

Adventures Dark and Deep™ Bestiary



By Joseph Bloch

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Adventures Dark and Deep

Bestiary

Being a collection of creatures mundane and wondrous suitable to play the game.

Authored by Joseph Bloch

Based on and/or inspired by the original work of E. Gary Gygax, David Arneson, David "Zeb" Cook, Monte Cook, Jeff Grubb, Robert Kuntz, Kim Mohan, Dave Newton, Douglas Niles, Jon Pickens, Jonathan Tweet, James Ward, Skip Williams, and Steve Winter.

Visit the official Adventures Dark and Deep website at www.adventuresdarkanddeep.com

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Introduction

ADVENTURES DARK AND DEEP is a fantasy role-playing game. One player, the game master, designs the world in which the other players find themselves. The players set forth to explore the world and its locales, encountering its various creatures and other inhabitants, engaging in acts of derring-do and hopefully coming away with rich treasures and tales to astound the folks back at the tavern. Eventually they can work their way up to becoming Lords and Ladies themselves, ruling their own lands and setting the stage for the next generation of adventurers.

This book contains a variety of different creatures, people, and beings with whom the players in the game can have their characters interact. Such interactions are the spice of the game, bringing it from the mundane realm into the fantastic.

How to Read a Creature Entry

A typical entry in this book will consist of a block of numerical or other statistics, followed by text explaining the creature's general nature, how it performs in combat, and what it looks like. The block will have the following entries.

Number
Morale
Hit Dice
Armor Class
Move
Magic Resistance
No. of Attacks
Damage
Defenses
Attacks
Size
Intelligence
Alignment
Treasure Type
Treasure Value
Magical Treasure
X.P. Value
Turn as Type

Number is the number of creatures that will usually be encountered. Note that if the game master says there are a different number of some creature in a particular area, or in a particular encounter, then so be it. The numbers are given only as guidelines (which is something that can apply to most of the information herein).

Morale is the modifier the creature uses when making a morale check. A plus is a bonus (indicating the creature is particularly brave or savage), while a minus is a penalty (indicating the creature is easily frightened, normally pacifistic, etc.). A few creatures will have a modifier of n/a, which indicates they never fail a morale check, no matter what.

Hit Dice is the number of dice, and what type, should be rolled for each individual creature to determine its hit points. This will also determine what column the creature will use when in combat. In cases where a monster entry is also a race that can be used for player characters, the hit dice listed should be abandoned in favor of the hit dice for the particular character class, both for player characters and non-player characters.

Armor Class is self-explanatory. Note that most creatures will not actually be wearing armor unless specified in the text.

Move is the speed of the creature, given in feet per minute. If the creature has a special means of locomotion (swimming, flying, etc.) that will also be given. For flying creatures, their maneuverability class is also given (perfect, good, average, poor, or clumsy).

Magic Resistance is the chance that a given creature will be able to ignore magic spells cast specifically upon it. It does not apply to spells that effect an area (such as *fireball* or *earthquake*), but it can be used by a creature to overcome spells cast on a specific object, such as *hold portal*. Note that magic resistance is in addition to any other saving throws to which the creature is entitled.

No. of Attacks is the number of times the creature can strike in a single round of combat. Usually (but not always) if a creature has more than one attack, they will be used against the same target.

Defenses are special defenses that the creature possesses. They can be magical in nature or not, and will be fully explained in the text, if needed. It is not related to armor class (unless specified in the text).

Attacks are special attacks that the creature possesses. They also can either be magical or mundane, and explanations will be given in the text if needed. It is not related to the regular attacks that a given creature gets (unless otherwise specified). Note that a creature with a magical ability will usually not be able to use that ability more than once per round, and if able to use more than one, must choose which one to use in a given round.

Size is the size category of the creature, which is used in a number of different capacities, such as determining how much damage a weapon does. The actual size of the creature (in feet) is usually also given. Note that these represent typical sizes; specimens larger or smaller can also be encountered.

Intelligence is the intelligence score of the creature. This is exactly the same as that described in the Adventures Dark and Deep Players Manual.

Alignment is the moral alignment of the creature, as described in the Players Manual. Most animals and unintelligent monsters will be neutral, not out of any moral conviction, but merely indicating a lack of any moral awareness at all.

Treasure Type and **Treasure Value** are described in the Adventures Dark and Deep Game Masters Toolkit. Note that this does not change if you are using treasure method I or II, as described therein. Bear in mind that the treasure value is given for the maximum number of creatures. If an encounter has fewer than the maximum number of creatures, the overall treasure value should be lowered proportionally. The breakdown of treasure type is as follows:

Treasure

type	Sundries	Luxuries	Art	Jewelry	Gems	Coins
I	100%	0%	0%	0%	0%	0%
II	75%	15%	0%	5%	0%	5%
III	50%	25%	5%	10%	5%	5%
IV	25%	35%	10%	15%	5%	10%
V	10%	45%	10%	20%	5%	10%
VI	5%	55%	0%	25%	5%	10%
VII	0%	20%	20%	25%	25%	10%
VIII	0%	20%	30%	25%	15%	10%
IX	0%	20%	40%	10%	5%	25%
X	0%	0%	50%	0%	0%	50%
XI	0%	0%	0%	25%	0%	75%
XII	0%	0%	0%	0%	0%	100%
XIII	0%	0%	0%	0%	100%	0%
XIV	0%	0%	0%	0%	75%	25%
XV	0%	0%	0%	50%	25%	25%
XVI	0%	0%	0%	0%	25%	75%
XVII	0%	0%	0%	50%	50%	0%
XVIII	0%	10%	0%	10%	30%	50%

Magical Treasure is the chance of the creature possessing a magic item or items. Each relevant type of item is listed with the number potentially found, plus a percentage chance that the group of creatures will possess them (not each creature in the group, unless noted). Refer to the treasure tables in the Game Masters Toolkit to determine the specific treasure the creature possesses. Remember that intelligent creatures won't keep their magical items locked away in a treasure chest- they will use them!

X.P. Value is the number of experience points that all those involved in defeating a creature earn. Note that "defeating" is not the same as killing; it is very possible to force a creature to surrender, and earn the full x.p. value. Avoiding a creature, by either fooling it and stealing its treasure, evading a pursuing creature, etc. should earn from 25%-50% of the total, depending on the circumstances and difficulty.

Turn as Type refers to the clerical ability to turn undead. Only those creatures which can be turned will have this entry.

Wilderness and Dungeon Monster Descriptions

A

Anhkheg

Number	1d6
Morale	+4
Hit Dice	3d12 - 8d12 (see below)
Armor Class	2 (underside 4)
Move	120' (60' burrowing)
Magic Resistance	Standard
No. of Attacks	1
Damage	3d6 (+ 1d4)
Defenses	Standard
Attacks	Squirt acid
Size	L (10'-20' long; see below)
Intelligence	0
Alignment	Neutral
Treasure type	VII
Treasure value	4d6x1,000
Magical treasure	1d2 items (40%)
X.P. Value	See below

General: The anhkheg is a giant burrowing insect that supplements its usual diet of minerals with the flesh of both animals and humans. They are usually found either in wooded locales or in well-tilled fields. The size of the creature, while always large, can vary considerably.

Die roll (d6)	Hit dice	Size	X.P. Value
1	3d12	L (10')	85 + 4/h.p.
2	4d12	L (12')	130 + 5/h.p.
3	5d12	L (14')	225 + 6/h.p.
4	6d12	L (16')	350 + 8/h.p.
5	7d12	L (18')	550 + 10/h.p.
6	8d12	L (20')	900 + 12/h.p.

Combat: The anhkheg's favorite tactic is to lie in wait some 5-10' beneath the surface, then suddenly erupting from beneath passing prey. It bites with its strong mandibles for 3-18 h.p. of damage per round, holding and continuing to squeeze anything unfortunate enough to be caught in its grip. After the first round, it begins to secrete acidic digestive enzymes through its mandibles for an additional 1-4 h.p. of damage (the beast does not need to roll again "to hit" once it has grasped a victim thus). In extremis, the anhkheg can squirt a great jet of its acid some 30' once every six hours; this jet will cause 8d4 h.p. of damage to anything in range, with those who make a saving throw vs. breath weapon only taking half damage.

Description: the anhkheg appears as a long segmented stick-insect with enormous antennae and many pairs of legs. The upper portion of its shell is brown, while the underside is pink.

Ant, Giant

	Worker	Warrior	Queen
Number	See below	See below	1
Morale	+2	+6	+4
Hit Dice	2d6	3d8	10d6
Armor Class	3	3	3
Move	180'/min.	180'/min.	0
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	0
Damage	1d6	2d4	n/a
Defenses	None	None	None
Attacks	None	Poison sting	None
Size	S (2')	S (3')	M (6')
Intelligence	1	1	1
Alignment	Neutral	Neutral	Neutral
Treasure Type	None	None	Qx3, S
Treasure Value	n/a	n/a	3d10x10
Magical Treasure	None	None	2d4 potions (40%)
X.P. Value	20 + 2/h.p.	40 + 3/h.p.	0

General: When encountered, there will be 1d100 giant ants, all of which will be workers. There is a 10% chance that a nest will be encountered, and if that is the case double the number will be encountered, and there will be a queen and 20% of the total number will be warriors. Any treasure will be in the queen's chamber in the nest, and the egg chamber will be protected by 5d10 workers and 5 warriors. (There is no market for giant ant eggs.)

Combat: If the warrior ant hits with its mandibles, it will attempt to sting the victim as well; if the victim makes his saving throw, he takes 1d4 h.p. of damage, but if he fails, he takes 3d4 h.p. The queen is immobile and does not attack, but if she is slain the entire nest will become confused and the warriors and workers will wander off in 5 to 10 minutes.

Description: Giant ants look like enormous black ants with large mandibles. The queens have wings, but they cannot fly in practice.

Ape

	Carnivorous	Gorilla
Number	2d4	1d4
Morale	+5	+3
Hit Dice	5d10	4d10
Armor Class	5	6
Move	120'/min.	120'/min.
Magic Resistance	Standard	Standard
No. of Attacks	3	3
Damage	1d4/1d4/1d8	1d3/1d3/1d6
Defenses	None	None
Attacks	Rend	Rend
Size	L (7')	M (6')
Intelligence	7	6
Alignment	Neutral	Neutral
Treasure type	IV	None
Treasure value	4d6x100	n/a
Magical treasure	2 items (10%)	None
X.P. Value	170 + 5/h.p.	130 + 5/h.p.

General: Apes are generally found in forested or jungle regions. Baboons are gentle herbivores that form large troops. Carnivorous apes are aggressive and actively hunt for human flesh. Gorillas are not normally

aggressive and will avoid contact with people, but if provoked or cornered can be fierce opponents.

Combat: Apes normally fight with a claw/claw/bite attack. If both claws hit an opponent, the carnivorous ape will do 1d8 h.p. of additional damage and the gorilla will do an additional 1d6 h.p. The carnivorous ape is both intelligent and cunning, and due to its superior senses has a +1 bonus to surprise rolls.

Appearance: Carnivorous apes are both large and fierce looking, with long claws on all its digits and long fangs. They have their own, rudimentary, language. Gorillas are fur-covered humanoids that walk on their knuckles, and are broad-chested.

B

Badger

	Regular	Giant
Number	1d4+1	1d4+1
Morale	+4	+5
Hit Dice	1d10	3d8
Armor Class	4	4
Move	60'/min., 30'/min. (burrowing)	60'/min., 30'/min. (burrowing)
Magic Resistance	Standard	Standard
No. of Attacks	3	3
Damage	1d2/1d2/1d3	1d3/1d3/1d6
Defenses	None	None
Attacks	None	None
Size	S (3')	M (6')
Intelligence	3	3
Alignment	Neutral	Neutral
Treasure type	None	None
Treasure value	n/a	n/a
Magical treasure	None	None
X.P. Value	20 + 2/h.p.	35 + 3/h.p.

General: Badgers and their giant cousins are burrowing mammals noted for their ferocity and tenacity. Their pelts can be sold for 20 g.p.

Combat: Badgers will ferociously defend themselves and their young. They attack with their fore claws and bite.

Appearance: Badgers are low mammals with black and white fur.

Banshee

Number	1
Morale	+5
Hit Dice	7d8
Armor Class	0
Move	150'/min.
Magic Resistance	9
No. of Attacks	1
Damage	1d8
Defenses	+1 or better weapon to wound
Attacks	See below
Size	M
Intelligence	16
Alignment	Chaotic evil
Treasure type	VIII
Treasure value	2d4+1x1,000
Magical treasure	1d3 items (15%)
X.P. Value	2,450 + 10/h.p.
Turn as Type	IX

General: Sometimes known as a groaning spirit, the banshee is the spirit of an evil female elf. As such they are relatively rare in the surface world, but common in the underworld where dark elves are to be found. On the surface they are usually found in remote desolate wildernesses. They are incorporeal undead.

Combat: In combat, the banshee attacks with a chilling touch. However, it also has its feared wail, which causes death to all within a 30' radius unless a saving throw vs. death is made. The banshee's wail can only be used once per day, and only in darkness. The sight of a banshee will cause *fear* for 2d6 rounds in all those who see it who fail a saving throw vs. spells. Banshees are immune to cold or electrical based attacks, and being undead are also immune to *charm*, *sleep*, *hold*, etc. spells. An *exorcism* spell will kill a banshee.

Appearance: Banshees appear as translucent elf-women, often quite lovely, until their fearsome wail is heard, at which time their face transforms to a vision of evil and ugliness.

Basilisk

	Regular	Greater
Number	1d4	1d2
Morale	+2	+5
Hit Dice	6d10	10d10
Armor Class	4	2
Move	60'/min.	60'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	3
Damage	1d10	1d6/1d6/2d8
Defenses	None	+1 to surprise rolls
Attacks	Petrifying gaze	Petrifying gaze, poison
Size	M (7' long)	L (12' long)
Intelligence	1	6
Alignment	Neutral	Neutral evil
Treasure Type	VII	VII
Treasure Value	1d8+3x1,000	3d4x10,000
Magical Treasure	1d6 items (10%)	1d6 items (10%)
X.P. Value	1,000 + 8/h.p.	3,000 + 14/h.p.

General: The basilisk is a greatly feared creature because of its deadly gaze. It has a very slow metabolism, however, which causes it to be quite slow and lethargic.

Combat: Although the basilisk can inflict a dangerous bite from its heavy toothy jaws, its real danger stems from its magical gaze. Anyone looking into the eyes of a basilisk will be turned to stone (save vs. petrification upon initial meeting, plus each round of combat, to avoid being petrified). The gaze of the creature extends into both the ethereal and astral planes. Ethereal creatures will be turned into ethereal stone, while astral creatures within the range of the basilisk's gaze will simply be slain. The gaze of the creature can be reflected back upon it in a mirror if there is sufficient light (several bright torches), but the beast itself is allowed a saving throw. Note that greater basilisks can only have their gaze reflected back if the reflector is within 10', as they are nearsighted.

Greater basilisks attack with their front claws and their bite. Their claws bear a weak poison (save vs. poison with a +4 bonus or die), and their breath is also poisonous (all within 5' of the mouth must save vs. poison with a +2 bonus or die; creatures must make a saving throw each round they are so exposed).

Appearance: The basilisk appears as a long, low reptile with eight legs and a horn upon its nose. It has a large mouth with lots of sharp teeth. It is brown on top and yellowish on its belly.

Bear

	Black	Brown
Number	1d3	1d6
Morale	-2	+2
Hit Dice	3d10	5d12
Armor Class	7	6
Move	120'/min.	120'/min.
Magic Resistance	Standard	Standard
No. of Attacks	3	3
Damage	1d3/1d3/1d6	1d6/1d6/1d8
Defenses	None	None
Attacks	Hug for 2d4	Hug for 2d6
Size	M (6')	L (9')
Intelligence	3	3
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	85 + 4/h.p.	300 + 6/h.p.

General: All bears are omnivorous and have outstanding hearing and sense of smell, but poor eyesight. Black bears are not usually aggressive, but brown bears are (Grizzly bears are an exceptionally aggressive type of brown bear).

Combat: Bears strike with their massive paws as well as a powerful bite. If a bear manages to hit a target with a natural 18 or better with one or both of its paws, it will catch the prey in a grip and squeeze. Brown bears will do 2d4 h.p. from this hug, while black bears do 2d6. The hug only lasts that round, but hugs on subsequent rounds are possible. Brown bears can fight for 1d4 minutes after being brought to negative hit points, but will instantly die if brought to -9 or less.

Appearance: Bears are large furry mammals. They walk on all fours, but can stand upright to reach things.

See also: cave bear (p. 108).

Beaver, Giant

Number	1d4x10
Morale	±0
Hit Dice	4d8
Armor Class	6
Move	60'/min., 120'/min (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	4d6
Defenses	None
Attacks	None
Size	M (6' long)
Intelligence	7-9
Alignment	Neutral
Treasure type	IV
Treasure value	4d6x100
Magical treasure	1d2 items (10%)
X.P. Value	60 + 4/h.p.

General: The giant beaver is an intelligent and harmless creature. They have their own language, and will sometimes accept gold and other treasure in exchange for favors or work. They will generally flee from any hostile creatures, but if their enormous dams (and the kits they contain) are threatened they will fight fiercely to protect their young. They will build large dams of logs and mud, creating or enlarging lakes in some cases. The hide of the giant beaver is worth 5d4x100 g.p., and the young (under 8 h.p.) are worth 150 g.p. per h.p.

Combat: Giant beavers attack with their vicious bite. They are not normally aggressive except when protecting their young.

Appearance: Giant beavers appear much as ordinary beavers, with intelligent eyes and clever hands. They communicate danger to their fellows with tail-slaps on the water in which they sport.

Beetle, Giant

	Bombardier	Boring	Fire
Number	3d4	3d6	3d4
Morale	+1	-1	-2
Hit Dice	2d10	5d8	1d10
Armor Class	4	3	4
Move	90'/min.	60'/min.	12'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	2d6	5d4	2d4
Defenses	Stun	None	None
Attacks	Acidic vapor	None	None
Size	M (4' long)	L (9' long)	S (2' long)
Intelligence	0	1	0
Alignment	Neutral	Neutral	Neutral
Treasure Type	None	VI	None
Treasure Value	n/a	7d6x1,000	n/a
Magical Treasure	None	2d4 potions (40%), 1d4 scrolls (50%)	None
X.P. Value	105 + 3/h.p.	90 + 5/h.p.	20 + 2/h.p.

	Rhinoceros	Stag
Morale	-3	+2
Hit Dice	12d8	7d8
Armor Class	2	3
Move	60'/min.	60'/min.
Magic Resistance	Standard	Standard
No. of Attacks	2	3
Damage	3d6/2d8	4d4/1d10/1d10
Defenses	None	None
Attacks	None	None
Size	L (12' long)	L (10' long)
Intelligence	0	0
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	2,150 + 16/h.p.	400 + 8/h.p.

General: Beetles are in general mindless eating machines. Their eyesight and hearing is poor, but their sense of smell is excellent. Anything deemed to be food will be consumed. The rhinoceros beetle dwells in temperate forests, the boring beetle dwells in huge rotting trees or underground chambers, the fire beetle can be found almost anywhere but is mostly nocturnal, the rhinoceros beetle is found in tropical jungles above ground, the stag beetle will mostly be found in temperate woodlands, but will sometimes develop a taste for cultivated crops and raid nearby farmlands until driven away. The boring beetle is an interesting creature, which will cultivate slimes and molds in its underground passages, and when in groups they can develop a "hive mind" with an intelligence of 10 or better.

Combat: Most giant beetles attack with their massive mandibles. The bombardier beetle can release a cloud of toxic acid vapor 8'x8'x8' which will cause 3d4 h.p. of damage (no save) and has a 20% chance of *stunning* any creature within 16' for 2d4 minutes when it is released with its great explosive bang. Those stunned are deafened for a further 2d4 minutes after the stunning is over. Any creature not initially stunned will have a 20% chance of being deafened for 2d6 minutes.

Appearance: Giant beetles appear as simply larger versions of their smaller kin. Fire beetles have a trio of glands which glow with a reddish light for 1d6 days after the creature has been killed; for this reason they are greatly prized by adventurers and others who frequent dark places.

Blink Dog

	Adult	Pup
Number	4d4	3d4
Morale	+2	-1
Hit Dice	4d8	2d6
Armor Class	5	5
Move	120'/min.	90'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	1d6	1d3
Defenses	Teleportation	Teleportation
Attacks	Attack from rear	Attack from rear
Size	M (3' at shoulder)	S (1' at shoulder)
Intelligence	9	6
Alignment	Lawful good	Lawful good
Treasure Type	IV	None
Treasure Value	4d6x100	n/a
Magical Treasure	1d2 (10%)	None
X.P. Value	170 + 5/h.p.	45 + 1/h.p.

General: Blink dogs are an intelligent race that has an innate teleportation power that allows them to both effectively attack enemies and flee when they must. They are arch-enemies of coeurls, and will immediately attack them in favor of all other enemies. There is a 10% chance that they will be encountered with 3d4 pups; the pups are worth some 1,500 g.p. on the market, as they are quite trainable. Pups will only be found in the blink dogs' lair.

Combat: Blink dogs will "blink" randomly; teleporting over short distances to confuse and confound enemies. For each individual blink dog, roll 1d6 every round. On a 4 or greater, the creature will "blink", with the location determined randomly:

Die roll (d12)	Location
1	In front of enemy
2	Left front of enemy
3	Right front of enemy
4-12	Rear of enemy

When they appear, blink dogs will be 1d3 feet away from the target, and can attack in the same round as it blinked. Remember that any attacks from the rear get an automatic +4 bonus "to hit." They will never teleport inside some other object.

If a battle is going against the pack of blink dogs, they will all as a unit "blink" out and not return. They will have, in fact, teleported some distance away from the threat, up to a quarter mile away.

Appearance: Blink dogs appear as large dogs with short, white/yellow fur, with large tufts on the tips of their tails. They communicate in a very complex language that consists of yips, barks, growls, etc.

Boar

	Wild Boar	Wild Boar Sow
Number	1	1d12-1
Morale	+4	+3
Hit Dice	3d10	3d8
Armor Class	7	7
Move	150'/min.	150'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	3d4	2d4
Defenses	None	None
Attacks	None	None
Size	M (3' at shoulder)	M (3' at shoulder)
Intelligence	3	3
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	85 + 4/h.p.	60 + 3/h.p.

	Warthog	Warthog Young
Number	1d2	1d6-2
Morale	+1	-1
Hit Dice	3d8	1d10
Armor Class	7	7
Move	120'/min.	120'/min.
Magic Resistance	Standard	Standard
No. of Attacks	2	2
Damage	2d4/2d4	1d4+1/1d4+1
Defenses	None	None
Attacks	None	None
Size	M (2 1/2' at shoulder)	S (1' at shoulder)
Intelligence	1	1
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	35 + 3/h.p.	20 + 2/h.p.

General: Boars are omnivorous mammals related to pigs. Most can be found in almost any climate, with the exception of the warthog, which is found only in tropical and semi-tropical locales. Only one male will be found; wild boar males will be accompanied by sows, warthog sows fight as males, but pairs may be accompanied by young. Wild boars are aggressive and territorial, while warthogs will only attack if cornered or threatened.

Combat: Boars and warthogs attack by slashing with their protruding tusks. Warthogs get two such attacks per round.

Appearance: Both wild boars and warthogs have two pairs of tusks. The latter's tusks all grow pointing up, and it also has four knobby projections on its head.

See also Boar, Giant, p. 109).

Brownie

Number	4d4
Morale	-2
Hit Dice	1d4
Armor Class	3
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d3
Defenses	Save as 9th level cleric, never surprised, blend into natural cover
Attacks	Spell use (see below)
Size	S (18")
Intelligence	13
Alignment	lawful good
Treasure Type	VII
Treasure Value	1d4+1x100
Magical Treasure	None
X.P. Value	65 + 1/h.p.

General: Brownies are shy but well-disposed sylvan beings that prefer isolated and quiet woodlands in which to dwell. If approached with politeness and friendliness by lawful good characters, there is a 50% chance that they can be persuaded to aid them. Such aid can take the form of acting as a guide, creating or repairing small items of most any sort, etc.

Combat: Brownies use very small swords that do 1d3 h.p. if they hit. They are able to use the following spells once per day:

- *Confusion*
- *Continual light*
- *Dancing lights*
- *Dimension door*
- *Mirror image* (3 images will be created)
- *Protection from evil*
- *Ventriloquism*

Brownies have outstanding senses, and are never surprised. They have a dexterity score of 18. All saving throws made by brownies are made as if they were 9th level clerics. They are able to disappear into natural cover of almost any sort, effectively becoming invisible (usually done in order to escape from peril).

Appearance: Brownies are very short, with long limbs. Their noses are long and pointed, as are their ears. They speak elvish, pixie, sprite, and halfling.

Buffalo

Number	4d6
Morale	+2 (50%), -2 (50%)
Hit Dice	5d8
Armor Class	7 (body), 3 (head)
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d8/1d8
Defenses	None
Attacks	Charge for 3d6+1d4
Size	L (5' at shoulder)
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	350 + 8/h.p.

General: Buffalo are dangerous herd animals that are constantly roaming plains in tropical and sub-tropical climates. Half of the various species of buffalo are aggressive creatures, and will attack those who come within 60' of the herd. The other half are docile and will flee from danger. If in doubt, roll percentile dice to determine what sort of buffalo are encountered; the difference cannot be determined visually.

Combat: There is a 75% chance that a herd of buffalo will charge intruders, with each creature doing impact damage of 3d6 plus 1d4 h.p. of trampling damage. Otherwise they attack with their pair of horns.

Appearance: Buffalo are four-legged herd animals with enormous heads sporting horns and a hump near the neck. There is a wide variation in specifics, though; some are shaggy, some short-furred, some have very long horns, others short but sharp ones, etc.

Bugbear

	Warrior	Captain	Chief
Number	6d6	1 or 2	1
Morale	+3	+4	+5
Hit Dice	3d10	4d12	4d12 (min. 28)
Armor Class	5	4	3
Move	90'/min.	90'/min.	90'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	2d4 or by weapon	2d4+1 or by weapon +1	2d4+2 or by weapon +2
Defenses	None	None	None
Attacks	Surprise	Surprise	Surprise
Size	L (7')	L (7')	L (7')
Intelligence	8	8	8
Alignment	Chaotic evil	Chaotic evil	Chaotic evil
Treasure Type	XII	XII	II
Treasure Value	1d10	1d10	1d4x1,000
Magical Treasure	None	None	None
X.P. Value	125 + 4/h.p.	165 + 5/h.p.	165 + 5/h.p.

	Shaman/ Witch Doctor	Female	Young
Number	1	3d6	3d6
Morale	+1	-1	-2
Hit Dice	3d10	1d10	1d4
Armor Class	5	5	7
Move	90'/min.	90'/min.	60'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	2d4 or by weapon	1d8	1d4
Defenses	None	None	None
Attacks	Surprise, spells	None	None
Size	L (7')	M (6 1/2')	S (3')
Intelligence	8	9	7
Alignment	Chaotic evil	Chaotic evil	Chaotic evil
Treasure Type	XI	XI	None
Treasure Value	1d10	1d10	n/a
Magical Treasure	None	None	None
X.P. Value	230 + 4/h.p.	20 + 2/h.p.	5 + 1/h.p.

General: Bugbears are related to goblins, but are larger and fiercer than their smaller cousins. They function in either darkness or daylight without penalty (they have infravision up to 60'), and thus are equally likely to live above or below ground. If 12 or more bugbear warriors are encountered, they will be led by a captain. If there are 24 or more, it constitutes an entire tribe; there will be an additional captain and a chief, who has a minimum of 28 hit points. If an entire tribe is encountered, there will also be half as many females as males, and an equal number of young. Females and young do not fight except in life-or-death situations, but the females will cheer and egg on the males in combat. The chief will only be guarding the tribe's treasure if they are encountered in their home (25% chance if a tribe is encountered), in which case it will be in a well-protected area.

Combat: Despite their size and gangly gait, bugbears are stealthy creatures, and enemies have a -1 penalty to their surprise rolls, if applicable. They are quite strong, and can throw weapons such as battle axes, maces, morning stars, and the like (40' range, 20' medium range). They will be armed as follows (roll individually for each non-female or young). For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior.

Die roll (d%)	Armed with...	% Composition
01-06	Bastard sword	6%
07-12	Battle axe	6%
13-18	Hammer and broad sword	6%
19-24	Hook fauchard	6%
25-30	Long sword	6%
31-36	Mace and scimitar	6%
37-42	Morning star	6%
43-48	Pole axe	6%
49-00	Spear	51%

Appearance: Bugbears are large fur-covered humanoids with large round pumpkin-like heads. Their fur can run from reddish brown to dark tan, and they have long ears, flat noses, and tooth-filled maws. Their skin (visible in their face) is typically dull yellow. They tend to wear mismatched pieces of armor and stolen clothing and furs that are rarely clean or well-kept. They can speak their own language as well as those of goblins and hobgoblins. They can live to the age of 75.

Spell casters: Bugbear shamans can rise as high as 5th level, while witch doctors can be as high as 2nd.

Bulette ("Land Shark")

	Small	Normal	Huge
Number	1 (see below)	1 (see below)	1 (see below)
Morale	+5	+5	+5
Hit Dice	6d12	9d12	11d12
Armor Class	-2 (body), 4 (eyes), 6 (under dorsal plate)		
Move	140'/min. (30'/min. burrowing)		
Magic Resistance	Standard	Standard	Standard
No. of Attacks	3	3	3
Damage	4d12/3d6/3d6	4d12/3d6/3d6	4d12/3d6/3d6
Defenses	None	None	None
Attacks	Jump	Jump	Jump
Size	L (6' at shoulder, 10' long)	L (9' at shoulder, 12' long)	L (11' at shoulder, 14' long)
Intelligence	1	1	1
Alignment	Neutral	Neutral	Neutral
Treasure Type	None	None	None
Treasure Value	n/a	n/a	n/a
Magical Treasure	None	None	None
X.P. Value	1,375 + 10/h.p.	2,300 + 12/h.p.	3,400 + 20/h.p.

General: The bulette is a most feared creature, burrowing under the earth in search of fresh meat. They will avoid elf or dwarf, but will eat almost anything else, being especially fond of halfling, for which they will travel great distances and which will be attacked in preference to other creatures. They are fearless and will attack even large and well-armed parties in order to get a meal. They can travel only a few feet beneath the surface of the ground, with their great dorsal crest visible above, thus giving rise to the nickname "landshark."

Combat: The bulette attacks with its powerful bite and two great fore claws. If it is pressed, the creature can jump 8' in the air, attacking with all four of its claws as it lands rather than just the front two (the rear claws also do 3d6 h.p. of damage each). The eyes are only 8" in diameter, but are more vulnerable than the great segmented shell that encases the beast, and the area under the dorsal plate is slightly softer than the rest of the creature, but getting a good angle to attack it is difficult, as it is a 1' square in the center of the creature's back.

Appearance: The bulette is a nightmare combination of different creatures, part snapping turtle, part armadillo, and of course part shark. They tend to be blue-brown heads and rear sections, with the remainder of the creature being bluish gray or turquoise. The teeth and claws are of ivory.

C

Camel

	Dromedary	Bactrian
Number	1d12	1d12
Morale	-1	-1
Hit Dice	3	3
Armor Class	7	7
Move	210'/min.	180'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	1d4	1d4
Defenses	None	None
Attacks	None	None
Size	L	L
Intelligence	2	2
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	35 + 3/h.p.	35 + 3/h.p.

General: There are two basic sorts of camels. Dromedaries sport a single hump and are found in hot arid environments. Bactrians have two humps and are found in a wide variety of climates. They are generally used as pack animals and mounts, but are usually ill-tempered and difficult to master. Horses are usually not found alongside camels, whose smell they find disconcerting. Camels are excellent beasts of burden, and can carry burdens as indicated below. They can also go for up to two weeks without food or water, utilizing the stores of fat in their humps.

Burden	Dromedary	Bactrian
0-400 lbs.	210'/min.	180'/min.
401-500 lbs.	150'/min.	120'/min.
501-600 lbs.	90'/min.	60'/min.

Combat: Camels can inflict a nasty bite. They are also known to spit, but this is more inconvenient and disgusting than truly harmful.

Appearance: Camels are large quadrupeds with either one or two large humps, as noted above. They have heavy coats that range from white to brown, although the quintessential color is tan.

Catoblepas

Number	1d3
Morale	+2
Hit Dice	6d10
Armor Class	7
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6
Defenses	None
Attacks	Tail causes stun, death gaze
Size	L (6' at shoulder)
Intelligence	3
Alignment	Neutral
Treasure Type	III
Treasure Value	4d6x100
Magical Treasure	1d2 (10%)
X.P. Value	700 + 8/h.p.

General: The catoblepas is a marsh-dwelling monster greatly feared for its deadly gaze.

Combat: The catoblepas is able to club enemies with its knobby-ended tail; any successful melee attack is 75% likely to stun the victim for 1d10 rounds, minus 5% per level or hit die. Example: A 5th level thief hit by the tail of a catoblepas would be stunned 50% of the time. The most feared attack of the monster is its gaze, however; meeting the gaze means certain death. The gaze of the creature has a 60' range, and extends into the astral and ethereal planes. If the beast's enemy is surprised, one member of the opposing party will be slain, without the benefit of a saving throw. There is otherwise only a 25% chance per round that the creature will raise its head and thus employ its gaze attack. If neither the catoblepas nor its enemies move, this chance increases by 15% per round. If the beast is moving or engaged in melee, it will fix its gaze on an enemy only 10% of the time (check each round). If the catoblepas is pursuing fleeing prey that is deliberately avoiding its gaze, the same chance for the gaze attack to function applies, but the victim does get a saving throw vs. death.

Appearance: The catoblepas is a hideous sight to behold. Its odiferous body is that of a swollen buffalo, propped up on thick treelike legs. It bears a long tail with a massive club-like tip, and its head is that of a huge tusked boar propped up on an incredibly thin and weak neck. It is gray in tone.

Cattle

	Cow	Bull
Number	2d10x10	1d20
Morale	-1	+3
Hit Dice	2	5
Armor Class	7	7
Move	150'/min.	150'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	2
Damage	1d4	1d6/1d6
Defenses	None	None
Attacks	Stampede	Charge and trample
Size	L (4' at shoulder)	L (5' at shoulder)
Intelligence	3	3
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	n/a	35 + 2/h.p.

General: A herd of cattle will be composed of both bulls and cows, and wild herds are a frequent sight. Cows are timid and will generally avoid danger, but bulls are aggressive animals, and will generally attack intruders who approach the herd within 80' (75% chance).

Combat: Bulls attack with their two great horns. If they have 30' to get a running start, a bull will charge, doing 3d4 h.p. of impact damage if it hits, plus an additional 1d4 h.p. of trampling damage. Cows do not attack directly, but there is a 25% chance that an entire herd will stampede in the direction of danger. If this happens, each enemy will be trampled by 2d4 cows, each of which does 1d4 h.p. of damage. (No "to hit" rolls are necessary, nor are saving throws normally allowed in such a circumstance.)

Appearance: Cows are docile quadrupeds. Bulls appear as ordinary cattle, but larger, and have large forward-pointing horns on their heads.

Centaur

	Male	Female	Young
Number	4d6 (5d6)	8d6	5d6
Morale	±0	-1	-2
Hit Dice	4d8	3d8	2d8
Armor Class	5	5	5
Move	180'/min.	180'/min.	180'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	3	2	2
Damage	1d6/1d6/by weapon	1d6/1d6	1d6/1d6
Defenses	Standard	Standard	Standard
Attacks	Standard	Standard	Standard
Size	L	L	M
Intelligence	8	8	8
Alignment	Neutral, Chaotic Neutral, or Chaotic Good		
Treasure Type	Individuals XI, Group III		None
Treasure Value	Individuals 1d8, Group 4d4x1,000		n/a
Magical Treasure	1d4 items (15%), 1d4 scrolls (50%)		None
X.P. Value	85 + 4/h.p.	50 + 3/h.p.	20 + 8/h.p.

General: Centaurs are reclusive creatures, dwelling in isolated meadows and pastures far from humans and their ilk. There is a 5% chance that, if they are encountered randomly, they will be found in their home, which will invariably

be a secluded glade deep in some forest. In that case, 6d6 males will be found, as well as females and young. Otherwise, only males will be found outside their homes.

Combat: All centaurs will fight with their forelegs as do horses. Male centaurs will also have ordinary weapons.

Die roll (d%)	Weapons
01-50	Morning star
51-75	Composite long bow (& 10d3 arrows)
76-00	Medium lance and shield (AC 4)

Appearance: Centaurs have the bodies of horses with the torsos, arms, and heads of humans.

Centipede, Monstrous

	Large	Huge	Giant
Number	5d6	2d12	1d4
Morale	-1	+1	+3
Hit Dice	1d4 (1 h.p.)	1d4	3d8
Armor Class	9	9	5
Move	210'/min.	150'/min.	180'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	0	0	1d3
Defenses	None	None	None
Attacks	Poison	Poison	Poison
Size	S (6" long)	S (1' long)	M (5' long)
Intelligence	0	0	1
Alignment	Neutral	Neutral	Neutral
Treasure Type	None	None	None
Treasure Value	n/a	n/a	n/a
Magical Treasure	None	None	None
X.P. Value	31	30 + 1/h.p.	80+3/h.p.

General: Monstrous centipedes are common vermin found in underground and most other environments. They are feared both for their great numbers and their venomous bite. They are quite aggressive creatures.

Combat: Most giant centipedes do no damage when they bite, but their bite is poisonous. However, due to their small size, they get a penalty to all saving throws themselves.

Size	Victim's save bonus	Centipede's save penalty	Poison effect	
			Save succeeds	Save fails
Large	+4	-2	None	4d6
Huge	+2	-1	None	Death
Giant	n/a	n/a	1d8	Death

Description: Monstrous centipedes are simply enormous versions of their ordinary kin. They range in color from black to red, and have multiple pairs of legs and wicked pincers.

Chimera

Number	1d4
Morale	+3
Hit Dice	9d8
Armor Class	4
Move	90'/min., 180'/min. (flying - clumsy)
Magic Resistance	Standard
No. of Attacks	6
Damage	1d3/1d3/1d4/1d4/2d4/3d4
Defenses	None
Attacks	Breath weapon
Size	L (4' at shoulder)
Intelligence	3
Alignment	Chaotic evil
Treasure Type	VII
Treasure Value	1d8+3x1,000
Magical Treasure	1d4 items, no weapons (10%)
X.P. Value	1,000 + 12/h.p.

General: The chimera is a dreaded monster, being formed of a number of different creatures.

Combat: The chimera attacks with its three heads and massive claws; the goat head has two horns which rip at enemies, the leonine claws tear, the lion head bites, and finally the dragon head bites. In addition, the dragon head can breathe fire in a cone 50' long and 10' wide at the base, causing 3d8 h.p. of damage, but those within the area of effect can save vs. breath weapon to take half damage. There is a 50% chance that the chimera will use its breath weapon in any given round.

Description: The chimera has the hind parts of a large goat, front parts of a lion, draconic wings, and the heads of a goat, lion, and dragon. They can speak the language of red dragons, but only in a sort of pidgin.

Cockatrice

Number	1d6
Morale	+2
Hit Dice	5d8
Armor Class	6
Move	60'/min., 180'/min. (flying - average)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d3
Defenses	None
Attacks	Touch petrifies
Size	S
Intelligence	1
Alignment	Neutral
Treasure Type	VIII
Treasure Value	2d4+1x1,000
Magical Treasure	1d3 items (15%)
X.P. Value	315 + 5/h.p.

General: The cockatrice is a most feared creature whose touch can turn living flesh to stone. They are found in all climates except the very coldest, and in almost any terrain.

Combat: The cockatrice can inflict a minor injury with its beak, but its real danger lies in its ability to turn flesh to stone. A single touch of any part of the creature will require the victim to make a saving throw vs. petrification. Failure indicates they and all their possessions are turned to stone. This effect

extends into both the astral and ethereal planes, into which the creature can also see.

Appearance: The cockatrice looks like a large rooster with a snake-like tail and bat-like wings. The tail is yellow-green, the beak and claws yellow, the wings are slate gray, and the body is a light brown. Wattle and comb are red.

Coeurl

Number	1d4+1
Morale	+4
Hit Dice	6
Armor Class	4
Move	150' /min.
Magic Resistance	Standard
No. of Attacks	2
Damage	2d4/2d4
Defenses	Attackers -2 "to hit," save as 12th level fighter +2
Attacks	None
Size	L (6' long)
Intelligence	1
Alignment	Neutral
Treasure Type	VIII
Treasure Value	2d4+1x1,000
Magical Treasure	1d3 items (15%)
X.P. Value	475 + 8/h.p.

General: The coeurl is a cat-like creature that uses special vibrations to confuse opponents into thinking that it is several feet away from its actual location.

Combat: The coeurl attacks with its two suction-cupped tentacles, which issue from its shoulders. In addition, its vibratory powers mean that all attackers get a -2 penalty "to hit" and that the creature itself makes saving throws as a 12th level fighter, with a +2 bonus.

Appearance: The coeurl is a large black cat much like a panther, but has six legs and a pair of tentacles from its shoulders.

Corpse Creeper

Number	1d6
Morale	+3
Hit Dice	3d10
Armor Class	3 (head), 7 (body)
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	8
Damage	0 (see below)
Defenses	None
Attacks	Paralysis
Size	L (9' long)
Intelligence	0
Alignment	Neutral
Treasure Type	VII
Treasure Value	1d4x1,000
Magical Treasure	1 armor/weapon (10%)
X.P. Value	580 + 4/h.p.

General: The corpse creeper is a scavenger of corpses and rotting flesh which shuns the daylight and above-ground environments in general. Their grasping feet allow them to walk along floors and ceilings as easily as floors.

Any treasure will most likely be found on the remains of their victims in their lair.

Combat: The corpse creeper does no damage in melee. However, it does have a greatly feared attack; its eight tentacles will each cause paralysis for 3-12 minutes if one hits and a saving throw vs. paralyzation is not made. They do not otherwise cause damage. Once one or more victims are so paralyzed, the creeper will lay its eggs within the host, instantly killing the victim. Each tentacle has a 2' reach. Egg laying will never take place while the creeper is being threatened, but once the area around the victim(s) is safe, death can be considered instantaneous. They will keep their heavily-armored head and dreaded tentacles facing prey if at all possible.

Appearance: The corpse creeper resembles a huge eight-legged caterpillar with head covered in thick chitin and a mass of writhing tentacles surrounding its mouth. They are around 9' in length. It can range from a bright green to a dull grey in color.

Couatl

Number	1d4
Morale	+3
Hit Dice	9d8
Armor Class	5
Move	60'/min., 180'/min. (flying - perfect)
Magic Resistance	Standard
No. of Attacks	2
Damage	1d3/2d4
Defenses	Ethereal
Attacks	Poison, spells
Size	M (12' long)
Intelligence	18
Alignment	Lawful good
Treasure Type	VIII
Treasure Value	7d4x1,000
Magical Treasure	1 item (10%), 1 armor/weapon (15%)
X.P. Value	2,400 + 12/h.p.

General: Although couatl are able to travel into the ethereal plane at will, they are in fact native to the material plane. They are found mostly in tropical rain forest type regions, and usually keep clear of humans and their affairs. Couatls are accomplished spell casters in their own right, although they do not require spell books as do more conventional spell casters.

Die roll (d%)	Spell casting type
01-45	5th level mage
46-80	7th level cleric
81-00	Both

Combat: The couatl is able to inflict a poisonous bite (victims must save vs. poison or die). They can also constrict victims; once a victim has been hit by the constriction attack, they continue to be constricted for 2d4 h.p. of damage per round until they die or the couatl releases them. Only a successful bend bars check can remove the creatures coils from a victim.

Appearance: The couatl is a large serpent with brilliantly colored feathered wings. They speak the common tongue and all languages spoken by either serpentine and avian races.

Cougar

Number	1d2
Morale	+2
Hit Dice	3d10
Armor Class	6
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d3/1d3/1d6
Defenses	+1 on surprise rolls
Attacks	Rake with rear claws for 1d4/1d4
Size	M
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	110 + 4/h.p.

General: Cougars inhabit all sorts of terrain from wooded mountains to deserts. They are sometimes called mountain lions or pumas.

Combat: Cougars attack with their fore claws and bite. If both fore claws hit an enemy, they can then attack with their rear claws as well. Cougars are able to leap 20' to attack an enemy.

Appearance: Cougars are large cats with short tawny fur.

Cthonoid

Number	1d4
Morale	-1
Hit Dice	8d10
Armor Class	5
Move	120'/min.
Magic Resistance	18
No. of Attacks	4
Damage	2 h.p.
Defenses	None
Attacks	Mind blast, brain eating
Size	M
Intelligence	18
Alignment	Lawful evil
Treasure Type	IV
Treasure Value	1d4x1,000
Magical Treasure	1 armor/weapon (10%), 1 item (60%), 2d4 potions (40%), 1d4 scrolls (50%)
X.P. Value	1,800 + 12/h.p.

General: Cthonoids (sometimes referred to derogatorily as "brain eaters") are greatly feared creatures that dwell deep underground. They view humans, demi-humans, and humanoids as no better than animals, and sometimes take captives to later use as food. They will flee if it is apparent that a battle is going against them.

Combat: Cthonoids attack with their four tentacles. If one hits, it inflicts but 2 h.p. of damage, but within 1d4 rounds the tentacle will reach the victim's brain. Once this happens, the victim dies instantly as the brain is ripped out of the body and consumed. In addition, the mind master is able to perform the following, as indicated.

- *Levitate* at will

- ESP at will
- Astral spell (on self only) three times per day

In addition, the cthonoid is able to use its dreaded mind blast. This mental attack goes out in a beam 60' long and 5' wide. Any creature caught within the beam must make a saving throw as indicated below, based on both the target's intelligence score and the range at which it is hit.

Intelligence score	Saving throw	Effect if Fail
0-1	n/a	None
2-4	19	Death
5-7	16	Coma for 1d3 days
8-10	14	Sleep for 2d6x10 min.
11-12	12	Stunned for 1d6x10 min.
13-14	10	Confused (as per the spell) for 2d10x10 min.
15-16	8	Enraged for 2d12x10 min. (attack the nearest creature)
17	6	Feeblemind (as per the spell)
18	4	1d3 forms of insanity (permanent)

If the target does not roll the indicated saving throw or better on a d20, it suffers the indicated effect. The magical attack adjustment for wisdom applies. All creatures at extreme range (40'-60') get a bonus of +1 on their saving throws, while those at close range (0'-20') get a penalty of -1. The mind blast can be used once per round.

Appearance: Cthonoids are vaguely humanoid in appearance, but have four long tentacles covering their mouth. Their skin is mauve, their eyes pupilless white, and their tentacles black. They have three fingers on each hand, but wear clothing of vaguely disquieting cut and style.

D

Dog

	War dog	Wild dog
Number	1d4	4d4
Morale	+3	+1
Hit Dice	2d10	1d8
Armor Class	6	7
Move	120'/min.	150'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	2d4	1d4
Defenses	None	None
Attacks	None	None
Size	M	S
Intelligence	1	1
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	35 + 3/h.p.	20 + 2/h.p.

General: War dogs are large domestic breeds that are specially trained for combat, and fitted with special armor of leather. Wild dogs are found in most regions. If separated from their pack when young, they can be tamed.

Combat: Dogs attack with their bite.

Appearance: War dogs are usually large breeds. Wild dogs can be of almost any breed, mostly mixed.

Doppelganger

Number	3d4
Morale	-2
Hit Dice	4d8
Armor Class	5
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d12
Defenses	See below
Attacks	Enemies have -2 penalty to surprise
Size	M
Intelligence	13
Alignment	Neutral
Treasure Type	III
Treasure Value	1d6+2x1,000
Magical Treasure	1d4 items (25%)
X.P. Value	330 + 4/h.p.

General: Doppelgangers are shape-shifting creatures, able to assume the form of any roughly humanoid creature from 4-8' in height. Their modus operandi is to imitate a victim, slay him secretly, and take his place, then continuing the process until the entire party is slain. If it is unable to do so, it will simply attack the party in the guise of one of the members, counting on the confusion thus engendered to increase its odds of survival.

Combat: Without a weapon, doppelgangers strike with their fist. They can use ESP at will and imitate others with a 90% chance of success. They are immune to all sleep and charm-type spells. They make all saving throws as if they were 10th level fighters.

Appearance: The true form of the doppelganger has never been seen, and some sages speculate they may not have one. When assuming the guise of another, they mold their body to form its clothing and possessions.

Dragon

There are various types of "true" dragon, and as a race they vary widely in terms of strength and alignment. Generally speaking, those with a metallic name are of good alignment, those of a chromatic color are evil, and those relating to clouds and vapor are neutral. Dragons are, by their nature, rapacious and greedy, even those of good alignment. Most sorts of dragons, even those of good alignment and noble temperament, can thus be flattered and tempted with promises of additional treasure.

Size: All dragons have three size categories, which in turn determines how many hit dice it has (each entry has three numbers listed; one for small, one for average, and one for huge specimens). If necessary, determine size randomly.

Die roll (d8)	Size
1-2	Small
3-7	Average
8	Huge

Age: The hit die type as well as other characteristics of the creature is determined by its age.

