The ink cloud completely obscures the vision of any creature within it. The octopus can make eight attacks using its tentacles. If at least two tentacles enclose the same target, the octopus inflicts constriction damage each round, and can also try to bite. To escape, the target must succeed in a STR vs.STR contest.

The **Leviathon** is a prehistoric version of the Octopus and is much larger, and much hungrier.

OGRE

The hide of ogres varies from dull blackish-brown to dead yellow. Rare specimens are a sickly violet in color. Their warty bumps are often of different color - or at least darker than their hides. Hair is blackish-blue to dull dark green. Eyes are purple with white pupils. Teeth are black or orange, as are talons. Ogres wear any sort of skins or furs. They care for their arms and armor reasonably well. The life span of an ogre is not less than 90 years. Ogres

OGRE

Characteristics	Normal		Ogre Mage		Aquatic	
	Roll	Average	Roll	Average	Roll	Average
STR	3d6+12	21	3d6+12	21	3d6+11	20
CON	2d6+9	15	2d6+9	15	2d6+9	15
SIZ	3d6+12	21	3d6+12	21	3d6+15	24
INT	2d6	6	2d6+4	10	3d6	9
POW	2d6+6	12	1d4+15	17	3d6+4	13
DEX	3d6	10	3d6+4	13	3d6	10
APP	2D6+2	8	2D6+2	8	2d6	6

MOVE:	8	8	8/8 swim
Hit Points:	18	18	20
Damage Bonus:	+2d6	+2d6	+2d6
Attacks:	Club 50% 1d8+db, Fist 50% 1d3+db		2xClaw 40% 1+db

Skills: Sense (smell)75%, Craft(cook)50%, (Ogre Mages have Knowledge(arcane) 50%) Swim 80%

Treasure Type: Mx10, (Q,B,C) G A
Armor: 2 or armor worn 1d4+1

Note:

can be found in virtually any terrain, including subterranean places. They are ugly-tempered and voracious. Ogres are also fond of treasure, and they will sometimes be found serving as mercenaries in the ranks of orc tribes or evil clerics or joining with gnolls for a profitable raid. Ogres mingle freely with trolls and some giants, and they are at times enslaved by certain demons. If ogres are found in their lair there will be from 2-12 females who fight as normal ogres but do only 1d6 DB, +6 SIZ and +3 CON (14 HPs) There will also be from 2-8 young who will fight as goblins. Ogres will take prisoners in order to use them as slaves (25%) or food (75%) So there is a 30% chance that an ogre lair will contain 2-8 slaves/prisoners. As they are very fond of halfling, dwarf, or elf flesh, there is only a 10% chance that such creatures will be found alive in an ogre lair. Ogres speak their own language as well as that of orcs, trolls, and stone giants.





Ogre-Magi: Ogres with the required POW can learn and cast sorcery spells. The **aquatic ogre** is generally faster, tougher, and fiercer than its land based kin. Aquatic ogres typically attack with a piercing spear in a swimming charge, followed by melee with talons and

teeth. Aquatic ogres use their green coloration to hide, and attack from cover, surprising opponents. Aquatic ogres dwell in relatively shallow waters of 50-250 foot depth. They lair in caves, often in association with scraggs. They can survive out of water for up to 2 hours, so they sometimes raid the land. Of 7-12 ogres encountered, 1 will have +2 STR, +4 CON, +2 HPs; of 13-18, 2 will have +2 STR, +6 CON, +3 HPs; and of 19-24 ogres, 3 will have +4 STR, +8 CON, +4 HPs as well as +15% to skills. There is a 10% chance that 1 ogre in an encounter will be a shaman who's the equivalent of an Ogre Mage.(16 POW and can

cast sorcery spells) Aquatic ogres are able to speak Ogre as well as their own dialect. Aquatic ogres are greenish and scaled with sloping shoulders. Their necks are long and very thick, They have huge mouths and undershot jaws. Hands and feet are webbed.



OGRILLON

Characteristics		Average
STR	2d6+10	16
CON	2d6+6	12
SIZ	2d6+8	14
INT	2d6	6
POW	3d6	10
DEX	3d6	10
APP	2d4	4

MOVE: 8
Hit Points: 13
Damage Bonus: +1d4
Attacks: Fist 25% 1d4+db

Skills: Tribal Skills as NPC
 Dodge DEXx2%

Treasure Type: M(B,S)

Armor: 1d4-1

Note:

The ogrillon is a smaller species of the ogre, being an orc-ogre crossbreed and displays the same general behaviour as its larger cousin with one exception - it never wields a weapon and fights with its boney fists.

In appearance these creatures usually resemble orcs and will often associate with them for short periods. It is 90% unlikely that an ogrillon can be distinguished from an orc. even when the two types of creature are in the same group. However, some (10%) are ogrish in appearance though smaller. These also associate with orcs though they are easily distinguishable. Ogrillons speak the orcish tongue.





OPHIDIAN

Characteristics	Average
STR	15
CON	14
SIZ	15
INT	12
POW	11
DEX	14
APP	-

MOVE: 8
Hit Points: 14
Damage Bonus: +1d4

Attacks: By weapon at base +STR%, Bite 40% 1+db

Skills: Nature 75%, Shield at base%, Dodge 45%, Track 50%

Treasure Type: J

Armor: 1d4

Note:

Ophidians, or snakemen, are typically encountered in tropical jungles. Unlike nagas, ophidians have human-like arms and hands and can employ weapons, shields, and magic items. Attack is first by weapon and then a fanged bite. The latter requires a CON:CON resistance or the victim will suffer a lycanthrope-like affliction. The affliction begins in 2-5 days, lasts 8-16 days, and ends by turning the creature into an ophidian if it was human or humanoid or killing it otherwise. The process can be prevented by a cure disease spell. It is unusual for ophidians to be in a self-determined group. They are usually servants of spirit nagas or similar creatures. Ophidians appear to be short-tailed,

thick-bodied snakes. Arms protrude about 2 feet below the neck. These arms are human-like and end in 4-fingered hands.

Color ranges from gray-black to black and dark-brownish green to pale blue-green.

OPINICUS

Characteristics	Average
STR	1d6+15 18
CON	1d6+15 18
SIZ	1d6+15 18
INT	1d4+15 17
POW	1d6+14 17
DEX	3d6 10
APP	- -

MOVE: 12

Hit Points: 18

Damage Bonus: +1d6

Attacks: 2xClaw 77% 1+½ db, Rake 80% 1+db

Skills: Hide 90%, Move Quietly 90%, Listen 100%, Sense(smell) 100%, Dodge 80%

Treasure Type: A

Armor: 2d4

Note:

Opinicus are desert dwelling creatures of good will. Their usual habitat will be old ruins, such as a deserted city, palace, or temple. They will occasionally be encountered elsewhere, usually on some mission of weal. Although known for their beneficial acts and friendly dispositions, opinicus also love teasing and jokes. While these actions detract from their popularity, the assistance of opinicus is very rarely shunned by good creatures. Creatures of Shadow most certainly dread opinicus. Normal attack mode is by means of 2 claw attacks and rakes with rear claws. In addition, opinicus can cast sorcery spells. Each is also able to pronounce a holy word once per day, dimension door twice per day, and heal 3 times per day. Opinicus have a glowing gaze, also called sun sparkles, of a 1'x10' x20' cone-shape which affects undead and creatures of the Lower Outer Planes (Acheron, the Nine Hells, Gehenna, Hades, Tartarus, the Abyss, and Pandemonium). This gaze is usable but once every 10 rounds. It inflicts 2-16 points of damage upon the victims,



and one-half damage if a POW:POW resistance roll is successful. Due to their keen senses, opinicus are rarely surprised. Opinicus can travel both astrally and ethereally. Opinicus have 3-5 random psychic powers. It is with these that they often play pranks. Opinicus appear to be a mixture of monkey, camel, lion, and eagle. They are not, of course, any such mixture, but creatures in their own right. Their coloration ranges from light buff to golden brown with wings slightly darker than bodies. The forepaws of opinicus are prehensile.



ORC

Characteristics	Normal		Leader		Shaman		Half-Orc	
	Average	Roll	Average	Roll	Average	Roll	Average	
STR	4d6	12	4d6+5	17	4d6	12	3d6+6	15
CON	3d6	10	3d6	10	3d6	10	3d6	10
SIZ	2d6+2	8	2d6+7	13	2d6+2	8	2d6+5	11
INT	3d6	9	3d6	9	3d6	9	3d6	10
POW	2d6+3	9	2d6+3	9	1d4+15	16	3d6+3	9
DEX	4d6	12	4d6	12	4d6	12	3d6+3	9
APP	2d6	6	2d6	6	2d6	6	2d6+3	9

MOVE:	10	10	10	10
Hit Points:	9	12	9	10
Damage Bonus:	-	+1d4	-	+1d4

Attacks: Either 2 weapons at Base%+STR or 1 weapon and a shield at Base%+STR

Skills: Craft(smithing)30%, Hunting 40%, Track (smell) 20%, Mining 35%, Hide 20% (Leaders have +2d10% to skills)

Treasure Type: :L,C,O,Q(x10,S)

Armor: Armor Worn

Note:

Orc tribes are fiercely competitive, and when they meet it is 75% likely that they will fight each other unless a strong leader (such as a wizard, evil priest, evil lord) with sufficient force behind him is on hand to control the orcs. Being bullies, the stronger will always intimidate and dominate the weaker. (If goblins are near, for example, and the orcs are strong enough, they will happily bully them.) Orcs dwell in places where sunlight is dim or non-existent, for they hate the light. Orcs are cruel and hate living things in general, but they particularly hate elves and will always attack them in preference to other creatures. They take slaves for work, food, and entertainment (torture, etc.) but not elves whom they kill immediately.

Orcs are accomplished tunnelers and miners. They note new or unusual constructions underground 35% of the time and spot sloping passages 25% of the time. The majority of orcs speak goblin, hobgoblin, and ogre in addition to the languages of orcs. For every 20 orcs there will be a leader with +5 STR/SIZ (+1d4DB), +10 to skills, and +15 to weapon skills. In full sunlight orcs take a -15% penalty to all skills. Orcs that cast spells are tribal shaman.

OSQUIP

Characteristics		Average
STR	3d6	10
CON	1d6+10	13
SIZ	1d4+1	3
INT	4	4
POW	3d6	10
DEX	2d6+6	12
APP	-	-

MOVE: $\frac{1}{5}$ burrow

Hit Points: 8

Damage Bonus: -1d4

Attacks: Bite 31% 2d4+db

Skills: Climb 40%, Sense(smell) 65%, Listen 45%
Dodge 31%

Treasure Type: (D)

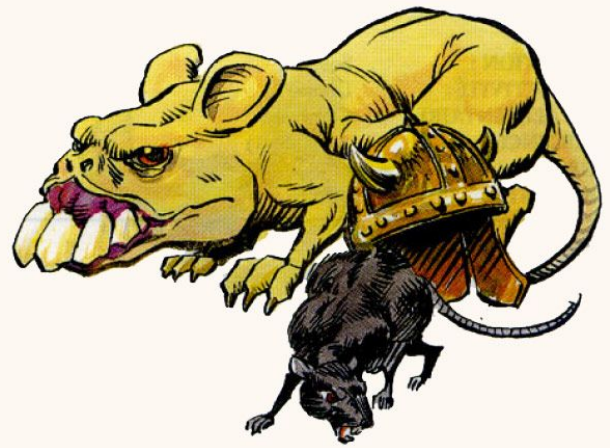
Armor: 1d2

Note:

The osquip is a multi-legged hairless rodent-like creature the size of a small dog. Most specimens have 6 legs but some (25%) have eight and there are a few rare creatures (5%) with ten legs. The creature's hide is a very light yellow - almost colorless - and resembles very pliable leather. The eyes are small and set close together, each being heavily protected by surrounding ridges of hide-covered bone. The jaws are unusually large, the entire bony structure projecting several inches forward of the flesh; in each jaw there are large spade like teeth.

The creature will have its lair in the midst of a complex of tunnels beneath the basements of buildings in a town, or in a dungeon. The tunnel system will be quite extensive and the entrances to it, which are too small to permit the comfortable passage of a human or other man-sized creature, will be carefully hidden.

The creature feeds on rats, mice and other small vermin, though it is a ferocious beast and will always attack without fear, sometimes emerging to surprise a victim from one of the hidden entrances to its tunnel-system. It attacks with its powerful jaws and these can inflict a nasty bite. By using its powerful jaws, it can burrow through rock at $\frac{1}{5}$ MOV. Its behavior regarding other tunnel-dwelling creatures, such as jermlaine, mites, and snyads, is unpredictable.

**OTYUGH**

Characteristics		Average
STR	2d6+9	15
CON	2d6+10	16
SIZ	3d6+6	15
INT	2d6	6
POW	3d6	9
DEX	3d6	10
APP	-	-

MOVE: 8

Hit Points: 15

Damage Bonus: +1d4

Attacks: 2xTentacles 50% 1d4, Bite 30% 1d4

Skills: Sense 75%, Telepathy 50%

Treasure Type: None

Armor: 1d2

Note:

These weird monsters are omnivorous scavengers, not at all hesitant about adding a bit of fresh meat to their diet of dung, offal, and carrion. They hate direct sunlight or bright light, so they are found underground in most cases. Usually (90%) only a single individual is encountered, for otyugh typically live in partnership with other subterranean monsters. The otyugh will dwell in a truce state with other powerful monsters in order to scavenge droppings and other leavings. In most cases otyugh live in piles of dung and rubbish, and thrive there. The otyugh has a sensory organ



stalk and two tentacle arms which protrude from its hideous body. The eyes are always thrust above the offal the creature lairs under, and this prevents surprise. Its tentacles have sharp ridges and are used to deliver smashing blows to prey. The creature's mouth is sucker-like and filled with many teeth. If it bites any victim there is a small chance to be infected by the disease typhus (1vsCON resistance roll) . These monsters have no interest whatsoever in treasure as humans know it, but their partners may, occasionally making the guarding of treasure they value a condition of allowing otyugh to dwell in semi-symbiosis with them. Otyugh speak their own language and are semi-telepathic, thus often able to communicate with other life forms when the otyugh so desire.

OWLBEAR

Characteristics		Average
STR	3d6+15	24
CON	3d6+6	15
SIZ	3d6+15	24
INT	4	4
POW	3d6	10
DEX	3d6	10
APP	-	-

MOVE: 8
Hit Points: 20
Damage Bonus: +2d6
Attacks: Claw 45% 1d4+db, Bite 55% 1d6+½ db

Skills: Search 40%, Listen 40%

Treasure Type: C

Armor: 1d4

Note:

Owlbears have brownish-black to yellow brown fur and feathers. The 1,300 to 1,500 pound males will be the darker colored. The beaks of these creatures are yellow to ivory. The eyes are red-rimmed and exceedingly terrible to behold. The horrible owlbear is probably the result of genetic experimentation by some insane wizard. These creatures inhabit the tangled forest regions of every temperate clime, as well as subterranean labyrinths. They are ravenous eaters, aggressive hunters, and evil tempered at all times. They attack prey on sight and will fight to the death. If encountered in their lair there is a 25% chance that there will be 1-6 eggs

(20%) or young (80%) in addition to the adults. Young owlbears will be 40% to 70% grown, and they will fight accordingly. Eggs are worth 2,000 bronze pieces, young under 50% grown are worth 5,000 on the open market. If an Owlbear scores a Special success of a claw hit, it grapples its victim, causing DB damage from hugging and gaining a +20% to bite.



PECH

Characteristics	Average
STR	16
CON	14
SIZ	4
INT	12
POW	11
DEX	12
APP	-

MOVE: 4
Hit Points: 9
Damage Bonus: -
Attacks: By weapon at base +STR+2d6%

Skills: Mining 100%, Dodge 55%, Search 45%

Treasure Type: See below

Armor: 1d4

Note:

No one knows what the pech actually are, or whether they are from the Prime Material or Earth Planes. In any event, these spindly creatures dwell in dark places and work stone. Their flesh is nearly as hard as granite itself. In their lair there will be several larger pech, females equal to the number of males, and young equaling 20-50% of the females. There also will be 50-100 gems plus various dishes and ornaments worked from ornamental stone and raw metal (5-30 jewelry of lowest base value for worth, average weight 150 gp each). The pech use picks and peat hammers (treat as warhammers 1D6+2+db) for work and armament, and are usually equipped with equal numbers of each type. Each pech is able to cast 4 stone shape and stone tell spells per day. Four together can cast a wall of stone spell. Eight can

together cast a stone to flesh spell. These "group" spells can be cast but once per day by any group. Pech are immune to petrification. If engaged against some lithic monster such as a stone golem, pech are quite capable of knocking it to rubble, as their knowledge of stone allows them full normal attack capability. Pech are basically good creatures desiring to be left to themselves. They hate bright light and open skies. They have both infra- and ultravision. Pech are thin with long arms and legs. Their broad hands and feet are excellent for bracing and employing tools to work stone. They have pale, yellowish skin and red or red-brown hair. Their eyes are large and pupil less.



PEGASUS

Characteristics		Average
STR	4d6+18	30
CON	3d6	10
SIZ	4d6+18	30
INT	4	4
POW	3d6	10
DEX	2d6+6	12
APP	-	-

MOVE: 12/14 fly

Hit Points: 20

Damage Bonus: +3d6

Attacks: Kick 25% 1D6+db, Rear & Plunge 10% 2D6+db, Trample 75% 3D6 vs. prone target

Skills: Listen 40%, Dodge in Flight 60%, Hide 25% Fly 60%

Treasure Type: None

Armor: 1d4-1

Note:

Pegasi are found in remote places, for they are typically very shy and wild. These intelligent winged horses make the swiftest of steeds, and they are often sought for that reason. Pegasi will serve only Light allied characters who have undergone Apotheosis, but if they do so, they always serve unto death. A pegasus fights with its two fore hooves and its powerful teeth. A male specimen can carry weight equal to a medium warhorse (), a female equal to a light warhorse. If encountered in their lair there will be 1 nest for every pair of pegasi. There is a 20% chance per nest that there will be 1-2 eggs (30%) or young animals (70%) of 20% to 50% maturity. The eggs are worth 3,000 bronze pieces, the young 5,000 on the open market. Creatures of 100+ alliance with Light or Balance may be granted a Pegasus as a mount as reward for Apotheosis.



PERNICON

Characteristics		Average
STR	1	1
CON	1d6	3
SIZ	1	1
INT	3	3
POW	5	5
DEX	3d6	3d6
APP	-	-

MOVE: 3
Hit Points: 2
Damage Bonus: -
Attacks: Pincher 15% 1d3+special

Skills: Jump 75%, Dodge DEXx2%

Treasure Type: (1d4 gems and 25% 1d100x6 silver)

Armor: 1

Note:

A brightly-colored insect rather like a grasshopper about 2" long - red, yellow, ochre and light blue - the pernicon inhabits the outer regions of deserts and is much prized by the nomads of these regions because the antennae on its head are water-diviners, vibrating and giving off a low hum when within 120' of a large quantity of water.

The pernicon is usually inoffensive but will attack in large numbers if disturbed, accidentally or otherwise. It leaps on its victim and grips exposed flesh with the pincers at the rear of its abdomen. If it hits, the pernicon will inflict 1d3 hit points of damage and will insert a straw like appendage that quickly drains water and other body fluids from the victim, causing the loss of 1 point of CON. Each round thereafter this process will continue automatically, without the need of a 'to hit' roll.

Even when the pernicon is killed its pincers continue to grip fast, and removing it from the victim's body will inflict a further 1d4 hit points of damage. If a victim's CON falls below 3 he collapses unconscious. If it drops below zero he dies. If a victim is not killed he will recover lost CON points at the same rate as lost hit points.

**PERYTON**

Characteristics		Average
STR	3d6+6	15
CON	3d6	10
SIZ	3d6+6	15
INT	1d4+1	3
POW	3d6	9
DEX	3d6+6	15
APP	-	-

MOVE: 6/12 fly
Hit Points: 12
Damage Bonus: +1d4
Attacks: Antlers 40% 1D6+db, Bite 25% 1d2+db

Skills: Dodge (in Flight) 60%, Search 90%

Treasure Type: (B)

Armor: 1

Note:

Perytons dwell in rocky hills or mountainous regions. They are omnivorous creatures of the weirdest appearance, likely the result of the same type of experimentation as brought about the owlbear. The creature attacks with its sharp horns. Its claws are too weak to use. Each peryton attacks but a single creature, and when it is dead the peryton tears out the victim's heart with its teeth. The organ is necessary to the peryton to reproduce, and the creature immediately flies away in order to do so. Human hearts are the type most sought by perytons. Normal weapons do not harm these creatures. Perytons lair in caves high upon cliffs or in mountain peaks. They will sometimes take humans and similar creatures alive in order to hold them prisoner until needed as food and for reproduction needs.



PHANTOM

Characteristics	Average
STR	-
CON	-
SIZ	16
INT	-
POW	15
DEX	-
APP	-

MOVE:	8
Hit Points:	POW
Damage Bonus:	-
Attacks:	None

Skills: None

Treasure Type: None

Armor: -

Note:

Phantoms are soulless shells left behind by a particularly strong death trauma. Phantoms are merely images and have no power to directly cause harm and cannot themselves be harmed.

Because of the superstitious awe they inspire, however, anyone who gazes on the translucent form of a phantom must make a POW:POW

resistance roll or immediately panic and run away as if under the effects of a terror spell. Phantoms are like a three dimensional motion picture image filmed at the time of a character's death in the area where he or she died. They have no intelligence and neither are they alive or undead. A phantom often records the death of the character or the images of what was foremost in the character's mind when he or she died. Phantoms are often mistaken for ghosts, haunts, or groaning spirits, but they may not be effected as undead. The spell exorcism will dispel a phantom if it fails a POW:POW.

**PHANTOM STALKER**

Characteristics	Average	
STR	2d6+4	10
CON	2d6+10	16
SIZ	1d4+18	20
INT	2d4	4
POW	2d6+7	13
DEX	3d6	10
APP	-	-

MOVE:	10/15 fly
Hit Points:	18
Damage Bonus:	+1d4
Attacks:	Claw x2 60% 1+db

Skills: Dodge DEXx3% (x 4 when flying)

Treasure Type: None

Armor: 1d4+1

Note:

Phantom stalkers are creatures from the Elemental Plane of Fire, and are usually found on the Prime Material Plane only in the capacity of servitors to high-powered sorcerers, priests, and mages. They are conjured by the use of a spell similar to the one for summoning an invisible stalker. Phantom stalkers serve as body-guards, fighting to protect their masters. A wizard must exercise great care in instructing one, for it will follow the orders to the letter, perverting the intent if possible, anxious for release back to its native plane. There is one explicit instruction inherent in their conjuration. If the summoner is killed, his phantom stalker(s) will



instantly vanish, reappearing 1d4 hours later, intent on vengeance, having unerringly tracked the summoner's slayer from the Ethereal Plane. Phantom stalkers only gain this ethereal tracking ability upon the expiration of their masters, and it disappears as soon as the summoner's slayer has been tracked. When they attack in this way they gain surprise and their first attack is considered Easy. Phantom stalkers have the ability to polymorph themselves and have been known to appear in various forms, but the most common is that of a reddish, 8' tall humanoid with huge fiery eyes. They can fly, and this ability is apparently unimpaired by whatever shape they assume (though their manoeuvrability class will vary according to the shape). Phantom stalkers normally attack with their sharp claws, each of which can inflict 1-4 hit points of damage. They are invulnerable to damage from fire, and magical fire attacks actually heal them 1 hit point for each attack die. However, they save against cold at -2 and such attacks add 1 hit point of damage for each die. If a melee is going against a phantom stalker and its death is imminent, it can cast forth its life essence in one 6dice fireball, after which it dematerialises and dies. They will sometimes simply explode the fireball on themselves in order to harm as many foes as possible. This is only done as a last resort and is never done if it would harm the phantom stalker's summoner, unless the summoner is directly and immediately responsible for the phantom stalker's demise (for example having ordered it to engage in a hopelessly futile and suicidal battle).



PHOENIX

Characteristics	Average
STR	18
CON	30
SIZ	20
INT	21
POW	19
DEX	14
APP	-

MOVE: 3/15 fly

Hit Points: 25

Damage Bonus: +1d6

Attacks: 2xClaw 125% 1d2+db, Bite 100% 1d6+db

Skills: Dodge (in flight) 100%

Treasure Type: See below

Armor: 2d4+2

Note:

The phoenix, so rarely seen on the Prime Material Plane, is native to the Upper Outer Planes of Elysium. Of course, the phoenix is quite capable of dwelling in nearly any climate or even the void, as cold, heat, and like conditions won't harm it. However, a phoenix prefers beauty and sylvan peace and will typically be found only in such places on the Prime Material Plane. Unfortunately, phoenix feathers command an average of 50 gp each, their gem-like beak, talons, and eyes a hundred times that, and their bodies are prized by alchemists seeking to make certain potions. Thus, the rare phoenix is rarer still. A phoenix in flight attacks with its diamond-hard talons. When on the ground it has but a single attack with its long, sharp beak. However, being both intelligent and magical, a phoenix usually opts for more effective measures of attack and defense. The piercing whistle voiced by a phoenix enables it to act first in melee, as opponents within a 30-foot radius are so affected by the sound as to give the phoenix advantage on its initiative. With this advantage, the creature can use any of the following spell-like powers, 1 at a time, 1 per melee round: affect normal fires, audible glamor, blink, blindness, blur, call woodland beings once per day, control temperature within a 50-foot radius, continual light, color spray 3 times per

day, dancing lights, duo-dimension once per day, find the path once per day, find traps, fire charm, fire quench once per day, fire seeds once per day, fire shield, fire storm once per day, heat metal 3 times per day, improved invisibility. incendiary cloud once per week, misdirection. neutralize poison once per day, polymorph self 3 times per day, produce fire. pyrotechnics, reincarnate once per day, remove curse. remove fear within a 10-foot radius, snake charm, Veil once per day, wall of fire once per day. The phoenix needs only to spread its wings and voice a call to dispel illusion or dispel magic. Additionally, the dance of a phoenix acts as a double-strength exorcise spell and is effective against all but the greatest of evil magics, such as that of an artifact or relic. A phoenix automatically detects charms, evil, and magic. It radiates a 10-foot radius protection from evil. The creature can become ethereal and travel astrally or ethereally. It can be hit only by magic weapons. The phoenix can never be surprised. It has infravision to 120 feet and double normal ultravision. A touch of its wing is equal to a cure light wounds spell, with 2 touches possible per individual per day per phoenix. A touch of the comb gives an effect equal to cure disease, but is restricted in the same manner. When hard-pressed, the phoenix is able to cause spilled droplets of its own blood to act as fire seeds of the holly berry type, 1 being created for every 5 points of damage taken by the phoenix. In extremes, the phoenix creates a double-strength combination of fire storm (20' high x 50' wide x 80' deep) and incendiary cloud, even if it has already used these powers previously. This destroys the adult phoenix but leaves a gem-like egg behind from which a new phoenix will arise in 20 days. As well as its own language, a phoenix can speak with all avians. It otherwise communicates by limited telepathy or by empathy and telepathy of a limited sort. Although the phoenix can neither attack nor be attacked by psychic means, the creature has 1d4 psychic powers of its own. A phoenix appears similar to a peacock, though it is far larger and its beak is longer in proportion. The plumage includes bright violet, scarlet, crimson and flaming orange areas. Beak and claws are of blue-violet. Eyes are a deep, glowing ruby color.

PIERCER

Characteristics		Average
STR	1d6+3	6
CON	3d6	10
SIZ	3d6	10
INT	1	1
POW	1d6	3
DEX	1d6	3
APP	-	-

MOVE: 1
Hit Points: 10
Damage Bonus: -
Attacks: Pierce 40% 1d3+SIZ

Skills: Sense (Heat) 80%, Listen 50%, Hide 80%

Treasure Type: Incidental

Armor: 1

Note:

Piercers inhabit caves, caverns, and similar subterranean places. With their stony outer casing these monsters are indistinguishable from stalactites found on cave roofs. They are attracted by noise and heat, and when a living creature passes beneath their position above they will drop upon it in order to kill and devour it. Larger varieties will be found with smaller ones.



PIXIE

Characteristics	Average	
STR	1d4+1	3
CON	3d6	10
SIZ	1d4	2
INT	2d6+6	12
POW	2d6+6	12
DEX	3d6+6	15
APP	3d6	10

MOVE: 2/8 fly

Hit Points: 6

Damage Bonus: -1d6

Attacks: Sword (dagger) base%+STR 1d4+2+db,
Bow% base+20%+DEX 1d6+db

Skills: Nature 75%, Move Quietly 75%, Sense Alliance 90%, Fly 100%, Hide 80%, Dodge (in flight) 80%

Treasure Type: R,S,T,X (all tiny)

Armor: -

Note:

Pixies dwell only in the most idyllic of woodlands. They are naturally invisible and are thus almost never noted even though some creature passes near their secluded home. Pixies are highly mischievous, and they will be prone to bother, harass, or fool creatures. They speak their own tongue, that of sprites, and common speech.

**PLANETAR**

Characteristics	Average	
STR	1d6+19	22
CON	2d6+34	40
SIZ	1d6+22	25
INT	2d6+15	21
POW	2d6+15	21
DEX	2d6+16	22
APP	1d4+20	22

MOVE: 12/25 fly

Hit Points: 32

Damage Bonus: +2d6

Attacks: Sword 200% 1d8+1+db

Skills: Parry 200%, Dodge 150%, Fly 100%, All Perception Skills 75%, All communication skills 75%

Treasure Type: None

Armor: 2d4+2 armor +8 divine radiance

Note:

A planetar is one of a powerful spirit group, numbering not fewer than 100, who Serve the deities of allegiance to Light. One or more will typically serve as the right hand of a minor deity, while numbers of planetars will attend a major deity. These creatures inhabit the Upper Outer Planes of Good but actually travel at will to any plane except the lowest (the Hells. Gehenna, Hades, Tarterus. the Abyss). If commanded by their deity, they can, in fact, enter even the lowest planes of Evil. Only a solar is mopowerful in the cause of Good. Each planetar has 3 attacks per round, typically with a bastard sword (usable only by planetars) equal to a magic weapon. All planetars have spell-like abilities which can be used 1 at a time, 1 per round, at will: animate object once per day, blade barrier 3 times per day, continual light up to 100'radius, control weather once per day, dispel evil 3 times per day, dispel illusion 7 times per day, dispel magic 3 times per day, earthquake once per day, etherealness, feeblemind once per day, limited wish once per day, polymorph object, fire storm once per day, flame strike 3 times per day, heal 3 times per day, holy word once per day, improved invisibility up to 10-foot radius, insect plague once per day, polymorph self, raise dead 3 times per day, read magic.

remove curse, remove fear, resist cold (double effect), resist fire (double effect), restoration once per day, shape change once per day), speak with dead, symbol (any) once per day, teleport with no error, true seeing 3 times per day, weather summoning once per day. wind walk 7 times per day. Each planetar radiates a globe of protection from evil from individual size to a full 40-foot radius, as desired. The maintenance of the area is automatic. A planetar can commune at need. Each can always cure blindness, deafness, disease or light wounds by touch. They automatically detect evil, illusion.

invisibility, lie, magic and traps. Each always has know allegiance functioning automatically. A planetar can communicate by ESP or tongues as well as read any language. Each always has infravision to 120' and ultravision of double normal range. Once per day a planetar can gate in the indicated number (1 -3, 1-4, or 1-6) of the appropriate sort of deva, whether astral, monadic, or movanic. They can summon the following creatures once per day: 1-4 couatl; 1-2 baku; 1-2 androsphinx. Planetars are affected by the attack forms indicated for devas. Only magic weapons affect them. They are never surprised. They are immune to any life or characteristic draining or loss, whether from undead or magic. They cannot be beguiled, charmed, confused, dominated, or feebleminded. Their souls cannot be imprisoned or rapped. They are immune to death spells. They regenerate at a rate of 4 points per round. Unless encountered on the Upper Outer Planes, only the material body of these creatures can be harmed. The planetar's spirit returns to its own plane to re-form and become corporeal again; the process requires 4 decades. They have 1d6+2 psychic abilities. A planetar resembles a tall and powerful humanoid. In material form the skin is opaline, the head

hairless, and the eyes glowing blue. The wings are double and likewise opaline.



POLTERGEIST

Characteristics		Average
STR	-	-
CON	-	-
SIZ	3d6	3d6
INT	2d6+6	2d6+6
POW	2d6+6	2d6+6
DEX	3d6	3d6
APP	3d6	3d6

MOVE: 8
Hit Points: POW
Damage Bonus: -
Attacks: Thrown Object DEXx4% 1 damage+fear

Skills: As NPC

Treasure Type: incidental

Armor: -

Note:

Though a wandering poltergeist is infrequently encountered this undead creature usually remains in the room or corridor in which it was originally 'killed' and its body may still be present. The poltergeist is invisible (to hit skills against invisible foes require under a POWx1% roll, POWx2% during DEX ranks immediately after the poltergeist throws something) and are non-corporeal; only silver and magical weapons can harm it.

The poltergeist attacks physically by throwing an object - any nearby object light enough to be thrown by a man will suffice. If the victim is struck he only takes 1 damage but must a POW:POW resistance roll or flee the area and run in random directions for 1 melee round(s) per % number failed by, before recovering.

There is a 50% chance that the victim will drop whatever he is holding during his flight.

Once a person has made his resistance roll, he is immune to further fear effects from the poltergeist while in that area.

Sprinkled holy water or a strongly-presented holy symbol can drive back the poltergeist but does not harm it. The poltergeist must roll above the characters allegiance to Light score to avoid this.

PROTEIN POLYMORPH

Characteristics		Average
STR	1d6+39	42*
CON	1d6+15	18
SIZ	1d6+30	33
INT	2d6+6	12
POW	1d6+13	16
DEX	3d6	10
APP	3d6*	10*

MOVE: 8
Hit Points: 25
Damage Bonus: +4d6
Attacks: Engulf 80% 1d6+db, special (see below)

Skills: Disguise 75%

Treasure Type: D

Armor: 2d4

Note:

Protein polymorphs are intelligent cellular colonies with the ability to assume any form they choose. They may take the form of inanimate objects or animate creatures of their SIZ or less (depending on the size of the protein polymorph). The form assumed may actually be that of several forms connected by a near-invisible (10% chance of detection) cord or film of protoplasm. So, as example, a Protein Polymorph of SIZ 35 could take on the form of eight SIZ 4 kobolds. The cells of the protein polymorph may specialize or de-specialize at will, taking on different textures and colors, changing completely in only one round. These 'creatures' are extremely versatile. They may imitate anything from a pile of treasure to a small-sized room.. They will, in general, assume any form likely to draw prey, for they feed on humans and animals with little regard for type and size. They may even mix inanimate objects within their structure to add authenticity - a room or a corridor may, for instance, be part-stone and part protein polymorph. Imitated creatures may wear real clothing and wield real weapons (often acquired from previous victims). There are limits to the protein polymorph's degree of cellular control - it cannot accurately copy facial expressions, nor, can it effectively duplicate the sound of speech. These limitations may lead to the exposure of the imposture as animate creatures. Similarly, if a protein

polymorph disguises itself as an inanimate object, there is a base chance (-25% to disguise) of detecting the imposture from a distance of 10' away, but upon touch the animate nature of the cells is instantly revealed. The normal attack of a protein polymorph is to bludgeon its prey and then enfold and crush it, inflicting bludgeon damage per round. When in the form of weapon-wielding creatures, multiple or single, it will attack as the creatures themselves would normally attack, doing damage by weapon-type as appropriate, and if such weapons are available. Protein polymorphs possess the normal strengths of imitated creatures but not those creatures' special abilities. So it could take on the form of a small dragon but couldn't fly or use a breath weapon.



PSEUDO-DRAGON

Characteristics		Average
STR	1d4+1	3
CON	3d6	10
SIZ	1d4	2
INT	2d6+6	12
POW	2d6+6	12
DEX	3d6+6	15
APP	-	-

MOVE: 4/8 fly
Hit Points: 6
Damage Bonus: -1d6
Attacks: Bite 25% 1d2, Sting 30% 1d2+poison

Skills: Hide 80%, Knowledge(arcane) 75%, Fly 65%, Telepathy 75%(100'), Dodge 55%

Treasure Type: (Qx10)

Armor: 1

Note:

Pseudodragons are found in any climate, save the coldest or hottest, when they are found at all. These creatures are rare indeed and highly sought after. They lair in great hollow trees or small caves. The pseudo dragon can deliver a vicious bite with its small, dragon-like jaws, but its major weapon is its sting-equipped tail. Any creature struck must make a CON:10 resistance or go into a state of catalepsy which lasts for 1-6 days. During this time the victim appears dead and a second failed CON:8 resistance roll on the last day means the creature will actually die. Pseudo Dragons have a special resistance to magic, granting them 2 resistance rolls when applicable, taking the best result. The creature receives at least 1 such roll, even if the spell doesn't call for it. These creatures make excellent familiars for spell casters as, when they are in contact with the caster, their magic resistance extends to its master. They retain all the benefits normally associated with familiars as well. This is a rare occurrence.

PUDDING, Deadly

Characteristics	Brown		Dun		White		Black	
	Average	Roll	Average	Roll	Average	Roll	Average	
STR	2d6+9	15	2d6+8	14	1d6+14	17	2d6	6
CON	1d6+18	21	1d6+15	18	1d6+16	19	6d6	18
SIZ	1d6+13	16	1d6+13	16	1d6+13	16	6d6	18
INT	1	1	1	1	1	1	1	1
POW	2d6+6	12	2d6+6	12	2d6+6	12	2d6	6
DEX	2d6	6	2d6	6	2d6	6	2d6	6
APP	-	-	-	-	-	-	-	-
MOVE:		2		6		3		4
Hit Points:		18		17		17		18
Damage Bonus:		-		-		-		-
Attacks:	Brown: Acidic Touch 30% 5d4							
	Dun: Acidic Touch 30% 4d6							
	White: Acidic Touch 30% 7d4							
	Black: Acidic Touch 30% 3d6							
Skills:	None							
Treasure Type:	Incidental						I,S,T	
Armor:	1d4+1		1d3		1d2			
Note:								



Each form of deadly pudding is a variety of the better-known black (deadly) pudding, Acid, cold and poison have no effect on deadly puddings. Lightning bolts or blows from weapons divide these monsters into viable creatures of smaller size. Fire causes normal damage, as do magic missile spells. Details of each type are given separately below. See "Black Pudding" for information on movement abilities.

Brown Pudding: This type dwells principally in marsh areas. It has a tough skin. Brown puddings do not dissolve metals but do destroy leather or wood in a single round, regardless of any magical properties.

Dun Pudding: Adapted to dwell in arid regions, these monsters scavenge deserts and feed on silicates if animal or vegetable matter is unavailable. They dissolve leather as does a brown pudding. Metals are eaten at a rate equal to half that of a black pudding, i.e., chainmail in 2 rounds, plate in 4. In other respects they are like brown puddings.

White Pudding: These cold-dwelling creatures are likely to be mistaken for snow and ice under the best of conditions. They haunt polar regions in order to find prey, although they can live by devouring any animal or vegetable material; even ice provides them with enough nutrition to exist. They do not affect metals but dissolve animal or vegetable materials(leathers) in a single round, inflicting damage to flesh at an astounding rate. They are subject to attack forms as are all other deadly puddings.

Black Pudding: The black pudding is a monster composed of groups of single cells. It is a scavenger/hunter found only in underground areas normally. The body structure of a black

pudding is such that it can pass (flow) through narrow openings (such as a 1" crack under a door). The monster travels equally well on walls or ceilings as well as floors. Its tiny mouths and saliva do acid damage per melee round to exposed flesh. If the monster needs to dissolve wood in order to obtain food, it can eat away about a two inch thickness of wood equal in area to its diameter in 1 melee round. Black puddings also eat away metal with their corrosive saliva: Chainmail in 1 melee round, plate mail in 2. If chopped or struck, the monster is broken into two or more parts, each able to attack. The same is true if it is attacked by lightning. Cold does not affect it. Fire causes normal damage to this monster, and they avoid flames. Black puddings sometimes have color variation, grey, brown, and white being not uncommon.

PURPLE WORM

Characteristics		Average
STR	2d6+20	26
CON	2d6+16	22
SIZ	2d6+30	36
INT	3	3
POW	3d6+6	15
DEX	2d6+3	9
APP	-	-

MOVE: 10/2 burrow

Hit Points: 29

Damage Bonus: +3d6

Attacks: Bite 75% 1d6+db, Tail Stinger 50% 1+
½ db+poison

Skills: Sense(Vibrations 60') 75%

Treasure Type: B,Qx5,X (in gut)

Armor: 1d4+1

Note:

Purple worms burrow deep beneath the ground in a constant search for food. They sense vibrations at 60' and move to attack. Generally only adult specimens, 8'4" in diameter and 40'-50' long, are encountered. Young are 1' in diameter and about 5' when they hatch, a typical hatching being 10- 20. They return to their lairs to rest, and there they expel such indigestible waste as metal and mineral crystals.

Mottled Worm: The mottled worm is an aquatic variety of the purple worm. It inhabits shallow bottom muck but will surface for prey. It

otherwise conforms to the characteristics of the purple variety. A Special or Critical success on a worms bite attack means the victim has been swallowed whole, taking 2d6 damage per round from stomach acids. A creature swallowed can cut its way out with a slicing weapon as the worms armor inside is only 1. The poison allows for a 12vsCON resistance roll. Failure means death in 1d4 rounds, unless a Remove Poison spell is used.