Table 1: Dragon Characteristics by Age

Die roll (d8)	Age	Hit die type	Morale modifier	Dragonfear saving throw bonus	Chance of Spell casting	Spell caster level	Treasure multiplier
1	Very young (1-5 yrs.)	d4 (1 h.p. per die)	-2	n/a	0%	n/a	10%
2	Young (6-15 yrs.)	d4	±0	n/a	10%	1d3	25%
3	Sub-adult (16-25 yrs.)	d6	+2	n/a	20%	1d6	50%
4	Young adult (26-50 yrs.)	d8	+4	n/a	40%	2d4	100%
5	Adult (51-100 yrs.)	d10	+8	+5	80%	2d6+2	100%
6	Old (101-200 yrs.)	d12	+12	+3	100%	3d6	100%
7	Very old (201-400 yrs.)	d12 (re-roll anything below 7)	+16	+1	100%	3d6+3	150%
8	Ancient (401+ yrs.)	d12 (re-roll anything below 9)	+20	±0	100%	4d6	200%

The treasure modifier is used both to determine whether or not a dragon has any treasure at all, and if so, how much treasure it has. Thus, a sub-adult dragon has a 50% chance of having 50% of the listed treasure in its horde.

All dragons have the following powers and abilities.

- *Infravision* (60' range)
- *Detect invisible* or hidden creatures (10' range per age group)
- Inspire *dragonfear* when charging or overflying (see below for specifics)

Dragonfear: When a dragon of adult age or older charges or flies overhead, it inspires what is known as *dragonfear*. The effect of the dragonfear will depend on the hit dice of the creature or the level of the character affected.

Table 2: Dragonfear

Hit dice	Character level	Dragonfear effect
1d4-1d6	Commoner	Flee in blind panic for 4d6x10 minutes.
1d8-3d6	1-2	Save vs. magic or be paralyzed with fear (50%) for 10d6 minutes or otherwise flee in blind panic 4d6x10 minutes.
3d8-6d6	3-5	Save vs. magic or have a -1 penalty "to hit" and to damage.
6d8+	6+	No effect

Adult and older dragons are also themselves immune to magical *fear* of any sort.

Sleeping dragons: Most dragons, even those of good alignment, tend to sleep atop vast piles of treasure in their lairs. Only in such an environment, there is a chance that any given dragon will be asleep (see the individual dragon descriptions for the chance that the dragon will be asleep when encountered). Dragons will awaken at any noise within 30-120', however, depending on the volume of the sound and any intervening structures. Bashing open a door, sounds of combat, and even regular talking will usually be enough to awaken the dragon. Dragons will awaken anyway when intruders enter their lair on a roll of 6 on 1d6. If a dragon is sleeping when attacked, the attackers get a bonus of +3 "to hit" on the first strike only; after that, the dragon will be awake and the bonus is lost.

Mated pairs: If more than one dragon is encountered, they will consist of a mated pair, and any dragons after the first two will be their young (adjust age rolls appropriately). If the young or the other adult in a mated pair are attacked in front of an adult dragon, the adults will immediately use their breath weapons and then attack with claws, tails, and teeth with a +2 bonus "to hit" and damage.

Spell casting: All dragons have a chance to cast spells, as indicated above. If a given dragon is a spell caster, roll to see what level caster the dragon is. The type of spell caster will depend on the type of dragon; see the individual dragon type descriptions for details. Due to their innate magical natures, dragon spell casters do not need or use spell books or material components, even if they cast spells as mages or their sub-classes. All dragons are able to *polymorph self* twice per day (once into the chosen form— for a duration of 12 hours maximum— and once back to dragon form).

Combat: In combat, dragons use their fore claws, bite, tail, and rear claws. The tail and rear claws can only be used against targets in the flank or rear of the beast, unless it is flying and dives down on targets on the ground, in which case they can use all six attacks against various targets. There is a 50% chance that a dragon will use its fearsome breath weapon rather than its claws, tail, and teeth. The breath weapon does a number of points of damage equal to the dragon's current hit point total (targets are entitled to a saving throw vs. breath weapon to take half damage, rounded up). Dragons may use their breath weapons as often as they wish.

All dragons are able to speak their own tongue, which is understood by all dragonkind.

Unfortunately, due to the high number of variables, it is impossible to give a standard experience point (X.P.) value for dragons. The game master must use the formula on p. 144 to calculate the value of each individual dragon. *Detect invisible* objects counts as a minor power, while *dragonfear*, spell casting ability, and the dragon's breath weapon count as major powers. You should also apply the bonuses for such things as the maximum damage the dragon can inflict and its armor class, if applicable.

See also: dragon turtle (p. 89).

Black Dragon

Number	1d4
Morale	See Table 1, above
Hit Dice	6-8
Armor Class	3
Move	120'/min., 240'/min. (flying - clumsy)
Magic Resistance	Standard
No. of Attacks	6
Damage	1d4/1d4/3d6/1d6/1d4/1d4
Defenses	Immune to acid, possible immunity to <i>fear</i>
Attacks	Breath weapon, <i>dragonfear</i> , possible spells
Size	L (25-35' long)
Intelligence	10
Alignment	Neutral evil
Treasure Type	XI
Treasure Value	3d4x10,000
Magical Treasure	1d6 items (15%)
X.P. Value	See above

General: Black dragons inhabit swamps and marshland, typically making their lair in deep caves. If encountered in their lair, there is a 50% chance that any particular dragon will be sleeping. Black dragons who are able, cast spells as if they were mages.

Combat: Black dragons attack as indicated above. They can also use their terrible breath weapon at will; a jet of highly corrosive acid some 5' wide and 60' long. They are themselves immune to acids and corrosives of all kinds, but when attacked by earth or water based creatures (elementals, umber hulks, *spike stones*, etc.) those doing so get a +1 bonus both "to hit" and to damage.

Appearance: Black dragons have fan-shaped wings and sport two straight horns which point forward on their foreheads. They have a fan on their head that goes down the back of their neck. Their snouts are somewhat rounded, and their tails end in a diamond shape.

Blue Dragon

Number	1d4
Morale	See Table 1, above
Hit Dice	8-10
Armor Class	2
Move	90'/min., 240'/min. (flying - clumsy)
Magic Resistance	Standard
No. of Attacks	6
Damage	1d6/1d6/3d8/1d12/1d6/1d6
Defenses	Immune to electricity, possible immunity to <i>fear</i>
Attacks	Breath weapon, <i>dragonfear</i> , possible spells
Size	L (37-47' long)
Intelligence	12
Alignment	Lawful evil
Treasure Type	XI
Treasure Value	3d4x10,000
Magical Treasure	1d6 items (15%), 2d4 potions (40%)
X.P. Value	See above

General: Blue dragons typically inhabit arid deserts and badlands, usually finding a deep cave or cavern in which to make their lair. If encountered in their lair, there is a 30% chance that any given dragon will be sleeping. Blue dragons who are able, cast spells as if they were illusionists.

Combat: Blue dragons attack as indicated above. Their breath weapon is a massive bolt of lightning 5' wide and 100' long. They are immune to electrical attacks of all types, but are vulnerable to attacks by fire. Fire attacks get an automatic +1 "to hit" and to damage against them.

Appearance: Blue dragons have bat-shaped wings and a single prominent horn on their nose. They have a series of triangular ridges down their neck and back. Their snouts are round.

Brass Dragon

Number	1d4
Morale	See Table 1, above
Hit Dice	6-8
Armor Class	2
Move	120'/min., 240'/min. (flying - clumsy)
Magic Resistance	Standard
No. of Attacks	6
Damage	1d4/1d4/4d4/1d8/1d4/1d4
Defenses	Possible immunity to <i>fear</i>
Attacks	Breath weapon, <i>dragonfear</i> , possible spells
Size	L (25'-35' long)
Intelligence	14
Alignment	Chaotic good
Treasure Type	XI
Treasure Value	3d4x10,000
Magical Treasure	1d6 items (15%)
X.P. Value	See above

General: Brass dragons dwell in deep caverns in sandy desert terrain. They are fond of conversation and tend to have an even more inflated ego than most dragons. If encountered in their lair, there is a 50% chance that any given brass dragon will be asleep. Brass dragons, if they are able, cast spells as if they were clerics.

Combat: Brass dragons attack as described above. They have two different breath weapons, either of which they may use at will. The first is a cloud of *fear* gas some 40' wide, 50' deep, and 20' high. Creatures within the cloud must make a saving throw vs. breath weapon. Failure indicates the creature flees in panic for 2d12 rounds. The second is a cone of *sleeping* gas 70' long and 20' wide at the base. Any creature within the cloud must make a saving throw vs. breath weapon or fall asleep for at least 5 minutes.

Appearance: Brass dragons have fan-shaped wings and thick tails. Their heads are crowned by a pair of bony frills at the base of the skull and they have a thick bone ridge on the top of their head. Their snouts are pointed.

Bronze Dragon

Number	1d4
Morale	See Table 1, above
Hit Dice	8-10
Armor Class	2
Move	90'/min., 240'/min. (flying - clumsy)
Magic Resistance	Standard
No. of Attacks	6
Damage	1d4/1d4/4d4/1d8/1d4/1d4
Defenses	Immune to electricity, possible immunity to <i>fear</i>
Attacks	Breath weapon, <i>dragonfear</i> , possible spells
Size	L (37'-47' long)
Intelligence	16
Alignment	Lawful good
Treasure Type	XI
Treasure Value	3d4x10,000
Magical Treasure	1d6 items (15%), 2d4 potions (40%), 1d4 scrolls (50%)
X.P. Value	See above

General: Bronze dragons dwell in regions close to large lakes or oceans, as with other types of dragons finding large caverns in which to actually lair. If encountered in their lair, there is a 25% chance that any given dragon will be asleep. If they are able, bronze dragons cast spells as if they were mystics.

Combat: Bronze dragons attack as described above. They have two different breath weapons, either of which can be used as they wish. The first is a lightning bolt 5' wide and 100' long. All creatures struck by it are entitled to a saving throw vs. breath weapon to only sustain half damage. The second is a cloud of *repulsion* gas 20' long, 30' wide, and 30' high. Any creature in the cloud who fails its saving throw vs. dragon breath must move away from the dragon at its normal movement rate for 6 minutes, even after leaving the cloud. They are immune to all electrical attacks, but are vulnerable to fire-based attacks. Fire attacks get an automatic +1 "to hit" and to damage against them.

Appearance: Bronze dragons have fan-like wings and thin tails. They have a fan running all the length of their body starting at the top of the neck, and have two frills on either side of their face. They have pointed snouts.

Copper Dragon

Number	1d4
Morale	See Table 1, above
Hit Dice	8-10
Armor Class	2
Move	90'/min., 240'/min. (flying - clumsy)
Magic Resistance	Standard
No. of Attacks	6
Damage	1d4/1d4/5d4/1d8/1d4/1d4
Defenses	Immune to acid, possible immunity to <i>fear</i>
Attacks	Breath weapon, <i>dragonfear</i> , possible spells
Size	L (31'-41' long)
Intelligence	14
Alignment	Lawful good
Treasure Type	XI
Treasure Value	3d4x10,000
Magical Treasure	1d6 items (15%), 2d4 potions (40%)
X.P. Value	See above

General: Copper dragons dwell in deep caves in the midst of rocky arid regions and badlands. If encountered in their lair, there is a 40% chance that

any given copper dragon will be asleep. Copper dragons, if able to cast spells, do so as if they were mages. They are noted for their greed.

Combat: In melee, copper dragons attack as described above. They have two breath weapons from which they can choose when attacking with that form. The first is a jet of highly corrosive acid some 5' wide and 70' long. The second is a cloud of *slowing* gas 30' long, 20' wide, and 20' high. Any creature within the cloud must make a saving throw vs. breath weapon or move and attack at half speed for the next 6 minutes. Copper dragons are themselves immune to acid attacks and *slow* spells, but they are vulnerable to earth or water based attacks. Any such attacks from creatures or magic are made with a +1 bonus "to hit" and to damage done.

Appearance: Copper dragons have fan-like wings and whip-like tails. Their snouts are pointed, they have scaly frills on both cheeks, and they have two large horns that sweep back from their heads.

Electrum Dragon

Number	1d4
Morale	See Table 1, above
Hit Dice	10-12
Armor Class	0
Move	90'/min., 240'/min. (flying - clumsy)
Magic Resistance	Standard
No. of Attacks	6
Damage	1d8/1d8/6d6/1d12/1d8/1d8
Defenses	Immune to fire, possible immunity to <i>fear</i>
Attacks	Breath weapon, <i>dragonfear</i> , possible spells
Size	L (49'-59' long)
Intelligence	18
Alignment	Lawful good
Treasure Type	XI
Treasure Value	4d4x10,000
Magical Treasure	1d6 items (15%), 2d4 potions (40%), 1d4 scrolls (50%)
X.P. Value	See above

General: Electrum dragons are the mightiest of the good dragon types, dwelling in all terrains and climates, but always in deep caverns or castles of stone. If encountered in their lair, there is a 20% chance that any given electrum dragon will be asleep. If they are capable of casting spells, electrum dragons will be savants.

Combat: Electrum dragons fight in melee as described above. They also have two breath weapons at their command; the first is a gout of flame 90' long and 30' wide at its base. The second is a cloud of gas 50' long, 40' wide, and 30' high. All creatures within the cloud must make a saving throw vs. breath weapon or be *charmed* (as a *charm person* or *charm monster* spell, as applicable). Electrum dragons are immune to fire and charm attacks themselves, but are vulnerable to earth and water based attacks. Such attacks are made against them with a bonus of +1 "to hit" and to damage.

Description: Electrum dragons have bat-shaped wings and long whip-like tails. They have small horns on their temples and beak-like snouts.

Green Dragon

Number	1d4
Morale	See Table 1, above
Hit Dice	7-9
Armor Class	2
Move	90'/min., 240'/min. (flying - clumsy)
Magic Resistance	Standard
No. of Attacks	6
Damage	1d6/1d6/2d10/1d8/1d6/1d6
Defenses	Immune to poison, possible immunity to <i>fear</i>
Attacks	Breath weapon, <i>dragonfear</i> , possible spells
Size	L (31'-41' long)
Intelligence	11
Alignment	Lawful evil
Treasure Type	XI
Treasure Value	3d4x10,000
Magical Treasure	1d6 items (15%)
X.P. Value	See above

General: Green dragons make their lairs in densely wooded regions, in a deep cave or cavern. If encountered in their lairs, there is a 40% chance that any green dragon will be asleep. If they are capable of casting spells, green dragons will be clerics. They are noted for their short tempers.

Combat: Green dragons attack as noted above. Their breath weapon is a poisonous cloud of chlorine gas 50' long, 40' wide, and 30' high. They are immune to poisons and corrosives, but are vulnerable to air-based attacks. Such attacks (*air elementals*, etc.) are made with a +1 bonus "to hit" and to damage.

Appearance: Green dragons have bat-like wings and a fan running along their length, from their foreheads to the base of their tail. The tail itself is whip-like, and the snout is pointed.

Red Dragon

Number	1d4
Morale	See Table 1, above
Hit Dice	7-9
Armor Class	-1
Move	90'/min., 240'/min. (flying - clumsy)
Magic Resistance	Standard
No. of Attacks	6
Damage	1d8/1d8/3d10/1d12/1d8/1d8
Defenses	Immune to fire, possible immunity to <i>fear</i>
Attacks	Breath weapon, <i>dragonfear</i> , possible spells
Size	L (43'-53' long)
Intelligence	16
Alignment	Chaotic evil
Treasure Type	XI
Treasure Value	3d4x10,000
Magical Treasure	1d6 items (15%), 2d4 potions (40%), 1d4 scrolls (50%)
X.P. Value	See above

General: Red dragons are the mightiest of the evil dragon types, and are usually found in hills or mountains, dwelling in some deep cave or cavern complex. If encountered in their lairs, there is a 20% chance that a red dragon will be asleep. Red dragons that are able to, cast spells as mages. They are both cruel and grasping.

Combat: Red dragons attack as described above. Their breath weapon is an enormous cone of flame 90' long and 30' wide at the base. They are

immune to fire-based attacks, but are vulnerable to earth and water based attacks. Such attacks get a bonus of +1 "to hit" and to damage.

Appearance: Red dragons have bat-like wings and spade-ended tails. They have frills on their jowls and triangular ridges from the base of their skull to the base of their tail. Their snouts are pointed.

Silver Dragon

Number	1d4
Morale	See Table 1, above
Hit Dice	9-11
Armor Class	-1
Move	90'/min., 240'/min. (flying - clumsy)
Magic Resistance	Standard
No. of Attacks	6
Damage	1d6/1d6/5d6/1d8/1d6/1d6
Defenses	Immune to cold, possible immunity to <i>fear</i>
Attacks	Breath weapon, <i>dragonfear</i> , possible spells
Size	L (43'-53' long)
Intelligence	16
Alignment	Lawful good
Treasure Type	XI
Treasure Value	3d4x10,000
Magical Treasure	1d6 items (15%), 1d4 scrolls (50%)
X.P. Value	See above

General: Silver dragons dwell in caves on mountaintops, or in magical cloud fortresses. If encountered in their lair, there is a 15% chance that a silver dragon will be asleep. If they are able to cast spells, silver dragons will be mages.

Combat: Silver dragons attack as indicated above. They have two breath weapons, either of which can be used as they deem fit. The first is a cone of frost 80' long and 30' wide at the base. The second is a cloud of paralyzing gas 50' long, 40' wide, and 20' high which will render immobile for 2d6 minutes any creature that fails its saving throw vs. breath weapon. In addition to being immune to cold based attacks, they are susceptible to both electricity and fire, with such attacks getting a bonus of +1 "to hit" and to damage against them.

Appearance: Silver dragons have bat-like wings and narrow snouts. They have a fan running from the back of their head to the base of their neck, and then triangular ridges along their spine. Their tail is thick.

White Dragon

Number	1d4
Morale	See Table 1, above
Hit Dice	5-7
Armor Class	3
Move	120'/min., 300'/min. (flying - clumsy)
Magic Resistance	Standard
No. of Attacks	6
Damage	1d4/1d4/2d8/1d6/1d4/1d4
Defenses	Immune to cold, possible immunity to <i>fear</i>
Attacks	Breath weapon, <i>dragonfear</i> , possible spells
Size	L (19'-29' long)
Intelligence	8
Alignment	Chaotic evil
Treasure Type	XVI
Treasure Value	1d6+3x1,000
Magical Treasure	2d4 potions (40%)
X.P. Value	See above

General: White dragons dwell in frigid arctic lands, making their lair in icy caves and caverns. If encountered in their lair, there is a 60% chance that a white dragon will be sleeping. Those that are able, cast spells as clerics.

Combat: White dragons attack as described above. Their breath weapon is a cone of frost 70' long and 25' wide at its base. They are immune to all cold-based attacks but are vulnerable to both electricity and fire; such attacks are made with a bonus of +1 "to hit" and to damage.

Appearance: White dragons have bat-like wings and narrow snouts. They have a single fan behind their head, and a whip-like tail.

Dragonne

Number	1
Morale	+4
Hit Dice	9d10
Armor Class	2
Move	150'/min., 90'/min. (flying - poor)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d8/1d8/3d6
Defenses	None
Attacks	Roar
Size	L (5' at shoulder)
Intelligence	6
Alignment	Neutral
Treasure Type	IV
Treasure Value	1d4x1,000
Magical Treasure	1 armor/weapon (10%), 2d4 potions (40%), 1d4 scrolls (50%)
X.P. Value	1,400 + 14/h.p.

General: Dragonnes are thought to be admixtures of dragons and lions. Their wings are undersized, and can only sustain the creature for 1d3x10 minutes in the air.

Combat: Dragonnes attack with their claws and bite. They also attack with a roar; all those within 120' must save vs. paralysis or have their strength cut in half for 2d6 minutes. Those within 30' will be struck deaf (including -1 "to hit" due to disorientation), with no saving throw allowed, also for 2d6 minutes.

Appearance: The draggone has the body of a metallic dragon with bat-like wings and the head of a lion.

Dryad

Number	1d6
Morale	-4
Hit Dice	2d8
Armor Class	9
Move	120'/min.
Magic Resistance	10
No. of Attacks	1
Damage	Per weapon type
Defenses	See below
Attacks	Charm
Size	M
Intelligence	14
Alignment	Neutral
Treasure Type	XIV
Treasure Value	1d8+1x1,000
Magical Treasure	None
X.P. Value	105 + 3/h.p.

General: Dryads are beautiful nature spirits that inhabit oak trees. They are usually found only in very secluded glades and the deepest, most impenetrable areas of forests. They are never found more than 1,000' away from the tree in which they make their home; the tree is actually part of their being. They can *speak with plants* at will. They have intimate knowledge of the woods in which they dwell, and can be persuaded to help travelers if approached gently and with respect and rewards.

Combat: Dryads will, if pressed, fight with the slender dagger they all carry. However, they are much more likely to flee a hostile encounter if possible; they are able to *dimension door* from one tree into their own (unless surprised). Males with a charisma of 16 or greater will often be the subject of the dryad's charm person power, which can be used three times per day, and against which the victim has a penalty of -3 on their saving throw. Men so charmed are taken back to the dryad's tree; 50% of them are never seen again, while the rest are freed 1d4 years later.

Appearance: Dryads appear as lovely slender maidens with green hair and eyes. They speak their own language, elvish, pixie, and sprite, as well as being able to *speak with plants* as noted above.

Dwarf

Dwarves are demi-humans, and as such can be player characters (but check with your game master to make sure that dwarves of specific types are allowed in the campaign). As a rule, if reference is just made to "dwarves" without specifying, it should be assumed that hill dwarves are being referred to, unless the context makes it obvious that another type is intended. There are three main types of dwarves; the gray dwarves, hill dwarves, and mountain dwarves. Each is detailed separately below.

Hill Dwarf

Number	4d10x10
Morale	+1
Hit Dice	1d8
Armor Class	4
Move	60'/min.
Magic Resistance	See below
No. of Attacks	1
Damage	By weapon type
Defenses	See below
Attacks	See below
Size	S (4' tall)
Intelligence	12
Alignment	Lawful good
Treasure Type	Individuals XII, Community III
Treasure Value	Individuals 5d8, Community 1d20+20x1,000
Magical Treasure	1d6 items (35%)
X.P. Value	14 + 1/h.p.

General: Hill dwarves tend to dwell in rugged terrain, such as rocky hills, foothills, and the like, dwelling in an elaborate underground community, usually with great open areas, grand staircases, etc. They have infravision (60' range) and those who are encountered will often (60% chance) have 5d4 tamed wolves (25% chance) or 2d4 tamed brown bears (75% chance) as guards and pets. They are noted miners, and have the following chances of detecting unusual stonework.

- Detect sloping passages and tunnels (75%)
- Detect new construction (75%)
- Detect moving, shifting, etc., walls and rooms (67%)
- Detect pit traps, falling blocks, etc. (50%)

For every 40 dwarves encountered, there will also be a fighter of level 2d3. Larger groups or settlements will also have the following higher-level types.

Size	Will also have...
160+	4th level fighter, 6th level fighter
200+	Multi-classed 1d4+2 level fighter/1d4+3 cleric
320+	8th level fighter, 7th level fighter, 6th level fighter/7th level cleric, 2 x 4th level fighter/4th level clerics

Additional higher-level individuals are cumulative. In addition to those listed above, a dwarven community will also have the following.

- 2d6 level 1d4+1 fighters
- 2d4 level 1d3+1 fighter/level 1d3+1 clerics
- Females equal to 50% of the total number of males
- Children equal to 25% of the total number of males

Combat: Dwarves normally wear mail and shield armor. Their weapons should be determined randomly. For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior.

Die roll (d%)	Weapons	% Composition
01-25	Axe, hammer	25%
26-35	Axe, hvy. crossbow	10%
36-45	Axe, mace	10%
46-55	Hammer, pick	10%
56-65	Short sword, lt. crossbow	15%
66-75	Short sword, pole arm	10%
76-00	Sword, spear	20%

All dwarves get a +1 bonus "to hit" against goblins, orcs, and hobgoblins. Ogres, trolls, and giants attempting to attack dwarves get a -4 penalty "to hit." Dwarves are resistant to poison and magic; they make saving throws against these attacks (as well as rods, staves, and wands) with a bonus of +3.

Appearance: Dwarves appear as stocky humanoids, generally always bearded (males and females alike). Their skin ranges from tan to light brown, with brown or black hair. They speak their own tongue, as well as gnomish, goblin, kobold, and orcish. 75% of dwarves will also speak the common tongue.

Mountain dwarf

Number	4d10x10
Morale	+1
Hit Dice	1d10
Armor Class	4
Move	60'/min.
Magic Resistance	See below
No. of Attacks	1
Damage	By weapon type
Defenses	See below
Attacks	See below
Size	S (4 1/2' tall)
Intelligence	12
Alignment	Lawful good
Treasure Type	Individuals XII, Community III
Treasure Value	Individuals 5d8, Community 1d20+20x1,000
Magical Treasure	1d6 items (35%)
X.P. Value	14 + 1/h.p.

General: Mountain dwarves tend to dwell in rough mountain ranges and the like, dwelling in an elaborate underground community, usually with great open areas, open staircases, etc. They have infravision (60' range) and those who are encountered will often (60% chance) have 5d4 tamed wolves (25% chance) or 2d4 tamed brown bears (75% chance) as guards and reinforcements. They are noted miners, and have the following chances of detecting unusual stonework:

- Detect sloping passages and tunnels (75%)
- Detect new construction (75%)
- Detect moving, shifting, etc., walls and rooms (67%)
- Detect pit traps, falling blocks, etc. (50%)

For every 40 dwarves encountered, there will also be a fighter of level 2d3. Larger groups or settlements will also have the following higher-level types.

Size	Will also have...
160+	6th level fighter, 4th level fighter
200+	Multi-classed 1d4+2 level fighter/1d4+3 cleric
320+	8th level fighter, 7th level fighter, 6th level fighter/7th level cleric, 2 x 4th level fighter/4th level clerics

Additional higher-level individuals are cumulative. In addition to those listed above, a dwarven community will also have the following.

- 2d6 level 1d4+1 fighters
- 2d4 level 1d3+1 fighter/level 1d3+1 clerics
- Females equal to 50% of the total number of males
- Children equal to 25% of the total number of males

Combat: Dwarves normally wear mail and shield armor. Their weapons should be determined randomly. For large groups, you may wish to use the

% Composition column, rather than rolling percentile dice for each individual warrior.

Die roll (d%)	Weapons	% Composition
01-25	Axe, hammer	25%
26-35	Axe, hvy. crossbow	10%
36-45	Axe, mace	10%
46-55	Hammer, pick	10%
56-65	Short sword, lt. crossbow	10%
66-85	Short sword, pole arm	20%
86-00	Sword, spear	15%

All dwarves get a +1 bonus "to hit" against goblins, orcs, and hobgoblins. Ogres, trolls, and giants attempting to attack dwarves get a -4 penalty "to hit." Dwarves are resistant to poison and magic; they make saving throws against these attacks (as well as rods, staves, and wands) with a bonus of +3.

Appearance: Mountain dwarves appear as stocky humanoids, generally always bearded (males and females alike). Their skin ranges from fair to light tan, with reddish or brown hair. They speak their own tongue, as well as gnomish, goblin, kobold, and orcish. 75% of dwarves will also speak the common tongue.

E

Eagle

	Regular	Giant
Number	1 (95%), 1d8+4 (5%)	1d20
Morale	+1	+2
Hit Dice	1d10	4d8
Armor Class	6	7
Move	10'/min., 300'/min. (flying - average)	30'/min., 480'/min. (flying - poor)
Magic Resistance	Standard	Standard
No. of Attacks	3	3
Damage	1d2/1d2/1d2	1d6/1d6/2d6
Defenses	Never surprised	Never surprised
Attacks	Dive	Dive
Size	M (7' wingspan)	M (20' wingspan)
Intelligence	1	10
Alignment	Neutral	Neutral
Treasure Type	None	XVII
Treasure Value	n/a	1d10x10
Magical Treasure	None	1d2 (10%)
X.P. Value	35 + 2/h.p.	150 + 4/h.p.

General: Giant eagles nest on cliffs, mesas, etc. They are able to carry up to 200 lbs. if they fly at half speed. They are intelligent creatures and will generally not attack non-evil creatures that do not threaten them. In the aerie there is a 50% chance that there will be 1d4 young or eggs (50% chance of each), but in the nest the adults will attack any intruder. There will not be more than 2 adults in any given nest.

Combat: Eagles attack with their claws and great beaks in combat. They have such good eyesight that they are never surprised except when in their nests (or at night). They are able to dive on opponents, doing double damage with their claws, but not able to attack with their beaks in that round.

Appearance: Giant eagles are large versions of their regular cousins. Regular eagle eggs are worth 1d6+4x10 g.p. each, while giant eagle eggs can be sold for 1d4+4x100 g.p. each.

Ear Seeker

Number	1d4
Morale	±0
Hit Dice	1 hit point each
Armor Class	9
Move	10'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	None; see below
Defenses	None
Attacks	None
Size	S (½" long)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	0

General: Ear seekers dwell in cellulose such as trees, tables, wooden doors, etc. but need warm secluded places to lay their eggs, and are greatly feared because they tend to do so in humanoid ears. They most often attack in this way when someone listens at a dungeon door.

Combat: Ear seekers do no actual damage when they enter an ear, but they will lay 1d8+8 eggs and then emerge, dying within 10 minutes. In 4d6 hours, the eggs will hatch, burrowing inside the unfortunate host creature and killing it with 90% certainty. If a *cure disease* spell is cast on the host before the eggs hatch, they will be destroyed.

Appearance: Ear seekers are small pale grub-like worms.

Elephant

	African	Asian	Young
Number	1d12	1d20	1d4
Morale	+2	+2	-2
Hit Dice	11d12	10d12	5d12
Armor Class	6	6	6
Move	150'/min.	120'/min.	120'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	5	5	5
Damage	2d8/2d8/2d6 /2d6/2d6	2d6/2d6/2d6 /2d6/2d6	2d4/2d4/1d6 /1d6/1d6
Defenses	None	None	None
Attacks	None	None	None
Size	L (11' tall)	L (9' tall)	L (4' tall)
Intelligence	3	3	3
Alignment	Neutral	Neutral	Neutral
Treasure Type	None	None	None
Treasure Value	n/a	n/a	n/a
Magical Treasure	None	None	None
X.P. Value	2,125 + 16/h.p.	1,500 + 14/h.p.	225 + 8/h.p.

General: Elephants travel in herds in warm regions. They are generally not aggressive creatures, but if a single elephant is encountered it will be a rogue bull who will attack 90% of the time. Rogue bulls will have a minimum

of 6 h.p. per hit die. If half the maximum possible number of elephants are encountered, there will be an additional 1d4 young.

Combat: Elephants attack with their great tusks, grasping and squeezing with their trunk, and trampling enemies with their fore legs. They will not attack anything with their trunk that would injure them in the process. No more than two attacks can be used against the same target.

Appearance: Elephants are large quadrupeds with large ears, prehensile trunks, and tusks of ivory. The tusks are worth 1d6x100 g.p. each and weigh half as many pounds as they are worth in g.p. (Example: a 400 g.p. tusk would weigh 200 lbs.)

See also: Mammoth (p. 117), and Mastodon (p. 117).

Elf

Elves are demi-humans, and as such can be player characters (but check with your game master to make sure that elves of specific types are allowed in the campaign). As a rule, if reference is just made to “elves” without specifying, it should be assumed that high elves are being referred to, unless the context makes it obvious that another type is intended. There are six main types of elves; dark elves, gray elves, high elves, wild elves, and wood elves. Each is detailed separately below. There is also a species of sea elves, which is dealt with on p. 90.

There are also half-elves, who are hybrids of humans and elves, but they are not seen in numbers alone, and do not form their own communities. Complete information about half-elves can be found in the Adventures Dark and Deep Players Manual. At the game master’s discretion, some small percentage (5% or so) of all elves encountered can be half-elves, but they should be treated as regular elves of their type where appropriate.

Gray elf (Faerie)

Number	2d10x10
Morale	+2
Hit Dice	1d10
Armor Class	4
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	Per weapon type
Defenses	90% resistant to <i>sleep</i> and <i>charm</i> effects
Attacks	None
Size	M (5')
Intelligence	14
Alignment	Chaotic good
Treasure Type	Individuals XI, Community III
Treasure Value	Individuals 1d20, Community 6d4+10x1,000
Magical Treasure	Community 2d4 potions, 1d4 scrolls
X.P. Value	28 + 2/h.p.

General: Gray elves tend to live in isolation from both other types of elves as well as humans, considering themselves to be the aristocracy of the elvish race. They favor isolated meadows deep in wooded regions, and live in stately homes of stone and wood. 50% of gray elves encountered will have hippogriffs as mounts (70%) or griffons as both guards and mounts. Gray elf communities will often (65%) have 2d6 giant eagles as guardians (see p. 22 for details). Generally, gray elves do not ride horses, although individuals may do so.

Gray elves are able to conceal themselves in natural surroundings as if they were invisible. Also when in such surroundings enemies have a -2 penalty on

their surprise rolls (if applicable). They have infravision with a 60' range and are able to detect secret doors on a roll of 1-3 on a d6, and concealed doors on a roll of 1-4.

For every 20 gray elves encountered, there will also be a fighter of level 2 (67%) or level 3 (33%). For every 40 elves encountered, there will also be a level 2 fighter/level 1 mage (67%) or a level 3 fighter/level 2 mage (33%). Larger groups of gray elves, including settlements, will have the following higher-level individuals.

Size	Will also have...
100-159	Multi-classed 5th level fighter/8th level mage, two 4th level fighter/5th level mages, 4th level fighter/4th level mage/4th level cleric
160+	9th level fighter/10th level mage, 6th level fighter/6th level mage/6th level cleric

In addition to those listed above, a community of high elves will also have the following individuals.

- One 4th level fighter per 40 elves in the community
- One 2nd level fighter/2nd level mage/2nd level cleric per 40 elves
- One 4th level fighter/7th level mage
- One 5th level fighter
- One 6th level fighter

Numbers of higher-level individuals are cumulative.

Combat: Gray elves usually wear mail and carry shields. All gray elves get a +1 bonus “to hit” with swords. Weapons carried by gray elves should be determined randomly. For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior.

Die roll (d%)	Weapons	% Composition
01-25	Long sword and long bow	25%
26-75	Long sword and spear	50%
76-00	Long sword	25%

5% of all gray elf settlements and groups of more than 60 will also have a contingent of 1d3x10 elf maidens riding unicorns. They will be armed and armored as the men.

Appearance: Gray elves appear as short and slender humans with fine features and pointed ears. They have either silver hair and amber-hued eyes or golden hair and violet colored eyes. They tend to wear light colors with blue or purple cloaks. Gray elves speak elvish, the common tongue, goblin, orcish, hobgoblin, gnoll, gnomish, and halfling.

High elf

Number	2d10x10
Morale	+1
Hit Dice	1d10
Armor Class	5
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	By weapon type
Defenses	90% immune to <i>sleep</i> and <i>charm</i> effects
Attacks	None
Size	M (5')
Intelligence	14
Alignment	Chaotic good
Treasure Type	Individuals XI, Community III
Treasure Value	Individuals 1d20, Community 6d4+10x1,000
Magical Treasure	Community 2d4 potions, 1d4 scrolls
X.P. Value	28 + 2/h.p.

General: High elves tend to live in secluded parts of woodlands, making houses of homes of stone and wood. High elf communities will often (65%) have 2d6 giant eagles as guardians (see p. 22 for details). Generally, high elves do not ride horses, although individuals may do so.

High elves are able to conceal themselves in natural surroundings as if they were invisible. Also when in such surroundings enemies have a -2 penalty on their surprise rolls (if applicable). They have infravision with a 60' range and are able to detect secret doors on a roll of 1-3 on a d6, and concealed doors on a roll of 1-4.

For every 20 high elves encountered, there will also be a fighter of level 2 (67%) or level 3 (33%). For every 40 elves encountered, there will also be a level 2 fighter/level 1 mage (67%) or a level 3 fighter/level 2 mage (33%). Larger groups of high elves, including settlements, will have the following higher-level individuals.

Size	Will also have...
100-159	Multi-classed 5th level fighter/8th level mage, two 4th level fighter/5th level mages, 4th level fighter/4th level mage/4th level cleric
160+	6th level fighter/9th level mage, 6th level fighter/6th level mage/6th level cleric

In addition to those listed above, a community of high elves will also have the following individuals.

- One 4th level fighter per 40 elves in the community
- One 2nd level fighter/2nd level mage/2nd level cleric per 40 elves
- One 4th level fighter/7th level mage
- One 5th level fighter
- One 6th level fighter

Numbers of higher-level individuals are cumulative.

Combat: High elves usually wear scale or lamellar armor and carry shields. All high elves get a +1 bonus "to hit" with swords. Weapons carried by high elves should be determined randomly. For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior.

Die roll (d%)	Weapons	% Composition
01-10	Broad sword and long bow	10%
11-30	Broad sword and spear	20%
31-50	Broad sword	20%
51-55	Two-handed sword	5%
56-85	Spear	30%
86-00	Long bow	15%

5% of all high elf settlements and groups of more than 60 will also have a contingent of 1d3x10 elf maidens riding unicorns. They will be armed and armored as the men.

Appearance: High elves appear as short and slender humans with fine features and pointed ears. They have dark hair and green eyes. They tend to wear pastels with cloaks of grayish green. High elves speak elvish, the common tongue, goblin, orcish, hobgoblin, gnoll, gnomish, and halfling.

Wood elf

Number	2d10x10
Morale	+1
Hit Dice	1d10
Armor Class	7
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	By weapon type
Defenses	90% immune to <i>sleep</i> and <i>charm</i> effects
Attacks	None
Size	M (5')
Intelligence	13
Alignment	Neutral good
Treasure Type	Individuals XI, Community III
Treasure Value	Individuals 1d20, Community 6d4+10x1,000
Magical Treasure	Community 2d4 potions, 1d4 scrolls
X.P. Value	28 + 2/h.p.

General: Wood elves tend to live deep in secluded woodlands, in homes high in or inside the trees themselves. They are more isolated than gray elf communities, but not so xenophobic as wild elves. Wood elf communities will often (70%) have 2d4 giant owls or 1d6 giant lynx as guardians (see pages 62 and 51, respectively). Generally, wood elves do not ride horses, although individuals may do so.

Wood elves are able to conceal themselves in natural surroundings as if they were invisible. Also when in such surroundings enemies have a -2 penalty on their surprise rolls (if applicable). They have infravision with a 60' range and are able to detect secret doors on a roll of 1-3 on a d6, and concealed doors on a roll of 1-4.

For every 20 wood elves encountered, there will also be a fighter of level 2 (67%) or level 3 (33%). For every 40 elves encountered, there will also be a level 2 fighter/level 1 mage (67%) or a level 3 fighter/level 2 mage (33%). Larger groups of gray elves, including settlements, will have the following higher-level individuals.

Size	Will also have...
100-159	Multi-classed 5th level fighter/8th level mage, two 4th level fighter/5th level mages, 4th level fighter/4th level mage/4th level cleric
160+	6th level fighter/9th level mage, 6th level fighter/6th level mage/6th level cleric

In addition to those listed above, a community of wood elves will also have the following individuals.

- One 4th level fighter per 40 elves in the community
- One 2nd level fighter/2nd level mage/2nd level cleric per 40 elves
- One 4th level fighter/7th level mage
- One 5th level fighter
- One 6th level fighter

Numbers of higher-level individuals are cumulative.

Combat: Wood elves usually wear ring mail or brigandine. All wood elves get a +1 bonus "to hit" with swords. Weapons carried by high elves should be determined randomly. For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior.

Die roll (d%)	Weapons	% Composition
01-40	Short bow	40%
41-50	Bastard sword and short bow	10%
51-70	Spear and short bow	20%
71-80	Bastard sword	10%
81-00	Spear	20%

5% of all wood elf settlements and groups of more than 60 will also have a contingent of 1d3x10 elf maidens riding unicorns. They will be armed and armored as the men.

Appearance: Wood elves appear as short and slender humans with fine features and pointed ears. They have yellow or red hair and eyes of brown, green, or hazel. They tend to wear earth tones with cloaks of green or brownish green. Wood elves speak elvish, treant, and the languages of whatever woodland creatures happen to be in their vicinity.

Ettin

Number	1d4
Morale	+3
Hit Dice	10d10
Armor Class	3
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	2d8/3d6
Defenses	Surprise bonus +1
Attacks	None
Size	L (13')
Intelligence	6
Alignment	Chaotic evil
Treasure Type	Individuals XI, Lair III
Treasure Value	Individual 2d20, Lair 6d6x100
Magical Treasure	1d2 (10%)
X.P. Value	1,950 + 14/h.p.

General: Ettins are cousins of giants who tend to dwell in underground lairs and come out at night in order to hunt and slay. It is a common myth that one can get the two heads of an ettin arguing with one another and thereby slip away to safety; one head is always dominant and has complete control of the whole.

Combat: Ettins attack with their massive arms, with the left and right attacking simultaneously. Their twin heads make them difficult to surprise.

Appearance: Ettins are giant humanoid figures with two orc heads, each sporting enormous tusks. They wear ratty furs and discarded clothing, and their skin is orange.

F

Flightless Bird

	Rhea	Emu	Ostrich
Number	2d10	2d10	2d10
Morale	-3	-3	-3
Hit Dice	1d8	2d8	3d8
Armor Class	7	7	7
Move	180'/min.	180'/min.	180'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	1d4 or 2d4 (see below)	1d4 or 2d4 (see below)	1d4 or 2d4 (see below)
Defenses	None	None	None
Attacks	None	None	None
Size	M (5')	M (6 1/2')	L (9')
Intelligence	1	1	1
Alignment	Neutral	Neutral	Neutral
Treasure Type	None	None	None
Treasure Value	n/a	n/a	n/a
Magical Treasure	None	None	None
X.P. Value	10 + 1/h.p.	20 + 2/h.p.	35 + 3/h.p.

General: The term "flightless bird" includes such species as the ostrich, emu, and rhea. They tend to live in warm climates in open grassy terrain. They are not aggressive unless cornered.

Combat: Flightless birds will either peck (50%) or kick (50%) enemies, but only if there is no other recourse.

Appearance: Flightless birds have large bulbous bodies covered in feathers, muscular legs, and long featherless necks. They tend to be black or brown with white highlights.

Frog, Killer

Number	3d6
Morale	+3
Hit Dice	1d12
Armor Class	8
Move	60'/min., 120'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d2/1d2/1d4+1
Defenses	None
Attacks	180' leap, camouflage
Size	S (2' long)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	36 + 2/h.p.

General: Killer frogs have a taste for human and demi-human flesh. They are, however, cannibalistic, which keeps their numbers down to manageable numbers. They are found in swamps, marshes, rivers, lakes, etc.

Combat: Killer frogs attack with their two front claws and sharp teeth. They can leap up to 180' when attacking, and their coloration makes them very difficult to detect; enemies get a penalty of -2 on their surprise rolls.

Appearance: Killer frogs appear as larger versions of their normal cousins, but with large talons and many sharp teeth. They are greenish-brown in color.

Frog, Monstrous

	Large	Huge	Giant
Number	5d8	5d8	5d8
Morale	±0	±0	±0
Hit Dice	1d6	2d8	3d8
Armor Class	7	7	7
Move	30'/min., 90'/min. (swimming)		
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	1d3	1d6	2d4
Defenses	None	None	None
Attacks	180' leap, tongue, swallow, camouflage	140' leap, tongue, swallow, camouflage	100' leap, tongue, swallow, camouflage
Size	S (2' long, 50 lbs.)	S (4' long, 150 lbs.)	M (6' long, 250 lbs.)
Intelligence	0	0	0
Alignment	Neutral	Neutral	Neutral
Treasure Type	None	None	None
Treasure Value	n/a	n/a	n/a
Magical Treasure	None	None	None
X.P. Value	7 + 1/h.p.	30 + 2/h.p.	45 + 3/h.p.

General: Monstrous frogs inhabit places where water and land meet; bogs, swamps, riverbanks, lakes, ponds, etc. They are mostly meat-eaters, and will swallow any creature small enough to fit into their mouth. They are aggressive hunters, but will flee from strong predators or fire.

Combat: Monstrous frogs attack with their bite. Due to their coloration, enemies have a -2 penalty on all surprise rolls. The sticky tongue of the monstrous frog is three times as long as the frog itself, and strikes with a +4 bonus "to hit." The tongue itself does no damage, but will be used to draw prey into the mouth. If that happens, the frog automatically scores maximum damage. The exact function of the tongue depends on the weight of the creature attacked.

Victim weighs...	Frog will release it...	Frog will attack on...
Equal to or less than the frog	If the tongue is hit (1 chance)	Next round
More than the frog	If the tongue is hit (2 chances)	3rd round
Twice as much as the frog	Automatically after 2 rounds	Never

In addition, giant frogs will swallow prey whole on a natural roll of 20 "to hit." Such creatures must be smaller than the frog, and have 3 rounds to escape. In order to do so they must score a modified hit of 18 with an edged weapon; success results in the frog being slain automatically. Anyone else attacking a frog with swallowed prey must roll 1d6 every time they hit. On a roll of 1-4, the damage done to the frog is done to the swallowed prey as well.

Appearance: Monstrous frogs appear as larger versions of ordinary frogs. They are generally the color of their surroundings; mud brown, scum green, etc.

Frog, Poisonous

Number	2d6
Morale	±0
Hit Dice	1d4
Armor Class	8
Move	30'/min., 90'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	1 h.p.
Defenses	None
Attacks	10' leap, poison
Size	S (6")
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	35 + 1/h.p.

General: Poisonous frogs are found in all the places that regular frogs are found; swamps, rivers, marshes, etc.

Combat: The poisonous frog's bite is not very dangerous in and of itself, but both the bite and the skin of the frog itself are poisonous. All those exposed to it must make a saving throw vs. poison with a +4 bonus or die. They can leap up to 10' to attack.

Appearance: Poisonous frogs appear as normal frogs, but have a toothy bite.

Fungi, Deadly

	Violet Fungus
Number	1d4
Morale	±0
Hit Dice	3d6
Armor Class	7
Move	10'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4
Defenses	None
Attacks	Rotting
Size	S (4') - L (7')
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	135 + 4/h.p.

General: Violet fungi dwell underground places and are ambulatory (albeit slowly), consuming decaying animal matter for the most part. They are often found in the company of shriekers (see p. 70). They so closely resemble shriekers that there is a 75% chance that they will be mistaken for their more benign cousins.

Combat: Each violet fungus has 1d4 branches, each of which will not only cause some slight damage if it hits, but which forces the victim to make a saving throw vs. poison. Failure indicates that the victim has begun to rot; one limb will be lost to rot and corruption every round, with each lost limb causing the victim to lose 10% of his total original hit points permanently. At the end of the fifth round, the victim's torso will rot away, killing the character at last (of course, the victim may have already died as a result of his limbs rotting and falling away). A *cure disease* spell will halt the progress of the rot, and a *regenerate* spell will restore one lost limb (and the hit points that were lost with it). The length of the fungus's branches (and thus its range of attack) depends on its size, which should be determined randomly.

Die roll (d4)	Size	Branch length
1	S (4')	1'
2	M (5')	2'
3	M (6')	3'
4	L (7')	4'

Shriekers and other non-animal creatures are immune to the rot of the violet fungus.

Appearance: Violet fungi are tall and slender mushrooms, overall purplish in color.

G

Gargoyle

	Gargoyle
Number	2d8
Morale	+5
Hit Dice	4d10
Armor Class	5
Move	90'/min., 50'/min. (flying - average)
Magic Resistance	Standard
No. of Attacks	4
Damage	1d3/1d3/1d6/1d4
Defenses	+1 or better weapon needed to damage
Attacks	None
Size	M
Intelligence	6
Alignment	Chaotic evil
Treasure Type	Individuals XV, Lair III
Treasure Value	Individuals 1d8x10, Lair 4d6x100
Magical Treasure	1d2 items (10%)
X.P. Value	165 + 5/h.p.

General: Gargoyles are magical creatures with a preference for dwelling in old ruins and deep underground. They are very aggressive, and will attack any creature 90% of the time. They are known to sometimes work as servants of powerful evil masters.

Combat: Gargoyles attack with their claws, bite, and spade-like tail. On weapons with an enchantment of +1 or better will harm them.

Appearance: Gargoyles have skin like stone, tails, and bat-like wings. They will often have horns, although there is considerable variation. Their skin is gray-green.

Gas Spore

Number	1
Morale	±0
Hit Dice	1 hit point
Armor Class	9
Move	30'/min. (floating)
Magic Resistance	Standard
No. of Attacks	1
Damage	n/a
Defenses	explosion
Attacks	rhizomes
Size	L (5' diameter)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	33

General: The gas spore is a floating fungal creature that strongly resembles the feared sphere of many eyes (see p. 74 **Error! Bookmark not defined.**). At ranges in excess of 10', there is a 90% chance that a gas spore will be mistaken for an sphere of many eyes. At closer ranges, there is still a 25% chance.

Combat: Gas spores attack enemies by touching exposed skin with their stalk-like growths; if they are successful, they have infected the victim with their rhizomes (see below). However, if they are struck for but a single point of damage, they explode violently; all creatures within a 20' radius will take 6d6 h.p. of damage (save vs. wands/staves/wands for half damage). If the saving throw is not successful, the gas spore's awful rhizomes will have penetrated the victim. 24 hours after that happens, the victim will die in agony as 2d4 gas spores erupt from the painfully swollen nodules under their skin. A *cure disease* spell will remove the rhizomes.

Appearance: Gas spores are large spherical creatures with what appears to be a large central eye large tooth-filled maw, as well as a ring of smaller stalks atop its head.

Gelatinous Cube

Number	1
Morale	±0
Hit Dice	4d8
Armor Class	8
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	Paralyzation
Defenses	Immune to electricity, fear, hold, paralyzation, polymorph, sleep; resistant to cold
Attacks	Digestion, surprise
Size	L (10' on a side)
Intelligence	0
Alignment	Neutral
Treasure Type	XVI
Treasure Value	1d12x10
Magical Treasure	1 potion or 1 weapon (10%)
X.P. Value	150 + 4/h.p.