PYROLISK

Characteristics	Average
STR	2d4 4
CON	1d6+11 14
SIZ	1d4+1 3
INT	4 4
POW	2d6+6 12
DEX	2d6+8 14
APP	- -

MOVE: 2/6 fly
Hit Points: 8
Damage Bonus: -1d6
Attacks: Bite 45% 1d4+poison

Skills: Search 25%, Fly 55%

Treasure Type: (D)

Armor: 1d2

Note:

This monster is nearly identical to the cockatrice, except that close inspection will reveal 1 red feather in the tail and a reddish cast to the grey wings. The pyrolisk inhabits temperate to tropical regions, as does its cousin. In addition to its minor beak attack, the creature has a gaze which, if met, causes the victim to erupt in flames from within, killing it instantly if a CON:12 resistance roll fails and doing 2d6 points of damage otherwise. Any creature innately or magically fire-resistant (whether by spell, ring, or other effect) is immune to this gaze attack, and any victim making his or her resistance roll is thereafter immune to the gaze of that particular pyrolisk. The creature can, in addition, cause any fire source within 30 feet to explode in fireworks, an effect identical to the pyrotechnics spell. It does so at will, once per round, for the sheer joy of the flames; the area of effect is 10 times that of the fire source, lasts for a full round, and temporarily blinds all those within it (1st round -25% to all visual skills, 2nd round -10%). The pyrolisk is immune to all fire-based attacks, magical and normal. Its

mortal enemy is the phoenix, as the latter is also immune to fire and detests Evil, which he pyrolisk is.

QUAGGOTH

Characteristics	Nomal Average	Leader Average
STR	2d6+6 12	2d6+11 17
CON	2d6+6 12	2d6+11 17
SIZ	1d4+20 22	1d4+22 24
INT	2d6+2 8	2d6+4 10
POW	3d6 9	3d6 10
DEX	3d6 10	3d6 10
APP	- -	- -

MOVE: 10
Hit Points: 17
Damage Bonus: +1d6 +2d6
Attacks: Fist STRx2% 1+db, or by weapon at Base

Skills: Tribal Skills as NPC, Leader +5d10%

Treasure Type: A

Armor: 1d4

Note:

Little is known of these great white shaggy bipeds. Some say they once formed a warlike cannibal race - their aggressiveness is unquestionable. Any fleeing or threatening party invites certain attack, and even a party which remains motionless within the quaggoths' field of view is 75% likely to be attacked by the creatures. Quaggoths are usually (70%) unarmed, in which case they fight with two claws. 30% of quaggoth groups encountered will be armed with either battle-axes or two-handed swords. A particular quaggoth group will always either be unarmed, except for the leader-type, or armed - there will never be a mixture of unarmed and armed creatures in the same group. With every 12 quaggoths encountered there will be one leader-type. The leader-type will always be armed with a battle-axe or two-handed sword.



Quaggoths are totally immune to poison. If a quaggoth is reduced to a number of hit points between zero and -5, it will continue to fight in a berserk fashion at +20% hit probability and +2 damage. When it reaches -6 hit points it dies. Quaggoths have a particular hatred of surface dwelling elves and have been known to become slaves of the drow in order to assist the latter in their warfare against elves. They speak a halting, primitive form of the human tongue and can only grasp very simple concepts.

QUASIT

Characteristics		Average
STR	1d4+1	3
CON	3d6	10
SIZ	1d2+1	2
INT	2d6+6	12
POW	3d6+3	12
DEX	3d6+3	12
APP	-	-

MOVE: 3
Hit Points: 6
Damage Bonus: -1d6
Attacks: Claw 50% 1d4+db, Bite 45% 1d4

Skills: Hide 50%, Move Quietly 50%, Knowledge (arcane)75%, Knowledge (Hell)75%, Dodge 75%

Treasure Type: (Qx3)

Armor: 1

Note:

While the quasit is rare on the material plane, they are common on the planes of Pandemonium and the Abyss. The quasit is evil soul changed into a minor demon form to serve as familiar to an evil caster. The attack mode of an unpolymorphed quasit is by means of its claws and fangs. The wounds caused by its claws cause a burning itch which drain 1 from its opponent's DEX each time it is wounded unless a 10vsCON resistance roll is made. Dexterity loss remains for 2-12 melee rounds. The major aim of a quasit is to enable its "master" to wreak greater and more evil. It also wishes to destroy humans allied with Light in order to steal their souls for the demons, as the quasit will be rewarded accordingly when (and if) it returns to the planes of the Abyss. At the time of its "master's" death the quasit must grab the soul

and rush back to there, and if it has not been actively evil prior to that, its demon lord might change the quasit to a manes or send it forth as a quasit again rather than making it into a type I or II demon. A quasit is able to polymorph into the shape of any two of the following creatures, this power being given to it by its demon lord: giant centipede, bat, frog, or wolf. They regenerate at 1 hit point per melee round. They can become invisible at will, and once per day they can send out a blast of fear in a 30' radius that acts as a Terror spell against all within the radius. Only magical or cold iron weapons will harm these monsters. Cold, fire, and lightning do not affect them. Quasits can become familiars to evil casters who have an Allegiance to Shadow of at least 75% and 50% more than Light or Balance. These special familiars allow the caster they are attached to a +1 slot bonus on resistance rolls against spells and allow the caster to regenerate 1 HP per round as long as they are in contact. They give normal familiar benefits as well. HOWEVER, when the caster dies, the quasit spirits his or her soul to its abyssal master demons preventing any raising or resurrection.



QUICKLING

Characteristics	Average
STR	10
CON	11
SIZ	3
INT	15
POW	10
DEX	21
APP	-

MOVE: 30
Hit Points: 7
Damage Bonus: -1d4
Attacks: 3xDagger 35% 1d4+1+db

Skills: Dodge 100%, Listen 100%, Search 100%

Treasure Type: O,P,X,Q

Armor: 1

Note:

These small, slender, extremely fast-moving creatures are said to be a race of brownies who dabbled in magic and mysteries better left alone. Thus, legend relates, the little folk were changed into evil creatures of great maliciousness towards humans, demihumans, and other little people. They dwell in dark woodlands and wild, evil areas. In any group of quicklings encountered there will be 1 individual of +2 CON(+1 HP). If more than 10 quicklings are encountered, then 2 of them will have +2 CON(+1 HP) and 1 will be a +4 CON(+2 HP) leader. Because of their amazing speed, quicklings have an excellent dodge skill. This speed also allows them 3 attacks per round with their needle-like daggers. Leaders will be 75% likely to have a poison which causes victims to fall into a drugged slumber unless a CON:10 resistance is successfully made after each hit

from these creatures' daggers. All quicklings are able to use the following spell-like powers once per day, 1 at a time, at will: ventriloquism, forget, levitate, shatter, dig, and fire charm. When a quickling has to make a POW resistance roll against any magic, treat their POW as being 1d6 points higher. They are 90% likely to be visible when moving, due to their speed.



When motionless in natural cover they are totally invisible. When attacking, quicklings can be seen only as a blur. Quicklings speak their own language and that of brownies, pixies, and halflings. Most can speak many words of Common, although at a high pitch and too quickly to be easily understood. The quickling race is short-lived because of their accelerated rate of motion. Mature at about 1 or 2 years of age, quicklings die between 12 and 15 years of age.

QUICKWOOD (Spy Tree)

Characteristics	Average
STR	25
CON	20
SIZ	40
INT	13
POW	19
DEX	4
APP	-

MOVE: 1/5 (roots)
Hit Points: 30/10(roots)
Damage Bonus: +3d6
Attacks: (14+1D4 roots) Grapple 85%, Bite 85%
 1d4+ ½ db

Skills: Sense (vibration) 75%, Sense (smell) 80%, Listen 80%

Treasure Type: See below

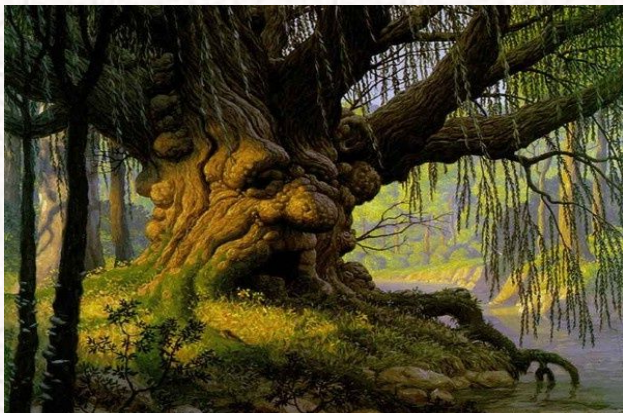
Armor: 1d4+1

Note:

It is said that the quickwood grows only through the magical offices of some great spell caster who planted a mandragora root after ensorcelling it with mighty spells. Others claim that these weird trees are a natural progression of vegetable life towards a state equivalent to man's. In any case, the quickwood is certainly sentient, unlike most of the vegetation found in the world. This great hardwood tree appears to be an oak, although close inspection will reveal that it has a visage and sensory organs which resemble a distorted human face. It is unlikely that the "face" will be noticed unless the observer is within 30 feet of the quickwood (10 feet if the thing is attempting to conceal its presence by not using its sensory organs). These creatures may be found in any habitat which supports normal oak trees, including the warmer

regions where live oaks are found. As it is very difficult for a quickwood to move its massive trunk, the creature will typically remain still if at all possible. It can, however, send out thick roots that move at MOV 5 through the loose top soil. These roots can seize and hold immobile any creature under 1000 pounds of weight unless a STR:STR roll is succeeded.

The roots are too strong to be broken, and blunt weapons do not damage them, but an edged weapon may be used to sever one. (Treat roots as large, with 10 hit points each. Note that root damage will not accumulate towards destruction of the quickwood proper.) The creature will allow only 6 of its roots to be severed before it withdraws the others to safety. The quickwood also has numbers of lesser roots which it spreads to sense approaching creatures. Its sensitive leaves can detect air movements and changes in pressure. The visual, auditory, and olfactory organs (resembling large human eyes, ears, and nose) are slightly superior to the human norm, and the creature is able to see infra visually up to 120 feet. In addition, a mature spy tree is able to cause from 2-8 other normal oaks to serve as its hosts. These trees resemble the quickwood while so possessed, having visages and sensory organs through which the master tree actually controls the hosts and gains information. Such control extends up to 360'. The limbs of the creature are too stiff to serve as offensive members, but a quickwood has a mouthlike opening that can clamp shut for damage. The victim must be touching the trunk or forced into a position by a nearby grasping root where the maw can inflict damage before this is an actual danger, however. The roots themselves do no damage and have a range of 30 yards. It is possible to use plant effective spells against a quickwood, but most others do not work. The creature is able to perspire, drenching itself in water so fire does not harm it.



Lightning is harmlessly channeled off. Poisons and gases do not harm a quickwood. Disintegrate will certainly destroy one of these things. However, if under spell attack, a quickwood will use the spell energy to radiate Terror in a radius equal to 1 feet per POW of spell caster. Mind-affecting spells do not affect a quickwood. Prickwoods are sometimes charmed or otherwise convinced to serve as repositories for treasure or as guardians of an area. In the former role, the treasure guarded will be typical of the creature having placed it there. Such items are always stored within the trunk orifice of the quickwood. As a guardian, the creature spies for intruders and upon sighting them will send out hollow drumming sound which can be heard for a mile or more.

QUIPPER

Characteristics		Average
STR	1	1
CON	2d6	6
SIZ	1	1
INT	2	2
POW	1d6	3
DEX	3d6	3d6
APP	-	-

MOVE: 8
Hit Points: 3
Damage Bonus: -1d6
Attacks: Bite 15% 1d6-db

Skills: Swim 100%, Sense(smell blood 50') 75%
 Dodge 45%

Treasure Type: None

Armor: -

Note:

Quippers are small, vicious fish which usually swim in large shoals. They are dark green in color and inhabit fresh-water lakes and streams. The quipper is a rare species of cold-water piranha. If anyone is swimming or wading near a shoal the quippers may (25%) not attack. However if they do attack and score a hit, drawing blood with their sharp teeth and inflicting any damage, the entire shoal will go berserk and will inflict double the normal number of attacks per round.

Up to 20 quippers can attack a human-sized victim simultaneously. When determining initial attack, roll first to determine whether or not the



attack is made. Then roll percentage dice again, if there is to be an attack, to determine the percentage of the shoal which actually attempts to hit in the first round. Roll attacks for that number of quippers, and if at least one hits, all the shoal will attack in the next round (no more than 20 can actually attempt to hit). If all the quippers attacking in the first round fail to hit, it is only 40% likely that they will pursue their attack the next round.



QULLAN

Characteristics		Average
STR	2d6+6	12
CON	2d6+6	12
SIZ	1d4+20	22
INT	2d6	6
POW	3d6	9
DEX	3d6	10
APP	-	-

MOVE: 10

Hit Points: 17

Damage Bonus: +1d6

Attacks: Broadsword 35%* 1d8+1+db*

Skills: Tribal Skills as NPC

Treasure Type: (10% of A)

Armor: -

Note:

Qullans are strong, large, seemingly insane humanoids which wear warpaint in a wild variety of clashing colors and sport their battle-scars proudly, often emphasizing them with cosmetic paint. They never wear armor, either wandering naked or clad in skimpy tiger-skins. They attack with broadswords which they have honed to an incredible sharpness - a technique so far not emulated by other races. These swords hit at +30% hit probability and have a +3 damage bonus. However, the swords blunt easily - there is a cumulative 20% chance per hit that the sword will be blunted and will revert to

normal broadsword properties. They wield these broadswords two-handed (though this confers no advantage).

The tatoos of the qullan race continually radiate magical confusion in a 5' radius. Anyone in melee with them must make a POW:POW resistance roll or be confused, either standing still, attacking the nearest qullan without regard for personal safety, or attacking the nearest friend - equal probability. (Roll d6 for effect; 1-2 means stand still; 3-4 means attack qullan without dodging or parrying; 5-6 means attack friend. Repeat this roll to determine action each round until the victim resists). A victim of confusion may attempt to resist each melee round he is within the radius of effect, and the effect disappears if he moves outside that radius of effect.

Qullans have never been befriended by human or near-human races; without exception, every encounter has seen the qullans attacking, irrespective of the allegiance or size of the party.

Qullans are so totally chaotic that any attempt to force one to do anything it would not normally do causes its inherent powers of confusion to 'feed back', resulting in the instant death of the creature (this same reaction occurs whenever a qullan fails to resist against any charm or control type of spell). Thus, no-one has ever been able to learn the methods they use to forge the sharp edges on their swords, nor has anyone been able to induce a qullan to restore the edge to one of their fine broadswords for a non-qullan.

A human or near-human may use a qullan sword in melee, since the swords are not in any way magical. However, the sword has the normal chance of blunting if it scores a hit, and a captured sword will thus only display its exceptional qualities for 5 hits at most.



RAKASHA

Characteristics		Average
STR	2d6+8	14
CON	2d6+6	12
SIZ	2d6+6	12
INT	3d6+6	15
POW	3d6+6	15
DEX	3d6+3	12
APP	-	-

MOVE: 8

Hit Points: 12

Damage Bonus: +1d4

Attacks: 2xClaw 45% 1d4+db, Bite 55% 1d6+2, or 1 weapon at Base+2d10%+STR

Skills: Knowledge(arcane) 75%, two others 75%, Dodge 50%, as NPC

Treasure Type: F

Armor: 2

Note:

These evil spirits encased in flesh are fond of luxury and the finer things in life, including a diet of human meat. If more than 1 Rakshasa is encountered in its lair, the group will be a male and 1 or more females. Rakshasas are able to use ESP and create the illusion of what those who have encountered them deem friendly. Although capable of using spells, they are not affected by spells of casters with less than 18 POW and even then gain a resistance roll against even spells that do not call for one.(POWvsPOW) Rakshasas cannot be harmed by non-magical weapons but hits by weapons blessed by a caster with 80% Allegiance to light kill them instantly.

**RAT**

Characteristics	Normal		Giant		Vapor	
	Average	Roll	Average	Roll	Average	Roll
STR	1	1d4	2	1d4+2	4	1d4+2
CON	1d6	3	6	1d6+7	10	1d6+7
SIZ	1	1d4	2	1d4	2	1d4
INT	4	4	6	1d4+1	3	1d4+1
POW	1d6	3	3	3d6	10	3d6
DEX	3d6+6	15	12	3d6	10	3d6
APP	-	-	-	-	-	-

MOVE: 4/2 swim

Hit Points: 2

Damage Bonus: -1d6

Attacks: Normal: Bite 25% 1 dmg

Giant: Bite 45% 1d6+db

Vapor: Bite 35% 1d6+1+db

Skills: Hide 50%, Move Silent 50%, Sense (smell) 60%, Dodge 35%, Swim 80%

Treasure Type: (C)

Armor: -

Note:

Rats of all sorts are common, and the giant Sumatran sort are a plague in many places such as crypts and dungeons. Their burrows honeycomb many graveyards, where they seek to cheat ghouls of their prizes by tunneling to newly interred corpses. Giant rats will avoid attacking strong parties. They are fearful of fire and flee from it. Giant rats swim quite well, and they can attack in water as well.

Vapor Rats appear to be nothing more than large, gray giant rats. Their habitat, however, includes areas not common to giant rats, for these creatures also dwell in and on the substantial cloud islands which frequently serve as the abode of cloud giants. It is possible for vapor rats to alter the substance of their bodies and assume a gaseous form. In this condition they appear to be wisps of cloud or similar vapors. In normal solid state, vapor rats move very rapidly, are able to swim well, and are capable of burrowing rapidly through loose soil or the material of cloud islands. In their vaporous condition, they are able to direct their movement much as a ship would steer before the wind, and they are thus able to move from cloud to cloud around the sky. Vapor rats are omnivorous, loving garbage and carrion, which is typical of all rats. While they do not seek treasure, there is a possibility that the remains of their meals will contain some items of value. If

discovered in their lair, there is a 25% chance for each of the following treasure types to be there: J (1-4), K (1-4), L (1-4), M (1-4), N (1-2), C-type for gems, jewelry, and magic. If angry, hungry, or cornered, vapor rats will attack by scurrying in and delivering sharp bites.

Whenever one is killed or seriously wounded, it gives off a small puff of noxious fumes. This gaseous release forces the target to make a CON:10 resistance roll or be at -25% to all skills for (25-victims CON) in rounds, but it will affect only 1 individual if within 5-8 feet of the vapor rat. The rat always directs its release at its opponent, and the gas dissipates beyond the maximum distance shown above or in 1d4 rounds. Thus, while it is safe to slay these monsters from a distance, they are particularly dangerous in close proximity. Wounded or seriously threatened vapor rats will always assume gaseous form. In such state, they can only be harmed by attack forms which cause their vapors to be destroyed. Such attack forms include very hot or magical fire, lightning, and exceptionally strong winds.



RAT (Normal), Swarm

Rats	Bites
10-20	1d6
21-30	2d6
31-50	4d6
51-75	6d6
76-100	8d6
100+	+1d6 per 5 SIZ of target

Swarms of rats attack enmasse. Find the number of rats in the swarm that is attacking an opponent to find the number of bites that hit the target. Each point of armor the victim has subtracts 1 bite from the swarms total attacks. Armor doesn't protect further from this damage. Each bite that gets through does 1 point of damage to the victim. Each bite that gets through also has a 1% cumulative chance of causing a minor disease.

RAT (Giant), Swarm

Rats	Bites
10-20	1d4
21-30	2d4
31-50	3d4
51+	+1 per 5 SIZ of target

Like the smaller species, giant rats attack in large groups. Find the number of rats in the swarm that is attacking an opponent to find the number of bites that hit the target. Each point of armor the victim has subtracts 1 bite from the swarms total attacks. Each bite that gets through does 1d4-1 points of damage to the victim. Armor doesn't protect further from this damage. Each bite that gets through also has a 5% cumulative chance of causing a minor disease.



**RAVEN (Crow)**

Characteristics	Normal		Giant		Huge	
	Roll	Average	Roll	Average	Roll	Average
STR	1d4	2	1d6+1	4	2d6+9	15
CON	1d4+4	6	3d6	9	2d6+6	12
SIZ	1d4	2	2d4	4	2d6+10	16
INT	2	2	3	3	4	4
POW	3d6	9	3d6	9	3d6	10
DEX	3d6	10	3d6	10	3d6	10
APP	-	-	-	-	-	-

MOVE: Normal: 1/10fly Giant: 1/12fly Huge: 2/14 fly

Hit Points: Normal: 4 Giant: 6 Huge: 14

Damage Bonus: Normal: -1d6 Giant: -1d6 Huge: +1d4

Attacks: Normal: Claw 25% 1 HP

Giant: Claw 25% 1d3 HP

Huge: Claw 25% 1d4 +db

Skills: Normal: Search 25%, Fly 55% Giant: Search 35%, Fly 45% Huge: Search 45%, Fly 40%

Treasure Type: None

Armor: Normal: - Giant: 1 Huge: 2

Note:

Ravens (or rooks) and crows are found from cold-temperate to tropical climates. They are principally scavengers, but, being omnivorous, they will raid crops, nests, or unattended caches of food. All birds of this type travel in flocks, although a few might be encountered seemingly alone; these are scouts. As soon as any approaching creature which could threaten the flock is seen or detected, the scout or scouts will give warning cries, screen themselves, and maintain a safe distance while keeping track of the creatures and reporting events to the flock by means of raucous calls and, possibly, movements as well. Thus, ravens or crows can never be surprised during lighted conditions. Because of their intelligence, these birds are 10% likely to attack an opponent's eye. In other words, whenever a to-hit roll indicates a hit, there is a 1 in 10 chance of eye attack and resultant loss of the organ.

Ravens and crows have their own, limited language. Certain ravens, including some huge and most giant specimens, can speak as many as 100 words of the common tongue and can communicate in meaningful phrases. Huge ravens tend towards a malicious disposition and are known to serve evil masters when opportunity permits. All birds of this sort love objects which glitter and shine. Thus, they are 25% likely to have several small metal objects, gems, and the like in their nests. Giant ravens

are both pugnacious and easily trained (if raised from fledglings), and so are often used as guards and messengers. In their nests, there may be Type O treasure (a 1 in 6 chance per nest).



REMORHAZ

Characteristics		Average
STR	6d6+12	30
CON	2d6+13	19
SIZ	6d6+15	33
INT	3	3
POW	3d6	10
DEX	2d6+3	10
APP	-	-

MOVE:	10
Hit Points:	22
Damage Bonus:	+3d6
Attacks:	Bite 60% 1D10+db

Skills: Sense (Heat) 80%, Dodge 55%

Treasure Type: (F)

Armor: 1d6+1 (underside 1d4)

Note:

The remorhaz has ice blue coloration everywhere except along its back where a streak of white sets off the large protrusions there. The creature's multi-faceted eyes are white. Remorhaz, sometimes known as polar worms, inhabit only the chill wastes. They are very aggressive predators. If encountered in its lair, a remorhaz is 25% likely to have a mate and 1-2 eggs there. Remorhaz eggs are valued at 5,000 bronze pieces each. In combat the remorhaz beats its small wings and rears the front quarter of its body. It then snaps itself forward, striking with blinding speed, and the largest-sized specimens are able to swallow prey whole in this manner. Any victim swallowed in this manner is instantly killed due to the intense heat in the monster's digestive system. Prey is swallowed whole on a critical success bite. When aroused, the remorhaz secretes substances internally which cause its intestines to become very hot, and its back protrusions actually glow cherry-red with the excess heat. Any non-magical weapon striking the back of a remorhaz will melt from the heat, and any creature touched by these surfaces suffers 10d10 points of damage!

**RETCH PLANT**

Characteristics		Average
STR	-	-
CON	1d4+16	18
SIZ	2d6+30	35
INT	-	-
POW	-	-
DEX	-	-
APP	-	-

MOVE:	-
Hit Points:	21
Damage Bonus:	-
Attacks:	None

Skills: None

Treasure Type: None

Armor: 2

Note:

The retch plant, or globe palm, is found only in warm climates. It is a typical palm tree with coconuts tempting anyone who is hungry/thirsty, except that each constantly also has from 5-8 globe-like, coconut-sized fruit growing at its top. Each globe is membranous and taut and blue, violet, or lilac in color. When the tree is touched 1d4 of them burst, and a nauseating fluid is splashed over a 5-foot radius around the trunk. (A 25% chance for splash contact at 5-9 foot distance.) Walking under a retch plant makes it 20% likely that one of its globes will fall. The sticky, foul liquid will cause creatures splashed to vomit and retch for the next 3 rounds and for 1 hour thereafter to be at 50% normal strength. There is no resistance roll allowed. Creatures splashed must be washed in alcohol (wine, beer, brandy, etc., will do) or be much more likely to attract carnivores in the area at double the normal frequency of checks, with double probabilities of encounter. The odor is discernible within a 50-foot radius. It persists for 1-4 hours.





RETRIEVER

Characteristics		Average
STR	28	28
CON	30	30
SIZ	55	55
INT	6	6
POW	15	15
DEX	15	15
APP	-	-
MOVE:		14
Hit Points:		
Damage Bonus:		+5d6
Attacks:	ClawX4 100% 1d4+½ db	
Skills:	Dodge 45%	
Treasure Type: (Z)		
Armor:	2d4+1	
Note:		

Retrievers are constructed by Demogorgon in his laboratories in the Abyss; in doing so, Demogorgon deliberately constructs the

creatures so as to strike maximum terror into their victims. They will rarely be found on the Prime Material Plane except when engaged on a specific mission to retrieve (usually dead or alive) one who has offended Demogorgon or one of the more powerful denizens of the Abyss. Retrievers are giant spider-like creatures whose front four limbs end in huge cleavers. Though they are large - approximately the size of a mammoth - they are very fast and nimble in the open, where they have room to maneuver. They each have six eyes, two for vision and four which project rays (up to 2 of the latter may function each round - determine which at random). These rays are, respectively, fire, cold, lightning and transmutation. Once used, a particular eye cannot be used again for 6 rounds, at which time it will have re-charged. These rays can only hit one target within a range of 60'. The rays of fire, cold and lightning each do damage equal to the current hit points of the retriever, a successful DEX vs the creatures POW resistance roll indicating half damage. All carried items must also make a HP:POW resistance against these attacks if their Owner fails to resist. The transmutation ray transmutes the victim into (1d4) 1.mud, 2.stone, 3.gold or 4.lead (determine which of the four at random). A successful CON:POW resistance against indicates no effect. A stone to flesh spell will restore a petrified character to normal but only a philosopher's stone can restore a lead or gold, figure. Characters turned to mud can only be revived by the use of mud to rock followed by stone to flesh, both spells being cast within 1 hour of the each other. Retrievers can attack with all four cleavers simultaneously on the same victim or separate victims directly in front of it. However they cannot use the eye rays when attacking with their cleavers. Generally speaking, they will use their eye rays first then, when the eyes are recharging, use the cleavers. Demons sometimes mount howdahs on the back of a retriever and ride on the creature to the hunt. Creatures of lower order will flee in panic on sight of a retriever, and even an adventurer of less than 12 POW or CON will do so unless he make a POW:POW resistance roll against magic when a retriever comes within 30' of him.

REVENANT

Characteristics		Average
STR	*	*
CON	-	-
SIZ	*	*
INT	*	*
POW	*	*
DEX	*	*
APP	-3d6*	-10

MOVE: -1*
Hit Points: *
Damage Bonus: *
Attacks: Strangulation

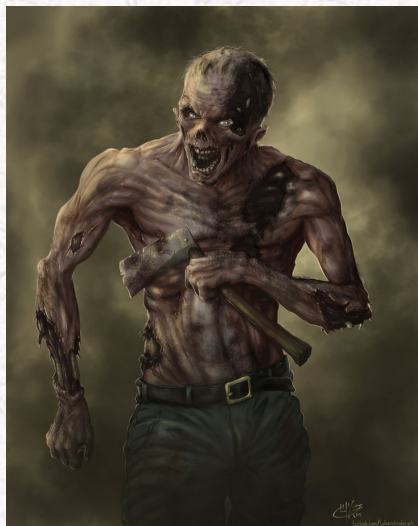
Skills: As NPC

Treasure Type: None

Armor: -

Note:

Under exceptional circumstances, those who have died a violent death may return from beyond the grave to wreak vengeance on their killer - as a revenant. There are few who can make this journey - to do so, a dead character must have POW or INT greater than 16 and a CON of 18. If both these criteria are met, the chance of the character becoming a revenant after death is 5%. Although undead, the revenant is motivated by sheer self-will. Therefore, as it is not inherently evil, it cannot be turned or destroyed by divine sorcery specific to undead, nor are holy/unholy symbols, holy water or other religious paraphernalia able to affect it. Weapons - normal and magical alike - do not cause HP damage to the creature, although severing of limbs can still take place on certain table results, and the surest way to kill it is to reduce it to ashes. Like other undead it is immune to all spells attempting to control or influence its mind or body. Even if a revenant is dismembered, its limbs will continue to function independently, as though



guided by the same mind. It has regenerative properties which cause the limbs to slither together, reunite and re-create the revenant. It can also regenerate 3 hit points of damage per round even after 'death', except by burning. It is immune to acid and to gas. The process of decay of the corpse which now houses the revenant has only slightly been attenuated, after 3-6 months of rebirth, the corpse will decompose rapidly and the spirit of the revenant will be forced to return to the plane from whence it came.

The sole purpose of the revenant's existence is to wreak vengeance on its killer, together with any person or persons who aided his killer in the act. Though it will never attack any one else, except in self-defense, it will stop at nothing to achieve its purpose, being able to locate its intended prime victim wherever he may be. (Those who aided the killer will also be tracked if they happen still to be in the company of the killer, but if they are elsewhere they will be ignored by the revenant which will concentrate on the killer only.)

Its mode of attack- is to lock its claw-like hands around its victim's throat and then to strangle him (using the strangulation rules in MW pg.86) and not releasing its grip until the victim or the

revenant is dead. If necessary it will adopt other means to try to kill its victim, using extreme cunning and guile, but it will never, under any circumstances, resort to the use of weapons. The revenant can also stare into his killer's eyes and that person must make his POW:POW resistance roll or be paralyzed with terror for 2-8 rounds. This power works against none but the revenant's killer.

The revenant will retain all the abilities it had before death. It can converse fluently in its racial tongues, though stiffness of its vocal chords deters it from using speech except under extreme circumstances (e.g. to cast a spell. if it was formerly a spell-caster, on its killer). Note that a revenant may never cast a spell at a person other than its killer, whatever the spell-type.

If the associates of the killer are with him in a party, they will be dealt with after the killer has been destroyed, and in that respect they, too, will

be regarded as 'killers'. They cannot escape, for if they attempt to do so while the revenant is occupied with the killer, the revenant will track all of them down subsequently. Immunity to certain spells apart (see above) the revenant has the same resistance rolls to magic as it had before death as a character. The creature presents a pale, corpse-like appearance, with pallid skin drawn tightly over hollow cheekbones; its flesh is unusually cold and clammy. This gives it a penalty of -3d6 to its previous APP (minimum 1). Its eyes - sunken in the face - are at times dull and heavy-lidded but, particularly when nearing its intended victim, they will blaze up with unnatural intensity. Animals will shy away from it, and about the revenant hangs an unmistakable aura of tragic anger, sadness and determination. If the character who became the revenant died a particularly violent death, it may be unable to re-occupy its former body when it becomes a revenant. In such a case, the spirit will occupy any available, freshly-dead corpse. The revenant's new body may even be of opposite sex to the original character. However its killer and his active associates, if present, will always 'see' the revenant in its former body, while others around him will see it as it is, if they had not been involved in the killing. When the revenant has completed its mission by killing all its intended victims, it will immediately disintegrate and will never return again. Its spirit rests in peace.

RHINOCEROS

Characteristics	Normal		Wooly	
	Roll	Average	Roll	Average
STR	6d6+24	42	6d6+36	54
CON	3d6+12	21	3d6+20	38
SIZ	6d6+24	42	6d6+36	54
INT	4	4	3	3
POW	3d6	9	3d6	10
DEX	2d6	6	2d6	6
APP	-	-	-	-

MOVE: 6/12 charge 10/15 charge
Hit Points: 31 41
Damage Bonus: +5d6 +6d6
Attacks: Horn 50% 1D8+db, Trample 75% 2D6+db

Skills: Listen 60%

Treasure Type: None

Armor: 2d4 2d4+4

Note:

Rhinoceroses are aggressive herbivores, by and large. A few types are less aggressive and will run away if they feel threatened, but most will charge. They have poor eyesight but keen senses of hearing and smell. If more than one-half the possible number are encountered, 1 or 2 will be young (from 30% to 60% mature). Woolly Rhinoceros: A large, very aggressive species of rhinoceros which roams the cold temperate and subarctic regions of the Pleistocene epoch, the **woolly rhino** conforms to the characteristics of its modern relatives. and subarctic regions of the Pleistocene epoch.



ROC

Characteristics	Average
STR	1d6+30 33
CON	2d6+22 28
SIZ	3d6+56 65
INT	4 4
POW	3d6 10
DEX	3d6 10
APP	- -

MOVE: 47
Hit Points: 6/20 fly
Damage Bonus: +5d6
Attacks: Beak 50% 1D8+½ db, Claws (flying) 60%
 1D6+½ db or Grab
Skills: Search 75%, Fly 55%

Treasure Type: (C)

Armor: 1d4+1

Note:

Rocs are huge birds somewhat resembling vultures. They inhabit the highest mountains in warm regions. They prey upon large creatures such as



cattle, horses, and elephants. The roc swoops down upon prey, seizes it in its powerful talons, and carries it off to its lair. If the creature resists, the roc will strike it with its beak. The lair of a roc will be a vast nest of trees, branches, and the like. There its treasure will be strewn about, for the creature does not value such, it is the residue of its victims. Rocs are occasionally tamed and used by giants.

ROCK REPTILE

Characteristics	Average
STR	24
CON	17
SIZ	25
INT	3
POW	13
DEX	8
APP	-
MOVE:	5(10 for 1 round burst)
Hit Points:	21
Damage Bonus:	+2d6
Attacks:	Bite 50% 1d4+db

Skills: Hide 80%, Climb 45%,

Treasure Type: See below

Armor: 1d6+1

Note:

This weird lizard has a lumpy, warty hide and chameleon-like powers. A rock reptile can thus lie in wait in rocky areas, appearing to be nothing more than a pile of rubble or rocks. The rock reptile favors darkness but will occasionally venture out in daylight if it is sufficiently hungry. Its initial rush is at twice normal speed, thus surprising prey. As it drags some prey to its lair, there might be bits of treasure therein-25% each for types J,K,L,and M,and also types Q,S/4,and T/2. If 2 of the monsters are encountered, they have double metal and gems only.



ROPER

Characteristics	Average	
STR	4d6+6	18
CON	2d6+14	20
SIZ	4d6+6	18
INT	3	3
POW	3d6	10
DEX	2d6	6
APP	-	-
MOVE:	4	
Hit Points:	19	
Damage Bonus:	+1d6	
Attacks:	6 tentacles 60% poison, Bite 90% 1d10+1+db (100% if grappled)	
Skills:	Hide(among stalagmites) 80%, Search 45%	

Treasure Type: L,C,O,S,Qx10 in gut

Armor: 2d4+1

Note:

This yellowish gray monster appears to be a mass of foul, festering corruption. The roper is cigar-shaped, about 9' long, with a diameter of some 3'. Ropers inhabit subterranean caverns. They prey upon all forms of creatures, but humans are their favorite form of food. These monsters can stand upright in order to resemble a pillar or stalagmite or flatten themselves at full length upon the floor so as to look like nothing more than a hump. Any treasure found will be strewn about the floor and inside the roper, from previous victims. Anyone hit by a tentacle must succeed at a CONvsCON resistance roll or lose 1d6+1 STR for 1d4 rounds. A STRvsSTR roll is required to avoid being pulled to the ropers mouth. They are unaffected by lightning, take half damage at most from cold, but are very susceptible to fire +1/2 damage.



RUST MONSTER

Characteristics	Average	
STR	3d6	10
CON	2d6+9	15
SIZ	3d6+3	12
INT	3	3
POW	3d6	9
DEX	3d6	10
APP	-	-

MOVE: 8
Hit Points: 13
Damage Bonus: -
Attacks: Tail Slap 40% 1d4+db+special

Skills: Sense (Metals 60') 80%, Parry(tail) 30%

Treasure Type: (Qx10)

Armor: 1d4

Note:

ROTGRUB

Characteristics	Average	
STR	1d6	3
CON	1	1
SIZ	1	1
INT	1	1
POW	1d6	3
DEX	1d6	3
APP	-	-

MOVE: 1
Hit Points: 1
Damage Bonus: -1d6
Attacks: Bite 25% 1 HP

Skills: Sense (heat) 50%

Treasure Type: None

Armor: -

Note:

Rot grubs are occasionally found in heaps of offal or dung. They are rarely found in ceilings, walls, or floors. These small creatures will viciously burrow into any living flesh which touches them, for they greatly enjoy such fare to dine upon.

Rust monsters inhabit only dark subterranean places. They roam such places in search of their food - metals of all sorts, but principally ferrous based metals such as iron, steel, and steel alloys (such as mithral and adamantite arms and armor).

If the rust monster touches the metal it rusts or corrodes the metal. The rust monster's tail acts as a club, but any metal that touches the creature, or that this monster hits rusts instantly.

Enchanted items receive a Item Score:12 resistance roll. Item score is equal to 5 per special quality possessed.



ROTHE

Characteristics		Average
STR	3d6+9	18
CON	2d6+9	16
SIZ	3d6+24	23
INT	4	4
POW	2d6	6
DEX	2d6	6
APP	-	

MOVE: 12
Hit Points: 19
Damage Bonus: +2d6
Attacks: Bite 25% 1d4+1, Horn 25% 1+db

Skills: Sense 25%, Listen 25%

Treasure Type: None

Armor: 1d4

Note:

Rothe are small ox-like creatures with a mass of long black hair. They attack with two horns and a bite.

They are shy creatures with an aversion to bright light; they will generally make their lairs underground, near a lake or river where there is a good supply of lichen and moss to eat.

**SAHUAGIN**

Characteristics		Average
STR	2d6+9	15
CON	3d6+2	11
SIZ	3d6+9	18
INT	2d6+4	10
POW	3d6	10
DEX	3d6	10
APP	-	-

MOVE: 8/10 swim
Hit Points: 14
Damage Bonus: +1d4
Attacks: Claw 50% 1d4+1, Bite 45% 1d6, Weapon Base+2d10% by type
Skills: Swim 80%, Climb 50%, Dodge 40%, Parry 45%, Language(Ixitxachtl) 50%

Treasure Type: N,(I,O,P,Qx10,X,Y)

Armor: 1d4

Note:

A typical sahuagin is blackish green on the back shading to green on the belly. The fins are black. The great staring eyes are deep, shining black. About 1 in 200 sahuagin is a mutation with 4 arms which are completely usable. These specimens are usually black shading to gray. Females are indistinguishable from males, except that they are slightly smaller. Hatchlings are light colored, but they darken and attain full growth approximately 1-2 months after hatching. They're evidently able to converse with the ixitxachtl in their own language. The sahuagin, sometimes referred to as "sea-devils" or "devil men of the deep," dwell in warm salt waters at depths of 100' to 1,500'. Sahuagin are predatory in the extreme, and they pose a constant threat to all living things because they kill for sport and pleasure as well as for food. These creatures abhor fresh water. They dislike light, and bright

light (such as that created by a light spell) is harmful to their eyes. There are always 2-8 sharks with sahuagin in their lair. Sahuagin are able to make these monsters obey simple one or two word commands. Few persons have survived capture by the sahuagin, for prisoners are usually imprisoned, tortured, and eaten. Creatures taken alive are brought to the sahuagins' lair and confined in cells. Although sahuagin are able to stay out of water for up to 4 hours, there is no air in the confinement areas in the typical village, but in the towns of the nobles there are special quarters to maintain air-breathing creatures. The sahuagin are cruel and brutal, the strongest always bullying the weaker. Any injured, disabled, or infirm specimen will be slain and eaten by these cannibalistic monsters. Even imperfect hatchlings are dealt with in this fashion.

SALAMANDER

Characteristics	Average	
STR	1d6+15	18
CON	1d6+13	17
SIZ	3d6+3	12
INT	2d6+6	12
POW	3d6	10
DEX	3d6	10
APP	-	-

MOVE: 10
Hit Points: 14
Damage Bonus: +1d4

Attacks: Claw 50% 1d4+db+1d6 fire, or by weapon
 40% weapon damage+db+1d4 fire

Skills: Dodge 60%

Treasure Type: F

Armor: 1d4+1

Note:

The head and torso of a salamander is copper-colored, with yellow, glowing eyes. The lower body is an orange shading to dull red at the tail end. Salamanders are creatures of the elemental plane of fire. They come to the material plane occasionally for purposes known only to them. Salamanders hate cold, preferring temperatures of 300 degrees upwards, and they can abide lower temperatures only for a few hours. Their lair is typically at least 500 degrees temperature, and any treasure is found there will

be the sort to survive such heat. Salamanders radiate intense heat, anyone touching them or hit by them suffer 1d6 fire damage.

SANDLING

Characteristics	Average
STR	22
CON	14
SIZ	24
INT	1
POW	11
DEX	10
APP	-
MOVE:	8
Hit Points:	19
Damage Bonus:	+2d6
Attacks:	Pseudopod 40% 1d4+db

Skills: Sense(heat within 50') 75%, Listen 50%
 Dodge 50%

Treasure Type: None

Armor: 1d4

Note:

A sandling appears to be an amorphous mass of moving, sliding sand. An adult sandling is a solitary creature, and it dwells in lonely sandy areas such as uninhabited deserts, siliceous caverns and deserted beaches. Sandlings are savagely territorial and will attack any creatures that trespass in their areas. They fight by slashing and lacerating with a coarse, abrasive pseudopod, Sandlings' flexible, shifting forms are difficult to damage by physical assault (thus the dodge of 85%). If a sufficient quantity of water or other liquid (10 gallons or more) is cast upon the creature, it will have the same effects as a slow spell and the sandling will strike for only one-half damage. Sandlings are apparently silicon-based creatures, and

some sages believe that they originated on the Elemental Plane of Earth. A sandling grows until it reaches full size (10 feet in diameter), and then it begins to reproduce by budding. Tiny sandlings grow to about 2 inches in diameter before they split from the parent. An adult sandling's territory often swarms with thousands of infant sandlings, none larger than 1/2 foot in diameter. When one grows above this size, the parent sandling perceives it as a threat and kills it. When the parent sandling dies, the largest



infant grows to take its place, killing all rivals (if it can). A group of sandling infants grouped together form an uneven surface and may trip an unwary creature. Sandlings sense heat, sound and moisture. They dislike wetness and will burrow underground to avoid rain or water unless already defending their territories. There have been reports of huge sandlings 3 times as large as normal adults, but these reports have not been substantiated. Sandlings are always the same temperature as their surroundings and thus are invisible to infravision.