General: Gelatinous cubes are commonplace scavengers in underground settings such as dungeons, and are perfectly adapted to such conditions by

their size and shape, which conforms to the dimensions of many dungeon corridors. They sweep up detritus, carrion, etc. from walls, floors, and ceilings, incidentally also sweeping up indigestible matter such as coins, gems, potion vials, etc.

Combat: Gelatinous cubes attack by touch; victims must make a saving throw vs. paralyzation or be paralyzed for 5d4 minutes. During this time the cube will flow around the victim and begin digesting him, causing 2d4 h.p. of damage per round until the victim is fully dissolved. Cubes are transparent, making them difficult to see, especially in dungeon environments; enemies have a -1 penalty on their surprise rolls. Gelatinous cubes are resistant to cold based attacks; if they fail a saving throw they only take 1d4 h.p. of damage and are slowed by 50% for 1d6 rounds. If they make their saving throw there is no effect.

Appearance: Gelatinous cubes are nearly perfectly transparent cubes of viscous material. Sometimes non-digestible items can be seen "floating in mid-air," which are actually items trapped within the body of the cube as it moves through a dungeon corridor.

Ghast

Number	1d6
Morale	+12
Hit Dice	4d8
Armor Class	4
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d4/1d4/1d8
Defenses	Immune to sleep, charm
Attacks	Stench, paralyzation
Size	M
Intelligence	12
Alignment	Chaotic evil
Treasure Type	VII
Treasure Value	7d6x1,000
Magical Treasure	1 armor/weapon (10%), 2d4 potions (40%), 1d4 scrolls (50%)
X.P. Value	190 + 4/h.p.
Turn as Type	VI

General: Ghasts are corporeal undead, being created by the desecration of freshly interred bodies by demons. Ghasts are relatives of ghouls, and are generally found with their weaker cousins in positions of leadership, although they are sometimes used by demons and other powerful evil creatures as servants. They feed on carrion as well as living flesh.

Combat: Ghasts attack with their claws and teeth. Their touch causes paralyzation for 2d4 rounds unless a saving throw vs. paralyzation is made; this will even affect elves. They are surrounded by a cloud of stench that recalls moldering corpses; anyone within a 10' radius must make a saving throw vs. poison or have a -2 penalty "to hit" until they leave the area.

Ghasts are immune to sleep and charm spells, but cold iron weapons will do double damage against them. They can likewise be held at bay by a protection from evil spell, but only if cold iron was used in its construction.

Appearance: Ghasts are humanoid in form, with fangs and claws.

See also: ghoul (p. 29).

Ghost

Number	1
Morale	+3
Hit Dice	10d8
Armor Class	0 (when materialized)/8 (on the ethereal plane)
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	Age 10d4 years
Defenses	Etherealness, silver or magic weapons to harm
Attacks	Agging, possession
Size	M
Intelligence	14
Alignment	Lawful evil
Treasure Type	VIII
Treasure Value	1d6+2x1,000
Magical Treasure	1d4 items (25%), 2d4 potions (40%)
X.P. Value	4,050 + 14/h.p.
Turn as Type	XI

General: Ghosts are incorporeal undead that are formed by the spirits of humans and demi-humans whose evil was such that it would not accept death. They are found in remote haunted places or deep below the ground, where they hunger for the life-force of the living to sustain them. Note that their incorporeal nature means they exist on the ethereal plane most of the time.

Combat: The very sight of a ghost requires a saving throw vs. magic. Failure indicates the creature will age 10 years and flee in terror for 2d6 rounds. Clerics of 7th level or higher are immune, and all creatures of 9th level and above get a bonus of +2 to their saving throw. They can be seen by material creatures even when in their ethereal (non-corporeal) state.

Ghosts will first attempt to possess a creature within 60'. The victim is entitled to a saving throw vs. spell, with a bonus or penalty determined by the combined intelligence and wisdom scores of the victim:

Victim's intelligence plus wisdom score	Victim's Saving Throw Adjustment	Check for control every...
34 or greater	+2	Minute
28-33	+1	Minute
20-27	±0	Minute
12-19	-1	10 minutes
4-11	-2	Day
3 or less	-3	Week

If the victim succeeds in his saving throw, the attempt at possession is unsuccessful, but the ghost can try again one minute later against another target. If the attempt is successful (i.e., the victim fails his saving throw), the mind of the caster is suppressed and the ghost takes control of the body, with which it will attack the victim's comrades (if any). The victim is entitled to a saving throw to re-check for control of his body, the frequency of which depends on the relative intelligence + wisdom scores of the caster and the victim, as noted on the table above.

If the ghost is unsuccessful in its attempts to possess a victim or if the ghost is removed from the possessed host, it will materialize in order to attack. When it materializes, the ghost can be wounded by enchanted weapons or silver weapons (silver weapons do ½ damage). In such a state, it has an armor class of 0, and its touch will age the victim by 10d4 years. Any human or demi-human slain in this manner cannot be raised from the dead by any force short of the direct intervention of a deity.

Note that a ghost can never be attacked by spells or other magical effects except when the caster is on the ethereal plane. On the ethereal plane, the creature is AC 8. Being non-corporeal, poison and paralyzation do not affect them.

Appearance: Ghosts appear as semi-transparent images of how they appeared in life.

Ghoul

Number	2d12
Morale	+10
Hit Dice	2d8
Armor Class	6
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d3/1d3/1d6
Defenses	Immune to sleep, charm
Attacks	Paralyzation
Size	M
Intelligence	7
Alignment	Chaotic evil
Treasure Type	XI
Treasure Value	1d8
Magical Treasure	None
X.P. Value	65 + 2/h.p.
Turn as Type	III

General: Ghouls are corporeal undead, arising a day after a living creature is slain by another ghoul (a *bless* spell cast upon the corpse will prevent the transformation). They feed on freshly-interred corpses.

Combat: Ghouls attack with their claws and bite. Their touch causes paralysis in all humans and demi-humans (except elves) who fail their saving throw vs. paralyzation. This effect will last for 1d6 rounds. They are immune to all sleep and charm type magical effects, but a protection from evil is effective against them.

Appearance: Ghouls are humanoid in form, with fangs and claws.

See also: ghastr (p. 28).

Giant

Giants are, as the term implies, enormous creatures of humanoid form. There are many different races of giant, each with their own characteristics. Generally speaking, they are known for their great strength and greed.

For young giants of all sorts, roll percentile dice to determine what portion of an adult's hit points and damage it will have. Young giants will never hurl rocks in combat.

Each race of giants speaks its own dialect, which is not intelligible to others, even other types of giants.

Cloud Giant

	Male	Female
Number	1d6	See below
Morale	+12	+11
Hit Dice	12d12	11d10
Armor Class	2	3
Move	150'/min.	150'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	6d6	5d6
Defenses	+1 to all surprise rolls, catch rocks	+1 to all surprise rolls, catch rocks
Attacks	Hurl rocks, strength	Hurl rocks, strength
Size	L (18')	L (17')
Intelligence	10 (90%) or 12 (10%)	10 (90%) or 12 (10%)
Alignment	Neutral good (50%) or neutral evil (50%)	Same as male
Treasure Type	III	
Treasure Value	1d6+3x1,000	
Magical Treasure	1d4 items (25%)	
X.P. Value	4,250 + 16/h.p.	2,700 + 16/h.p.

General: Cloud giants will be found dwelling in either stone castles atop mist-occluded mountaintops or actually on magical cloud islands (the creation of which is a very jealously guarded secret of the race, possessed by a mere 10% of their number). In their lair, if between 2 and 5 giants are indicated, there is a 75% chance that the second will be a female, and the rest children (see above). If 6 are encountered, 2 will be adult males, 2 will be adult females, and the other 2 will be children. In their homes, there is a 60% chance that there will be 1d4 spotted lions (see p. 47) as pets/guards.

Combat: Cloud giants strike with massive clubs. Males have an effective strength of 23 (+5 "to hit," +11 damage), while females have a strength of 22 (+4/+10). In addition, they are able to hurl boulders up to 240', causing 2d12 h.p. of damage if they hit. They have a 60% chance of being able to catch such boulders hurled at them, thus preventing them from causing them damage. All cloud giants have a keen sense of smell, thus making them difficult to surprise. The more intelligent sort of cloud giants can *levitate* themselves plus 2,000 lbs. twice per day; this is likely related to their ability to create cloud islands in some way.

Appearance: Cloud giants have pale bluish-white skin and hair of silver or brass hue. They wear robes or loose fitting clothing and lots of jewelry. They speak their own dialect.

Fire Giant

	Male	Female
Number	1d8	See below
Morale	+11	+10
Hit Dice	11d12	10d10
Armor Class	3	4
Move	120'/min.	120'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	5d6	4d6
Defenses	Immune to fire, catch rocks	Immune to fire, catch rocks
Attacks	Hurl rocks, strength	Hurl rocks, strength
Size	L (12')	L (11')
Intelligence	8	8
Alignment	Lawful evil	Lawful evil
Treasure Type	II	
Treasure Value	1d6+2x1,000	
Magical Treasure	1d4 items (25%)	
X.P. Value	2,700 + 16/h.p.	2,250 + 14/h.p.

General: Fire giants tend to dwell in castles of volcanic rock or deep volcanic cavern complexes. If 5 or 6 fire giants are encountered in their lair, the last one or two will be females. If more than 6 are encountered, the remainder will be children (see above). In their lair there is a 25% chance that they will have 1d4 hell hounds as pets/guards (see p. 138 for details).

Combat: Fire giants most often use enormous swords in combat. Males have an effective strength of 22 (+4 "to hit"/+10 damage), while females have a strength of 21 (+4/+9). In addition, they are able to hurl boulders up to 200', which do 2d10 h.p. of damage if they hit. They are able to catch such incoming boulders 50% of the time, thus keeping themselves from being injured. Fire giants are immune to all fire-based attacks both mundane and magical (including the breath of red dragons).

Appearance: Fire giants are enormous humanoids with coal-black skin and fiery red hair. They wear metal armor or armor made of dragon hide. They speak their own dialect.

Frost Giant

	Male	Female
Number	1d8	See below
Morale	+10	+9
Hit Dice	10d12	9d10
Armor Class	4	4
Move	120'/min.	120'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	4d6	3d6
Defenses	Immune to cold, catch rocks	Immune to cold, catch rocks
Attacks	Hurl rocks, strength	Hurl rocks, strength
Size	L (15')	L (14')
Intelligence	8	8
Alignment	Chaotic evil	Chaotic evil
Treasure Type	II	
Treasure Value	1d6+2x1,000	
Magical Treasure	1d4 items (25%)	
X.P. Value	2,250 + 14/h.p.	1,800 x.p. + 14/h.p.

General: Frost giants inhabit great caverns, sometimes ice caves, in frigid regions. If 5 or 6 frost giants are encountered in their lair, the last one or two will be females. If more than 6 are encountered, the remainder will be children (see above). In their lair there is a 50% chance that they will have 1d6 winter wolves as pets/guards (see p. 85 for details).

Combat: Frost giants employ giant versions of weapons such as axes and swords. Males have an effective strength of 21 (+4 "to hit"/+9 damage) and females have a strength of 20 (+3/+8). In addition, they can hurl boulders up to 200' which cause 2d10 h.p. of damage if they hit. They are able to catch incoming missiles of similar sort 40% of the time, preventing damage. Frost giants are immune to cold and frost of all sorts, including the breath of white dragons.

Appearance: Frost giants are giant humanoids with snow white skin and hair of either very pale blue or gold color. They wear armor and furs. They speak their own dialect.

Hill Giant

	Male	Female
Number	1d10	See below
Morale	+8	+4
Hit Dice	8d12	6d10
Armor Class	4	5
Move	120'/min.	120'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	2d8	1d10
Defenses	Catch rocks	Catch rocks
Attacks	Hurl rocks, strength	Hurl rocks, strength
Size	L (10 1/2')	L (9')
Intelligence	6	6
Alignment	Chaotic evil	Chaotic evil
Treasure Type	III	
Treasure Value	2d4+1x1,000	
Magical Treasure	1d3 items (15%)	
X.P. Value	1,400 + 12/h.p.	90 + 5/h.p.

General: Hill giants make their homes in caves and caverns in bleak wilderness regions. The number of females and children in a hill giant lair depends on how many total are encountered. (Note that these are included in the total, so if there are 10 total giants, 4 will be males, 3 females, and 3 children.

Number encountered	Females	Children
1-4	0	0
5	1	0
6	1	1
7	2	1
8	2	2
9	3	2
10	3	3

In their lairs, there is a 50% chance that hill giants will have one of the following as slaves, guards, and/or pets:

Die roll (d%)	Creature
01-50	2d4 dire wolves
51-80	1d3 giant lizards
81-00	2d4 ogres

Combat: Hill giants use weapons, usually clubs, in combat. Males have an effective strength of 19 (+3 "to hit"/+7 damage), while females have a strength of 18/00 (+2/+6). They are able to hurl boulders up to 200', inflicting 2d8 h.p. of damage if they hit. They can catch such missiles 30% of the time, preventing damage to themselves.

Appearance: Hill giants are ugly brutes with tan or red-brown hides and dark hair. They wear skins and ill-tanned hides. They speak their own dialect.

Stone Giant

	Male	Female
Number	1d8	See below
Morale	+11	+8
Hit Dice	9d12	8d12
Armor Class	0	4
Move	120'/min.	120'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	3d6	2d8
Defenses	Catch rocks	Catch rocks
Attacks	Hurl rocks, strength	Hurl rocks, strength
Size	L (12')	L (10 1/2')
Intelligence	9	6
Alignment	Neutral	Chaotic evil
Treasure Type	III	
Treasure Value	2d4+1x1,000	
Magical Treasure	1d3 items (15%)	
X.P. Value	1,800 + 14/h.p.	1,400 + 12/h.p.

General: Stone giants prefer to make their homes in caves and caverns deep in mountainous terrain. If 5 or 6 are encountered in their home, the last two will be females. If more than that are encountered in their home, the remainder will be non-combatant children. In their home, there is a 75% chance that they will have 1d4 cave bears acting as pets and guards (see p. 108).

Combat: Stone giants attack with their mighty fists. Males have an effective strength of 20 (+3 "to hit"/+8 damage), while females have an effective strength of 19 (+3 "to hit"/+7 damage). They use weapons made of stone, if they use weapons at all. They are able to hurl boulders up to 300', which do 3d10 h.p. of damage if they hit. They are 90% likely to be able to catch such boulders if launched at them, and often stone giants will play games in which such boulders are hurled between them in a savage game of "catch."

Appearance: Stone giants look like enormous humans. Their skin is gray in color, and they are typically hairless. They also tend to wear clothes of gray or similar hue.

Storm Giant

Number	1d4
Morale	+15
Hit Dice	15d12
Armor Class	1
Move	150'/min. (walking or swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	7d6
Defenses	Immune to electricity
Attacks	Strength, magic
Size	L (21')
Intelligence	16
Alignment	Chaotic good
Treasure Type	VII
Treasure Value	1d6+3x1,000
Magical Treasure	1d4 items (25%)
X.P. Value	5,850 + 20/h.p.

General: Storm giants, the most powerful of all "true" giants, dwell on magical cloud islands or misty mountain peaks. Approximately 10% of them dwell underwater; such creatures are described on p. 92. In their lair, they will either have 1d2 rocs (70% chance- see p. 67) or 1d4 griffons (30% chance- see p. 36) as pets and guards. The rocs will also serve as mounts for these enormous beings. There is no difference between the males and females of the race. They are able to breathe water at will, even those who do not normally dwell underwater.

Combat: Storm giants use their massive fists in melee combat, but generally prefer to use their magical powers to smite enemies. Storm giants have effective strength of 25 (+7 "to hit"/+14 damage). In addition, storm giants are able to employ the following magical powers as indicated.

- *Levitate* (3,000 lbs. plus their own weight) twice per day
- *Lightning bolt* (8 dice) once per day
- *Predict weather* once per day
- *Call lightning* (3 bolts, 1d6+9 six sided dice each) once per day
- *Control winds* once per day
- *Weather summoning* once per day

In addition, storm giants are immune to electrical attacks of all sorts, including lightning and the breath of blue dragons.

Appearance: Storm giants have violet skin and purple or blue-black hair. They wear fine clothing, but tend not to carry weapons. All storm giants speak their own dialect.

Gnoll

	Warrior	Captain	Guard
Number	20d10	1/20 warriors	2d6
Morale	+2	+3	+4
Hit Dice	2d8	3d10	3d12
Armor Class	5	5	4
Move	90'/min.	90'/min.	90'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	By weapon	By weapon	By weapon +1
Defenses	None	None	None
Attacks	None	None	None
Size	L (7')	L (7')	L (7')
Intelligence	8	8	8
Alignment	Chaotic evil	Chaotic evil	Chaotic evil
Treasure Type	XII	XII	XII
Treasure Value	2d8	2d8	2d8
Magical Treasure	None	None	None
X.P. Value	28 + 2/h.p.	85 + 4/h.p.	130 + 5/h.p.

	Chieftain	Shaman/Witch Doctor
Number	1	1
Morale	+5	+2
Hit Dice	4d10	2d8
Armor Class	3	5
Move	90'/min.	90'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	By weapon +2	By weapon
Defenses	None	None
Attacks	None	Spells
Size	L (7')	L (7')
Intelligence	8	8
Alignment	Chaotic evil	Chaotic evil
Treasure Type	III	XI
Treasure Value	2d4+2x1,000	2d8
Magical Treasure	1d3 items (15%)	2d4 potions
X.P. Value	130 + 5/h.p.	53 + 2/h.p.

General: Gnolls are tribal humanoids who can be found in nearly every climate save the arctic wastes or arid deserts. They have infravision (60' range) and will live in an underground lair 85% of the time, otherwise making their lair in some abandoned building(s).

In their lair, there will also be human or demi-human slaves equal to 10% of the total number of warriors, in addition to non-combatant females and young equal to half and twice as many as the total number of warriors.

For every 20 gnoll warriors there will be a captain present to lead the group. If more than 100 are encountered, they will be led by a chieftain who will have 2d6 guards as his personal retinue. The chief will have most of the tribe's treasure if they are encountered in their lair (20% chance if a full tribe is encountered), where it will be well hidden and guarded.

An underground gnoll lair is 30% likely to have 1d3 trolls present as guards and allies. An above-ground lair is 65% likely to have either 4d6 hyenas (80% chance - see p. 42) or 2d6 hyaenodons (20% chance - see p. 116). Gnolls are not good workers, but get along well with orcs, hobgoblins, bugbears, ogres, and trolls, as long as they are in a position of strength. Gnoll tribes get along with one another most of the time.

Combat: Gnolls attack with weapons. The weapon of any given gnoll should be determined randomly. For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior.

Die roll (d%)	Armed with...	% Composition
01-20	Sword and bardiche	20%
21-40	Sword and battle axe	20%
41-55	Sword and glaive	15%
56-70	Sword and long bow	15%
71-85	Sword and morning star	15%
85-00	Two-handed sword	15%

Appearance: Gnolls are large, humanoid in appearance, with heads very much like those of hyenas. They speak their own language, troll, and there is a 60% chance that the members of any given tribe will speak orcish and/or hobgoblin.

Spell casters: Gnoll shamans can be as high as 5th level. Witch doctors can be up to 2nd level.

Gnome

Gnomes are demi-humans, available for use as player characters (but check with your game master to see whether specific types of gnomes are appropriate in the campaign). When generic "gnomes" are indicated, hill gnome should be assumed, unless the context makes it plain deep gnomes are being referenced. Gnomes are distantly related to dwarves.

Hill gnome

Number	4d10x10
Morale	±0
Hit Dice	1d8
Armor Class	5 (4th level and under), 2 (5th level and above)
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	By weapon
Defenses	See below
Attacks	See below
Size	S (3')
Intelligence	12
Alignment	Neutral, neutral good, lawful good
Treasure Type	Individuals XVI, Community III
Treasure Value	Individuals 3d8, Community 5d6x100
Magical Treasure	Community 1d2 items (10%)
X.P. Value	14 + 1/h.p.

General: Hill gnomes dwell in rocky wooded hills. They have infravision (60' range) and will make their home either in an earthen burrow (25% chance) or an elaborate village dug into the rock of the hills. Gnome clans are not hostile towards one another, but they often will have friendly rivalries between them. 80% of gnome lairs will have the following animals as guards and pets.

Die roll (d%)	Animals present
01-70	5d6 badgers (see p. 6)
71-90	3d4 giant badgers (see p. 6)
91-00	2d8 wolverines (see p. 86)

Gnomes are accomplished workers of stone, and have the following abilities.

- Detect sloping or otherwise graded passages or tunnels (80%)
- Detect unsafe walls, floors, and ceilings in danger of imminent collapse within 10' (70%)
- Sense approximate depth below ground (60%)
- Sense direction when travelling below ground (50%)

For every 40 gnomes encountered, there will also be a fighter of level 1d3+1. Larger groups will also have higher-level characters as indicated below.

Size	Will also have...
160+	3rd level fighter, 5th level fighter
200+	Cleric of level 1d3+3, illusionist of level 1d4
320+	6th level fighter, 2 x 5th level fighters, 7th level cleric, 4 x 3rd level clerics, 2 illusionists of level 1d4

Additional higher-level individuals are cumulative. In addition to those listed above, gnomish communities will also have the following.

- 2d4 fighters of level 1d2+1
- 1d4 2nd level clerics
- Females equal to 50% of the total number of males
- Children equal to 25% of the total number of males

Gnome fighters have a 10% chance per level of having magic armor or a magic weapon. Clerics will have a 10% chance per level of having some magic item usable by that class (scroll, staff, ring, etc.).

Combat: Gnomes of level 4th and under will wear mail and carry shields. Those of 5th level and higher will wear plate armor and carry shields. Their weapons should be determined randomly. For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior.

Die roll (d%)	Weapons	% Composition
01-15	Club and short sword	15%
16-30	Club and sling	15%
31-70	Club and spear	40%
71-80	Short sword and short bow	10%
81-00	Short sword and spear	20%

Due to their ancient enmity, hill gnomes get a +1 bonus "to hit" against kobolds and goblins. Gnolls, ogres, bugbears, trolls, and giants all get a -1 penalty "to hit" when attacking gnomes.

Appearance: Gnomes have skin of brownish hue with white hair and blue or gray eyes. They tend to wear leather and earth-toned clothing.

Goat

	Regular	Giant
Number	5d4	1d12
Morale	±0	+4
Hit Dice	1d10	3d10
Armor Class	7	7
Move	150'/min.	180'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	1d3	2d8
Defenses	None	None
Attacks	Charge	Charge
Size	M	L (5' at shoulder)
Intelligence	1	3
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	24 + 2/h.p.	85 + 4/h.p.

General: Goats are aggressive herbivores that dwell in rocky locales. If more than 7 are encountered, the remainder will be young. Giant goats are rarely tamed and used as mounts.

Combat: Goats attack with their sharp horns. Goats may charge; regular goats get a +2 bonus "to hit" if they do, and an additional 1d2 h.p. of damage. If giant goats charge, they receive a bonus of +4 to their damage done.

Appearance: Goats are shaggy herbivores with four legs. They have two sharp horns on their heads.

Goblin

	Warrior	Sergeant	Sub-chief/ guard
Number	4d10x10	1/40 warriors	1/2d4
Morale	-1	±0	+1
Hit Dice	1d6	1d8	1d10
Armor Class	6	6	5
Move	60'/min.	60'/min.	60'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	By weapon	By weapon	By weapon
Defenses	None	None	None
Attacks	None	None	None
Size	S (4')	S (4')	S (4')
Intelligence	8	8	8
Alignment	Lawful evil	Lawful evil	Lawful evil
Treasure Type	XII	XII	XII
Treasure Value	1	1	1
Magical Treasure	None	None	None
X.P. Value	10 + 1/h.p.	10 + 1/h.p.	20 + 2/h.p.

	Bodyguard	Chief	Shaman / Witch doctor
Number	2d4	1	1
Morale	+2	+2	±0
Hit Dice	2d8	2d8	1d6
Armor Class	5	5	6
Move	60'/min.	60'/min.	60'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	By weapon	By weapon	By weapon
Defenses	None	None	None
Attacks	None	None	None
Size	S (4')	S (4')	S (4')
Intelligence	8	8	8
Alignment	Lawful evil	Lawful evil	Lawful evil
Treasure Type	XII	II	XI
Treasure Value	1	4d6x100	1
Magical Treasure	None	1d2 items (10%)	None
X.P. Value	20 + 2/h.p.	20 + 2/h.p.	45 + 1/h.p.

General: Goblins are tribal humanoids who dwell exclusively underground. They dislike sunlight, but have infravision with a 60' range. They are cousins of both bugbears and hobgoblins, but are regarded as weak and inferior by both. They are accomplished miners, and are able to detect new/unusual construction 25% of the time. They despise gnomes and dwarves and will attack them in preference to all other enemies.

For every 40 warriors, there will be 5 sergeants (one of whom will be in overall command of the group). If 200 or more goblins are found, there will also be a sub-chief and 2d4 guards. For any given group of goblins encountered, there is a 25% chance that 10% of the warriors, plus all the sergeants, guards, and sub-chief (if applicable) will be mounted on wolves (see p. 85). If this is the case, there will also be 10d4 riderless wolves as well.

In their lair, there will also be a chief and 2d4 bodyguards. In addition, there will be females equal to 60% of the number of warriors, and young equal to the number of warriors. The females and young are non-combatants. There is a 60% chance that 5d6 wolves will be in the lair as pets/guards, and a 20% chance that 2d6 bugbears will be there as well.

Combat: Goblins attack with weapons. The weapon of any given goblin should be determined randomly. For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior.

Die roll (d%)	Armed with...	% Composition
01-10	Military pick	10%
11-30	Morning star	20%
31-40	Short sword and military pick	10%
41-50	Short sword and sling	10%
51-60	Short sword and spear	10%
61-70	Sling	10%
71-00	Spear	30%

Appearance: Goblins can have skin of yellow, orange, or dark red color. They dress in leather and favor dark, drab colors. They speak their own tongue, as well as kobold, orcish, and hobgoblin.

Spellcasters: Goblin shamans can reach 7th level. Medicine men can reach 4th level.

Golem

Golems are magical constructs, created by clerics or mages with access to special spells, materials, and the specific knowledge necessary to do so. Golems have a set number of hit points, but hit dice are given below in order to properly calculate things such as melee "to hit" rolls and saving throws. Being mindless, all golems are immune to mind-affecting spells such as *illusions*, *charms*, etc. Golems also never need to make morale checks.

All golems can understand and will obey simple commands from their creators, and can be set to wait until a particular event triggers an instruction (i.e., "Wait in this room until someone touches that altar. Destroy the one who does so.").

Golem, Clay

Number	1
Morale	n/a
Hit Dice	11d10 (50 h.p.)
Armor Class	7
Move	70'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	3d10
Defenses	See below
Attacks	See below
Size	L (7')
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	3,600

General: Clay golems are created by lawful good clerics of 17th level or higher, or other clerics with access to a *manual of golems* of the appropriate type. Without the manual, creation of a clay golem requires the following:

- 20,000 g.p. for materials, which the cleric fashions into a human-shaped statue of clay
- 30,000 g.p. for vestments (they are re-usable)
- Casting a *resurrection* spell
- Casting an *animate objects* spell
- Casting a *commune* spell
- Casting a *prayer* spell
- Casting a *bless* spell

All of the spells must be cast in succession while wearing the required vestments, after the statue itself has been constructed (a process that itself takes 6 weeks of uninterrupted work. Once completed, the golem will be under the complete command of the cleric who created it (except see below). If the creator of the golem is himself slain, the golem will follow whatever instructions were last given to it.

Combat: Golems strike with their fists. Once per day, at the command of its master, the golem can be *hasted* (as per the spell) for a duration of three rounds, assuming it has been in at least one round of combat already. Only enchanted blunt weapons will harm a clay golem; all others are completely ineffectual. Spells are likewise useless against a clay golem with the following exceptions:

- *Move earth* will force it back 120' and inflict 3d12 h.p. of damage

- *Disintegrate* will slow the golem to half speed (and half attacks) for 10 minutes, and inflict 1d12 h.p. of damage
- *Earthquake* will halt it for ten minutes and inflict 5d10 h.p. of damage

Damage inflicted upon a clay golem can only be repaired by a 17th level cleric casting a *heal* spell. It need not be cast by the creator of the golem.

For every consecutive round of combat the clay golem is in combat, there is a 1% cumulative chance that it will be possessed by a demon. If this happens, the golem will go berserk, completely (and unrecoverably) out of the control of its creator, killing each nearest creature until it is destroyed. If it has not yet been *hasted* that day, it will do so immediately. Once the golem is no longer in combat, the percentage chance of being possessed resets to 1%.

Appearance: A clay golem appears as an animated humanoid statue of hardened clay.

Golem, Flesh

Number	1
Morale	n/a
Hit Dice	9d10 (40 h.p.)
Armor Class	9
Move	80'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	2d8/2d8
Defenses	See below
Attacks	See below
Size	L (7 1/2')
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	2,380

General: Flesh golems are created from parts of dead bodies by mages of 14th level or higher, or those with access to a *manual of golems* of the appropriate type. Without such a manual, creation of a flesh golem requires the following:

- 40,000 g.p. for materials
- Casting a *wish* spell
- Casting a *polymorph any object* spell
- Casting a *geas* spell
- Casting a *protection from normal missiles* spell
- Casting a *strength* spell

All of the spells must be cast in succession, after the body of the golem itself has been constructed from bits and pieces of corpses (a process that itself takes 1 month of uninterrupted work. Once completed, the golem will be under the complete command of the cleric who created it (except see below). If the creator of the golem is himself slain, the golem will follow whatever instructions were last given to it.

Combat: Flesh golems strike with their powerful fists. They are harmed only by enchanted weapons, and spells are mostly ineffectual. They are very strong, able to smash through wooden doors and the like in but a single round. Only the following magic will affect the golem.

- Fire or cold-based magic will slow the golem by half for 2d6 rounds, but do no damage

- Electrical attacks will repair damage to the golem at a rate of 1 h.p. per hit die of damage

For every consecutive round of combat the flesh golem is in combat, there is a 1% cumulative chance that it will go berserk, completely out of the control of its creator, killing each nearest creature until it is destroyed. The creator of the golem (only) has a 10% chance per round of regaining control. Once the golem is no longer in combat, or control has been regained by its master, the percentage chance of going berserk resets to 1%.

Appearance: A flesh golem looks like a tall human with a corpse-like pallor. Stitches are evident across its body, where the parts of different corpses have been sewn together into a single creature.

Golem, Iron

Number	1
Morale	n/a
Hit Dice	18d10 (80 h.p.)
Armor Class	3
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	4d10
Defenses	See below
Attacks	See below
Size	L (12')
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	14,550

General: Iron golems are created by mages of 18th level or higher, or those with access to a *manual of golems* of the appropriate type. Without such a manual, creation of an iron golem requires the following:

- 80,000 g.p. for materials, which are used to cast an iron statue in the form of a large human
- Casting a *wish* spell
- Casting a *polymorph any object* spell
- Casting a *geas* spell
- Casting a *cloud kill* spell

All of the spells must be cast in succession, after the body of the golem itself has been cast from iron (a process that itself takes 3 months of uninterrupted work). Once completed, the golem will be under the complete command of the cleric who created it. If the creator of the golem is himself slain, the golem will follow whatever instructions were last given to it.

Combat: Iron golems attack with their immensely powerful fists. Every 7 rounds, they can breathe out a cloud of poisonous gas some 10' on a side. Any creature within the cloud must save vs. poison or die. Only weapons with an enchantment of +3 or higher will harm an iron golem, and only the following magical effects will have any effect.

- Electrical attacks will show the golem to half speed for 3 rounds
- Fire attacks will repair damage to the golem at a rate of 1 h.p. per die of damage.

Iron golems are susceptible to the attack of a rust monster (see p. 68).

Appearance: Iron golems look like enormous statues of blackened iron in the shape of humans.

Golem, Stone

Number	1
Morale	n/a
Hit Dice	14d10 (60 h.p.)
Armor Class	5
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	3d8
Defenses	See below
Attacks	See below
Size	L (9 1/2')
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	8,950

General: Stone golems are created by mages of 16th level or higher, or those with access to a *manual of golems* of the appropriate type. Without such a manual, creation of a stone golem requires the following:

- 60,000 g.p. for materials, which are used to carve a stone statue in the form of a large human
- Casting a *wish* spell
- Casting a *polymorph any object* spell
- Casting a *geas* spell
- Casting a *slow* spell

All of the spells must be cast in succession, after the body of the golem itself has been carved from stone (a process that takes 2 months of uninterrupted work). Once completed, the golem will be under the complete command of the cleric who created it. If the creator of the golem is himself slain, the golem will follow whatever instructions were last given to it.

Combat: Stone golems attack using their powerful fists. They can only be damaged by weapons with an enchantment of +2 or better. Every other round, the golem can cast a *slow* spell which will affect all creatures in front of them in a 10' range. They are immune to most magic, with the following exceptions.

- Rock to mud will slow the golem by half for 2d6 rounds
- Mud to rock will repair all damage done to the golem
- Stone to flesh will weaken the golem on the round following its casting, making it able to be damaged by non-magical weapons

Appearance: Stone golems appear as large stone statues in human form.

Gorgon

Number	1d4
Morale	+3
Hit Dice	8d10
Armor Class	2
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d6
Defenses	None
Attacks	Breath petrifies
Size	L (5' at shoulder)
Intelligence	1
Alignment	Neutral
Treasure Type	VI
Treasure Value	1d6+2x1,000
Magical Treasure	1d4 items (25%)
X.P. Value	1,750 + 10/h.p.

General: The gorgon is a monster that dwells in lonely wilderness or deep subterranean locales.

Combat: A gorgon attacks with its great horns, but it will use its feared breath weapon whenever possible. This is a cloud of vapor 60' long and 20' wide at the base. Any creature within the cloud must make a saving throw vs. petrification or be turned to stone. They can see into the astral and ethereal planes, and their breath weapon also affects creatures in those planes.

Appearance: Gorgons look like large bulls, but are covered in blue-black scales of metal.

Griffon

Number	2d6
Morale	+20
Hit Dice	7d10
Armor Class	3
Move	120'/min., 300'/min. (flying - average, poor when mounted)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d4/1d4/2d8
Defenses	None
Attacks	None
Size	L
Intelligence	3
Alignment	Neutral
Treasure Type	V
Treasure Value	4d6x100
Magical Treasure	1d2 items (10%), 2d4 potions (40%)
X.P. Value	375 + 10/h.p.

General: Griffons are monsters which make their aeries along tall cliffs in rocky terrain, inside caves if possible. They are fond of cheval meat, and will attack horses if they come within 360'. The young can be tamed and trained, and will become fiercely loyal steeds and companions. In any given griffon lair, there is a 75% chance that there will be 1 fledgling for every 2 adults. They are worth 5,000 g.p. if sold.

Combat: Griffons attack with their two claws and sharp beak. The fledglings do not fight, but the adults are fearless.

Appearance: Griffons are large animals with the body and rear legs of a lion, and the wings, fore claws, and head of an immense eagle.

H

Halfling

Halflings are demi-humans, and most campaigns will allow some type of halfling as player characters (but check with your game master to make sure). If a reference is made to "halfling" without reference to a specific type, assume it is the hairfoot race, unless the context makes it plain that some other type is being referenced. There are three types of halfling; hairfoot, stout, and tallfellow. Each is detailed separately.

Hairfoot Halfling

Number	3d10x10
Morale	±0
Hit Dice	1d6
Armor Class	7
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	Per weapon type
Defenses	See below
Attacks	See below
Size	S (3')
Intelligence	12
Alignment	Lawful good
Treasure Type	Individuals XII, Community II
Treasure Value	Individuals 1, Community 1d4x1,000
Magical Treasure	Community 1d2 items (10%)
X.P. Value	7 + 1/h.p.

General: Hairfoot halflings generally inhabit the same sorts of open ground and gently rolling hills that typify most human farming communities. They tend to be hard-working and conservative folk, more interested in several square meals a day and a pint of ale than in adventuring, but there are notable exceptions. They make their homes both in small houses and in comfortable underground dwellings. They are fond of dogs; when encountered in their homes will have 1d4 dogs per halfling (see p. 15). They do not swim.

For every 30 halflings encountered, there will also be 2 end level fighters. Groups or settlements of halflings will have higher-level types accompanying (and leading) them as follows.

Size	Will also have...
90+	3rd level fighter, 2nd level thief
150+	4th level fighter, 2 x 3rd level clerics, 3 x 2nd level thieves

Additional higher-level individuals are cumulative. In addition to those listed above, a halfling community will also have the following.

- Females equal to 100% of the total number of males
- Children equal to 60% of the total number of males

Combat: Halflings generally wear brigandine or leather scale armor. Their weapons should be determined randomly. For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior.

Die roll (d%)	Weapons	% Composition
01-20	Axe, hand	20%
21-30	Short bow	10%
31-40	Short sword	10%
41-50	Short sword, short bow	10%
51-60	Short sword, spear	10%
61-80	Sling	20%
81-00	Spear	20%

All halflings get a bonus of +2 on saving throws vs. rods, staves, wands, poison, and spells. (Note that player character or certain NPC halflings may get different bonuses depending on their constitution score.) Enemies get a -2 penalty to their surprise rolls when encountering an all-halfling force. Similarly, halflings are treated as if they were invisible when in woodlands.

Appearance: Hairfoot halflings appear as diminutive humans with ruddy complexions and large hair-covered feet with thick padded soles. They never wear shoes. Their hair can be varying shades of brown, and they tend towards colorful shirts and waistcoats and earth-toned coats and trousers. They speak their own tongue, the common tongue, gnome, goblin, and orcish.

Stout Halfling

Number	3d10x10
Morale	±0
Hit Dice	1d6
Armor Class	6
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	Per weapon type
Defenses	See below
Attacks	See below
Size	S (3 1/2')
Intelligence	12
Alignment	Lawful good
Treasure Type	Individuals XII, Community II
Treasure Value	Individuals 1, Community 1d4x1,000
Magical Treasure	Community 1d2 items (10%)
X.P. Value	7 + 1/h.p.

General: Stout halflings generally inhabit gently rolling hills that typify most human farming communities. Said to have some dwarven blood in their veins, they tend to be hard-working and conservative folk, more interested in several square meals a day and a pint of ale than in adventuring, but there are notable exceptions. They make their homes in comfortable underground dwellings. They are fond of dogs; when encountered in their homes will have 1d4 dogs per halfling (see p. 15). They are strong swimmers, and have infravision with a 60' range.

Stout halflings are able to detect sloping passages 75% of the time, when concentrating on the task.

For every 30 halflings encountered, there will also be 2 end level fighters. Groups or settlements of halflings will have higher-level types accompanying (and leading) them as follows.

Size	Will also have...
90+	3rd level fighter, 2nd level thief
150+	4th level fighter, 2 x 3rd level clerics, 3 x 2nd level thieves

Additional higher-level individuals are cumulative. In addition to those listed above, a halfling community will also have the following.

- Females equal to 100% of the total number of males
- Children equal to 60% of the total number of males

Combat: Halflings generally wear steel cuirasses or scale armor. Their weapons should be determined randomly. For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior.

Die roll (d%)	Weapons	% Composition
01-10	Axe, hand	10%
11-20	Morningstar	10%
21-30	Short bow	10%
31-40	Short sword	10%
41-50	Short sword, short bow	10%
51-60	Short sword, spear	10%
61-80	Sling	20%
81-00	Spear	20%

All stout halflings get a bonus of +2 on saving throws vs. rods, staves, wands, poison, and spells. (Note that player character or certain NPC halflings may get different bonuses depending on their constitution score.) Enemies get a -2 penalty to their surprise rolls when encountering an all-halfling force. Similarly, stout halflings are treated as if they were invisible when in woodlands.

Appearance: Stout halflings appear as diminutive humans with ruddy complexions and large hair-covered feet with thick padded soles. They never wear shoes. Their hair can be varying shades of brown, and they tend towards colorful shirts and waistcoats and earth-toned coats and trousers. They tend to be heavier than hairfoot halflings. They speak their own tongue, the common tongue, dwarvish, gnome, goblin, and orcish.

Tallfellow Halfling

Number	3d10x10
Morale	±0
Hit Dice	1d6
Armor Class	6
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	Per weapon type
Defenses	See below
Attacks	See below
Size	S (4')
Intelligence	12
Alignment	Lawful good
Treasure Type	Individuals XII, Community II
Treasure Value	Individuals 1, Community 1d4x1,000
Magical Treasure	Community 1d2 items (10%)
X.P. Value	7 + 1/h.p.

General: Tallfellow halflings generally inhabit gently rolling hills that typify most human farming communities. They are rumored to have elvish ancestry, they tend to be hard-working and conservative folk, more interested in several square meals a day and a pint of ale than in adventuring, but there are notable exceptions. They make their homes in small tidy homes. They are fond of dogs; when encountered in their homes will have 1d4 dogs per halfling (see p. 15). They are known for riding ponies as humans and elves ride horses.

For every 30 halflings encountered, there will also be 2 end level fighters. Groups or settlements of halflings will have higher-level types accompanying (and leading) them as follows.

Size	Will also have...
90+	3rd level fighter, 2nd level thief
150+	4th level fighter, 2 x 3rd level clerics, 3 x 2nd level thieves

Additional higher-level individuals are cumulative. In addition to those listed above, a halfling community will also have the following.

- Females equal to 100% of the total number of males
- Children equal to 60% of the total number of males

Combat: Halflings generally wear steel cuirasses or scale armor. Their weapons should be determined randomly. For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior.

Die roll (d%)	Weapons	% Composition
01-10	Axe, hand	10%
11-20	Morningstar	10%
21-30	Short bow	10%
31-40	Short sword	10%
41-50	Short sword, short bow	10%
51-60	Short sword, spear	10%
61-70	Sling	20%
71-00	Spear	30%

All tallfellow halflings get a bonus of +2 on saving throws vs. rods, staves, wands, poison, and spells. (Note that player character or certain NPC halflings may get different bonuses depending on their constitution score.) Enemies get a -2 penalty to their surprise rolls when encountering an all-halfling force. Similarly, stout halflings are treated as if they were invisible when in woodlands.

Appearance: Tallfellow halflings appear as diminutive humans with ruddy complexions and large hair-covered feet with thick padded soles. They never wear shoes. Their hair can be varying shades of brown, and they tend towards colorful shirts and waistcoats and earth-toned coats and trousers. They speak their own tongue, the common tongue, elvish, gnome, goblin, and orcish.

Harpy

Number	2d6
Morale	+1
Hit Dice	3d8
Armor Class	7
Move	60'/min., 150'/min. (flying - average)
Magic Resistance	4
No. of Attacks	3
Damage	1d3/1d3/1d6
Defenses	None
Attacks	Charm
Size	M
Intelligence	6
Alignment	Chaotic evil
Treasure Type	IV
Treasure Value	4d6x100
Magical Treasure	1d2 items (10%)
X.P. Value	145 + 3/h.p.

General: Harpies are half-human, half-vulture creatures that dwell in desolate wilds (those that dwell along the sea shore are called sirens, and use their powers to lure ships to their doom).

Combat: Harpies attack with their claws and some weapon, often a club. The song of the harpy will *charm* all those within 300' who fail a saving throw vs. magic. Similarly, the touch of a harpy will also *charm* the victim unless they save vs. magic. Those who are charmed will be kept as pets, and eventually devoured.

Appearance: Harpies have the bodies of large vultures with the upper torsos, heads, and arms of women. They speak their own language of ugly screeches and trills.

Hippogriff

Number	2d8
Morale	+5
Hit Dice	3d10
Armor Class	5
Move	180'/min., 360'/min. (flying - average, poor when mounted)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d6/1d6/1d10
Defenses	None
Attacks	None
Size	L
Intelligence	3
Alignment	Neutral
Treasure Type	XVI
Treasure Value	5d10x5
Magical Treasure	None
X.P. Value	60 + 4/h.p.

General: Hippogriffs make their nests in wild regions, usually on high cliffs and crags. They are omnivorous, and will attack pegasus, but are themselves often attacked by griffons. For every 2 hippogriffs share a nest, and in each nest there will either be 1d2 eggs or fledglings, with a 50% chance of either. The eggs are worth 1,000 g.p. and fledglings are worth 1,000 g.p. plus 10d10 g.p. each. Hippogriffs are often used as steeds.

Combat: Hippogriffs attack with their sharp fore claws and beaks.

Appearance: Hippogriffs have the body and back legs of a horse and the face, wings, and fore claws of a great eagle.

Hobgoblin

	Warrior	Sergeant	Sub-chief/ bodyguard
Number	20d10	3/20 warriors	See below
Morale	+1	+2	+3
Hit Dice	1d10	2d10	3d10
Armor Class	5	5	3
Move	90'/min.	90'/min.	90'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	By weapon	By weapon	By weapon +2
Defenses	None	None	None
Attacks	None	None	None
Size	M	M	M
Intelligence	9	9	9
Alignment	Lawful evil	Lawful evil	Lawful evil
Treasure Type	XII	XII	XII
Treasure Value	1d8+1	1d8+1	1d8+1
Magical Treasure	None	None	None
X.P. Value	20 + 2/h.p.	35 + 3/h.p.	60 + 4/h.p.

	Chief	Shaman/ Witch doctor
Number	1	1
Morale	+4	+2
Hit Dice	4d10	1d10
Armor Class	2	5
Move	90'/min.	90'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	By weapon +2	By weapon
Defenses	None	None
Attacks	None	None
Size	M	M
Intelligence	9	9
Alignment	Lawful evil	Lawful evil
Treasure Type	IV	XI
Treasure Value	2d4+2x1,000	1d8+1
Magical Treasure	1d3 items (15%)	None
X.P. Value	90 + 5/h.p.	65 + 2/h.p.

General: Hobgoblins are tribal humanoids who dwell either above- or underground (20% and 80% chance, respectively). They are capable of operating in sunlight without penalty, and have infravision with 60' range. Differing tribes of hobgoblins will not get along with one another; there will certainly be insults shouted at one another, and a 15% chance that full-scale combat will ensue, unless some very powerful leader is present to prevent it. Hobgoblins see themselves as naturally superior to orcs and goblins, and will behave accordingly. They are accomplished miners and have a 40% chance of detecting new/unusual construction, sloping passages, and shifting walls. They bear an intense hatred of elves and will attack them before any other foe. Koalintins are a marine-dwelling sub-race of hobgoblins, detailed on p. 94.

For every 20 warriors there will be 3 sergeants. For every 100 warriors, there will be a sub-chief. In their lair, there will also be a chief and 5d4 bodyguards. The chief will have possession of the tribe's treasure, usually well-hidden and protected. The lair will also include females equal to 150% of the number of warriors, and children equal to twice the number of females.

Above-ground lairs will be fortified villages with guard towers, gates, walls, etc. They will be stocked with four catapults (2 light and 2 heavy) and a

ballista per 50 warriors. Underground lairs have a 60% chance of being guarded by 2d4 carnivorous apes (see p. 5).

Combat: Hobgoblins attack with weapons (chiefs will always attack with two weapons). The weapon of any given hobgoblin should be determined randomly. For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior.

Die roll (d%)	Armed with...	% Composition
01-20	Broad sword and composite bow	20%
21-25	Broad sword and morning star	5%
26-35	Broad sword and spear	10%
36-40	Broad sword and whip	5%
41-55	Fauchard-fork	15%
56-70	Halberd	15%
71-90	Morning star	20%
91-00	Spear	10%

Each hobgoblin tribe will have a tribal standard. This will always be present when the chief is present, and will be present 20% of the time when a sub-chief is present. Any hobgoblins within 60' of the standard will get a +1 bonus on all "to hit" rolls, and a +1 bonus to any morale rolls.

Appearance: Hobgoblins have skin of brick red or dark gray. Their faces are bright orange to red, and males have a blue-red nose. They wear black leather and bright, jarring colors. They speak their own language, goblin, orcish, and the language of carnivorous apes. 20% of all hobgoblins will also speak the common tongue.

Spell casters: Hobgoblin shamans can advance to 7th level. Witch doctors can rise as high as 4th level.

Homunculus

Number	1
Morale	n/a
Hit Dice	2d8
Armor Class	6
Move	60'/min., 180'/min. (flying - average)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d3
Defenses	See below
Attacks	Sleep-causing bite
Size	S (1 1/2')
Intelligence	See below
Alignment	See below
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	81 + 2/h.p.

General: A homunculus is an artificial life-form, created by an alchemist working together with a mage. They cannot speak, but has a special telepathic bond with the mage that created it, allowing each to see and hear through the other's eyes and ears, as well as being able to receive instructions. The homunculus will never willingly be more than 480' away from its creator and master. If it is slain, the mage who created it will take 2d10 h.p. of damage immediately.

The homunculus is created by a two step process. First, an alchemist must create a special elixir that will form the basis of the homunculus's body. The

exact formula is a closely guarded secret, but does require a pint of the blood of the mage to whom the creature is to be linked. The elixir costs 5d4x100 g.p. and requires 1d4 weeks to create.

Once the elixir is complete, the mage must cast the following spells upon it. Once they are cast, the homunculus will come to life.

- *Mending*
- *Mirror image*
- *Wizard eye*

Combat: A homunculus attacks with its bite. However, those bitten by the creature must make a saving throw vs. magic or fall into a deep coma-like sleep for 5d6 minutes.

Appearance: A homunculus is humanoid in form, but with wings, green reptilian skin, and a bat-like head.

Horse

	Draft	Pony	Wild
Number	1	1	5d6
Morale	-1	-1	-1
Hit Dice	3d8	1d10	2d8
Armor Class	7	7	7
Move	120'/min.	120'/min.	240'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	1d3	1d2	1d3
Defenses	None	None	None
Attacks	None	None	None
Size	L	L	L
Intelligence	1	1	1
Alignment	Neutral	Neutral	Neutral
Treasure type	None	None	None
Treasure value	n/a	n/a	n/a
Magical treasure	None	None	None
X.P. Value	0	0	20 + 2/h.p.

	Light War	Med. War	Heavy War
Number	1	1	1
Morale	+2	+2	+2
Hit Dice	2d8	2d10	3d10
Armor Class	7	7	7
Move	240'/min.	180'/min.	120'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	3	3	3
Damage	1d4/1d4/1d3	1d6/1d6/1d3	1d8/1d8/1d3
Defenses	None	None	None
Attacks	None	None	None
Size	L	L	L
Intelligence	1	1	1
Alignment	Neutral	Neutral	Neutral
Treasure type	None	None	None
Treasure value	n/a	n/a	n/a
Magical treasure	None	None	None
X.P. Value	20 + 2/h.p.	35 + 3/h.p.	60 + 4/h.p.

General: Horses are found in almost every climate, and are often used as draft animals and mounts. Loud and sudden noises, smells, fire, etc. will panic non-warhorses 90% of the time, while warhorses will only panic 10% of the time (only 10% of all horses can be trained as warhorses).

Horses are able to carry burdens as follows. Remember that the weight of a rider plus all possessions must be included.

Type	Move at full speed	Move at half speed
Draft	0-400 lbs.	401-800 lbs.
Pony	0-200 lbs.	201-300 lbs.
Wild	0-300 lbs.	301-600 lbs.
Light warhorse	0-300 lbs.	301-500 lbs.
Med. warhorse	0-400 lbs.	401-650 lbs.
Heavy warhorse	0-500 lbs.	501-750 lbs.

Combat: Non-warhorses attack with a bite. Warhorses attack with two hooves and a bite.

Appearance: Horses come in a variety of colors and sizes, and some have longer hair, some shorter, depending on breed.

Hydra

	Hydra	Lernaean Hydra
Number	1	1
Morale	+3	+3
Hit Dice	5d10-12d10	5d10-12d10
Armor Class	5	5
Move	90'/min.	90'/min.
Magic Resistance	Standard	Standard
No. of Attacks	5-12	
Damage	See below	See below
Defenses	None	Regeneration
Attacks	None	None
Size	L (15-32' long)	L (15-32' long)
Intelligence	3	3
Alignment	Neutral	Neutral
Treasure type	V	V
Treasure value	1d4x1,000	1d4x1,000
Magical treasure	1 armor/weapon (10%)	1 armor/weapon (10%)
X.P. Value	See below	See below

General: Hydras are reptilian beasts dwelling in either swampy, marshy terrain or underground. They are most noted for their variable number of heads. The number of heads will determine not only how many hit dice the creature has, but how much damage each does when it attacks.

Die roll (d8)	No. of heads	Body Hit Dice	Damage	X.P. Value
1	5	5d10	1d6	165 + 5/h.p.
2	6	6d10	1d6	250 + 6/h.p.
3	7	7d10	1d8	400 + 8/h.p.
4	8	8d10	1d8	650 + 10/h.p.
5	9	9d10	1d10	1,000 + 12/h.p.
6	10	10d10	1d10	1,500 + 14/h.p.
7	11	11d10	1d12	2,150 + 16/h.p.
8	12	12d10	1d12	2,850 + 16/h.p.

Combat: Hydras attack with their multiple heads, striking with their beak-like mouths. Up to four heads can attack the same target in a single melee round. Each head has 8 h.p. in addition to the hit points of the body itself; when a head is slain it obviously stops attacking, but only when all heads are destroyed will the creature truly be dead; the heads can continue to fight even though the body itself is dead.

Lernean hydras will regenerate when one of their heads is decapitated or killed. After it is killed, a head will sprout into two replacement heads which

will be fully functional in 1d4 rounds, increasing the total number of hit dice of the creature, its size, and the damage done (if applicable). It is quite possible for a lernean hydra to grow considerably in a single combat. Only burning the stump with fire or acid will prevent regeneration. A successful "to hit" roll with the appropriate substance must be made in order to prevent regeneration. They are otherwise treated as regular hydras.

The experience point value of a lernean hydra is dependent on the final number of heads.

Final Number of Heads	Experience Point Value
5	165 + 5/h.p.
6	250 + 6/h.p.
7	400 + 8/h.p.
8	650 + 10/h.p.
9	1,000 + 12/h.p.
10	1,500 + 14/h.p.
11	2,150 + 16/h.p.
12	2,850 + 16/h.p.
13	3,000 + 18/h.p.
14	3,950 + 18/h.p.
15	4,000 + 20/h.p.
16	5,250 + 20/h.p.

Appearance: A hydra has a large dragon-like body (albeit missing wings) and a number of snake-like heads with sharp beaks, as noted above. They have fans along the back of their necks. They are generally brown, with lighter undersides.

Pyrohydra

Number	1
Morale	+3
Hit Dice	5d10-8d10
Armor Class	5
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	
Damage	See below
Defenses	None
Attacks	Breath weapon
Size	L (15-28' long)
Intelligence	3
Alignment	Neutral
Treasure type	V
Treasure value	1d4x1,000
Magical treasure	1 armor/weapon (10%)
X.P. Value	See below

General: Pyrohydras are much like their cousins detailed above, dwelling in either swampy, marshy terrain or underground. The number of heads will determine not only how many hit dice the creature has, but how much damage each does when it attacks.

Die roll (d10)	No. of heads	Body Hit Dice	Damage	X.P. Value
1-3	5	5d10	1d6	665 + 5/h.p.
4-6	6	6d10	1d6	750 + 6/h.p.
7-9	7	7d10	1d8	900 + 8/h.p.
10	8	8d10	1d8	1,150 + 10/h.p.

Combat: Hydras attack with their multiple heads, striking with their beak-like mouths. Up to four heads can attack the same target in a single melee round.

Each head has 8 h.p. in addition to the hit points of the body itself; when a head is slain it obviously stops attacking, but only when all heads are destroyed will the creature truly be dead; the heads can continue to fight even though the body itself is dead.

Each head is able to breathe fire two times every 24 hours, in an arc 20' long and 10' wide at the base. All creatures within the area of effect must take 8 h.p. of damage unless they make a successful saving throw vs. breath weapon, in which case they only take half damage.

Appearance: A hydra has a large dragon-like body (albeit missing wings) and a number of snake-like heads with sharp beaks, as noted above. They have fans along the back of their necks. They are generally brown with red highlights, with lighter undersides.

Hyena

Number	2d6
Morale	+1
Hit Dice	3d8
Armor Class	7
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d4
Defenses	None
Attacks	None
Size	M
Intelligence	1
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	35 + 3/h.p.

General: Hyenas are predatory animals that live and hunt in packs. They can be found in tropical and sub-tropical open terrain. Although they have a reputation as cowardly scavengers, they can also be aggressive hunters.

Attack: Hyenas attack with their powerful jaws.

Appearance: Hyenas can have stripes or spots or be relatively solid in coloration, and their fur ranges from short to shaggy.

See also: Hyaenodon (p. 116).

I

J

Jackal

Number	1d6
Morale	-2
Hit Dice	1d4
Armor Class	7
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d2
Defenses	None
Attacks	None
Size	S
Intelligence	3
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	5 + 1/h.p.

General: Jackals are dog-like mammals that are found in warm climates. They are both predators and scavengers, and are related to both wolves and coyotes. They usually reside in open plains, but some species do dwell in woodlands.

Combat: Jackals attack with their bite.

Appearance: Jackals look like smallish dogs. Their coats can vary in color from tan to black and white.

Jackalwere

Number	1d4
Morale	-1
Hit Dice	4d8
Armor Class	4
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d4
Defenses	Iron or +1 weapons to damage
Attacks	Sleep gaze
Size	S (in jackal form) M (in human form)
Intelligence	12
Alignment	Chaotic evil
Treasure type	IV
Treasure value	4d6x100
Magical treasure	1d2 items (10%)
X.P. Value	800 + 4/h.p.

General: Jackalweres are shape-shifting creatures able to assume the form of either a human or jackal. They seek to waylay travelers, slay them, take their belongings, and devour them. There is a 20% chance that jackalweres will be accompanied by ordinary jackals. Despite popular conception, jackalweres are not lycanthropes.

Combat: Jackalweres attack with their powerful jaws. They can only be struck by weapons of pure iron (not steel) or those which have an enchantment of +1 or better. The gaze of the jackalwere causes those who fail a saving throw vs. spells to fall into a deep *sleep* (as per the spell). The gaze attack cannot be used against opponents who are in combat against the creature, or those who are deliberately on their guard against it.

Appearance: Jackalweres can assume two forms; a human or a jackal.

Jaguar (Panther)

Number	1d2
Morale	+3
Hit Dice	4d10
Armor Class	6
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d3/1d3/1d8
Defenses	+1 to surprise rolls
Attacks	Rake with rear claws for 1d4+1/1d4+1
Size	L
Intelligence	3
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	205 + 5/h.p.

General: Jaguars are large predatory cats that dwell in jungles and rain forests. They are very aggressive and will hunt creatures much larger than themselves. In their den, there is a 75% chance that 1d3 cubs will be found; the cubs are non-combatants. They are able to climb and swim.

Combat: Jaguars attack with their fore-claws and powerful bite. If the jaguar hits with both fore-claws, it will leap on the enemy and rake with both rear claws as well. Jaguars can leap up to 30' to attack prey. They get a +1 bonus to their surprise rolls.

Appearance: Jaguars are large cats with tawny coats covered in black spots. Rare individuals are solid black (such are called black panthers).

Jelly, Deadly

Ochre Jelly

Number	1d3
Morale	n/a
Hit Dice	6d8
Armor Class	8
Move	30'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	3d4
Defenses	Electricity splits, flow on walls and ceilings
Attacks	None
Size	M
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	150 + 6/h.p.

General: Ochre jellies are found in underground environments, devouring both cellulose and flesh. They are able to flow through tiny spaces and along walls and ceilings.

Combat: Ochre jellies attack with their pseudopods; the excretions on their surface inflict painful burns. Electrical attacks do no damage to ochre jellies;

on the contrary, large electrical attacks such as *lightning bolts* or the breath of a blue dragon will split the creature into two smaller ones, each doing half the damage of a whole.

Appearance: Ochre jellies are amorphous blobs which are golden-yellow in color.

K

Ki-Rin

Number	1
Morale	+5
Hit Dice	12d10
Armor Class	-5
Move	240'/min., 480'/min. (flying - good)
Magic Resistance	18
No. of Attacks	3
Damage	2d4/2d4/3d6
Defenses	See below
Attacks	See below
Size	L
Intelligence	20
Alignment	lawful good
Treasure Type	XIV
Treasure Value	3d8x1,000
Magical Treasure	2d4 potions (40%), 1d4 scrolls (50%)
X.P. Value	8,500 + 16/h.p.

General: Ki-rin are a race of powerful flying unicorns who rarely alight on the ground. They will sometimes be found in the service of a lawful good deity or other powerful being, and may aid humans and demi-humans of like alignment in certain circumstances, as they roam the skies looking for good deeds to reward and ill actions to punish. They can be found on the astral and ethereal planes.

Combat: Ki-rin attack with their front hooves and single sharp horn (which strikes as a +3 weapon, both "to hit" and to damage). In addition, they can cast mage spells as if they were 18th level, and are able to memorize the following numbers of spells per spell level.

	Spell Level								
	1	2	3	4	5	6	7	8	9
# of spells	9	8	7	6	5	4	3	2	1

In addition, ki-rin are able to perform the following effects once per day.

- Create food for 2d12 persons
- Create water for 2d12 persons
- Create permanent "soft" (32 cu. ft.) or wooden objects (18 cu. ft.)
- Create temporary metal objects (200 lbs.); gold lasts 2d5 days, adamantite lasts 1 hour, etc.
- Create a visual/auditory/olfactory illusion which does not require concentration to maintain; it is dispelled by touch
- *Gaseous form* (as per the potion)
- *Wind walk* (as per the spell)
- *Call lightning* (as per the spell)
- *Summon weather* (as per the spell)

Note that any spells or magical effects that involve air or the sky are done at double strength (hit points of summoned creatures, damage done by spells, etc.).

Appearance: Ki-rin appear as burly unicorns, with hides that are brilliant gold in color, and manes of a somewhat darker golden hue. The horn and hooves are pink. (Note that an intact ki-rin hide is worth up to 25,000 g.p.). They speak their own language, but have a special telepathic ability allowing them to communicate with most creatures.

Kobold

	Warrior	Guard
Number	4d10x10	See below
Morale	-2	-1
Hit Dice	1d4	1d6 (min. 4)
Armor Class	7	6
Move	60'/min.	60'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	Per weapon	Per weapon
Defenses	None	None
Attacks	None	None
Size	S (3')	S (3')
Intelligence	7	8
Alignment	Lawful evil	Lawful evil
Treasure Type	XII	XII
Treasure Value	1	1
Magical Treasure	None	None
X.P. Value	5 + 1/h.p.	10 + 1/h.p.

	Chief	Shaman/witch doctor
Number	See below	1
Morale	-1	±0
Hit Dice	1d6 (min. 4)	1d6 (min. 5)
Armor Class	6	6
Move	60'/min.	60'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	Per weapon	Per weapon
Defenses	None	None
Attacks	None	Spells
Size	S (3')	S (3')
Intelligence	8	8
Alignment	Lawful evil	Lawful evil
Treasure Type	II	XII
Treasure Value	5d10x10	1
Magical Treasure	None	None
X.P. Value	10 + 1/h.p.	30 + 1/h.p.

General: Kobolds are tribal humanoids that are found in dark places such as underground caverns and deep forests. They have infravision that has a 60' range, and do not function well in sunlight. Kobolds particularly despise brownies, gnomes, pixies, and sprites, and will attack gnomes especially on sight. The chief will have the tribe's treasure, hidden and protected.

If more than 40 kobolds are encountered, or if they are encountered in their lair, a chief will be present. For every 40 kobolds encountered there will be two guards. If more than 200 are encountered in their lair, there will be an additional 5d4 guards, females equal to half the number of warriors, and children equal to 10% of the total number of warriors. There will also be 3d10x10 eggs. In the lair, there is a 65% chance that the kobolds will either have 1d4+1 wild boars (70% likely) or 1d4 giant weasels (30% chance) as pets and guards.

Combat: Kobolds attack with weapons, and their shields are either of wood or wicker. They suffer a -1 penalty "to hit" in sunlight due to their dislike of brightness. The weapon of any given kobold should be determined randomly. For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior.

Die roll (d%)	Armed with...	% Composition
01-20	Battle axe	20%
21-50	Club	30%
51-65	Javelins (1d2+1)	15%
66-75	Short sword	10%
76-80	Short sword and javelin	5%
81-90	Short sword and spear	10%
91-00	Spear	10%

Description: Kobolds are small humanoid creatures with dog-like heads with small horns. Their hides are covered with scales that are between red-brown and red-black in color. They have tails. They speak their own language, and 75% of them will also speak goblin and orcish as well.

L

Lamia

Number	1
Morale	+3
Hit Dice	9d8
Armor Class	3
Move	240'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4
Defenses	None
Attacks	See below
Size	M
Intelligence	14
Alignment	Chaotic evil
Treasure Type	VIII
Treasure Value	2d4+1x1,000
Magical Treasure	1d3 items (15%)
X.P. Value	1,700 + 12/h.p.

General: Lamias inhabit wild desert-like regions where they seek to lure travelers with their magical powers in order to drink their blood and devour their flesh.

Combat: Lamias usually fight with daggers, but rely more on their magical powers to deal with victims and enemies. Once per day the lamia is able to do the following:

- *Charm person*
- *Illusion*(visual and auditory, requires concentration to maintain)
- *Mirror image*
- *Suggestion*

In addition, the touch of a lamia permanently drains 1 point of wisdom from the victim. Once a victim is reduced to 2 points of wisdom or less, they will willingly obey the lamia, allowing the creature to devour them at its leisure.

Appearance: Lamias have the upper body and torso of a beautiful woman, but the lower portion of the creature is a nightmare combination of a lion and a dragon, with claws and hooves on the fore and rear legs, respectively.

Lammasu

	Common	Greater
Number	2d4	1d2
Morale	+4	+8
Hit Dice	7d12	12d12
Armor Class	6	3
Move	120'/min., 240'/min. (flying - average)	150'/min., 300'/min. (flying - good)
Magic Resistance	6	8
No. of Attacks	2	2
Damage	1d6/1d6	2d6/2d6
Defenses	See below	See below
Attacks	See below	See below
Size	L	L
Intelligence	18	20
Alignment	Lawful good	Lawful good
Treasure Type	X	None
Treasure Value	6d6x1,000	n/a
Magical Treasure	2d4 potions (40%), 1d4 scrolls (50%)	None
X.P. Value	850 + 10/h.p.	3,950 + 18/h.p.

General: Lammasu (the name is both plural and singular) tend to dwell in warmer areas, but are able to travel in all sorts of environments. They are good and kindly creatures, and will aid those of like alignment who are in need.

Combat: Lammasu attack with their claws. In addition, they can use the following magical effects as indicated.

- *Invisibility* once per round
- *Dimension door* once per round
- *Protection from evil* 10' radius (double strength, always on)
- *Holy word* once per day (10% chance any given lammasu can do this)

In addition, greater lammasu have the following powers.

- *Empathy* at will
- *Telepathy* at will, for communication only
- *Teleport without error* once per round
- 50% are able to speak a *holy word* once per day

Lastly, all lammasu can cast clerical spells as if they were clerics of a level equal to their number of hit dice. The number of spells they can memorize per spell level is as follows.

# of spells	Spell Level				
	1	2	3	4	5
Common	4	3	2	1	0
Greater	5	4	3	2	1

All healing and curative spells cast by lammasu have double the normal effect.

Appearance: Lammasu have the bodies of great lions, large eagle-like wings, and kindly human faces framed by beautiful golden manes. They speak their own language.

Leopard

Number	1d2
Morale	+2
Hit Dice	3d10
Armor Class	6
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d3/1d3/1d6
Defenses	+1 to surprise rolls
Attacks	-1 penalty to enemy surprise rolls, rear claw rake for 1d4/1d4
Size	M
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	150 + 4/h.p.

General: Leopards are large cats that dwell in tropical rain forests and jungles as well as open savannah. They tend to wait in the trees and leap down onto prey. In their lair, there is a 25% chance that 1d3 non-combatant cubs will be present.

Combat: Leopards attack with their fore claws and bite. If both fore claws hit, they will then rake the victim with their rear claws for 1d4 h.p. each. They are able to leap 25' onto prey.

Appearance: Leopards are large cats. Their coats are usually tawny tan with spots and white bellies. Rarely, they can be solid black in color; such cats are known as black panthers.

Leprechaun

Number	1 (95%) or 1d20 (5%)
Morale	-1
Hit Dice	1d6
Armor Class	8
Move	150'/min.
Magic Resistance	16
No. of Attacks	0
Damage	n/a
Defenses	See below
Attacks	See below
Size	S (2')
Intelligence	16
Alignment	Neutral
Treasure Type	VI
Treasure Value	1d8+3x1,000
Magical Treasure	1d4+1 items, no weapons (10%)
X.P. Value	80 + 1/h.p.

General: Leprechauns are a fey folk that tend to dwell in isolated green hills and dales, but they have been known to occasionally dwell elsewhere. They are extremely protective of their treasure, and will use any device to trick captors into accepting a false treasure as the real thing. 5% of the time an entire merry band of leprechauns will be encountered; if treated with respect and good nature, they can sometimes be persuaded to accept "big folk" into their revels for an evening. They are, as a whole, a mischievous folk, fond of practical jokes. There is a 75% chance that intruders into their lands will be subjected to hit-and-run attacks, which involve swiping valuables and

dashing away whilst invisible. However, there is a 25% chance every 10 minutes that a leprechaun will drop its stolen goods in order to deter pursuit.

Combat: Leprechauns do not attack conventionally. They are, however, able to perform the following magical effects at will.

- Invisibility
- Polymorph non-living object
- Create illusions (visual and auditory, requiring concentration to maintain)
- Ventriloquism

Appearance: Leprechauns appear as diminutive humans, usually with red or blonde hair. They tend to dress in green. They speak their own language, halfling, pixie, elvish, and the common tongue.

Leucrotta

Number	1d4
Morale	+2
Hit Dice	6d10
Armor Class	4
Move	180'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	3d6
Defenses	Kick when retreating
Attacks	See below
Size	L
Intelligence	9
Alignment	Chaotic evil
Treasure Type	VI
Treasure Value	2d4+1x1,000
Magical Treasure	1d3 items (15%)
X.P. Value	475 + 8/h.p.

General: Leucrottas dwell in isolated wildernesses. They are able to imitate the voice of any human or humanoid creature, and often use this ability to lure victims to their doom.

Combat: Leucrottas attack with their wicked bite. When retreating, they are able to kick with their rear legs, each one inflicting 1d6 h.p. of damage if it hits.

Appearance: The leucrotta has the body of a stag, the tail of a lion, and the head of a badger. In place of teeth it has sharp bony ridges. It is able to speak the common tongue.

Lich

Number	1
Morale	+15
Hit Dice	18d8 (or more)
Armor Class	0
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d10
Defenses	+1 or better weapon to damage
Attacks	See below
Size	M
Intelligence	20
Alignment	Any non-good
Treasure Type	VIII
Treasure Value	9d6x1,000
Magical Treasure	1d3 items (30%)
X.P. Value	10,500 + 16/h.p.
Turn as Type	XII

General: A lich is a powerful undead creature, the result of a deliberate transformation of a high-level mage or cleric of no less than 18th level. The exact process for transforming into lichdom is a closely guarded secret, and the formula itself is worth a king's ransom. Part of the transformation process converts the hit dice of the lich-to-be to d8's. All liches must maintain a phylactery, in which a portion of their soul is maintained. They are usually found in the most desolate and isolated of wildernesses or underground lairs.

Combat: Liches can strike with their preternaturally cold claws, but their real power lies in their magical abilities. In addition to retaining whatever spell-casting ability they had in life, liches are immune to the following:

- Charm/enchantment spells
- Sleep
- Enfeeblement
- Polymorph
- All cold-based attacks
- All electricity-based attacks
- Insanity
- Death symbol or death spell

The mere touch of a lich will cause paralyzation for 2d12 minutes unless the victim makes a saving throw. The sight of a lich will instill fear in all creatures with less than 5 hit dice (or who are below 5th level) who fail their saving throw for 2d6 rounds; such creatures will flee in abject terror.

Appearance: Liches appear as skeletal humanoids, usually wearing tattered robes and faded finery. Their eyes glow with a supernatural fervor.

Lion

	Male	Female
Number	1d3	1d10
Morale	+4	+4
Hit Dice	5d10	5d10
Armor Class	5 (front) 6 (rear)	6
Move	120'/min.	120'/min.
Magic Resistance	Standard	Standard
No. of Attacks	3	3
Damage	1d4/1d4/1d10	1d4/1d4/1d10
Defenses	+1 on surprise rolls	+1 on surprise rolls
Attacks	Rake with rear claws for 1d6+1/1d6+1	Rake with rear claws for 1d6+1/1d6+1
Size	L	L
Intelligence	3	3
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	300 + 6/h.p.	300 + 6/h.p.

General: Lions can be found in almost any warm terrain from desert to savannah to swamp. They form prides, and the females do the hunting while the males defend the group's territory. In their den there will also be 1d10 cubs (the cubs are non-combatants). The cubs will be guarded by 1d4 lionesses, who will immediately attack any threat to the cubs.

Combat: Lions attack with their great fore claws and bite. If both fore claws hit, they can also attack with their rear claws.

Appearance: Lions are large cats with tawny coats. Males have a large mane surrounding their head, while females and cubs do not.

See also: Lion, cave (p. 116).

Lizard, Fire

Number	1d4
Morale	±0
Hit Dice	10d10
Armor Class	3
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d8/1d8/2d8
Defenses	Immune to fire-based attacks
Attacks	Breath weapon
Size	L (30' long)
Intelligence	1
Alignment	Neutral
Treasure Type	V
Treasure Value	1d4+1x1,000
Magical Treasure	2d4 potions (40%), 1d4 scrolls (50%)
X.P. Value	1,350 + 14/h.p.

General: Fire lizards, sometimes referred to as "false dragons," are slow creatures that sleep for extended periods, like true dragons. There is a 50% chance that any given fire lizard will be asleep when encountered in their subterranean lairs. Treasure consists of shiny objects, to which the fire lizard is attracted. Lairs have a 10% chance of containing 1d4 eggs, each of which is worth 5,000 g.p. on the open market.

Combat: Fire lizards attack with their two claws and bite. They also have a breath weapon; a small gout of flame 15' long and 10' wide at the base. All creatures in the area of effect must make a saving throw vs. breath weapon or take 2d6 h.p. of damage. A successful saving throw indicates only 1d6 h.p. of damage. They are themselves immune to fire damage.

Appearance: Fire lizards are gray with dark red markings on their back and red bellies.

Lizard, Giant

Number	2d6
Morale	±0
Hit Dice	3d10
Armor Class	5
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d8
Defenses	None
Attacks	Double damage on jaw clamp
Size	L (15' long)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	125 + 4/h.p.

General: Giant lizards inhabit swamps and marshes.

Combat: Giant lizards attack with their bite. On a natural roll of 20 "to hit", they have locked their jaws on their opponent and will cause double damage.

Appearance: Giant lizards look just like ordinary lizards, save for their size.

Lizard, Monitor (giant)

Number	1d8
Morale	+3
Hit Dice	8d12
Armor Class	5
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	2d6/2d6/3d6
Defenses	None
Attacks	Jaw clamp
Size	L (40' long)
Intelligence	0
Alignment	Neutral
Treasure Type	II
Treasure Value	1d12x10
Magical Treasure	1 armor/weapon (10%)
X.P. Value	875 + 10/h.p.

General: Giant monitor lizards are aggressive hunters, and are usually found in warm climates.

Combat: Giant monitor lizards attack with their bite. They move quickly when attacking, and enemies have a -2 penalty on their surprise rolls. On a roll of 20, the lizard has clamped on to the victim. On the next and all subsequent

rounds, the victim will take automatic (normal) damage. Only victims 7' tall or 300 lbs. or less can be so grabbed.

Appearance: Giant monitor lizards look like their non-giant kin, save for their great size.

Lizard, Subterranean

Number	1d6
Morale	+1
Hit Dice	6d10
Armor Class	6
Move	120'/min. (walking and climbing)
Magic Resistance	Standard
No. of Attacks	1
Damage	2d6
Defenses	None
Attacks	Jaw clamp
Size	L (20' long)
Intelligence	0
Alignment	Neutral
Treasure Type	V
Treasure Value	2d4+1x100
Magical Treasure	None
X.P. Value	350 + 6/h.p.

General: Subterranean lizards, as the name implies, are usually found in underground environs. They are aggressive hunters and are able to climb at normal speed along walls and even ceilings.

Combat: Subterranean lizards attack with their bite. On a natural roll of 20 "to hit", they have locked their jaws on their opponent and will cause double damage.

Appearance: Subterranean lizards look like other sorts of giant lizards, but their feet have large round pads on the toes allowing them to "stick" to surfaces.

Lizard Man

	Primitive	Evolved
Number	10d4	10d4
Morale	+2	+1
Hit Dice	2d10	2d10
Armor Class	5	4
Move	60'/min., 120'/min. (swimming)	60'/min., 120'/min. (swimming)
Magic Resistance	Standard	Standard
No. of Attacks	3	1
Damage	1d2/1d2/1d8	By weapon type
Defenses	None	None
Attacks	None	None
Size	M (7')	M (7')
Intelligence	6	9
Alignment	Neutral	Neutral
Treasure Type	I	II
Treasure Value	2d4+1x1,000	2d4x1,000
Magical Treasure	1d3 items (15%)	1d3 items (15%)
X.P. Value	35 + 3/h.p.	50 + 3/h.p.

General: Although lizard men breathe air, they are found in completely underwater lairs 35% of the time; such lairs are air-filled caves accessible only by swimming. 10% of all lizard man tribes are actually evolved; such

individuals dwell in huts instead of caves, and carry shields and use weapons, as described below. They are fond of human flesh.

Combat: Primitive lizard men attack with their claws and bite. Evolved lizard men are still able to do likewise, but will use barbed darts (30' range, 1d4 h.p. of damage) or javelins, as well as crude morning stars.

Appearance: Lizard men stand upright, with tails and reptilian heads. Both sorts speak their own tongue.

Lurker Above

Number	1
Morale	+20
Hit Dice	10d10
Armor Class	6
Move	10'/min., 90'/min. (flying - clumsy)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6
Defenses	None
Attacks	Prey get -2 penalty to surprise, smothering
Size	L (20' wide)
Intelligence	0
Alignment	Neutral
Treasure Type	XI
Treasure Value	5d6x100
Magical Treasure	1d2 items (10%)
X.P. Value	1,500 + 14/h.p.

General: The lurker above is a hunter perfectly adapted for its underground environment. It lurks on the ceiling of a chamber or corridor, and then drops down on its unsuspecting prey. They are able to slowly scuttle about on walls, floors, and ceilings, but generally move by flying (they are filled with a lighter-than-air gas that enables them to do so easily).

Combat: Lurkers above drop on top of their victims, causing them to smother and be crushed beneath its weight automatically for 1d6 h.p. of damage per round. Death from suffocation will take place in any event in 1d4+1 rounds. Those attacked by the lurker above get a -2 penalty on their surprise rolls. Victims cannot use any weapons against the creature that are not both short (daggers, etc.) and in their hand at the time of the attack. Efforts from outside to slay the creature have a 50% chance of damaging those trapped beneath it for half damage as well as the creature itself.

Appearance: The lurker above is flat, with an underside has the appearance of gray stone, allowing it to remain on ceilings undetected.

Lycanthrope

Lycanthropes are humans, demi-humans, and occasionally humanoids that are afflicted with lycanthropy; a disease and curse all in one that allows (or forces) them to assume the guise of an animal.

Lycanthropy

Humans, demi-humans, and humanoids bitten (not just harmed) by lycanthropes for more than 50% of their total hit points will themselves become lycanthropes of the type that bit them. Belladonna will prevent the onset of the disease 25% of the time if eaten within 1 hour of the attack, but the being eating it will be incapacitated for 1d4 days and has a 1% chance of dying from the herb itself. A *cure disease* spell cast by at least a 12th level spell caster will also prevent the onset of the disease, but only if cast within 3

days of the attack. If not cured, lycanthropy will set in 1d8+6 days after the attack.

Once the disease has taken hold, it can only be removed by a 12th level spell caster casting *remove curse* when the victim is in his animal form. Note that the lycanthrope will do everything in its power to escape, and will not suffer the spell cast upon him willingly! The lycanthrope also gets a saving throw against the spell, of course.

Over the course of 2d6 months after the attack, the alignment of the individual infected by the disease will change to that of the lycanthrope. Example: A lawful good mage is bitten by a wererat and becomes a lycanthrope. The game master rolls a 7 for how long it will take him to change alignment. Three and a half months after the attack, the mage will be lawful neutral. Three and a half months later, he will be fully lawful evil. This could well lead to trouble for characters with alignment-dependent classes, such as paladins, including losing their status.

There are four circumstances in which a lycanthrope will change into its animal form.

- According to the phases of the moon
- After taking 30% damage in melee
- At will (after 6 years having the disease)
- Animal summoning/conjuring spells that invoke the animal form of the lycanthrope

The degree to which the phase of the moon controls the transformation from humanoid to animal form depends on how long the victim has been infected. The more experience the victim has with the disease, the more he is able to control the transformation. If the transformation occurs, it will last from sunset to sunrise. At 6 years, the lycanthrope will never involuntarily change, and can always change back.

In the table below, the first number is the percentage chance that the lycanthrope will involuntarily assume his animal form, and the second is the chance that he will be able to force himself back to humanoid form.

Moon Phase	Years since the onset of lycanthropy				
	1-2	3	4	5	6+
Full	100/0	75/25	50/50	25/75	0/100
Waning half	75/25	25/75	15/85	5/95	0/100
Waning quarter	50/50	5/95	0/100	0/100	0/100
New	25/75	0/100	0/100	0/100	0/100
Waxing quarter	50/50	0/100	0/100	0/100	0/100
Waxing half	75/25	30/70	20/80	10/90	0/100

If the campaign setting has more than one moon, the game master may apply these chances to all of the moons, only one, or may even have different types of lycanthropes affected by different moons.

Lycanthropes will not remember actions taken in animal form once they revert back to humanoid form. Right after the disease takes hold, this will be a source of great confusion and mental anguish as unexplained events inexorably lead the victim to the conclusion that they take the form of a beast at night when the moon is full and the wolf bane blooms. After 1d6 years, the animal form will retain some vague memories and knowledge of what the humanoid form knew and had planned; a well-thought-out attack on a village, for example, can be planned in humanoid form and carried out in animal form. As long as one member of the group of lycanthropes is able to do this, the others will follow his instructions to enact the plan, but not to the point of actual mind control or self-destruction. Lycanthropes are not under the control or influence of the lycanthrope who gave them the disease, other than the normal influences of intelligence, charisma, and circumstances.

Once the transformation has taken place and the lycanthrope is in animal form, possessions (treasure, armor, weapons, etc.) will be forgotten, with the exception of wererats, who will retain swords while in rat-man form. This can be particularly vexing for player characters afflicted with lycanthropy.

Note that player characters who are afflicted with lycanthropy do not earn any x.p. while in animal form.

Werebear

Number	1d4
Morale	+15
Hit Dice	7d10
Armor Class	2
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d3/1d3/2d4
Defenses	Silver or +1 weapon to damage
Attacks	Hug for 2d8
Size	L
Intelligence	16
Alignment	Chaotic good
Treasure Type	VI
Treasure Value	6d6x1,000
Magical Treasure	1d4 scrolls (50%), 1 item (60%), 1 potion (60%)
X.P. Value	825 + 10/h.p.

General: Werebears tend to live deep in wooded environs. They are great haters of evil and will attack evil creatures 75% of the time. Once such battle is joined, they will fight to the death. Solitary werebears have a 50% chance of being accompanied by 1d6 brown bears (see p. 7). If there are brown bears within a mile of the lycanthrope, it can summon 1d6 of them, who will arrive in 2d6x10 minutes.

Note that a werebear will take damage if the human form is wearing armor when the transformation to animal form takes place. The amount of damage depends on the armor being worn.

Armor	Damage
None, furs	0
Cuirass (leather), gambeson	1
Lamellar (leather), ring armor, brigandine armor, scale armor (leather)	1d2
Cuirass (steel), scale armor (steel)	1d3
Lamellar armor (steel)	1d3+1
Mail	1d4
Plated mail	1d4+1
Plate armor, jousting plate	1d6

Combat: Werebears attack with their great paws and bite. If both paws hit, they will hug the victim for an additional 2d8 h.p. of damage. Only weapons of silver or with a +1 or better enchantment will harm a werebear in animal form.

Appearance: In human form, werebears tend to be large, hirsute, and quiet. In animal form, they appear as large brown bears.

Wereboar

Number	2d4
Morale	+5
Hit Dice	5d10
Armor Class	4
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d6
Defenses	Silver or +1 weapon to damage
Attacks	None
Size	L
Intelligence	9
Alignment	Neutral
Treasure Type	V
Treasure Value	1d4x1,000
Magical Treasure	1 armor/weapon (10%), 2d4 potions (40%)
X.P. Value	275 + 6/h.p.

General: Wereboars tend to live in thick forests. They are ornery and argumentative, to the point of insisting that they be in charge of any group or party. When involved in heated arguments over leadership, they can turn into their animal form. They are 15% likely to be accompanied by regular boars (see p. 8).

Note that a wereboar will take damage if the human form is wearing armor when the transformation to animal form takes place. The amount of damage depends on the armor being worn.

Armor	Damage
None, cuirass (leather), furs	0
Gambeson, lamellar (leather)	1
Ring armor, brigandine armor, scale armor (leather)	1d2
Cuirass (steel), scale armor (steel)	1d3
Lamellar armor (steel)	1d3+1
Mail	1d4
Plated mail	1d4+1
Plate armor, jousting plate	1d6

Combat: In animal form, a wereboar attacks with its great tusks.

Appearance: In animal form, the wereboar appears as a large boar.

Wererat

Number	4d6
Morale	-1
Hit Dice	3d10
Armor Class	6
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	By weapon type
Defenses	Silver or +1 weapon to damage
Attacks	Enemies get -2 to surprise rolls
Size	M
Intelligence	12
Alignment	Lawful evil
Treasure Type	III
Treasure Value	4d6x1,000
Magical Treasure	1d2 items (10%)
X.P. Value	150 + 4/h.p.

General: Wererats dwell in cities, typically infesting sewers and catacombs beneath the streets. They are known to both kidnap victims for ransom as well as devouring them. When in an adventuring party, wererats will usually take up the rear. Each wererat can summon and control 2d6 giant rats (see p. 66).

Note that a wererat will take damage if the human form is wearing armor when the transformation to rat-man form takes place. The amount of damage depends on the armor being worn.

Armor	Damage
None, cuirass (leather), furs, lamellar (leather)	0
Gambeson, ring armor, brigandine armor, scale armor (leather)	1
Lamellar armor (steel), cuirass (steel), scale armor (steel), mail	1d2
Plated mail, plate armor, jousting plate	1d3

Combat: In rat-man form, wererats will wield weapons, typically swords. Only weapons of silver or with a +1 or better enchantment will harm a wererat in rat or rat-man form.

Appearance: Wererats can assume three forms; human, rat-man, and giant rat. The rat-man form is humanoid, standing upright, with a long tail, the head of a rat, and covered in fur. It has hands and can grip weapons.

Weretiger

Number	1d6
Morale	+6
Hit Dice	6d10
Armor Class	3
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d4/1d4/1d12
Defenses	Silver or +1 weapon to damage
Attacks	Rear claw rake for 1d4+1/1d4+1
Size	L
Intelligence	9
Alignment	Neutral
Treasure Type	VII
Treasure Value	2d4+2x1,000
Magical Treasure	1d2 items (15%), 1 potion (15%)
X.P. Value	525 + 8/h.p.

General: Weretigers dwell in warm jungle regions and are almost always female. They tend towards selfishness, and will turn on companions if their own interests are being ignored. Cats of all sorts are 75% likely to be well-disposed towards weretigers, as the latter can communicate with cats of all sorts. They are 5% likely to be found in the company of other tigers (see p. 79).

Note that a weretiger will take damage if the human form is wearing armor when the transformation to animal form takes place. The amount of damage depends on the armor being worn.

Armor	Damage
None, furs	0
Cuirass (leather)	1d2
Gambeson, lamellar (leather), ring armor, brigandine armor, scale armor (leather), cuirass (steel)	1d3
Mail	1d3+1
Scale armor (steel)	1d4
Lamellar armor (steel), plated armor	1d4+1
Plate armor, jousting plate	1d6

Combat: Weretigers attack with their fore paws and powerful bite. If both claws hit, they can then also attack with their rear claws, which rake the victim. Only weapons of silver or with a +1 or better enchantment will harm a weretiger in animal form.

Appearance: In animal form weretigers appear as large and supple tigers.

Werewolf (Wolwere)

	Werewolf	Cub
Number	3d6	3d6
Morale	+3	+4
Hit Dice	4d10	4d10
Armor Class	5	5
Move	150'/min.	150'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	2d4	1d4+1
Defenses	Silver or +1 weapons to hit	Silver or +1 weapons to hit
Attacks	Enemies get -1 on surprise rolls	Enemies get -1 on surprise rolls
Size	M	M
Intelligence	9	8
Alignment	Chaotic evil	Chaotic evil
Treasure Type	III	None
Treasure Value	1d4x1,000	n/a
Magical Treasure	1 armor/weapon (10%)	None
X.P. Value	205 + 5/h.p.	195 + 5/h.p.

General: Werewolves can be found in almost every climate and terrain. They tend to group together in packs or families, and will immediately attack if their lycanthropic nature is discovered. Wolweres are closely related to werewolves, and will be found together with them; they are wolves that can assume human form, rather than the reverse. Other than that, there is little difference between them.

Note that a werewolf will take damage if the human form is wearing armor when the transformation to animal form takes place. The amount of damage depends on the armor being worn.

Armor	Damage
None, furs	0
Cuirass (leather)	1
Gambeson, lamellar (leather), ring armor, brigandine armor, scale armor, cuirass (steel)	1d2
Scale armor (steel)	1d3
Lamellar armor (steel)	1d3+1
Mail	1d4
Plated mail	1d4+1
Plate armor, jousting plate	1d6

If a group of werewolves numbers between 5 and 8, they will be a family unit consisting of 1 male, 1 female, and the rest cubs. The cubs will have a penalty "to hit" depending on their maturity; roll 1d4 for each cub and subtract that number from their "to hit" rolls.

Combat: Werewolves attack with their bite. Only weapons of silver or with a +1 or better enchantment will harm a werewolf in animal form. In a family group, if the female is attacked, the male will gain a bonus of +2 "to hit". If the cubs are attacked, the female will gain a bonus of +3 and do maximum damage with each hit.

Appearance: Werewolves in animal form appear as wolves. Werewolves are likely to remain standing upright even in wolf form, while wolweres will always have four feet on the ground.

Lynx, Giant

Number	1d4
Morale	+4
Hit Dice	2d10
Armor Class	6
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d2/1d2/1d4
Defenses	90% concealment, 75% trap detection
Attacks	Enemies get -3 on surprise rolls, rear claw rake for 1d3/1d3
Size	M
Intelligence	12
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	120 + 3/h.p.

General Giant lynxes can be found in cold forested places. They are adept at sneaking up on prey and avoiding danger, so they are able to conceal themselves with 90% effectiveness and detect traps and snares 75% of the time. In their den, there is a 25% chance that 1d4 kits will be present. The kits are non-combatants.

Combat: Giant lynxes attack with their claws and bite. If both claws hit, they are able to attack with their rear claws which rake the victim for 1d3 h.p. each. They are able to leap 15' to attack.

Appearance: Giant lynxes are merely larger and more intelligent versions of their regular cousins. They are thickly furred cats, striped and dappled in color, with tufts of fur on the tips of their ears.

M

Manticore

Number	1d4
Morale	+5
Hit Dice	6d10
Armor Class	4
Move	120'/min., 180'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d3/1d3/1d8
Defenses	None
Attacks	Tail spikes
Size	L
Intelligence	6
Alignment	Lawful evil
Treasure Type	V
Treasure Value	1d6+2x1,000
Magical Treasure	1d4 items (25%)
X.P. Value	525 + 8/h.p.

General: Manticores are magical beings not unlike sphinxes or chimeras. They prefer desolate wildernesses or deep underground lairs, and are fond of human flesh. They can be found in most climates.

Combat: Manticores attack with their claws and bite. They will, if possible, begin combat by loosing a volley of iron-hard spikes from their tails. They can fire 4 volleys of 6 spikes each, with the spikes having a range of 180' and each doing 1d6 h.p. if it hits.

Appearance: Manticores have the body of a lion, large bat-like wings, and an over-sized human head. The tail is tipped with spikes.

Medusa

Number	1d3
Morale	+2
Hit Dice	6d8
Armor Class	5
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4
Defenses	None
Attacks	Gaze petrifies, poison bite
Size	M
Intelligence	12
Alignment	Lawful evil
Treasure Type	IX
Treasure Value	4d4+4x100
Magical Treasure	1 item (60%), 1 potion (60%)
X.P. Value	725 + 6/h.p.

General: Medusas are greatly feared creatures that typically dwell in underground lairs.

Combat: Medusas will attempt to get victims to stare into their eyes. Those that do must make a saving throw vs. petrification or be turned to stone, along with all their possessions. If the creature's gaze can be reflected back, then it is susceptible to the same fate. The gaze of the medusa extends into the ethereal and astral planes, as does its effect. The range of the medusa's

gaze is 30'. If the gaze attack fails, the medusa will close with the victim and attack with its snake-like hair. The bite of one of the snakes has a range of 1', and does only 1d4 h.p. of damage, but the victim must make a saving throw vs. poison or die.

Appearance: Medusas are beautiful women, but have a nest of writhing, hissing snakes for hair. They speak their own language and the common tongue.

Men

Men are ubiquitous in most campaign worlds; being the most adaptive of all the intelligent races, they are found in nearly every combination of climate and terrain. They are able to rise to unlimited experience levels in most character classes, which accounts for their global dominance (although other races may, of course, be dominant in specific locales or lands).

Most men encountered will be commoners with 1d6 hit dice. These often will be led by higher level NPCs, as indicated in the specific entries below. These higher-level NPCs will usually be mounted, and have a chance to possess magic items according to their class. The percentage listed is the chance per experience level that the NPC can have the type of item indicated.

Item	Bard	Cavalier / Fighter	Mage	Cleric	Thief
Armor	5%	10%	0%	5%	0%
Weapon	5%	10%	0%	5%	5%
Potion	5%	5%	0%	5%	10%
Scroll	0%	0%	5%	5%	0%
Ring	5%	0%	5%	0%	5%
Wand/etc.	0%	0%	10%	*	0%
Wondrous Item	5%	0%	5%	5%	5%

For each, roll to see if the character has the indicated type of item, using the tables in the Adventures Dark and Deep Game Masters Toolkit. If the roll indicates a type of item that the character cannot use (due to class or other restrictions), re-roll. If a similarly disqualified item appears a second time, the character does not have that type of item after all.

- = One exception to the above procedure is in regards to clerics. If a cleric either does not have a magic weapon, or rolls a magic weapon that clerics may not use, clerics only get to re-roll. If they are successful the second time, they have a wand/staff/wand, but it still must be appropriate to their class.

See also: Men, Pirate (p. 96) and Men, Caveman (p. 118).

Bandit

Number	20d10
Morale	±0
Hit Dice	1d6
Armor Class	See below
Move	See below
Magic Resistance	Standard
No. of Attacks	1
Damage	Per weapon type
Defenses	None
Attacks	None
Size	M
Intelligence	10
Alignment	Neutral, chaotic neutral, neutral evil, chaotic evil
Treasure Type	II
Treasure Value	Individuals 1d8, Group 9d6x1,000
Magical Treasure	Group 1d3 items (30%)
X.P. Value	5 + 1/h.p.

General: Bandits can be found anywhere there are innocent travelers upon whom they can prey. 80% of the time, bandits make camps with tents and similar temporary structures. 10% of the time, a group of bandits will have found a system of caves and caverns with a hidden entrance. The remaining 10% of bandit groups will dwell in a castle with 1d4 light catapults. The bandit camp/headquarters will have 2d10 important prisoners (prominent merchants, aristocrats, princesses, etc.) and 5d6 camp followers/slaves. Bandits will always have higher-level NPCs as leaders, as indicated below (NPCs are cumulative unless otherwise noted).

- For every 20 bandits, one 3rd level fighter
- For every 30 bandits, one 4th level fighter
- For every 40 bandits, one 5th level fighter
- For every 50 bandits, one 6th level fighter, plus a 15% chance of 5th level cleric and 3rd level assistant or 6th level cleric and 4th level assistant, plus a 25% chance of 7th-10th level mage (roll 1d4 for level)
- If there are fewer than 100 bandits, one 8th level fighter as leader
- If there are between 100-149 bandits, one 9th level fighter as leader
- If there are 150 or more bandits, one 10th level fighter as leader

Example: A group of 150 bandits would have 7 x 3rd level fighters, 5 x 4th level fighters, 3 x 5th level fighters, a 45% chance of having a cleric of either 5th or 6th level (and an assistant 2 levels lower), a 75% chance of a high-level mage, and would be led by a 10th level fighter.

Combat: Bandits attack with weapons. Due to their ability to blend in with the surrounding countryside, enemies get a -2 penalty on all surprise rolls when facing nomads. The weapon and other equipment of any given bandit should be determined randomly. For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior. The composition of a bandit group's equipment will vary depending on the terrain in which they are found.

Mountainous, hilly, etc. terrain

Die roll (d%)	Equipped with...	Move	% Composition
01-40	Gambeson & shield (AC 7), long sword	90'/min.	40%
41-50	Gambeson & shield (AC 7), spear	90'/min.	10%
51-70	Gambeson (AC 8), lt. crossbow	90'/min.	20%
71-80	Gambeson (AC 8), pole arm (determine type randomly for group)	90'/min.	10%
81-90	Gambeson (AC 8), short bow	90'/min.	10%
91-00	Med. horse, mail & shield (AC 4), long sword	180'/min.	10%

Forest, jungle, swamp, etc. terrain

Die roll (d%)	Equipped with...	Move	% Composition
01-40	Gambeson & shield (AC 7), long sword	90'/min.	40%
41-50	Gambeson (AC 8), lt. crossbow	90'/min.	10%
51-60	Gambeson (AC 8), pole arm (determine type randomly for group)	90'/min.	10%
61-70	Gambeson (AC 8), short bow	90'/min.	10%
71-80	Lt. horse, gambeson & shield (AC 7), spear	240'/min.	10%
81-90	Lt. horse, gambeson (AC 8), lt. crossbow	240'/min.	10%
91-00	Med. horse, mail & shield (AC 4), long sword	180'/min.	10%

Open terrain

Die roll (d%)	Equipped with...	Move	% Composition
01-10	Gambeson (AC 8), pole arm (determine type randomly for group)	90'/min.	10%
11-50	Lt. horse, gambeson & shield (AC 7), long sword	240'/min.	40%
51-60	Lt. horse, gambeson & shield (AC 7), spear	240'/min.	10%
61-80	Lt. horse, gambeson (AC 8), lt. crossbow	240'/min.	20%
81-90	Lt. horse, gambeson (AC 8), short bow	240'/min.	10%
91-00	Med. horse, mail & shield (AC 4), long sword	180'/min.	10%

Appearance: Bandits are generally dressed in worn, but serviceable, armor and clothing.