SANDMAN

Characteristics		Average
STR	3d6	9
CON	2d6+9	14
SIZ	2d6+6	12
INT	2d6+6	12
POW	3d6	9
DEX	3d6	9
APP	-	-

MOVE: 8
Hit Points: 13
Damage Bonus: -
Attacks: Touch STRx3% special, see below

Skills: Sense(sight) 35%, Hide (in sand area)55%
 Dodge 60%

Treasure Type: (1d20x10 Silver pieces)

Armor: 1d4

Note:

The sandman's name describes it exactly - a man-like biped made entirely of sand, held together by some form of magical cohesion. Clearly, these are creatures from another plane, but what their purposes are on the Prime Material Plane, none can say. Any character or monster coming within 20' of the sandman must

make a POW:POW resistance roll or go to sleep. Those who manage to stay awake must attempt to resist again each time they touch the sandman or are touched by it. Once the sandman has put a victim to sleep it will take no further action against him, leaving him to doze, though if the encounter took place in its lair it will eject the sleeper first. Sandmen automatically attack humans and need are immune to fear. Sleepers will remain asleep for 3 full hours whatever happens. Thereafter, there is a cumulative 10% chance per hour of a sleeper waking of his own accord, and a 95% chance per round of him waking if violently disturbed. Sandmen have the natural ability of protection from normal missiles which grants them 2d6 AR against them. Sandmen are fond of silver and collect such coins as they can find.

SATYR

Characteristics		Average
STR	3d6	10
CON	3d6	10
SIZ	2d6+6	12
INT	2d6+6	12
POW	3d6	10
DEX	2d6+6	12
APP	2d6+3	9

MOVE: 8

Hit Points: 11

Damage Bonus: -

Attacks: Horns 30% 1D4+½ db ,or Weapon 40%
 by type

Skills: Nature 75%, Language (elves) 75%,
 Language(Human)75%, Art(pipes)80%,
 Move Quietly 75%, Sense 60%, Dodge
 40%

Treasure Type: I,S,X

Armor: -

Note:

Satyrs (or fauns) inhabit only sylvan woodlands. They are interested primarily only in sport frolicking, piping, chasing wood nymphs, etc. They resent intrusion, however, and will drive away any creature which offends them. They can sometimes be lured/bribed with superior wine. A satyr normally attacks by butting with its two sharp horns. They will occasionally make use of magical weapons(if they show up in



treasure). It is quite likely that a satyr will first play a tune on his pipes, an instrument only a satyr can properly employ. By means of these pipes the satyr can cast Captive Slumber, Sleep, Dance of the Gloaming, Enthrall, Whirling Serenity, or cause Terror in all within a 60' hearing radius unless they make the spells resistance roll success. Only 1 satyr per band is likely to have pipes. If comely females are in the group the piping will be to Enthrall or Whirling Serenity, if the intruder is relatively inoffensive the piping will be to Sleep (and choice items will be stolen from the sleeper) or Captive Slumber, but if the party is powerful the piping will be to cause Terror. Any creature which resists any form of piping is not affected by additional music from the same pipes for 24 hours.



Satyrs are very silent and have keen senses. They are surprised only on a 1, and they can blend with foliage so as to be 90% undetectable to creatures not able to see hidden or invisible things. These creatures have their own tongue and are also able to speak elvish (understandable only to sylvan elves) and the common speech. Satyrs dwelling near centaurs are 80% likely to be friendly with the latter, cooperating with them and speaking their language. The skin of the upper body of a satyr is tan to light brown, its hair elsewhere being medium brown, reddish brown, or dark brown. Horns and hooves are black.



SCARECROW

Characteristics		Average
STR	15	15
CON	-	-
SIZ	12	12
INT	2	2
POW	5	5
DEX	12	12
APP	-	-

MOVE: 6

Hit Points: 12

Damage Bonus: -

Attacks: Claw 50% 1d6+special(see below)

Skills: Sense 35%, Dodge 40%

Treasure Type: None

Armor: 1d4-1

Note:

Enchanted versions of regular scarecrows these creatures from a variety of materials - wooden bodies and limbs, turnip heads for instance - and will vary in appearance. They will always, however, appear evil and of malign intent. To create a scarecrow, requires 3 weeks but the cost of materials is only 1 bronze piece per hit point and the sacrifice of 1 POW that returns to the caster if the scarecrow is destroyed. The scarecrow will obey its creator's simple instructions, following orders literally so long as they require no interpretation on its part. It has no real reasoning ability outside of following these commands.

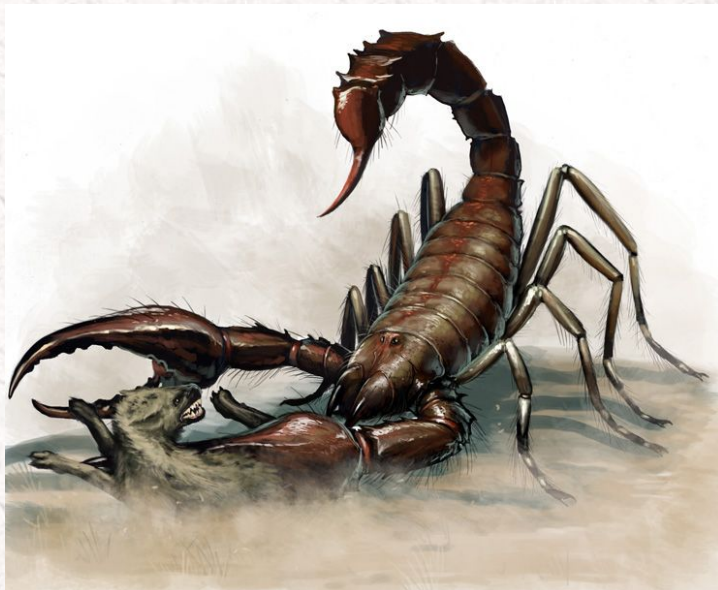
SCORPION, Giant

Characteristics		Average
STR	4d6+12	18
CON	2d6+10	16
SIZ	3d6+12	21
INT	2	2
POW	2d6	6
DEX	3d6	10
APP	-	-

MOVE: 8
Hit Points: 18
Damage Bonus: +2d6
Attacks: Pincher 50% 1D6+db or Grab, Sting 50% 1D4+poison
Skills: Hide 50%, Sense(Vibration) 60%, Dodge 35%

Treasure Type: (D)**Armor:** 1d4+2**Note:**

Giant scorpions are vicious predators which are likely to be found even in relatively cold places such as dungeons due to the adaptability of these mutations. They are likely to attack any creature which approaches. The monster seeks to grab prey with its huge pincers while its segmented tail lashes forward to sting its victim to death with poison. Note that the scorpion's poison kills it if it accidentally stings itself. Creatures killed are dragged to the scorpion's lair to be eaten. The poison sting causes any hit by it to make a 10vsCON resistance roll or immediately die of a heart attack, otherwise take 1d6 additional damage.

**SCREAMING DEVILKIN**

Characteristics		Average
STR	2d6+6	12
CON	2d6+7	13
SIZ	1d6+3	6
INT	2d4	4
POW	2d6+5	11
DEX	2d6	6
APP	-	-

MOVE: 10fly only
Hit Points: 9
Damage Bonus: -
Attacks: Barbed Tail 33% 1d6+db
Skills: Sense 35%, Dodge 40%

Treasure Type: (M)**Armor:** 1d6+1**Note:**

This small creature resembles the mephits in physical appearance, though as far as is known it is solely a resident of the Prime Material Plane and has no allegiance to demons or to devils. It is 3' tall - rather smaller than the mephits - and has a muscular barbed tail about 2 1/2' long. Its leathery wings have a 5' span and provide its only means of movement, its legs and arms being disproportionately small and useless for movement or combat.

It always attacks and never willingly breaks off a fight, striking with its tail, with its cruel barbs. It also has a painful howling scream which it sets up continuously in the presence of other beings. Nothing can stop this screaming other than the slaying of the beast or magically-induced silence. Conversation - even shouting - is inaudible through it, and those who do not have their ears well plugged must attempt a CON:SIZ resistance roll each melee round they are within 60' of the creature. If the roll is not successful, the victim cannot attack or cast or control spells, though he may defend. Only one resistance roll is required each round, no matter how many of these screaming devilkins are within range. Note that, when if a person makes his resistance in one round, he must attempt it again in the next if he is to take any action. If a sorcerer, mage, or other spell-caster makes their resistance, they may cast a spell containing a verbal component in that round, even though the words may be inaudible because of the screaming.





SCUM CREEPER

Characteristics	Average
STR	4
CON	8
SIZ	2
INT	2
POW	8
DEX	8
APP	-

MOVE: 1
Hit Points: 5
Damage Bonus: -1d6
Attacks: Bite 25% 1 HP

Skills: Climb 100%

Treasure Type: None

Armor: 1d2

Note:

Scum creepers are small, slug-like things which inhabit subterranean places or dismal swamps where there is little light. They feed upon plant growth and anything else which their small mouths are able to devour. This includes rotting cloth, wood, or flesh. A scum creeper can move freely upon walls or ceilings due to its myriad tiny hooked legs and its suctioning underbelly segments. The scum creeper's small, sucker-like mouth has very sharp shearing plates of hornlike substance. Attacks are initially attempts to attach to the intended prey. A hit indicates that the scum creeper is fastened to some portion of the prey. Each round thereafter the scum creeper inflicts 1 point of damage automatically, and this continues until the monster is killed or the victim is dead. Rock salt rubbed on a scum creeper's soft flesh causes it to suffer 2 points of damage per round for 1-4 rounds. (Additional applications are ineffective until the previous saline effects are complete.) Scum creepers have fat, slimy bodies of gray color with pale yellow heads and underbellies of sickly white. They have only vestigial eyes and sensory organs in a

cluster of cilia at the head. The mouth is on the lower portion of the head.

SEA HAG

Characteristics	Average
STR	3d6 9
CON	3d6+3 12
SIZ	2d6+6 12
INT	2d6+6 12
POW	1d6+15 18
DEX	3d6 10
APP	1d4 1d4

MOVE: 8/6 swim

Hit Points: 12

Damage Bonus: -

Attacks: Dagger Base+STR% 1d4+1+db

Skills: Hide 90%, Knowledge(arcane)75%, Dodge 35%, Swim 55%

Treasure Type: C,Y

Armor: -

Note:

Sea hags inhabit thickly vegetated shallows in warm seas. A very rare variety dwells in fresh waters. They are reclusive and hate beauty, so their lairs are likely to be in very dismal, ugly places. Hags know sorcery spells 75% or Deep Magic 25% with the Sphere Fauna, Flora, or Flesh and the Glyph Inhibition. She can command any non-intelligent creatures living in her locale for 1 magic point. This can include undead or monsters as well as animals such as bats, scorpions, or snakes. The creature may not resist this charm, which lasts for an hour. The sea hag is so ghastly looking as to make a creature weak from fright; unless a CON:12 is successful, it loses 1d6 STR for 1d4 hours.



SEA HORSE, Giant

Characteristics		Average
STR	2d6+12	18
CON	2d6+10	16
SIZ	2d6+16	22
INT	2	2
POW	3d6	9
DEX	3d6	10
APP	-	-

MOVE: 10
Hit Points: 19
Damage Bonus: +2d6
Attacks: Head Butt 40% 1d4+½ db

Skills: Dodge 40%, Swim 90%

Treasure Type: None

Armor: 1d4-1

Note:

Giant sea horses are herbivorous marine creatures found in all but the coldest of waters. They are naturally shy and avoid contact. They can, however, be trained to serve as steeds. In combat, the sea horse delivers a butt with its head. Occasionally aquatic elves and locathah will capture and train sea horses.

SEA LION

Characteristics		Average
STR	2d6+14	20
CON	2d6+9	15
SIZ	3d6+12	20
INT	1d4+2	4
POW	2d6	6
DEX	3d6	10
APP	-	-

MOVE: 2/14 swim
Hit Points: 18
Damage Bonus: +1d6
Attacks: Bite 40% 1d6+db, 2xClaw 50% 1+db

Skills: Sense(smell) 50% , Dodge 40%, Swim 100%

Treasure Type: None

Armor: 1d4

Note:

Sea lions are fearsome carnivores which inhabit coastal marine waters. They hunt in packs and emit loud bellowing roars even underwater. As

they often drag prey to their lair, there is sometimes a residue of valuable items there. They attack with their clawed forelimbs and their jaws. Young sea lions can be tamed and trained for use in guarding and hunting. If two claw attacks hit, the lion gets a +20% bonus to Bite in the following round if it maintains the hold. A STR:STR resistance is required to break free.





SELKIE

Characteristics	Average
STR	12
CON	14
SIZ	16
INT	13
POW	11
DEX	10(15 swim)
APP	-17 (human form)

MOVE: 3/6 swim/8(human form)

Hit Points: 15

Damage Bonus: +1d4

Attacks: Bite 33% 1d2+db or weapon at base+STR

Skills: Swim 90%, 1d4 human communication skills 30%+1d20% each

Treasure Type: A,R

Armor: 1d3 (1 human form)

Note:

The selkie is a seal-like creature able to take human form for a few days and becomes a sort of sealwere. The selkie will usually take human form to be able to visit a human community to trade for or purchase certain supplies or items needed by its group. The habitat of the selkie is marine and cold-temperate to subarctic. They lair in large caverns complexes having both air and water areas, because selkie young must breathe air until they have grown to half-size (about 1 year old). Selkies are omnivorous, eating fish, shellfish, crustaceans, and various forms of seaweed. They can also eat human fare, and they relish wine. In human form a selkie will have some weapon, but in its seal-like form the creature cannot carry a weapon and swim rapidly. Therefore, selkies encountered underwater are 90% likely to be unarmed and will usually attack by biting. Any weapon possessed by a selkie will be used if necessary, especially in defense of the home. A selkie community will be divided between males and females, with slightly more females in most cases. The two sexes are equal. The leader will be an old selkie able to perform the following powers: augury, cure light wounds, cure disease,

weather summoning, control weather. Each is usable 1 per round, once per day, except weather spells which are 1x week. The treasure of a selkie community is gathered from ships lost at sea and from sea creatures. Thus, they are likely to own many pearls. Monetary treasure of this sort is kept principally for trade. Magic items are also garnered from sunken ships and used to aid the community. In human form selkies are very attractive and fine looking. When in true form, they are nearly indistinguishable from seals. Close examination, however, will reveal arms with slightly webbed hands instead of fore flippers.

SHADOW

Characteristics	Average	
STR	-	-
CON	-	-
SIZ	3D6	10
INT	2D6	6
POW	2D6+6	12
DEX	3D6	10
APP	-	-

MOVE: 8

Hit Points: =SIZ

Damage Bonus: -

Attacks: Touch 30%+DEX 1d4 STR dama

Skills: Hide 90%, Move Quietly (automatic)

Treasure Type: F

Armor: -

Note:

These horrible undead creatures are found among ancient ruins or deep beneath the ground. As they exist primarily on the negative material plane they drain strength by merely touching an opponent. They attack living things without hesitation in order to gain the life force of their prey. Shadows are not affected by mind affecting spells. They are not subject to cold-based attacks. Shadows are 90% undetectable, as they appear to be nothing more than their name. If bright light is cast- such as from a continual light spell - they can be clearly seen. Shadows can only regain lost HP by draining STR from their victims on a 1 to 1 basis. They can only be hit by enchanted weapons.



SHADOW DEMON

Characteristics		Average
STR	2d6+8	14
CON	1d6+15	18
SIZ	2d6+8	14
INT	2d6+10	16
POW	2d6+8	14
DEX	3d6	10
APP	-	-

MOVE: 10/18 leap**Hit Points:** 16**Damage Bonus:** +1d4**Attacks:** Claw x4 71% 1d2+db, Bite 73% 1d4+db

Skills: All Communication and Perception Skills 8d10%, Hide 90%, Move Quietly 100% Dodge DEXx2%

Treasure Type: None**Armor:** 2d4 in darkness, 1d4 in light**Note:**

This foul creature of dark will from the Lower Planes is the essence of a demon imprisoned in the form of a shadow, which it exactly resembles. Like the shadow, the creature cannot be detected much of the time, since it appears as a vague shape and can easily be confused, in the guttering light conditions of a dungeon, with the shadows of dungeon features or of adventurers themselves. It is not, however, from the Negative Material Plane and so its attacks do not drain the victim, as do those of the shadow. Instead, it attacks normally with two claws and a vicious bite for 1-8 hit points of damage. The body structure of the creature is most peculiar and leads to the creature being more powerful in darkness and more vulnerable in conditions of bright light. Thus, in daylight or its equivalent, the shadow demons AR is 1d4 and sustains double damage from all attacks. In torchlight it is AR 1d6 and suffers normal damage from attacks; in these conditions it attacks at +10% hit probability. In darkness or near darkness it is AR 2d4, attacks at +20% hit probability and suffers only half normal damage from attacks. The creature is totally immune to fire, cold and lightning, of the ordinary or magical kinds. However if a light spell or similar is cast upon it, the shadow demon is affected by 2d4 damage per MP used in the spell, regardless of the illumination conditions at the time. The creature

has small wings - too small to give it flying abilities, but large enough to boost the creature's leap in its initial attack to a distance up to 30'.

Following this initial leap, it will attack with all four of its claws, though not with its bite. It will always leap to the attack if it has not been detected by its potential victims. The wings also give it the ability to half-fly, half-run, at 18 MOV rate for one melee round in every ten - it will usually use this maneuver as a prelude to escape if necessary.

Once every day the shadow demon can cast darkness 10' radius and Terror over a 30' radius. It is thought they are formed from manes (see Demon, Manes (Sub-Demon) though the high intelligence of the shadow demon, which is evident when it engages in conflict, seems to put this theory in doubt.



SHAMBLING MOUND

Characteristics		Average
STR	3d6+12	18
CON	1d6+15	18
SIZ	2d6+20	26
INT	1d6	6
POW	3d6	10
DEX	2d6	6
APP	-	-

MOVE: 6
Hit Points: 22
Damage Bonus: +2d6
Attacks: 2xFist 50% 1d4+db

Skills: Hide (in woods) 90%

Treasure Type: B,T,X (within its body)

Armor: 1d4+1

Note:

Appearing as a heap of rotting vegetation, the shambler is actually an intelligent form of vegetable life. It is generally from 6' to 9' in height, with a girth of about 6' at its base and 2' at its summit. Shambling mounds, or "shamblers," are found in dismal marshes or certain wet subterranean places. They are omnivorous, feeding upon any living material (via their weird roots and tendrils). They attack fearlessly, clubbing with their limbs twice per melee round. Spells which affect plants are effective against shambling mounds, plant control and charm plant being good examples. If both of a shamblers clubbing attacks hit a single opponent, the victim is entangled and will be suffocated in the creature's slime in as per drowning/suffocation rules unless the creature is killed. As it is wet and slimy, fire has no effect, lightning causes it to grow (add 1 SIZ per die of damage), and cold does only 1/2 damage

**SHARK**

Characteristics	Normal		Megalodon	
	Average	Roll	Average	Roll
STR	3d6+12	18	6d6+42	60
CON	2d6+9	15	3d6+18	28
SIZ	3d6+12	18	4d6+42	60
INT	2	2	2	2
POW	3d6	10	4d6	12
DEX	2d6+3	10	2d6+3	6
APP	-	-	-	-

MOVE: 10
Hit Points: 16
Damage Bonus: +2d6
Attacks: Bite 75% 2D6+db

Skills: Swim 80%, Sense(smell blood) 80%

Treasure Type: None

Armor: 1d6

Note:

Sharks of all sorts roam the oceans and seas, constantly in motion and seeking food to satisfy their voracious appetites. The shark is a killing machine, attacking any recognizable food source at any time. Sharks are attracted by noise (pressure changes) from a mile or more, and they can smell blood from at least the same distance. Any creature which appears hurt is 90% likely to be attacked. A wounded creature will always be attacked, and this will cause all sharks nearby to go into a frenzy where they will attack anything that remotely resembles food.

Giant Shark (Megalodon): Giant white sharks and prehistoric species of sharks range in size from 20' to 50'+, the largest being the prehistoric sharks.



SHEDU

Characteristics	Standard		Greater	
	Average	Roll	Average	Roll
STR	4d6+24	18	3d6+18	27
CON	2d6+9	15	1d6+20	26
SIZ	4d6+24	30	1d6+33	36
INT	3d6+12	18	1d6+18	21
POW	3d6+12	16	1d4+16	18
DEX	3d6	10	2d6+6	12
APP	-	-	-	-

MOVE:	10/12 Fly	12/15 fly
Hit Points:	25	31
Damage Bonus:	+2d6	+3d6
Attacks:	Hoof 40% 1d4+db	Hoof 110% 1+d

Skills: Knowledge(psychic)80%, Mind Blast 80%, 3 other psychic powers at 1d10x5%, Language (human) 75%, Fly 75%

Greater: +10% to all skills, +20% to psychics

Treasure Type:	G	None
Armor:	1d4	1d4+2

Note:

Shedu travel about the world seeking to further the ends of lawful good, helping allied creatures when in need. Although shedu can attack with their powerful front hooves, they are more likely to use their psionic abilities. All such abilities are performed at 90% mastery. Sheddu can become ethereal at will, and they frequently travel the astral and ethereal planes. Sheddu have their own language and know most human tongues; as they have a limited form of telepathy, sheddu generally communicate by direct mind contact. Sheddu can become ethereal at will.

Greater Shedu are close allies of their lesser cousins. They typically rule any group of 6 or more normal shedu, doing so most beneficently. While preferring the warm, dry climates which all lammasu and shedu favor, greater shedu are prone to roam the Prime Material, Astral, and Ethereal Planes seeking to succor creatures of good alignment, aid them, and combat Evil. The attacks of greater shedu are by powerful blows of the fore hooves. They radiate protection from evil within a 10-foot radius. They can become ethereal and invisible at will. In addition to the languages of lammasu, shedu, Common, and root languages, greater shedu can speak telepathically with most animals and monsters and can even communicate with plants in an elementary manner.

SHOCKER

Characteristics	Average	
STR	3D6	9
CON	3D6	9
SIZ	2D6+6	12
INT	2D4	4
POW	2D6+4	10
DEX	3D6	10
APP	-	-

MOVE:	8
Hit Points:	11
Damage Bonus:	-
Attacks:	Static Discharge 30% 10 damage* Dodge (see below)

Skills:

Treasure Type: special, see below

Armor: -

Note:

Little is known of the origin and purpose of this unusual creature in form, when on the Prime Material Plane, it is approximately man-sized and bipedal; its body is clothed in faint, light blue sparks and even when it is some distance away, anyone with good hearing will hear a very faint crackling which increases in intensity as the shocker approaches. It is quite clear that this creature does not have its origin on the Prime Material Plane, though its purpose in visiting that plane has not been divined. Whatever the case, its existence on the Prime Material Plane is rarely prolonged and this has led to speculation



SHREIKER

Characteristics		Average
STR	2d6	6
CON	1d6+10	13
SIZ	4d6	12
INT	1	1
POW	3d6	9
DEX	1d6	6
APP	-	-

MOVE:	1
Hit Points:	12
Damage Bonus:	-
Attacks:	None

Skills: Sense(movement) 50%

Treasure Type: None

Armor: -

Note:

Shriekers are normally quiet, mindless fungus which are ambulatory. They live in dark places beneath the ground. Light within 30' or movement within 10' will cause them to emit a piercing shriek which lasts for 1-3 melee rounds. This noise has a 50% chance of attracting wandering monster each round thereafter. Purple worms and shambling mound; greatly prize shrieker as food. Anyone within 10' of the shriek must make a 10vsCON resistance roll or take a -50% to listen checks for 2d10 minutes.

SIRINE

Characteristics		Average
STR	3d6	10
CON	1d6+13	16
SIZ	1d6+13	15
INT	2d6+10	16
POW	2d6+10	16
DEX	3d6	10
APP	1d4+16	18

MOVE: 8/8swim

Hit Points: 15

Damage Bonus: +1d4

Attacks: By weapon Base %+STR

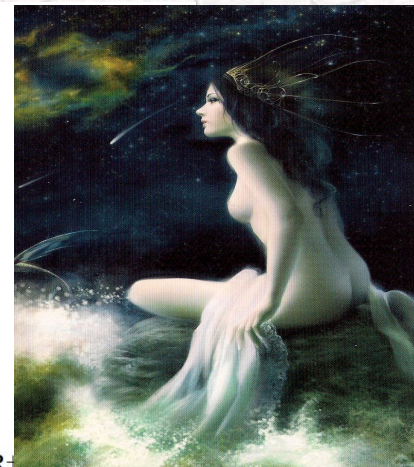
Skills: Dodge 75%, Swim 75%

Treasure Type: : L,M,N,Q, (X)

Armor: 1d2

Note:

Sirines, beautiful human-like females, are equally at home above or beneath salt or fresh



that its form while on this Plane is merely a projection - that the shocker's actual body never leaves its plane of origin. The shocker attacks by discharging 10 points of electrical damage on a successful hit (Reflex roll for 1/2 damage). Metal armor is useless against their attack as well as shields containing metal. and shockers gain a bonus of +20% on the 'to hit' roll when attacking a target in plate or mail armor. Only magical weapons affect a shocker and if it is struck by a hand-held metal weapon, the effect is as though the shocker had attacked, the discharge being conducted by the metal to the body of the attacker. The shocker has no dodge against such attacks, but against nonmetal weaponry it is treated as having a Dodge of 50%. When a shocker discharges, it collapses to fine, inert dust - so a shocker only has one successful attack. 1-4 gems will sometimes (15% chance) be discovered in the body structure of each shocker and these will be revealed when the creature has discharged. A shocker is immune to electrical attacks, to poison and to paralysis; it is not affected by spells (such as sleep and charm) which affect the mind. Against other magical attacks it has 50% resistance which is rolled before any allowed resistance rolls.



waters. Normally, but a single sirine will be encountered. All encounters will be in lonely, uninhabited places. They usually will carry small (short) swords and daggers, although 30% will have 3 javelins (40%) or a sling (60%) as well. There is a base 10% chance that any weapon will be magic +10% and +1d4 lightning damage; each should be checked for this possibility. Sirines have the following magical powers; song, which will charm person at 30' range, polymorph self; fog cloud; and improved invisibility. Each is usable once per day, 1 at a time, at will. Additionally, any intelligent creature touched in melee by a sirine must make a POW:12 resistance or become an idiot (intelligence=2). The idiocy so caused can be removed at will but requires a touch from the sirine. Otherwise, Undo Sorcery may be used to bring back intelligence. Sirines are immune to all forms of gas. All of their resistance rolls against magic give them a +3 to the effected characteristic and a +2 bonus vs. poison. If more than 1 sirine is encountered (30% chance) it will always be in the sirines' home area. Allegiance of a group of sirines will always be the same with respect to Light, Shadow, or Balance. Sirines breathe air or water with equal facility. They have infra- and ultravisual capacity. They speak their own language and Common.

SKELETON

Characteristics	Standard(6MP)		Ogre(8MP)	
	Roll	Average	Roll	Average
STR	3D6	10	5d6	15
CON	-	-	-	-
SIZ	2D6+6	12	3d6+12	21
INT	-	-	-	-
POW	-	-	-	-
DEX	3D6	10	3d6	10
APP	-	-	-	-

MOVE: 8
Hit Points: 12
Damage Bonus: -
Attacks: Hand DEXx5% 1d3+db, or by weapon at DEXx5%, (possible Shield DEXx5%)

Skills: Sense(movement within 100') 50%

Treasure Type: None

Armor: Armor Worn 1

Note:

Skeletons are magically animated, undead

monsters. They are enchanted by a powerful spell casters of usually allied with Shadow. The skeletons perform according to the command of their animator - the command being limited in scope to but a dozen or two words. They are found only in burial places or dungeons and similar forsaken places. The skeleton strikes with some form of weapon or claws. Blunt weapons such as clubs, maces, flails, etc, have a normal chance of success but cutting and piercing weapons are less effective. Skeletons attack until destroyed. Special Note: Any creatures bones can be animated into a skeletal form of its previous self. The STR,CON,INT & POW characteristics remain the same as a normal skeleton, regardless of the creature, SIZ is the same as the original creature. For every 3 SIZ of the creature, the caster must use an additional MP in the casting. Skeleton forms provide a -20% penalty to hit them with sharp and/or edged weapons, such as axes, swords. Puncture weapons, such as arrows, are at -50%. Blunt weapons such as clubs, maces, flails, etc. score normal damage. Fire scores normal damage. Mental spells and cold-based spells do not affect skeletons. Holy water causes 2-8 hit points of damage on a skeleton for each vial which strikes it.





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SKELETON WARRIOR

Characteristics		Average
STR	2D6+10	16
CON	-	-
SIZ	2D6+6	12
INT	2D6+9	15
POW	2D6+8	14
DEX	3D6	10
APP	-	-

MOVE: 8

Hit Points: 12

Damage Bonus: +1D4

Attacks: By weapon base +2d20% +30%

Skills: Dodge 60%, Sense(circlet) 100%

Treasure Type: A

Armor: 1-20% Ring 1d8+1, 21-40% Plate and Mail 1d8+2, or 41-100% Full Plate 1d10+4

Note:

These are undead lords of formerly powerful fighters. They are only affected by magical weapons and have 90% magical resistance. Their appearance is similar to that of a lich-skeletal creatures clad in the rich, but faded and rotting trappings of a powerful fighter. It is said that the skeleton warriors were forced into their lich-like state ages ago by a powerful and evil demigod who trapped each of their souls in a golden circlet. A skeleton warrior's sole reason for remaining on this plane is to search for and regain the circlet which contains its soul.

Anyone possessing one of these circlets may control the skeleton warrior whose soul is stored therein within a 240' range. The controller can see through the warrior's 'eyes' when controlling a warrior in this way, but he may not himself move nor may he cast spells - he is literally unable to do so. Thus, while in 'active control' the controller may cause the skeleton warrior to fight, to search for treasure and so forth. The controller may also control the creature in a 'passive mode'; the skeleton warrior will be somewhat inert while under passive control and the controller cannot see through its 'eyes', but the controller can move, fight and cast spells. In this mode the skeleton will only follow the controller or stay by the controllers command. In either case, control is lost if the skeleton warrior moves more than 240' from the controller, or vice versa, or if the circlet is removed from the controller's head. If the circlet remains in his possession, the controller can resume control at a late; time, but if it leaves his possession, whether by accident or deliberate act, the skeleton warrior will immediately stop what it is doing and proceed at high speed (12 MOV rate) to attack and destroy the former controller, never resting until this task is accomplished or control is reestablished. If the circlet falls into the possession of the skeleton warrior, it will 'die' and vanish, never to reappear, and the circlet will turn to fine, valueless dust. When a circlet first comes in to the possession of a character, particularly if he does not recognize its significance, he may be unaware that the skeleton warrior whose soul is imprisoned therein will be tracking him. To establish control, he must not only put the circlet on his head but must also be able to see the skeleton warrior and concentrate on the establishment of control over the creature. If he does not do this, the skeleton warrior will attack him in an attempt to destroy him and gain possession of the circlet. Once control has been established in the first instance, however, it will only be broken as indicated above. The circlet cannot be worn with any other headgear to be effective; the wearing of a helm, for instance, will nullify its powers, though the skeleton warrior will still be aware of its presence. The mere sight of a skeleton warrior will cause any creature below 10 CON to flee in panic. Skeleton warriors usually fight with two-handed swords, but other types of weapon have been known to be used. Whatever

weapon is used, the skeleton warrior attacks with a +30% 'to hit' bonus, though the weapon itself does not become magical.

SKULK

Characteristics		Average
STR	3d6	9
CON	2d6+6	12
SIZ	2d6+6	12
INT	2d6+6	12
POW	3d6	9
DEX	3d6	10
APP	3d6	9

MOVE: 10

Hit Points: 12

Damage Bonus: -

Attacks: By weapon at base +2d10%

Skills: Hide 90%, Move Quietly 50%, Dodge 25%+DEX

Treasure Type: A

Armor: -

Note:

Skulks were once members of the human race with tendencies to extreme cowardice. As years passed and the race grew more and more resentful of 'normal' humans, they developed a progressively-improving ability of camouflage and now are able to blend into any background. Skulks live by theft and murder on the edges of civilization. They keep to small bands, moving often and camping in deep dark forests or underground lairs. Their usual tactics of attacking unsuspecting victims from behind or murdering entire sleeping families make them universally despised, and if a skulk is captured it is usually the recipient of an unpleasant death at the hands of the community. However, they are rarely seen, and even more rarely captured, because of their camouflage ability, and their cunning is such that they are nearly impossible to track (a Difficult skill roll).

A skulk moves quickly and quietly, freezing into immobility and near-invisibility at the first hint of danger. Their favorite tactic is to attack from behind at +25% 'to hit'. They will never openly attack a party which looks powerful, though they may set an ambush in an attempt to pick off a straggler or sentry, or (even better) attack when the party members are sleeping. They

much prefer weak or helpless victims. Skulks still exhibit extreme cowardice and will flee at the slightest wounding or setback, taking whatever treasure they can.

They speak the human tongue and 20% of skulks will also speak another language - usually a near-human tongue such as elvish.



SLAAD

The slaadi are great frog-like beings, who dwell on the outer plane of Limbo where also dwell the githzerai. Their form is of a large bipedal frog, though some of the more powerful slaadi have polymorph self and / or shape change abilities and will sometimes appear as men (see the individual descriptions below). In frog form their heads are huge and their claws extremely sharp and long. The slaad hierarchy ascends from the comparatively weak red slaad to the dreaded masters - creatures of unequalled ferocity and malignity. All slaadi have names and may be summoned with sorcery which will affect the red, blue and green varieties as a demon. Slaadi masters have a 5% chance of manifesting themselves if their name is spoken in ceremony or ritual. If a master does appear, it will immediately swallow the summoner and remove him to Limbo. Occasionally the slaadi will be found roaming the Prime Material Plane on missions of woe. All slaad speak a human and slaad language - they are disdainful of the languages of others. However, they all have a special form of tele- pathy which allows them to understand and converse with any intelligent creature.

Slaadi Symbols: The symbols are magical symbols of rank in the form of a jewel encased in the creature's skull beneath the skin of the fore- head. These are artificial devices which encase the slaad's life-force; they may be removed and controlled. On threat of destruction of the gem, an intelligent being may force the monster to fulfill three 'requests', if they are within the beast's capacity. However, this can be a very risky business since the slaad, when released and the gem replaced, must be rewarded very well for its labor or it will turn on its would be controller and kill him. Rewards will usually comprise human beings which the slaad takes back to Limbo as its slaves; very rich treasure would, however, suffice. The symbols have no intrinsic value - their value lies in the power of the owner to control the slaad from which the symbol was taken. Any slaad seeing a symbol being used by other than its slaad Owner will react as does a slaad master to a summoning. Slaad symbols are unique and readily identifiable by another slaad.



SLAAD		Blue	Death	Green	Grey	Red
Characteristics				Average		
STR	1d6+19	22	26	22	21	22
CON	1d6+16	19	27	20	22	17
SIZ	1d6+22	25	20	23	21	23
INT	2d4	4	20	12	16	4
POW	2d6+8	14	18	14	15	12
DEX	3d6	10	10	10	10	10
APP	-	-	-	-	-13	-
MOVE:		8	12	9	10	6/10 hop
Hit Points:		22	23	21	22	20
Damage Bonus:		+2d6	+2d6	+2d6	+2d6	+2d6
Attacks:	Blue: Claw x4 84% 1+db, Bite 75% 1d4+db					
	Death: Claws 157% 1d6+db, Bite 150% 1d8+db+special or by magic sword*					
	Green: Claws 75% 1d4+½ db, Bite 93% 1d4+db					
	Grey: Claws 106% 1+ db, Bite 98% 1d4+ ½ db, or by magic weapon 106%					
	Red: Claws 70% 1d4, Bite 80% 1d4+db					
Skills:	Blue: Mind Shield 80%, Dodge 30%					
	Death: All perception/Communication 90%, Dodge 80%					
	Green: All perception/Communication 90%, Dodge 65%					
	Grey: Dodge 80%					
	Red: Dodge 30%					
Treasure Type:		Blue	Death	Green	Grey	Red
		Z	Z(x4)	C,F,G	special	F
Armor:		1d4+1	2d4	1d6+1	1d6+1	1d4
Note:						

Blue Slaad

Though the blue variety is stronger than the red, the blue slaad is still a relatively weak member of the slaad race, more often used to run errands and carry out missions for the masters than for anything else. Its main color is light electric blue, broken by streaks of grey.

There is a great sense of rivalry between blue and red slaadi, and neither type will help the other except in direst emergency.

On each of the blue slaad's claws are two scimitar-like blades. Thus the creature has, effectively, four claw attacks as well as its bite. Blue slaadi have defensive psychic powers. Their magical abilities (usable at will) are: telekinesis 100 lbs weight, passwall, hold one person (POW:POW resistance). Four times per day they can attempt to gate in other slaadi. There is a 40% chance of the gate opening, and if it does the creature gated in will be a green slaad (35%), another blue slaad (50%) or a red

slaad (15%).

Death Slaadi (The Lesser Masters)

Only four of these fearsome monsters are known to exist. They have rarely been seen in slaad form since they use human form exclusively on the Prime Material Plane, wearing no armor but using deadly swords of great magical power (such as swords of sharpness, for example). In human form they attack with their sword twice in a single melee round. In slaad form they attack with two claws and a bite; a successful bite drains 1-3 CON and POW from the victim (POW:POW resistance roll negates the effect). They may travel the planes at will and also have the following powers at will: astral projection, ESP, fear, darkness 15' radius, detect in-visibility, detect magic, invisibility, advanced illusion, cloudkill, wind walk, locate object, shape change (slaad/man), flame strike, weakness. Once per round they may attempt to gate in another slaad with a 90% chance of the gate opening (equal chance of red, blue, green or grey slaad appearing). Once per day they can use any symbol, power word; stun, unholy word, generate an 8d6 fireball, create a phantasmal killer.

Green Slaad

This creature is pale green in color with streaks of grey. Though it normally appears as a bipedal giant toad, it can change shape with its innate power of polymorph self.

A magical weapon with at least a +1 bonus is needed to damage this creature which attacks with its bite (2-16 hit points of damage) and its relatively small claws (3-8 hit points of damage each).

Its magical powers, which it can use at will, are: telekinesis 1,250 gold pieces weight, polymorph self, cause fear, cause continual darkness 15' radius, ESP, detect invisibility, detect magic, locate object, produce flame. Once per day a green slaad can generate a 12d6 delayed blast fireball. Once per hour a green slaad may attempt to gate in other slaadi with a 50% chance of the gate opening. If successful, the slaad which appears will be red (35%), blue (35%) or green (30%). These creatures have 18(76) strength and may travel the planes at

will.

If a green slaad has its mortal form destroyed but its symbol remains intact, it will reincarnate after 2'4 hours as a blue slaad, remaining in that form for a year and a day before turning green once again and resuming its former powers.

Grey Slaadi (The Executionem)

These creatures are the most feared non-master slaadi, being the ones most often sent to the Prime Material Plane as Executioners of their masters' will. They appear in normal form as relatively small slaadi, a uniform light gray in color. They will more normally visit the Prime Material Plane, however, as humans (with charisma at least 12).

When fighting in slaad form, the executioners use their two claws and a bite. In human form they attack twice per round with a sword - usually (75%) a +20% +2 damage magical sword but sometimes (25%) a more powerful magical weapon such as a sword of sharpness.

When on the Prime Material Plane, the executioners usually wear no armor, preferring instead light clothing. They will usually carry treasure - one or two powerful magical items with a pouch of 1d6x4d20 gold or rare platinum coins.

Once per melee round they may use one of the following powers: Terror, cause darkness (15' radius or less, at will), know allegiance, infravision 60', create an illusion, flame strike 5d6+6 damage, wind walk, Liken person (slaad/man), invisibility, generate a ball of lightning (8d6+6 damage per ball). Given the time and the equipment, they can enchant an item. They may also, once per day, attempt to gate in 1-3 more grey slaad with a 60% chance of the gate opening.

Grey slaadi may travel the planes at will and are unaffected by cold or disintegration spells.

Red Slaad

The most common of the slaedi, the red slaad is regularly sent on missions by the masters to the Prime Material Plane, usually in search of human slaves. It has a dull red skin flecked with grey. The red slaad attacks with its two claws and a vicious bite. It may regenerate while still alive at the rate of 3 hit points per melee round. It may gate in 1-2 other red slaadi (35% chance of the gate opening) twice per day. Once per day it may use a word of power which stuns all victims in hearing for 1-4 rounds unless they make a POW:POW resistance roll. Embedded in

the skin under each of its claws there is a gland which produces small pellets. Each time it hits with a claw attack, there is a 40% chance that a pellet will be transferred into the flesh of its victim. A pellet thus lost is renewed immediately in the slaad's skin. If a victim has a pellet implanted, he must make a CON:12 resistance roll ; failure means death in 3-36 hours. Once embedded, the pellet can only be affected by certain magical spells which must be cast in the period before death occurs. The pellet is neutralized by alter reality, cure disease, slow poison, neutralize poison or barkskin.

SSENDAM(Slaad Lord of the Insane)

Characteristics	Average	
STR	26	26
CON	40	40
SIZ	20	20
INT	22	22
POW	25	25
DEX	20	20
APP	-	-

MOVE: 14

Hit Points: 30

Damage Bonus: +2d6

Attacks: Pseudopod 160% 1d4+DB+special, or by Black Sword 160% 1d8+1+DB+special

Skills: Communication & Perception Skills 90%

Treasure Type: A(x4), F(x2)

Armor: 2d8

Note:

This weird creature is claimed by some to be the most powerful of the slaadi. He either wanders the Prime Material Plane as a man, wearing no armor but using the Black Sword as a weapon (stuns on any victim struck for 1d4+1 rounds, No resistance roll), or as a golden amoeba with a man's brain in place of a nucleus. In amoebic form he fights by extruding three corrosive pseudopoda each 10' long, and each draining 1-4 POW and CON (POW:POW resistance roll allowed but a success merely halves the number of POW and CON



drained, with fractions rounded down).

He may gate in another slaad of any type (except Ygorl) at will, the gate opening automatically.

He may use the following powers at will: Terror, darkness 15' radius, blink, ESP, known allegiance, Undo Sorcery 4, detect invisibility, detect magic, locate object, flame strike (8d6+6), ultravision 60', mass charm, astral projection.

Once per day he may also fulfill another's wish, though this takes a melee round during which he can do nothing else, so it is rarely used.

While alive, he regenerates 3 hit points per melee round. He may shape change at will and travel the planes instantaneously.

When encountered, Ssendam always gives his true name, though woe betide he who tries to use it.

Like gods and demi-gods, Ssendam always leaves his true form behind when he travels the planes. In Limbo, his form is that of a large, golden slaad.

Ssendam can only be damaged by a weapon enchanted with 3 or more MPs.

YGORL(Lord of Entropy)

Characteristics	Average
STR	24
CON	45
SIZ	25
INT	22
POW	24
DEX	20
APP	-

MOVE: 12

Hit Points: 35

Damage Bonus: +2d6

Attacks: Scythe 145% 4d6+DB

Skills: Communication & Perception Skills 75%
Dodge 60%

Treasure Type: P(x4),Z(x2)

Armor: 2d8

Note:

This fearsome slaad lord always appears as a skeletal, black, flightless, bat-winged man 12' tall wielding a sickle which measures 8' from tip to handle. He is always in shadow. The sickle is made of adamantite and has the word 'death' inscribed on its blade in the slaad tongue. It has a magical bonus of +50% to hit(not including skill) and on a strike its victim receives instant death unless he makes a CON:15 resistance roll against poison, in which case the victim escapes with only hit points damaged. Ygorl strikes twice each round with his sickle. Only the two slaadi lords, and others of similar status, are immune to the effects of the sickle.

Ygorl may use the following abilities at will: e.s.p., darkness 15' radius, Terror, detect magic, know allegiance, detect invisibility, blink, sleep, phantasmal killer, advanced illusion, symbol of hopelessness, flame strike(6d6+6). Once per round he may gate in another slaad (except Ssendam) at will, the gate opening automatically.

He may travel by astral projection whenever he wishes.

Ygorl does not appear to have the shape change power of other high-level slaadi; however it is clear that the form he assumes on the Prime



Material Plane is not the same as his form in Limbo. Though no-one has seen him on his own plane, it is said that his form there is of a large slaad, 15' high and totally black.

When on the Prime Material Plane, Ygorl rides a huge ancient brass dragon called Shkiv and can command undead up to POWx10 in HPs.

SHKIV(Ygorl's dragon mount)

Characteristics		Average
STR	6d6+5	83
CON	3d6+10	40
SIZ	6d6+5	80
INT	2d6	13
POW	3d6+2	18
DEX	3d6	10
APP	-	-

MOVE: 12/20 fly

Hit Points: 60

Damage Bonus: +9d6

Attacks: Bite 90% 3d6, Claws 60% 1d6+DB, Tail Strike 50% 1d6+1/2 DB+knockback

Skills: Sense 90%, Dodge(flying)65%

Treasure Type: None

Armor: 3d4

Note:

Shkiv cannot cast spells. The brass dragon attacks with a claw/claw/bite routine or by breathing either of two breath weapons - a cone of sleep gas which extends 80' from the creature's mouth to a terminating diameter of 60',

or a billowing cloud of fear gas 40' wide by 50' across by 20' deep (ground upwards). Creatures in these gaseous clouds must make a POW:CON resistance or fall asleep/flee in fear.

SLITHERING TRACKER

Characteristics		Average
STR	1d6	3
CON	3d6	9
SIZ	1d6	3
INT	2d6+3	9
POW	3d6	10
DEX	3d6	10
APP	-	-

MOVE: 10

Hit Points: 6

Damage Bonus: -1d6

Attacks: Paralyzing Touch 60% (no damage)

Skills: Hide 90%, Move Quietly 100%

Treasure Type: None

Armor: -

Note:

This monster is transparent and almost impossible to discover (90% chance of hiding). It inhabits dungeons and other dark places, and does not normally attack its prey immediately (10% chance of immediate attack). The tracker usually follows the chosen victim to the place where the victim sleeps, and only when its prey is asleep will it strike. Because of its semi-fluid body, the slithering tracker can flow through openings as small as a rat hole or a large crack under a door. Attack is by contact with the exposed flesh of its prey. The secretions of the monster will paralyze the victim unless a CONvsCON resistance roll is made. Once the victim is immobilized the 'tracker will draw all the plasma from the body of its prey at a rate of 1 HP per round.





SLIME CREATURE

Characteristics	Average
STR	14
CON	17
SIZ	Original Form
INT	4
POW	11
DEX	8
APP	-
MOVE:	2
Hit Points:	16
Damage Bonus:	+1d4
Attacks:	Slime 52% 1d3+DB+poison
Skills:	Trap 25%, Hide 35%

Treasure Type: None

Armor: 1

Note:

Slime creatures are the metamorphosed hosts of olive slime. The new vegetable creature formed is linked symbiotically with the olive slime. Slime creatures gather together for mutual assistance in feeding and for defense. They can be identified only upon close examination. Habitat varies from well populated subterranean places to damp forests, swamps, etc. Slime creatures are equally at home on land or in warmish, shallow water. When attacking, slime creatures have a 10% chance of infecting their opponent with olive slime when a hit is scored. Slime creatures are harmed by acid, freezing cold, fire (of a magical sort only if water dwelling), and magic energy spells. Magical powers which affect plants also affect them. All other attack forms have no effect upon slime creatures. The vegetable intelligence of slime

creatures is of animal nature, but their cunning enables them to learn from experience. They also can use their cunning to lay traps. Slime creatures have limited telepathic communication with their own kind effective in a radius of up to 200'.

SLIME, Olive

Characteristics	Average
STR	1d6+7 10
CON	1d6+6 12
SIZ	1d6+1 4
INT	2 2
POW	1d6+6 9
DEX	1d6+1 4
APP	- -
MOVE:	1
Hit Points:	8
Damage Bonus:	-
Attacks:	Tendrils (special)

Skills: Sense(vibration) 80%

Treasure Type: None

Armor: 1d2

Note:

Olive slime is a strain of monstrous plant life akin to green slime but contact with it is worse in most respects. Olive slime favors subterranean growing areas, feeding on animal, vegetable, and metallic substances. The vibrations of a passing creature are sufficient to cause the stuff to release its tendrils and drop appearing to be hanging plant life or roots. Contact with olive slime causes a numbing poison to be exuded from the creature. The victim must make a sense skill roll or fail to notice the attachment of the olive slime. The attachment might (Sense -20%) be noticed by others in the vicinity. The stuff then spreads itself over the body area of its victim, sending parasitic tendrils to feed on the fluids of the host. With humans this attachment is usually along the spinal area. The host then begins to change, the mind being affected by secretions of the olive slime, so that the mind's main concern is to feed, protect, and aid the growth. Intake of food must be doubled or the host body wastes away (10% of CON per day). After 7-12 days, the host will begin a metamorphosis into vegetable creature. The olive slime gradually replaces skin

and muscle tissue and forms a symbiotic brain attachment as well. The new creature has no interest in its old form or fellows. It exists as a new species more akin to plants than any other life form. Feeding is then either photosynthetic, parasitic, or both. Upon death, the creature generates a new patch of olive slime. Olive slime can be harmed only by acid, freezing cold, fire, or by a cure disease spell. Magical powers which affect plants also work upon it. Other attacks, including spells, do not harm it. Green slime and olive slime will attack and neutralize each other. See "Slime Creature" for details on metamorphosed creatures created by olive slime attack.

SLUG, Giant

Characteristics	Average	
STR	3d6+12	21
CON	3d6+12	21
SIZ	3d6+12	21
INT	2	2
POW	2d6	6
DEX	2d6	6
APP	-	-

MOVE: 4
Hit Points: 21
Damage Bonus: +2d6
Attacks: Acid Spittle 70% 2d6

Skills: Move Quietly 75% (always active)

Treasure Type: None

Armor: 1d2

Note:

Giant slugs dwell away from light, preferring the depths of dungeons and similar places. Giant slugs are able to eat substances like wood or burrow through very hard earth using their rasp-like tongues. Although they are a great bulk, giant slugs are able to squeeze through very narrow or low openings, for they have no bones to prohibit such alteration of shape. Although able to bite with effect, the major weapon of these creatures is a highly corrosive acid saliva which they are able to spit with considerable accuracy at great distances. The range is 30' at 70% accuracy but it drops by 1% per 1' more than 30'. So at 56' its accuracy would be 49%. It can only shoot acid 5 times in a 24 hour period.



SNAKE, Giant

Characteristics	Amphirboena		Constrictor		Poisonous		Sea		Spitting	
	Roll	Average	Roll	Average	Roll	Average	Roll	Average	Roll	Average
STR	2d6+3	9	2d6+8	14	2d6+3	9	2d6+18	24	2d6+3	9
CON	2d6+9	16	2d6+9	16	2d6+9	15	2d6+13	19	2d6+9	15
SIZ	3d6+6	15	3d6+18	24	3d6+18	24	6d6+30	48	3d6+4	10
INT	3	3	3	3	3	3	3	3	3	3
POW	3d6	9	3d6	9	3d6	9	3d6	10	3d6	9
DEX	2d6+9	15	3d6+3	12	3d6+4	13	3d6+5	14	2d6+9	15
APP	-	-	-	-	-	-	-	-	-	-
MOVE:		6		4		5		6		8
Hit Points:		15		20		19		33		12
Damage Bonus:		-		+1d6		+1d6		+3d6		-
Attacks:	Amphirboena 2xBite 45% 1d4+poison									
	Constrictor Bite 40% 1d4+poison									
	Poisonous Bite 50% 1d4+poison									
	Sea Bite 60% 1d6+db+poison									
	Spitting Bite 25% 1d4+poison, Spit Poison 50% poison									
Skills:	Sense (smell) 75%		40%		50%		30%		40%	
Treasure Type:	None									
Armor:		1		1d4-1		1		1d4		1
Note:										

Amphisboena: These monsters have heads at both ends, and both heads are armed with poisonous fangs. The creature travels by grasping one of its necks and rolling like a hoop. It is able to attack with both heads, and victims failing SIZvsCON resistance when bitten die instantly. Cold-based attacks do not harm the amphisboena.

Constrictor: These snakes usually drop coils from above, grab prey within their coils, deliver a bite, and then constrict causing 2-8 points of damage per melee round. If several strong creatures (such as 4 humans of 14 or greater strength) can grasp the creature at head and tail ends, they can uncoil it in 2-5 melee rounds. After eating, the snake sleeps for a period of several days.

Poisonous: Giant poisonous snakes need no lengthy explanation or description. Some varieties, however, are worth noting, as their poison is so strong that even if a SIZvsCON resistance is made the victim takes up to 3-18 hit points damage. Failure means death in 3d4+CON minutes of excruciating pain. (-50% all skills)

Sea Serpent: Found only in tropical waters, these marine creatures attack only when hungry (20% chance). They otherwise ignore other

creatures unless molested. Sea snakes have a poisonous bite that calls for a CONvsCON resistance roll or die. The largest are able to coil about small vessels and crush them at a rate of 10% of total volume per melee round of constriction.

Spitting: The spitting giant snake is a variety of the poisonous type which can emit a poisonous spittle, spraying it up to 20' at any single creature. The victim must make a CONvsCON resistance or take 2d6 damage and become permanently blind (Unless magically healed) Naturally, the bite of these snakes is likewise poisonous. A bite calls for a CONvsCON resistance or die in 1d4+CON rounds of agony (-30% all skills) Giant spitting cobras are a typical example of the monster.





SNYAD (Pestie)

Characteristics		Average
STR	1d6+3	6
CON	3d6	9
SIZ	1d4+1	3
INT	2d4	4
POW	3d6	9
DEX	1d4+20	22
APP	-	-

MOVE: 14

Hit Points: 6

Damage Bonus: -1d6

Attacks: Claw STRx3% 1d6-db

Skills: Hide 75%, Move Quietly 75%, Craft (sleight of hand) 50%, Dodge 99%+2d10%

Treasure Type: J

Armor: -

Note:

Small bipeds, light brown in color and with particularly high dexterity, pesties live in small passages adjoining dungeon corridors. The entrances to these tunnels are small and usually concealed behind piles of loose stone, making them Difficult to detect even if a search is being made. They are totally silent and move with great speed. Their sole objective in leaving their tunnels and approaching a party of adventurers is to steal small items of treasure - gems, coins, pieces of jewelry, small weapons and the like. They will never attack and will avoid physical combat if they possible can. Their high dexterity gives them a remarkable dodge skill.

The snyad is a cousin of the mite and these two types of creatures will often act in co-operation, the mite's skill with traps complementing the

high speed of the pestie.

They have no language, so far as can be ascertained, yet a group will work cooperatively together, and they and the mites appear to be able to gain speedy mutual understanding in their common task.

SON OF KYUSS

Characteristics		Average
STR	2D6+8	14
CON	-	-
SIZ	2D6+6	12
INT	2D4	4
POW	3D6	10
DEX	3D6	10
APP	-	-

MOVE: 8

Hit Points: 12

Damage Bonus: +1D4

Attacks: Fist 40% 1d4+db, Worm 40% special

Skills: Sense(living 50'r) 45%

Treasure Type: None

Armor: -

Note:

Truly horrible creatures in appearance, these ghastly undead appear as animated putrid corpses with fat green worms crawling in and out of all their orifices. Kyun was an evil high priest, creating the first of these creatures under instruction from an evil deity. Since then the 'sons' have increased considerably in numbers. Each son is surrounded by a spherical zone of terror 30' in diameter; a victim who fails to make a POW:POW resistance roll when entering this zone will flee in terror.

Each son regenerates 2 hit points per round; its limbs will regenerate even if severed, like those of a troll. Even after 'death' this process will continue, with the only way of destroying these creatures is by fire, lightning, acid or the application of holy water (or holy objects such as religious symbols, holy swords etc.) to their wounds.

The sons attack with a double-handed flailing of fists, causing concussion damage. Each successful hit has a 25% chance of inflicting advanced leprosy on the victim. This disease will be fatal in time as each month it progresses

the diseased victim loses 2 points of APP and 1 CON permanently. It can be cured only by a magic spell or potion, cure disease. The disease negates all healing spells. Infected creatures heal wounds at 1/2 of the normal rate.

In addition, one worm per melee round will jump from a son's body to an adjacent character in melee with a son. It needs the normal 'to hit' roll to land on the victim and will then burrow into him, taking one melee round to penetrate the skin, during which time it may be destroyed by doing 1 point of damage to it. If it is not destroyed, the worm heads for the victim's brain, taking 1-4 hours to reach it; during this time remove curse or cure disease will destroy it and neutralize poison or dispel evil will delay it by 1-6 full hours. If the worm reaches the brain, the victim becomes a son of Kyuss, the process of putrefaction setting in without further delay. Sons of Kyuss are treated as skeletons in that they take no damage from piercing weapons. Like other undead, they are immune to mind-influencing spells.



SOLAR

Characteristics	Average
STR	30
CON	30
SIZ	25
INT	25
POW	25
DEX	18
APP	25

MOVE: 15/30 fly

Hit Points: 28

Damage Bonus: +2d6

Attacks: Great Sword 200%(225%) 2d8+db

Skills: All Perception skills 80%, All Communication skills 80%, All Knowledge skills 75%, Dodge 100%, Nature 100%

Treasure Type: None

Armor: 2d4+2+10 divine radiance

Note:

A solar is the most powerful of spirits, usually directly serving a greater deity of good alignment and typically as his or her marshal, steward, etc. On rare occasions, a solar will be found attending a lesser deity. There are at least 24 solars. They can go to any place but do so only in service to their deities. As with devas and planetars, solars are totally faithful and unswerving in their allegiance and loyalty. Each solar has 4 attacks per melee round. Each has a huge composite bow (360' range) and various arrows of slaying. Each also has a sword (usable only by solars) equal to +5 holy damage with qualities of sharpness that add +25% to the sword's ability to hit (not included in skill above). All Solars know and use Deep Magic with the Sphere Spirit and Glyphs Creation and Dismissal. In addition, they each have the following spell-like abilities which can be used one at a time, once per round, at will. antipathy/sympathy (3/day), animate object (3/day), astral spell (1 /day), confusion (3/day), control weather, creeping doom (1 /day), Drawmijs instant, summons earthquake (3/day), earthquake (3/day), fire storm (1 /day), holy word (3/day), imprisonment (1 /day), improved invisibility, mass charm (3/day), permanency (3/day), polymorph (any object, 1 /day), power word(1 /day), polymorph self (1 /day), prismatic spray (1 /day), read magic,



regenerate (1 /day), restoration (1 /day), resurrection (3/day), shape change (3/day), symbol(any, 3/day), teleport (no error), vision (1 /day), wind walk (7/day), and wish (1 /day) Each solar can cast a globe of protection from evil (-50% to strike the solar) from individual size to a full 70-foot radius, the size being willed but the protection otherwise maintained automatically. This sphere also serves as protection from normal missiles and a minor globe of invulnerability. A solar can commune as needed. Each can always cure (any sort) by touch, detect (any sort, automatically), and dispel(any sort) by gaze. When laying hands upon a creature, a solar can bestow perfect adaptation to any environment for up to as long as a century. Each solar automatically knows allegiances. Each has communication ability via ESP or tongues, as well as the ability to read and comprehend any sort of language. Solar infravision extends to 240' and ultravision to triple normal range. Hearing and normal vision are double human norm. A solar can summon 1-2 ki-rin; 1-2 phoenix; and one 1-2 greater titans. Such summons can be made once every hour. Once per day a solar can gate in either a planetar or double the indicated number of the appropriate sort of devas, the option resting with the solar. Solars are affected by the attack forms indicated for devas except that acid does not harm them. Only magic weapons affect them. They are never surprised and always strike first against opponents with less than 22 dexterity. They are immune to life level loss from undead or magic. They cannot be beguiled, charmed, held, confused, dominated, feebleminded, paralyzed, or petrified. Their souls cannot be imprisoned or trapped. They are immune to death spells and death magic. They regenerate at

a rate of 7 hit points per round. Unless on their own plane of service, only the material form of a solar can be destroyed. The solar's spirit returns instantly to its own plane to re-form a corporeal body, but this requires a full 7 decades. Solar have all psychic abilities at skill 100%+1d100% The skin of a solar is the color of molten copper, hair color is bronze, and eyes are glowing topaz. Its form is beautiful and muscular, and the deep, resonant voice is commanding. The wings are double and of a coppery-gold color.

SPECTRE

Characteristics	Average	
STR	-	-
CON	-	-
SIZ	2d6+6	12
INT	2d6+6	12
POW	3d6	10
DEX	-	-
APP	-	-
MOVE:	10	
Hit Points:	POW	
Damage Bonus:	-	
Attacks:	Touch 50% 1d3 POW and 1d3 CON	
Skills:	Sense(life 100') 75%	



Treasure Type: None

Armor: -

Note:

Spectres are very powerful undead humans whose primary existence is on the negative material plane. Spectres haunt the most desolate of places, tombs and dungeons. They hate sunlight and living things. Daylight makes them powerless. Life makes them lament their unlives. Anyone totally drained of life energy by a spectre becomes a half-strength spectre under the control of the spectre which drained him. Spectres are not affected by sleep, charm, hold, or cold-based spells. Poison or paralyzation do not harm spectres. Holy water causes a spectre to suffer 2-8 hit points of damage for every vial full which hits it. Anyone hit by a spectre and fails a POWvsPOW resistance loses 1d3 POW and 1d3 CON. The effect lasts until the victim recovers the lost points through magical restoration. Spectres can only be hit by enchanted or blessed weapons.

SPHINX

	Androsphinx		Criosphinx		Gynosphinx		Hieracosphinx	
Characteristics	Average	Roll	Average	Roll	Average	Roll	Average	
STR	2d6+12	18	2d6+18	24	2d6+8	14	2d6+10	16
CON	2d6+15	21	2d6+13	19	2d6+11	17	2d6+12	18
SIZ	4d6+14	26	4d6+11	23	4d6+8	20	4d6+8	20
INT	2d6+8	14	2d6+6	12	1d6+15	18	2d6	6
POW	1d6+15	18	3d6	10	1d6+14	17	2d6	6
DEX	3d6+6	15	3d6+8	17	3d6+6	15	3d6+8	17
APP	-	-	-	-	-	-	-	-
MOVE:	12/20 fly		8/15 fly		10/15 fly		6/24 fly	
Hit Points:	38		21		18		19	
Damage Bonus:	+2d6		+2d6		+1d6		+1d6	
Attacks:								
Androsphinx	Claw 120% 1d6+½ db							
Criosphinx	Claw 101% 1d2+½ db, Head Butt 90% 1d6+db							
Gynosphinx	Claw 80% 1d2+½ db							
Hieracosphinx	Claw 90% 1d2+½ db, Beak 90% 1d4+½ db							
Skills: Fly 65%, Dodge(flying) 45%, Dodge 60%								
Androsphinx	Knowledge(arcane) 60%, Language(Human) 75%							
Criosphinx	Language(Human) 75%, Bargain 50%, Evaluate 50%							
Gynosphinx	Language(Human) 90%, Bargain 50%, Evaluate 50%, Art(Riddles) 75%							
Hieracosphinx	Language(Human) 25%, Bargain 50%, Evaluate 50%							
Treasure Type:	U		F		R,X		E	
Armor:	2d4		1d6+1		2d4		1d6	
Note:								

Andro-: The mole, or andro-, sphinx is a very powerful and large creature. An androsphinx attacks with its two great paws in melee. It has the ability to use clerical spells as if it were a 6th level human cleric. They usually shun the company of gynosphinxes, for they resent the females' greater intelligence and neutral alignment. These creatures can speak 011 languages particular to sphinxes and the common tongue of mankind as well. Thrice per day an androsphinx can emit a deafening roar which can be heard for several miles. The creature must be aroused and angry to utter the first, very angry to roar again, and

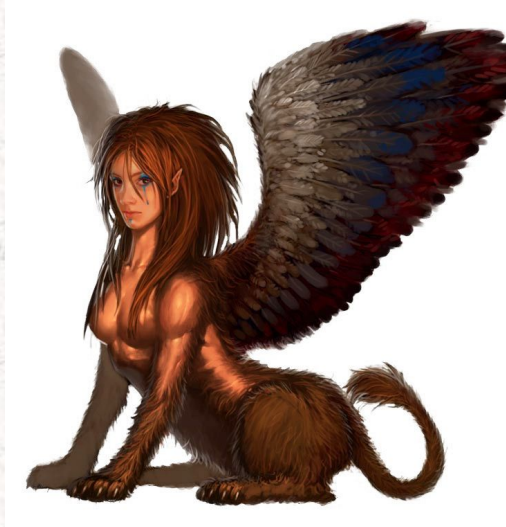
infuriated to cut loose with the third. The first roar of an androsphinx causes all creatures within 36" to save versus fear (as a wand) or flee in panic for 3 turns. The second roar is louder still, creatures within 20" must save versus petrification or be paralyzed with fright for 1-4 melee rounds; and, in addition, creatures within 3" of the androsphinx will be deafened for 2-12 melee rounds unless they are ogre-sized or larger (or have protected hearing organs). The third roar causes creatures within 24" to save versus magic or lose 2-8 points of strength for a like number of melee rounds; and, in addition, any creature within a 3" hemisphere of the androsphinx's mouth will be knocked over unless the creature is ogre-sized or larger. Creatures knocked over must save versus dragon breath or be stunned for 2-12 melee rounds. Creatures not knocked over will take 2-16 hit points of damage (unless they are lion or part lion). The force of the third roar will also affect stone within 3", cracking it unless a saving throw versus petrification is made.



Crio-: The criosphinx is a ram-headed creature which is likely to be found in wooded areas. These creatures prize wealth and will usually seek to extort passersby - safe passage for a hefty bribe. In combat they attack with either their two forepaws or a great butt with their horned head. The criosphinx lusts after gynosphinxes, but the latter find them detestable. They speak their own tongue, that of andro/gynosphinxes, and can also speak with animals.

Gyno-: The gynosphinx is the female counterpart of the androsphinx. They are both knowledgeable and wise. As they are neutral, and prize gems and similar wealth, they will only help humans if they are paid - although they will sometimes accept payment in the form of riddles, poetry, prose, knowledge, or the location of an androsphinx. If payment is not made, the sphinx will not hesitate to devour the offender(s). A gynosphinx is able to use the following spells once per day: detect magic, read magic, read languages, detect invisible, locate object, dispel magic, cfairoudience, clairvoyance, remove curse, legend fore. They can use each of the symbols once per week each. Gynosphinxes speak all the languages known to the males of their kind.

Hieraco-: The hawk-headed, or hieracosphinx, is evil and rapacious. They are found in hilly regions. They prey on warm blooded creatures by preference, humans being high on the list of favorite meals. They attack with forepaws and beak each melee round. Like other types of their race, they highly value treasure. It is not unknown for hieracosphinxes to serve as steeds for certain evil and powerful creatures.



SPIDER

Spiders are found in all regions except those which are frigid, and legends tell of giant, fur clad, white spiders inhabiting polar climes. All spiders are aggressive predators. Even if not hungry, they will attack creatures which disturb their web. They dwell both above and below ground. The following charts give statistics for a few various types of spiders.

Giant Spider: These monsters are web builders. They will construct their sticky traps horizontally or vertically so as to entrap any creature which touches the web. Some will lurk above a path in order to drop upon prey. The web is as tough and clinging as a web spell. Any creature with 16 or greater strength can break free in 3 melee round, a 17 strength requires 2 melee rounds, etc. Webs are quite flammable. The bite of a giant spider is poisonous. A victim must make a SIZvsCON resistance or be killed. A giant spider will flee from an encounter with a superior foe, typically hiding in some secret spot for safety.

Huge Spider: The typical huge spider is not a web builder but a roving hunter such as a wolf spider. It can leap 10' upon prey and deliver its deadly bite. Others of this ilk build carefully hidden places of concealment and rush forth upon prey, i.e. trapdoor spiders of huge size. A victim must make a SIZvsCON resistance or be have a real bad day.

Large Spider: These creatures scuttle and scurry about - on walls, ceilings, and floors, in and out of their webs, always searching for victims. They are 90% likely to attack any creature within 30'. Their poison is relatively weak in most cases, so resistance rolls are as if the victims CON was 2 points higher.

Phase-Spider: Although these monsters appear to be nothing more than very great spiders, they are something quite beyond this. When attacking or being attacked the phase spider is able to shift out of phase with its surroundings, bringing itself back only when it is ready to deliver its poisonous bite. A victim must make a SIZvsCON resistance or be killed. When out of phase they are impervious to nearly all forms of attack, although a phase door spell will cause one to remain in phase for 7 melee rounds. Oil of etherealness and armor of etherealness also put their wearers into the same phase as this monster when it shifts out of phase. Their webs

are equal to those of giant spiders. Phase spiders will seek to evade encounters which are unfavorable.

Water, Giant, Spider: Fresh water dwellers, giant water spiders are found only in large lakes. They build great nests of air among underwater vegetation. These spiders are able to run along the bottom or up and down vegetable or mineral surfaces underwater. They snatch passing prey, deliver a poisonous bite, and bring the victim to their lair to be drained at leisure. The clever airlock allows free passage without loss of vital air. On occasion such water creatures as nixies will be on friendly terms with giant water spiders, for they are semi-intelligent and can be approached with offerings of food. Abandoned water spider lairs are excellent places of refuge for air-breathers



SPIDER, Large

	Giant		Huge		Large		Phase		Water	
Characteristics	Average	Roll	Average	Roll	Average	Roll	Average	Roll	Average	Roll
STR	3d6+12	21	2d6+8	14	1d6+6	9	1d6+4	7	3d6+10	19
CON	3d6+3	12	3d6	10	3d6	9	3d6	9	3d6	10
SIZ	3d6+24	33	2d6+14	20	2d6+6	12	2d6+6	12	3d6+4	13
INT	1d6	3	1d4	2	2	2	1d6	3	1d4	2
POW	3d6	9	2d6	6	2d6	6	2d6	6	3d6	10
DEX	3d6	10	3d6+3	12	3d6+6	15	3d6+6	15	2d6+9	15
APP	-	-	-	-	-	-	-	-	-	-

MOVE:	10	8	8	8	8
Hit Points:	22	15	10	10	11
Damage Bonus:	+2d6	+1d4	-	-	+1d4

Attacks:

- Giant:** Bite 60% 1d6+db+poison, Project Webbing 50% Entangle
- Huge:** Bite 50% 1d4+db+poison, Project Webbing 60% Entangle
- Large:** Bite 40% 1d4+db+poison, Project Webbing 65% Entangle
- Phase:** Bite 40% 1d4+db+poison, Project Webbing 50% Entangle
- Water:** Bite 55% 1d4+db+poison, Project Webbing 50% Entangle

Skills:

- Giant:** Move Quietly 60%, Hide 50%, Climb 60%, Sense Vibration 60%
- Huge:** Move Quietly 70%, Hide 60%, Climb 70%, Sense Vibration 60%
- Large:** Move Quietly 80%, Hide 75%, Climb 100%, Sense Vibration 60%
- Phase:** Move Quietly 80%, Hide 75%, Climb 100%, Sense Vibration 60%
- Water:** Move Quietly 80%, Hide 75%, Climb 100%, Sense Vibration 61%, Swim 50%

	Giant	Huge	Large	Phase	Water
Treasure Type:	(C)	(J-N,Q)	(J-N)	(E)	(J-N,Q)
Armor:	1d4	1d4-1	1d2	1	1d4-1
Note:					



SPECTATOR

Characteristics	Average
STR	10
CON	15
SIZ	18
INT	16
POW	12
DEX	10
APP	-

MOVE: 8
Hit Points: 17
Damage Bonus: +1d4
Attacks: Bite 44% 1+db

Skills: All Sense skills 75%

Treasure Type: See below

Armor: 6(body) / 3(eyes)

Note:

The spectator is a guardian of places and treasures. Once it is given a task it will guard for up to 101 years and will let no one use, borrow, or examine an item or treasure. The treasure being guarded is 90% likely to be a magic item or have a value of at least 15,000 bp. If the spectator gains incidental treasure while performing its duty, this will not trouble its conscience and the treasure may be taken freely. Incidental treasure can amount to the following sums: 40% for 3-300 coins of mixed types ; 30% for 1-6 gems; 20% for 1-4 potions; 15% for a piece of armor; 15% for a weapon; and 5% for a miscellaneous magic item. Spectators are summoned from Nirvana by summoning and the sacrifice of 3 small eyes (or more) from a beholder. The spectator can be commanded only to guard some treasure. It will perform no other duty, and if commanded in some other way it will return to Nirvana immediately. If its guarded item(s) is ever destroyed or successfully stolen the spectator is released from service and may return to Nirvana. The summoner, of course, may take the item himself and thus release the spectator. The spectator has a large central eye and 4 smaller eye stalks protruding from the top of its spherical body. The body surface is covered in tough hide. Any general blow is likely to hit the body. The body contains all of the beast's hit points. Any such hit to the eye destroys the eye. A spectator blinded in every eye cannot defend its treasure and will teleport

to Nirvana. This is the only condition under which it will leave its post. Its eyes regenerate in 1 day and then it will return. If the treasure is gone the creature will return to Nirvana. The beast has a general magic resistance of 5%. However, when the central eye is undamaged, it can reflect 1 spell fired at it per round and turn the spell back to the caster. This does not apply to touch spells of any kind. The reflection occurs only if the spectator makes a POW:12 resistance. For example, if a sorcerer casts a lightning bolt at a spectator, the spectator rolls to see if the spell is reflected, and if it is not then it rolls for its magic resistance percentage. If this also fails, the lightning bolt does damage. The spell caster is allowed a normal resistance rolls against the reflected spell in all cases and only he or she must suffer any damage. Thus, in the above example, if the lightning bolt were reflected, only the caster could be hit by it, even if a familiar were sitting on the sorcerers shoulder. If the spell caster makes the resistance roll, he or she takes no damage whatsoever! Reflection is possible only if the spell caster is standing in front of the central eye within the space of a 60 degree arc. Range is not a factor, since getting the spell to the spectator is the only consideration. The central eye can only reflect 1 spell per round, even if 2 spells arrive in the same segment. These small eyes act by glance and are thus very fast. The other eyes have magical powers as follows:

Eye 1: Create food and water. Obviously this is not an attack.

Eye 2: Cause serious wounds. Inflicts 2d8+3 damage vs. a single figure at a range of 60 feet. A POW:POW is allowed and, if successful, only half-damage is sustained.

Eye 3: Paralyzation ray. Range of 90 feet, one target only, duration 5-20 rounds. The spectator never attacks a paralyzed character or uses him or her for food. A paralyzed character might be allowed to go its own way if it is willing to leave in peace.

Eye 4: Telepathy. Range 120 feet, 1 target only. Communication is possible in this way. The beast can also implant a suggestion if the target fails to make a POW:POW resistance roll. This suggestion is always to leave in peace.

All three "attack eyes" can be brought into play. Causing wounds or paralyzation takes only 1



DEX rank, as does the suggestion to leave in peace. Communication takes 2 DEX ranks. Creating the amount of food and water for a large meal (up to 6 persons) takes 1 full round. The spectator can sense psychic, powers, and spell-like effects at a range of 240 feet, even through wood, although not through metal or stone. Thus, the spectator is difficult to surprise. The spectator, being basically passive, will attempt to communicate and implant its suggestion as its first act unless it is immediately attacked. In close combat the spectator can bite for damage. If properly confronted, the spectator can be quite friendly. It will tell a party exactly what it is guarding early in any conversation so that there will be no argument! If its charge is not threatened it can be quite amiable and even talkative via telepathy. Spectators move by a very rapid levitation in any direction. They will drift aimlessly when asleep (20% likely when encountered), never touching the ground.

SPRIGGAN

Characteristics	Average
STR	10 (25)
CON	14 (19)
SIZ	4 (30)
INT	12
POW	12
DEX	20 (12)
APP	4 (10)

MOVE: 4 (10)
Hit Points: 9 (24)
Damage Bonus: -1d4(+2d6)
Attacks: By weapon 40%+STR

Skills: Art(pick pocket) 75%, Hide 64%, Move Quietly 77%, Traps 70%, Climb 81%, Listen 35%, Pick Locks 78%, Parry 50%, Dodge 75%(Dodge only is small form)

Treasure Type: A

Armor: Worn (usually Mail 1d8+1)

Note:

These ugly, dour cousins of the gnomes are found near isolated communities or in uninhabited areas. They dwell in burrows or ruins. They are able to become giant-sized (gaining the appropriate statistics as given in parentheses above) to terrorize, rob, and otherwise work vile deeds. They hate only gnomes more than humankind, and they associate only with their own ilk. In addition to their usual attack forms, a spriggan can use the following spell-like powers at will, 1 at a time 1 per round: affect normal fires, assume giant size. Terror, shatter. In giant-sized form a spriggan can no longer cast other magic, but small size can be regained at will. All spriggans in small form have the above listed thieving skills. Spriggans gain a +35% to backstabs instead of the normal +25%. In small form spriggans are basically thieves, while in large form they are giant bandits. It is quite possible for a group of these creatures to be of mixed sizes if it aids their nefarious ends.



SPRITE

Characteristics	Average	
STR	1d4+1	3
CON	3d6	10
SIZ	1d3+1	3
INT	2d6+6	12
POW	2d6+6	12
DEX	3d6+6	15
APP	3d6	10

MOVE: 4/8 fly
Hit Points: 6
Damage Bonus: -1d6
Attacks: Dagger 60% 1d3+1+db, Bow 80% 1d3+1

Skills: Sense(Allegiance 50') 90%, Dodge 75%, Hide 55%, Move Quietly 80%, Nature 75%

Treasure Type: C

Armor: -

Note:

Sprites dwell in meadows and wooded glens. They are very shy and reclusive, but they hate evil and ugliness of all sorts. Sprites are able to become invisible at will, detect allegiance at a 50' range. Their arrows are magical and those struck must make a POWvsPOW resistance roll or fall into a deep slumber for 1d4 hours.

**STENCH KOW**

Characteristics	Average	
STR		36
CON		15
SIZ		30
INT		4
POW		6
DEX		10
APP		-

MOVE: 6/10 charge
Hit Points: 22
Damage Bonus: +3d6
Attacks: Charge 30% 1d4+db, Trample 75% 1d4+db

Skills: Sense 25%, Listen 25%.

Treasure Type: None

Armor: 1d4+2

Note:

Stench kine are the cattle of the Hells. They roam the reeking plains, fiery fields, and even the wintry wastes of the lower hells. Some are found as far as the planes of Acheron, Gehenna, and even Hades. Much as do common herd animals, these odorous beasts form great herds, grazing on the noxious and poisonous growths of the vile terrain. A herd will contain 5-30 young, but these creatures have no attack form. For every 5 beasts encountered, 1 will be a bull. Bulls have +4 STR, CON, SIZ, 2 heads, and have a +20% charge skill. If any stench kow charges to attack and succeeds in hitting, another to-hit roll is made for trampling. Charging requires at least a 10' move. In general, only bulls will charge unless the herd is cornered. Stench kine are immune to all forms (including magical) of cold, fire, poison, and poison gas. In close quarters, the odor of their breath and bodies is so foul that a CON:10 resistance roll must be made, or individuals will be at 1/2 STR and -25% to skills due to nausea. This check must be made every 3 rounds of exposure for individuals not affected by the smell. Stench kine resemble huge, misshapen bison. Bulls have large humps over the shoulders, and cows have smaller ones. Horns are long and upward curving. Their two heads are huge with pugged features, large round eyes, and lolling tongues. Coloration is dull orange with greenish, matted manes.



SQUEALER

Characteristics	Average
STR	21
CON	22
SIZ	24
INT	3
POW	15
DEX	14
APP	-

MOVE: 8**Hit Points:** 23**Damage Bonus:** +2d6**Attacks:** 2xClaw 100% 1+db, Bite 120% 1d4+db**Skills:** Dodge 55%, Hide 75%, Move Quietly 50%**Treasure Type: Incidental****Armor:** 2**Note:**

Squealers inhabit only temperate to tropical forests. They are usually solitary, although there is a 10% chance that an encounter with a mated pair (and up to 2 young) will occur. Young have 1/2 listed characteristics and can bite only, doing 1-4 points of damage. Although a squealer cares nothing for treasure, most prey will be dragged near the lair to be devoured, so there can be items of value there. A squealer can imitate many sounds perfectly, so it will imitate the distress calls, death shrieks, mating calls, etc., of other creatures to attract prey. Squealers are voracious beasts and will attack any other carnivores or herbivores.

Typically, the squealer will crouch upon a low branch, and, when a victim comes near, the monster will grasp the limb it is upon with 3 of its appendages and swing head down to bite and claw its prey. If both claw attacks succeed, the squealer has grasped and held its victim and will fall upon it next round doing 2d4 points of crushing damage and 2 additional clawing attacks. The attack mode is bite, claw, claw, claw, claw. The squealer has high strength and weighs 400 or more pounds. When in foliage, the squealer's bulk is 75% invisible due to its coloration, stillness, and care in concealment. A squealer is very fierce. When full grown, it is about the size of a large gorilla and is a match for almost anything. The fur of a squealer is long and colored yellow and green in alternating splotches. Its form is topped by hunched

shoulders and a thrust-forward pig-like head. The head is about 2 feet long and is mostly mouth filled with sharp tusks. The arm-like forelimbs sprout from the hunched back, and the rear limbs come from high up on the hind quarters. Their forelimbs are nearly 4 feet long and rear ones are 3 feet long. A 5th limb grows from the middle of the back, and its 4-foot length can be turned either forward or rearward. All limbs are tipped with 3 clawed digits. The forelimb and back appendage digits are prehensile.

**SQUID, Giant**

Characteristics	Average
STR	6d6+12 30
CON	1d6+18 21
SIZ	6d6+12 30
INT	2 2
POW	2d6+12 18
DEX	3d6 10
APP	- -

MOVE: 10**Hit Points:** 25**Damage Bonus:** +2d6**Attacks:** Tentacle 90% Entangle, db if 2 tentacles, Bite 100% 1D10+db**Skills:** Hide 70%, Swim 80%**Treasure Type: (R)****Armor:** 1d4**Note:**

Giant squid inhabit deep waters, preferring depths of one-half mile or more. They are aggressive hunters, and they will occasionally surface to attack large prey 10% chance to attack a ship passing over a giant squid. They fear only the hugest of sperm whales, for the latter hunt giant squids and kill them with ease. When a giant squid attacks it will anchor itself - or stabilize itself - with two of its arms and attack with the other. A creature grabbed by a giant squid is 25% likely to have both upper members pinned, 50% likely to have one pinned, and 25% likely to have both free. If both upper members are pinned, the victim is totally unable to attack with them, if one is held the victim will attack at

-30%, and if both arms are free the victim is at -10% on rolls. If 4 or more of a giant squid's arms are severed the monster is 80% likely to squirt out a cloud of black ink 40' high by 80' long, and jet backwards to escape. The squid will always go to its lair in this case. The ink cloud completely obscures the vision of all within it. The giant squid always seeks to drag its prey under water. A ship seized by a giant squid will not likely be dragged under, unless the vessel is small, but it will stop dead in the water in 1 turn due to the drag. If a ship is grabbed and held by 8 or more tentacles, it will take damage as if rammed, and ships with water in their holds are easily dragged down to squids' lairs.