Merchant

Number	5d6x10
Morale	±0
Hit Dice	1d6
Armor Class	See below
Move	See below
Magic Resistance	Standard
No. of Attacks	1
Damage	Per weapon type
Defenses	None
Attacks	None
Size	M
Intelligence	12
Alignment	Neutral
Treasure Type	See below
Treasure Value	See below
Magical Treasure	See below
X.P. Value	5 + 1/h.p.

General: Merchants can be found in almost any land, as long as there are places to ply their trade. They form great caravans of wagons and pack animals for mutual protection, accompanied by heavily armed mercenaries and higher level NPCs. 10% of the total indicated number will actually be merchants, and another 10% will actually be drovers who drive the wagons. The remaining 80% of the numbers indicated will actually be guards.

The mercenary guards will be led by the following officers. All will wear plate armor and shield, ride medium warhorses, and carry long sword, lance, and mace.

- A fighter of level 1d6+5 as the commander
- A fighter one level lower than the commander
- 12 2nd level fighters

The merchants themselves will carry 2d10x10 g.p. worth of type XV treasure. The mercenaries will have 1 g.p. worth of type XII, while the mercenary officers will have 1d8 g.p. of type XII. The pay chest will be hidden somewhere in the caravan; usually disguised as something else, possibly with a decoy box to distract thieves. It will contain 1d3+3x1,000 g.p. worth of type XVI treasure. The merchandise itself will be 10d6x1,000 g.p. worth of type I treasure. You may, at your discretion, make it as high as type VI or anything in between, depending on the affluence of your merchants; the higher types will include more luxury items and art, the lower types will include more sundries. If you opt to do so, any treasure indicated as coins should be converted to luxuries instead.

Combat: Merchants have mercenary guards who fight for them. The weapon and other equipment of any given merchant guard should be determined randomly. For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior.

Die roll (d%)	Equipped with...	Move	% Composition
01-10	Hvy. warhorse, plate armor & shield (AC 2), lance, long sword (1st level fighters)	120'/min.	10%
11-20	Lt. warhorse, steel scale armor (AC 6), lt. crossbow, long sword	240'/min.	10%
21-30	Mail (AC 5), hvy. crossbow, mace	90'/min.	10%
31-40	Mail (AC 5), pole arm (determine type randomly for group), mace	90'/min.	10%
41-50	Med. warhorse, mail & shield (AC 4), flail, mace	180'/min.	10%
51-70	Med. warhorse, mail & shield (AC 4), lance, long sword	180'/min.	20%
71-00	Ring armor & shield (AC 6), spear, morning star	90'/min.	30%

The merchants themselves will be mounted on light horses (240'/min.). Neither they nor the drovers will be armed with anything more than daggers, and will not wear armor.

Appearance: A merchant caravan will consist of a number of wagons and/or pack animals laden with goods. They will be managed by drovers and protected by numbers of mercenary guards as indicated above. The merchants themselves will be scattered around various of the wagons, and will be well dressed.

Nomad

Number	3d10x10
Morale	±0
Hit Dice	1d6
Armor Class	See below
Move	See below
Magic Resistance	Standard
No. of Attacks	1
Damage	Per weapon type
Defenses	None
Attacks	Enemies get -2 to surprise rolls
Size	M
Intelligence	10
Alignment	Neutral
Treasure Type	Individuals XI, Tribe II
Treasure Value	Individuals 1d6+1, Tribe 1d6x10,000
Magical Treasure	Tribe 1d3 (50%)
X.P. Value	5 + 1/h.p.

General: Nomads dwell in deserts, in steppes, or in plains, from tropical to temperate climates. Their primary activities are hunting and herding. As their name implies, nomads do not have permanent dwellings or villages, but a temporary nomad encampment will consist of a group of yurts, tents, teepees, and/or carts, usually (90%) at a small stream, oasis, or other source of water. A nomad encampment will have non-combatant women and children each equal to double the number of men. It will also have 10d10 slaves, 1d4x100 horses, and 2d4x100 herd animals (cattle, sheep, goats, camels, yaks, buffalo, llamas, etc., depending on the location of the tribe). Nomads

will have the following NPCs as leaders (NPCs are cumulative unless otherwise noted).

- For every 30 nomads, one 3rd level fighter
- For every 40 nomads, one 4th level fighter
- For every 50 nomads, one 5th level fighter, plus a 15% chance for a 4th-7th level cleric, plus a 15% chance for a 5th
- For every 60 nomads, one 6th level fighter
- If there are under 150 nomads, one 8th level fighter as leader
- If there are between 150 and 249 nomads, one 9th level fighter as leader
- If there are 250 or more nomads, one 10th level fighter as leader
- A lieutenant 2 levels below the leader, and 12 2nd level fighters as guards
- Two 3rd level clerics
- One 4th level mage

Combat: Nomads attack with weapons. The weapon and other equipment of any given nomad should be determined randomly. For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior. The composition of a nomad group's equipment will vary depending on the terrain in which they are found.

Desert

Die roll (d%)	Equipped with...	Move	% Composition
01-50	Lt. warhorse, leather lamellar & shield (AC 7), lance, scimitar	240'/min.	50%
51-70	Lt. warhorse, leather lamellar & shield (AC 7), scimitar, javelin (2)	240'/min.	20%
71-80	Lt. warhorse, leather lamellar (AC 8), lt. crossbow, scimitar	240'/min.	10%
81-90	Med. warhorse, mail & shield (AC 4), lance, scimitar	180'/min.	10%
91-00	Med. warhorse, mail (AC 5), lt. crossbow, scimitar	180'/min.	10%

Steppes, plains, etc.

Die roll (d%)	Equipped with...	Move	% Composition
01-20	Lt. warhorse, leather lamellar & shield (AC 7), lance, scimitar	240'/min.	20%
21-70	Lt. warhorse, leather lamellar (AC 8), composite short bow, scimitar	240'/min.	50%
71-90	Med. warhorse, mail & shield (AC 4), lance, scimitar	180'/min.	20%
91-10	Med. warhorse, mail (AC 5), composite short bow, scimitar	180'/min.	10%

Appearance: Nomads will vary in appearance depending on their place and culture of origin. Some will wear clothing and decorations relating to that herd animal that the tribe uses as its main source of sustenance.

Tribesman

Number	1d12x10
Morale	±0
Hit Dice	1d8
Armor Class	7
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	Per weapon type
Defenses	None
Attacks	None
Size	M
Intelligence	9
Alignment	Neutral
Treasure Type	Special
Treasure Value	5% chance of each of the following per 10 tribesmen: 2d6 ivory tusks (1,000 g.p. each), 2d4x10 gold nuggets (5 g.p. each), 1d100 uncut gems (10 g.p. each)
Magical Treasure	None
X.P. Value	10 + 1/h.p.

General: Tribesmen can be found in tropical regions such as jungles, isolated islands, etc. They are typically quite primitive compared to most other humans, and are often cannibals, headhunters, and the like. They dwell in villages made of huts of grass, bamboo, or mud, half of which are protected by a wooden stockade. Within a village, there will also be non-combatant women and children each equal to the number of males. A village will also have a 75% chance of having an additional 1d4+1x10 slaves. 50% of all villages will have a special pen with 2d6 captives intended as the "guests of honor" at a cannibalistic feast in the near future. Tribesmen will have the following NPCs as leaders, as indicated below (NPCs are cumulative unless otherwise noted).

- For every 10 tribesmen, there will be a 3rd level fighter, 4th level druid, and a 10% chance of a 3rd level druid
- For every 30 tribesmen, there will be a 6th level druid
- 1d4 fourth level fighters
- 1 fifth level fighter (the chief of the tribe)
- 8th level druid

Combat: Tribesmen fight with weapons, and all carry large shields. The weapon of any given tribesman should be determined randomly. For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior.

Die roll	Armed with...	% Composition
01-50	Club (treat as mace)	50%
51-70	Spear	20%
71-80	Spear & stone axe	10%
81-00	Stone axe	20%

Appearance: Tribesmen are generally dressed in loincloths, and wear ornaments of shell, bone, and brightly-colored feathers. Many will wear war paint or file their teeth to sharp points. Rarely, they will have more outlandish fashions, such as plates in lips, bones through the nose, rings on the neck, hoops in earlobes, etc.

Mimic

	Mimic	Killer Mimic
Number	1	1
Morale	+1	+3
Hit Dice	8d8	10d8
Armor Class	7	7
Move	30'/min.	30'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	3d4	3d4
Defenses	Camouflage	Camouflage
Attacks	Glue	Glue
Size	L	L
Intelligence	9	3
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	1,000 + 10/h.p.	1,300 + 12/h.p.

General: Mimics are amorphous creatures that are invariably encountered underground, as they detest sunlight. They are able to perfectly mimic any sort of inanimate object, and use this power to appear as doors, chests, furniture, stonework, staircases, etc. They lure in prey in this way and then attack. Regular mimics can be bargained with, often accepting offerings of food in lieu of attack, and even providing intelligence if the offering is sufficiently generous.

Combat: Mimics attack by forming pseudopods out of their own substance and striking enemies. Whatever the creature hits will be instantly stuck to it, preventing escape. Only a successful bend bars check will allow escape. The glue will dissolve upon the death of the mimic, or at its will.

Appearance: No one has ever seen a mimic in its true form, and it is possible the creature has none. Regular mimics speak the common tongue as well as the languages of whatever intelligent creatures live in the vicinity; orcish, kobold, etc. Killer mimics do not speak.

Minotaur

Number	1d8
Morale	+12
Hit Dice	6d10
Armor Class	6
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	2d4 or 1d4/per weapon type +2
Defenses	+1 to all surprise rolls, immune to maze spell
Attacks	None
Size	L (8')
Intelligence	6
Alignment	Chaotic evil
Treasure Type	IV
Treasure Value	4d6x100
Magical Treasure	1d2 items (10%)
X.P. Value	400 + 8/h.p.

General: Minotaurs are generally found in remote wildernesses or mazy underground caverns and passages. They are keen trackers, able to follow prey by scent alone 50% of the time.

Combat: Minotaurs will either attack with their horns (for 2d4 h.p.) or bite (1d4) depending on the height of the defender. Only creatures who are 6' or taller can be attacked by the minotaur's horns. In addition, they attack with a weapon; either a halberd or footman's flail (they get +2 to damage when using weapons, as a result of their great strength).

Appearance: Minotaurs are powerful brutes with the head of a bull and the body of a large human. Their bull head sports large wickedly pointed horns. They speak their own language and 25% of them will speak common as well (with a heavy bullish accent).

Mold, Deadly

There are a variety of different deadly molds that are found in underground (or other) environs. It should not be forgotten that most deadly molds have non-deadly cousins that are much the same in appearance, but which have no ill effects.

Brown Mold

Number	1
Morale	n/a
Hit Dice	n/a
Armor Class	9
Move	n/a
Magic Resistance	Standard
No. of Attacks	0
Damage	0
Defenses	Immune to weapons and most magic
Attacks	Drains heat
Size	Varies
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	0

General: Brown mold feeds on energy of all sorts except ultraviolet, which harms it. For this reason, it is found exclusively underground. The area around a patch of brown mold will be noticeably colder than the rest of the area.

Combat: Brown mold draws heat from victims as its main form of attack. Any creature within 5' of a patch of brown mold will lose 1d8 h.p. every round for every 10° above 55° its body heat is (round down). Example: A human exposed to brown mold will lose 4d8 h.p. per round, since 98° minus 55° is 43, divided by 10 is 4. If attacked with fire of any sort (torch, oil, magical fire, etc.) the patch of mold will grow instantly, as much as 8 times its size in but a single round. Once this happens, those in the new area will be subject to the heat-draining attack of the mold. Creatures who themselves are based on cold (white dragons, ice toads, etc.) are not affected by the mold's attack.

Only cold-based magic will affect it at all; weapons and most spells and magical effects are useless. The spells ice storm and wall of ice will cause the mold to be dormant for 5d6x10 minutes. The breath weapon of a white dragon, or a wand of cold will destroy brown mold.

Appearance: Brown mold appears like any other sort of mold, and is light tan in color.

Yellow Mold

Number	1
Morale	n/a
Hit Dice	n/a
Armor Class	9
Move	n/a
Magic Resistance	Standard
No. of Attacks	1
Damage	1d8
Defenses	Immune to weapons and most magic
Attacks	Spores
Size	Varies
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	0

General: Yellow mold is always found underground. It is most dreaded because of its deadly spores. Any creature touching the mold will be so attacked; the spores will also affect wood, but not stone or metal.

Combat: If the mold is touched, it will release its spores 50% of the time, in a cloud 10' on a side. Any creature within the cloud must make a saving throw vs. poison or die 24 hours later as its lungs become filled with the spores. Both the spells *cure disease* and *resurrection* are necessary in order to save such victims, which must be cast before the 24 hour time limit.

Yellow mold is immune to all weapons and spells other than those which are based on fire or heat. Conventional fire such as oil, dragon breath, etc. will destroy yellow mold. A continual light spell will cause the mold to go dormant for 2d6x10 minutes.

Appearance: Yellow mold has a dull yellow hue.

Monkey

	Baboon	Mandrill	Rhesus
Number	1d4x10	2d4x5	3d10
Morale	-2	-3	-4
Hit Dice	1d10	1d6	1d4
Armor Class	7	7	8
Move	120'/min.	120'/min.	90'/min. (walking and climbing)
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	1d4	1d3	1d2
Defenses	None	None	None
Attacks	Males +1 dam	Males +1 dam	None
Size	S (4')	S (3')	S (2')
Intelligence	6	6	5
Alignment	Neutral	Neutral	Neutral
Treasure type	None	None	None
Treasure value	n/a	n/a	n/a
Magical treasure	None	None	None
X.P. Value	20 + 2/h.p.	10 + 1/h.p.	5 + 1/h.p.

General: Monkeys are generally found in forested or jungle regions. They are mostly herbivores that form large troops. Half of those encountered will be non-combatant young. Baboons and mandrills are ground-dwellers and

will attempt to intimidate predators and intruders with a show of their fangs, but all will tend to flee if aggressively confronted. Rhesus monkeys are accomplished climbers and swimmers, as well as being found on solid ground.

Combat: Monkeys attack with their bite. A baboon or mandrill troop will be led by 2d4 large males that get a +1 bonus to damage.

Appearance: Baboons are frail-looking apes with longish snouts. They have tails. Mandrills are noted for their brightly colored blue and red snouts and flanks. Rhesus monkeys are small with large expressive eyes and light brown fur.

Mule

Number	1
Morale	-1
Hit Dice	3d8
Armor Class	7
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d2/1d6
Defenses	None
Attacks	None
Size	L
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	0

General: Mules are hybrids of horses and donkeys. They are sterile. They are very agile, and can be brought into very difficult terrain such as hills, mountains, and dungeons. They are, however, stubborn creatures and are known to bite or kick their handler if they are in a contrarian mood. Fire does not frighten them, but strange smells or sudden noises may cause them to either bolt or bray (which could attract unwanted attention). The amount they carry will determine their speed:

Load	Speed
0-200 lbs.	120'/min.
201-400 lbs.	90'/min.
401-600 lbs.	60'/min.

They cannot carry more than 600 lbs.

Combat: Donkeys attack with a bite and kick. They can only kick creatures to their rear.

Appearance: Donkeys look like smallish horses.

Mummy

Number	2d4
Morale	+4
Hit Dice	6d10
Armor Class	3
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d12
Defenses	+1 or better weapons to harm, half damage, immune to sleep, charm, hold, poison, paralysis
Attacks	Revulsion, mummy rot
Size	M
Intelligence	6
Alignment	Lawful evil
Treasure Type	VIII
Treasure Value	2d4+1x1,000
Magical Treasure	1d3 items (15%)
X.P. Value	1,150 + 8/h.p.
Turn as Type	VIII

General: Mummies are corporeal undead creatures, almost always found in their burial chambers or ruins nearby. They possess a direct connection to the negative plane, which instills in them a dark energy.

Combat: Mummies attack with their fists. The touch of a mummy will also infect the target with the dreaded mummy rot disease. This leprosy-like affliction will be fatal in 1d6 months. During that time however, it also has the following effects:

- Victim loses 2 points of charisma per month, permanently
- Cure spells and healing potions will not work on the victim
- Victim heals wounds at only 1/10th of the normal rate

The disease can be cured only by a *cure disease* spell, but charisma losses will not be restored. Those whom the disease kills can only be raised from the dead if both a *cure disease* and a *raise dead* spell are cast within 1 hour of death.

The sight of a mummy will cause all creatures within 60' to be paralyzed with fear and revulsion for 1d4 rounds unless they make a saving throw vs. magic. If there are more than 6 creatures so potentially affected, each gets a bonus of +1 to its saving throw.

Mummies are not harmed by mundane weapons, and even magical weapons will only do half damage (round down). As undead, they are immune to magic such as *sleep*, *charm*, *hold*, etc. The spell *raise dead* will work on the mummy, restoring it to genuine life if it fails its saving throw vs. magic (being reborn as a 7th level fighter).

Mummies are susceptible to fire due to their desiccated form. An ordinary torch will inflict 1d3 h.p. if it hits. Burning oil will cause 1d8 h.p. on the first round and 2d8 on the second. Magical flame will inflict 1 additional point of damage per attack. Holy water will cause 2d4 h.p. of damage.

Appearance: Mummies are desiccated humans, covered in bandages and rotting funeral shrouds.

N

Naga

Nagas are snake-like creatures with magical abilities. They are found in warm regions. A third type of naga, the water naga, is described on p. 97.

Guardian Naga

Number	1d2
Morale	+7
Hit Dice	11d12
Armor Class	3
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d6/2d4
Defenses	None
Attacks	Spells, poison
Size	L (20' long)
Intelligence	16
Alignment	Lawful good
Treasure Type	VII
Treasure Value	3d4x10,000
Magical Treasure	1d6 items (15%)
X.P. Value	3,550 + 16/h.p.

General: As the name indicates, guardian nagas are often found as guardians of some treasure, or warding some great evil. They are the equivalent of 6th level clerics, and are able to cast spells accordingly (no material components or gestures are required).

Combat: Guardian nagas have both a poisonous bite and are able to constrict enemies in their coils. If bitten, a victim must make a saving throw vs. poison or die. The naga can also spit its poison up to 30' in lieu of biting.

Appearance: Guardian nagas have the bodies of great serpents and a human-like head with golden eyes. Their scales are green-gold with silver designs along the back.

Spirit Naga

Number	1d3
Morale	+6
Hit Dice	9d12
Armor Class	4
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d3
Defenses	None
Attacks	Spells, poison, charm
Size	L (15' long)
Intelligence	14
Alignment	Chaotic evil
Treasure Type	VI
Treasure Value	1d4x1,000
Magical Treasure	1 armor/weapon (10%), 1d4 scrolls (50%), 2 items (60%)
X.P. Value	2,700 + 14/h.p.

General: Spirit nagas are maleficent creatures that dwell in ruins and deserted wildernesses.

Combat: Spirit nagas attack with a poisonous bite; anyone bitten must make a saving throw vs. poison or be killed. In addition, the gaze of a spirit naga will permanently charm anyone who meets it, unless they make a saving throw vs. paralysis. Spirit nagas also have the powers of a 5th level mage and a 4th level cleric (spells do not require spell books, material components, or gestures).

Appearance: Spirit nagas have the bodies of great serpents with human heads. Their serpent bodies have black scales with red bands.

Nymph

Number	1d4
Morale	-1
Hit Dice	3d8
Armor Class	9
Move	120'/min.
Magic Resistance	10
No. of Attacks	0
Damage	n/a
Defenses	See below
Attacks	See below
Size	M
Intelligence	16
Alignment	Neutral good
Treasure Type	XIII
Treasure Value	1d10x100
Magical Treasure	1 item (60%), 1 potion (60%)
X.P. Value	350 + 3/h.p.

General: Nymphs are lovely creatures who dwell in isolated and beautiful wild watery spots such as grottoes, lakes, streams, etc. They are not fond of intruders, especially those who surprise them; there is a 10% chance that a nymph will be well-disposed towards strangers, but only if they are aware of the intruders before the intruders see the nymph. If the intruder is a good-aligned human male with a charisma of 18, they are 90% to be well-disposed.

Combat: Nymphs do not attack physically. However, all nymphs have the spell-casting power of a 7th level druid (spells do not require material components), but none of a druid's other powers. In addition, they have a number of magical powers at their disposal.

- *Dimension door* once per day
- The sight of a nymph without its consent causes permanent blindness unless a saving throw vs. magic is made
- The sight of a nude nymph without its consent causes death unless a saving throw vs. magic is made

Appearance: Nymphs appear as beautiful young human girls. They speak their own language and the common tongue.

O

Ogre

	Warrior	Leader	Chieftain
Number	2d10	See below	1
Morale	+4	+5	+6
Hit Dice	4d10	7d10	7d12
Armor Class	5	3	4
Move	90'/min.	90'/min.	90'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	1d10 (or per weapon type +2)	1d10 (or per weapon type +2)	1d10 (or per weapon type +2)
Defenses	None	None	None
Attacks	None	+1 "to hit" with weapon	+1 "to hit" with weapon
Size	L (9')	L (9')	L (9')
Intelligence	6	6	6
Alignment	Chaotic evil	Chaotic evil	Chaotic evil
Treasure Type	XII	XII	III
Treasure Value	1d8x10	1d8x10	1d4+1x1,000
Magical Treasure	None	None	1 armor / weapon (10%)
X.P. Value	90 + 5/h.p.	225 + 8/h.p.	375 + 10/h.p.

	Female	Young	Shaman
Number	2d6	4d10x10	2d10
Morale	+4	-1	+4
Hit Dice	4d6	1d6	4d10
Armor Class	5	6	5
Move	90'/min.	60'/min.	90'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	2d4 (or per weapon type)	1d6 (or by weapon)	1d10 (or per weapon type)
Defenses	None	None	None
Attacks	None	None	Spells
Size	L (9')	S (4')	L (9')
Intelligence	6	8	6
Alignment	Chaotic evil	Chaotic evil	Chaotic evil
Treasure Type	XI	None	XI
Treasure Value	1d8x10	n/a	1d8x10
Magical Treasure	None	None	2d4 potions (40%)
X.P. Value	35 + 3/h.p.	10 + 1/h.p.	165 + 5/h.p.

General: Ogres are large humanoid brutes that are found in nearly every climate and terrain. They are not-uncommonly found in the ranks of other humanoids such as orcs or gnolls, and are often found in the company of trolls, and they are sometimes used as troops by powerful evil beings and characters. When encountered in numbers, the following leader-types will also be encountered.

Number	Additional ogres
11-15	1 leader
16-20	2 leaders, 1 chieftain

In addition, in their lair there will be 2d6 females and 2d4 young. There is also a 30% chance that 2d4 prisoners will be kept in the lair; these will be kept as slaves 25% of the time, or as food 75%. Demi-humans are a favorite

meal of ogres, and so there is only a 10% chance that they will still be encountered alive.

Combat: Ogres attack with either their massive fists or weapons (any sort of weapon is possible; clubs, maces, swords, etc.). When using weapons, ogres get a bonus of +2 to damage, and leaders and chieftains get a bonus of +1 "to hit".

Description: Ogres are large humanoid creatures with skin of dull yellow to dark brown. Their hides are covered with warty bumps that are darker than the rest of the skin. They wear poorly-tanned hides, but their weapons are well cared-for. They speak their own language, orcish, troll, and stone giant.

Spell casters: Ogre shamans can rise as high as 3rd level.

Ogre Mage

	Ogre mage	Chief
Number	1d6	1
Morale	+5	+6
Hit Dice	5d10	9d10
Armor Class	4	4
Move	90'/min., 150'/min. (flying - good)	90'/min., 150'/min. (flying - good)
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	1d12	1d12
Defenses	Regenerate	Regenerate
Attacks	See below	See below
Size	L (10 1/2')	L (10 1/2')
Intelligence	8-16	8-16
Alignment	Lawful evil	Lawful evil
Treasure type	V	
Treasure value	6d6x1,000	
Magical treasure	1d4+1 items (35%)	
X.P. Value	900 + 6/h.p.	1,300 + 10/h.p.

General: Ogre magi are a powerful offshoot of the ogre race, imbued with magical powers. They make their lairs in remote locales, either underground or in a fortification. In their lair, there will always be a chief and 2d6 prisoners, who are kept as slaves (25%) and food (75%). Ogre magi are as fond of demi-human flesh as their brutish cousins, and so there is but a 10% chance that any given prisoner will be of those races.

Combat: Ogre magi attack with their fists. In addition, they have the following magical powers.

- *Fly* (12 hours per day)
- *Invisibility* at will
- *Darkness* 10' radius at will
- *Polymorph self* (only to a human, humanoid, demi-human, etc. form)
- *Regenerate* 1 h.p. per round
- *Charm person* once per day
- *Sleep* once per day
- *Gaseous form* once per day
- *Ray of cold* once per day (60' long, 20' wide at the base, does 8d8 h.p. of damage, save for half damage)

Appearance: Ogre magi are large humanoids with a single large horn in the middle of their foreheads and large tusk-like fangs. Their skin is either light blue, light green, or tan. Hair is dependent on their skin color; dark green, dark blue, or mustard yellow. Their nails are black, and they wear brightly-

printed clothing. They speak their own tongue, that of ordinary ogres, and the common tongue.

Ooze, Deadly

Gray ooze

Number	1d3
Morale	n/a
Hit Dice	3d10
Armor Class	8
Move	10'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d8
Defenses	See below
Attacks	See below
Size	M to L
Intelligence	1
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	200 + 5/h.p.

General: Oozes are unnatural horrors that inhabit underground environs.

Combat: Gray oozes strike by forming snake-like pseudopods with their bodies. Their secretions will eat through metal swiftly (mail in but a single round), but will not harm stone or wood. They are immune to spells, cold, and heat. They are susceptible to electrical attacks, however, as well as normal weapons (the latter, however, will be corroded by the ooze's secretions).

Appearance: Gray oozes are amorphous, being able to flow through small spaces as small as 8" high. Those over 18 h.p. are some 3'x8' in size, while those over 21 h.p. are fully 12' long. All are no more than 8" thick. Gray oozes are often mistaken for wet stone.

Orc

	Warrior	Sergeant	Captain
Number	30d10	See below	See below
Morale	+1	+2	+3
Hit Dice	1d8	1d8 (8 h.p.)	2d10
Armor Class	6	6	4
Move	90'/min.	90'/min.	90'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	Per weapon	Per weapon	Per weapon +1
Defenses	None	None	None
Attacks	None	None	None
Size	M	M	M
Intelligence	8	8	8
Alignment	lawful evil	Lawful evil	Lawful evil
Treasure Type	XII	XII	XII
Treasure Value	1d6	1d6	1d6
Magical Treasure	None	None	None
X.P. Value	10 + 1/h.p.	10 + 1/h.p.	20 + 2/h.p.

	Bodyguard	Chief	Shaman / Witch doctor
Number	See below	See below	1
Morale	+4	+4	+2
Hit Dice	3d10	3d10	1d8
Armor Class	4	4	6
Move	90'/min.	90'/min.	90'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	Per weapon +1	Per weapon +1	Per weapon
Defenses	None	None	None
Attacks	None	None	Spells
Size	M	M	M
Intelligence	8	8	8
Alignment	Lawful evil	Lawful evil	Lawful evil
Treasure Type	XII	III	XI
Treasure Value	1d6	6d6x100	1d6
Magical Treasure	None	2 items (10%)	2d4 potions (40%)
X.P. Value	35 + 3/h.p.	35 + 3/h.p.	45 + 1/h.p.

General: Orcs are vicious humanoids that are found in most climes and terrains. They are organized into tribes, and different tribes are 75% likely to fight one another unless a strong leader is present. For every 30 orcs encountered, there will be 4 sergeants. If 150 or more are encountered, there will be 3d6+1 captains. In the orc lair will be the chief and 5d6 bodyguards, as well as non-combatant females equal to the number of warriors, and young equal to half that number. Note that orcs are able to interbreed with many races, and orc-human halfbreeds (commonly referred to as "half-orcs") are not uncommon. See the Adventures Dark and Deep Players Manual for details on player-character half-orcs.

They make their lairs in underground caves or other such places 75% of the time; otherwise they will be found in a fortified village with 1d4 watch towers and a gate. Orc lairs are 50% likely to have 1d4+1 ogres there as well, as guards (see p. 59), in addition to being 75% likely to have 1d10 baboons as pets/guards (see p. 57).

Combat: Orcs attack with weapons. They suffer a -1 penalty "to hit" in sunlight due to their dislike of brightness. The weapon of any given orc should be determined randomly. For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior.

Die roll (d%)	Armed with...	% Composition
01-10	Battleaxe	10%
11-20	Battleaxe & longbow	10%
21-30	Battleaxe & lt. crossbow	10%
31-35	Battleaxe & lucern hammer	5%
36-45	Battleaxe & spear	10%
46-50	Battleaxe & voulge-guisarme	5%
51-55	Long sword & battleaxe	5%
56-60	Long sword & flail	5%
61-70	Long sword & spear	10%
71-80	Lucern hammer	10%
81-90	Spear	10%
91-00	Voulge-guisarme	10%

Note that sergeants, captains, and chiefs will have two weapons each.

Appearance: Orcs are humanoid in appearance, with pig-like heads. Their skin is brown-green with a blue tint, but their snouts and ears are pink. Their hair is black or dark brown. They tend to wear sickly bright colors associated with their tribe.

Spell casters: Orc shamans can become 5th level. Orc witch doctors can rise as high as 4th level.

Otyugh

	Neo-otyugh	Otyugh
Number	1	1 (90%) 2 (10%)
Morale	+4	+4
Hit Dice	9d10 - 12d10	6d10 - 8d10
Armor Class	0	3
Move	60'/min.	60'/min.
Magic Resistance	Standard	Standard
No. of Attacks	3	3
Damage	2d6/2d6/1d3	1d8/1d8/1d4+1
Defenses	Never surprised	Never surprised
Attacks	Disease	Disease
Size	L (3' tall, 7-8' wide)	M-L (3' tall, 4-6' wide)
Intelligence	11	8
Alignment	Neutral	Neutral
Treasure type	None	None
Treasure value	n/a	n/a
Magical treasure	None	None
X.P. Value	See below	See below

General: Otyughs are subterranean scavengers, living on offal and the other off-casts of other creatures, although they do not eschew fresh meat when they can get it. Often, they will live in deliberate symbiosis with another creature or family of creatures, sometimes being used by the latter as guardians, although they are rarely found in city sewers, which are to them a rich and rare buffet of muck. They typically dwell in the muck and mire of a midden or offal heap. Neo-otyughs are more aggressive than their ordinary cousins. The size of the otyugh should be determined randomly.

Die roll (d4)	Neo-otyugh			Otyugh		
	Hit Dice	Size	X.P.	Hit Dice	Size	X.P.
1	9d10 HD	L (7' wide)	1,100 + 14/h.p.	6d10 HD	M (4' wide)	325 + 8/h.p.
2	10d10 HD	L (7' wide)	1,100 + 14/h.p.	7d10 HD	M (5' wide)	475 + 10/h.p.
3	11d10 HD	L (8' wide)	1,500 + 16/h.p.	8d10 HD	M (5' wide)	700 + 12/h.p.
4	12d10 HD	L (8' wide)	1,500 + 16/h.p.	8d10 HD	L (6' wide)	700 + 12/h.p.

Otyughs are never surprised, as their sensory organs are invariably thrust up above the pile of offal and carrion in which it dwells.

Combat: Otyughs strike with their two horned tentacles and bite with their enormous toothy maws. If a victim is bitten, there is a 90% chance that they will be infected with a disease (determine randomly).

Appearance: The otyugh looks like a giant lump of excrement, with three legs, an enormous mouth filled with teeth, and three tentacles. One of the tentacles contains the creature's sensory organs; a pair of eyes placed atop one another, as well as hearing. The other two tentacles are covered with spines and end in large fleshy pads with sharp spikes, which are used to bludgeon prey. They speak their own language and have a sort of semi-telepathy, through which they are able to make arrangements with other types of creatures for mutual protection, nourishment, and the like.

Owl

Number	1d4
Morale	±0
Hit Dice	1d4
Armor Class	7
Move	10'/min., 240'/min. (flying - good)
Magic Resistance	Standard
No. of Attacks	2
Damage	1d2/1d2
Defenses	None
Attacks	None
Size	S
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	2 + 1/h.p.

General: Owls are nocturnal hunters that are found in most climates.

Combat: Owls attack with their claws.

Appearance: There are many varieties of owl, with a wide variety of colors and particulars. Generally speaking, they are squat birds with large eyes.

Owl, Giant

Number	1d4+1
Morale	+3
Hit Dice	4d8
Armor Class	6
Move	30'/min., 180'/min. (flying - average)
Magic Resistance	Standard
No. of Attacks	3
Damage	2d4/2d4/1d4+1
Defenses	None
Attacks	Enemies get -4 on surprise rolls
Size	M
Intelligence	12
Alignment	Neutral
Treasure Type	XVII
Treasure Value	5d10x10
Magical Treasure	1 item (60%), 1 potion (60%)
X.P. Value	150 + 4/h.p.

General: Giant owls dwell only in areas far removed from civilization. They hunt nocturnally. In their lair, there is a 20% chance that there will be 1d3 eggs (25% chance) or 1d3 hatchlings (75% chance). The eggs are worth 1,000 g.p., and hatchlings 2,000 g.p. if returned to civilization and sold.

Combat: Giant owls attack with their two claws and their beak. They are able to fly silently, thus victims get a penalty of -4 to their surprise rolls.

Appearance: Giant owls are simply man-sized versions of their normal cousins. They speak their own language.

Owlbear

	Adult	Young
Number	1d4+1	1d6
Morale	n/a	n/a
Hit Dice	5d10	2d10 - 4d10
Armor Class	5	
Move	120'/min.	90'/min.
Magic Resistance	Standard	Standard
No. of Attacks	3	3
Damage	1d6/1d6/2d6	See below
Defenses	None	None
Attacks	Hug	Hug
Size	L (8')	M
Intelligence	6	6
Alignment	Neutral	Neutral
Treasure Type	IV	None
Treasure Value	4d6x100	n/a
Magical Treasure	1d2 items (10%)	None
X.P. Value	225 + 8/h.p.	See below

General: Owlbears are surely not natural creatures, being as they are a nightmarish combination of bear and giant owl. They inhabit both dense and forlorn woodlands as well as underground lairs. They are always hungry, aggressive, and foul-tempered, and will always attack on sight. When encountered in their lair, there will either be 1d6 eggs (20% chance) or 1d6 young (80% chance). The size of the young should be determined randomly.

Die roll (d6)	Hit dice	Damage	X.P. Value
1-2	2d10	1d2/1d2/1d4	50 + 3/h.p.
3-4	3d10	1d3/1d3/2d3	85 + 4/h.p.
5-6	4d10	1d4/1d4/2d4	130 + 5/h.p.

Owlbear eggs are worth 2,000 g.p. each, while 2 hit die owlbear young are worth 5,000 g.p. Older owlbears cannot be trained and thus are worthless to traders.

Combat: Owlbears attack with their two claws and massive beak. They will invariably fight to the death. If either claw successfully hits a foe with a natural roll of 18 or better, they will hug the victim, inflicting an additional 2d8 h.p. of damage. After that, the creature will hug the victim automatically each round until one or the other is killed. It can only hug one victim at a time.

Appearance: The owlbear is truly a creature out of nightmares. They have black, brown, or light brown fur on their bodies, and lighter-colored feathers around their owl-like head. Their paws and claws are massive, and their eyes are red and fearsome.

P

Pegasus

	Adult	Foal
Number	1d10	See below
Morale	+8	-1
Hit Dice	4d10	See below
Armor Class	6	6
Move	240'/min., 480'/min. (flying - average, poor when mounted)	120'/min., 240'/min. (flying - clumsy)
Magic Resistance	Standard	Standard
No. of Attacks	3	3
Damage	1d8/1d8/1d3	See below
Defenses	None	None
Attacks	None	None
Size	L	See below
Intelligence	9	9
Alignment	Chaotic good	Chaotic good
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	90 + 5/h.p.	See below

General: Pegasi dwell far away from civilization, as they are skittish and distrustful of other creatures. They are muchly sought after as mounts; they will only serve as such for good-aligned characters, but once they have accepted such service, they will serve to the death. In their aerie, there is a 20% chance that there will be wither 1d3 eggs (30% likely) or 1d2 foals.

The size of the foals should be determined randomly.

Die roll (d4)	Size	Hit dice	Damage	X.P. Value
1	S	1d6	1d2/1d2/1	5 + 1/h.p.
2	M	1d8	1d3/1d4/1	10 + 1/h.p.
3	M	2d8	1d4/1d4/1d2	20 + 2/h.p.
4	M	2d10	1d6/1d6/1d3	35 + 3/h.p.

Eggs are worth 3,000 g.p., while foals are worth 5,000 g.p.

Combat: Pegasi attack with their fore hooves and bite.

Appearance: Pegasi appear as beautiful horses with the wings of eagles. Their coloration can be anything that normal horses are known to have, with wings of matching or complimentary hue.

Peryton

Number	2d4
Morale	+2
Hit Dice	4d8
Armor Class	7
Move	120'/min., 210'/min. (flying - average)
Magic Resistance	Standard
No. of Attacks	1
Damage	4d4
Defenses	+1 or better weapon to damage
Attacks	+2 bonus "to hit"
Size	M
Intelligence	9
Alignment	Chaotic evil
Treasure Type	IV
Treasure Value	1d4x1,000
Magical Treasure	1 armor/weapon (10%)
X.P. Value	150 + 4/h.p.

General: Perytons are usually found in desolate rocky hills and mountains, and are not thought to be of natural origin. Although they need hearts (preferably human) in order to reproduce, they have been known to take prisoners, keeping them until such time as they desire to mate.

Combat: Perytons attack with their razor-sharp antlers, receiving an automatic +2 bonus on all "to hit" rolls. After slaying a victim, the peryton will immediately tear out its heart, after which it will fly away to mate. They can only be harmed by magical weapons.

Appearance: Perytons are weird in the extreme. They have the body of a great dark green vulture and the head of a blue-black stag. The chest of the male is blue, while that of the female is dun. They speak their own language.

Piercer

Number	3d6
Morale	n/a
Hit Dice	1d8-4d8
Armor Class	3
Move	10'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	See below
Defenses	None
Attacks	95% surprise
Size	S to M
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	See below

General: Piercers inhabit large underground caves and caverns, hanging on the ceilings. When a warm-blooded creature passes beneath them, they loose themselves from the ceiling, impaling their prey and devouring it. Once sated, they begin their long slow climb back up to the ceiling. The size of each individual piercer should be determined randomly; those of different sizes will usually be found together.

Die roll (d4)	Size	Hit dice	Damage	X.P. Value
1	S	1d8	1d6	10 + 1/h.p.
2	S	2d8	2d6	20 + 2/h.p.
3	M	3d8	3d6	35 + 3/h.p.
4	M	4d8	4d6	60 + 4/h.p.

Combat: Piercers attack by dropping on victims from above, impaling them.

Appearance: Piercers are nearly indistinguishable from ordinary stalactites.

Pixie

Number	5d4
Morale	-2
Hit Dice	1d4
Armor Class	5
Move	60'/min., 120'/min. (flying - good)
Magic Resistance	5
No. of Attacks	1
Damage	Per weapon type
Defenses	See below
Attacks	See below
Size	S (2 1/2')
Intelligence	16
Alignment	Neutral
Treasure Type	V
Treasure Value	6d6x1,000
Magical Treasure	2d4+1 potions (40%), 1d4 scrolls (50%), 1 item (60%)
X.P. Value	105 + 1/h.p.

General: Pixies inhabit remote and idyllic forests and glens. As they can become invisible at will, they are almost never encountered unless they wish to be. They have a very mischievous nature.

Combat: Pixies use small swords (treat as daggers) and small short bows (half normal range). The arrows shot from these bows come in three types; each of which gains an automatic +4 bonus "to hit". The first is the war arrow, which causes 1d4+1 h.p. of damage. The second is the sleep arrow, which causes a deep sleep for 1d6 hours if it hits; the victim is allowed a saving throw vs. magic to escape the effect. The third is the amnesia arrow, which will cause the victim to lose his memory permanently unless a saving throw vs. magic is made. The effect can only be reversed by an *exorcism* spell. The latter two sorts of arrows do no physical damage. As they are usually invisible, pixies get a +4 bonus on all "to hit" rolls against creatures not able to detect invisibility (note that this is in addition to the +4 bonus they get with their bows). In addition, pixies have the following magical powers.

- *Invisibility* at will (pixies can attack while invisible)
- *Polymorph self* at will
- *Know alignment* at will
- Cause *confusion* (permanent) by touch; saving throw vs. magic applies
- Create a visual and auditory *illusion* once per day that does not require concentration
- *Dispel magic* (as 8th level caster) once per day
- *Dancing lights* once per day
- *ESP* once per day
- *Irresistible dance* (10% chance) once per day

Appearance: When they choose to be seen at all, pixies appear as small elves with dragonfly wings. They speak their own language, sprite, and the common tongue.

Porcupine, Giant

Number	1d2
Morale	-1
Hit Dice	6d10
Armor Class	5
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d4
Defenses	Quills
Attacks	Quills
Size	L (10')
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	350 + 6/h.p.

General: Giant porcupines inhabit woodlands, and are not overly shy about intruding on habited areas. They are not particularly aggressive, but will scavenge for food relentlessly. They will fight if threatened or approached within 30'.

Combat: Although giant porcupines are able to bite, they are much more likely (90% chance if the beast has taken less than half its total hit points in damage) to use its quills to attack. It can shoot 1d8 of its 3' long quills each round at enemies up to 30' away, with each doing 1d4 h.p. when it hits. In addition, those who attempt to attack the giant porcupine will also be struck by 1d4 additional quills. There is no limit to the number of quills the creature possesses.

Appearance: The giant porcupine appears as a larger version of its normal cousin.

Pseudo-Dragon

Number	1
Morale	+3
Hit Dice	2d6
Armor Class	2
Move	60'/min., 240'/min. (flying - good)
Magic Resistance	7
No. of Attacks	1
Damage	1d3
Defenses	Camouflage
Attacks	Poison
Size	S (1 1/2')
Intelligence	9
Alignment	Neutral good
Treasure Type	XIII
Treasure Value	10d10x10
Magical Treasure	None
X.P. Value	200 + 2/h.p.

General: Pseudo-dragons are found in most terrains and climates; they are quite sought after, as they make excellent companions if properly convinced. The magic resistance of the pseudo-dragon can, at their will, be extended to another creature with whom they are in physical contact (for example, as the pseudo-dragon is perched on their shoulder). They are telepathic, and can communicate with other creatures up to 240' distant (they are also able to transmit what they see and hear via this method). Pseudo-dragons are

sometimes referred to as “false familiars”, as they can give some of the benefits enjoyed by mages with true familiars. The situation is somewhat confused by the fact that the spell *find familiar* can sometimes provide a pseudo-dragon as the familiar.

Combat: Pseudo-dragons attack with their tiny jaws. However, they also have a stinger at the tip of their tail which strikes with a +4 bonus “to hit”. Those struck by the stinger must make a saving throw vs. poison or be struck with a death-like catalepsy for 1d6 days. There is a chance equal to 13+ the victim’s CON score that death will ensue at the end of that time (if the CON score is not known, simply assume a 25% chance).

Pseudo-dragons are able to see invisible objects, and have an innate chameleon-like power that allows them to change color at will. This power allows them to be 80% undetectable to those unable to see *invisible* objects.

Appearance: Pseudo-dragons look like miniature red dragons with red-brown scales and a large stinger at the tip of the tail. They are, of course, able to change their coloration at will, as noted above.

pudding, Deadly

	Black	Brown
Number	1d4	1d4
Morale	±0	±0
Hit Dice	10d8	11d8
Armor Class	6	5
Move	60’/min.	60’/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	3d8	5d4
Defenses	Immune to cold, lightning, and weapons	Immune to cold, lightning, and weapons
Attacks	Dissolve wood and metal	Dissolve wood and leather
Size	S to L (see below)	S to L (see below)
Intelligence	0	0
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	1,350 + 14/h.p.	1,600 + 16/h.p.

	Dun	White
Number	1d3	
Morale	±0	±0
Hit Dice	8d10	9d8
Armor Class	7	8
Move	120’/min.	90’/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	4d6	7d4
Defenses	Immune to cold, lightning, and weapons	Immune to cold, lightning, and weapons
Attacks	Dissolve metal (at half rate) and leather	Dissolve wood and leather
Size	S to L (see below)	S to L (see below)
Intelligence	0	0
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value		

General: Puddings are thought to be the result of magical or alchemical experiments gone awry, much like slimes, jellies, and oozes. They are essentially great colonies of single-celled organisms that haven’t quite achieved the level of organization of the higher forms of life. Black puddings are found exclusively in underground regions, while brown puddings are found in marshes and swamps, dun puddings in deserts, and white puddings in arctic regions.

All puddings are able to flow over walls and ceilings, as well as being able to pass their body through cracks as small as 1”. The size of the pudding will be determined by its hit points (the size determines how large an area of wood, metal, etc. can be dissolved):

Hit points	Size (diameter)
10-20	S (5’)
21-40	M (6’)
41-60	L (7’)
61-80	L (8’)

Combat: The digestive enzymes of the pudding will do damage to flesh as indicated above. Wood is consumed at a rate of 2” thickness per round, and metal is also subject to its effect; mail will be dissolved in but a minute, plate armor in 2 minutes, plus 1 minute for every “plus” of enchanted armor. Leather is devoured in but a single round, even if it is enchanted in some way.

All puddings are immune to cold-based attacks, but fire does normal damage to the creature and they thus avoid it. If the pudding is struck by an edged weapon, it will temporarily divide into two creatures, each capable of attacking, each with half the remaining hit points of the whole. It will re-form within a few minutes of combat being over.

Appearance: Deadly puddings appear as a thick viscous pool or puddle that ripples slightly around its edges as it moves. The white pudding is often mistaken for a patch of snow or ice, the brown pudding blends in to mud, etc.

Q

R

Rakshasa

Number	1d4
Morale	+3
Hit Dice	7d10
Armor Class	-4
Move	150’/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d3/1d3/1d4+1
Defenses	See below
Attacks	See below
Size	M
Intelligence	12
Alignment	Lawful evil
Treasure Type	V
Treasure Value	1d8+3x1,000
Magical Treasure	1d4+1 items, no weapons (10%)
X.P. Value	925 + 8/h.p.

General: Rakshasas, contrary to popular opinion, are native to the material plane, being found in all sorts of climates and regions. They prefer human and humanoid flesh, and use their powerful magical abilities to infiltrate human communities. Their *modus operandi* is to use their ESP power to determine the identity of someone the victim trusts, then use their illusion power to appear to be that person. Thus disguised, they wait for a propitious moment to attack when the victim is off guard. If more than one are encountered, only the first will be male, and the rest females.

Combat: Rakshasas attack with their claws and bite. However, they rely on their magical powers to both gull victims and protect themselves.

- ESP at will
- *Alter self* at will
- Immune to all spells under 8th level

Rakshasas have the spell-casting ability of both a 1st level cleric and a 3rd level mage (no material components or spell books required). They are immune to non-magical weapons, and weapons of +1 or +2 enchantment only do half damage. A hit from a crossbow bolt *blessed* by a good-aligned cleric will slay them.

Appearance: It is not known whether rakshasas actually have a true form. On their death, they will remain in whatever form they last held. Even *true sight* or *dispel magic* will not strip away the illusionary form of the rakshasa, although it will make it abundantly clear that the form being seen is illusory.

Ram

	Normal (male)	Giant (male)
Number	1 (see below)	1 (see below)
Morale	+3	+8
Hit Dice	2d8	4d10
Armor Class	6	6
Move	150'/min.	150'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	1d2	2d6
Defenses	None	None
Attacks	Charge	Charge
Size	M	L (6' at shoulder)
Intelligence	1	1
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	28 + 2/h.p.	85 + 4/h.p.

General: Rams are found in mountainous or rocky regions in most climates. They are not particularly aggressive unless they feel themselves or their flock are threatened, in which case they will fight to the death. 75% of encounters will be with an entire herd, rather than a single individual. A herd will consist of 1 male, 1d4 ewes, and 2d4 lambs. The latter are non-combatants.

Combat: Rams will attack with their horns; they may also charge if there is sufficient room to gain speed; charging does double damage. Ewes do not charge; they only attack with their head butt.

Appearance: Rams are shaggy quadrupeds with large curving horns. In some species the ewes also have horns, but it is not universal.

Rat

	Normal	Giant
Number	1d100	5d10
Morale	-3	-2
Hit Dice	1d4 (max. 2 h.p.)	1d4
Armor Class	7	7
Move	150'/min.	120'/min., 60'/min. (swimming)
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	1	1d3
Defenses	None	None
Attacks	None	Disease
Size	S	S
Intelligence	1	3
Alignment	Neutral	Neutral evil
Treasure Type	None	VII
Treasure Value	n/a	4d6x100
Magical Treasure	None	1d2 items (10%)
X.P. Value	2 + 1/h.p.	7 + 1/h.p.