SQUIRREL, Carnivorous Flying

Characteristics	Average
STR	6
CON	6
SIZ	2
INT	2
POW	6
DEX	14
APP	-

MOVE: 3/5 flying

Hit Points: 4

Damage Bonus: -1d6

Attacks: Bite 25% (40% flying) 1c

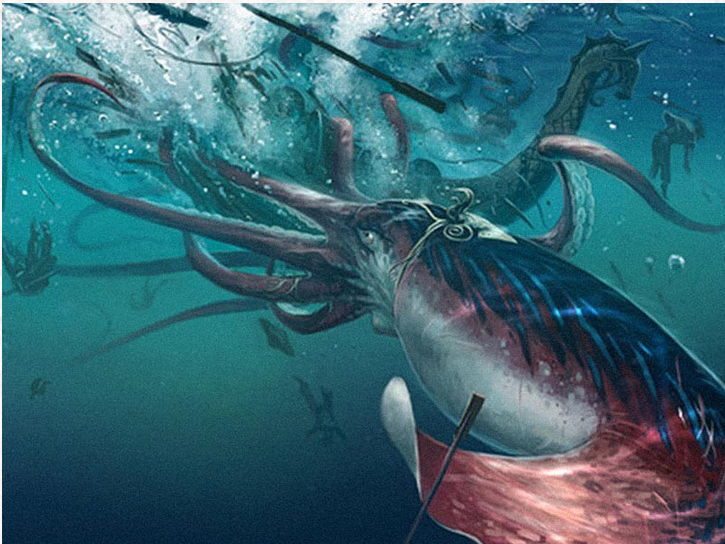
Skills: Fly 50%, Climb 75%, Do

Treasure Type: None

Armor: -

Note:

Flying squirrels "fly" by means of loose folds of skin on the inside of their fore and rear legs. In fact, they can only glide and cannot gain altitude once they have jumped. Their range is 5 feet for every foot of altitude from which they jump (usually a tree). If surprise is achieved during a flying attack, they make their initial attack at +20%. They attack only when they have 2 to 1 odds or better. In their lair, a tree top nest, there can occasionally be found gems, jewelry and other small items that are bright and shiny. Thus, they could never have armor, shields, most weapons, potions, etc. Treasure is incidental only.



STONE GUARDIAN

Characteristics	Score
STR	15
CON	-
SIZ	21
INT	-
POW	-
DEX	8
APP	-
MOVE:	6
Hit Points:	21
Damage Bonus:	+1d6
Attacks:	2xBrawl 44% 1d4+db, or by weapon 44%
Skills:	Sense(invisible)100% , Search 100%

Treasure Type: Guarding?**Armor:** 2d4**Note:**

The stone guardian is a special type of golem-like figure. It is manufactured somewhat like a golem, except that it will only follow a single command once awakened. "Guard". A figure of a creature from man- to ogre-size (smaller or larger will not work) is made of mud and given a heart of stone. There is a 20% chance per activation that the precise instructions will be disregarded, and then the stone guardian will attack anything! A special ring of protection from stone guardians can be crafted at the same time a stone guardian is manufactured. This ring will keep the wearer and all others within a 10-foot radius immune to a guardian's attack. The ring will work only for the stone guardian(s) made at the time the ring was magicked and will be useless against other stone guardians. The stone guardian takes only one-quarter damage from edged weapons, and normal missiles cannot harm it at all. It takes half-damage from cold, fire, and electrical-based spells. It cannot be poisoned, held, charmed, paralyzed, or affected by fear since it has no mind whatsoever and no living body. It will attack until destroyed. Stone to flesh, transmute rock to mud, stone shape, or dig spells will kill it instantly.

STOROPER

Characteristics	Average
STR	20
CON	20
SIZ	16
INT	15
POW	15
DEX	6
APP	-
MOVE:	1
Hit Points:	18
Damage Bonus:	+1d6
Attacks:	6 tentacles 40% 1d4+db+poison, Bite 50% 1d6+db (75% if grappled)
Skills:	Sense (vibration 200') 100%

Treasure Type: M,N,Qx2(inside storoper)**Armor:** 2d4+2**Note:**

The storoper (from "stone roper," also called "tar roper") is about 5 feet high and 2 feet in diameter and appears to be a small statue of a roper. It is a cigar-shaped creature with 6 tentacles and a gaping maw, and it weighs about 500 pounds. The storoper has a silicon-based, rock-like body. It can sense movement up to 200 feet away and will become perfectly still, resembling a statue. If anything approaches within 50 feet of the storoper, it will attack by suddenly shooting out its tentacles; it prefers to attack 2 victims at once, each with 3 tentacles. The first 2 victims successfully attacked will be injected with the storoper's venom (through the tentacles-CON:15 resistance). The victims who fail will be immobilized; in fact, they will appear to have turned to stone. One round after the "petrification," the victims will recover, but they are now drugged and will fight to aid the storoper to the best of their ability! If the

storoper is killed, its drugged "defenders" will stop attacking and wander about aimlessly until the venom wears off. This takes 20+1d10 rounds-victims CON. The storoper can inject victims only twice per day; thereafter its



attacks are similar to those of a normal roper. Each hit by a tentacle causes weakness (50% loss of strength in 1-3 rounds for 20+1d10 rounds -victims CON) A CON:15 resistance roll will cancel this, and during each round the victim (or victims) is dragged 10 feet closer to its maw. The chance to break these strong tentacles is equal the character's strength. Because of their stony exteriors, normal missile fire will not injure storopers, but magic missiles and normal or magical hand-held weapons will. All spells, including those using lightning, cold, and fire, will do normal damage to the creature. Once dead, the storoper can be pried open using a chisel or an iron spike. Inside its gizzard may be found a few coins and possibly a small number of gems as well.

STRANGLEWEED

Characteristics		Average
STR	4d4	8
CON	2d6+6	12
SIZ	2d6	6
INT	1	1
POW	2d6	6
DEX	3d6	9
APP	-	-

MOVE: -
Hit Points: 9
Damage Bonus: -1d4
Attacks: 2d4 Fronds 40% Entangle

Skills: -

Treasure Type: J-N, Q, C (magic only)

Armor: -

Note:

Strangle weed is an intelligent kelp found in relatively warm sea water. A bed of this carnivorous plant is indistinguishable from normal seaweed. The plant grows in an oval with 3-12 fronds in a patch of 3-12 square feet. The fronds vary from 7' to 12' long, and any creature within grasp of 1 or more fronds will be attacked. A hit by the strangle weed indicates the victim is entwined by the attacking frond. Each frond has a strength of 4d4 points. Any creature entwined strikes at -20% on its weapon skill rolls. Treasure is found beneath the sand of the bed of the strangle weed - left by former victims.

If a Strangleweed scores a hit the victim is entwined and will be drug under water to drown and be devoured later. Every round entangled, the victim takes 1+DB crush damage. A successful STRvsSTR will break the hold, freeing the target.

STUNJELLY

Characteristics		Average
STR	3d6	10
CON	2d6+8	14
SIZ	4d6+10	22
INT	1d4	2
POW	2d6+6	12
DEX	1d6	3
APP	-	-

MOVE: 3
Hit Points: 18
Damage Bonus: +1d4
Attacks: Grapple 40% 1d4+db+special

Skills: -

Treasure Type: J,K,L,M,N,Q (floating within it)

Armor: 1d2

Note:

This relative of the gelatinous cube and looks just like a section of ordinary stone wall; it is usually 10' square and of thickness varying between 2 1/2'-5'. Its attack has a paralyzing effect - the victim must make a CON:12 resistance roll or be paralyzed for 5d4 melee rounds, during which the stunjelly will attempt to surround the victim and digest him. Like the gelatinous cube, it may have treasure of various types inside it. The stunjelly does not have the transparency of the gelatinous cube; it is very slightly translucent, but any treasure inside it can only be seen in very rough outline in conditions of good illumination, while in normal torchlight the creature looks like solid wall without any inclusions.





SU-MONSTER

Characteristics		Average
STR	3D6+3	12
CON	1D6+12	15
SIZ	2D6+3	9
INT	2D6+3	9
POW	1D6+8	11
DEX	2D6+6	12
APP	-	-

MOVE: 10
Hit Points: 12
Damage Bonus: -
Attacks: 2x Claw 30%, 1D4+db, Bite 30%, 1D4+db

Skills: Climb 80%, Dodge 45%

Treasure Type: (C,Y)

Armor: 1

Note:

The fur of a su-monster is dirty gray. The creature's tail and face are black, its paws are bloody red. Su-monsters inhabit forsaken wilderness areas and subterranean lairs as well. They have prehensile tails which they use to swing from limb to limb or to hang upside down. From such a position they can attack with all four of their clawed feet as well as their jaws. All four feet are prehensile and armed with long and extremely sharp nails as well. Su-monsters are at home upright or hanging upside down the latter being one of their favorite methods of lurking for prey. If more than 4 are encountered it is likely (50%) that the group will be a male, female, and young. Su-monsters have a latent psionic ability which enables them to deliver a form of psionic attack once per day, at 30', that pits the victims POWvsPOW or causes the target to be stunned for 1d6 rounds.

SUNDEW, Giant

Characteristics	Average
STR	16
CON	18
SIZ	16
INT	3
POW	13
DEX	10
APP	-

MOVE: 1
Hit Points: 17
Damage Bonus: +1d4
Attacks: 1d6 tendrils 50% 1+db+special

Skills: Sense (Vibration 50') 75%

Treasure Type: None

Armor: 1d3

Note:

Unlike its smaller cousin, this plant is almost sentient, being slightly aware of its surroundings. Preferring shaded, cool places to grow, the giant sundew grows only hair-like roots to lightly anchor it in place. Furthermore, it may at will withdraw these roots and pull itself along the ground with its sticky tendrils. It derives its sustenance primarily from the prey it catches. The giant sundew is able to detect moving creatures by vibrations, and when anything moves within 5feet of it, it will lash out with its tendrils. Its lump-like body is covered with hundreds of tendrils, and up to 6 may attack each creature in range each round. These tendrils end in sticky globs of sap. For every 3 tendrils that strike a victim, that victim will suffer a -10% on its subsequent physical skill rolls. This effect is cumulative, so that if 6 tendrils hit, the victim will be -20% on its to-hit roll. If a critical is rolled to hit by the sundew, that tendril will have struck the character across the mouth and



nose, clogging these with its sap. The character will suffocate (standard rules) unless the sap is removed. In addition to its clogging effect, the sap is composed of a mild enzyme acid that will cause 1 point of damage per tendril each round until the tendril is broken (1d4 rounds after) and/or the acid is washed off. The % chance these tendrils may be broken is the same as the STRx2 for each character, and each tendril should be checked individually. The sap will dissolve and become harmless if soaked with vinegar or alcohol (such as wine), and this is the only non-magical way to prevent suffocation. Due to the plant's sticky exterior, missile and fire-based attacks will only do half-damage. Giant sundews appear as 3-4 foot high mounds of gray-green tarry ropes or rags. Areas where they are found are often heavily fly-infested, and the air will often have a thick odor like sweet syrup.

SUSSURUS

Characteristics		Average
STR	1d6+12	15
CON	2d6+12	18
SIZ	1d6+18	21
INT	2d4	4
POW	2d6+8	14
DEX	3d6	10
APP	-	-

MOVE: 13
Hit Points: 19
Damage Bonus: +1d6
Attacks: Claw 80% 1d2+db

Skills: Earthsense

Treasure Type: None

Armor: 1d6

Note:

The size of a large gorilla, the sussurus appears at first sight like a ape with no head which moves on all four limbs. In fact the 7' tall beast has no external organs, nor anything resembling a head. It 'sees' and hears through vibrations in the air and is therefore immune to magics that effect normal senses. It can thus detect the presence of invisible beings within 50'. The exoskeleton of the sussurus is honeycombed with small ducts and tiny passages through which the beast continually draws in the air on

which it feeds. This constant inhalation causes the characteristic 'dronesong' associated with the beast which only ceases when the beast dies. This weird sound is like a gentle wind blowing through trees; it can be heard up to 1/4 of a mile away in still air through unobstructed airways. Under- ground, the sound reverberates around corridors and rooms, making location of its source difficult. The dronesong has a curious effect on undead creatures, causing them to feel 'at peace' and to be rendered inert - an effect known as the 'sleep of the dead'. Any number may be slept by these means, so skeletons are affected on a d20 roll of 7-20, zombies on a roll of 10-20, ghouls on a roll of 13-20, shadows on a roll of 16-20, wights on a roll of 19-20, ghosts on a roll of 20 and wraiths and more powerful undead are not affected. While 'asleep' if they are attacked physically they will awaken to defend themselves. In windy locations it will often be immobile, taking in the air, and in such conditions it is 10% easier to move quietly or hide by. It is fast-moving, aggressive and dangerous when encountered, fighting with the claws on its two 'forepaws'. Additionally, if either claw hits with a Special or Critical the victim is crushed onto the exoskeletal spikes and suffers an additional 4d8 hit points of damage from this 'hug'. The sussurus loathes fire and will immediately attack anyone carrying a torch or a lantern in an attempt to destroy the oxygen-consuming flames. The sussurus is believed to have a life-span of over 1,000 years. Though it has no language as such, a sussurus communicates with others of its kind by slight and subtle variation in the dronesong; however it is only very rarely that two sussuri are close enough together to communicate in this way.



SVIRFNEBLIN (Deep Gnome)

Characteristics	Average	
STR	1d6+5	8
CON	2d6+8	14
SIZ	2d4+1	5
INT	2d6+6	12
POW	2d6+6	12
DEX	2d6+6	12
APP	2d6+2	8

MOVE: 6**Hit Points:** 9**Damage Bonus:** -1d4**Attacks:** Dart 43% 1d3+special, Dagger 40% 1d4+1+db, Pick 1d6+1+db**Skills:** Hide 60%, Move Silent 60%, Sense(smell) 90%, Listen 75%, Appraise(gems) 75%, Dodge DEXx3%, NPC skills**Treasure Type:** K(x2), Q(x3)**Armor:** by type**Note:**

Far beneath the surface of the earth dwell the svirfnebli - the deep gnomes - a race related to the gnomes of the bright world. Small parties of these demi-humans roam here and there in the underworld mazes of small passageways, always in search of gem minerals. Their realm is in a region unknown, but thought to consist of a closely-connected series of vast caverns in which thousands of these diminutive creatures labor for their king. Only males have ever been seen, and those only in very deep places beneath the ground.

All males of the race are doughty fighters. For every four svirfnebli encountered, there will be an additional leader-type with +1d6 HP and +15% weapon skills. If more than twenty normal deep gnomes are encountered there will be an additional leader type called a burrow warden with +2d4+1 HPs and +25% weapons skills. It is probable that a deep gnome with 16+POW will have illusionist spells. Note that a deep gnome with 16+POW, if not a sorcerer, is 50% likely to be able to summon an earth

elemental. (see MANUAL OF MONSTERS I) Elemental summoning can be attempted once per day by a deep gnome with the necessary power.

In addition to the abilities given above, all the svirfnebli have the following magical powers of illusionist nature: blindness, blur, liken person. Each of these spell-like abilities can be used once per day by any deep gnome.

The deep gnomes wear leather jackets sewn with rings of mithral-steel alloy over fine chainmail shirts providing 1d8+1 AR. They do not usually carry shields, as these devices would tend to hinder movement through the narrow corridors favored by the svirfnebli.

These gnomes are typically armed with a non-magical +1 dmg dagger and a non-magical +1 dmg pick (horseman's pick, for purposes of damage assessment). Each individual also carries a pouch of special darts, 7-10 hand-hurled missiles of about nine inches in length, with a 40' range. When one of these darts strikes it is constructed so as to compact and

break a small glass bead containing a gas. Any creature struck on its front parts must make a CON:12 resistance roll. If it fails, the puff of gas has reached the creature's system and the creature will be stunned on the next round and slowed for the four rounds following that. Deep gnomes have a 30% chance to also carry 3-6 darts which contain an acid which eats a three-inch hole in armor protection in 1 round, or inflicts an additional 2d4 hit points of damage on non-protected targets (such as armor with

holes, ring mail, chain mail etc.) A svirfneblin can hurl two darts in a single melee round. Despite their metal armor and arms, these small and fast-moving creatures are able to move very quietly. Deep gnomes are able to 'freeze' in place for long periods without any hint of movement. They are surprised rarely due to their keen hearing and smelling abilities. All deep gnomes are magic resistant having a base of 20%, gaining an extra 1% magic resistance for each point of POW. No illusion, phantasm or



hallucination is able to affect a svirfneblin's mind. The svirfnebli communicate with each other by a form of racial empathy when outside their own domains. They have their own language, a dialect of gnomish which a normal gnome is 60% likely to understand. Most deep gnomes are also able to converse in the underworld cant (the trade language) and speak and understand a fair amount of kuo-toan and drow (tongues of their hated and feared enemies who, along with the mind-flayers, are the worst threat to any deep gnome gem-gathering expedition). All these small creatures can converse with speaking creatures from the Elemental Plane of Earth and it is 90% unlikely that any such creature will harm a svirfneblin, though the deep gnome might have to pay a heavy bribe in precious metal and gems so to escape. Deep gnomes have infravision to 120' and can also see into the ultra-violet spectrum to a limited extent.

When being pursued by enemies, the svirfnebli will typically dash into a secret escape passage tunneled to their size. Larger escape routes used by the deep gnomes will be filled with covered pit traps and rock dead-falls. A gnome leader is 75% likely to carry 3-12 small rock-like containers, and these will be strewn in the path of pursuing foes if no handy escape route is nearby. These crystals are crushed when stepped on by any creature weighing more than 100 pounds, and each releases a cloud of poison gas of about 10' diameter and 15' height. Any creature passing through such a gas cloud must make a CON:10 resistance roll or lose consciousness for 1-12 minutes. The gas cloud dissipates in 2 rounds.

Deep gnomes will usually aid non-enemies for a fee.

SWAN

Characteristics		Average
STR	1d4+6	8
CON	1d6+8	11
SIZ	1d4+12	14
INT	3	3
POW	3d6	9
DEX	3d6	10
APP	-	-

MOVE: 1/6fly

Hit Points: 12

Damage Bonus: -

Attacks: Bite 30% 1 HP, Wing Buffet 45% 1 HP+ special

Skills: Listen 45%, Fly 65%, Search 40%

Treasure Type: None

Armor: -

Note:

These aquatic birds tend to inhabit areas which similar waterfowl frequent-rivers, ponds, lakes, and marshes. A single swan will always be male(a cob). It is only25% probable that a lone swan will be encountered. Otherwise, encounters will be with mated pairs of cobs and pens (females) and their immature (but full-grown) cygnets. The latter will number 1-2 per mated pair. In situations where the swan's territory is invaded or the creatures actually attacked, both cob and pen will aggressively threaten or attack as circumstances warrant. Attack is by flying leap, a strong bill strike, and blows with both wings. This attack mode is likely to blind and disorient an opponent so as to make any return attack in that melee round impossible without succeeding in an Idea roll. Also, swans (much as geese) have exceptional senses, so that the approach of any danger will be noted 90% of the time. If there are eggs, the nest will contain 1 -3. If there are no eggs or nestlings, the swans will escape by swimming or flying when severe danger threatens.





SWANMAY

Characteristics		Average
STR	3d6	10
CON	2d6+6	12
SIZ	2d6+9	15
INT	1d6+13	16
POW	1d6+13	16
DEX	2d6+6	12
APP	1d6+12	15

MOVE: 8
Hit Points: 13
Damage Bonus: +1d4
Attacks: By weapon at base%+STR+2d10%

Skills: Nature 75%, Dodge 45%, Hide 50%, Swim 75%, Search 60%

Treasure Type: See below

Armor: Light Leathers 1d4-1

Note:

A swanmay is a human female who has the magical power to change herself into a swan. Although this power is conveyed through the dweomer of an item, no male is known to have ever possessed and successfully used a captured item of this sort. The power to become a swan is typically contained in a feather token or feathered garment (both of which become part of the feathering of the swan), or possibly a signet ring (which will become a band on the swan's leg). A swanmay can be harmed only by +1 or better magic weapons when in swan form. Also, in that form, she has a magic resistance of 2% per hit die. In human form, all swanmays are rangers. Swanmays are principally attuned to solitude, nature, and the company of their adopted kind. Thus, while they might aid good persons in need, they otherwise shun humanity and civilization, and abhor subterranean places even more than enclosed places above ground. The swanmay may possess 1d4 psychic abilities at 25+3d10%, 5% of the time. When

encountered, a swanmay will have light armor and attendant gear, bow and arrows, sword, and dagger carefully hidden somewhere nearby. These items will not usually be magical. Swanmays are typically friendly with the little folk of the woods, such as sylvan elves, dryads, and like creatures. They dislike noisy, brash creatures, ferocious beasts, and all Evil.

SYLPH

Characteristics		Average
STR	2d6+2	8
CON	3d6	10
SIZ	2d6+6	12
INT	3d6	10
POW	1d6+15	18
DEX	3d6+6	15
APP	3d6+6	15

MOVE: 8/12 fly
Hit Points: 11
Damage Bonus: -
Attacks: Club 25% 1D6+db

Skills: Knowledge(arcane) 75%, Nature 75%

Treasure Type: (Qx10,X)

Armor: -

Note:

Sylphs are very beautiful creatures similar to nymphs. The sylphs, however, dwell primarily in aerial places. They are fond of flitting about, and it is not likely that they will be encountered near the place where they dwell. Sylphs sometimes befriend creatures in allegiance with Balance, aiding them in some way. Sylphs are excellent spell casters and know 4d4 spells, many having to do with nature or air. They also have the abilities of invisibility at will and conjuring an air elemental once per week.



TABAXI (Cat-man)

Characteristics		Average
STR	2d6+6	12
CON	2d6+6	12
SIZ	1d6+18	21
INT	2d6+6	12
POW	2d6+6	12
DEX	2D6+10	16
APP	-	-
MOVE:		15
Hit Points:		16
Damage Bonus:		+1d4
Attacks:	Claw x2 STRx3% 1+½ db, or by weapon base +1d20%	
Skills:	Hide 50%, Move Silent 50%, Traps 75% Climb 40%, Sense(smell) 45%, Listen 45%	

Treasure Type: 5% magic weapon

Armor: 1

Note:

The tabaxi (or cat-men, as they are known to most humans) are a race of intelligent feline humanoids which inhabit the far reaches of tropical jungles, avoiding both humans and sapient non-humans. They live in small prides of 2-8 members, each pride roaming a large territory and rarely having anything to do with other prides.

The tabaxi are extraordinary hunters, taking their prey through surprise and quick ambush. Two of them will often chase an animal directly onto the claws of a third. They have learned how to avoid detection by disguising their scent with aromatic herbs. This, combined with their natural camouflage and ability to move quickly and silently, makes them deadly opponents in the tropical forest. Like other cats, they will sometimes 'play' with their wounded prey until it expires. They are also very adept at recognizing a trap for what it is. (75%) - there is only a small chance of trapping a cat-man even if the trap is very carefully hidden and cunningly constructed.

They are tool-users when they find it convenient to be so. Their tools usually consist of bone or wooden weapons, with nothing more intricate than a bola or atlatl. However, tabaxi have an amazing aptitude for weaponry, and can discover the use of a weapon, and become adept in its use, in a remarkably short time so long as the weapon is not a complex one.

Tabaxi will generally avoid human intruders in their forests, unless they see an easy opportunity for the acquisition of weaponry.

The cat-men are tall and lithe and move with the smooth-easy grace of cats. Their fine fur is tawny and striped with black, in a pattern similar to that of a tiger. They wear no clothing. Their eyes are green- yellow with slit-pupils. They have retractable claws. A pride will generally be 1-3 young (1/2 STR & SIZ, 50% chance of fighting if attacked, 50% chance of fleeing) 1-3 males and 1-3 females. The females are at least the equal of the males in fighting ability.

Tabaxi speak a small amount of the common tongue in addition to their own language. They will not engage in trade, as they consider it demeaning.

Unless armed with a weapon, a cat-man will fight with its two fore-claws.



TAER

Characteristics		Average
STR	1d6+12	15
CON	1d6+11	14
SIZ	1d6+16	19
INT	1d4+4	6
POW	3d6	10
DEX	3d6	10
APP	-	-

MOVE: 6**Hit Points:** 17**Damage Bonus:** +1d6**Attacks:** 2xClaw 26%+STR 1d4, Bite 36% 1+db, or Crude Spear 40% 1d4+1+ db**Skills:** Search 50%, Track 45%, Dodge 45%, Climb 45%**Treasure Type:** See below**Armor:** 1d4**Note:**

The vile race of taers inhabits the coldest mountain regions, dwelling in caves and continually hunting for food. Normal attack is by kick, punch, and bite, although 50% of these creatures will have crude spears which they will hurl prior to closing for melee. The taers ooze a fatty excretion which has a particularly vile odor. Any creature within 10 feet of a taer must make a CON:10 resistance suffer a disorientation and nausea which will last for 2-5 hours. Skills will be penalized by -20%. This same secretion aids these creatures to withstand cold, even of the magical sort. Normal cold does them no harm and magical cold causes 2 less HPs of damage per die of damage. Taers' treasure is typically a collection, of polished teeth, horns, and crudely sculpted stone idols. There is a 15% chance for real treasure captured from some human victims. If such treasure does exist, there is a 10%

chance for 1 magic item to be included, especially a weapon. Taers resemble white-haired, greasy, shaggy cavemen. They might, in fact, be some kin to mankind. Hair color is gray to snow white. The head is large but has virtually no forehead.

**TARRASQUE**

Characteristics		Average
STR		56
CON		100
SIZ		60
INT		2
POW		20
DEX		10
APP		-

MOVE: 10/15 charge**Hit Points:** 80**Damage Bonus:** +6d6**Attacks:** 2xClaw 80% 1+db, Bite 100% 1d6+db, Tail Lash 80% 1d4+db, Horn 90% 1+db (only when bull rushing)**Skills:** Search 50%**Treasure Type:** See below**Armor:** 2d4+5**Note:**

The legendary tarrasque is possibly the most dreaded monster of all, for when it is active it ravishes the countryside for miles. All vegetation and animal life is devoured or driven away. The land through which the monster passes becomes a barren waste which requires years to recover. The tarrasque eats voraciously and continually, and all living things are food to it, although it prefers warm-blooded creatures over others. Normal attack modes of the tarrasque are with 2 forelimb claws, a sweeping tail lash inflicting , a savage bite (the effect of which ignore any armor worn by the victim), and 2 thrusting horn attacks. The rush of the tarrasque is possible but once every turn, because the monster is so large and ponderous. The mere sight of the tarrasque is so terrifying that creatures failing a POW:8 resistance will be paralyzed until it is out of their range of vision. The tarrasque has a carapace of exceptional hardness and reflective quality. Bolts and rays such as lightning bolts, cones of cold, and even magic energy are useless against the tarrasque. The reflection is such that 1 in 6 such attacks actually reflect directly back upon the caster, while the remainder bounce harmlessly away from the monster. Fire of any sort has no effect upon the tarrasque. The monster's metabolic rate is such that it regenerates 1 hit point per round after sustaining damage. The tarrasque can be

struck only by magic weapons. The slaying of the tarrasque is said to be possible only if the monster is reduced to -10 or fewer hit points and then acid or equivalent magic is used. Otherwise, even the slightest piece of the tarrasque will regenerate and restore the monster completely. Legend says that a great treasure can be extracted from the tarrasque's carapace. The upper portion, treated with acid and then heated in a furnace, will yield gems 10-100 fine diamonds. The underbelly material, mixed with the creature's blood and meteoric iron, will produce a metal which can be forged by master blacksmiths into 1-4 indestructible shields of +25% magical defense. It is fortunate that the tarrasque is active only for short periods of time. Typically, the monster comes forth to forage for a week or two, ravaging all but a few square miles of land. The tarrasque then seeks a hidden lair underground and lies dormant, sleeping for 5-20 months before coming forth again. Once every decade or so, the monster will be particularly active, staying abroad for several months. Thereafter its period of dormancy becomes 4-16 years long unless disturbed. The ratio of active to dormant state appears to be about 1:30.



TASLOI

Characteristics	Average
STR	1d6+10 13
CON	2d6+5 11
SIZ	1d4+2 4
INT	2d6+2 8
POW	2d6+2 8
DEX	2d6+2 8(14 in trees)
APP	-

MOVE: 4/6 in trees

Hit Points: 7

Damage Bonus: -

Attacks: 2xClaw 25%, Short Spear 30% 1d6+1+db, Net 30%

Skills: Dodge 40%, Climb 75%, Hide 75%, Move Quietly 75%, Throw 30%, Buckler 25%, Jump 65%

Treasure Type: Q(x5)

Armor: 1

Note:

Living in steamy tropical forests, these creatures are rarely seen by man. Shy and malicious, they prefer to lurk in the tree tops where they may surprise the weak and unwary. Adapted to life above ground, they are slow and clumsy when forced to earth, adopting a semi-erect posture. They are quick and nimble in the arboreal passageways, however. Masters of stealth, tasloi surprise for advantage. They have infravision and are suited to dark jungles. Full daylight will cause a -10% on their to-hit rolls. Tasloi will eat anything, but they particularly like all kinds of flesh, especially humans and elves. They normally attack from above, trying to capture if possible. If they gain surprise, they will use their nets. If a party is too vigilant or prepared, the tasloi will attempt to wear down the group through short, sudden attacks followed by retreat. If possible, tasloi will attempt to steal the dead of an enemy after an attack. The tasloi live in loosely-structured bands of several families. For every band of 70 or more, there will be a chief (+4 CON, +2 HPs, +10% weapons skills). There is a 30% chance that any band will have a shaman with 16 POW who is able to cast sorcery spells. Javelins and shields are customarily carried on their backs when they travel through the trees. When found in their lair,



in addition to the males, there will be 70% females and 50% young. Females will fight as normal tasloi, but the young will not fight at all. The lair will consist of a series of 1-6 large trees with 4-24 platforms 50-100 feet from the ground. All the trees will be connected by vines and ropes. There is a 60% chance of the tasloi having 1-6 trained giant spiders and a 20% chance of their having 2-8 trained giant wasps. It is said the tasloi are able to ride wasps. Tasloi speak their own tongue and can also speak the languages of monkeys and apes. About 5% of their kind have also learned a pidgin Common that they use when trading. Tasloi are long-legged, flat-headed humanoids. They walk in a crouching posture, touching their knuckles to the ground from time to time. Their skins are a lustrous green and are thinly covered with coarse black hair. Their eyes are similar to a cat's and are gold in color. Their feet are long and prehensile. Often they can be heard at night, speaking in their high and whispery voices.

TENTAMORT

Characteristics	Average
STR	1d6+13 16
CON	1d6+11 14
SIZ	3d6 9
INT	1d4 2
POW	2d6+6 12
DEX	3d6 9
APP	- -
MOVE:	1
Hit Points:	11 Body, 5 Tentacles
Damage Bonus:	+1d4
Attacks:	Tentacle x2 40% 2+db+special
Skills:	Climb 75%

Treasure Type: None

Armor: Tentacles 1d6+1, Body 2d4

Note:

The head/body of the creature is quite small, in shape approximating to a sphere 2' in diameter. From it grow a number of small tentacles, each of which carries a row of suckers; using these, the creature can attach itself firmly to almost any surface and can move slowly across that surface. From the side of the body opposite the small tentacles grow two longer (10' long) and thicker (up to 5" diameter) tentacles. Each of



these long tentacles operates independently of the other. The head/body does not itself attack. One of the long tentacles is a powerful constrictor. If it hits a victim it will lash for damage, but a special or critical hit means that it has wrapped itself round a victim, pinning his arms to his sides, and will automatically (no 'to hit' roll needed) constrict for 2+DB hit points of damage each round thereafter until the tentacle or its victim is dead.

The other long tentacle has a hollow needle of bone, 6" long, at its end. That tentacle will also flail a victim for damage and will also wrap itself round a victim on a special hit or better. This tentacle does not constrict; instead, the melee round following the one in which the victim was trapped, the needle will be inserted into the victim's flesh and he will be paralyzed instantly unless he makes a successful CON:CON resistance roll. Through the needle, the creature will then inject a saliva-like fluid into the victim, taking two melee rounds to inject a full dose if the victim is SIZ 8-21. (This takes but one round if the victim is smaller than SIZ 8, three or four rounds if larger than SIZ 21). When the necessary dose has been administered, the victim's internal organs will begin to soften and the creature will suck them out of the victim's body through the needle. A man will die after two melee rounds of this treatment (adjust this figure as above for creatures smaller or larger than man-sized). If the tentacle is 'killed' during the time in which the saliva is being injected, it will detach from the victim and cure disease must be administered within an hour or the victim will die. Once the dose of saliva has been administered, however, only more powerful curative magic will save the victim from death within an hour even if the tentacle is detached immediately. The heal spell will be effective. If the head/body is killed both tentacles cease to function, but killing one long tentacle does not affect the other or the body.

TERITHRAN

Characteristics	Average	
STR	1d6+11	14
CON	2d6+12	18
SIZ	2d6	6
INT	2d4+2	6
POW	15+1d4	6(17)
DEX	3d6	10
APP	-	-

MOVE: 12(15)

Hit Points: 12

Damage Bonus: -

Attacks: Claw x2 51% 1d4+1

Skills: sorcery, Dodge 45%

Treasure Type: Discharged magic items

Armor: 1d6+1

Note:

The Terithran is a creature of the Ethereal Plane -a short (4'tall) biped with long sinewy arms and an unusually large misshapen head. When on the Prime Material Plane it has a faint, shadowy appearance (though not so faint as a non-corporeal monster) which gives it a dodge bonus.

In normal melee the creature fights with two claws but it will try to avoid this type of fighting if possible so as to make full use of its unique magical powers.

The terithran has come to dislike the swirls, eddies and warps which the use of large amounts of magic on the Prime Material Plane causes on the ethereal Plane, its homeland (where it is never found out of its lair). If it notices such disturbances, it will materialize in the area of the sorcerer responsible on the Prime Material Plane (1'-10' away from him) and attempt to drain his power and take him back to the Ethereal Plane for punishment. It will only appear when magic is being used, and then only if the magic is powerful enough. Generally speaking, the use of a single spell will not attract the attention of a terithran unless the spell is of high MP cost.



Each MP used to power a spell has a cumulative 2% chance of getting its attention. Continual use of lower-level magic may attract it, however; if a total of 10 or more MPs of sorcery spells have been used in successive melee rounds, even if no high-MP spells have been involved, there is a chance that a terithran has been attracted.

Similarly, three consecutive uses of a magic item (such as a wand of cold) has the same chance of attracting it. Note that the spells need not have been cast by the same person; the requirement is fulfilled if all the spells have effect in the same 60'x60' area, though if more than one person has been involved in the magic-use, the terithran will appear half-way between them.

Note that spell-use by monsters will attract the terithran in the same way, and with the same chance, as spell-use by characters.

The terithran is 50% magic resistant on either Plane and also has a number of innate magical powers and one innate magical ability. The ability is detect magic and it has unlimited use of this. Its magical powers are:

Stunning blast(1 MP): a charge of ethereal waves with the effect to stun on all creatures within a 10' radius; a POW:POW resistance roll negates the effect.

Drain power(1 MP): this power removes all magic ability from a sorcerer or mage until an appropriate regenerative time has passed - treat as though the spell caster had used up all his MPs; a POW:POW resistance roll negates the effect.

Cause serious wounds(1MP): Activated by touch (a normal attack roll is required); there is no resistance roll and it does 2d6 damage.

Transportation(2MP): this permits the terithran to transport itself and one other person (the offending spell user) back to the Ethereal Plane; the victim must first be grasped (treat as a normal hit with two claws - if one or both score a 'hit' the victim has been grasped) but there is no resistance roll.

While on the Prime Material Plane the terithran is limited to 6 MPs per day. While in an encounter, therefore, it will have as its prime objective the grasping of the target spell-user and his transportation back to the Ethereal Plane;

it will thus reserve one power-use for transportation, either with a victim or, 'if it fails to grasp and the melee is going against it, alone in escape. However it will use other powers (up to a maximum of 4 usages) to defend itself, to get to its intended victim and so forth.

Note that the touch of the terithran does not automatically cause serious wounds; this is only the case if the creature is using that particular power in that melee round (though if it is, the claw damage also applies).

If the creature is encountered (in its lair) on the Ethereal Plane, it can have up to 19 MPs and the power of stunning blast inflicts 1d4+1 8 sided dice of damage.

On the Prime Material Plane the terithran can only be hit by silver or magical weapons.

THESSALHYDRA

Characteristics		Average
STR	2d6+20	26
CON	2d6+16	22
SIZ	2d6+40	45
INT	4	4
POW	2d6+9	15
DEX	3d6	10
APP	-	-

MOVE: 10

Hit Points: 33

Damage Bonus: +3d6

Attacks: 6xBite 100% 1+½ db+poison, Maw 120%(when grasped by tail) 1d4+db+poison, Tail Pincher 90% 1+db

Skills: Sense(smell) 75%, Listen 40%

Treasure Type: See below

Armor: 2d4+2

Note:

The dreaded thessalhydrae are monsters which love dark and damp conditions, so they are typically encountered in swamps, jungles, and subterranean lairs. Normal attack is from the fringe of snake-like heads which ring the vast main mouth of the thessalhydra. Each bite inflicts an additional 1-6 poison damage unless the victim makes a CON:10 resistance roll. In addition, the main mouth bite does additional 1-20 points of acid damage unless a CON:15 resistance roll succeeds. The tail pincer is used to grasp an opponent, inflicting damage in the process, and then deposit the victim in the gaping central maw during the same round. Each head in the fringe is some 6 feet long, so many creatures can be attacked during a melee round. Fringe heads each take 12 points of damage to sever. Thessalhydrae regenerate lost fringe heads in 12 days. Damage to fringe heads does not harm the body. Once per day a thessalhydra can spit a glob of acidic saliva from its main mouth. The area covered is effectively a 12-foot diameter circle up to 30' distant from the monster. Creatures within this area will sustain 12d6 points of acid damage and half damage if a DEX:12 resistance roll is successful. Each item the victim carries is subject to a HP:12 resistance roll or be destroyed instantly as well.(enchanted items resist at HP:6. Acids of any sort, including poisonous acids, have no effect upon a thessalhydra. Note that items placed in the central maw are usually destroyed, as each owner must save vs. acid and crushing blows every round until the items are removed.





THOQUA (Rock worm)

Characteristics		Average
STR	1d6+11	14
CON	1d6+10	13
SIZ	2d6	6
INT	2d4	4
POW	3d6	9
DEX	3d6	9
APP	-	-

MOVE: 3/15 (charge)
Hit Points: 9
Damage Bonus: -
Attacks: Charge 50% 6d6 heat, Touch 30% 2d6

Skills: Sense (vibrations 100') 75%

Treasure Type: 1d6 gems inside

Armor: 2d4

Note:

It is suspected that this beast is a larval form of Some creature of the Elemental Plane of Earth or the Elemental Plane of Fire, though some postulate that its origin is an Elemental Plane so far undefined. It is shaped like a small purple worm 2' in diameter and 4-5' long. In color it is a reddish-silver. The creature lives on the Prime Material Plane in rock through which it can burrow at the rate of 30' per hour, creating a red-hot tunnel about 3' in diameter. The tunnel remains hot for two hours after construction; in the first hour the rock is a red color and inflicts 3d4 hit points of damage on anyone touching it with bare skin, but in the second hour the rock returns to normal color and a touch inflicts 1d6+1 hit points of damage. No resistance roll is permitted in either case, though particularly in the first hour discernible heat will be radiated from the rock. In melee the creature will initially charge at an opponent, being able to move at 15 MOV for this short burst over a distance no

greater than 30'. If the charge hits a victim, he will suffer 6d6 hit points of damage from the heat and the momentum of the charge. Thereafter its mode of attack is simply to touch a victim for 2d6 hit points of heat damage, reverting to normal speed after the initial charge. When a victim is struck by an attack by a thoqqua, whether as a result of a charge or normal attack, the prominent items he is wearing or carrying on the side of his body at which the attack is directed must make a HP:DMG resistance roll or be rendered useless. Flammable materials may ignite causing further damage. If a thoqqua is struck by a fire attack it temporarily (1d4 hours) adds the damage to its hit points. However cold attacks inflict double damage on the creature.