General: Rats in general are found almost everywhere, especially where humans and humanoids make their homes. Giant rats are in particular fond of the flesh of corpses, and are often found burrowing in graveyards and in tombs. Rats fear fire.

Attack: Rats attack with their bite. Those bitten by giant rats have a 5% chance per bite of contracting a disease unless a saving throw vs. poison is made.

Appearance: Rats are furred rodents with naked tails, whose fur comes in a wide variety of colors, from white to black to brown to a mix.

Rat king: On occasion (1% chance per encounter with rats or giant rats) rats will form a rat king. This is a large mass of rats (2d10) that are linked together by their tails into a squealing, squalling mess. The rat king is treated as a single creature, with as many hit points and attacks as the rats that make it up. It still attacks as a 1d4 hit die creature, however.

Remorhaz

Number	1
Morale	+8
Hit Dice	8d12-14d12
Armor Class	0 (body), 2 (head), 4 (belly)
Move	120'/min.
Magic Resistance	15
No. of Attacks	1
Damage	6d6
Defenses	Heat
Attacks	Swallow whole, heat
Size	L (21'-42' long)
Intelligence	1
Alignment	Neutral
Treasure Type	VII
Treasure Value	1d8+3x1,000
Magical Treasure	1d4+1 items, no weapons (10%)
X.P. Value	See below

General: Remorhaz (the name is singular and plural) inhabit remote arctic regions. They are aggressive in the extreme. To counter the extreme cold of

their environment, the creatures generate great heat within their bodies. The size of the remorhaz should be determined randomly.

Die roll	Hit dice	Size	X.P. Value
1	7d12	21'	825 + 10/h.p.
2	8d12	24'	1,300 + 12/h.p.
3	9d12	27'	2,050 + 14/h.p.
4	10d12	30'	2,150 + 14/h.p.
5	11d12	33'	2,850 + 16/h.p.
6	12d12	36'	2,950 + 16/h.p.
7	13d12	39'	3,950 + 18/h.p.
8	14d12	42'	4,050 + 18/h.p.

When encountered in its lair, there is a 25% chance that there will in fact be a mated pair, along with 1d2 eggs worth 5,000 g.p. each.

Combat: Remorhaz attack with a lightning-quick bite. On a natural roll of 20 "to hit" they will swallow a man-sized creature whole, instantly killing him from the heat within the creature. The ridges on the back of the creature will glow red with heat when battle is joined, and anyone touching the back of the creature will suffer 10d10 h.p. of heat damage. The radiated heat from the monster is so great that non-magical weapons will melt if it strike's the creature's back.

Appearance: The remorhaz is a giant cutworm with bony ridges along its back. The body is cool blue everywhere, except for the back whose ridges are white (but which glow red when the creature is in battle). The eyes of the creature are dead white. It also has a pair of fan-like projections along either side of its head; they are too small to support flight, and their exact function is unknown.

Rhinoceros

	Single horned	Double horned
Number	1d6	1d6
Morale	+7	+7
Hit Dice	8d12	9d12
Armor Class	6	6
Move	120'/min.	120'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	2d4	2d6
Defenses	None	None
Attacks	Charge, trample	Charge, trample
Size	L	L
Intelligence	1	1
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	900 + 12/h.p.	900 + 12/h.p.

General: Rhinoceroses are herbivores, but very aggressive and will charge if approached. Their eyesight is poor but their hearing and smell are excellent. If 5 or 6 are encountered, the last two will be young, and non-combatants.

Combat: Rhinoceroses attack with their horns. They will charge if possible, doing double damage. Against small-sized creatures, the rhinoceros will also be able to trample, attacking with both forefeet and doing 2d4 h.p. per foot that hits.

Appearance: Rhinoceroses are quadrupeds with either one or two large horns on their noses. They are gray to brown in color.

See also: Woolly rhinoceros (p. xxx)

Roc

Number	1d2
Morale	+20
Hit Dice	18d12
Armor Class	4
Move	30'/min., 300'/min. (flying - clumsy)
Magic Resistance	Standard
No. of Attacks	3
Damage	3d6/2d6/4d6
Defenses	None
Attacks	None
Size	L (60' wingspan)
Intelligence	1
Alignment	Neutral
Treasure Type	III
Treasure Value	4d6x100
Magical Treasure	1d2 items (10%)
X.P. Value	5,000 + 25/h.p.

General: Rocs are enormous birds that nest on high mountain peaks in warm climates. Powerful giants such as storm or cloud giants will occasionally capture these birds and use them as mounts.

Combat: Rocs swoop down on victims, striking them with their huge talons. They do not normally attack with their beak unless the prey resists.

Appearance: Rocs somewhat resemble vast eagles.

Roper

Number	1d3
Morale	+4
Hit Dice	10d10-12d10
Armor Class	0
Move	30'/min.
Magic Resistance	16
No. of Attacks	1
Damage	5d4
Defenses	See below
Attacks	Strands
Size	L (9')
Intelligence	16
Alignment	Chaotic evil
Treasure Type	Special
Treasure Value	3d6 p.p. and 35% chance of 5d4 gems
Magical Treasure	None
X.P. Value	2,750 + 16/h.p.

General: Ropers are found in deep underground environments, particularly those where stalagmites are found, which affords them a measure of camouflage. Any treasure the creature possesses is found in its gizzard. The size of the roper should be determined randomly.

Die roll (1d4)	Hit dice	Strand length
1	10d10	20'
2	11d10	30'
3	12d10	40'
4	12d10	50'

Combat: The roper attacks with six poisonous elastic strands, each of which will cause the victim to lose 50% of his strength score for 1d3 rounds (round down). Creatures struck by the strands will be dragged closer to the roper 10' per round; when the victim has been brought to the roper itself, it will be popped into the great tooth-filled mouth and slain instantly. The strand can be broken on a successful open doors check; they cannot be cut with weapons.

Ropers are immune to lightning, only take half damage from cold, but get a -4 penalty on all saving throws vs. fire and heat.

Appearance: Ropers are amorphous, able to form a column some 9' high and 3' around, or flatten themselves down to a mere lump on the ground. They are thus often mistaken for stalagmites. They are dark yellow in color, and have a great mouth filled with long teeth. Their eyes are atop one another, rather than next to each other.

Rot Grub

Number	5d4
Morale	n/a
Hit Dice	1d4 (1 h.p. each)
Armor Class	9
Move	10'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	n/a
Defenses	None
Attacks	Burrowing
Size	S (1")
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	0

General: Rot grubs are usually found in piles of refuse, and occasionally along walls, floors, or ceilings (whence they drop on unsuspecting creatures).

Combat: Rot grubs do no actual damage when they hit. Rather, a successful hit indicates the creature has burrowed into the flesh of the victim. Fire must be immediately applied to the wound (causing 1d3 h.p. of damage for a torch) or the victim will be slain in 1d3x10 minutes as the grub burrows its way to the heart. After the first round, only a *cure disease* spell can save the victim.

Appearance: Rot grubs appear as small segmented worms of sickly pale hue.

Rust Monster

Number	1d2
Morale	±0
Hit Dice	5d8
Armor Class	2
Move	180'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	None
Defenses	None
Attacks	Rust metals
Size	M
Intelligence	1
Alignment	Neutral
Treasure Type	XVII
Treasure Value	10d10x10
Magical Treasure	None
X.P. Value	185 + 4/h.p.

General: Rust monsters dwell in underground regions. They feed on metals of all sorts, but prefer ferrous alloys such as steel, mithril, adamantite, etc. as well as pure iron. They are able to smell metal up to 90' away, and will pursue parties in order to procure a meal. They will stop such pursuit in order to consume dropped metal object such as iron spikes, but only for as long as it takes to finish them; usually 1 round. They are ravenous, but not particularly threatening creatures (unless you are wearing plate armor!).

Combat: Rust monsters do no damage when attacking. Rather, the touch of their two antennae causes metals to instantly corrode and fall to pieces, whether they be weapons, armor, etc. Enchanted metal objects get a 10% saving throw for every "plus" of bonus it has.

Appearance: Rust monsters appear as large insect-like creatures with a small beak, two long antennae, and a curious blade-like tail (but the tail is not sharp).

S

Satyr

Number	2d4
Morale	+1
Hit Dice	5d8
Armor Class	5
Move	180'/min.
Magic Resistance	10
No. of Attacks	1
Damage	2d4
Defenses	+1 on all surprise rolls, camouflage
Attacks	Pipes
Size	M
Intelligence	12
Alignment	Neutral
Treasure Type	XV
Treasure Value	3d8x1,000
Magical Treasure	2d4+1 potions (40%), 1 item (60%)
X.P. Value	280 + 5/h.p. (piper +300)

General: Satyrs inhabit idyllic woodlands far from civilization, and are quite fond of hedonistic pleasures such as dancing, feasting, drinking wine, etc. They are also quite fond of nymphs, and get along well with centaurs.

Combat: Satyrs attack with their two small but sharp horns. In addition, one satyr in each band encountered will have magical pipes (the so-called “Pan flute”) which they will use to attempt to avoid combat if possible. The pipes have three different effects, but if a creature makes a successful saving throw against one, they will not be affected by others.

- *Charm* (usually used to woo attractive women)
- *Sleep* (usually used to subdue inoffensive intruders and steal one or more objects)
- *Fear* (used to drive away noxious intruders)

All creatures within 60’ must make a saving throw or be affected by the piping. Only one sort of song can be played at any given time.

Satyrs are able to conceal themselves in forest and woodland undergrowth with 90% effectiveness.

Appearance: Satyrs have the hindquarters of a goat and the torso, head, and arms of a man. Their skin is ruddy and hair is chestnut brown. They speak their own language, a dialect of elvish comprehensible only to wood elves, and the common tongue. If they are in proximity to a band of centaurs, they will speak their language as well.

Scorpion, Monstrous

	Large	Huge	Giant
Number	1d6	1d4	1d4
Morale	+2	+4	+6
Hit Dice	2d10	4d10	5d12
Armor Class	5	4	3
Move	90’/min.	120’/min.	150’/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	3	3	3
Damage	1d4/1d4/1	1d8/1d8/1d3	1d10/1d10/1d4
Defenses	None	None	None
Attacks	Poison	Poison	Poison
Size	S	M	M
Intelligence	0	0	0
Alignment	Neutral	Neutral	Neutral
Treasure Type	None	None	D
Treasure Value	n/a	n/a	2d4+1x1,000
Magical Treasure	None	None	1d3 items (15%)
X.P. Value	90 + 3/h.p.	165 + 5/h.p.	650 + 6/h.p.

General: Monstrous scorpions can be found in any climate save the very coldest, and are found both above and below ground.

Combat: Scorpions will attempt to grab victims with their great claws and then sting with their poisonous stinger. The venom of giant scorpions will kill unless the victim makes a saving throw vs. poison. (the venom of the scorpion will kill the creature itself!). Those struck by the large scorpion gets a +4 bonus on their saving throw, while those struck by the huge variety get a bonus of +2. All can attack up to three different enemies in the same round.

Appearance: Monstrous scorpions appear as larger versions of their ordinary cousins.

Shadow

Number	2d10
Morale	+4
Hit Dice	3d10
Armor Class	7
Move	120’/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4+1
Defenses	+1 or better weapon to hit, immune to some spells
Attacks	Strength drain, 90% undetectable
Size	M
Intelligence	6
Alignment	Chaotic evil
Treasure Type	VII
Treasure Value	1d8+3x1,000
Magical Treasure	1d4+1, no weapons (10%)
X.P. Value	255 + 4/h.p.
Turn as Type	IV

General: Shadows are non-corporeal undead creatures that linger around lonely ruins or deep underground locales. They exist partially on the material plane and partially on the negative plane.

Combat: Shadows attack by touch. In addition to the regular damage done, the touch of a shadow will drain 1 point of strength from the victim for 2d4x10 minutes. If the strength of a victim should become 0, the person dies and becomes a shadow himself.

Shadows are immune to spells such as sleep, charm, hold, etc. Cold does them no harm. Due to their insubstantial nature, they are 90% undetectable except in extremely bright light such as direct sunlight or a *continual light* spell. Being non-corporeal, poison and paralysis do not affect them.

Appearance: Shadows appear as the shadowy outline of a humanoid creature. They are not truly limited to moving along walls, however; that is simply an optical illusion caused by their translucent nature.

Shambling Mound

Number	1d3
Morale	+15
Hit Dice	8d12-11d12
Armor Class	0
Move	60’/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	2d8/2d8
Defenses	See below
Attacks	Suffocation
Size	L
Intelligence	6
Alignment	Neutral
Treasure Type	BTX
Treasure Value	1d4x1,000
Magical Treasure	1 armor/weapon (10%), 1d4 scrolls (50%), 1 item (60%), 1 potion (60%)
X.P. Value	See below

General: Shambling mounds (sometimes called “shamblers” are plant creatures that inhabit steamy swamps, marshes, bayous, and also damp

underground locations. The size of the shambling mound should be determined randomly.

Die roll (d4)	Hit dice	Size	X.P. Value
1	8d12	L (6')	1,200 + 12/h.p.
2	9d12	L (7')	1,800 + 14/h.p.
3	10d12	L (8')	1,900 + 14/h.p.
4	11d12	L (9')	2,700 + 16/h.p.

Combat: Shambling mounds attack with their two great club-like arms. If both arms hit the same opponent in the same round, the shambling mound will draw the victim into its own soggy mass of tendrils, suffocating it in 2d4 rounds unless the shambler is slain beforehand. Shambling mounds are very fond of shriekers as food.

Shambling mounds take no damage from crushing weapons such as maces, clubs, etc. All other weapons score only half damage. They are immune to fire due to their moist bodies. Lightning will actually cause the thing to grow by 1 hit die, and cold does only half damage (no damage if the shambling mound makes a saving throw vs. whatever is causing the cold damage).

Appearance: The shambling mound resembles a great pile of rotting vegetation. It is vaguely humanoid in shape, with structures resembling arms and legs and a head, but these are merely superficial resemblances; the brain of the creature is actually in its "abdomen." It is roughly six feet across, and two feet across at the top (the "head").

Shedu

Number	2d4
Morale	+7
Hit Dice	9d12
Armor Class	4
Move	120'/min., 240'/min. (flying - average)
Magic Resistance	5
No. of Attacks	2
Damage	1d6/1d6
Defenses	See below
Attacks	See below
Size	L
Intelligence	16
Alignment	Neutral good
Treasure Type	IX
Treasure Value	6d4+10x1,000
Magical Treasure	1d4+1 items (35%)
X.P. Value	1,950 + 14/h.p.

General: Shedu are magical creatures without fixed abodes that travel the world seeking to further the cause of neutral good, and they can be convinced to aid fellow travelers of that particular ethical outlook. To this end, they sometimes willingly serve particular deities of that ethos. They are frequent travelers on both the astral and ethereal planes, usually on some mission in furtherance of the cause of Good.

Combat: Shedu attack with their front hooves. In addition, they can use the following magical effects as indicated.

- Become *ethereal* at will
- Become *astral* at will
- *Telepathy* sufficient to communicate with any intelligent creature within 60', at will

Lastly, all shedu can cast mystic spells as if they were 7th level mystics. The number of spells they can memorize per spell level is as follows.

	Spell Level			
	1	2	3	4
# of spells	4	3	2	1

All healing and curative spells cast by shedu have double the normal effect.

Appearance: Shedu have the bodies of bulls, wise-looking human heads (males invariably have beards) and the wings of falcons.

Shrieker

Number	2d4
Morale	n/a
Hit Dice	3d6
Armor Class	7
Move	10'/min.
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	None
Attacks	None
Size	S to L
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	5 + 1/h.p.

General: Shriekers are a species of mobile fungus found in underground environs. They are themselves harmless, but if light is brought within 30', or anything moves within 10', each will begin to emit a loud shriek for 1d3 rounds. This noise has a 50% chance of attracting nearby monsters (or wandering monsters) each round it lasts. Because of this, they are often set as guards by more intelligent creatures. They are highly sought-after as food by both shambling mounds and purple worms, and are sometimes found in the proximity of violet fungi (see p. 26). The size of each individual shrieker should be determined randomly using 1d3; 1=small, 2=medium, 3=large.

Combat: Shriekers do not attack.

Appearance: Shriekers appear as large mushrooms with a red or purple sheen. They are sometimes mistaken for violet fungi (see above).

Skeleton, Animated

Number	3d10
Morale	n/a
Hit Dice	1d8
Armor Class	7
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6 or per weapon
Defenses	Immune to certain spells, only blunt weapons do full damage
Attacks	None
Size	M
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	14 + 1/h.p.

General: Animated skeletons are a form of corporeal undead, usually (but not always) formed by the spell *animate dead*. They will operate under the complete power of their master, but will only comprehend simple instructions up to 20 or so words in length. They can be found anywhere, but especially in charnel places, mass graves, ancient battlefields, etc. If they arise spontaneously, they will simply attack any living creature.

Combat: Skeletons attack using either a weapon (any sort is possible) or with their bony claws. They are immune to mind-affecting spells such as *charm*, *hold*, *sleep*, etc. Being mindless, illusions are useless in their case, and they are likewise immune to cold of all sorts. Due to their skeletal nature, only blunt weapons (clubs, maces, etc.) do full damage. Blades or piercing weapons will only do half normal damage (round down). A vial of holy water will cause 2d4 h.p. against skeletons.

Appearance: Skeletons appear as animated human skeletons. They usually wear tattered clothing and damaged armor.

Skunk

	Normal	Giant
Number	1d4	1
Morale	-3	-2
Hit Dice	1d4	5d10
Armor Class	7	7
Move	90'/min.	90'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	1	1d6
Defenses	Musk	Musk
Attacks	Musk	Musk
Size	S (1' long)	M (6' long)
Intelligence	1	1
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	7 + 1/h.p.	165 + 5/h.p.

General: Skunks are omnivores who are not above scavenging in and around human settlements. They normally dwell in woodlands. They will back towards intruders and spray their musk if they do not retreat.

Combat: Skunks attack with their bite. However, they are much more famous for their smelly musk. The musk of the giant skunk will be released in a cloud 20'x20'x60', while that of the normal skunk is but 1/10th as large on all sides. All those in the area of effect must save vs. poison or be blinded. Regardless of whether they save, the victim will also retreat out of the area automatically. The musk of the giant skunk will cause victims to lose half of their strength and dexterity due to retching for 2d4x10 minutes. The stench of the musk is extreme, and will cause those who carry it to be shunned until they can cleanse themselves of it. Cloth will need to be destroyed, and it will take several days of washing and care to rid other items (and creatures!) of the smell.

Appearance: Skunks are small furred quadrupeds, black in color with a distinctive double white stripe along their back and bushy tail. Giant skunks are merely larger versions of their normal cousins.

Slime, Deadly

Slimes are plant-like growths that are found in deep subterranean places. They do not move *per se*, but do grow along walls, floors, and ceilings, whence they sense vibration and drop on unsuspecting prey.

Green Slime

Number	1d6
Morale	n/a
Hit Dice	2d8
Armor Class	9
Move	n/a
Magic Resistance	Standard
No. of Attacks	0
Damage	0
Defenses	See below
Attacks	See below
Size	S
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	610 + 2/h.p.

General: Green slime is often found growing on ceilings in underground environments.

Combat: Green slime drops on creatures from above, automatically hitting those who pass beneath it. The slime can be scraped off (if done immediately) but the scraper will have to be discarded. Green slime eats through metal, consuming mail in but a single round, and plate armor in 3. One inch of wood will be consumed in 1 hour. Once the slime reaches flesh, it will consume it utterly in 1d4 rounds, leaving nothing but a pool of green slime. In such cases no resurrection is possible. It is immune to conventional attack by weapon or spell, but frost and fire will affect it. *Cure disease* will kill a green slime.

Appearance: Green slime is bright green in color, appearing as scum, attaching itself to floors, ceilings, and walls.

Slithering Tracker

Number	1
Morale	n/a
Hit Dice	5d8
Armor Class	5
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	0
Damage	None
Defenses	Transparent
Attacks	Paralyzation
Size	S (2 1/2')
Intelligence	9
Alignment	Neutral
Treasure Type	IV
Treasure Value	4d6x100
Magical Treasure	1d2 items (10%)
X.P. Value	280 + 5/h.p.

General: The slithering tracker dwells in dark places, especially underground, so that its transparent nature affords it the maximum camouflage (they are 95% undetectable). As a rule, they will not attack immediately (only a 10% chance) but will follow a victim around until it sleeps, and then attack. They are without form, and so are able to slither through very tight spaces; cracks under doors, etc.

Combat: Slithering trackers do not attack conventionally. They will first paralyze the victim (save vs. poison is allowed to avoid the effect) and then drain all the plasma from the body. This process takes one hour, at which time the victim is dead. If the desanguination process is interrupted, calculate hit point loss proportionally for the amount of time the creature was draining the victim.

Appearance: Slithering trackers are gelatinous creatures that are completely transparent. Only after they have fed do they flush crimson, and then only for a very brief time.

Slug, Giant

Number	1
Morale	+16
Hit Dice	12d12
Armor Class	8
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d12
Defenses	See below
Attacks	Acid
Size	L
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	2,000 + 16/h.p.

General: Giant slugs inhabit dark places such as underground caverns, dismal ruins, and the like. They are able to squeeze through relatively small openings despite their great bulk.

Combat: Giant slugs attack with their bite. However, they are more likely to spit acid at enemies; this is not calculated using the normal "to hit" tables, but rather is based on a percentage determined by the range.

Range	% chance to hit on 2nd shot
0-60'	50%
61-70'	40%
71-80'	30%
81-90'	20%
91-100'	10%
100' or more	none

Note that the first time the creature spits, it only has a 10% chance of hitting the target, no matter the range (up to the maximum of 100').

Giant slugs are immune to damage from blunt weapons such as clubs and maces. They are able to smash down doors and similar blockages with ease.

Appearance: Giant slugs appear much like their smaller cousins. They are relatively amorphous, with rubbery skin, and have a sharply ridged mouth.

Snake

Amphisbaena

Number	1d3
Morale	+3
Hit Dice	6d10
Armor Class	3
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d3/1d3
Defenses	None
Attacks	Poison
Size	M (6' long)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	475 + 6/h.p.

General: The amphisbaena is classified as a natural animal (for spells and the like), even though it is rather unconventional in appearance. They move either by slithering like a conventional snake or by forming a hoop and rolling. They dwell in any climate except the arctic.

Combat: Amphisbaenae attack with their two heads, each of which has a set of fangs. The bite of either head is poisonous; the victim must make a saving throw vs. poison or die. Amphisbaenae are immune to cold.

Appearance: The amphisbaena is a 6' long snake with a fully functioning head on each end.

Constrictor

	Regular	Giant
Number	1d2	1d2
Morale	+2	+6
Hit Dice	3d10	6d10
Armor Class	6	5
Move	90'/min.	90'/min.
Magic Resistance	Standard	Standard
No. of Attacks	2	2
Damage	1/1d3	1d4/2d4
Defenses	None	None
Attacks	Constriction	Constriction
Size	M (15' long)	L (30')
Intelligence	1	1
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	85 + 4/h.p.	225 + 8/h.p.

General: Constrictor snakes are generally found in warmer climes, where they dwell in trees, whence they loop their coils down upon unsuspecting victims. They tend to sleep for several days after consuming a victim.

Combat: Constrictor snakes will both bite and constrict the same victim with their bodies. Once a successful constriction hit has been made, further "to hit" rolls are unnecessary as the snake continues to squeeze the life out of its victim. Creatures cooperating with a combined strength of 64 can remove a giant constrictor in 1d4+1 rounds. Those in the coils of a regular constrictor snake need to make an open doors check with a +1 penalty to the roll in order to escape.

Appearance: Constrictor snakes are generally thick with muscle. Their coloration can span the spectrum.

Poisonous

	Regular	Giant
Number	1d6	1d6
Morale	+2	+6
Hit Dice	2d10	4d12
Armor Class	5	5
Move	150'/min.	150'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	1	1d3
Defenses	None	None
Attacks	Poison	Poison
Size	S (5' long)	L (20')
Intelligence	1	1
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	255 + 3/h.p.	390 + 5/h.p.

General: Poisonous snakes are greatly feared, and can be found in nearly every climate and terrain except the most frigid.

Combat: Poisonous snakes attack with their bite. The nature of their venom can vary greatly, as the game master wishes. Unless stated, the poison of the snake should be determined randomly.

Die roll (d20)	Saving throw Modifier		Damage if save fails
	Reg.	Giant	
01-02	+2	±0	death
03-04	+5	+3	Incapacitated 2d4 days
05-06	+4	+2	2d4
07-08	+3	+1	3d4
09-11	+1	-1	1d6, incapacitated 1d4 days
12-14	±0	-2	2d6, incapacitated 1d6 days
15-17	-1	-3	4d6, incapacitated 1d8 days
18-20	-2	-4	6d6, incapacitated 2d6 days

In addition, some poisonous snakes (40%) can actually spit their poison at a victim, not even needing to get close enough to bite. Giant spitting snakes have a range of 30'.

Appearance: Poisonous snakes can have any sort of coloration imaginable. Some, like the spitting cobra, have hoods that extend behind their heads as they prepare to strike.

Specter

Number	1d6
Morale	+3
Hit Dice	7d12
Armor Class	2
Move	150'/min., 300'/min. (flying - perfect)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d8
Defenses	+1 or better weapons to harm, spell resistance
Attacks	Energy drain
Size	M
Intelligence	14
Alignment	Lawful evil
Treasure Type	IX
Treasure Value	1d4+5x100
Magical Treasure	1 item (60%), 1 potion (60%)
X.P. Value	1,650 + 10/h.p.
Turn as Type	IX

General: Specters are non-corporeal undead who exist trapped between the material and negative planes. They are usually found in dark and dismal places, as they become powerless in sunlight.

Combat: Specters attack with the chilling touch of their hands. In addition to the damage indicated above, the touch of a specter will drain 2 experience levels (or hit dice) from the victim, permanently. The accompanying hit points, powers, memorized spells, etc. are also lost. Such lost levels can be regained by the spell *restoration* or through the normal earning of experience points. If a victim is brought to level zero, they are considered to be slain, and will themselves become a specter of half strength under the command of the specter who slew him. Being undead, they are immune to mind-affecting spells such as *charm*, *sleep*, *hold*, etc. Being non-corporeal, poison and paralyzation do not affect them. A vial of holy water will cause 2d4 h.p. of damage to a specter.

Appearance: Specters appear as translucent humans (or whatever race the specter was before its death).

Optional Rule: Temporary Level Drain

Game Masters may, at their discretion, rule that the experience level drain accompanying the touch of a specter is temporary, lasting only for 1d6 days, after which time the lost levels will be regained, along with all the lost hit points and powers thereof. Such a rule should be applied consistently, however; it should not be the case that some specters inflict a temporary level loss and others inflict one which is permanent. Death through such loss would, naturally, preclude any such automatic restoration. The same rule may be applied to other level-draining undead such as wights and vampires. If this rule is used, the X.P. value of the creature should be lowered accordingly.

Sphere of Many Eyes

Number	1
Morale	+10
Hit Dice	11d8
Armor Class	0 (body), 2 (eyestalks), 7 (eyes)
Move	30'/min. (floating)
Magic Resistance	Standard
No. of Attacks	1
Damage	2d4
Defenses	Magical eye beams
Attacks	Magical eye beams
Size	L (4'-6' diameter)
Intelligence	16
Alignment	Lawful evil
Treasure Type	VIII
Treasure Value	3d8x1,000
Magical Treasure	2d4 potions (40%), 1d4 scrolls (50%)
X.P. Value	12,900 + 20/h.p.

General: The sphere of many eyes is a most feared monster; cruel, greedy, and sly. It has an arsenal of magical effects at its command, all projected from its eleven eyes. The sphere of many eyes will usually attack first and ask questions later, but if confronted with a foe that could realistically cause it harm, it will simply demand a tribute. From yet larger enemies, it will offer a ransom to ensure its escape and survival.

Combat: In combat, the sphere of many eyes has eleven magical beams with which to confront enemies. The monster's magical effects will function as if cast by an 11th level caster, if applicable.

- *Charm person* (as per the spell)
- *Charm monster* (as per the spell)
- *Sleep* (as per the spell)
- *Telekinesis*, maximum 250 lbs.
- *Flesh to stone* (as per the spell, but with a 30' range)
- *Disintegrate* (as per the spell 20' range)
- *Fear* (as per the wand)
- *Slow* (as per the spell)
- *Cause serious wounds* (as per the spell, but with a 50' range)
- *Death* (as per the death spell, but with a 40' range)
- Anti-magic ray (dispels all magic and nullifies other magical effects, with a 140' range)

The anti-magic ray emanates from the large central eye, which can only impact targets within a 90° arc in front of the beast. The other eyes are able to affect any target within range, regardless of where the target is relative to the sphere of many eyes.

When someone attacks the sphere of many eyes, they must first roll percentile dice to see what part of the creature they are able to attack, which will in turn decide what armor class they need to hit.

Die roll (d%)	Presented target
01-75	Body; AC 0
76-85	Eye stalk; AC 2
86-90	Eye on stalk; AC 7
91-00	Central eye; AC 7

The central eye can take 1/3 of its total h.p. of damage before it is destroyed (but doing so does not destroy the sphere of many eyes). The body represents the remaining 2/3 of the creatures hit points; if those are lost, the creature is slain. The ten eyestalks can each take 1d4+8 h.p. before they are rendered inoperative, but these hit points do not count against the creature's total. Severed or otherwise destroyed eye stalks will re-grow in a week, as will the central eye.

Appearance: The sphere of many eyes is a great globe covered in chitinous plates. It has a broad toothy maw, above which is a large glaring eye. The top of the beast is crowned with a ring of ten smaller eyes on writhing stalks, giving it a 360° field of vision. It floats in mid-air, propelling itself slowly via magical telekinesis (independent of the *telekinesis* power of its fourth eye). It speaks its own language.

Sphinx

Sphinxes are hybrid magical creatures that inhabit warm climates. There are several different types of sphinx, each of which is detailed below. All are great lovers of treasure, but some are more rapacious in its gathering than others.

Androsphinx

Number	1
Morale	+8
Hit Dice	12d10
Armor Class	-2
Move	180'/min., 300'/min. (flying - poor)
Magic Resistance	Standard
No. of Attacks	2
Damage	2d6/2d6
Defenses	None
Attacks	Roar, spells
Size	L (8')
Intelligence	16
Alignment	Chaotic good
Treasure Type	VII
Treasure Value	8d12x1,000
Magical Treasure	1d4+1 items (70%)
X.P. Value	2,850 + 16/h.p.

General: Androsphinxes are, as the name implies, males. They tend to avoid gynosphinxes (the female of their kind) because of the latter's neutral alignment. All androsphinxes have the powers of a 6th level cleric (but their spells never have a material requirement).

Combat: Androsphinxes attack with their two great front paws. In addition, they are able to issue a mighty roar three times per day that can be heard for miles in all directions. Each roar gets progressively louder and more powerful.

- The first roar will cause all creatures within 360' who fail their saving throws vs. wands to flee in fear for 30 minutes.

- The second roar will cause all those within 200' who fail their saving throws vs. petrification to be paralyzed with fright for 1d4 minutes. In addition, those within 30' who are smaller than ogre-sized will be deafened for 2d6 rounds.
- The third roar will cause all those within 240' who fail their saving throw vs. magic to lose 2d4 points of strength for the same number of rounds. In addition, those within 30' who are smaller than ogre-sized will be knocked down. Those who are knocked down must make a saving throw vs. dragon breath or be stunned for 2d6 rounds. Those who are not knocked down take 2d8 h.p. of damage unless they are leonine in nature. The third roar will also crack stone within 30' with a saving throw of 17.

Appearance: Androsphinxes have the body of a mighty lion, the wings of a large eagle, and the head of a man. They speak a language shared with gynosphinxes, the tongues of criosphinxes and hieracosphinxes, as well as the common tongue.

Criosphinx

Number	1d4
Morale	+4
Hit Dice	10d10
Armor Class	0
Move	120'/min., 240'/min. (flying - poor)
Magic Resistance	Standard
No. of Attacks	3
Damage	2d4/2d4/3d6
Defenses	None
Attacks	None
Size	L (7 1/2')
Intelligence	9
Alignment	Neutral
Treasure Type	IX
Treasure Value	1d8+3x1,000
Magical Treasure	1d4+1 items, no weapons (10%)
X.P. Value	1,350 + 14/h.p.

General: Criosphinxes are generally found in wooded areas or jungles. They are noted for their avarice and have no compunction against acts of banditry or extortion. Criosphinxes greatly lust after gynosphinxes, who do not share their affections, to say the least.

Combat: Criosphinxes attack with their front claws and bite.

Appearance: Criosphinxes have the bodies of lions, the heads of rams, and the wings of a great hawk. They speak their own language, that of andro/gynosphinxes, and can speak to all animals.

Gynosphinx

Number	1
Morale	+6
Hit Dice	8d10
Armor Class	-1
Move	150'/min., 240'/min. (flying - poor)
Magic Resistance	Standard
No. of Attacks	2
Damage	2d/2d4
Defenses	None
Attacks	Spells
Size	L (7')
Intelligence	18
Alignment	Neutral
Treasure Type	XVII
Treasure Value	6d6x1,000
Magical Treasure	1 item (60%), 1 potion (60%)
X.P. Value	1,550 + 10/h.p.

General: Gynosphinxes are the females to the androsphinx's male. They themselves greatly lust after androsphinxes, but the latter eschew their female counterparts due to their neutral alignment and greedy natures. Gynosphinxes will assist others, but will insist on payment (such can range from wealth to knowledge, particularly riddles or the location of an androsphinx the gynosphinx can attempt to woo). They will most certainly slay and devour those who seek to cheat them.

Combat: Gynosphinxes attack with their two front paws. In addition, they have the following magical powers.

- *Detect magic* once per day
- *Read magic* once per day
- *Read languages* once per day
- *Detect invisible* once per day
- *Locate object* once per day
- *Dispel magic* once per day
- *Clairaudience* once per day
- *Clairvoyance* once per day
- *Remove curse* once per day
- *Legend lore* once per day
- *Symbol* (each one, once per week)

Appearance: Gynosphinxes have the bodies of lions, the wings of falcons, and the head of a beautiful woman. They speak a language shared with androsphinxes, the tongues of criosphinxes and hieracosphinxes, and the common tongue.

Hieracosphinx

Number	1d6
Morale	+6
Hit Dice	9d10
Armor Class	1
Move	90'/min., 360'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	2d4/2d4/1d10
Defenses	None
Attacks	None
Size	L (7')
Intelligence	6
Alignment	Chaotic evil
Treasure Type	VI
Treasure Value	1d6+2x1,000
Magical Treasure	1d4 items (25%)
X.P. Value	600 + 12/h.p.

General: Hieracosphinxes are generally found in rough rocky terrain. They are evil through and through, and tend to eat travelers and thus add to their stores of treasure.

Combat: Hieracosphinxes attack with their front paws and beak.

Appearance: Hieracosphinxes have the body of a lion and the head and wings of a hawk.

Spider, Monstrous

Monstrous spiders come in several different sizes, and they can belong to a number of different species as well. For game purposes, monstrous spiders are divided into those who spin webs, and those who are hunters.

Any size spider (large, huge, or giant) can be either a hunter or a web builder. Details of all are given below.

	Large	Huge	Giant
Number	2d10	1d12	1d8
Morale	+1	+2	+3
Hit Dice	1d10	2d10	4d12
Armor Class	8	6	4
Move	See below	See below	See below
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	1	1d6	2d4
Defenses	None	None	None
Attacks	Poison	Poison	Poison
Size	S (2')	M (6')	L (12')
Intelligence	0	1	6
Alignment	Neutral	Neutral	Chaotic evil
Treasure Type	XII	XIV	VI
Treasure Value	2d20	1d12x10	4d6x100
Magical Treasure	None	None	1d2 items (10%)
X.P. Value	65 + 2/h.p.	145 + 3/h.p.	315 + 5/h.p.

General: Monstrous spiders are divided into two types; hunters and web-builders. Examples of this sort of spider are wolf spiders, trap door spiders, etc. Others are web-builders; the webs will stick to and trap victims. Examples of this sort of spider are tarantulas, black widows, etc.

The size and type of any given giant spider should be determined randomly. All spiders in a given encounter will be of the same type, but not necessarily the same size (unless the scenario specifically indicates otherwise).

Die roll (d10)	Size	Type	Movement
1-2	Large	Hunter	150'/min., 20' leap
3-4	Huge	Hunter	180'/min., 30' leap
5	Giant	Hunter	210'/min., 40' leap
6-7	Large	Web-builder	60'/min., 150'/min. (in web)
8-9	Huge	Web-builder	45'/min., 135'/min. (in web)
10	Giant	Web-builder	30'/min., 120'/min. (in web)

Combat: Monstrous spiders attack with their bite. Hunters can leap as indicated above, and when rushing at prey from their hidey-hole, enemies have a -4 penalty to their surprise rolls. Hunters lie in concealment and rush out at prey (giving enemies a -4 penalty to surprise), and they are able to leap onto prey (range is given below).

Web-builders will attack prey caught in their webs. Victims tangled in webs are attacked with a +4 bonus, and get no bonus for either shield or dexterity. Escaping such webs is possible but the time to do so is dependent on the strength of the victim; 1 round for 18 strength, 2 rounds for 17 strength, etc. Such webs are flammable, but anything else contained within (scrolls, etc.) may be destroyed or damaged by the flames.

The strength of the poison of the monstrous spider depends on its size. Spider venom is deadly unless a saving throw vs. poison is successful.

Size	Poison
Large	Victims get +2 saving throw bonus
Huge	Victims get +1 saving throw bonus
Giant	No saving throw bonus

Appearance: Monstrous spiders are merely larger versions of their mundane cousins.

Optional Rule: Alternative Spider Poisons

Not every game master will want every spider to have instantly fatal poison. For such circumstances, the following alternatives are provided. Note, of course, that not every spider need follow either the standard or the alternate rule; some small hunter spiders may have one type of poison, and others the other. The players will discover which are which through trial and error.

Type	Poison effect
Large hunter	1d6 h.p. damage, lose 1 point of charisma in 1d6 days from scaring unless <i>neutralize poison</i> or <i>heal</i> spell is applied before the loss
Huge hunter	1d8 h.p. of damage, lose 1 point of constitution in 1d6 days unless <i>neutralize poison</i> or <i>heal</i> spell is applied before the loss
Giant hunter	Instant coma; death comes in 1d8 days
Large web-builder	Whirling dance for 1d6 minutes; +4 to AC, -4 to all saving throws, no attacks or spells possible
Huge web-builder	Paralyzation for 1d8 hours
Giant web-builder	Apparent death; is actually coma that will end in 4d6 hours

Spider, Phase

Number	1d4
Morale	+4
Hit Dice	5d12
Armor Class	7
Move	60'/min., 150'/min. (in web)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6
Defenses	Etherealness
Attacks	Etherealness, poison
Size	L (14')
Intelligence	6
Alignment	Neutral
Treasure Type	VI
Treasure Value	1d6+2x1,000
Magical Treasure	1d4 items (25%)
X.P. Value	700 + 6/h.p.

General: Phase spiders appear as little more than larger-than-ordinary monstrous spiders, but they are much more than that indeed. They are intelligent enough to use their ability to become ethereal to withdraw from battles which are going against them.

Combat: Phase spiders attack with their bite, which is poisonous (victims have a -2 penalty on their saving throws). Phase spiders can also become ethereal at will, reappearing just in time to attack their prey. A phase door spell will force the spider to remain on the material plane for 7 rounds.

Phase spiders are web-builders (see the entry on monstrous spiders, above, for details).

Appearance: Phase spiders look like incredibly large spiders.

Sprite

Number	10d10
Morale	-1
Hit Dice	1d8
Armor Class	6
Move	90'/min., 180'/min. (flying - good)
Magic Resistance	Standard
No. of Attacks	1
Damage	Per weapon type
Defenses	Invisibility
Attacks	Sleep poison, move silently
Size	S (2')
Intelligence	12
Alignment	Neutral good
Treasure Type	IV
Treasure Value	4d6x100
Magical Treasure	1d2 items (10%)
X.P. Value	80 + 1/h.p.

General: Sprites are reclusive creatures that dwell in remote and idyllic woodlands, frequenting clearings and pleasant dales. They will attack evil creatures, but will leave others unmolested unless provoked. Since they are usually invisible, they are unnoticed 75% of the time.

Combat: Sprites attack with their weapons; small swords (treat as daggers) and tiny short bows (half normal range and damage). Their arrows will be coated in a special sleeping poison which, if the victim fails a saving throw

vs. poison, will cause a deep sleep (like the spell) for 1d6 hours. Evil creatures will be slain, and others will be taken far from the sprites' home. In addition, sprites have the following powers.

- Invisibility at will
- Detect good/evil 5' range at will
- Move silently at will

Note that enemies will have a -4 penalty "to hit" against sprites while they are invisible.

Appearance: Sprites look like tiny elves with insect-like antennae on their foreheads. They favor bright greens, yellows, and browns.

Stag

	Regular	Giant
Number	1d4	1d2
Morale	+2	+4
Hit Dice	3d8	5d10
Armor Class	7	7
Move	240'/min.	210'/min.
Magic Resistance	Standard	Standard
No. of Attacks	3	3
Damage	2d4/1d3/1d3	4d4/1d4/1d4
Defenses	None	None
Attacks	None	None
Size	L (4' at sholder)	L (7' at sholder)
Intelligence	1	1
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	35 + 3/h.p.	90 + 5/h.p.

General: Stags are male deer, noted for their impressive rack of antlers. In addition to the numbers of stags above, there will be 1d6+3 times as many non-combatant does. The stags will defend the does fiercely if threatened. Both stags and does are herbivores.

Combat: Stags attack with either their mighty antlers or their two front hooves; they cannot attack with all three in the same round.

Appearance: Stags are quadrupeds, usually brown in color, sometimes with white. Their hooves are ivory or brownish in color.

Statue, Animated

	Marble	Stone	Bronze
Number	1	1	1
Morale	n/a	n/a	n/a
Hit Dice	3d10	5d10	7d10
Armor Class	4	4	2
Move	90'/min.	60'/min.	30'/min.
Magic Resistance	1	20%	30%
No. of Attacks	2	2	2
Damage	1d6/1d6	1d8/1d8	2d6/2d6
Defenses	See below	See below	See below
Attacks	None	None	None
Size	M	M	M
Intelligence	6	6	6
Alignment	Neutral	Neutral	Neutral
Treasure Type	None	None	None
Treasure Value	n/a	n/a	n/a
Magical Treasure	None	None	None
X.P. Value	85 + 4/h.p.	225 + 6/h.p.	550 + 10/h.p.

General: Animated statues are magical constructs similar to golems (see p. 34) but not nearly as powerful or difficult to construct. They will follow the orders of their master (usually the one who created it in the first place) but these instructions must be simple; no more than 20 words, maximum.

Animated statues can be created by mages of 14th, or savants of 16th, level, or by those with access to the proper type of magical *workbook of animated statues*. Without such a workbook, creation of an animated statue requires the following:

- 10,000, 20,000, or 40,000 g.p. for materials, which are used to create a statue out of marble, stone, or cast one in bronze, respectively
- Casting an *animate object* spell
- Casting a *limited wish* spell

Both of the spells must be cast in succession after the animated statue itself has been constructed (a process that itself takes 1 month, 6 weeks, or 2 months of uninterrupted work for a marble, stone, or bronze statue).

Combat: Animated statues attack with their fists. Any non-magical weapon striking an animated statue must itself make a saving throw or be broken.

Weapon type	Marble	Stone	Bronze
Wood	13	14	15
Metal	6	7	8

Any weapon striking the animated statue must roll the number indicated above or higher, or be broken. Enchanted weapons do not need to make a saving throw. For weapons made of both metal and wood (for example, spears or most pole-arms) use the saving throw for a wooden weapon. Animated statues are immune to all mind-affecting magic such as *sleep*, *charm*, *hold*, etc.

Appearance: Animated statues can look like just about anything, as long as it is roughly the size of a human. They are completely still until activated, either at the command of their master or because some pre-determined condition has been activated. They will radiate magic if detected for, but are otherwise indistinguishable from ordinary statues.

Stirge

Number	3d10
Morale	-1
Hit Dice	1d10
Armor Class	8
Move	30'/min., 180'/min. (flying - good)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d3
Defenses	None
Attacks	Blood drain, use attack column G
Size	S (2')
Intelligence	1
Alignment	Neutral
Treasure Type	II
Treasure Value	2d4+1x1,000
Magical Treasure	1d3 items (15%)
X.P. Value	36 + 2/h.p.

General: Stirges inhabit forlorn woodlands and underground. They attack warm-blooded creatures in great swarms, seeking to drain their blood for nourishment.

Combat: Stirges attack with their syringe-like beaks, rolling "to hit" on attack column G rather than D, as they ordinarily would. A successful hit indicates that the stirges has pierced the skin of the victim, and it will attach itself and begin automatically drinking blood at the rate of 1d4 h.p. per round. Once each stirges has drunk 12 h.p. worth of blood, it will detach itself and leave. They cannot be removed from a victim without killing the stirge first.

Appearance: The stirge is a bird some 2' high with red to dark red feathers. The beak is gray at the base and pink at the tip. The feet, with which it clings to victims, are yellow.

Su-Monster

	Adult	Young
Number	1d12	See below
Morale	+2	-1
Hit Dice	5d12	2d12
Armor Class	6	6
Move	90'/min. (on ground or in trees)	90'/min. (on ground or in trees)
Magic Resistance	Standard	Standard
No. of Attacks	5	5
Damage	1d4/1d4/1d4/1d4/2d4	1d2/1d2/1d2/1d2/1d4
Defenses	None	None
Attacks	Psychic crush	None
Size	M	S
Intelligence	9	9
Alignment	Chaotic neutral	Chaotic neutral
Treasure Type	II	None
Treasure Value	10d6+2x100	n/a
Magical Treasure	2 items (10%)	None
X.P. Value	225 + 6/h.p.	50 + 3/h.p.

General: Su-monsters inhabit dense forests or underground caverns and the like. They tend to hang from their prehensile tails, allowing all four of their limbs to attack enemies, and are at ease moving through a forest canopy as they are on solid ground. If more than 3 are encountered, there is a 50% chance that the group will consist of 1 male, 1 female, and the rest young.

Combat: Su-monsters, as mentioned above, tend to hang from tree limbs by their prehensile tails, allowing all four limbs to attack, plus their bite. In a family group, if the young are threatened or attacked, the female will attack as if she had 10 hit dice, and do double damage for at least an hour. If the female is attacked, the male will do likewise for 40 minutes.

In addition, adult su-monsters have the ability to deliver a psychic crush once per day. The psychic crush is sent out in a cone 30' long and 20' wide at the base. All those within the area of effect must make a wisdom check or be knocked unconscious for 1d12 minutes.

Appearance: Su-monsters appear to be large apes with vicious claws and dead, pupil-less eyes. Their fur is dark gray, the hairless tail and face black, and the paws red.

Sylph

Number	1
Morale	±0
Hit Dice	3d8
Armor Class	9
Move	120'/min., 360'/min. (flying - perfect)
Magic Resistance	10
No. of Attacks	0
Damage	n/a
Defenses	Invisibility, spells
Attacks	Spells, conjuring
Size	M
Intelligence	16
Alignment	Neutral good
Treasure Type	XIII
Treasure Value	10d10x10
Magical Treasure	1 item (60%), 1 potion (60%)
X.P. Value	325 + 3/h.p.

General: Sylphs are related to nymphs (see p. 59), but frequent airy places such as cliffs, high ledges, mountain peaks, and the tallest of treetops. Occasionally (20%) they will be sympathetic to those of good alignment and will aid them. They are almost never encountered in or near their homes.

Combat: Sylphs do not attack. They do, however, have the spell casting abilities of a 7th level mage. In addition, they have the following powers.

- Become *invisible* at will
- Conjure an air elemental once per week

Appearance: Sylphs are beautiful humanoids with delicate dragonfly wings. They speak their own language and the common tongue.

T

Tick, Monstrous

	Large	Huge	Giant
Number	2d6	2d4	3d4
Morale	+2	+3	+4
Hit Dice	2d8	4d8	6d8
Armor Class	3	3	3
Move	20'/min.	25'/min.	30'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	1d4	1d4	1d4
Defenses	None	None	None
Attacks	Blood drain, jump	Blood drain, jump	Blood drain, jump
Size	S (1')	S (2')	S (3')
Intelligence	0	0	0
Alignment	Neutral	Neutral	Neutral
Treasure Type	None	None	None
Treasure Value	n/a	n/a	n/a
Magical Treasure	None	None	None
X.P. Value	65 + 2/h.p.	105 + 2/h.p.	225 + 3/h.p.

General: Monstrous ticks can be found in any environment except the coldest, more likely in woodlands, tall grasses, and underground.

Combat: Ticks attack with their bite. Once a tick has attached itself to a victim by a successful attack, it will automatically drain 1d6 h.p. per round until it is sated. Satiation occurs when the tick has drained a number of hit points from the victim equal to its own (unwounded) total hit points. Ticks can leap ten times their own body length in order to attack prey.

Ticks can only be removed from victims by killing them, inflicting damage from fire equal to half its total hit points, or immersing it in water. Otherwise they will remain attached until sated, at which time they will drop off. Any creature bitten by a monstrous tick has a chance equal to 60% minus the constitution score of the victim to contract a deadly blood-borne disease, which will be fatal in 2d4 days unless a cure disease spell is employed.

Appearance: Monstrous ticks appear like larger versions of their ordinary kin.

Tiger

Number	1d4
Morale	+7
Hit Dice	5d12
Armor Class	6
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d4+1/1d4+1/1d10
Defenses	+1 to surprise rolls
Attacks	Rear claw rake
Size	L
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	225 + 6/h.p.