THORK

Characteristics		Average
STR	1d4+10	12
CON	1d6+10	13
SIZ	1d6+20	23
INT	3	3
POW	3d6	10
DEX	3d6	10
APP	-	-

MOVE: 6(6 swim)
Hit Points: 18
Damage Bonus: +1d6
Attacks: Claw 30% 1+db, Breath 50% 4d6

Skills: Sense 45%, Swim 65%

Treasure Type: (5d4 Platinum pieces)+ feathers

Armor: 1d6+1

Note:

These stork-like birds live exclusively in or near water. Although they are similar to the stork in appearance and shape, closer inspection will reveal that the feathers are metallic - they are in fact pure copper - and for this reason a bird is worth up to 200 gold pieces. An observer will also notice that wisps of steam will normally be seen rising from the bird's beak, though no discernible heat is radiated by the body. The 'boiler bird' is a benign creature and will only attack in self-defense - if an obviously hostile party approaches within 30'. for example. To attack, the thork squirts a jet of boiling water at its opponent. The jet takes the form of a cone



with a 10' base diameter at the extreme range of 40'. If a victim is struck by the water jet, he will suffer 4d8 hit points of damage (a successful Reflex roll halves the damage). Armor and shields are useless against this attack. The bird is capable of sucking in the necessary quantity of water and heating it in one melee round, so its breath weapon attack will take place one round after the creature decides on this course of action. However it is capable of delivering only three such attacks each day, after which it will attempt to elude its enemies by swimming away (or, if it cannot escape, it will defend itself by striking with its beak).

The thork collects only platinum pieces or other small objects made of that metal; it normally conceals them under a boulder or in a chink in a rock face near the water's edge.

THRI-KREEN (Mantis Warrior)

Characteristics		Average
STR	2d6+10	16
CON	2d6+10	16
SIZ	2d6+14	20
INT	2d6+6	12
POW	2d6+6	12
DEX	2d6+6	12
APP	-	-

MOVE: 8(12 hop)

Hit Points: 18

Damage Bonus: +1d6

Attacks: 4xClaw 63% 1d3+db, Bite 45% 1+½ db+poison, or by weapon base+STR+2d10%

Skills: Nature 30%, Track 45%, Throw 45%, Jump 75%, Dodge 50%, Craft (any) 30%

Treasure Type: Q

Armor: 1d6

Note:

The thri-kreen are a race of carnivorous insect men who inhabit deserts and dry grasslands. They live in small, lightless burrows and are not social creatures. Thri-kreen warriors hunt many creatures, especially elves. These mantis warriors are strong and agile, able to leap 20 feet upward and 50 feet forward. The thri-kreen often use 2 specialized weapons of their own design. One is a polearm with a blade on each end which can be used to slash like a glaive or be thrown as a spear. The other weapon is a

small triangular "throwing wedge" carved from a hard crystalline substance. These wedges will return to the thrower and may be caught to be thrown again if they miss their target. A thri-kreen may carry up to 10 of the wedges and can throw them up to a distance of 90' (damage 1d4+2+1/2 DB). A thri-kreen can successfully dodge missiles on a Special Dodge success. Even unarmed, the insect warriors strike with 4 clawed, arm-like appendages and bite with their mandibles. Anyone bitten must make a CON:10 resistance roll or be paralyzed for 2-16 rounds.



THROAT LEECH

Characteristics		Average
STR	1	1
CON	1	1
SIZ	<1	<1
INT	1	1
POW	1	1
DEX	1	1
APP	-	-

MOVE: 1/4 rounds
Hit Points: 1
Damage Bonus: -
Attacks: Bite 100% 1 damage+special

Skills:

Treasure Type: none

Armor: -

Note:

This leech is about 1" long and resembles an inconspicuous twig. It is always found in fresh water (streams, pools etc.) Anyone drinking water containing a leech may take it into his mouth unless the water is carefully filtered before drinking. The leech will fasten itself onto the soft flesh at the back of the victim's throat, sucking blood at the rate of 1 hit point of damage each melee round, until it becomes completely distended; after ten melee rounds of sucking, the leech will be bloated and will not suck any more blood. Each melee round the leech is in the victim's throat there is a 50% chance the victim will start to choke, using Suffocation rules in MW pg. 86. Apart from magical means which may suggest themselves, the only way to kill a throat leech in a victim's throat is to place a thin, heated metal object such as a wire into the bloated leech; the hot metal will cause the leech to burst and no further damage is inflicted on the victim. However the person administering the 'cure' by this method runs a risk of burning the victim's throat for 1-4 hit points rather than the leech - the chance of a successful probe is equal to a DEXx3 check.

THUNDER BEAST

Characteristics		Average
STR	6D6+34	50
CON	3D6+16	25
SIZ	6d6+32	50
INT	4	4
POW	2d6+9	15
DEX	2d6+2	8
APP	-	-

MOVE: 8/12 charge
Hit Points: 37
Damage Bonus: +5d6
Attacks: Horn 65% 1+½ db, Trample 75% 1d4+db

Skills: Listen 45%

Treasure Type: None

Armor: 1d4+2

Note:

These bloated creatures roam in herds across the layers of the Abyss. They are known as thunder beasts because of their rumbling bellow, intestinal sounds, and offensive breath. The monsters subsist on both vegetation and ooze from which unwholesome growths spring. In turn, they feed many of the other creatures likewise inhabiting the place. Their flesh is rank, fibrous, and disgusting to all but demons and their ilk-and possibly even to them! For every 2 adult creatures in a herd of thunder beasts there will be 1 immature specimen. The young have no attack form. Adults attack by biting or by a trampling charge. This latter attack form must be from 20' or greater distance when it commences. Frightened or angry thunder beasts will begin bellowing. In combat situations, each creature will breathe on its opponent. This breath builds to equal a fog cloud after 3 rounds. Creatures affected by odors will fight at -20% hit probability. The cloud persists for 1-4 rounds. A thunder beast is Rhino like in form but with longer legs of which it has 6. Also, its body is quite round and appears swollen. The creature's head is low-set and cylindrical with 2 massive horns and a huge mouth. It has small, beady eyes and no nostrils. The tail is broad, thick, flatish and fairly short. Color ranges from yellow brown to olive, all with darker mottling and warty growths.



THUNDERHERDER

Characteristics	Average	
STR	2d6+19	25
CON	1d6+14	17
SIZ	2d6+19	25
INT	3	3
POW	1d4+9	11
DEX	2d6+2	8
APP	-	-

MOVE: 8/3 burrow
Hit Points: 21
Damage Bonus: +2d6
Attacks: Bite 25% 1+db(only in defense)

Skills: Sense(smell) 35%

Treasure Type: None
Armor: 1d4+1
Note:

Thunderherders are distant cousins to the purple worm but are not aggressive. These creatures travel in vast herds just a few feet under the ground. They are inoffensive and of sizes ranging from 3-5 feet wide and 5-10 feet long. They are found in desert regions. The main dangers from thunderherders are the incidental earth tremors and the terrible trumpeting that they create as they stampede underground. They do no real damage but generate a great deal of confusion, knock over tents, and panic all pack animals. A single creature can cause a small tremor.

TIGER

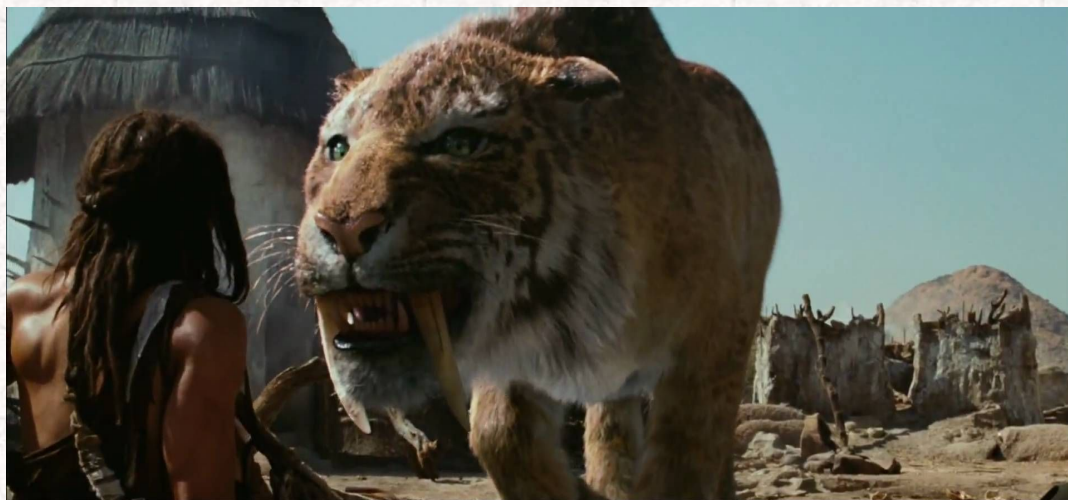
Characteristics	Tiger		Smilodon	
	Average	Roll	Average	
STR	5d6+12	27	4d6+24	36
CON	3d6+3	12	3d6+12	21
SIZ	4d6+12	24	3d6+20	30
INT	5	5	4	4
POW	3d6	10	3d6	10
DEX	3d6+6	15	3d6	10
APP	-	-	-	-

MOVE: 12
Hit Points: 18
Damage Bonus: +2d6
Attacks: Bite 30% 1d10, Claws 50% 1d8+db, Rend 80% 2d8+db
Smilodon Bite 40% 1d10, Claws 60% 1d8+db, Rend 80% 2d8+db
Skills: Dodge 40%, Jump 50%, Hide 80%, Move Quietly 80%, Swim 25%, Climb 25%

Treasure Type: None
Armor: 1d3
Note: 1d4

Tigers range from subarctic to tropical areas, for they are highly adaptable and superb hunters. They often hunt in pairs or family groups. They climb well, can leap 10' upwards and 30' to 50' ahead in attack. If encountered in their lair there is a 25% chance that there will be 1-3 cubs there, these young having no effective attacks, and are from 30% to 60% mature. When they score 2 forepaw hits in one melee round, tigers also get an additional rear claw attack.

Sabertooth Tiger: The most aggressive and fearsome predator of the Pleistocene epoch, these giants are seldom encountered elsewhere. They range only in warm regions but otherwise conform to the characteristics of normal tigers. Their six inch long fangs inflict terrible wounds, and the size of these teeth, along with the power of the sabre-tooth tiger's jaws.



TIGER FLY

	Male	Female	Larvae
Characteristics		Average	
STR	2d6+8	14	14
CON	2d6+10	16	14
SIZ	1d6+9	12	12
INT	3	3	3
POW	3d6	9	9
DEX	3d6	9	9
APP	-	-	-
MOVE:	6/15 fly	6/15 fly	2
Hit Points:	14	13	6
Damage Bonus:	+1d4	+1d4	-
Attacks:	Male: ClawX2 60% 1d4+db Female: Sting special Larvae: Bite 15% 1d4		
Skills:	Fly 45%, Dodge(flying) 45%, Wrestle 60%		

Treasure Type: (B)**Armor:** 1d4+1**Note:**

The adult tiger fly is a large - almost man-sized - wasp with a human head and four 'arms'. The female's coloration is the same as that of a wasp, while the male is a uniform dull red. Tiger flies have good maneuverability for the purposes of aerial combat but are more clumsy on their feet.(no dodge if not flying)

Male tiger flies attack with two sickle-like forelimbs with which they can strike at the same opponent, when when flying. Each such successful attack inflicts 1d4+DB hit points of damage on the victim. The creature may also attempt to grasp its victim with its other two 'arms' - a normal wrestle roll is required, though these attacks inflict no damage - and if both these arms achieve hits the sting (which does 4d6 hit points of damage plus poison) is administered in the next melee round, requiring no 'to hit' roll. Once it has grasped a victim, the male tiger fly will not release him until the victim is dead or the tiger fly itself dies. Victims are permitted a CON:SIZ resistance roll against the poison. The male tiger fly can use its sting 8 times per day.

The female will always attempt to attack with its sting and all four 'arms' will attempt to grasp a victim. A normal wrestle roll is required. The sting is administered in the next melee round, requiring no 'to hit' roll, and can be used up to 6 times per day. The sting inflicts 4d4 hit points of

damage and paralyzes the victim (who is allowed the same resistance roll) for 1d4 hours. Once the female tiger fly succeeds in paralyzing a victim it will lay its eggs in the victim's body and the larvae (1-3 per victim) will hatch in 13-24 hours of discomfort whether the victim is killed or not. During the period following the injection of the eggs and the hatching of the larvae, only a spell such as heal or neutralize poison will destroy the eggs. The victim will die from a massive internal hemorrhage when the hatching takes place and the larvae burrow out of his body.

Tiger fly larvae are white grubs which grow quickly to a length of 3 1/2'-4'; they have horned black heads and large mandibles. The larvae will attack anything which moves, including each other. It cannot fly until it later develops into an adult tiger fly.





TITAN

Characteristics		Average
STR	1d6+51	54
CON	1d6+17	20
SIZ	1d6+50	53
INT	1d6+16	19
POW	1d6+20	23
DEX	3d6	10
APP	3d6	10

MOVE: 20
Hit Points: 36
Damage Bonus: +6d6

Attacks: Kick/stomp 100% 1D10+db+ knockback,
 Weapon 170% by type x2 damage for size

Skills: Sense 75%, Search 55%, Knowledge
 (Arcane) 90%, as NPC

Treasure Type: E,R,(Qx10)

Armor: 1d6+4

Note:

Titans appear very much as humans do, but they are all very muscular, handsome, and wear no facial hair. Their dress and armor appears Grecian. Titans normally dwell on a plane somewhere above the material, but occasionally they will visit the latter plane for various periods of time. Those dwelling on the Prime Material Plane for an extended period will acquire treasure as indicated above. Titans can become invisible at will. They can also levitate for 1 hour and/or become ethereal twice per day.

TITANOTHERE

Characteristics		Average
STR	1D6+19	22
CON	1D6+18	21
SIZ	2D6+19	25
INT	4	4
POW	3D6	10
DEX	3D6	10
APP	-	-

MOVE: 10/14 charge

Hit Points: 23

Damage Bonus: +2d6

Attacks: Horn 100% 1d6+½ db, Trample 1d6+db

Skills: Sense(movement) 55%

Treasure Type: None

Armor: 1d4

Note:

These huge and fearless plant-eaters roam the temperate plains of the Pleistocene era in herds. If more than 6 are encountered 1d4 of those numbering over one-half the possible total will be young, from 10% to 80% grown.

If any creature threatens the herd, the largest animals (males) will charge. If the charge strikes home, damage inflicted is double the amount shown on the dice (4-32). Titanotheres will trample any opponent low enough for them to step upon.



TOAD, Giant

Characteristics	Giant		Ice		Poisonous		Cliff	
	Average	Roll	Average	Roll	Average	Roll	Average	
STR	2d6+9	14	2d6+9	14	3d6+2	11	2d6x1d6	18
CON	3d6+6	12	3d6+8	14	3d6+6	12	1d4+1x1d6	9
SIZ	2d6+6	12	1d6+18	21	2d6+6	12	2d6x1d6	18
INT	3	3	3d6	10	3	3	2	2
POW	3d6	10	3d6+2	11	3d6	10	3d6	10
DEX	3d6	10	3d6	10	3d6	10	3d6	10
APP	-	-	-	-	-	-	-	-
MOVE:	6/6 hop		8		6/6 hop		2 hop/1d6 of!	
Hit Points:	12		17		12		13	
Damage Bonus:	+1d4		+1d6		+1d4		+1d6	
Attacks:	Bite 24% 1d4+db		Bite 50% 1d4+db+2 cold		Bite 20% 1+db			
Cliff:	Tongue 40% 1D6+db, Swallow 80% 2d6 acid damage, Kick 25% 1D6+db							
Skills:	Giant Hide 40% (among rocks 90%)							
Ice	Hide 40% (in snow 90%)							
Poisonous	Hide 30%, Sense(movement) 20%							
Cliff	Hide(in Rocks) 50%							
Treasure Type:	None		(C)		None		(C)	
Armor:	1d4-1		1d4		1		1/1d6 SIZ	
Note:								



Giant: Giant toads are found in most regions. Although their smaller cousins are beneficial insect eaters, the large toads are prone to devour any creature which appears edible. All toads are capable of hopping their movement distance. This hop clears objects up to one-third the linear distance in height, and it requires but a single melee round to accomplish, and they can attack in mid-air or at the end of their leap. A special success on a tongue strike will mean the victim is swallowed whole and start to take 2d6 acid damage per round.

Ice Toad: These creatures are found in cold climes or far beneath the surface of the ground. In addition to their typical abilities these monsters are able to radiate cold in a 1" radius from their body. All non-cold using creatures within 1" of the ice toad suffer 3d6 points of damage. The toad can do this but once every other melee round. The ice toads have their own weird language.

Poisonous Toad: The poisonous type of giant toad is indistinguishable from non-poisonous toads. Their bite necessitates a SIZvsCON resistance roll, or the victim will die immediately. If the poison sacs are removed they will stay potent for 1 day per SIZ of the toad, subtracting 1 from SIZ per day on SIZvsCON rolls.

TRAPPER

Characteristics	Average	
STR	SIZ-5	17
CON	1d6+18	21
SIZ	1d4+20	22
INT	2d6+6	12
POW	1d6+12	15
DEX	2d6	6
APP	-	-

MOVE: 3
Hit Points: 21
Damage Bonus: +1d6
Attacks: Smother (automatic success) db/round

Skills: Hide 95%

Treasure Type: G

Armor: 1d4+1

Note:

Trappers are clever monsters found only in caves, caverns, and other dark places. They prefer a subterranean habitation to all others. They shape their flat bodies to conform to the floor surface of their abode. Being of a consistency almost as hard as stone, trappers are nearly impossible to detect (95%) by any normal means. Usually a trapper will wait until its prey is near its center (where it often displays its treasure) and then suddenly closes itself upon the unsuspecting victims. Those entrapped are unable to use weapons, for the great musculature of the trapper prevents it. Prey will be smothered in 6 melee rounds regardless of the damage sustained. It must be killed or faced with certain death to make it free its prey. Trappers are resistant to fire and cold and entitled to a resistance roll regardless if the spell allows it or not. Half damage if it fails, no damage if successful.

**TREANT**

Characteristics	Average	
STR	2D6+18	24
CON	2D6+13	19
SIZ	3D6+18	27
INT	2D6+8	14
POW	2D6+8	14
DEX	3D6	10
APP	-	-

MOVE: 10
Hit Points: 23
Damage Bonus: +2D6
Attacks: Branch Strike 50% 1D6+db, Stomp 60% 1d10+db

Skills: Nature 90%, Hide(in trees) 80%, Sense 50%

Treasure Type: Qx5,S (in trunk and branches)

Armor: 2d4+2 (none against fire attacks)

Note:

Treants are strangely related to humans and trees, combining features of both species. They dwell in woods and forests and are basically indistinguishable from trees. They hate evil things or unrestrained use of fire. A tree-man can make two branch strikes within a single round. Fire attacks do double damage but blunt or piercing attacks do 1/2.





TRI-FLOWER FROND

Characteristics	Average
STR	8
CON	13
SIZ	12
INT	1
POW	5
DEX	-
APP	-
MOVE:	-
Hit Points:	12
Damage Bonus:	-
Attacks:	2d4 tendrils 25% poison
Skills:	Sense(heat within 10') 90%

Treasure Type: Incidental

Armor: 1

Note:

The deep green, 5-8 foot tall stalks of the tri-flower frond are topped by trumpet-shaped flowers of vivid orange, bright yellow, and intense red. Each flower has its own function. The orange one shoots 2-8 tendrils from its center, each 3 feet long, and any creature struck must make a CON:10 resistance from the pollen of a tendril or fall into a comatose slumber for 1d4+1 hours. The yellow bloom will bend over the sleeping victim immediately (sensitive rootlets note where the victim is) and tremble. This vibration loses a shower of sticky enzyme which causes 2-8 points of damage per round until the victim is completely rotted away. Each flask of water dumped upon a victim in the same round as the damage is done will reduce damage by 1 point; total immersion in water removes the sap

entirely. The red flower extends tubular tendrils of 1 foot length, sinking them into the slumbering victim, first drawing body fluids at the rate of 1d2 hit points per round and then sucking up the residual matter after the enzyme has dissolved the victim's body. Other color combinations of the plant's flowers are white, pale silvery- gray, pink or golden brown, chocolate brown, and russet. Still nothing you want to stop and sniff.

TRILLOCH

Characteristics	Average
STR	-
CON	-
SIZ	-
INT	3
POW	3d6
DEX	-
APP	-
MOVE:	12
Hit Points:	-
Damage Bonus:	-
Attacks:	-
Skills:	-
Treasure Type:	None
Armor:	-
Note:	



The trilloch is an energy being from the Negative Material Plane which lives on the waning life-force of dying creatures and uses its unique powers to accelerate the process which releases its 'food'. So far as is known, the creature has no fixed definite form. It cannot be detected by normal means, though a detect magic or Witch Sight spell cast within 60' of the creature will reveal its distinctive aura of energy swirling into a center void and dispel magic or Undo Sorcery within the same range will drive it away.

So far as is known, the only other magic that has any effect on a trilloch is healing spells which drain its POW, effectively killing it.

If melee occurs in the presence of a trilloch, detected or otherwise, all attacks will be at +10% hit probability and successful hits will inflict +1 damage. The creature can also influence the behavior of unintelligent monsters, making them

twice as likely to attack a party encountered. A trilloch will often stay with a large, powerful monster, thriving on the huge amounts of life-force released by its victims. If this 'host' is .killed, the trilloch will attach itself to the victor and stay with him either until driven off or until another, even more powerful creature, kills its new host, whereupon it will transfer to that creature.

Experience of trilloch behavior is so limited that it may have yet other powers, as yet undetected.



TRITON

Characteristics	Normal		Exceptional		Leader	
	Average	Roll	Average	Roll	Average	Roll
STR	2D6+6	12	2D6+6	12	2D6+10	16
CON	2D6+6	12	2D6+9	15	2D6+12	18
SIZ	2D6+6	12	2D6+6	12	2D6+6	12
INT	2D6+6	12	2D6+6	12	2D6+8	14
POW	2D6+5	11	2D6+6	12	2D6+8	14
DEX	3D6	10	3D6	10	3D6	10
APP	3D6	10	3D6	10	3D6	10

MOVE:	12	12	12
Hit Points:	12	13	15
Damage Bonus:	-	+1d4	+1d4
Attacks:	Weapon Base+2d10% STR by type, Tail Strike 30% 1D4+db		+10% all skills
Skills:	Swim 50%, Dodge 45%, as NPC		+10% all skills

Treasure Type: C,R,S,I,X

x2

Armor: armor worn

Note:

Tritons have silvery skin which fades into silvery blue scales on their lower limbs. Their hair is deep blue or blue-green. Tritons are rumored to be creatures from the elemental plane of water which have been planted on the material plane for some purpose presently unknown to man. They are sea dwellers, inhabiting warmer waters principally but equally able to live at shallow or great depths. They seldom venture forth upon dry land. For every 10 triton encountered there will be a leader with exceptional STR,SIZ, and INT and weapon skills +25%. Some Tritons (5% chance) have physic powers.



TROGLODYTE

Characteristics	Normal		Leader		Chieftan	
	Average	Roll	Average	Roll	Average	Roll
STR	2d6+8	14	2d6+9	15	2d6+12	18
CON	2d6+6	12	2d6+8	14	2d6+10	16
SIZ	2d6+6	12	2d6+7	13	2d6+9	15
INT	2d6	6	2d6+2	8	1d4+10	12
POW	3d6	10	3d6	10	3d6+2	12
DEX	3d6	10	3d6	10	3d6	10
APP	-	-				

MOVE:	8	8	8
Hit Points:	12	14	15
Damage Bonus:	+1d4	+1d4	+1d6

Attacks: Any 2 crude weapons 50% by type, small shield 40%

Skills: Chameleon Hide 50%, 1d4 Tribal aquatic skills 30%+1d20%, Dodge 40%
(Leaders +10% to all skills, Chieftan +20% to all skills)

Treasure Type: D D(x2) Dx2(x3)

Armor: 1d4-1 or Armor worn

Note:

Troglodytes are a race of reptilian humanoids who dwell in subterranean places. They loathe humans, and their aim is to slaughter all whom they encounter. Troglodytes have excellent infravision (60'). The lair of a tribe of troglodytes is typically a large cave or cavern with small chambers adjoining it in which the individual units live. A lair will contain females equal to 100% of the males. Troglodytes have a chameleon-like power, so they can change their skin coloration to shades of gray, brown or green. They use this coloration to hide when an encounter goes against them. For every 10 troglodyte encountered there will be a leader with greater SIZ, STR, and INT as well as weapon skills +25%. Troglodytes emit a secretion which smells extremely disgusting to others forcing them to make a 12vsCON resistance roll or lose 1 pt of STR per round the 1d6 rounds. This returns 10 rounds after removed from their presence.



TROLL

Characteristics	Normal		Cave Troll		Marine	
	Average	Roll	Average	Roll	Average	Roll
STR	3d6+6	16	4d6+18	30	2d6+12	18
CON	3d6	10	3d6+12	21	3d6+7	16
SIZ	3d6+8	18	4d6+16	28	3d6+11	21
INT	2d6+6	12	2d6	6	2d6	6
POW	3d6	10	3d6+5	14	1d4+11	13
DEX	3d6	10	2d6+1	7	3d6	10
APP	-	-	-	-	-	-
MOVE:		10		10		6/8 swim
Hit Points:		14		24		18
Damage Bonus:		+1d6		+3d6		+1d6
Attacks:	Bite 30% 1D6+db, Claw 40% 1d6+db, or by weapon 30%+STR by type					
Skills:	Sense(smell) 50%, Dodge DEXx2%			+Swim 70%		
Treasure Type:	D					
Armor:	1d2		1d4		1d4+1	
Note:	Troll hide is a nauseating moss green, mottled green and gray, or putrid gray. The writhing hair-like growth upon a troll's head is greenish black or iron gray. The eyes of a troll are dull black. Trolls are horrid carnivores found in nearly every clime. They are feared by most creatures, as a troll knows no fear and attacks unceasingly. Their sense of smell is very acute, their infravision is superior (90°) and their strength is very great. A troll attacks with its clawed forelimbs and its great teeth. A troll is able to fight 2 different opponents at once without penalty. 3 melee rounds after being damaged, a troll will begin to regenerate. Regeneration repairs damage at 1 hit points per round; this regeneration includes the re-bonding of severed members. The loathsome members of a troll have the ability to fight on even if severed from the body; a hand can claw or strangle, the head bite, etc. Total dismemberment will not slay a troll, for its parts will slither and scuttle together, rejoin, and the troll will arise whole and ready to continue combat. To kill a troll, the monster must be burned or immersed in acid, any separate pieces being treated in the same fashion or they create a whole, even separate, troll again in 3-18 melee rounds.					



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Cave Troll: Some say cave trolls are a horrid hybrid of an Ogre and a troll. They are stronger than normal trolls and fight with weapons as well as claws. However, cave trolls regenerate



much faster, at 1d6 per round. They hate bright light and suffer a -20% penalty if fighting in anything brighter than campfire light, and the full rays of the sun will turn them to stone where they stand. Cave Trolls also use crude weapons with 50% skill ability and can Dodge or parry at 50%.

Marine Troll: Marine trolls are a gilled form of the common troll. They inhabit large bodies of water and need considerable room to hunt. Coloration runs from blue-green to olive.



Freshwater Trolls: Scrag found in fresh water are smaller than normal trolls and have heavy scales. Their claws are less formidable, but their enlarged lower jaw bears many small, very sharp fangs. Up to 3 different opponents can be attacked during a single melee round.

Scrag regenerate 1 HP per round, but they do so only when immersed in freshwater.

Saltwater Trolls: Scrag found in seas and oceans are at least as large as ordinary trolls. Their skins are thick and heavily scaled. Some few (10%) are intelligent enough to further protect themselves with armor made of shells and sharkskin or similar substances; such protection gives an additional Armor of +1d4. The fore limbs of the scrag are shorter and weaker than those of ordinary trolls, but the saltwater variety has developed a huge maw and numerous fangs to make up for the loss of talon attacks. As do fresh-water scrag, saltwater scrag regenerate 1HP per round when in their saltwater element.



TROLL(giant)

Characteristics	Giant		Two-Headed	
	Average	Roll	Average	Roll
STR	1d6+22	25	1d6+17	20
CON	1d6+15	18	1d6+17	20
SIZ	1d6+22	25	1d4+24	26
INT	2d6	6	2d6+3	9
POW	2d6+7	13	2d6+8	14
DEX	3d6	10	3d6	9
APP	-	-	-	-

MOVE: 12

Hit Points: 22

Damage Bonus: +2d6

Attacks: Fist 75% 1+db, Spike Club 80% 1d4+db

Two Headed: Claws 101% 1+½ db, Bite 101% 1d4+½ db

Skills: Sense(smell) 75%, Listen 30%

Two Headed: Listen 75%, Sense(smell) 45%, Search 50%

Treasure Type: C

Armor: 1d6

Note:

Giant trolls are hideous hill giant/troll crossbreeds (resembling the latter in all but size). They are greatly feared. Their skin is red-brown and they have red rimmed eyes. Despite their pot-bellied appearance they are immensely strong and inflict terrible damage with their favorite weapon - a large spiked club. It is rare (10% chance) for a giant troll to be encountered without such a weapon, but if so it can fight with its claws. They regenerate as trolls but at a rate of 2 hit points per melee round, but cannot re-bond severed limbs. They are able to catch missiles 25% of the time, if in reach. At least 10 HP worth of fire or acid damage must be done to this beast in order to keep it from regenerating from wounds. Giant trolls are found in nearly every clime. They have a very acute sense of smell and 90' infravision.

Two-Headed: These ferocious ettin/troll crossbreeds are two-headed and stand at about 10' tall. They regenerate as do trolls but at the rate of 1 hit point every melee round, though they cannot re-bond severed limbs.

They attack with two claws and two bites but both bites are directed at one opponent.

These creatures prefer darkness; they are basically nocturnal and usually dwell in

underground caverns. Their infravision is normal.

Like the ettin, the giant two-headed troll are tough to surprise. They have adopted the ettin mode of dress - moth-eaten and filthy animal skins.

TROLL(Ice)

Characteristics		Average
STR	1d6+15	18
CON	2d6+6	12
SIZ	1d4+22	24
INT	2d4	4
POW	3d6	10
DEX	3d6	10
APP	-	-

MOVE: 8
Hit Points: 18
Damage Bonus: +2d6
Attacks: Claw x2 35% 1+½ db

Skills: Sense (smell)65%

Treasure Type: D(no magic items)

Armor: 1d2

Note:

This relative of the normal troll closely resembles its stronger cousin except that it has a very cold, semi-transparent body. These creatures dwell in moist areas of dungeons, usually near running water, and have the regenerative powers of a normal troll but at a rate of 2 hit points per melee round, so long as the regenerating members can immerse themselves in water. A severed limb can move a distance of 30' in search of water and will always move towards water if there is some in range.

The ice troll attacks with two claws that may be directed against different opponents.

Ice trolls are unaffected by cold and can only be hit by magical weapons or missiles. Fire inflicts double damage on them. They have superior (90') infravision and an acute sense of smell.



TROLL(Spirit)

Characteristics		Average
STR	1d6+12	15
CON	2d6+9	15
SIZ	1d4+22	24
INT	2d6+6	12
POW	3d6	10
DEX	3d6	10
APP	-	-

MOVE: 12
Hit Points: 19
Damage Bonus: +1d6
Attacks: Claw x2 55% 1+½ db, Bite 35% 1+db

Skills: Sense (smell)65%, Dodge 55%

Treasure Type: D(no magic items)

Armor: 1d4

Note:

This odious creature is the product of perverted magical inter-breeding of trolls and invisible stalkers, though the secret of its creation is believed to be lost and only thirty or so of these creatures are known to exist. The spirit troll is invisible; characters able to see invisible will observe it to be very similar to a troll, slightly shorter and with diffused features. Characters unable to detect the invisible creature must make a POWx1 roll in order to deduce its location. This is used in place of any weapon skills used to hit the beast.

The creature can only be hit by magical weapons. Fire inflicts full damage on it but it is invulnerable to cold. It regenerates as does a troll, and at the same rate (3 hit points per round).

It attacks with its fangs and two sharp claws, against 3 different opponents if it so desires. The damage inflicted by its fangs is normal except

that the spirit troll adds to its own hit points the number of hit points of damage inflicted on its victim. Damage inflicted by the creature's claws is taken not only from the hit points of the victim but also from his strength points. Strength points lost in this way are recovered in 1 minute per point. If a character's strength is reduced to zero, he dies, and if it is reduced to 1 or 2 points,



he will be rendered comatose, only recovering when (and if) sufficient points are recovered to raise his strength to 3 points or more.

The spirit troll has an acute sense of smell and superior (120') infravision.

TURTLE, Giant

Characteristics	Giant		Giant Snapping	
	Roll	Average	Roll	Average
STR	2d6+16	22	2d6+24	30
CON	2d6+18	24	2d6+13	19
SIZ	2d6+20	26	2d6+20	26
INT	2	2	2	2
POW	2d6+10	16	2d6+7	13
DEX	3d6	9	3d6	9
APP	-	-	-	-
MOVE:	3/6 swim		4/6 swim	
Hit Points:	25		22	
Damage Bonus:	+2d6		+2d6	
Attacks:	Bite 120% 1d6+db		Bite 100% 1d10+db	

Skills: Hide 45%, Swim 75%

Treasure Type: None

Armor: 1d4(2d4 shell) 1d6(2d6 shell)

Note:

Turtle, Giant: These basically non-aggressive marine creatures will fight fiercely if annoyed or threatened. If they surface beneath a small craft there is a possibility of upsetting the vessel, i.e. 90% for a long boat, 10% for a typical long ship.

Turtle, Snapping, Giant: Feared greatly for their voracious appetite and aggressiveness, giant snapping turtles are found in lakes and large rivers. They lurk near shore or on the bottom, as they do not swim quickly. They remain motionless, thus Hiding at 75% and then shoot forth their long neck (up to 10' long) to grab their prey. Their bite skill is at 55% and 1d6+2+DB.



TWEEN

Characteristics		Average
STR	3d6	10
CON	3d6	10
SIZ	2d6+6	12
INT	3d6	10
POW	3d6	10
DEX	3d6	10
APP	-	-

MOVE: as host

Hit Points: 11

Damage Bonus: -

Attacks: By Weapon Base%

Skills: -

Treasure Type: None

Armor: -

Note:

The tween is a being existing on the Ethereal Plane but visible to observers on the Prime Material Plane as a smoky, human-like outline. Commonly they assume a squat human shape, but have limited shape change ability.

They can be attacked only by a character with the power to enter the Ethereal Plane or by such means as using oil of ethereality or weapons that effect the ethreat such as a gythianki silver sword. If such a melee is joined, the tween will fight with a weapon, usually a sword.

The tween's contact with humans on the Prime Material Plane is its adoption of a host - each tween will usually have a host, though occasionally one is without a host temporarily (after the death of its host, for instance). After several hours with a new host, a tween will gradually assume the general shape and characteristics of that host, who will appear to have a 'shadow' nearby. Once a host has been selected, a tween will remain permanently with him until he or the tween dies. In selecting a host, a tween will prefer an intelligent being, human or near-human, though they have no particular preference for player characters. A tween will not communicate with its host.

The tween has the ability to see a few seconds into the future and is able to increase its host's



luck. It is also able to move material things short distances, reacting with such speed that it can affect the movement of a weapon in melee. For example, it can move a sword so that it hits rather than misses. As a result, any character or creature with a tween 'partner' has two die rolls instead of one, whenever a die roll is called for, and may select the more advantageous of these rolls. (This applies to 'to hit' rolls, resistance rolls and the like but not skill rolls with no physical element). In contrast, while a tween has a beneficial effect on the actions of its host, it has the reverse effect on any other creature - friend or foe, human or otherwise, player-character or otherwise - within 50' of the host. Again, two die rolls are made in respect of the persons or creatures affected whenever a die roll is called for; however the less advantageous is selected. A character with a tween partner is therefore something of a mixed blessing to any companions.

UMBER HULK

Characteristics	Average	
STR	2D6+10	16
CON	1D6+16	19
SIZ	3D6+21	30
INT	3D6	10
POW	3D6+5	14
DEX	3D6	10
APP	-	-

MOVE: 10/2 burrow
Hit Points: 25
Damage Bonus: +2D6
Attacks: 2xClaw 80% 1d6+½ db, Bite 75% 1+db
Skills: Sense (smell) 60% (within 100' only)
 Dodge 45%

Treasure Type: G
Armor: 1d6+1
Note:



Umber hulks are black, shading to yellowish gray on the front. Their head is gray on top, and the mandibles are ivory colored.

Because of their dark color they can easily be mistaken for some humanoid creature at 40' or more distance in dim light. Umber hulks are subterranean predators. Their iron-like claws enable them to burrow through solid stone at 5' per turn and through loam at fully 6 times that rate. Their prey includes young purple worms, anhkheg, and similar monsters. However, the favorite prey of umber hulks are humans. They attack with claws and their powerful mandibles. Any intelligent creature which views the umber hulk's four eyes squarely must make a 12vsINT resistance check or be confused for 3-12 melee round. A reflex roll must be made every melee round to avoid this looking at the creatures eyes unless a consciously avoiding this.

UNICORN

Characteristics	Average	
STR	2d6+24	30
CON	2d6+6	12
SIZ	2d6+18	24
INT	2d6+6	12
POW	2d6+12	18
DEX	2d6+6	12
APP	-	-

MOVE: 12
Hit Points: 18
Damage Bonus: +2d6
Attacks: Horn 60% 1D8, Kick 25% 1D8+db,
 Rear & Plunge 25% 1D6+db

Skills: Dodge 30%, Search 75%, Sense 75%

Treasure Type: X
Armor: -
Note:

Unicorns dwell only in temperate woodlands, away from human habitation. These fierce but good creatures shun contact with all creatures except sprites, dryads and the like. Elven and human maids of pure heart and allied with Balance may sometimes tame unicorns for use as steeds, and such are faithful, obedient mounts. They will serve only Balance allied characters who have undergone Apotheosis, but if they do so, they always serve unto death. Unicorns lair in open dells, their warded treasure kept in a nearby hollow tree, rocky niche, etc. Once per day unicorns are able to use a teleportation spell of limited distance - a

dimension door - to appear up to 400' away from their former position. They may so teleport with a rider on their back. A unicorn can heal wounds with its horn by touching the wound and expending 1 magic point per damage point healed. This healing can reattach a severed limb, if at least six points are expended.



UMPLEBY

Characteristics		Average
STR	3d6	9
CON	1d6+13	16
SIZ	1d4+20	22
INT	2d6	6
POW	1d6+7	10
DEX	3d6	9
APP	-	-

MOVE:

8

Hit Points:

19

Damage Bonus: +1d4

Attacks: Punch 60% 1+db, Net 50% entangle

Skills: Sense(treasure 100') 60%

Treasure Type: special, see below

Armor: 1d6

Note:

The umpleby is a biped, about 8' tall and weighing about 400 pounds. It is covered in wild, straggly hair of varying shades of brown. It is apparently rather a stupid creature; on meeting a party of adventurers it will simply shamle along with them, neither helping their endeavors nor willing to be left behind, constantly getting in their way and being apparently incapable of moving in silence. It

will fight if attacked but will not normally fight in aid of a party, or against them. If it must, it strikes with its hands.

Its appearance, however, is deceptive. It has a great love of treasure and can detect precious metal and gems (more than 1,000 coins and/or 50 gems) up to 100' away

even through solid rock. In its lair it keeps a huge treasure trove of these items but it will never reveal the location of its lair, even if threatened with death (though charm monster may overcome this reluctance).

Within its lair can be found 1d10x1d10 gold coins, 1d20x1d20 silver coins, 1d100x1d10 bronze coins, and 1d10x1d6 gems. There is also a 50% chance of having other miscellaneous items made from precious metals, such as cups or jewelry.

The umpleby can speak the common tongue in a halting fashion but will rarely do so and is in general an uncommunicative creature. However an offer of food and water (it is incessantly hungry and thirsty) will cause it to assume instant and total loyalty to its benefactor; it will help and advise him (though not to the extent of telling him the location of its lair). This loyalty will only be broken if the benefactor does not reward the umpleby with a reasonable proportion of any coins or gems discovered as a result of its advice; if such an event occurs, the umpleby will leave the party and, if the party pursues the creature, will refuse to co-operate in any way with any members of it.

Within the creature's body it can generate and store large quantities of static electricity. Each day it can deliver a total of POWx1d6 hit points of damage by 'discharging' wholly or partially - it does this simply by touching its victim, and a normal 'to hit' roll is required unless the victim is unsuspecting. Any metal armor of whatever type adds 50% more damage with regard to this attack. It does not have to deliver all its POW in hit points in one strike and can regulate the amount of damage it inflicts, usually selecting the range of 3 POW for 3d6 hit points of damage. When it runs out of POW, the umpleby



immediately goes to sleep for one hour during which it 'recharges' up to 50% of its full potential POW, if left undisturbed. It requires at least four hours of sleep to recharge 75% and fully 8 hours to return to a full charge. If awakened prior to having completed a single hour of sleep, the umpleby will have recharged 1d4 POW, and similar partial charging will have occurred if the creature is awakened after one hour but before four hours sleep, or after four hours but before eight hours.

The umpleby often makes nets out of its own hair and stores them by wrapping them around its waist. It can throw such a net 30' with accuracy. The hair is very tough and requires either 24 HPs of slashing damage or a critical hit with a cutting weapon to cut. It will only use its nets and electrical attacks if threatened. The creature is immune to attacks of an electrical nature.

URCHIN, Land

Characteristics	Average
STR	6
CON	14
SIZ	5
INT	2
POW	9
DEX	8
APP	-
MOVE:	4
Hit Points:	9
Damage Bonus:	-1d6
Attacks:	2d6xSpines 35% 1d2+poison
Skills:	Sense(movement 10'r) 75%

Treasure Type: See below

Armor: 1d3

Note:

A land-dwelling distant cousin of the sea urchin, the land urchin's spine covered body is often mistaken for a bush. The land urchin is a scavenger that consumes virtually anything that is edible. Its small mouth is located on the underside of its body and it has a rasping tongue with which to saw through armor and gather food. It is a shy creature and will attack only if another creature approaches within 10'. It defends itself by shooting 2-12 spines (damage



1-2) per round, and the victim must make a CON:10 resistance roll or be paralyzed for 6 turns. If it must flee, the urchin will release a dark gas cloud with a 10-foot radius to aid in its escape. The land urchin has no visual organs but uses 2 small antennae to detect any movement within 10'. It has no front or back, and its 5 spindly legs can rotate to allow it to move in any direction. Occasionally, a land urchin will eat a bit of material that it can't digest. It will coat the object with a shiny greenish-black substance, forming "pearls" similar to oyster pearls worth 100-600 bp each. Very old urchins may have up to a dozen pearls.

USTILAGOR

Characteristics	Average
STR	5
CON	14
SIZ	2
INT	1
POW	15
DEX	10
APP	-
MOVE:	3
Hit Points:	8
Damage Bonus:	-1d6
Attacks:	2xTendrils 33% 1d6+2+db+poison

Skills: Dodge 55%, Telepathic Projection 50%+ POW

Treasure Type: Q (x 1d20)

Armor: 1

Note:

Ustilagor fungi appear to be brain-like growths with coral-like appendages. Although soft and not fast by normal standards, they can scuttle and dart, and this accounts for their relatively high dodge for a plant. Their attack consists of flicking out ribbon-like tendrils about 3 feet long. A hit inflicts damage due to alkaline fluids and causes the victim to make a CON:14 resistance



roll or suffer additional like damage (2-5 hp) on the following round as the caustic substance affects its body.

Ustilagors have no intelligence or mind as defined by human

standards, so mental attacks do not affect them. These monsters do, however, have some form of brain, for they have psychic powers. Ustilagors can employ telepathic projection to project the following emotions on an individual during a round: hate for associate, distrust of associate, fear of fungi, loathing of area, or uncertainty. These projected emotions cause attack, bickering, desertion, or dithering, accordingly. Ustilagors also use energy control to protect themselves from spell attacks and the like. They attack psychic individuals only by Mind Blast with 75% skill, but have 1d4 other psychic abilities as well. The only psychic power that can affect them directly is Mind Blast.

VAGABOND

Characteristics	Average
STR	As form taken
CON	As form taken
SIZ	As form taken
INT	25
POW	25
DEX	As form taken
APP	As form taken

MOVE: As form taken
Hit Points: As form taken
Damage Bonus: As form taken
Attacks: As form taken

Skills: As standard powered NPC

Treasure Type: See below

Armor: Armor worn or as Form taken

Note:

A vagabond is a life force of unknown origin, possibly from a far planet, parallel universe, or undiscovered plane. Though very rare, it may be encountered anywhere. The life force occupies the form of any one intelligent corporal creature indigenous to the area in which it is encountered, apparently forming or controlling the body for its own ends. A vagabond is often immediately

recognizable if communication is established, as its odd speech and behavior patterns (always atypical of the form assumed) indicate its unfamiliarity with local customs and expectations. As vagabonds may have nearly any appearance (though they have no power to change the form once assumed), their movement rates and other physical characteristics are those of the creatures. The vagabond is typically very inquisitive, often about mundane or personal details. If attacked, it will use its form to defend (or retreat) as best possible. If invited to accompany a party for an adventure, however, it will usually agree (80%), offering its form as an asset for use in exploration and (if necessary) combat. If the body is slain, the vagabond life force will depart, never to return. If an entire adventure is completed, the creature will give a special gift to each party member before departing. It can enchant any gem with a variety of word of recall (3 uses per enchantment) that will instantly teleport the character and all he or she is carrying, up to their max load, to any spot on the same plane that the gem is attuned to. Placing the gem on the ground and speaking the command phrase will attune the gem to an area. This can never be changed. The creature will enchant 1 gem per character accompanying it on the adventure by way of thanks. (Only the possessor will know the 1-segment phrase needed to activate the gem). Vagabonds are creatures of legend, and nothing is known of their true forms or society (if any). They are immune to all forms of mental attack or control, except psychic powers.





Vampire

Classic vampires can have a wide range of special abilities and weaknesses, including those from other types. The chronicler should feel free to add any of these as he/she sees fit. Shape Change, Gaseous Form, Ivory hard skin (armor=MP or POW), Immunity to non-enchanted weapons, charm, damage from holy ground, aversion to garlic, aversion to holy symbols, unable to cross running water, ect... There are many forms and mutations of vampires. Some may even have psychic ability. Unenchanted weapons only cause 1 point of damage. Holy water causes 1d6 damage, and blessed weapons damage a vampire normally +1d4 damage. If someone is bit and lives, they must make a 15vsPOW resistance or become a vampire in 24 hours. These vampires need blood in order to survive. When it sleeps it loses 3 POW points due to its undead state. If the vampire is hurt before sleeping, it drains an additional POW per HP regenerated. It can regenerate 1 HP per round when awake, and 2 HP per hour when sleeping as long as it has the POW to exchange. Every HP of blood it drains from its victims restores 1 POW. If it ever reaches 0 POW it enters a coma like state that only blood consumption can restore. The only way to truly kill this monster is sunlight, fire, holy water, or decapitation. This vampire can charm others by meeting their eyes and the victim fails a APPvsPOW roll. If reduced to 0 HPs, by means that do not kill the vampire, it enters a gaseous form and returns to a safe place to heal.

VAMPIRE

Characteristics	Traditional		Penanggalan		Nosforatu		Gangrel	
	Roll	Average	Roll	Average	Roll	Average	Roll	Average
STR	3d6x2	18	3d6	10	3d6+12	21	3d6+14	23
CON	3d6x2	18	3d6x2	18	3d6x2	18	3d6x2	18
SIZ	2d6+6	12	3d6/1d6	10/3	2d6+6	12	2d6+6	12
INT	2d6+6	15	3d6	10	3d6	10	3d6	10
POW	2d6+6	15	3d6+6	15	3d6+1	10	3d6+1	10
DEX	3d6	10	3d6	10	3d6+6	15	3d6+8	17
APP	3d6	10	3d6+6	15	1d6	3	2d6	6
MOVE:	race+4		10/14 fly		8		8	
Hit Points:	17							
Damage Bonus:	+1d4		-		+1d6		+1d6	
Attacks:	Touch 50% 1D4+magic point drain Bite 25% 1D6+blood drain							
Skills:	As high heroic NPC, Dodge DEXx4%							
Treasure Type:	F		F		F,A,S,T		F,(A,S,T)	
Armor:	1d4		Armor Worn		Armor Worn+2		Armor Worn	
Note:								



Vampire, Penanggalan: A female vampire-type undead of fearsome power and nauseating appearance, this vile creature appears during the day as an attractive human female who may be of any character class. This is the female human which the penanggalan was before death. She will fight with the same combat abilities as she had when alive, will have spell-use if formerly a spell-caster, thieving abilities if formerly a thief and so on. She will use the weapon (or at least the weapon-type) favored by her in life. Her body will take the same amount of damage as it could before death (when fully rested) and will fight as though of that skill level. In this form the penanggalan is impervious to holy/unholy symbols and cannot be turned or dispelled. It is also immune (in either form) to all spells which attempt to control the mind or body, like other undead in such a guise, the penanggalan will seek to befriend any unwary party of travelers and



attempt to join with them.

It will prove extremely useful over its years of un-death it will have acquired an extensive knowledge of the dungeon which it now roams; it will be able to guide parties to treasure and to warn them of possible dangers. Naturally, it will find some plausible reason for this knowledge and may sometimes make 'deliberate mistakes' or feign ignorance of areas of which it has knowledge, in order not to arouse the suspicion of the party (whose members would naturally become suspicious if their new companion displayed near-omniscience). Having joined a party of adventurers, the penanggalan will remain with that party, even to accompanying them out of the dungeon. It will never, however, encamp for the night with the party in the dungeon, nor will it accompany them to spend the night in the supposed safety of the upper world, making some excuse for being elsewhere. Although they don't fear sunlight while in human form. At night, the penanggalan assumes its real undead form. Its head and

internal organs detach themselves from the body, rising vertically from the abdomen, and fly in search of human prey, to feast on their living blood. For this reason, it will always return to one of its secret lairs before nightfall. It is particularly fond of the blood of young children or of pregnant females, but lacking such a victim it will select the party member who appears to be most susceptible to hypnosis, preferring a female to a male. It will always attack humans and will ignore even near-humans. Any unfortunate witness of the scene when the penanggalan head and gut detach from the body must make his 12vsPOW resistance roll or die immediately. If he makes the resistance throw, he is treated as if the feeblemind spell had been cast on him. The body has 18 HPs, while the head has 6. If the body is ever in danger, and not exposed to sunlight, the head will separate, subjecting those viewing to fright as described in special column. These vampires can go out in sunlight, enter holy ground, and even bathe in holy water when in normal human form. Holy water causes 1d6 damage, and blessed weapons damage a vampire normally +1d4 damage. If someone is bit and lives, they must make a 15vsPOW resistance or become a Penangglan under its creators command in 24 hours. These vampires need blood in order to survive. When it sleeps it loses 3 POW points due to its undead state. If the vampire is hurt before sleeping, it drains an additional POW per HP regenerated. It can regenerate 1 HP per round when awake, and 2 HP per hour when sleeping as long as it has the POW to exchange.

Every HP of blood it drains from its victims restores 1 POW. If it ever reaches 0 POW it enters a coma like state that only blood consumption can restore. The only way to truly kill this monster is sunlight, fire, holy water, or decapitation. This vampire causes catatonic fear in others that see it and the victim

fails a POWvsPOW roll. The fear causes paralysis that lasts until a resistance roll is made in subsequent rounds. Keep in mind that as this vampire feeds, its POW increases, but not above maximum. Penangglan have long prehensile hair that they can use to entwine an

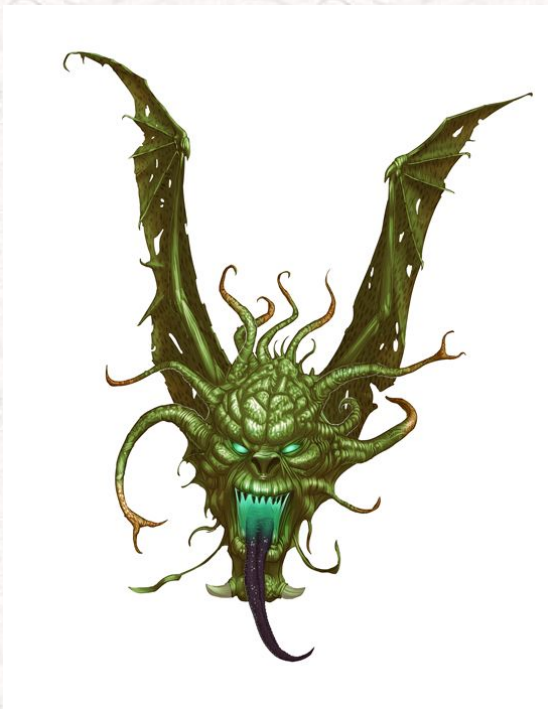
enemies head for eating, or even manipulate fine tools at their skill and DEX level.

Vampire, Nosferatu: These hideous creatures are a freak mutation of the vampire strain. Not the charming creatures normally associated with the name vampire, these fiends have stone hard skin that makes them immune to normal weapons and even enchanted weapons do 2 HPs less damage. Meeting this creatures gaze causes victims to make a POWvsPOW resistance roll or pass un-conscience for 2d4 rounds. Holy water causes 1d6 damage, and blessed weapons damage a vampire normally +1d4 damage. If someone is bit and lives, they must make a 15vsPOW resistance or become a vampire under its creators command in 24 hours. These vampires need blood in order to survive. When it sleeps it loses 3 POW points due to its undead state. If the vampire is hurt before sleeping, it drains an additional POW per HP regenerated. It can regenerate 2 HP per round when awake, and 3 HP per hour when sleeping as long as it has the POW to exchange. Every HP of blood it drains from its victims restores 1 POW. If it ever reaches 0 POW it enters a coma like state that only blood consumption can restore. If reduced to 0 HP in combat the body becomes gaseous and returns to a safe place to regenerate. The only way to truly kill this monster is sunlight, fire, holy water, or decapitation. The hardened skin of these blood suckers makes unenchanted weapons unthreatening, and even enchanted weapons are reduced by 2 points, but holy items are not.

Vampire, Gangrel: These are the vampires of the wilds, preferring seclusion from the rest of the world. They tend to be less civilized, rough looking, unbathed, and less educated. They are shape changers. Holy water causes 1d6 damage, and blessed weapons damage a vampire normally +1d4 damage. If someone is bit and lives, they must make a 15vsPOW resistance or become a vampire under its creators command in 24 hours. These vampires need blood in order to survive.



When it sleeps it loses 3 POW points due its undead state. If the vampire is hurt bef sleeping, it drains an additional POW per regenerated. It can regenerate 2 HP per when awake, and 4 HP per hour when slee as long as it has the POW to exchange. HP of blood it drains from its victims resto POW. If it ever reaches 0 POW it enters like state that only blood consumption restore. If reduced to 0 HP in combat the becomes a random swarm and returns to place to regenerate. The only way to truely kill this monster is fire, holy water, or decapitation. Normal weapons cause only 1 point of damage. These vampires are shape changers and can instantly transform into a large bat, a large wolf, or a swarm of bats/spiders/rats. When in swarm form they only take damage from area of effect spells or holy water.



VARGOUILLE

Characteristics		Average
STR	3d6	10
CON	2d6+5	11
SIZ	4	4
INT	4	4
POW	3d6	9
DEX	3d6	10
APP	-	-

MOVE: 6 fly

Hit Points: 8

Damage Bonus: -

Attacks: Bite 35% 1d4

Skills: Fly 75%, Dodge 35%, Search 45%

Treasure Type: Incidental

Armor: 1

Note:

These horrible monsters are said to have been spawned in Tarterus and released upon the Prime Material Plane to wreak havoc. Appearing as hideous flying heads crowned with writhing tentacles, they appear at dusk and are gone by dawn. They lair in caves, caverns, and deep subterranean delves. Vargouilles hate light. They will attack and extinguish torches or smash lanterns. They will shun light of brighter sort, and daylight blinds them. They are most feared because their bite is so destructive that hit points are actually lost forever unless a Stamina roll (CONx5) is successfully made for each bite inflicted. Failure indicates permanent loss of points of damage inflicted, i.e., 1-4 hit points lost and not restorable by any means short of a wish. Vargouilles have both infravision and ultravision. Treasure possessed by vargouilles is incidental only. If some victim happened to have items of value, then these will possibly be among the litter of the vargouilles' lair.



VEGEPYGMY

Characteristics	Typical		Sub-Chief		Leader	
	Average	Roll	Average	Roll	Average	Roll
STR	2d6+6	12	1d6+13	16	1d6+15	18
CON	2d6+7	13	2d6+15	21	2d6+15	21
SIZ	2d6	6	2d6+4	10	2d6+8	14
INT	2d6	6	2d6+2	8	3d6	10
POW	2d6+6	12	2d6+6	12	2d6+8	14
DEX	3d6	10	3d6	10	2d6+6	12
APP	-	-	-	-	-	-
MOVE:		4		6		8
Hit Points:		9		15		17
Damage Bonus:		-		-		-
Attacks:	Claw 30% 1d6, By weapon at base +1d10%					
Sub-Chief:	Claw 50% 1d6, By weapon at base +2d10%					
Leader:	Claw 50% 1d6, By weapon at base +2d10%					
Skills:	Sense(smell) 40%, Hide 50%, Dodge DEXx3%					
Treasure Type:	O,P		(O,Px2)		(O,Px3)	
Armor:	1d4					
Note:						



Vegepygmies are vegetable creatures of low intelligence. They organize themselves into regional bands and live by scavenging and hunting. Meat forms their diet and they will eat it no matter what its condition. Vegepygmies vary in color and size. Usually their colors will be similar to their normal surroundings. When encountered in areas that match their coloration, they will blend into the background. The above stats are for an average specimen. For every 50 vegepygmies there will be 1 subchief and 2-5 bodyguards. Every band will have a leader. He will have 2-8 bodyguards of typical stats. Attacks from piercing weapons such as arrows and spears do only 1 point of damage to vegepygmies (no DB). Electrical attacks do no damage. Fire and cold do normal damage. Vegepygmies are immune to all

charm/enchantment spells except those that affect plants.

Vegepygmy lairs are usually found in warm areas underground, although some may be found in dark forests. They form bands near their main food supply and are usually

well-organized in the defense of this food supply. They coexist well with other forms of plant life. There is a 40% chance that there will be 1-3 shriekers guarding their lair. Vegepygmies of the same band have the ability to pass by shriekers unnoticed. There is a 70% chance that russet mold will be found in the vicinity of the lair. Vegepygmies are short bipedal creatures with sharp thorn-like claws. Their shoulders, abdomens, and limbs are fringed with leaf-like tendrils. Their heads have a topknot of small leaves. They eat carrion and meat. Vegepygmies reproduce by russet mold or by propagating buds from their bodies. Although they do not have a spoken language, they are capable of vocalized cries. Their major form of communication is a code of chest slappings and thumpings.



VERME

Characteristics		Average
STR	2d6+28	34
CON	3d6+21	30
SIZ	4d6+48	60
INT	2	2
POW	3d6+12	21
DEX	3d6	10
APP	-	-

MOVE: 16 swim

Hit Points: 45

Damage Bonus: +5d6

Attacks: Bite 50% 1+db

Skills: Swim 90%, Sense(smell within 100')

Treasure Type: See below

Armor: 1d4+1 (head) 1d2 (body)

Note:

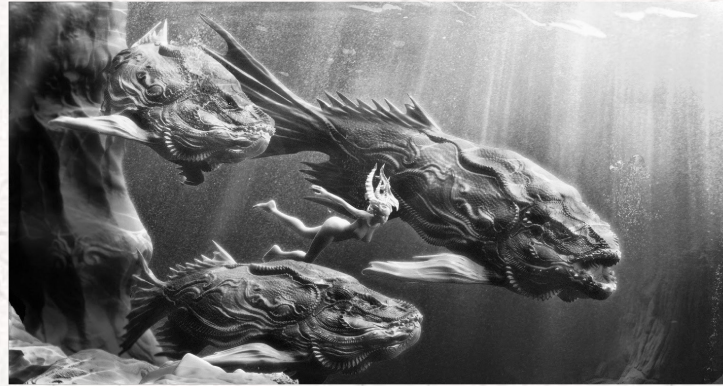
The verme is the largest of fish, usually inhabiting great rivers, although some venture into saltwater. Regardless of its locale, the verme prefers warm water with an abundance of food, such as fish, reptiles, cattle, humans, or virtually anything else. Although the verme is long, it is flattish along its belly and wider than it is high. This enables it to lurk on the bottom and swim in relatively shallow water. The verme's head is heavily scaled and very bony, while the body is less well protected. Because the verme swallows prey whole- even that as large as a water buffalo- the stomach can contain metallic or other items of indigestible nature (such as gems, crystal, etc.).

Swallowing occurs

on any hit if prey is not more than SIZ 23.

Damage is incurred during the swallowing process. Swallowed creatures receive 2-16 points of additional damage per round. Any swallowed being will be dissolved in 6 rounds.

The monster is able to upset vessels of up to small galley size when hungry and seeking food. Its thick, slime-covered scales make edged weapons almost useless, such attacks inflicting but 1 point of damage per blow. Fire-based attacks cause only one-half damage to the verme, unless the attack strikes the inside of the mouth



or somewhere internally. In the latter case, damage is at a factor of +1 per die. The verme looks much like a giant catfish, except it has large scales and numerous, needle-like teeth. It is pale yellow along its underside, the flanks shading from dark brown to a mottled green and brown back.

VILSTRAK

Characteristics		Average
STR	2d6+5	11
CON	3d6	10
SIZ	2d6+6	12
INT	2d6	6
POW	3d6	9
DEX	2d6+2	8
APP	-	-

MOVE: 4

Hit Points: 11

Damage Bonus: -

Attacks: 2xFist 35% 1d4+1+db

Skills: Hide 75%

Treasure Type: C

Armor: 2d4

Note:

The vilstrak are known as marl muggers or tunnel thugs by humans. A vilstrak's stony substance provides it with both excellent protection and the uncanny ability to physically merge with earth or stone. This makes them 75% undetectable even at as little as a 20-foot distance. A vilstrak's attack consists of 2 club-like blows of its fists. A vilstrak's lair is typically in a hollow space in the earth or stone, which is reachable only by beings able to pass through solid stone or packed soil. However, not being too bright, vilstraks sometimes (5%) select a den where the



hollow can be detected and broken into. There, plunderers will find treasures carried into it by the avaricious creatures.



VISION

Characteristics		Average
STR	-	-
CON	1d4+16	18
SIZ	2d6+6	12
INT	2d6+8	14
POW	1d6+11	14
DEX	3d6	10
APP	-	-

MOVE: 15
Hit Points: 13
Damage Bonus: -
Attacks: None

Skills: -

Treasure Type: None

Armor: 2d4/-

Note:

Misguided research by a high-level illusionist (which led quickly to his death) created the visions - summoned beings which appear as shadows. The visions are unable to return to their own plane until their physical manifestations are destroyed on the Ethereal/Prime Material Plane; thus they roam the underworld in perpetual frustration and attack all they meet. A vision exists partially on the Prime Material Plane and partially on the Ethereal Plane; if attacked from the material plane they are treated as AR 2d4, but if attacked ethereally they have no armor.

A vision attacks by suggestion, not by physical means. Anyone seeing a vision within 30' must roll 3d6, add 3, and compare the result with his

intelligence. If the character's intelligence is the greater, he has saved and can no longer be threatened by that particular vision. Any previous 'ageing' he has suffered is seen to have been unreal. A character failing to save will believe that he has aged ten years (the effects of aging are covered in BRP BGB p.20) Each character seeing a vision is 'attacked' in the same way and must attempt the special saving throw, repeating this process each round. If a character kills a vision, he must make a normal POW:POW resistance roll; if this is successful, the apparent aging vanishes, but if not it is real and permanent. A vision can only be attacked by magical or silver weapons on either plane.

VOLT

Characteristics		Average
STR	1d6+7	10
CON	1d6+9	12
SIZ	1d4+1	3
INT	4	4
POW	1d6+9	12
DEX	3d6	9
APP	-	-

MOVE: 6 levitate
Hit Points: 7
Damage Bonus: -1d4

Attacks: Bite 21% 1d6+db, Tail Whip 2d6*

Skills: Dodge 45%

Treasure Type: None

Armor: 1d6

Note:

This curious but dangerous little creature appears as a near-spherical bundle of bristly gray hair with two bulbous eyes, two small curved horns and a 3' long tail. It floats as if by levitation with mobility added. It first attacks by propelling itself towards its victim's neck and biting. A successful bite means that it has locked onto its victim's neck and cannot be If a character is 'hit' by the vortex, he suffers no immediate damage detached until it (or its victim) is dead. During the time it is attached it will continue to drain blood from the victim's neck for 1-4 hit points each round. Thereafter it will continue to drain blood from the victim's neck for 1-4 hit points and will also lash the victim with its tail. Additionally The tail



produces a jolt of electrical energy each time it strikes, After the volt has attached itself to a victim's neck, it requires no 'to hit' roll either for its bite or for its tail attack, though the bite only causes the bleeding damage.

These are bad-tempered creatures and will usually attack even if they are not themselves attacked or threatened.



VORTEX

Characteristics		Average
STR	2	2
CON	12	12
SIZ	1d6+20	23
INT	1	1
POW	2d6+6	12
DEX	1d6+17	20
APP	-	-

MOVE: 15
Hit Points: 17
Damage Bonus: -
Attacks: see below

Skills: Dodge 100%, Fly 100%

Treasure Type: None

Armor: -

Note:

The vortex appears as a whirlwind - usually about SIZ 23 (though larger ones are believed to exist on the elemental Plane of Air). It appears to be free willed and cannot be summoned. The physical form of the vortex is a small sphere about the size of a grapefruit which bobs and dodges about in the center of the whirlwind. Its small size and its speed of movement make it difficult to hit.

If a character is 'hit' by the vortex, which is only

avoided by making a Difficult Reflex roll, he suffers no immediate damage but is caught in the whirling cone of air and starts to spin. Thereafter he can only be released when the vortex is killed and he will take 1-3 hit points of damage per round as a result of the spin. Additionally there is a 5% cumulative chance per melee round of a spinning victim being killed by a particularly violent air current. A single vortex is only large enough to accommodate one victim of human size, though it could contain two smaller creatures simultaneously. A victim trapped inside the vortex cannot hit the being's sphere - only those who are not trapped may do so.

VULTURE

Characteristics	Typical		Giant	
	Roll	Average	Roll	Average
STR	2d6	6	1d6+11	14
CON	3d6	10	1d6+9	12
SIZ	2d6+6	12	2d6+15	21
INT	4	4	4	4
POW	2d6	6	3d6	9
DEX	3d6	10	3d6	10
APP	-	-	-	-

MOVE: 1/9 fly 2/8 fly

Hit Points: 12 16

Damage Bonus: - +1d6

Attacks: Typical: Bite 25% 1d2

Giant: Bite 35% 1d2+db, 2xClaw 45% 1+db

Skills: Fly 90% Fly 75%

Treasure Type: None

Armor: 1 1d3

Note:

Carrion eaters of this sort are found in temperate to tropical regions. Vultures have eyesight at least equal to that of any falcon, hawk, or eagle. Thus, they remain at a very great altitude, searching the land beneath from a great vantage point. At the sight of erratically moving, crippled, or fallen creatures, any vultures present will swoop lower to determine if the creature is near dead or dead. Helpless or dead creatures will be eaten by vultures. A potential victim able to actually strike at a vulture will



cause ordinary vultures to move out of attack range, where they will wait for the victim to weaken past the point of resistance. Giant specimens, however, must actually be struck (a successful to-hit) to drive them off to a safe distance. During the course of a melee in terrain where vultures are present, the vultures will appear 7-12 rounds after a creature is felled, whether it is unconscious, killed, or magically sleeping or held. If combatants are not within 20 feet of fallen creatures, the vultures attracted to the scene will alight and begin pecking at the victim, with 1-6 attacking each round. Note that game killed will not attract vultures if removed quickly and kept in the presence of active, obviously healthy beings.

WASP, Giant

Characteristics		Average
STR	2d6+6	12
CON	4d6+3	15
SIZ	3d6	10
INT	2	2
POW	2d6	6
DEX	2d6+6	12
APP	-	-

MOVE: 2/10 fly
Hit Points: 12
Damage Bonus: -
Attacks: Sting 50% 1D6+poison

Skills: Sense(movement 50' from nest) 75%, Fly 75%

Treasure Type: (Qx20)

Armor: -

Note:

Giant wasps are feared because they continually hunt for prey - both to devour and to place in a paralyzed state with their eggs. Other giant insects are most often victims, but even humans are not immune. Certain wasps build mud cases for their eggs, some build paper nests in trees, but those which build paper nests in the ground are the ones which are most feared, for their lair will contain 21-100 adult wasps. A giant wasp attacks with both its powerful jaws and its poisonous sting. It can use the latter weapon repeatedly. Wasp wings are very vulnerable to fire, and they will immediately be burned off if within the radius of a fire ball or even exposed

to hot flame. This does not injure the wasp, but it makes the creature flightless.



WATER WEIRD

Characteristics		Average
STR	3d6+6	15
CON	3d6	10
SIZ	3d6+12	21
INT	3d6+6	15
POW	3d6	10
DEX	3d6	10
APP	-	-

MOVE: 10
Hit Points: 15
Damage Bonus: -
Attacks: Grasp 40% drowning

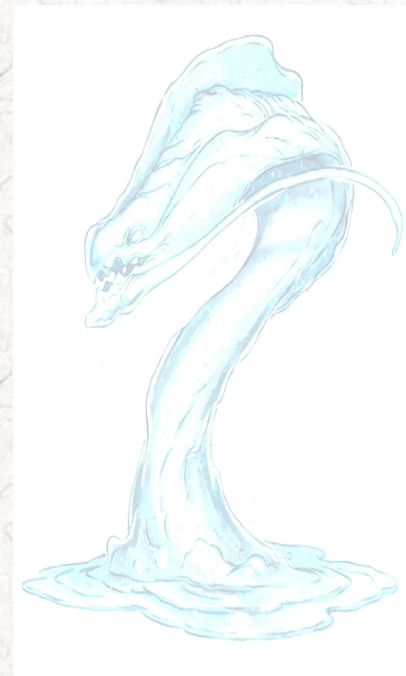
Skills: -

Treasure Type: I,O,P,Y

Armor: -

Note:

The water weird are a life form originating in the elemental plane of water. They attack all living things, feeding from their essences in some unknown manner. The creature forms in two melee rounds from the water, appearing as a serpent, and lashes out, attempting to drown its victim. A water weirds primary attack is to grab and drag a victim into the water it inhabits, drowning it per normal rules. Once grabbed the victim must make a STRvsSTR resistance roll or be drug under water. Any treasure is in the pool where it resides.



WEBBIRD

Characteristics		Average
STR	1d4+2	4
CON	1d6+3	6
SIZ	1d6	3
INT	3	3
POW	1d6+2	5
DEX	1d6+4	7/14 flying
APP	-	-

MOVE: 1/8 fly
Hit Points: 4
Damage Bonus: -1d6
Attacks: Injection 50% 1 HP+special

Skills: Dodge(flying only) 65%

Treasure Type: None

Armor: -

Note:

The webbird is not actually an avian; it might be some form of feathered insect or arachnid. It is found in semi-tropical lands, usually inhabiting the fringes of woodlands so it can seek prey in nearby open ground. A webbird appears to be a beakless bird, about raven-sized, with longfeathered wings and a long spiky tail. Careful inspection will reveal a slitted mouth with hard, sharp ridges for biting and a drooping chest appendage about 4 inches long. Food consists of small flying creatures. When large, warm-blooded creatures come within sight, a flock of webbirds will take to the air. They then gather together and make low passes over the heads of the intended victims. Each webbird can emit a 7-12 foot long strand of sticky, inflammable web, once per round. The effectiveness of a flock's attack is determined by rolling 1d6 and adding 1 for every 6 webbirds in the flock. The area of attack is 12 feet by 12 feet square. Attacks are as follows: Die Score Result 1-3 Ineffective attack 4-6 1 creature ensnared for 2-8 rounds 7-10 2-5 creatures ensnared for 2-5 rounds 11+ Entire area covered with webs, and all therein are held fast for 2-5 rounds A strength score of 18-19 will shorten immobilization time by 1 round and 20+ STR by 2. Alcohol dissolves the strands, 1 flask of wine being sufficient to free 1 man-sized creature. As soon as a victim is held fast, 1-4 webbirds will alight upon it. Next round the webbirds will insert their chest

appendages in exposed flesh and inject 2-8 eggs. Grubs hatch from the eggs in 3-6 hours, and each grub eats its way into the host and inflicts 1 point of damage per round (per grub), eventually killing it. Fledgling webbirds will emerge from a corpse within 3 hours after the victim has died. Pain from grubs is excruciating causing all skill rolls a -75% penalty. (A cure disease spell will kill the grubs.) Webbirds shun flame and fire. An individual with a torch will be safe from attack as the webbirds will avoid him or her and attack unprotected creatures. Webbird feathers are metallic gray with greenish hues at wingtips and tails. Underbellies are bright gray, shading to light green near the tail.

WEMIC

Characteristics		Average
STR	2d6+8	14
CON	2d6+10	16
SIZ	1d4+19	21
INT	3d6	10
POW	2d6+5	11
DEX	3d6	10
APP	-	-

MOVE: 8
Hit Points: 19
Damage Bonus: +1d6
Attacks: 2xClaw 40%+STR 1+db, By weapon Base +STR+2d10%

Skills: Dodge DEXx4%, Track 60%, Shield 50%, Nature 50%, Listen 75%, As normal NPC tribal skills.

Treasure Type: B

Armor: 1d4

Note:

Wemics are large lion centaurs that roam temperate grasslands and savannas and hunt antelope and similar herd animals. They speak their own language and Common. Wemics are intelligent, know how to use fire, and are reported to be excellent trackers and guides. In combat they attack with claws and a weapon. They are able to leap 10 feet upward and 30 feet forward. Wemic males carry javelins and a stone club or short sword. They often use tough leather round shields. Females fight without weapons but gain a +20% on to-hit rolls if their young are attacked. The young are



noncombative. Wemics live in groups, called prides, of 4-16 males, 2-24 females, and 1-12 young. From 3-30 prides will band together to form a tribe led by a chief (+4 STR, CON, and SIZ,+4 HPs +20% to combat skills) Sometimes 2d4 tribes will form a clan or nation led by a king (+4 STR, +8 CON and SIZ,+8 HPs +30% to combat skills) There is a 70% chance a witch doctor will be present with any tribe (15+1d4 POW and casts sorcery spells)



WHIPWEED

Characteristics	Average	
STR	1d6+13	16
CON	2d6+5	11
SIZ	2d6+10	16
INT	5	5
POW	3d6	10
DEX	3d6	10
APP	-	-

MOVE: 3
Hit Points: 13 each stalk, 7 body
Damage Bonus: +1d4
Attacks: VinesX2 30% 1d6+db

Skills: -

Treasure Type: None

Armor: 1d4 stalks, 1d6 base

Note:

This strange creature was originally named in the belief that it was a plant; though it displays behavior which supports that theory, it also has many qualities which are not plant-like (though spells relating to plants affect it, curiously enough). The whipweed has two stalks, thin and whip-like with a few appendages which look like small leaves. When fully grown, the stalks are up to 15' long, though smaller specimens are just as common. The stalks are connected to a spheroidal base or 'body' which contains a small brain and is equipped with eight small legs; the creature is thus capable of limited movement and can withdraw the root-like appendages below its body from the earth to permit locomotion. The whipweed hates sunlight so is usually found underground or in the heart of a deep forest. It draws its sustenance from the remains of its animal prey, though it has no mouth and its food appears to be absorbed by the stalks and transferred internally to the body. Its need to embed its 'roots' into the earth is not fully understood; certainly the creature can survive apparently without limit in rocky areas containing virtually no soil, and a small crevice in a rock appears to be quite sufficient to cater for its need to root from time to time. It attacks anything which moves within range of its stalks, each stalk will attack different victims if two are in range. If a stalk is 'killed', the body is not affected, and to kill the creature the body must be destroyed. If the body is destroyed (reduced

to zero hit points or below) the whipweed dies but the stalks go into a mad frenzy for one melee round before they become inert; during this time they attack twice each and each attack inflicts +1d4 the normal damage on the victim if successful. If both stalks are destroyed the bad/body will attempt to escape.



WIGHT

Characteristics		Average
STR	3d6+6	15
CON	-	-
SIZ	2d6+6	12
INT	1	1
POW	3d6	10
DEX	2d6+6	12
APP	-	-

MOVE: 8
Hit Points: 12
Damage Bonus: +1d4
Attacks: Claw 50% 1d4+drain, Bite 45% 1d6+drain

Skills: Sense (Life 50%) 50%

Treasure Type: B

Armor: -

Note:

The term wight has lost its old meaning of a person and come to stand for those undead humans who typically inhabit barrow mounds or

catacombs. These creatures are most evil and hateful, seeking to destroy any life form they encounter. Wights shun bright lights and hate sunlight. Because these monsters exist simultaneously on the normal and negative planes of the material plane, they are affected only by silver or magical weapons. Their touch drains POW and CON. Wights are not affected by sleep, charm, hold, or cold-based spells. Neither poison nor paralyzation harms wights. Holy water causes 2-8 hit points of damage for every vial-full which strikes. A raise dead spell will destroy a wight. Any human totally drained of life energy by a wight will become a half-strength wight under control of its slayer. Anyone being touched or touching a wight must make a POWvsPOW resistance roll or lose 1d4 POW and 1 CON. They are permanent losses only restorable through magic. These undead are only hurt by enchanted or blessed weapons.

WILLOW, Black

Characteristics	Average
STR	18
CON	25
SIZ	35
INT	13
POW	17
DEX	5
APP	-

MOVE: 1
Hit Points: 30
Damage Bonus: +2d6
Attacks: 6+1d6 Vines 75% 1+½ db

Skills: Disguise (as a tree), Search 35%,

Treasure Type: See below

Armor: 2d4

Note:

The black willow is a mobile, sentient tree of evil disposition. Although it inhabits areas where normal willows grow, it gets only a portion of its nourishment from sun, air, water, and earth. The monster is carnivorous, relishing elves, gnomes, and humans particularly. It is unlikely that a creature will recognize a black willow as such, for they can alter their trunks and limbs to appear as normal trees of the various willow sorts. Identifying requires a special Nature skill roll success. Sometimes they will have smooth

trunks and broad, inviting limbs; other times they will show safe-looking trunk cavities at base or high on the upper trunk. Of course, treants can spot black willow instantly. Treasure of any sort is sometimes found buried beneath this tree monster along with bones and other immediately indigestible matter. Of course, this assumes victims have treasure which weak acid could not digest. It also assumes the black willow has stayed in a locale for a period of weeks. Normal attack is with lashing, whip-like branches, but there are 2 special attack forms, one of which is generally employed earlier. If a creature has climbed out on a safe-looking limb, the black willow will generate an aura of drowsiness within a 20-foot radius, making tired creatures fall into natural sleep. No resistance roll is possible. A hole will open underneath, and 1 or more victims will then be taken into the hollow limb. The limb will then tilt to slide them into the trunk cavity. The trunk's safe-looking openings are also used to close and trap the victim(s) in the digestive cavity of the trunk. The stomach is coated with sticky, nonflammable sap. Digestive sap then oozes up from the roots, filling the cavity at the rate of 1 foot per 10 rounds until the entire 8-foot cavity is filled. The juice is acidic and inflicts 1-4 points of damage per round until death occurs. Digestion is indicated by -10 or more hit points, and any resurrection is thereafter impossible. Creatures trapped inside can employ only short, sharp weapons because of the confined space. Maximum normal damage is 1 point per round; magical and strength bonuses apply to weapon damage. Rescue, if any, must usually come from outside. A black willow regenerates at the rate of 1 point per hour.



WILL-O-WISP

Characteristics		Average
STR	-	-
CON	2d6	6
SIZ	2d6	6
INT	2d6+6	12
POW	2d6+9	15
DEX	4d6+6	18
APP	-	-

MOVE: 12

Hit Points: 6

Damage Bonus: -

Attacks: Touch 75% 1d6 lightning

Skills: Dodge 120%, Fly 100%

Treasure Type: (Z)

Armor: -

Note:

A will-O-Wisp is a glowing sphere, looking like a lantern, torch or even a dancing lights spell effect. In combat they glow blue, violet or pale green. Will-o-wisps commonly haunt deserted, dangerous places such as bogs, fens, swamps, or catacombs where mires, quicksand, pit traps and the like are plentiful. A victim trapped by these hazards feeds the will-o-wisp as it expires, for the thing feeds upon the fleeing life force. Thus, will-o-wisps seek to lure prey to their doom. 10% of the time 1-3 are encountered, and in these cases the creatures' lair will be nearby 90% of the time. The creature can attack, however, any hit causing electrical damage to the opponent. A will-o-wisp is able to grow bright or very dim in order to confuse prey. It can move slowly or flit about. It can blank out its glow entirely for 2-8 melee rounds if it does not attack, and at that time it can be detected only by creatures able to see invisible objects. While any weapon will harm a will-o-wisp, most spells do not affect it. The only spells which can affect the creature are protection from evil, magic missile and maze. If brought to 2 or fewer remaining hit points a will-o-wisp will retreat to its lair and give over its treasure, if followed.



WITHERSTENCH (Skunk Beast)

Characteristics		Average
STR	3d6	10
CON	2d6+6	12
SIZ	2d6	6
INT	2d4	4
POW	3d6	10
DEX	3d6	10
APP	-	-

MOVE: 6
Hit Points: 9
Damage Bonus: -
Attacks: 2 Claws 22% 1d6

Skills: -

Treasure Type: B

Armor: 1d4-1

Note:

A bizarre relative of the skunk, the witherstench has little fur - and what little there is sprawls in dirty patches over the skin, which itself is blotchy yellow and covered in tiny purple spots. It lives mainly in dank and filthy areas where carrion - its food - can be found. In melee it attacks with two claws against the same opponent. Its spots constantly emit a powerful and nauseating odor. All within 30' of the creature must make a CON:SIZ resistance roll or be nauseated, retching uncontrollably. Victims who fail to make their resistance roll will be helpless and unable to defend against the creature's attack. However the effects wear off after the skunk beast moves out of a 30' range.

**WITHERWEED**

Characteristics		Average
STR	2d4	4
CON	2d6+7	13
SIZ	1d6+17	20
INT	1	1
POW	3d6	10
DEX	-	-
APP	-	-

MOVE: None
Hit Points: 16
Damage Bonus: -
Attacks: 11+2d6 Fronds 33% special (see below)

Skills: -

Treasure Type: (incidental)

Armor: 1d2

Note:

This weed is usually found among ruined masonry, across doors or smothering a long-forgotten treasure chest in the underworld. It is typically quite extensive; an average specimen will cover an area approximately 20' square, though weeds up to twice this size have been known and even larger ones are theoretically possible. The weed is dry and is therefore easily burned, but, when burning, it produces toxic smoke; anyone inhaling the smoke must make a CON:8 resistance roll against poison or die instantly. The fire will burn and the smoke will stream forth for 1 round per square foot of vegetation. Only a strong wind will blow the heavy, oily smoke away - otherwise it forms a cloud of volume equal to 9 times the area of the witherweed and will take at least four hours to dissipate.

The Weed attacks with its many, equally spaced fronds; an average specimen will have 13-23 so positioned that at least one frond can attack each

person confronting it. A frond hit drains 1d4 DEX points from its victim (a successful CON:10 resistance roll against poison will halve the number of points drained). If a victim has the maximum of 4 dexterity points drained from a single hit he also suffers a nervous seizure - total collapse for 2 melee rounds, followed by a further 5 melee rounds during which he attacks at -20% to all physical skills and moves at -2 MOV; dexterity bonuses (if any) do not apply during this 7-round period.