General: Tigers inhabit almost any environment save the very coldest, although they favor warmer climates. In their den, there is a 25% chance that 1d3 non-combatant cubs will be present.

Combat: Tigers attack with their large front paws and bite. If both front paws hit, they are then able to rake the victim with their rear claws for 2d4 h.p. of damage each. Tigers are excellent swimmers and climbers, and are able to leap 50' to attack an enemy.

Appearance: Tigers are large cats most often thought of with an orange coat with black stripes and a white belly. They can vary greatly in coloration, however, from black to tan to white.

Toad, Giant

	Non-Poisonous	Poisonous
Number	1d12	1d8
Morale	+2	+2
Hit Dice	2d12	2d8
Armor Class	6	7
Move	60'/min.	60'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	2d4	1d4+1
Defenses	None	None
Attacks	Hop	Hop, Poison
Size	M (6')	M (6')
Intelligence	1	1
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	50 + 3/h.p.	155 + 2/h.p.

General: Giant toads are found in almost any climate save the most cold. They are aggressive hunters, and do not scruple to attack creatures their own size or larger.

Combat: Giant toads attack with their bite. In addition, the bite of the poisonous giant toad requires the victim to make a saving throw vs. poison or die. Both types of giant toads are able to hop up to 60' (clearing 20' high), and are able to attack at any point along the arc of their jump.

Appearance: Giant toads look much like their mundane cousins. There is no difference in appearance between the poisonous and non-poisonous types.

Toad, Ice

Number	1d4
Morale	+5
Hit Dice	5d10
Armor Class	4
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	3d4
Defenses	+3 save vs. cold-based attacks
Attacks	Cold
Size	L (8')
Intelligence	9
Alignment	Neutral
Treasure Type	III
Treasure Value	4d6x100
Magical Treasure	1d2 items (10%)
X.P. Value	205 + 5/h.p.

General: Ice toads are found in both arctic conditions and deep underground. They are actually an intelligent race, and explorers confuse them with their animal-like giant cousins at their peril.

Combat: Ice toads attack with their bite. In addition, any non-cold-based creature (white dragons, ice trolls, remorhaz, etc.) will suffer 3d6 h.p. of damage every other round they are within 10' of an ice toad. Ice toads are able to summon this ability at will, and thus can turn it off when in the presence of those whom they do not wish to harm, but cannot turn it on more often than once every other round.

Appearance: Ice toads appear like large white toads. They speak their own croaking language and none other.

Trapper

Number	1
Morale	+11
Hit Dice	12d12
Armor Class	3
Move	30'/min.
Magic Resistance	Standard
No. of Attacks	See below
Damage	See below
Defenses	Camouflage, half damage from fire and cold
Attacks	Smothering
Size	L
Intelligence	14
Alignment	Neutral
Treasure Type	XV
Treasure Value	6d4+10x1,000
Magical Treasure	1d4+1 items (35%)
X.P. Value	2,850 + 16/h.p.

General: The trapper dwells exclusively in underground environments, where its hard exterior and gift for mimicking stonework serve it well. The creature is able to flatten itself and appear to be an ordinary floor, where it waits for hapless victims to tread upon it, after which it closes upon them, smothering them.

Combat: The trapper causes damage by smothering and crushing its victims, inflicting damage equal to 4 h.p. plus the armor class of those trapped within. Those trapped within will automatically die within 6 rounds unless the

trapper is slain or convinced to let its prey go free (which will only be done if imminent death is in the offing). Those trapped within are unable to use any weapons. Cold and fire only do half damage to trappers.

Appearance: The trapper is broad and flat, with a rock-hard exterior that they are able to manipulate to conform to the stone or rock around it. They are some 400-600 square feet in area. They will occasionally form a projection in the shape of a chest, sack, etc. to lure prey into their midst.

Tree Man

Number	1d20
Morale	+5
Hit Dice	7d10-12d12
Armor Class	0
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	See below
Defenses	Never surprised
Attacks	Control trees
Size	L
Intelligence	12
Alignment	Chaotic good
Treasure Type	XVII
Treasure Value	5d10x10
Magical Treasure	2d4 potions (40%)
X.P. Value	See below

General: Tree men are strange crosses between trees and humans, shepherds of the forests who despise evil and resent the unrestrained use of fire within their domains. They dwell in deep, dark woodlands or large caverns accessible through such places. The size of each particular tree man should be determined randomly.

Die roll (d12)	Size	Hit Dice	Damage	X.P. Value
1-3	12'	7d10	2d8/2d8	1,200 + 10/h.p.
4-6	14'	8d10	2d8/2d8	1,425 + 12/h.p.
7-8	16'	9d10	3d6/3d6	1,950 + 14/h.p.
9-10	18'	10d12	3d6/3d6	2,300 + 14/h.p.
11	20'	11d12	4d6/4d6	2,850 + 16/h.p.
12	22' or more	12d12	4d6/4d6	3,350 + 18/h.p.

Those with 7 or 8 hit dice are sometimes called "shrubblings," while those with 11 or 12 hit dice are known as "moss trunks."

Combat: Tree men attack with their mighty limbs, which resemble arms and fists. They are, however, quite vulnerable to fire; fire-based attacks against them get a +4 bonus "to hit" and +1 bonus to damage done. Tree men also save against fire with a penalty of -4.

Tree men are able to animate trees around them. Up to two trees can be animated per tree man, and they must remain within 60' of the tree man who animated them in the first place. Such trees will function as normal tree men, except they only move 30' per round (roll randomly to determine the size of the animated tree, just as if it were a normal tree man).

Appearance: Tree men are vaguely humanoid, but have bark, leaves, and limbs like trees. When they close their eyes and mouths, they are indistinguishable from other trees. They speak their own, very slow and languid, language.

Troglodyte

	Warrior	Guard
Number	10d10	See below
Morale	+1	+2
Hit Dice	2d8	3d8
Armor Class	5	5
Move	120'/min.	120'/min.
Magic Resistance	Standard	Standard
No. of Attacks	3 (or 1)	3 (or 1)
Damage	1d3/1d3/1d4+1 (or per weapon type)	1d3/1d3/1d4+1 (or per weapon type)
Defenses	Odor	Odor
Attacks	Chameleon skin	Chameleon skin
Size	M	M
Intelligence	6	6
Alignment	Chaotic evil	Chaotic evil
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	36 + 2/h.p.	65 + 3/h.p.

	Sub-chief	Chieftain	Female
Number	See below	1	See below
Morale	+3	+4	-1
Hit Dice	4d8	6d8	1d10
Armor Class	5	5	5
Move	120'/min.	120'/min.	120'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	3 (or 1)	3 (or 1)	3
Damage	1d3/1d3/1d4+1 (or per weapon type)	1d3/1d3/1d4+1 (or per weapon type)	1d3/1d3/1d4+1
Defenses	Odor	Odor	Odor
Attacks	Chameleon skin	Chameleon skin	Chameleon skin
Size	M	M	M
Intelligence	6	6	6
Alignment	Chaotic evil	Chaotic evil	Chaotic evil
Treasure Type	None	III	None
Treasure Value	n/a	9d6x1,000	n/a
Magical Treasure	None	3 items (30%)	None
X.P. Value	110 + 4/h.p.	300 + 6/h.p.	18 + 1/h.p.

General: Troglodytes are reptilian creatures that dwell deep underground in caves and tunnels, and desire the total extermination of all human and demi-human life. They have infravision with a 90' range.

For every 10 warriors encountered, there will be 1 guard. For every 20 warriors, there will be two sub-chiefs. 60 or more warriors will be led by the chieftain himself, accompanied by 2d4 guards as his personal bodyguard. The chieftain will have the tribe's treasure, carefully hidden and protected.

In their warren, a troglodyte tribe will also have a number of females equal to the number of males, and there will be a chieftain present regardless of the size of the group.

Combat: Some troglodytes will attack with claws and a bite, while approximately half will use stone weapons. The weapon of any given troglodyte should be determined randomly. For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior.

Die roll (d%)	Armed with...	% Composition
01-10	Battle axe	10%
11-35	Javelin (x2)	25%
36-45	Morning star	10%
46-50	Short sword	5%
51-00	Unarmed	50%

Troglodyte javelins do 2d8 h.p. of damage and receive a +3 bonus "to hit".

Troglodytes excrete a noxious odor when in combat. Any human or demi-human within 10' must make a saving throw vs. poison or lose 1 point of strength per round for 1d6 rounds. After the last point of strength is lost, it will be a full 10 minutes before they are restored. They are able to control this odor when they so desire (as when lying in ambush, or hiding from a superior foe).

In addition, troglodytes are able to change the color of their skin, like a chameleon. This means enemies get a -3 penalty on surprise rolls. The power can also be used when hiding or fleeing.

Appearance: Troglodytes are humanoid-looking reptiles. They are gray, reddish brown, or gray-green in color. They have fans on the tops of their heads that extend to the base of the skull. They have tails. Their eyes glow red in total darkness, due to their infravision.

Troll

Number	1d12
Morale	n/a
Hit Dice	6d12
Armor Class	4
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d4+4/1d4+4/2d6
Defenses	Regeneration
Attacks	None
Size	L (9')
Intelligence	6
Alignment	Chaotic evil
Treasure Type	VI
Treasure Value	2d4+1x1,000
Magical Treasure	1d3 items (15%)
X.P. Value	525 + 8/h.p.

General: Trolls are feared creatures that can be found in every climate and environment, although they prefer underground settings in which to make their lairs. They have keen senses and infravision with a 90' range.

Combat: Trolls attack with both claws and a bite, and are able to attack up to three separate opponents at the same time, assuming they are all in range. Trolls are fearless and will never retreat, and are notoriously difficult to control in battle. Trolls also regenerate, starting 3 rounds after they are first wounded. They regenerate 3 lost hit points per round, but can never get more hit points than their original total. Even severed limbs will not die; a hacked-off arm will crawl on the floor looking for victims to grip, etc. Only flame and acid will prevent a wounded troll from regenerating, and such must also be applied to severed pieces, or a full-grown troll will spring from such within 3d6 minutes.

Appearance: Trolls are tall and thin, with rubbery skin green to gray in color. They have long pointed noses, a shock of dark hair that seems to writhe on

its own, and deep black eyes that glow red in total darkness due to their infravision.

U

Unicorn

Number	1d4+1
Morale	+7
Hit Dice	4d10
Armor Class	2
Move	240'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d6/1d6/1d12
Defenses	See below
Attacks	+2 "to hit" with horn, charge
Size	L
Intelligence	9
Alignment	Chaotic good
Treasure Type	None
Treasure Value	n/a
Magical Treasure	1 item (60%), 1 potion (60%)
X.P. Value	400 + 5/h.p.

General: Unicorns dwell in idyllic woodland settings, far from civilization and occasionally in the vicinity of such woodland creatures as dryads, faerie dragons, etc. Elven, half-elven, and human maidens may attempt to approach and tame a unicorn to serve as a steed. Such attempts have but a 25% chance of success. Unicorn treasure will be kept in some secluded but natural feature in the shady meadow in which they make their home; the hollow of a tree, a hole in the ground behind a rock, etc.

Combat: Unicorns attack with their front hooves and horn; the horn always gets a bonus of +2 "to hit." Unicorns can charge against enemies; in such cases they do not attack with their hooves but their horn does double damage if it hits. Unicorns also have the following powers and abilities.

- Immunity to all poisons in all forms (this ability is passed on to anyone who possesses a unicorn horn)
- Sense enemies approaching, 240' radius
- Enemies get -4 on all surprise rolls
- *Teleport* up to 360' once per day (including rider, if applicable)
- Make saving throws as 11th level mage
- Immune to *charm*, *hold*, and *death* spells

Appearance: Unicorns are striking white steeds with brilliant yellow manes, tails, and beards. They have a single spiral horn some 2' in length in the center of their forehead. They speak their own language and can communicate with horses, mules, and donkeys.

V

Vampire

Number	1d4
Morale	+16
Hit Dice	8d10
Armor Class	1
Move	120'/min., 180'/min. (flying, in bat form - average)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6+4
Defenses	See below
Attacks	See below
Size	M
Intelligence	16
Alignment	Chaotic evil
Treasure Type	VII
Treasure Value	1d8+3x1,000
Magical Treasure	1d4+1 items, no weapons (10%)
X.P. Value	3,800 + 12/h.p.
Turn as Type	X

General: Vampires are one of the most feared of the corporeal undead, although they have a direct connection to the negative plane. They are vulnerable to sunlight, and must therefore rest during the hours of daylight in their coffin, which must contain a measure of earth from their grave.

Combat: Vampires attack with their fists, and have the equivalent of 18/76 strength. The vampire may attempt to bite any victim against which a successful hit has been scored; the bite of the vampire will also drain 2 experience levels (or hit dice, as applicable) from the victim. Anyone who is completely drained of life energy in this way will become a vampire under the command of the one who created him thus one day after being buried. If the commanding vampire is destroyed, the ones under its command become free willed. Note that it is therefore possible to have a vampire with the powers and skills of a character class; a vampire cavalier, mage, etc.

Vampires are only harmed by weapons with an enchantment of +1 or better. They are immune to spells such as *sleep*, *charm*, *hold*, etc. and poison. Paralysis has no effect on them. A vial of holy water will cause 1d6+1 h.p. of damage to a vampire. In addition, vampires have the following powers.

- *Regenerate* 3 h.p. per round
- *Polymorph self* into large bat
- *Charm person* with gaze (victims get -2 penalty to saving throw vs. magic)
- *Summon* 10d10 rats or bats (underground) or 3d6 wolves (outdoors), who will appear in 2d6 rounds

In addition, vampires have certain vulnerabilities that can be exploited. Garlic will cause it to delay for 1d4 rounds. A mirror or holy symbol will cause it to stay away for a time, but it will actively seek to either remove, destroy, or cause to be moved the offending object. Sunlight will cause 10% of the vampires hit points to be lost per round, and a vampire immersed in running water for 3 consecutive minutes will be automatically slain. A wooden stake through the heart will slay a vampire, but if the stake is removed, it will return to un-life. Only decapitation and a *blessing* of the severed head will truly prevent such reanimation.

When brought to 0 hit points, vampires are not actually slain, but rather turn into gaseous form. In this state, they will then return to their earth-filled coffin within 2 hours, and a new body will regenerate for them there in 8 hours. If

they do not return to their coffin within 2 hours, they will be forever destroyed.

Appearance: Vampires appear much as they did in life, their appearance not betraying their undead state, except for their long fangs, which the vampire can hide or extend in order to bite a victim.

W

Wasp, Giant

Number	1d20 or 1d20+20
Morale	+1
Hit Dice	4d8
Armor Class	4
Move	60'/min., 210'/min. (flying - average)
Magic Resistance	Standard
No. of Attacks	2
Damage	2d4/1d4
Defenses	None
Attacks	Poison
Size	M (5')
Intelligence	0
Alignment	Neutral
Treasure Type	XVII
Treasure Value	20d10x10
Magical Treasure	None
X.P. Value	320 + 4/h.p.

General: Giant wasps are greatly feared, as they lay their eggs inside paralyzed victims, who are then eaten alive when the larvae hatch. They generally prey on other giant insects, but are not above feeding on animals or humans and their ilk. They are found in most climates save the coldest. There are two general types; those who build mud nests, and those who build larger nests of paper. It is the latter who will be found in greater numbers if encountered in their lair (determine randomly, 50% chance of either type).

Combat: Giant wasps attack with their bite and sting. Anyone struck by the stinger must make a saving throw vs. poison or be paralyzed permanently. The paralysis can only be cured by a *neutralize poison* spell. If given a round with the victim unmolested, the wasp will then lay its eggs within the body, which will hatch in 1d4+1 days. Once that happens, death is almost immediate as the larvae consume the host.

Giant wasps are vulnerable to fire. Magical flames such as a *fireball* or *wall of fire* will singe off their wings, as will a large enough mundane fire such as a bonfire. A torch will not suffice. Wasps whose wings have been singed do not take additional damage, but will be unable to fly.

Appearance: Giant wasps appear as larger versions of their mundane cousins.

Weasel

	Normal	Giant
Number	1d6	1d8
Morale	-1	+4
Hit Dice	1d4	3d10
Armor Class	6	6
Move	120'/min.	150'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	1d2	2d6
Defenses	None	None
Attacks	None	Blood drain
Size	S (1' long)	M (6' long)
Intelligence	1	1
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	5 + 1/h.p.	125 + 4/h.p.

General: Weasels, both normal and giant, are voracious predators that are found in temperate climates, where they dwell in woods. The giant variety will often be found in deep underground environs, hunting for prey.

Combat: Weasels attack with their bite. In addition, giant weasels will suck the blood from a victim automatically, as it latches onto the wound and drinks. 2d6 h.p. will be drained each round this way.

Appearance: Weasels are short and long predators with fur that can be in a variety of colors from white to brown to black, striped, solid, or spotted. The giant variety looks like the regular type, only larger. Giant weasel pelts are worth 1d6x1000 g.p.

Wenge Goliath

Number	1d4
Morale	+6
Hit Dice	8d12
Armor Class	2
Move	60'/min., 1'-6'/min. (tunneling)
Magic Resistance	Standard
No. of Attacks	3
Damage	3d4/3d4/1d10
Defenses	None
Attacks	Confusion
Size	L (8'x5')
Intelligence	9
Alignment	Chaotic evil
Treasure Type	XV
Treasure Value	6d4+10x1,000
Magical Treasure	1d4+1 items (35%)
X.P. Value	1,300 + 12/h.p.

General: The wenge goliath (pronounced "venga") is a predator that lurks beneath the surface of the ground, where they prey on creatures such as purple worms, ankheg, etc. They are also most fond of human flesh. They are able to tunnel through solid rock at a rate of 1' per minute, and soft soil at 6' per minute.

Combat: Wenge goliaths attack with their powerful claws and bite with their enormous pincers. However, any intelligent creature that meets the four-eyed

gaze of the goliath must make a saving throw vs. magic or be affected as per the result on the following table for 3d4 minutes.

Roll	Action
01-10	Wander off in random direction
11-60	Stand in dumb puzzlement for 1 minute, then re-roll
61-80	Attack nearest creature for 1 minute, then re-roll
81-00	Attack the goliath for 1 minute, then re-roll

Appearance: The wenge goliath is a dark brown in color, tending towards a light gray on the belly and lower part of the head. It is barrel-shaped, with a flat head sporting an enormous pair of mandibles and incredibly hard and strong talons on its hands. Their coloration makes them mistakable for a humanoid of some sort at distances greater than 40'.

Wight

Number	2d8
Morale	+16
Hit Dice	4d10
Armor Class	5
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4
Defenses	Silver or enchanted weapons to wound
Attacks	Energy drain
Size	M
Intelligence	9
Alignment	Lawful evil
Treasure Type	VI
Treasure Value	1d4x1,000
Magical Treasure	1 armor/weapon (10%)
X.P. Value	540 + 5/h.p.
Turn as Type	V

General: Wights are corporeal undead, greatly feared because of both their ferocious hatred of living creatures and their ability to drain energy from those they touch. They avoid light of all sorts, and daylight in particular. They draw their strength from the negative plane.

Combat: Wights attack with their claws. However, a successful strike from a wight will also drain one experience level (or hit die) from the victim. If a victim is completely drained, it will become a half-strength wight under the command of the creature that slew it. Wights are immune to spells such as *sleep*, *charm*, and *hold*, and can only be wounded by silver or enchanted weapons. Holy water will cause 2d4 h.p. of damage if it hits a wight. The spell *raise dead* will destroy a wight.

Appearance: Wights appear as wild humans with claws and an inhuman glow in their eyes. Their skin is mottled and decayed in places, which betrays their true nature.

Will-O-Wisp

Number	1 (90%) or 1d3 (10%)
Morale	±0
Hit Dice	9d8
Armor Class	-8
Move	180'/min. (floating)
Magic Resistance	Standard
No. of Attacks	1
Damage	2d8
Defenses	Immune to most spells
Attacks	None
Size	S
Intelligence	16
Alignment	Chaotic evil
Treasure Type	V
Treasure Value	1d6x10,000
Magical Treasure	1d3 items (50%)
X.P. Value	1,200 + 12/h.p.

General: Will-o-wisps are cunning creatures that lurk in treacherous places where either natural or man-made traps are plentiful. The will-o-wisp will attempt to lure others into such traps, where they feed on the life energy of the victims as they die a lingering death. Usually only a single will-o-wisp will be found, but there is a 10% chance that 1d3 will be encountered. In such cases, there is a 90% chance that the creatures' lair (and treasure) will be nearby.

Combat: The will-o-wisp will usually not attack in the conventional sense, but will try to lure victims to their doom as indicated above. If pressed, however, they can lash out with an electrical jolt. They are immune to almost all spells; only *protection from evil*, *magic missile*, and *maze* will affect them. If brought to 5 h.p. or under, the creature will surrender and hand over its treasure in exchange for its life.

Appearance: Will-o-wisps are balls of light that float in the air. They can move slowly or swiftly, can change their color, and can wink themselves out for up to 2d4 minutes at a stretch, all of which is used to convince victims that the will-o-wisp is something that should be followed or investigated.

Wolf

	Normal	Worg
Number	2d10	3d4
Morale	+1	+3
Hit Dice	2d10	4d12
Armor Class	7	6
Move	180'/min.	180'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	1d4+1	2d4
Defenses	None	None
Attacks	None	None
Size	S	L (5' at shoulder)
Intelligence	3	6
Alignment	Neutral	Neutral evil
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	35 + 3/h.p.	90 + 5/h.p.

General: Wolves are found in most climates save the hottest. They move and hunt in packs and are cunning hunters. The howl of wolves will panic herd

animals, pack animals, etc. 50% of the time, unless they are being actively calmed by humans. Wolf dens are 30% likely to contain 1d4 cubs; these can be taken and trained as companions. Worgs are cunning evil beasts that are sometimes used as mounts for humanoid cavalry, particularly goblins.

Combat: Wolves attack with their bite.

Appearance: Wolves are four-legged predators similar in appearance to dogs, whose fur can range in color from white to brown to black, solid or with markings. Worgs have their own language.

Wolf, Winter

Number	2d4
Morale	+4
Hit Dice	6d10
Armor Class	5
Move	180'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d8
Defenses	None
Attacks	Frost
Size	L (6' at shoulder)
Intelligence	9
Alignment	Neutral evil
Treasure Type	XVI
Treasure Value	3d8x1,000
Magical Treasure	1 item (15%)
X.P. Value	245 + 5/h.p.

General: Winter wolves are a magical offshoot of the wolf race. They are found in arctic locales, and are thoroughly evil.

Combat: Winter wolves attack with their bite. Once every 10 minutes, however, they can also breathe a cone of frost with a range of 10' in front of themselves; any creature within range must make a saving throw vs. breath weapon or take 6d4 h.p. of damage. Those who save take half damage. They are immune to cold-based attacks, but fire-based attacks will inflict 1 h.p. extra per hit die of damage.

Appearance: Winter wolves appear as large wolves with white or silver fur. The pelt of a winter wolf is worth some 5,000 g.p. They speak their own language, and that of worgs.

Wolverine

	Normal	Giant
Number	1	1
Morale	+9	+12
Hit Dice	3d8	4d10
Armor Class	5	4
Move	120'/min.	150'/min.
Magic Resistance	Standard	Standard
No. of Attacks	3	3
Damage	1d4/1d4/1d4+1	1d4+1/1d4+1/2d4
Defenses	None	None
Attacks	Ferocity, musk	Ferocity, musk
Size	S	M
Intelligence	3	3
Alignment	Neutral	Neutral evil
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	125 + 3/h.p.	205 + 5/h.p.

General: Wolverines dwell in arctic and semi-arctic habitats. They are ferocious hunters, noted for their viciousness and cunning.

Combat: Wolverines attack with their claws and bite. Due to their ferocity, wolverines get a +4 bonus "to hit." In addition, they are able to spray a musk at enemies in their rear quarter, very similar to that of a skunk (see p. 71). The musk of the giant wolverine will be released in a cloud 20'x20'x60', while that of the normal wolverine is but 1/10th as large on all sides. All those in the area of effect must save vs. poison or be blinded. Regardless of whether they save, the victim will also retreat out of the area automatically. The musk of the giant wolverine will cause victims to lose half of their strength and dexterity due to retching for 2d4x10 minutes. The stench of the musk is extreme, and will cause those who carry it to be shunned until they can cleanse themselves of it. Cloth will need to be destroyed, and it will take several days of washing and care to rid other items (and creatures!) of the smell. Wolverines are known to use their musk to ruin the belongings and food of humans and demi-humans, seemingly out of spite.

Appearance: Wolverines look like small bears; they are short and stocky, with round broad heads and rounded ears. Their coloring can vary from black to white to brown, with patterns of any of the three.

Worm, Purple

Number	1d2
Morale	+19
Hit Dice	15d12
Armor Class	6 (exterior), 9 (stomach)
Move	90'/min. (crawling and burrowing)
Magic Resistance	Standard
No. of Attacks	2 (1 in front, 1 in rear)
Damage	2d12/2d4
Defenses	None
Attacks	Swallow, poison
Size	L (50' long)
Intelligence	0
Alignment	Neutral
Treasure Type	XV
Treasure Value	1d4+1x1,000
Magical Treasure	1 armor/weapon (10%)
X.P. Value	4,900 + 20/h.p.

General: Purple worms are greatly feared predators that dwell deep beneath the surface of the earth. They can sense vibrations in the ground up to 60' distant, and will attack the cause, as they are quite territorial. In their lair they regurgitate metals and gems that they consume, which are not digestible. They are fond of shriekers as food.

Combat: Purple worms attack with their bite and the stinger located on the tip of their tails (which will do the damage indicated above and slay those stung unless they make a saving throw vs. poison). Because of their great length, this usually means only one or the other will be employed (depending on the disposition of the attackers) but in large open spaces, or against great numbers of foes, both can be used.

If the mouth strikes an enemy (maximum 8' x 6' in size) with a roll of 4 or higher more than required, the purple worm has swallowed the victim. A natural 20 will always indicate a swallowing, regardless of the actual number needed to hit. The victim will automatically die in 6 rounds; 2 hours later the victim will be completely digested and thus beyond the power of magic such as *raise dead* to restore. If, however, the swallowed victim is able to cut its way out of the worm before the 6 rounds have elapsed, it can escape its fate. Only slashing or thrusting weapons can do damage, and the amount of damage done is reduced by 1 for each round the victim is inside the worm. The stomach has an effective AC of 9, when attacked from within.

Appearance: Purple worms are fifty feet long and some 8 feet in diameter. Their heads are dominated by a great tooth-filled maw, and their tails sport a large stinger. They are deep purple in color.

See also: Mottled worm (p. 107).

Wraith

Number	2d6
Morale	+6
Hit Dice	5d10
Armor Class	4
Move	120'/min., 240'/min. (flying - good)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6
Defenses	Silver or +1 weapons to wound
Attacks	Energy drain
Size	M
Intelligence	12
Alignment	Lawful evil
Treasure Type	VII
Treasure Value	1d6+2x1,000
Magical Treasure	1d4 items (25%)
X.P. Value	575 + 6/h.p.
Turn as Type	VII

General: Wraiths are non-corporeal undead that have a strong link to the negative plane. They dwell in darkness, often far beneath the earth, for sunlight drains them of all their power.

Combat: Wraiths attack with their death-chilled touch. The touch of a wraith will drain one experience level (or hit die) from the victim. Any creature drained of all experience levels or hit dice will die. A vial of holy water will cause 2d4 h.p. of damage to a wraith.

Appearance: Wraiths appear as vaguely humanoid clouds of darkness with glowing eyes.

Wyvern

Number	1d6
Morale	+14
Hit Dice	7d12
Armor Class	3
Move	60'/min., 240'/min. (flying - clumsy)
Magic Resistance	Standard
No. of Attacks	2
Damage	2d8/1d6
Defenses	None
Attacks	Poison
Size	L (35' long)
Intelligence	6
Alignment	Neutral
Treasure Type	IV
Treasure Value	1d6+2x1,000
Magical Treasure	1d4 items (25%)
X.P. Value	925 + 10/h.p.

General: Wyverns are found in temperate wildernesses, usually far away from civilization. They are aggressive hunters, and will attack regardless of the strength of an enemy.

Combat: Wyverns attack with their bite and stinger-equipped tail. Those struck by the tail must make a saving throw vs. poison or die. The tail is very long and flexible, and can therefore attack enemies even in front of the wyvern.

Appearance: Wyverns look like dragons, but have only a single pair of legs. Their tails are tipped with a large stinger. They are usually brown or gray in color.

X

Y

Yeti

Number	1d6
Morale	+8
Hit Dice	4d10
Armor Class	6
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d6/1d6
Defenses	Immune to cold
Attacks	Hug, fright, invisibility
Size	L (8')
Intelligence	9
Alignment	Neutral
Treasure Type	II
Treasure Value	2d4+1x1,000
Magical Treasure	1d3 items (15%)
X.P. Value	435 + 5/h.p.

General: Yetis inhabit the coldest regions, always away from civilization. They are ferocious creatures, fond of human flesh.

Combat: Yetis attack with their claws. If either claw hits with a "to hit" roll of a natural 20, the yeti will pull the victim to its breast and crush it for an additional 2d8 h.p. of damage, then releasing it. Those looking into the pale, colorless eyes of the yeti must make a saving throw vs. paralyzation or be paralyzed with fear for 3 rounds. Such fear-struck victims will be automatically struck twice and hugged once by the yeti before the fear abates.

In addition, due to their coloration and cunning, yetis are invisible in any sort of snowy conditions. Characters have a 5% chance per experience level above 1st of spotting a yeti. Any yeti within 1d3x10' will be spotted, however.

Appearance: Yetis are large humanoid creatures, covered in long white fur.

Z

Zombie

Number	3d8
Morale	n/a
Hit Dice	2d8
Armor Class	8
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d8
Defenses	Immune to some spells
Attacks	None
Size	M
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	20 + 2/h.p.
Turn as Type	II

General: Zombies are undead creatures, usually (but not always) created by the spell *animate dead*. They are under the complete command of the spell caster or other who created them, and are able to follow simple commands, usually about a dozen words.

Combat: Zombies attack with their fists, but because of their slow nature, they always strike last in the round. Like all other undead, they are immune to spells such as *hold*, *charm*, and *sleep*. Cold based attacks do not affect them. A vial of holy water will cause 2d4 h.p. of damage to a zombie.

Appearance: Zombies appear as they did in life, but their skin will have begun to decay and their eyes are lifeless orbs. They tend to move with a shuffling gait.

Underwater and Waterborne Monster Descriptions

A

B

Barracuda

Number	2d6
Morale	+1
Hit Dice	1d4 - 3d8 (see below)
Armor Class	6
Move	300'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	2d4
Defenses	None
Attacks	None
Size	S to L (see below)
Intelligence	1
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	See below

General: The barracuda is a very aggressive fish that inhabits warm salt water. They will attack any prey they believe is easily taken. Their size (and hit dice) will vary depending on species:

Die roll (d%)	Hit dice	Size	
01-25	1d4	S (3')	10 + 1/h.p.
26-75	2d6	M (5')	20 + 2/h.p.
76-00	3d8	L (7')	35 + 3/h.p.

Combat: The barracuda attacks with its sharp bite. It can go from being motionless to full speed in under a minute.

Appearance: The barracuda is a very long fish with prominent sharp teeth. They are dark on top with a white belly.

C

Coral, Poisonous

Number	1
Morale	n/a
Hit Dice	n/a
Armor Class	10
Move	0
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4
Defenses	None
Attacks	Poison
Size	Varies
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	0

General: Poisonous coral can be found in shallow salt waters. It can range in size from a small ball-sized growth to a colony miles in length. It is sometimes found intermingled with the non-poisonous varieties.

Combat: The edges and protrusions of poisonous coral are razor sharp. It does not, itself, attack, but those attempting to navigate around it must make a dexterity check or be nicked by its sharp edges. Those who are cut must make a saving throw vs. poison; failure means they will die in 2d6x10 minutes unless a *neutralize poison* spell or similar magic is applied.

Appearance: Poisonous coral is indistinguishable from ordinary coral. Its shape and colors are manifold.

Crab, Giant

Number	2d6
Morale	+1
Hit Dice	3d8
Armor Class	3
Move	90'/min. (walking and swimming)
Magic Resistance	Standard
No. of Attacks	2
Damage	2d4/2d4
Defenses	None
Attacks	Surprise enemies -2
Size	L (4' diameter)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	35 + 3/h.p.

General: Giant crabs function well both on land and in the water, usually roaming about in search of food. They can be found in both salt and fresh water.

Combat: Giant crabs attack with their two great pincers. They tend to hide, suddenly rushing forward at prey, meaning that enemies get a -2 on their surprise rolls (if applicable).

Appearance: Giant crabs appear in all ways as simply enormous versions of their smaller cousins. Their eyes are on stalks, allowing them to see around corners or over obstacles.

Crayfish, Giant

Number	1d4
Morale	-1
Hit Dice	4d12
Armor Class	4
Move	60'/min., 120'/min (swimming)
Magic Resistance	Standard
No. of Attacks	2
Damage	2d6/2d6
Defenses	None
Attacks	Surprise enemies -1
Size	L (8' long)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	90 + 5/h.p.

General: Giant crayfish can function on land, but are truly at home only in water. They are found only in fresh water.

Combat: Giant crayfish attack enemies with their two large fore claws. They usually hide, rushing to attack potential prey; enemies get a -1 penalty on their surprise roll (if applicable).

Appearance: Giant crayfish appear as larger versions of their smaller cousins.

Crocodile (Alligator)

	Normal	Giant
Number	3d8	2d6
Morale	+3	+6
Hit Dice	3d10	7d10
Armor Class	5	4
Move	60'/min., 120'/min. (swimming)	60'/min., 120'/min. (swimming)
Magic Resistance	Standard	Standard
No. of Attacks	2	2
Damage	2d4/1d12	3d6/2d10
Defenses	None	None
Attacks	Surprise enemies -1	Surprise enemies -1
Size	L (8'-15' long)	L (21'-30' long)
Intelligence	1	1
Alignment	Neutral	Neutral
Treasure type	None	None
Treasure value	n/a	n/a
Magical treasure	None	None
X.P. Value	60 + 4/h.p.	400 + 8/h.p.

General: Crocodiles (and alligators) are mindless eating machines. They are lethargic in the cold, and their movement is reduced by 50%.

Combat: Crocodiles attack with their fearsome jaws as well as their mighty tail. They tend to attack from concealment, giving enemies a penalty of -1 on their surprise rolls (if applicable).

Appearance: Crocodiles are terrifying reptiles, with thick muscular tails and great toothy maws, scaled with thick ridges and plates along their back running from gray to dark greenish brown in appearance. Alligators differ in appearance from crocodiles only in the shape of the snout; that of the crocodile is narrow, while that of the alligator is rounded.

D

Dolphin

Number	2d10
Morale	+3
Hit Dice	2d10
Armor Class	5
Move	300'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	2d4
Defenses	Save as 4th level fighter
Attacks	None
Size	M (6' long)
Intelligence	11
Alignment	Lawful good
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	65 + 3/h.p.

General: Dolphins are marine mammals found in salt water. They form nomadic schools. As they are mammals, they must occasionally surface in order to breathe through their top-hole. They will assist humans in danger, and will attack sharks unless outnumbered by 2-1.

Combat: Dolphins attack by butting with their heads and snouts.

Appearance: Dolphins are sleek creatures with strong tails, narrow snouts, and intelligent eyes.

Dragon Turtle

Number	1
Morale	+15
Hit Dice	12-14
Armor Class	0
Move	30'/min., 90'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	3
Damage	2d6/2d6/4d8
Defenses	Standard
Attacks	Breath weapon, capsize boats
Size	L (30' diameter)
Intelligence	12
Alignment	Neutral
Treasure Type	VI
Treasure Value	8d6x1,000
Magical Treasure	1 armor/weapon (10%), 2d4 potions (40%), 1d4 scrolls (50%), 1d10 items (85%)
X.P. Value	See below

General: The dragon turtle is a very dangerous creature that inhabits freshwater lakes and rivers as well as salt water seas. Dragon turtles age as do dragons, and their hit die type will change accordingly:

Die roll (d8)	Age	Hit die type
1	Very young (1-5 yrs.)	d4 (1 h.p. per die)
2	Young (6-15 yrs.)	d4
3	Sub-adult (16-25 yrs.)	d6
4	Young adult (26-50 yrs.)	d8
5	Adult (51-100 yrs.)	d10
6	Old (101-200 yrs.)	d12
7	Very old (201-400 yrs.)	d12 (re-roll anything below 7)
8	Ancient (401+ yrs.)	d12 (re-roll anything below 9)

The size of the dragon turtle should also be determined randomly.

Die roll (d6)	Size	X.P. Value
1-2	12 hit dice	2,850 + 16/h.p.
3-4	13 hit dice	3,950 + 18/h.p.
5-6	14 hit dice	4,050 + 18/h.p.

Combat: Dragon turtles attack with their claws and fearsome bite. In any given round, there is a 50% chance that the dragon turtle will use its breath weapon instead; a blast of steam 60' long, 40' high, and 40' wide. The breath weapon will do a number of points of damage equal to the dragon turtle's current total hit points to all creatures within the area of effect, except those who make a successful saving throw vs. breath weapon, who only take half damage. If they surface directly beneath a ship, there is a 50-90% chance (depending on the size of the ship) that it will capsize, tossing all on deck into the water. The exact chance depends on the size of the ship, with smaller ships having a greater chance to capsize.

Appearance: Dragon turtles appear as large green turtles with long snaky necks and draconic heads. They have green/gold heads and a crest going down along its neck. They speak their own language.

E

Eel

	Electric	Giant Moray	Weed
Number	1d3	1d4	1d6x10
Morale	+1	+2	±0
Hit Dice	2d8	5d10	1d6
Armor Class	9	6	8
Move	120'/min. (swimming)	90'/min. (swimming)	150'/min. (swimming)
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	1d3	3d6	1
Defenses	Immune to electricity	None	Camouflage
Attacks	Electricity	None	Poison
Size	M (9' long)	L (20' long)	M (6' long)
Intelligence	0	0	0
Alignment	Neutral	Neutral	Neutral
Treasure type	None	None	VI
Treasure value	n/a	n/a	6d6+1x1,000
Magical treasure	None	None	None
X.P. Value	65 + 2/h.p.	49 + 1/h.p.	150 + 6/h.p.

General: All eels are aggressive if approached or threatened. They are found in warm water, with electric eels being freshwater creatures, and giant and weed eels being able to dwell in either salt or fresh water.

Combat: All eels attack with their bite.

Electric eels: These creatures can deliver a jolt of electricity to all creatures within a 15' radius. The damage done depends on the distance the target is from the eel.

Distance	Damage
0-5'	3d8 h.p.
6-10'	2d8 h.p.
10-15'	1d8 h.p.

Weed eels: These creatures dwell in large colonies with a multitude of holes all leading to a central chamber where the young are reared. They have a poisonous bite; victims must save vs. poison or die. They are also naturally similar in appearance to normal seaweed; all but an expert will be fooled by the colony, assuming it to be an ordinary outcropping covered with vegetation.

Elf, Sea

Number	2d10x10
Morale	+1
Hit Dice	1d10
Armor Class	5
Move	120'/min., 120'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	By weapon type
Defenses	90% immune to <i>sleep</i> and <i>charm</i> effects
Attacks	None
Size	M (5')
Intelligence	14
Alignment	Chaotic good
Treasure Type	Individuals XII, Community III
Treasure Value	Individuals 1d20, Community 6d4+10x1,000
Magical Treasure	Individuals none, Community 1d4+1 items (35%), 2d4 potions (40%), 1d4 scrolls (50%)
X.P. Value	28 + 2/h.p.

General: Sea elves tend to live in thick beds of seaweed in remote salt water abodes. They will live in caverns carved from the rock of the sea-bottom or coral reefs. They tend to be on good terms with their land-dwelling cousins, with whom they trade. They are also on good terms with dolphins, with whom they are sometimes found. They are sworn foes of both sahuagin and sharks. Note that, generally speaking, sea elves are not allowed as a player character race. Sea elves cannot be mages.

Sea elves are able to conceal themselves in seaweed or among coral reefs as if they were invisible. Also when in such surroundings enemies have a -2 penalty on their surprise rolls (if applicable). They have infravision with a 60' range and are able to detect secret doors on a roll of 1-3 on a d6, and concealed doors on a roll of 1-4.

For every 20 sea elves encountered, there will also be a fighter of level 2 (67%) or level 3 (33%). For every 40 elves encountered, there will also be a level 2 fighter/level 1 cleric (67%) or a level 3 fighter/level 2 cleric (33%). Larger groups of sea elves, including settlements, will have the following higher-level individuals.

Size	Will also have...
100-159	Multi-classed 5th level fighter/8th level cleric, two 4th level fighter/5th level clerics, 4th level fighter/4th level cleric/4th level thief
160+	6th level fighter/9th level mage, 6th level fighter/6th level cleric/6th level thief

In addition to those listed above, a community of sea elves will also have the following individuals.

- One 4th level fighter per 40 elves in the community
- One 2nd level fighter/2nd level cleric/2nd level thief per 40 elves
- One 4th level fighter/7th level cleric
- One 5th level fighter
- One 6th level fighter

Finally, for every 20 sea elves encountered (whether in a community or not) there is a 50% chance that there will be 1d3 friendly dolphins as well (see p. 89).

Combat: Sea elves usually wear scale armor. All sea elves get a +1 bonus "to hit" with tridents. Weapons carried by sea elves should be determined randomly.

Die roll (d%)	Weapons
01-10	Spear
11-30	Trident
31-55	Spear and net
56-85	Trident and net
86-00	Net

Appearance: Sea elves appear as short and slender humans with fine features, gill slits on their necks, and pointed ears. Their skin is a silvery green, while their hair is green or blue-green. Sea elves speak only elvish.

Eye of the Deep

Number	1
Morale	+5
Hit Dice	11d8
Armor Class	5
Move	60'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	3
Damage	2d4/2d4/1d6
Defenses	None
Attacks	See below
Size	L (4' diameter)
Intelligence	12
Alignment	lawful evil
Treasure Type	V
Treasure Value	6d6x1,000
Magical Treasure	None
X.P. Value	3,700 + 16/h.p.

General: It is thought that the eye of the deep and the sphere of many eyes are related, as they share a number of traits. The eye of the deep inhabits deep salt water regions. They are cruel, imperious, and very aggressive.

Combat: The eye of the deep attacks with its two large pincer claws and its toothy bite. However, it also has a number of magical effects it can cause with its eyes. The great central eye can cause a blinding flash which *stuns*

those in its range; 30' long and 20' wide at the base. All those within the area of effect must make a saving throw vs. poison or be *stunned* for 2d4 rounds. The two smaller eye stalks can also be used in conjunction to produce a visual and auditory illusion within a 60' range. Independently, one can be used to cast *hold person* and the other *hold monster* (both as per the mage spell).

When someone attacks the eye of the deep, they must first roll percentile dice to see what part of the creature they are able to attack; all parts of the eye of the deep are AC 5.

Die roll (d%)	Presented target
01-75	Body/claws
76-85	Eye stalk
86-90	Eye on stalk
91-00	Central eye

The central eye can take 1/3 of its total h.p. of damage before it is destroyed (but doing so does not destroy the eye of the deep). The body represents the remaining 2/3 of the creatures hit points; if those are lost, the creature is slain. The ten eyestalks can each take 1d4+8 h.p. before they are rendered inoperative, but these hit points do not count against the creature's total. Severed or otherwise destroyed eye stalks will re-grow in a week, as will the central eye.

Appearance: The eye of the deep is a sphere some 4' in diameter, with a large central eye and two other eyes on flexible stalks. It has a pair of large pincers that resemble the claws of a crab or lobster, and a large mouth full of small sharp teeth. Its underside is fringed with tendrils which it uses to move about in the dark seas it inhabits.

F

Floating Eye

Number	1d12
Morale	±0
Hit Dice	1d4
Armor Class	9
Move	300'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	n/a
Attacks	Hypnotism
Size	S (1' long)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	30 + 1/h.p.

General: Floating eyes are salt water fish that are almost always accompanied by predators such as sharks (30%), barracuda (40%), or giant gink eels (30%). They are found in shallow waters.

Combat: Floating eyes have but one visible feature; a great single eye. That eye can cause all those looking at it to be hypnotized if they do not make a successful saving throw vs. paralyzation. Those who fail will be struck helpless and immobile, easy prey for the predators who follow this fish around.

Appearance: The floating eye is a fish, completely transparent except for its single great eye.

G

Gar, Giant

Number	1d6
Morale	+3
Hit Dice	8d10
Armor Class	3
Move	300'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	5d4
Defenses	None
Attacks	Swallow
Size	L (20-30' long)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	550 + 10/h.p.

General: These aggressive hunters dwell in deep fresh water bodies.

Combat: Giant gar attack with their toothy maws. On a natural roll of 20 "to hit" the fish will swallow its prey whole (if possible). If that happens, the victim will have a 5% cumulative chance per melee round of dying. If the victim can inflict damage equal to the fish's total original hit points with an edged weapon, he can cut himself out (killing the fish in the process). Any piercing type attack (spear, trident, harpoon, etc.) made while the gar has swallowed someone whole has a 20% chance of damaging the creature swallowed as well as the fish itself.

Appearance: The giant gar is a long and thin fish with an enormous pointed mouth lined with sharp teeth.

Giant, Storm

Number	1d4
Morale	+15
Hit Dice	15d12
Armor Class	1
Move	150'/min. (walking or swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	7d6
Defenses	Immune to electricity
Attacks	Strength, magic
Size	L (21')
Intelligence	16
Alignment	Chaotic good
Treasure Type	VII
Treasure Value	1d6+3x1,000
Magical Treasure	1d4 items (25%)
X.P. Value	5,850 + 20/h.p.

General: A small percentage (10%) of storm giants, the most powerful of all "true" giants, dwell in large castles beneath the sea. In their lair, they will have 2d4 sea lions (see p. 102) as pets and guards. There is no difference

between the males and females of the race. They are able to breathe water at will, even those who do not normally dwell underwater.

Combat: Storm giants use their massive fists in melee combat, but generally prefer to use their magical powers to smite enemies. Storm giants have effective strength of 25 (+7 "to hit"/+14 damage). In addition, storm giants are able to employ the following magical powers as indicated. Note that they are able to use their lightning-based abilities even underwater.

- *Levitate* (3,000 lbs. plus their own weight) twice per day
- *Lightning bolt* (8 dice) once per day
- *Predict weather* once per day
- *Call lightning* (3 bolts, 1d6+9 six sided dice each) once per day
- *Control winds* once per day
- *Weather summoning* once per day

In addition, storm giants are immune to electrical attacks of all sorts, including lightning and the breath of blue dragons.

Appearance: Storm giants have light green skin and dark green hair. They wear fine clothing, but tend not to carry weapons. They speak the dialect common to all storm giants.

H

Hippocampus

Number	2d4
Morale	+2
Hit Dice	4d8
Armor Class	5
Move	240'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4
Defenses	None
Attacks	None
Size	L
Intelligence	9
Alignment	Chaotic good
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	60 + 4/h.p.

General: Hippocampuses are often used as steeds by certain underwater races such as Tritons. They are swift, intelligent, and hardy.

Combat: The hippocampus attacks with its bite.

Appearance: Hippocampuses have the front half of a horse, with the forelegs ending in fins, and the rear half of a large fish. The creature is covered in scales throughout, with smaller, fine scales in the front and larger scales in the rear. They can vary in color greatly, from white to black to green to brown.

Hippopotamus

	Cow	Bull
Number	2d6	1 for every 4 cows
Morale	+3	+4
Hit Dice	8d12	8d12
Armor Class	6	6
Move	90'/min., 120'/min. (swimming)	90'/min., 120'/min. (swimming)
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	2d6	3d6
Defenses	None	None
Attacks	Capsize boats	Capsize boats
Size	L	L
Intelligence	1	1
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	375 + 6/h.p.	375 + 6/h.p.

General: Hippopotamuses are large tropical mammals that dwell in rivers and lakes. Although they do not eat meat, they are aggressive creatures. They are able to remain underwater a full 15 minutes.

Combat: Hippopotamuses attack with their enormous jaws.

Appearance: Hippopotamuses are large, barrel-shaped creatures with stubby legs. They are brown-gray and mostly hairless.

I

Ixitxachitl

	Regular	Vampiric
Number	10d10	See below
Morale	+2	+3
Hit Dice	1d10	2d10
Armor Class	6	6
Move	120'/min. (swimming)	120'/min. (swimming)
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	3d4	3d4
Defenses	None	Regenerate 3 h.p./round
Attacks	Spell-casting	Energy drain
Size	M	M
Intelligence	13	14
Alignment	Chaotic evil	Chaotic evil
Treasure Type	VI	
Treasure Value	6d6+1x1,000	
Magical Treasure	2d4 potions (40%)	
X.P. Value	28 + 2/h.p.	290 + 3/h.p.

	Guard	Leader
Number	10d10	See below
Morale	+4	+5
Hit Dice	3d10	4d10
Armor Class	6	6
Move	120'/min. (swimming)	120'/min. (swimming)
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	3d4	3d4
Defenses	None	None
Attacks	Spell-casting	Spell-casting
Size	M	M
Intelligence	13	14
Alignment	Chaotic evil	Chaotic evil
Treasure Type	See above	
Treasure Value	See above	
Magical Treasure	1d4+1 items, see below for type (70%)	
X.P. Value	50 + 3/h.p.	85 + 4/h.p.