A victim becomes incapacitated if his dexterity is reduced below 3, and dies if it is reduced to zero or below. Half the dexterity points lost are recovered by living victims naturally at the rate of 1 point per day, but the remainder can only be regained by the casting of cure disease on the victim.

WOLF-IN-SHEEP'S-CLOTHING

Characteristics	Average
STR	10
CON	19
SIZ	14
INT	4
POW	13
DEX	8
APP	-

MOVE: 1
Hit Points: 16
Damage Bonus: -
Attacks: 1d3xVine slash 60% 1d4 +entanglement

Skills: Search 20% x (1d3) eyestalks

Treasure Type: None

Armor: 1d3 Trunk, 1d4+1 Vine

Note:

This weird vegetable monster lurks in undergrowth or in grassy meadow lands. It creeps slowly from place to place, using its 7 root tentacles for locomotion, early feeding, and even to capture live prey. Its 2 or 3 eyestalks are long enough to give the monster excellent, wide-angle vision. While the actual body(stump) of the wolf-in-sheep's-clothing can stand 16 HPs of damage, its appendages can be broken or severed without permanent harm to the monster, as it can regenerate them in 1-4 weeks. Root tentacles take 19-22 hit points each and eyestalks 13-16 hit points. The creature's attack

is to lure prey within 12 feet and then strike and grasp with 1-3 of its gnarled root tentacles. A successful strike inflicts 1-4 points of damage and entwines the victim. The prey will then be drawn to the stump's maw next round. Damage will be another 1-4 hit points plus a certain bite for another 7-12 hit points unless the victim manages to break free of the grasping root or roots. Breaking a root tentacle by sheer strength requires an unhindered grasp; thus, a creature held by a root cannot break it, but the creature may break free. Breaking free requires 13 or greater strength. Each point above 12 allows a 5% chance. At 18 strength, the chance to break free is 30%. The wolf-in-sheep's-clothing uses its resemblance to a tree stump or its ability to sprout a growth resembling a small furry creature to attract prey. The lure-growth is moved so as to "look" at approaching prey and then it will "freeze" so as to be "unnoticed." The body of the wolf-in-sheep's-clothing appears to be a grayish-brown tree stump from 2-3 feet in diameter. Eyestalks are 10-15 feet long, brown near the base, green at the tips, and with pinkish or violet flower-like eyes. Roots are from 9-12 feet long. The vertical maw located in the trunk has jagged teeth and thick, black lips. When shut, it appears to be an old scar on a normal tree stump.



WOLF

Characteristics	Common		Worg		Winter	
	Average	Roll	Average	Roll	Average	Roll
STR	2d6+6	12	3d6+12	21	3d6+6	15
CON	3d6	10	3d6	10	3d6+3	12
SIZ	2d6+3	9	3d6+9	18	3d6+3	12
INT	5	5	6	6	5	5
POW	3d6	10	3d6	10	3d6	10
DEX	2d6+10	16	2d6+6	12	2d6+6	12
APP	-	-	-	-	-	-

MOVE: Common 10, Worg 12, Winter 10
Hit Points: Common 9, Worg 14, Winter 12
Damage Bonus: Common -, Worg +1d6, Winter +1d4

Attacks: Bite 50% 1d8
Worg Bite 50% 1d8+db
Winter Bite 55% 1d8+db, Cold Breath 75% 10' 6d4

Skills: Dodge 10%+DEX, Track 80%.

Treasure Type: None

Armor: Common 1d3, Worg 1d4, Winter 1d4

Note:

Wolf, Common: These carnivores are found in wild forests from the arctic to the temperate zones. They always hunt in packs and if hungry (75%) they will not hesitate to follow and attack prey, always seeking to strike at an unguarded moment. Their howling is 50% likely to panic herbivores which are not being held by humans and calmed. They love horsemeat. If encountered in their lair there is a 30% chance that there will be 1-4 cubs per pair of adult wolves. Cubs do not fight and can be trained as war dogs or hunting beasts. **Wolf, Dire:** This variety of wolf is simply a huge specimen typical of the Pleistocene Epoch. They conform to the characteristics of normal wolves.

Worg: Evil natured, neo-dire wolves are known as worgs. These creatures have a language and are often found in co-operation with goblins in order to gain prey or to simply enjoy killing. They are as large as ponies and can be ridden. They otherwise conform to the characteristics of wolves.

Wolf, Winter: The winter wolf is a horrid carnivore which inhabits only chill regions. It is of great size and foul disposition. Winter wolves can use their savage jaws or howl forth a blast of frost which will coat any creature within 10' of their muzzle. The winter wolf is able to use the howling frost but once per 10 melee rounds.



Cold-based attacks do not harm them, but fire-based attacks cause + 1 per die of damage normally caused. They have their own language and can also converse with worgs. The coat of the winter wolf is glistening white or silvery, and its eyes are very pale blue or silvery. The pelt of the creature is valued at 5,000 bronze pieces.



WOLVERINE

Characteristics	Normal		Giant	
	Average	Roll	Average	Roll
STR	1d6+5	8	2d6+8	14
CON	2d6+5	11	2d6+8	14
SIZ	1d4+4	6	2d6+6	12
INT	4	4	4	4
POW	3d6	10	3d6	10
DEX	3d6	10	3d6	10
APP	-	-	-	-

MOVE: 6 8
Hit Points: 8 13
Damage Bonus: -1d4 +1d4
Attacks: Claw 30% 1d4, Bite 1d6
Giant: Claw 44% 1d4+½ db, Bite 1d4+½ db

Skills: Dodge 44%

Treasure Type: None

Armor: - 1

Note:

Wolverines inhabit only colder regions (which is fortunate for mankind, for these animals are horrible). They are vicious, hateful, destructive carnivores who kill for the sheer love of ending another creature's life. Bears and wolves respect these creatures' ferocity. Their speed is partially responsible for their high armor class, and their ferocity in combat makes their attacks have a +4 on "to hit" dice rolls: A wolverine can squirt its disgusting musk at any opponent at its rear. The musk is equivalent to that of a skunk (q.v.). A wolverine will purposefully destroy food or human goods of any sort by spraying musk upon the unwanted items. Although only semi-intelligent in most things, in hunting and combat the creature is exceptionally intelligent.

**WORM**

Characteristics	Tenebrous		Tunnel	
	Average	Roll	Average	Roll
STR	2d6+20	26	2d6+16	22
CON	2d6+14	20	2d6+16	22
SIZ	2d6+14	20	3d6+30	40
INT	2	2	2	2
POW	1d4+12	14	1d6+13	19
DEX	3d6	10	2d6+6	12
APP	-	-	-	-

MOVE: 2 8
Hit Points: 20 31
Damage Bonus: +2d6 +3d6
Attacks: **Tenebrous:** Bite 50% 1d6+1+db
Tunnel: Bite 55% 1+db

Skills: Sense(heat within 50') 75%, Climb 50%

Treasure Type: None

M,N,Q

Armor: 2d4 1d4+1

Note:

Tenebrous: These insectoid predators inhabit most of the Plane of Shadows, though they are more common in forested areas. They seek warm-blooded prey but will hesitate to attack humans. Tenebrous worms are formidable opponents in combat; their heads are equipped with powerful mandibles that drip a highly caustic acid secreted from glands located behind the creature's multi-faceted eyes. Any opponent struck by the mandibles is also subject to the effects of the secretion (CON:13 resistance or take double damage from the bite). The head and fore body of the monster are covered with stiff bristles which are poisonous to mammals. Any opponent who strikes the protected area with an open hand or small weapon attack will immediately be filled with filaments from the bristles and will suffer 1-4 points of damage. The victim must also make a Stamina roll or be paralyzed from the contact. Such victims must receive a neutralize or slow poison spell within 1-4 rounds or the contact will be fatal. Note that there are fewer bristles on the creature's head. Tenebrous worms look like huge, partially bare caterpillars. The front section of the body is covered with lusterless black bristles, while the hind parts are a wet, nauseating gray. The many facets of the creature's eyes reflect the half-light of the Plane of Shadows with a luminous glimmer. This glimmer is the only

warning of their presence. Their small, black legs allow them to move rapidly. Their great maws are flanked by huge, pearly mandibles. These tusk-like weapons are quite beautiful if cut into sheets and inlaid (as is mother of pearl), so they have a value of 1000-3000 BP per set. For the adult stage of this monster, see "Gloomwing."

Tunnel: This giant cousin of the centipede is an aggressive predator and scavenger. It lives in burrows which honeycomb the walls and ceiling of caves and dungeons. The tunnel worm feeds on and lays its eggs on carrion and will drag corpses back to its lair. It lies in wait near the hidden entrance to its burrow for prey to pass. A tunnel worm attacks by lunging out of its tunnel and seizing prey with its mandibles at +20% to hit. If it hits, no damage is scored until its teeth have torn through the victim's armor. The tunnel worm takes 1 round to chew through leather, 2 rounds for chain mail, and 3 rounds for plate mail. Once the armor is bitten through, the worm will automatically bite for damage per round. If the tunnel worm takes 15 or more points of fire damage, or if it loses more than 60% of its hit points, it will release its victim and retreat into its burrow, not attacking again unless cornered. Tunnel worm burrows are 2 feet in diameter. There may be treasure in its nest which was dragged in with a corpse.



WRAITH

Characteristics	Average	
STR	-	-
CON	-	-
SIZ	2d6+6	12
INT	2d6+6	12
POW	3d6	10
DEX	-	-
APP	-	-

MOVE: 10
Hit Points: POW
Damage Bonus: -

Attacks: Touch 50% 1d6 cold+1d2 POW+1d2 CON

Skills: Sense(life 100') 75%

Treasure Type: (E)

Armor: -

Note:

Wraiths are undead, similar in nature to wights, but they exist more strongly on the negative material plane. They are found only in dark and gloomy places, for they have no power in full sunlight. In addition to the chilling effect of its touch, a wraith drains life energy as well. Wraiths are not affected by sleep, charm, hold, or cold-based spells. Poison or paralyzation do not harm them. Holy water causes a wraith to suffer 2-8 hit points of damage for every vial full which hits it. Anyone hit by a wraith and fails a POW:POW resistance loses 1d2 POW and 1d2 CON. The effect lasts until the victim recovers the lost points through magical restoration. wraiths can only be hit by enchanted or blessed weapons, but also take 1/2 damage from silver weapons.





WYVERN

Characteristics		Average
STR	4d6+12	24
CON	2d6+12	21
SIZ	2d6+24	30
INT	1d6+3	6
POW	3d6	10
DEX	2d6+6	12
APP	-	-

MOVE: 8/14 fly
Hit Points: 25
Damage Bonus: +3d6
Attacks: Bite 50% 1D6+½ db, Sting 70% 1D6+ poison

Skills: Sense(smell) 50%, Fly 45%, Dodge 45%

Treasure Type: (E)

Armor: 1d6+1

Note:

Wyverns are dark brown to gray. Their eyes are orange or red. Wyverns are distantly related to dragons. These monsters also inhabit places favored by dragons - tangled forests, great caverns, and the like. They are rather stupid, but very aggressive, and wyverns will always attack. The wyvern bites and lashes with its sting-equipped tail at one or two opponents. Note that the tail is very long and mobile, easily striking over the back of the wyvern to hit an opponent before its front. The wyvern will both bite and sting in the same round. The attacks take place 5 DEX-ranks apart. The sting causes the target to make a 1/2 wyverns CON:CON resistance roll of die in 1d4 rounds unless remove poison magic is used.

XAG-YA and XEG-YI

Characteristics		Average
STR	3d6+9	18
CON	2d6+10	16
SIZ	2d6+9	15
INT	2d6+10	17
POW	2d6+9	15
DEX	3d6	10
APP	-	-

MOVE: 8

Hit Points: 15

Damage Bonus: +1d6

Attacks: Xag-Ya: Touch Attack 66% 1d6+6 electrical

Xeg-Yi Touch Attack 66% 1d6+6 cold

Skills: Search 50%, Fly 75%, Summoners Language 50%, Dodge 80%

Treasure Type: None(guarded)

Armor: special

Note:

Xag-ya are creatures from the Positive Material Plane, and xeg-yi are from the Negative Material Plane. They are much alike, being reverse images of each other. Xag-ya are silver and fiery. Their touch brings a surge, much like a bolt of lightning, that will cause combustion of highly flammable materials such as parchment, cloth, wood, etc. Every other round, a xag-ya can loose a bolt of energy that equals its touch up to 10 feet at a single target. The bolt heats metallic objects to glowing. Metallic items of magical nature do not heat if they succeed in making a HP:Damage resistance roll. Heated metal must be dropped and any worn discarded. Damage per segment of contact with such metal is 1-4 points. The touch of a black, lifeless xeg-yi causes cell death, life energy drain of a mild sort, and aging and rotting of such materials as are burned by xag-ya. Xeg-yi send identical tendrils of negative current which chill metal and inflict damage. Normal metal, magical properties, and magical metals which have not resisted the energy melt are lost. That which fails a CON:12 resistance against the negative current of xeg-yi



shatters or decays due to corrosion. Slaying either type of creature releases a burst of energy or negative force with a 10-foot radius. This release inflicts double damage (14-24) on all victims within its area of effect, 1/2 if a resistance roll is made. If a xag-ya and a xeg-yi should ever meet, they will rush together and destroy each other in a huge (30-foot radius) explosion which loses 28-48 points of damage (4d6+24) in the blast area. Only magic weapons will affect these creatures. Xag-ya are affected by magic created cold, xeg-yi by that created heat. Both sorts of creatures are subject to attack by disintegrate and magic energy. Negation and absorption are effective against the attack of xag-ya. A shield spell prevents the attack of either creature. A circle of protection (spell, magic circle, thaumaturgic triangle, or pentagram) will repulse attacks of either kind of creature. All other magic or spells, unless of one of the above sorts, have no effect except the following which can slay or return either creature to its own plane: abjure. Alter reality, banishment, dismissal. Undo Sorcery, holy (unholy) word, limited wish, plane shift, wish. Xag-ya and xeg-yi are often used as guardians of magic. They can be ensnared by magic summons and linked to an object. When the object is torn, broken, or opened without properly negating the summoning link, the xag-ya or xeg-yi appears and attacks all within a 30' radius of the object. Both creatures are spherical with many radiating, tentacle-like protrusions. Xag-ya have glowing golden eyes. Xeg-yi have dull metallic orbs.



XAREN

Characteristics		Average
STR	2d6+16	22
CON	2d6+10	16
SIZ	1d6+5	8
INT	3d6	10
POW	2d6+6	12
DEX	3d6	10
APP	-	-

MOVE: 6/4 burrow

Hit Points: 12

Damage Bonus: +1d4

Attacks: 3xClaw 55% 1+db, Bite 50% 3d4+db

Skills: Sense (metals 20') 100%, Hide 50%, Parry 45% (only biting a weapon)

Treasure Type: See below

Armor: 2d4

Note:

The xaren are relatives of the xorn. They exist on the Elemental Plane of Earth but enjoy travel to the Prime Material Plane to feed. Their favorite metals are iron, copper, silver, gold and electrum (in that order). Magic metal gives them 1 hit point permanently for every enchantment on an eaten item. Items that are not enchanted neither help nor harm a xaren unless they are aligned to harm neutral creatures. Total hit points can never exceed 25. Yet they will still crave magic metal and will be eager to obtain it. They are intelligent enough to realize the relationship between magic metal and their health. Xaren, like xorn, blend with rock-like surroundings and thus are very likely to surprise others in such a setting. They like to snack on metal, even in ore form, and they can smell or eat 20 feet and magic metal at 40 feet. They do not eat very much at a single meal, and metal weighing 5-8 pounds is quite enough to satiate one for 1-4 days. Xaren speak a bizarre tongue but telepathy or knowledge of tongues can aid one in understanding them. They will approach and seek a hand-out. They will become highly aggravated if they smell magic metal which is not offered to them; in such a situation they are 80% likely to attack. Failure to offer ordinary metal will produce an attack 40% of the time. Xaren are not harmed by fire and cold (even magical varieties) but lightning will deal out half or no damage (if resistance allowed and

successful). Move earth, flesh to rock and dig will kill them instantly. Rock to mud lowers their armor to 1d6 in 1 round, then armor 1d4 the next. Sharp weapons do only half-damage to xaren, but blunt weapons do full damage. If attacked with a magic weapon, a xaren is 40% likely to try to bite the weapon as a parry skill roll. A xaren bite will destroy any weapon utterly. Xaren can move to the Elemental Plane of Earth at will and can move through solid rock at 10' per round. It takes a xaren 1 full round to adjust its molecules so it can do this. Xaren who reside on the Prime Material Plane are usually near treasure or ore of some kind. They hoard treasure for emergencies and eat it only if no other metal is at hand. Treasure type is as follows: 40% for 2-200 of each Bronze, Copper, Silver, and Gold pieces; 20% for 1-8 gems (random) 10% for 1-2 magic items not made of metal. Occasionally non-metal magic items might be in their hoard. Their lair might be a room inside of solid rock, for they can burrow in rock. If this is the case (70% likely) it will not be very deep in the earth (only 10 feet or so). Xaren losing a melee will flee to their lair, and, if found there, escape to the Elemental Plane of Earth.

XILL

Characteristics		Average
STR	3d6	10
CON	1d6+12	15
SIZ	2d6+6	12
INT	2d6+6	12
POW	2d6+6	12
DEX	1d6+12	15
APP	-	-

MOVE: 12

Hit Points: 13

Damage Bonus: -

Attacks: Claw x2 80% 1d4+db+Wrestle,
2 weapons 80% base damage.

Skills: Dodge 80%

Treasure Type: C

Armor: 1d4

Note:

Xill are bipedal, flame-red creatures, with short, powerful bodies and four arms, all of which



can-wield weapons simultaneously. If unarmed, they fight with four claws. The xill has apparently only one aim in life - to produce young; the creatures are asexual and reproduce by producing eggs which must gain sustenance prior to hatching in the stomach of a living human or near-human. Thus they will try to snatch victims alive. Xill have the innate power of etherealness. They may transfer from the Ethereal to the Prime Material Plane in 5 DEX ranks, but the reverse process takes two melee rounds. A xill will usually initiate an attack by emerging suddenly from the Ethereal Plane near to a chosen victim, achieving surprise. In attacking, it will use two of its arms in an attempt to grapple its victim, while using the other two (which might carry weapons) to subdue. The grappling attacks are normal; both grappling arms must score a hit for the grapple to be successful, otherwise it is assumed that the victim has been able to avoid being grappled. However if the victim has previously been subdued, the grappling attack will always succeed in the next melee round. If the xill succeeds in grappling a victim, it will then inject

a paralyzing fluid into his bloodstream through its claws, (CON:CON resistance roll applicable) in the next melee round. Victims grappled thus have one melee round to break free before the fluid is injected, and they may attempt to do so by making a STR:STR roll and if the result is lower than the xill's strength, he has escaped from the clutches of the xill. In summary, the xill attempts to grapple and paralyze the victim, or to subdue and grapple him. Once either of these results has been achieved, it will attempt to become Ethereal (and its power to do so will extend to its

paralyzed/subdued victim) and carry the victim to its lair on the Ethereal Plane to inject the eggs. During this two-melee-round transitory period when the xill and its victim are turning ethereal, the xill cannot move, it is vulnerable to magic (i.e. its magic resistance is reduced to zero) and can be hit by weapons at -30% hit probability. When the transition is complete, however, the creature can only be attacked ethereally and its normal magic resistance of 70% is restored. If attacked in its lair on the Ethereal Plane, the

first priority of the xill will be to save and protect its young and to remove any egg-bound prisoners to a safe place, only then attacking the invaders. The xill eggs hatch after 1-4 days in the victim's stomach; for the next 2-8 days the larvae collectively inflict 1d4 hit points of damage on the victim per day as they mature, and they then emerge from the victim, killing him instantly, as 2-16 small xill which grow rapidly (1-4 hours) into full-sized creatures.

XORN

Characteristics	Average
STR	2d6+24 30
CON	2d6+12 18
SIZ	2d6+6 12
INT	3d6 10
POW	2d6+6 12
DEX	3d6 10
APP	- -
MOVE:	8
Hit Points:	15
Damage Bonus:	+2d6
Attacks:	3xClaw 60% 1d4, Bite 75% 2d6+db

Skills: Hide (in caves) 90%

Treasure Type: O,P,Q,XY,(Qx5)

Armor: 2d4+2

Note:

The xorn are a race of creatures found on the elemental plane of earth, but on rare occasions they will abide on the material plane for a time. When so doing, they seek deep subterranean places. Xorn feed on certain rare minerals which are the subject of their quest on the material plane. The jaws of xorn are very powerful, and as the creature blends with stone - both in color and conformation and as a physical capability- it is very likely to surprise any other creature. The xorn is likely to demand such metals as copper, silver, etc. to snack upon, and if a passing creature refuses, the xorn is 90% likely to try to take the metal by force, for it can smell such at 20' distance. Xorn can smell precious metals up to 100' away. They can take one round to meld with any stone and, after, move through stone at normal movement as if phasing. Xorn are immune to fire and cold attacks and electrical attacks do only 1/2 damage.



XVART

Characteristics	Normal		Leader	
	Average	Roll	Average	Roll
STR	3d6 10	2d6+6 12	3d6 10	2d6+8 14
CON	3d6 10	1d4+5 7	1d4+5 7	2d6+6 12
SIZ	1d4+3 5	2d6+6 12	2d6+6 12	3d6 10
INT	2d6+6 12	3d6 10	3d6 10	3d6 10
POW	3d6 10	3d6 10	3d6 10	3d6 10
DEX	3d6 10	3d6 10	3d6 10	3d6 10
APP	- -	- -	- -	- -

MOVE: 6
Hit Points: 8
Damage Bonus: -1d4
Attacks: By Weapon Base% +STR%, STRx2% for leader

Skills: Tribal Skills as NPC, Dodge DEXx3%

Treasure Type: K

K(Kx2)

Armor: -

Note:

These small humanoid creatures have bright blue skin and orange eyes. They usually wear loose cloth doublets. Xvarts are mediary between goblins and kobolds and will generally attack the latter. They fear humans and will only attack a human party if the xvarts are greatly in the majority. In every group of 20 xvarts there will be one carrying a net, used to entangle and hinder opponents in melee. If 100 xvarts are encountered, one will be a strong leader-type, Ordinary xvarts fight with short



swords or daggers; leaders use a hand ax, mace, flail or morning star with damage by weapon type. Though most xvarts are of warriors some will be shaman and have the ability to use sorcery. One or more tribal shamans will be found in a xvart lair. Xvarts speak their own language and are fluent in the goblin and kobold tongues. If encountered in their lair, there will always be a leader, 3-30 giant rats used as guardians and females and young equal to 120% and 200% of the number of males, respectively. Shamans and xvarts with magical abilities will be present in the appropriate proportions. Xvarts delight in taking prisoners for torture or ransom (or both). They have been known to assist or be assisted by were-rats in these endeavors. Their lair is usually in an underground cavern or deep in the heart of a forest.

YELLOW MUSK CREEPER

Characteristics	Average	
STR	2	2
CON	1d6+10	13
SIZ	1d4+20	22
INT	1	1
POW	3d6	9
DEX	-	-
APP	-	-
MOVE:	0	
Hit Points:	17	
Damage Bonus:	-	
Attacks:	Powder Puff 30% special	
Skills:	-	

Treasure Type: Incidental

Armor: 1d4-1

Note:

The yellow musk creeper is a large light green climbing plant with leaves like ivy, dark green buds, and flowers like those of an orchid, bright yellow in color with splashes of purple. Each plant will have 2-12 flowers and 14 buds; it extends over an area up to 20' square. Typically, the plant is found in soily areas underground, though specimens have been identified in the heart of thick forests. The creeper can climb up trees and rock faces with equal facility. It is sometimes planted deliberately in locations where it will 'guard' treasure. When approached within 10', the creeper will 'attack', the flowers

swaying in a hypnotic way before the face of the victim. A successful 'hit' indicates that one of the flowers has puffed a dust, smelling of musk, into the victim's face. The victim must then make a POW:10 resistance roll or be entranced and walk into the mass of the plant, resisting any attempt to restrain him and taking the remainder of the melee round to do so. Once the victim is in the heart of the plant, aerial roots attach to his skull (no 'to hit' roll required) and his brain is devoured at the rate of 1-4 intelligence points per round. Any hit on a root will cause it to release, but so many roots will be attached simultaneously that the intelligence drain cannot be prevented by such means. The only way to kill the creeper is to stab at its bulbous root which will be found buried in the earth 1' below the surface. The root will have various personal belongings of previous victims buried near it, since the creeper appears capable of scraping together enough soil from the area nearby to cover evidence of its previous 'successes'. The effects of the intelligence drain varies. If the drain in a given round reduces the victim's intelligence to zero or below, the victim dies, a bud flowers and a new bud appears. If the victim's intelligence is reduced to One Or becomes a yellow musk zombie (see Zombie, Yellow Musk for details). Each creeper will have one yellow musk zombie for every two flowers. Intelligence loss in those not killed or transformed into yellow musk creeper zombies is temporary and will be regained at the rate of one point sometimes per day of rest. A heal spell cast on the victim will restore all lost intelligence points immediately.



YELLOW MUSK ZOMBIE

Characteristics		Average
STR	*	*
CON	*	*
SIZ	*	*
INT	1d2	2
POW	*	*
DEX	*	*
APP	*	*

MOVE: ***Hit Points:** ***Damage Bonus:** ***Attacks:** By weapon type Base+20%**Skills:** -**Treasure Type: Incidental****Armor:** ***Note:**

Yellow musk zombies are victims of the yellow musk creeper whose intelligence has been reduced to 1 or 2 points. When this takes place, the victim becomes mindless, his skin turns yellow and his eyes become fixed and glazed. The plant then injects a seed into the victims skull, where it germinates. The victim is now under the plants control. The zombie will fight on the plants behalf and try to find more victims for it. Yellow musk zombies retain the same hit points, armor, weapons and belongings as they had prior to their 'capture'; however in melee they attack as mindless using only the weapons base +2d10%. They will not be able to use any of the spells, skills, or abilities they controlled when 'alive' though strength bonuses and penalties still apply. They serve the plant for two months before drop lifeless in some quiet corner, unless they are killed beforehand. In either case, the implanted seedling sprouts from the decaying corpse, growing quickly (within an hour after 'death') into a new yellow musk creeper. A yellow musk zombie is not true undead and thus cannot be affected by spells aimed at undead. However, like undead, it is immune to the effects of all mind-influencing spells such as charm, hold, illusion, sleep and so forth. A yellow musk zombie can be cured of its affliction by the death of its master plant and the use of neutralize poison and heal cast on the creature in either order, one spell immediately after the other. The victim will thus be restored

to his former self, though he will need four weeks rest before his original characteristics are restored.

YETH HOUND

Characteristics	Average
STR	14
CON	14
SIZ	18
INT	4
POW	11
DEX	10
APP	-

MOVE: 8/9fly**Hit Points:** 16**Damage Bonus:** +1d4**Attacks:** Bite 35% 1d4+db**Skills:** Sense(smell) 65%, Listen 70%, Dodge 75%**Treasure Type: Incidental****Armor:** 1d4+1**Note:**

The hideous monster hounds known as yeth are found only in the wildest, most remote places. They lair in subterranean dens until the clean sunlight fades and they can come forth to hunt. They will devour any warm-blooded prey but vastly prefer demihumans, brownies, and the like. Yeth hounds make a ghastly baying which can be heard for a mile or more. Creatures within 90' must make a POWx5 roll or flee in panic, as terror spell-usually to be pulled down and gnawed to death by the ferocious pack. Yeth hounds can be struck only by silver or magic weapons. As yeth hounds have the magical ability to fly and enjoy service to such creatures as night hags, evil humans, and the like, they will often be encountered cooperating with some sort of evil huntsmen. Of course, such things as will hunt with yeth are not subject to fear from their dreadful baying. Yeth hounds appear to be huge dogs of dull black color. Their heads have an almost human appearance, and their ears are horn-like. Their eyes glow a cherry red color.



YETI

Characteristics		Average
STR	2d6+6	12
CON	2d6+8	14
SIZ	2d6+18	24
INT	3d6	10
POW	3d6	10
DEX	3d6	10
APP	-	-

MOVE: 12
Hit Points: 19
Damage Bonus: +1d6
Attacks: 2xClaw 1d4+½ db

Skills: Climb 50%, Hide(in snow)75%, Sense (smell) 45%

Treasure Type: D

Armor: 1d4

Note:

These bulky, 300+ pound, creatures are covered in long white fur. Their eyes are pale blue or almost colorless. Their claws and teeth are ivory white.

Inhabiting only regions of icy cold, yeti are seldom encountered by warm-blooded mankind. Those who do have the misfortune to stumble upon these monsters seldom live to tell the tale, for yeti are very fond of human flesh.

Yeti attacks with two clawing strikes, and if any one of these attacks succeeds with a score of special or critical the yeti has grabbed and squeezed his opponent for 2d8 points of additional damage from the chill of the creature. Worse still, if the creature surprised an opponent, a CON:10 resistance roll must be made, or the victim has looked into the creature's eyes and is

rigid with fright for 3 melee rounds and can be automatically struck twice and squeezed by the yeti.

**The Yuan-ti**

Inhabitants of tropical jungles and caves located in them, the yuan ti are a degenerate and corrupt race of creatures who were once human. All are devout demon worshipers who have a high regard for all kinds of reptiles. Through dark and unknown practices, their blood has become fouled and they produce monstrosities. There are 3 types of yuan ti: pure-bloods, half-breeds, and abominations. Pure-bloods are the weakest of the yuan ti. They are human in appearance, except for some slight differences, such as scaly hands, a forked tongue, or a somewhat reptilian look about them. They are able to pass as humans 80% of the time. Pure-bloods normally handle affairs with the outside world and may travel far and wide doing so. Half-breeds are highly

distinctive. Some part of one's body is that of a snake, while the rest is human. Appearance may be determined by the table below (rolling once or twice), or the DM may select the changes.
 1 = Snake head 2 = Torso can bend and move like a snake's 3 = No legs, torso ends in a snake's tail * 4 = Has snakes instead of arms 5 = Body is covered by scales 6 = Snake tail is growing from backside

If any combination seems impossible or unworkable, the result should be ignored. The DM may also create other results involving snakes and humans. In attacks, a half-breed with a snake-head will bite for 1d6+DB points of damage, one with snake-headed arms will bite for 1d2+DB points, and one with a tail will constrict for 1d2+1/2 DB. Otherwise the yuan ti will be able to handle weapons as normal humans. All snake parts will have an armor of 4. Abominations are the strongest of the yuan ti. In appearance they are often confused with nagas and other snake creatures. Abominations are either totally snake-like or have only 1 human feature, such as a head or arms. Their bite (unless from a human head) will do 1-10 points of damage. All yuan ti with human legs may MOV 8. Those with snake bodies MOV 6* per turn and are able to coil around pillars, and the like. (Climb 75%) Human-headed yuan ti are able to cast the following spells once per day: Terror, darkness within a 15-foot radius, snake charm, stick to snakes, neutralize poison, suggestion, and polymorph other. Yuan ti speak their own language. They may also speak with

any snake or snake-like monster. Those with human heads also speak Common.

YUAN TI

Characteristics	Pureblood		Half-Breed		Abomination	
	Average	Roll	Average	Roll	Average	Roll
STR	2d6+8	14	2d6+10	16	2d6+10	16
CON	2d6+10	16	2d6+11	17	2d6+13	19
SIZ	2d6+9	15	2d6+10	16	2d6+12	18
INT	2d6+12	18	2d6+10	16	2d6+8	14
POW	2d6+6	12	3d6	10	3d6	10
DEX	2d6+6	12	3d6	10	3d6	10
APP	2d6+5	11	-	-	-	-

MOVE: Pureblood: 8, Half-Breed: 8, Abomination: 6
Hit Points: Pureblood: 15, Half-Breed: 16, Abomination: 18
Damage Bonus: Pureblood: +1d4, Half-Breed: +1d4, Abomination: +1d6

Attacks: **Pureblood:** By weapon at Base+2d10%
Half-Breed: Snake arms 50% 1+db, Bite 50% 1d6+db, or by weapon at Base+STR+2d10%

Abomination: Bite 75% 1d6+db, or by weapon base+STR+4d10%

Skills: **Pure Blood:** As NPC tribal skills, Dodge DEXx3

Half-Breed: Craft(any)50%, Dodge 50%, Sense(smell) 35%

Abomination: Dodge 75%, Sense(smell) 35%, Track 45%

Treasure Type: C

Armor: Pureblood: 1, Half-Breed: 1d4, Abomination: 1d4+1

Note:





ZOMBIE

Characteristics	Standard		Juju	
	Average	Roll	Average	Roll
STR	4d6	12	2d6+12	18
CON	4d6	12	2d6+10	16
SIZ	2d6+6	12	2d6+6	12
INT	-	-	4	4
POW	-	1	4	4
DEX	2d6	6	3d6	10
APP	2d4	4	2d4	4

MOVE:	5	6
Hit Points:	12	14
Damage Bonus:	-	+1d4
Attacks:	Claw STRx3% 1d4+db, by weapon at base+STR, Bite STRx3% 1d4+db	
Skills:	Sense(movement) 35%	

Treasure Type: None

Armor: 1d2 or armor worn

Note:

Zombies are magically animated corpses, undead creatures under the command of the evil magic-users or clerics who animated them. These creatures follow commands - as spoken on the spot or as given previously - of limited length and complication (a dozen words or so). Zombies are typically found near graveyards, in dungeons, and in similar charnel places. Zombies are slow, always striking last, but always doing 1-8 hit points of damage when they hit. They always fight until destroyed and nothing short of a cleric can turn them back. Sleep, charm, hold and cold-based spells do not affect zombies. Holy water vials score 2-8 hit points of damage for each one which strikes.

Juju zombies are created by sorcerers who drain all life levels from humans or man-sized humanoids by means of an energy drain spell. Although they are "programmed" as are regular

zombies, they are superior in every way. They have a better armor, move quickly (even under water, for they do not breathe), climb like thieves, and attack with great force. A juju zombie can hurl weapons or discharge a bow or crossbow. Because they exist in part on the Negative Material Plane, juju zombies can be hit only by magic weapons. Because of their undead nature, piercing or blunt weapon attacks do only one-half normal damage. Only cleaving weapons do normal damage, ie., axes, broad and bastard or two-handed swords, bardiches, halberds, or voulges and similar weapons. Juju zombies are unaffected by all dweomers which affect the mind, illusion, charms, holds, etc., as well as poison, electricity, death, and cold spells. Fire has only one-half normal effect. Acid and holy water have full normal effects. A juju zombie appears to be an ordinary zombie, although its flesh is less rotted and has a gray color and is leathery and hard. A hateful light burns in the monster's eyes, as it realizes its condition and wishes to destroy living things.



ZORBO

Characteristics	Average
STR	10
CON	15
SIZ	4
INT	3
POW	11
DEX	12
APP	-

MOVE: 5/3 climb
Hit Points: 9
Damage Bonus: -1d4
Attacks: 2xClaw 42% 1d6+db

Skills: Climb 50%, Listen 45%

Treasure Type: None

Armor: -

Note:

This carnivorous beast likes human and demi-human flesh. A zorbo has no natural armor and -1d4 damage bonus when first encountered, but it can absorb the natural armor (hardness) of its surroundings in one round: earth = Armor 1d4-1; wood = Armor 1d4+2; metal = Armor 1d6+3; stone = Armor 1d6+5. This new armor rating lasts 10 rounds and also gives the zorbo a damage bonus equal to its new armor rating. When a zorbo hits an opponent it can absorb the armor and defensive bonuses of 1 random protective item (armor, shield, ring of protection, etc.), turning that item to dust (no resistance!). If this would make the zorbo's current armor class worse, the item is destroyed, but the armor rating is not absorbed. For example, if a zorbo is attacked in a cave and on the 1st round absorbs the armor rating of stone, this gives it armor 1d6+5 and a damage bonus of armor class 1d6+5. The next round it hits and absorbs its opponent's magic shield of Fire Resistance. This gives it a new armor rating of 1d6+6 (+1 because the shield is magic), it now gains the same resistance to fire, and a damage bonus of +1d6+6. The 3rd round it hits the opponent's leather and rings (1d6 armor) it turns to dust but does not change the zorbo's armor rating or damage bonus because it is less than current.

**ZYGOM**

Characteristics	Average
STR	-(or host)
CON	13(or host)
SIZ	-(or host)
INT	-
POW	1(or host)
DEX	-(or host)
APP	-(or host)

MOVE: 1(or host)
Hit Points: 6(or host)
Damage Bonus: -(or host)
Attacks: By host type

Skills: -

Treasure Type: by host

Armor: By host type

Note:

Zygoms are small individual fungoid growths which consist of a short, thin stem with an ovoid cap. One or 2 dozen such growths are joined by a rhizome structure to form a singular communal creature, a zygom. Although able to exist in earth, zygoms prefer to infest living flesh and nourish themselves on the host's blood and tissue. This infestation controls the host creature by brain and nerve connections. It leads to death in 1-8 weeks, depending on the size and constitution of the host creature (1 day per point of SIZ and CON of host +2 days). The zygom remains until the whole of the dead body is consumed and then moves on. As host creatures are controlled, they move, attack, and defend according to the dictates of the possessing zygoms. Infestation is typically on head, neck, and back (spinal) areas. Typical host creatures are: ants (giant), rats (giant), osquips, and



occasionally small humanoids. Whenever a colony of zygom comes into rough contact with any creature, there is a 1 in 6 chance that the pale blue "milk" of a broken cap will stick fast to the creature. This milk is extremely sticky, and it has the power to glue materials together for 2-5 days before the substance dries and crumbles. If glued to flesh, a colony of zygom spores will infect the creature and begin growth

by the time the glue powders, allowing the zygom to infest and control the host. Only a cure disease will remove infestation. Zygom glue can be otherwise embarrassing, for it will stick weapons to targets, creatures to creatures, etc. As zygom have fungoid intelligence which is totally alien to humans, no magic affecting the mind-beguiling, charming, dominating, holding, hypnotizing, etc., will affect them.



Well, that's all I've got for ya....for now. I hope you found something precious for your campaign!

This is a conversion of old school Monster Manuals combined into one big damn collection. None of the art is open license nor free to use. None of the art is mine, though some was edited to fit and make sense. It is all done by people around the internet FAR more talented than myself. This work is not for sale and I've accepted no reimbursement of any kind for its creation.

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TREASURE TYPES TABLE

Treasure Type	100x Copper	100x Bronze	50x Silver	20x Gold	10x Platinum	Gems	Jewelry	Magic
A	1d6 (25%)	1d6 (30%)	1d6 (35%)	1d10 (40%)	1d4:25%	4d10 (60%)	3d10 (50%)	Any 1d3 (30%)
B	1d8 (50%)	1d6 (25%)	1d4 (25%)	1d3 (25%)	-	1d8 (30%)	1d4 (20%)	1 weapon or armor (10%)
C	1d12 (20%)	1d6 (30%)	1d4 (10%)	-	-	1d6 (25%)	1d3 (20%)	Any 1d2 (10%)
D	1d8 (10%)	1d12 (15%)	1d8 (15%)	1d6 (50%)	-	1d10 (30%)	Any 2 (15%)	Any 2 +1 potion (15%)
E	1d10 (5%)	1d12 (25%)	1d6 (25%)	1d8 (25%)	-	1d12 (15%)	1d8 (10%)	Any 3 +1 scroll (30%)
F	-	1d20 (10%)	1d12 (15%)	1d10 (40%)	1d8 (35%)	3d10 (20%)	1d10 (10%)	Any 3 +1 potion & scroll (30%)
G	-	-	-	10d4 (50%)	1d20 (50%)	5d4 (30%)	1d10 (25%)	Any 4 +1 scroll (35%)
H	5d6 (25%)	1d100 (40%)	10d4 (40%)	10d6 (55%)	5d10 (25%)	1d100 (50%)	10d4 (50%)	Any 4 +1 potion & scroll (15%)
I	-	-	-	-	3d6 (30%)	2d10 (55%)	1d12 (50%)	Any 1 (15%)

Treasure Type	Pieces per Individual Copper	Pieces per Individual Bronze	Pieces per Individual Silver	Pieces per Individual Gold	Pieces per Individual Platinum	Gems	Jewelry	Magic
J	3d8	-	-	-	-	-	-	-
K	-	3d6	-	-	-	-	-	-
L	-	-	2d6	-	-	-	-	-
M	-	-	-	2d4	-	-	-	-
N	-	-	-	-	1d6	-	-	-

Treasure Type	100x Copper	100x Bronze	50x Silver	20x Gold	10x Platinum	Gems	Jewelry	Magic
O	1d4 (25%)	1d3 (20%)	-	-	-	-	-	-
P	-	1d6 (30%)	1d2 (25%)	-	-	-	-	-
Q	-	-	-	-	-	1d4 (50%)	-	-
R	-	-	-	2d4 (40%)	4d8 (55%)	1d12 (45%)	-	-
S	-	-	-	-	-	-	-	2d4 Potions (40%)
T	-	-	-	-	-	-	-	1d4 Potions (50%)
U	-	-	-	-	-	10d8 (90%)	5d6 (80%)	Any 6 but potions/scrolls (70%)
V	-	-	-	-	-	-	-	Any 10 but potions/scrolls (85%)
W	-	-	-	5d6 (60%)	1d8 (15%)	10d8 (60%)	5d10 (50%)	1 map (55%)
X	-	-	-	-	-	-	-	Any 1 +1 potion (60%)
Y	-	-	-	2d6 (70%)	-	-	-	-
Z	1d3 (20%)	1d4 (25%)	1d4 (25%)	1d4 (30%)	1d6 (30%)	10d6 (55%)	5d6 (50%)	Any 3 (50%)



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