General: Ixitxachitl (pronounced "ix-it-za-chit-l") are an evil race that inhabits shallow tropical waters. Their lairs are usually very well-hidden cave complexes inside coral reefs. Larger groups or communities will have the following extraordinary individuals:

Number encountered	Will also have...
Every 10 individuals	2nd level cleric
Every 20 individuals	3rd level cleric
Every 20 individuals	50% chance of vampiric ixitxachitl
Every 50 individuals	5th level cleric
50 or more	Leader, 2 guards

Extraordinary individuals are cumulative. If a leader is encountered, it and its guards will only have magic items appropriate to their form (i.e., no rings, etc.).

Combat: Ixitxachitl attack with their barbed tails. Leaders are also the equivalent of an 8th level cleric, while guards are always 6th level clerics. Note that ixitxachitl clerics never need material components or gestures to enact their spells.

Vampiric ixitxachitl regenerate 3 h.p. per round, and their touch will drain a level or hit die from the victim. No saving throw is allowed, but the creature must make a successful "to hit" roll.

Appearance: Ixitxachitl look like large stingrays with wickedly barbed tails, but their eyes are full of fiendish intelligence.

J

K**Koalinth (Marine Hobgoblin)**

	Warrior	Sergeant	Sub-chief/ bodyguard
Number	20d10	3/20 warriors	See below
Morale	+1	+2	+3
Hit Dice	1d10	2d10	3d10
Armor Class	5	5	3
Move	90'/min.	90'/min.	90'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	By weapon	By weapon	By weapon +2
Defenses	None	None	None
Attacks	None	None	None
Size	M	M	M
Intelligence	9	9	9
Alignment	Lawful evil	Lawful evil	Lawful evil
Treasure Type	XII	XII	XII
Treasure Value	1d8+1	1d8+1	1d8+1
Magical Treasure	None	None	None
X.P. Value	20 + 2/h.p.	35 + 3/h.p.	60 + 4/h.p.

	Chief	Shaman/ Witch doctor
Number	1	1
Morale	+4	+2
Hit Dice	4d10	1d10
Armor Class	2	5
Move	90'/min.	90'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	By weapon +2	By weapon
Defenses	None	None
Attacks	None	None
Size	M	M
Intelligence	9	9
Alignment	Lawful evil	Lawful evil
Treasure Type	IV	XI
Treasure Value	2d4+2x1,000	1d8+1
Magical Treasure	1d3 items (15%)	None
X.P. Value	90 + 5/h.p.	65 + 2/h.p.

General: Koalinths are a marine sub-race of hobgoblin; tribal humanoids who dwell in shallow salt water, making their lair in caves and caverns. They are capable of operating in sunlight without penalty, and have infravision with 60' range. Differing tribes of hobgoblins, including koalinths, will not get along with one another; there will certainly be insults shouted at one another, and a 15% chance that full-scale combat will ensue, unless some very powerful leader is present to prevent it. They bear an intense hatred of sea elves and will attack them before any other foe.

Combat: For every 20 warriors there will be 3 sergeants. For every 100 warriors, there will be a sub-chief. In their lair, there will also be a chief and 5d4 bodyguards. The chief will have possession of the tribe's treasure, usually well-hidden and protected. The lair will also include females equal to 150% of the number of warriors, and children equal to twice the number of females.

Combat: Koalinths attack with weapons (chiefs will always attack with two weapons). The weapon of any given koalinth should be determined

randomly. For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior.

Die roll (d%)	Armed with...	% Composition
01-25	Fauchard-fork	25%
26-50	Military fork	25%
51-70	Spear	20%
71-00	Trident	30%

Each koalinth tribe will have a tribal standard. This will always be present when the chief is present, and will be present 20% of the time when a sub-chief is present. Any hobgoblins within 60' of the standard will get a +1 bonus on all "to hit" rolls, and a +1 bonus to any morale rolls.

Appearance: Koalinths have skin of light red or light gray. Their faces are green, and males have a blue-red nose. They wear black leather and bright, jarring colors. They speak their own language, goblin, orcish, and the language of carnivorous apes. 20% of all koalinths will also speak the common tongue.

Spell casters: Koalinth shamans can advance to 7th level. Witch doctors can rise as high as 4th level.

See also: Hobgoblin (p. 39).

L**Lamprey**

	Normal	Giant
Number	1d2	1d4
Morale	±0	±0
Hit Dice	1d10	5d8
Armor Class	7	6
Move	120'/min. (swimming)	90'/min. (swimming)
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	1d2	1d6
Defenses	None	None
Attacks	Blood drain (2 h.p./round)	Blood drain (10 h.p./round)
Size	S	M
Intelligence	0	0
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	28 + 2/h.p.	165 + 5/h.p.

General: Lampreys are eel-like creatures that inhabit deep waters, either salt or fresh.

Combat: Lampreys attack with their tooth-ringed mouths. A successful attack indicates they have latched on to their prey, and will automatically drain blood as indicated above until the victim is dead.

Appearance: Lampreys are eel-like in appearance, and their mouths are filled with sharp teeth that allow them to hang on to prey.

Leech, Giant

Number	4d4
Morale	±0
Hit Dice	1d8 - 4d8
Armor Class	9
Move	30'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4 per hit die
Defenses	None
Attacks	Blood drain
Size	S to M
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	160 + 4/h.p.

General: Giant leeches are found in still fresh waters such as swamps and lakes. They wait in mud and muck and attack passing creatures. The size of the leech should be determined randomly.

Die roll (d4)	Hit dice	Size
1	1d8	S (3' long)
2	2d8	S (4' long)
3	3d8	M (5' long)
4	4d8	M (6' long)

Combat: Giant leeches attack by attaching their mouths onto prey. Once they have done so, the leech drains the blood of the victim automatically, causing 1d4 h.p. of damage per hit die it possesses. However, the victim will not normally notice the attack unless they are being very vigilant, or until they have lost 50% of their total hit points, at which point the weakness caused by loss of blood will be a clue that something is amiss. If a creature is bitten by a giant leech, there is a 50% chance that the victim will also contract a disease that is fatal in 1d4+1 weeks unless magical curing is applied.

Appearance: Giant leeches look like larger versions of their normal cousins.

Locathah

	Warrior	Sergeant
Number	20d10	See below
Morale	+1	+2
Hit Dice	2d8	3d8
Armor Class	6	6
Move	120'/min. (swimming)	120'/min. (swimming)
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	Per weapon type	Per weapon type
Defenses	None	None
Attacks	None	None
Size	M	M
Intelligence	12	12
Alignment	Neutral	Neutral
Treasure Type	II	
Treasure Value	9d6x1,000	
Magical Treasure	1d3 items (30%)	
X.P. Value	20 + 2/h.p.	35 + 3/h.p.

	Captain	Chief
Number	See below	1
Morale	+2	+3
Hit Dice	4d8	5d8
Armor Class	6	6
Move	120'/min. (swimming)	120'/min. (swimming)
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	Per weapon type	Per weapon type
Defenses	None	None
Attacks	None	None
Size	M	M
Intelligence	12	12
Alignment	Neutral	Neutral
Treasure Type	See above	
Treasure Value	See above	
Magical Treasure	See above	
X.P. Value	60 + 4/h.p.	90 + 5/h.p.

General: Locathah are intelligent nomads that travel in shallow seas, hunting and gathering food. They dwell in hollowed-out undersea lairs of stone, protected by stone doors, 4d6 moray eels, and 50% of the time by a portugese man-o-war (see pp. 90 and 99, respectively).

For every 40 locathah encountered, there will be one captain and four sergeants. If more than 120 are encountered, there will also be a chief and 12 additional sergeants who act as his guard. Locathah invariably use giant eels as mounts (see p. 90 for details) and these creatures will also attack in combat.

Combat: Locathah attack with weapons. The weapon of any given locathah should be determined randomly. For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior.

Die roll (d%)	Armed with...	% Composition
01-30	Crossbow	30%
31-50	Lance (med.)	20%
51-70	Net and dagger	20%
71-00	Trident	30%

Crossbows used by locathah are specially designed for use underwater.

Appearance: Locathah are humanoid in appearance, with the heads of narrow fish and great black eyes. They have fins on their ears, and their bodies are covered in pale yellow scales which are darker on their back.

M

Masher

Number	2d4
Morale	-1
Hit Dice	8d8
Armor Class	7
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	5d4
Defenses	Spines
Attacks	None
Size	L (12' long)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	650 + 10/h.p.

General: Mashers are large tube-shaped fish that are found around coral reefs in warm shallow seas. They get their name from their habit of smashing the coral and devouring it.

Combat: Although mashers are normally gentle creatures, if startled or threatened they will attack by bashing enemies with their bodies. In addition, they have 4' long poisonous dorsal spines. These spines can be so positioned that the masher can only be attacked from directly below or from the very front. If the fish is attacked from any other direction, the attacker is subject to attack by the spine. If it hits, the poison will cause the victim to die unless a saving throw vs. poison is made.

Appearance: Mashers are large fish shaped something like a snake. They have long spines projecting out in all directions save beneath and directly in front.

Men, Pirate

Number	5d6x10
Morale	±0
Hit Dice	1d6
Armor Class	See below
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	Per weapon type
Defenses	None
Attacks	None
Size	M
Intelligence	10
Alignment	Neutral
Treasure Type	Individuals XII, Group IV
Treasure Value	Individuals 1, Group 2d4+1x10,000
Magical Treasure	None
X.P. Value	5 + 1/h.p.

General: Pirates prey on other ships and are known to raid coastal villages and towns as well. They can be found in any sort of water; oceans, seas, lakes, and even rivers. If encountered on land, their ship will not be far off the coast. The pirate's ship will be of a type large enough to hold the entire

band, and usually serves as the permanent home for the group. Exceptionally large pirate bands will have more than one ship, and will rarely (20%) have a hidden headquarters on some island or deserted coastline. Pirates will have the following higher-level NPCs (see p. 52 to determine chances of having magic items), all of whom will wear mail armor.

- One 3rd level fighter for every 50 pirates
- One 5th level fighter for every 100 pirates
- If less than 200 pirates, an 8th level fighter as captain and a lieutenant of 6th level.
- If 200 or more pirates, a 10th level fighter as captain and a lieutenant of 7th level.

Combat: Pirates fight with weapons. The weapon of any given pirate should be determined randomly. For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior.

Die roll (d%)	Armed with...	% Composition
01-10	Leather cuirass & shield (AC 7), cutlass	10%
11-30	Leather cuirass (AC 8), battle axe	20%
31-40	Leather cuirass (AC 8), heavy crossbow	10%
41-60	Leather cuirass (AC 8), light crossbow	20%
61-90	Leather cuirass (AC 8), spear	30%
91-95	Mail & shield (AC 4), cutlass, hand axe	5%
96-00	Mail (AC 5), cutlass	5%

Appearance: Pirates will usually be a rag-tag bunch, with only the officers and captain being well-dressed (and even that is not a given).

See also: Men (p. 52).

Merman

Number	20d10
Morale	±0
Hit Dice	1d10
Armor Class	7
Move	10'/min., 180'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	Per weapon type
Defenses	None
Attacks	
Size	M
Intelligence	8-12
Alignment	Neutral
Treasure Type	IV
Treasure Value	7d6x1,000
Magical Treasure	1d3 items (15%)
X.P. Value	20 + 2/h.p.

General: Mermen are found in warmer salt waters. They both hunt and herd fish, and sometimes venture out on rocks or beaches to sun themselves. Their communities tend to consist of chambers and passages tunneled out of coral or stone. 10% of merman communities, however, are actual villages on the sea floor, with houses made of giant shells, seaweed wattle, stone, and a sort of concrete made of sand and barnacle glue. They will also have pens

where fish are kept. Merman communities will also have 3d6 tamed barracuda as guardians (see p. 88). Merman communities will also have females and children each equal to the number of males.

Combat: Mermen fight with weapons. The weapon of any given merman should be determined randomly. For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior.

Die roll (d%)	Armed with...	% Composition
01-30	Crossbow and dagger	30%
31-50	Net, javelin, and dagger	20%
51-90	Trident and dagger	40%
91-00	Trident, dagger, grapple	10%

The crossbows used by mermen are specially designed for use underwater. The grapples are used to attack ships on the surface; they have a range of 30' and hit with 90% accuracy. 10 mermen hold the line of each grapple; for each grapple that hits, the ship is slowed by 10'/min. After 4d6 minutes, a ship that has been reduced to 0 movement will begin to sink. Once that happens, the mermen will loot it at their leisure.

Appearance: Mermen appear as attractive humans from the waist up. From the waist down they have the bodies of fish. They speak their own language and half of them speak the locathah language.

Morkoth

Number	1
Morale	+2
Hit Dice	7d8
Armor Class	3
Move	180'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d10
Defenses	Spell reflection
Attacks	Hypnosis, charm
Size	M
Intelligence	16
Alignment	Chaotic evil
Treasure Type	VII
Treasure Value	6d4+10x1,000
Magical Treasure	1d4+1 items (35%)
X.P. Value	1,050 + 8/h.p.

General: The morkoth inhabits deep salt waters. It makes its lair in a cave which is at the center of a six-armed spiral pattern either carved in the rock or coral above it, or which is laid in the sand and repeatedly restored as the pattern is washed away by the tides and other actions of the sea. This pattern is itself a trap, for it hypnotizes those who view it to follow the spiraling pattern and enter the cave. A saving throw vs. spells is allowed to resist following the pattern and entering the lair of the morkoth. The entrance to the lair is almost always small enough to prevent the entrance of creatures larger than man-sized.

Attack: The morkoth attacks with its sharp beak. Once a creature enters the lair of the morkoth, the hypnotic effect of the spiral is broken, but any creature coming within 60' of the beast must make a second saving throw vs. magic with a -4 penalty or be charmed by it. Such charmed creatures are then devoured a bit at a time, without even realizing their own doom. Morkoths also have a unique resistance to spells; any magical effect, whether from a spell or magical item, will be reflected back upon the wielder, including those which affect an area. Only if a dispel magic spell is cast

simultaneously will the magic have a chance to affect the morkoth, and then only 50% of the time.

Appearance: Morkoths appear as a cross between a giant squid and a human, with two tentacles resembling legs, a ring of six tentacles beneath the head, and a beak beneath the two eyes, giving the creature a loathsome parody of a mammalian face.

N

Naga

Water Naga

Number	1d4
Morale	+5
Hit Dice	7d12
Armor Class	5
Move	90'/min., 180'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4
Defenses	None
Attacks	Spells, poison
Size	L (10' long)
Intelligence	12
Alignment	Neutral
Treasure Type	VIII
Treasure Value	2d4+1x1,000
Magical Treasure	1d3 items (15%)
X.P. Value	1,325 + 10/h.p.

General: Water nagas are serpent-like creatures that dwell in fresh water, either on the surface or deep beneath the ground. They rarely attack first for they are both curious and not particularly evil in disposition.

Combat: Water nagas attack with their poisonous bite; those so attacked must make a saving throw vs. poison or die. In addition, they have the powers of a 5th level mage (spells do not require a spell book, material components, or gestures).

Appearance: Water nagas have the bodies of large snakes topped with a human head. Their scales are patterned green and brown of various shades. Their eyes are green or amber in color.

See also: naga, p. 58.

Nixie

Number	2d4x10
Morale	-1
Hit Dice	1d4
Armor Class	7
Move	60'/min., 120'/min. (swimming)
Magic Resistance	5
No. of Attacks	1
Damage	Per weapon
Defenses	None
Attacks	Charm
Size	S (4')
Intelligence	12
Alignment	Neutral
Treasure Type	V
Treasure Value	5d6x100
Magical Treasure	1d2 items (10%)
X.P. Value	32 + 1/h.p.

General: Nixies inhabit freshwater lakes, although they are able to leave the water to walk on land. Their homes are made of woven seaweed, thus blending in with their surroundings and 95% undetectable at any range beyond 20'. A nixie community will have either 1d2 giant gar (20% chance) or 1d4+1 giant pike (80% chance) to guard it (see pp. 92 and 99, respectively). Nixies are known to take humans and demi-humans as slaves, keeping them captive for as long as a year and then releasing them.

Combat: Nixies are generally armed with daggers and javelins; the latter are used hand-to-hand (like spears) when underwater. In the air, they can be thrown like normal javelins. Nixies are able to *summon* 10d10 small fish in but a single round, which can be used to obscure the vision of and confuse intruders, dim magical lights, etc.

If 10 nixies are together in a group, they can collectively generate a powerful *charm* spell, which has a range of 30' and must be aimed at a single target. The victim gets a saving throw vs. spells with a -2 penalty. If he fails, the victim will be brought into the nixies' lair; nixies are able to cast a *water breathing* spell on any land-breather once per day, which lasts for the entire day. If the victim was charmed prior to entering the water, the shock of the entry is 75% likely to break the nixies' charm; otherwise, he is doomed for the year unless rescued.

Nixies dislike bright light and fire, and will generally keep their distance. A *continual light* spell will also keep them away, but they can and will use their fish summoning ability to blot out such lights.

Appearance: Nixies are humanoid in form, and are generally handsome folk. Their skin has fine green scales and their fingers and toes are webbed. Their eyes have very large pupils. They speak their own language and the common tongue.

O

Octopus, Giant

Number	1d3
Morale	+2 (see below)
Hit Dice	8d10
Armor Class	7
Move	120'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	7
Damage	1d4/1d4/1d4/1d4/1d4/1d4/2d6
Defenses	Camouflage, ink
Attacks	Constriction, seize ships, surprise
Size	L
Intelligence	1
Alignment	Neutral evil
Treasure Type	III
Treasure Value	6d6x1,000
Magical Treasure	None
X.P. Value	550 + 10/h.p.

General: Giant octopi dwell in shallow salt water, often making their homes in shipwrecks and caves. They are predators and will not scruple to attack humanoids.

Combat: Giant octopi attack with 6 tentacles and their large beak (the remaining two tentacles are used to anchor the creature as it attacks). Due to their ability to change color to match their surroundings, enemies get a -3 penalty on all surprise rolls.

Once struck by a tentacle, the victim will suffer automatic constriction damage for 2d4 h.p. per round until and unless the tentacle is severed or removed. One tentacle can attack a creature less than 8' tall; two can attack larger creatures. Creatures so entrapped by the tentacles may have their limbs pinned.

Die roll (1d4)	Limbs pinned	Combat effect
1	1 arm	-3 "to hit"
2	2 arms	Cannot attack
3-4	None	-1 "to hit"

Each tentacle has 8 h.p. in addition to the total number of h.p. for the creature. Severing the tentacle will stop the constriction. The constriction can also be avoided by prying the tentacle loose; such requires a strength of 18/20. Doing so will not free the victim, however, who will be immediately carried to the beak and bitten.

If 3 or more of the tentacles are severed, there is a 90% chance that the octopus will flee, shooting out a large cloud of ink 60' in diameter to cover its escape.

Octopi can grab ships and bring them to a halt. The largest ships will take 30 minutes to so be stopped; smaller vessels will halt more quickly.

Appearance: Giant octopi appear much like their smaller cousins.

Otter, Giant

	Adults	Kits
Number	1d4+1	See below
Morale	-1	-2
Hit Dice	5d8	3d8
Armor Class	5	5
Move	90'/min., 180'/min. (swimming)	90'/min., 180'/min. (swimming)
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	3d6	1d6 - 2d6
Defenses	None	None
Attacks	None	None
Size	L (10')	S-M
Intelligence	3	3
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	90 + 5/h.p.	35 + 3/h.p.

General: Giant otters dwell in freshwater lakes and streams. They are generally friendly and non-aggressive, but will always defend the kits. In their lair, there will always be 2 adults and the rest will be kits. The size of the kits should be determined randomly.

Die roll (d4)	Size	Damage
1	S (4')	1d6
2	S (5')	1d6
3	M (6')	2d6
4	M (7')	2d6

The play and frolicking of giant otters can be misinterpreted as hostility, and they could accidentally cause damage to carts, spook mounts, etc. Their pelts are worth 1d4x1000 g.p.

Attack: Giant otters attack with their bite.

Appearance: Giant otters appear as larger versions of their normal kin.

P

Pike, Giant

Number	1d8
Morale	+4
Hit Dice	4d10
Armor Class	5
Move	360'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	4d4
Defenses	None
Attacks	Enemies get -3 on surprise rolls
Size	L (9'-14')
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	85 + 4/h.p.

General: Giant pike dwell in deep freshwater lakes. They hunt aggressively and will attack nearly anything.

Combat: Giant pike attack with their bite. Due to their speed, enemies get a -3 penalty on all surprise rolls.

Appearance: Giant pike are merely huge versions of their normal cousins; they are long and thin fish.

Portuguese Man-O-War

Number	1d10
Morale	n/a
Hit Dice	1d8 - 4d8
Armor Class	9
Move	10'/min. (drifting)
Magic Resistance	Standard
No. of Attacks	See below
Damage	1d10
Defenses	Transparent
Attacks	Paralyzation
Size	S to L
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	See below

General: Portuguese men-o-war are a species of dangerous jellyfish who drift through warm oceans. They are most feared for their long tentacles, which trail behind and below them as they drift. The size of each Portuguese man-o-war should be determined randomly.

Die roll (d4)	Size	Tentacles	Hit dice	X.P. Value
1	S (2 1/2' dia.)	10 x 10' long	1d8	80 + 1/h.p.
2	M (5' dia.)	20 x 20' long	2d8	120 + 2/h.p.
3	L (7 1/2' dia.)	30 x 30' long	3d8	140 + 3/h.p.
4	L (10' dia.)	40 x 40' long	4d8	185 + 4/h.p.

Combat: Portuguese men-o-war attack with their poisonous tentacles. The touch of each tentacle will cause 1d10 h.p. of damage, and the victim must make a saving throw vs. paralyzation or be drawn up by the tentacles and devoured in 3d4x10 minutes. Each tentacle can be severed by a single h.p. of damage, but such damage does not count against the creature as a whole; only strikes against the body have a chance of killing it. Severed tentacles will regenerate in but a few days.

In addition, Portuguese men-o-war are nearly invisible in water; they are 90% likely to remain undetected until it is too late. (*Detect invisibility*, *true seeing*, etc. will remove this benefit.)

R**Ray****Manta Ray**

Number	1
Morale	±0
Hit Dice	8d12-11d12
Armor Class	6
Move	180'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	2
Damage	3d4/2d10
Defenses	None
Attacks	Camouflage, swallowing, poison
Size	L (32'-44' across)
Intelligence	0
Alignment	Neutral
Treasure Type	XVI
Treasure Value	5d10x10
Magical Treasure	1 item (60%), 1 potion (60%)
X.P. Value	1,200 + 16/h.p.

General: Manta rays are enormous creatures that inhabit warm salt water seas. Their gizzards will contain their treasure. The size of the ray should be determined randomly.

Die roll (d4)	Hit dice	Size
1	8d12	32'
2	9d12	36'
3	10d12	40'
4	11d12	44'

Manta rays will rest on the bottom of the sea, where their natural coloration serves to camouflage them from casual discovery with 90% effectiveness.

Combat: Manta rays attack with their mouth and poisonous tail; the latter is only used when the ray is fighting for its life, and the target must be on the ray's flank or rear. If the ray scores a hit on a creature with its mouth that is more than 2 higher than the minimum number needed to hit, the ray has swallowed the victim. Such victims will be automatically dead within 6 rounds unless the ray is slain and the victim cuts its way out. The interior armor class of the ray is the same as the exterior, but the damage done from within is lessened by 1 point for every round they are inside. Only sharp or pointed weapons will do damage in this way. The poison in the tail spine of the ray will cause paralysis for 2d4 rounds unless the target makes a saving throw vs. poison.

Appearance: Manta rays are huge creatures that glide through the water. They are relatively flat, with long spined tails and an enormous maw.

Pungi Ray

Number	1d3
Morale	-5
Hit Dice	4d10
Armor Class	7
Move	120'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	See below
Damage	1d4
Defenses	Camouflage
Attacks	Poison
Size	L (15'x6')
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	410 + 4/h.p.

General: Pungi rays are found in warm and shallow seas. They tend to linger on the bottom, where their natural camouflage makes them 90% unlikely to be spotted, with just their spines protruding (which themselves look like marine plants).

Combat: Pungi rays do not attack directly, but they are sometimes inadvertently trod upon or fallen on as they lie on the sea bottom. Someone stepping on a pungi ray would suffer one attack from the ray's protruding spines; someone actually falling on the ray would suffer 2d4 such attacks. Anyone struck by the spine of a pungi ray must make a saving throw vs. poison or die. Pungi rays will flee if disturbed.

Appearance: Pungi rays are flat, and wider than they are long, 15'x6' in size. Their dorsal spines are 1'-2' in length, but as noted above the creature and its spines are nearly undetectable as it rests on the ocean floor.

Stingray

Number	1d3
Morale	±0
Hit Dice	1d8
Armor Class	7
Move	90'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d3
Defenses	Camouflage
Attacks	Spine
Size	S
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	90 + 1/h.p.

General: Stingrays are found in shallow warm seas. They tend to rest on the bottom, where they cover themselves with sand and are thus 90% undetectable. If stepped on, they will attack with their tail spine and then flee, but are otherwise harmless.

Combat: Stingrays attack with their tail spines. Those struck by the tail must make a saving throw vs. poison or be paralyzed for 5d4 rounds and take an additional 5d4 h.p. of damage.

Appearance: Stingrays are small (only 3-4' across), with pale undersides and dark tops.

S

Sahuagin

	Warrior	Lieutenant	Chieftain / Guard
Number	2d4x10	See below	See below
Morale	+3	+4	+5
Hit Dice	2d10	3d10	4d10
Armor Class	5	5	5
Move	120'/min., 240'/min. (swimming)		
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	Per weapon	Per weapon	Per weapon
Defenses	Keen senses	Keen senses	Keen senses
Attacks	Claws, bite	Claws, bite	Claws, bite
Size	M	M	M
Intelligence	14	14	14
Alignment	Lawful evil	Lawful evil	Lawful evil
Treasure Type	XII	XII	XII
Treasure Value	1d20	1d20	1d20
Magical Treasure	None	None	None
X.P. Value	35 + 3/h.p.	85 + 4/h.p.	130 + 5/h.p.

	Baron	Prince	Female
Number	1	1	See below
Morale	+6	+7	+2
Hit Dice	6d10	8d10	2d8
Armor Class	5	5	5
Move	120'/min., 240'/min. (swimming)		
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	Per weapon	Per weapon	Per weapon
Defenses	Keen senses	Keen senses	Keen senses
Attacks	Claws, bite	Claws, bite	Claws, bite
Size	M	M	M
Intelligence	14	14	14
Alignment	Lawful evil	Lawful evil	Lawful evil
Treasure Type	III		XI
Treasure Value	3d8x1,000		1d20
Magical Treasure	2 items (40%), 1 potion (60%)		None
X.P. Value	350 + 8/h.p.	600 + 12/h.p.	20 + 2/h.p.

General: Sahuagin (aka "sea devils") are greatly feared, as they are not only universally despised by those races that dwell underwater, but also because they often come ashore and raid human and demi-human settlements along the coasts. They themselves dwell in warm oceans up to 1,500' deep.

Sahuagin have excellent senses. They are able to see 300' in water 100 feet deep, and can even see 210' in water up to 1,000' deep. Their hearing is quite acute (hearing the clink of armor or weapons, or the rowing of oars, up to a mile away).

A band of sahuagin will always be led by a chieftain plus one lieutenant for every 10 warriors. In their lair there will also be the following individuals.

- One baron
- Nine lieutenants
- 3d4x10 females
- 1d4x10 hatchlings
- 2d4x10 eggs
- 2d4 sharks (see p. 102)

In addition, there is a 10% chance per 10 warriors that there will be a cleric of 1d4+4th level and 1d4 assistant clerics of 3rd or 4th level. These clerics will always be present in the sahuagin lair. Clerics are invariably female.

1 sahuagin lair in 20 will be the stronghold of a prince. In that case, there will be an additional nine guards, an 8th level cleric, and four 4th level clerics. In such a lair the numbers of warriors, females, hatchlings, and eggs is double normal, and there will be 4d6 sharks present. All sahuagin lairs are formed of buildings constructed of stone and slabs of coral, camouflaged by seaweed and other undersea plant life.

There is rumored to be a king of all sahuagin with 10d10 hit dice, in a vast city with many thousands of the creatures, guards, nobles, etc.

Combat: Sahuagin normally attack with their weapons, although they possess sharp talons on their hands and feet that can cause 1d2 and 1d4 h.p. of damage, respectively. They can also bite for 1d4 h.p.

The weapon of any given sahuagin should be determined randomly. For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior.

Die roll (d%)	Armed with...	% Composition
01-20	Heavy crossbow & dagger	20%
21-50	Spear & dagger	30%
51-00	Trident, net, & dagger	50%

The crossbows used by sahuagin are specially designed for use underwater. When raiding on land, sahuagin bring 3 javelins instead of nets. Nets are barbed, and can only be escaped by creatures with a strength of 16 or more, who can tear it off.

Appearance: Sahuagin are humanoid, with dark green (almost black) scales which are somewhat lighter on the belly. Their fins and eyes are black.

Mutants: Approximately one sahuagin in 216 is a mutant with four fully-functional arms. (Roll 3d6; if all are 6's, then the sahuagin is a mutant.) Such mutants are able to attack with all six limbs plus their bite. They are otherwise treated as normal sahuagin, but are worth 50 x.p. + 3/h.p.

Sea Hag

Number	1d4
Morale	+3
Hit Dice	3d8
Armor Class	7
Move	150'/min. (swimming)
Magic Resistance	10
No. of Attacks	1
Damage	Per weapon type
Defenses	See below
Attacks	Weakness, gaze causes death
Size	M
Intelligence	9
Alignment	Chaotic evil
Treasure Type	IV
Treasure Value	6d6+4x100
Magical Treasure	1d2 items (10%)
X.P. Value	600 + 3/h.p.

General: Sea hags dwell in shallow warm seas where there is much seaweed and other vegetation in which to make their home. There is a very rare offshoot of the breed that will make their home in fresh water.

Combat: Sea hags will attack with a weapon (almost always a dagger), but their real power is magical in nature. The hag is so ugly that the sight of it will cause weakness unless a saving throw vs. magic is made; the victim will lose half of its strength for 1d6x10 minutes. The gaze of the sea hag will kill any creature within 30' unless a saving throw vs. poison is successful. The killing gaze can only be used 3 times per day.

Appearance: Sea hags are horribly ugly humanoids with greenish skin and hair.

Sea Horse, Giant

Number	1d20
Morale	-2 (+2 if trained)
Hit Dice	2d10-4d10
Armor Class	7
Move	210'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	See below
Defenses	None
Attacks	None
Size	L
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	20 + 4/h.p.

General: Giant sea horses are gentle, skittish creatures that are often captured and trained as mounts by underwater races such as sea elves and locathah. If so trained, their morale will improve to +2. The size of the sea horse should be determined randomly:

Die roll (d10)	Hit dice	Damage/attack
1-5	2d10	1d4
6-9	3d10	1d4+1
10	4d10	2d4

Combat: Sea horses attack by ramming their enemies with their head.

Appearance: Giant sea horses appear much as their ordinary cousins, save for their size.

Sea Lion

Number	3d4
Morale	+8
Hit Dice	6d10
Armor Class	5 (head), 3 (body)
Move	180'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d6/1d6/2d6
Defenses	None
Attacks	None
Size	L
Intelligence	3
Alignment	Neutral
Treasure Type	IX
Treasure Value	1d4x1,000
Magical Treasure	1 armor/weapon (10%)
X.P. Value	150 + 6/h.p.

General: Sea lions (which should not be confused with the seal species of the same name) are aggressive predators that are half fish and half great cat. Any treasure they possess will be found in the remains of their prey, which is often taken back to the sea lion den. The young, if captured, can be trained.

Combat: Sea lions attack with their heavy fore claws and powerful bite.

Appearance: Sea lions have the torso, head, and fore claws of a lion, with scales and webbed claws. Their rear half is that of a great fish.

Shark

Number	3d4
Morale	+12
Hit Dice	3d8-8d12
Armor Class	6
Move	240'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	See below
Defenses	None
Attacks	None
Size	M to L
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	See below

General: Sharks inhabit salt water seas in almost every climate save the coldest. They are relentless eating machines, and are able to sense blood or

splashing up to a mile away. Wounded fish or other creatures are 90% likely to be attacked. The exact size of the shark should be determined randomly.

Die roll (d6)	Hit Dice	Size	Damage	X.P. Value
1	3d8	M (5')	1d4+1	35 + 3/h.p.
2	4d8	M (7')	1d4+1	60 + 4/h.p.
3	5d10	L (9')	2d4	150 + 6/h.p.
4	6d10	L (11')	2d4	225 + 8/h.p.
5	7d12	L (13')	3d4	375 + 10/h.p.
6	8d12	L (15')	3d4	600 + 12/h.p.

Combat: Sharks attack with their great bite. They rely on their own motion to move water over their gills, however; a motionless shark will suffocate in 1d4+1 rounds.

Appearance: Sharks vary greatly in size, shape, and coloration. Most are sleek fish with prominent dorsal fins that often break the surface of the water as they swim, but this is not universal.

See also: megalodon (p. 117).

Snake, Sea, Giant

Number	1d8
Morale	+12
Hit Dice	9d12
Armor Class	5
Move	120'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	2
Damage	1d6/3d6
Defenses	None
Attacks	Poison
Size	L (100')
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	1,000 + 12/h.p.

General: Sea snakes dwell in warm oceans and seas. The giant sort are so massive that they will even attack ships, but both sorts are venomous in the extreme. Fortunately, they only attack when hungry or threatened.

Combat: Sea snakes will attack with their venomous bite. The bite of the sea snake is invariably deadly, unless the victim makes a saving throw vs. poison.

Giant sea snakes are so large that they are able to constrict not only prey but entire ships. A ship caught in the coils of a giant sea snake will lose 10% of its structural integrity per round until it is destroyed.

Appearance: Sea snakes appear as any other sort of snake.

Spider, Giant Water

	Fresh Water	Salt Water
Number	1d10	1d10
Morale	+5	+7
Hit Dice	3d12	6d12
Armor Class	5	5
Move	150'/min.	150'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	1d4	2d4
Defenses	None	None
Attacks	Poison	Poison
Size	M (6')	L (12')
Intelligence	3	3
Alignment	Neutral	Neutral
Treasure Type	XVI	XVI
Treasure Value	1d10+1x10	1d10+1x10
Magical Treasure	None	None
X.P. Value	190 + 4/h.p.	575 + 8/h.p.

General: Giant water spiders dwell in large underwater chambers made of silk, which hold air. They are entered through a sort of airlock system that maintains pressure within the dwelling without allowing the entrance of water. Intelligent underwater creatures such as tritons will sometimes be on good terms with the water spiders in their area. The spiders themselves move by walking around on the floor of the sea or lake, breathing through a series of air-filled bubbles attached to their body and refreshed through differences in osmotic pressure.

Combat: Giant water spiders attack with their poisonous bite. Those bitten must make a saving throw or die.

Appearance: Giant water spiders are of the non-hairy sort. They range in color from light tan to black.

See also: monstrous spider (p. 76).

Squid, Giant

Number	1
Morale	+14
Hit Dice	12d12
Armor Class	7 (tentacles, head) 3 (body)
Move	180'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	9
Damage	1d6/1d6/1d6/1d6/1d6/1d6/1d6/1d6/5d4
Defenses	Ink
Attacks	Constriction
Size	L
Intelligence	0
Alignment	Neutral
Treasure Type	III
Treasure Value	9d6x1,000
Magical Treasure	3 items (30%)
X.P. Value	2,000 + 16/h.p.

General: Giant squids inhabit the deep oceans, and are aggressive hunters, sometimes (10%) even attacking ships on the surface if they are noticed. Sperm whales are their implacable foes.

Combat: When a giant squid attacks, two of its ten tentacles will be used to anchor the creature, with the other eight used to attack (as many as eight different man-sized opponents can be thus attacked in a single round). The beak can also be used to attack. On the first round, a tentacle will do 1d6 h.p. of damage, but after that the target is considered to be grabbed and will automatically be constricted for 2d6 h.p. per round until the tentacle is severed. Creatures so entrapped by the tentacles may have their limbs pinned.

Die roll (1d4)	Limbs pinned	Combat effect
1	1 arm	-3 "to hit"
2	2 arms	Cannot attack
3-4	None	-1 "to hit"

Each tentacle has 10 h.p. (over and above the total hit points for the squid); sharp or piercing weapons attacking the tentacle can sever a tentacle; smashing weapons cannot. Those trapped by the tentacles may be brought to the mighty beak to be finished off.

If 4 or more tentacles are severed, the squid is 80% likely to flee by issuing a large cloud of ink 60'x60'x80' to cover its escape.

Squid can attack surface ships; small boats will be dragged under immediately; larger ships will be dragged to a standstill in but 10 minutes, and thereafter treated as if it were rammed if 8 or more tentacles grasp it (soon foundering and sinking). Victims can also be plucked off the deck of ships and dragged below the surface to their doom.

Appearance: Giant squid look much like their smaller cousins. The body of the squid is protected by a hard carapace, and they have eyes the size of dinner plates.

Strangle Weed

Number	3d4
Morale	n/a
Hit Dice	4d8
Armor Class	6
Move	n/a
Magic Resistance	Standard
No. of Attacks	3d4
Damage	See below
Defenses	None
Attacks	Strangling
Size	S
Intelligence	1
Alignment	Neutral
Treasure Type	XVIII
Treasure Value	4d6+1x100
Magical Treasure	1d2 items (10%)
X.P. Value	35 + 3/h.p.

General: Strangle weed is a type of semi-intelligent seaweed found in shallow warm seas. The sea bed around it is generally littered with the possessions (and remains) of former victims just under the surface of the sand.

Combat: Any creature coming within range of the long fronds of the strangle weed will be entangled within it. It will have 3d4 fronds total. Each frond has a strength score of 4d4, and multiple fronds do and will attack the same creature if possible. Subtract the victim's strength from the total strength of the fronds attacking him, to determine either the damage done or his chance of escaping.

Victim's STR minus Weeds' STR	% Chance to Escape	Damage per Round
10 or more	100%	n/a
9	90%	n/a
8	80%	n/a
7	70%	n/a
6	60%	n/a
5	50%	n/a
4	40%	n/a
3	30%	n/a
2	20%	n/a
1	10%	n/a
0	0%	n/a
-1	0%	1
-2	0%	2
-3	0%	3
etc.		

Any creature that is entwined has a -2 penalty on all "to hit" rolls.

Appearance: Strangle weed is virtually indistinguishable from normal seaweed. It grows in a patch some 3d4 square feet (equal to the number of fronds), and each frond is between 7' and 12' in length.

T

Triton

	Warrior	Sergeant
Number	10d6	See below
Morale	+2	+3
Hit Dice	3d8	5d8
Armor Class	4	4
Move	150'/min. (swimming)	150'/min. (swimming)
Magic Resistance	18	18
No. of Attacks	1	1
Damage	Per weapon type	Per weapon type
Defenses	None	None
Attacks	None	None
Size	M	M
Intelligence	14	14
Alignment	Neutral good	Neutral good
Treasure Type	III	
Treasure Value	8d6x1,000	
Magical Treasure	3 items (25%), 2d4+1 potions (40%), 1d4 scrolls (50%)	
X.P. Value	105 + 3/h.p.	205 + 5/h.p.

	Lieutenant	Captain
Number	See below	See below
Morale	+4	+5
Hit Dice	7d8	9d8
Armor Class	4	4
Move	150'/min. (swimming)	150'/min. (swimming)
Magic Resistance	18	18
No. of Attacks	1	1
Damage	Per weapon type	Per weapon type
Defenses	None	Conch horn
Attacks	None	Conch horn
Size	M	M
Intelligence	14	14
Alignment	Neutral good	Neutral good
Treasure Type	See above	
Treasure Value	See above	
Magical Treasure	See above	
X.P. Value	525 + 8/h.p.	1,300 + 12/h.p.

General: Tritons originally hail from the elemental plane of water, but are found on the material plane in warmer seas where they dwell in either shallows or great deeps. They get along well with humans and similar races, as long as they do not have hostile intentions. When encountered outside their dwelling, there is a 90% chance that tritons will be mounted either on hippocampi (65% likely) or giant sea horses (35% likely); see pp. 92 and 102, respectively. They dwell in large undersea castles of stone and coral 80% of the time, and grandly carved caverns the rest of the time.

For every 10 triton warriors, there will be a sergeant. For every 20, there will be a lieutenant. Any group of tritons, regardless of size, will be led by a captain. There is also a chance, equal to 10% per 10 tritons encountered, that there will be 1d4 mages, each of level 1d6.

In their home, the following individuals will also be encountered.

- 60 warriors
- 6 sergeants
- 3 lieutenants
- 1 mage level 1d4+6
- 1 cleric level 1d4+7
- 4 clerics, each level 1d4+1
- Non-combatant females equal to the number of warriors and others
- Non-combatant children equal to the number of warriors and others

In addition, a triton community is 75% likely to have 2d6 sea lions as both pets and guardians.

Combat: Tritons attack with weapons, and wear armor made of special fish scales (if caught unawares and unarmored, their natural AC is 5). The weapon of any given triton should be determined randomly. For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior.

Die roll (d%)	Armed with...	% Composition
01-30	Heavy crossbow and dagger	30%
31-40	Long sword and dagger	10%
41-60	Spear and dagger	20%
61-00	Trident and dagger	40%

The crossbows used by tritons are specially designed for use underwater.

Captains will also carry magical conch shells, which when blown can be used to summon the following effects, as well as being used for more mundane signaling purposes.

- Calm rough waters
- Summon 5d4 hippocampi
- Summon 5d6 giant sea horses
- Summon 1d10 sea lions (see p. 102)
- Cause panic in sea creatures with intelligence of 1 or greater for 3d6x10 minutes; they are allowed a saving throw vs. magic with a -5 penalty

Appearance: Tritons are humanoid in appearance, but have legs that are covered in silver-blue scales and which end in fins rather than feet. Their torsos are covered in fine silver scales. Their hair is blue or turquoise.

Turtle, Giant Sea

Number	1d3
Morale	+16
Hit Dice	15d12
Armor Class	2 (shell), 5 (head/flippers)
Move	10'/min., 150'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	4d4
Defenses	Shell
Attacks	None
Size	L (20')
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	900 + 10/h.p.

General: Giant sea turtles are gentle giants that live in shallow seas.

Combat: Giant sea turtles attack with their bite. However, it is possible that they will surface beneath a boat or ship, inadvertently capsizing it. A fishing boat would have a 90% chance of being so overturned, while a typical small merchantman would have but a 10% chance. Such turtles can draw their heads and fins inside their shells, rendering them AC 3, in case of danger.

Appearance: Giant sea turtles are larger versions of their ordinary cousins.

Turtle, Giant Snapping

Number	1d4
Morale	+9
Hit Dice	10d12
Armor Class	0 (shell), 5 (head and limbs)
Move	30'/min., 120'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	6d6
Defenses	Shell
Attacks	Surprise
Size	L (20')
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	1,950 + 14/h.p.

General: Giant snapping turtles are voracious predators that lie in the muddy bottoms of freshwater lakes and rivers, waiting for prey.

Combat: Giant snapping turtles attack with their bite. However, due to their propensity to camouflage themselves under mud at the bottom of the water in which they live, enemies get a -3 penalty to all surprise rolls. They wait for prey, and then extend their long (10') necks to bite any creature in range. If pressed, they will retract their head and limbs within their shell, making them AC 2.

Appearance: Giant snapping turtles look like larger versions of their mundane cousins.

U

V

W

Whale

Whales are sea-going mammals that have a great deal of intelligence. Some are more aggressive than others, but all are dangerous, mostly because of their great size. There are a great number of whale species; only a representative few are detailed here. Despite popular opinion, they are not all "gentle giants." Whales are economically valuable for practically their entire body, and a fresh whale carcass can be sold for 100 gp. per hit die.

Gray Whale

Number	1d8
Morale	+20
Hit Dice	24d12
Armor Class	4
Move	210'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	3d8
Defenses	None
Attacks	Tail smash
Size	L (50' long)
Intelligence	8
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	5,000 + 35/h.p.

General: Gray whales are found in cold shallow seas. They are non-carnivorous, feeding on krill and plankton, but are dangerous if provoked.

Combat: Gray whales use their massive flukes to strike enemies. On the surface, they are able to smash with their enormous tails, causing 12 h.p. of damage if they hit. They can overturn or even destroy boats and ships.

Appearance: Gray whales have flat heads and large mouths. They sport two blow holes, and their gray skins are marked with white spots where parasites have dropped off. They have no dorsal fin, but rather 6-12 dorsal knuckles. They are filter feeders, and thus have no teeth, but rather a large baleen.

Killer Whale ("Orca")

Number	1d8
Morale	+17
Hit Dice	12d12
Armor Class	4
Move	180'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	5d4
Defenses	None
Attacks	Tail smash
Size	L (25' long)
Intelligence	9
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	1,300 + 16/h.p.

General: Killer whales, also known as orcas, are found in every open ocean, from the warmest to the coldest, along the coasts and in the deeps. They are aggressive hunters, and will not hesitate to attack humans. Some are known to feed on sharks.

Combat: Killer whales attack with their bite. In addition, when on the surface they can smash with their tails, causing 6 h.p. when they hit. They are able to overturn small boats, and sometimes medium sized ones as well.

Appearance: Killer whales are known for their characteristic black and white coloration. They have prominent dorsal fins, and many large teeth.

Sperm Whale

Number	1d8
Morale	+18
Hit Dice	36d12
Armor Class	4
Move	240'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	15d4
Defenses	None
Attacks	Tail smash
Size	L (65' long)
Intelligence	8
Alignment	Neutral
Treasure Type	Special (35% chance of being in stomach)
Treasure Value	1d3x1000 coins of each type, 1d20 gems, 1d20 jewelry
Magical Treasure	1d4 items (35%)
X.P. Value	8,000 + 35/h.p.

General: Sperm whales are found in most deeper seas, from the coldest ice-free waters to the warmest. They shun broad shallow seas, but frequent continental shelves and deep underwater chasms. They are carnivores, hunting not only fish, but giant squid as well. They are the largest non-monstrous creature known to exist. Sperm whales produce ambergris, which is worth 1d20x1000 g.p. per chunk.

Combat: Sperm whales attack with their bite. In addition, when on the surface they are able to smash with their tails, doing 18 h.p. of damage when they hit. They are capable of overturning medium sized boats with ease, and have been known to attack large ships when provoked.

Sperm whales can swallow small creatures such as humans whole, if they score a hit with their mouth 5 or more higher than the minimum roll required to hit. They have a chance to hold coins, gems, and jewelry in their stomach (see above). Creatures so swallowed will suffer 1 h.p. of damage every 10 minutes from the digestive juices, although the whale can be induced to cough up its contents if enough irritation is produced in its stomach.

Worm, Mottled

Number	1d2
Morale	+19
Hit Dice	15d12
Armor Class	6 (exterior), 9 (stomach)
Move	90'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	2 (1 in front, 1 in rear)
Damage	2d12/2d4
Defenses	None
Attacks	Swallow, poison
Size	L (50' long)
Intelligence	0
Alignment	Neutral
Treasure Type	XV
Treasure Value	1d4+1x1,000
Magical Treasure	1 armor/weapon (10%)
X.P. Value	4,900 + 20/h.p.

General: Mottled worms are related to purple worms and dwell in the muck and mire at the bottom of the sea. They will often times surface to attack prey, including whole ships. In their lair they regurgitate metals and gems that they consume, which are not digestible.

Combat: Mottled worms attack with their bite and the stinger located on the tip of their tails (which will do the damage indicated above and slay those stung unless they make a saving throw vs. poison). Because of their great length, this usually means only one or the other will be employed (depending on the disposition of the attackers) but in large open spaces, or against great numbers of foes, both can be used.

If the mouth strikes an enemy (maximum 8' x 6' in size) with a roll of 4 or higher more than required, the purple worm has swallowed the victim. A natural 20 will always indicate a swallowing, regardless of the actual number needed to hit. The victim will automatically die in 6 rounds; 2 hours later the victim will be completely digested and thus beyond the power of magic such as *raise dead* to restore. If, however, the swallowed victim is able to cut its way out of the worm before the 6 rounds have elapsed, it can escape its fate. Only slashing or thrusting weapons can do damage, and the amount of damage done is reduced by 1 for each round the victim is inside the worm. The stomach has an effective AC of 9, when attacked from within.

Appearance: Mottled worms are fifty feet long and some 8 feet in diameter. Their heads are dominated by a great tooth-filled maw, and their tails sport a large stinger. Their skin is a mottled gray and brown.

See also: Purple worm (p. 86).

X

Y

Z

Prehistoric Monster Descriptions

A

Archelon

Number	1d4
Morale	-2
Hit Dice	7d12
Armor Class	3
Move	30'/min., 150'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	3d4
Defenses	None
Attacks	None
Size	L (12' long)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	225 + 8/h.p.

General: Archelon is not properly a dinosaur, but lived during the Cretaceous period. It is an herbivorous giant turtle.

Combat: Archelon attacks with its massive beak.

Appearance: Archelon is a giant turtle-like creature with fins instead of legs. It does not have a solid carapace, but rather bones that support a semi-rigid covering on its back.

Axebeak

Number	1d6
Morale	+2
Hit Dice	3d8
Armor Class	6
Move	180'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d3/1d3/2d4
Defenses	None
Attacks	None
Size	L (7')
Intelligence	1
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	35 + 3/h.p.

General: The axebeak is a large flightless bird. It is an aggressive hunter.

Combat: The axebeak attacks with its two great claws and its large beak.

Appearance: The axebeak looks like a large ostrich, but with more muscular legs tipped with sharp claws, and a large head with an oversized razor-sharp beak.

B

Baluchitherium

Number	1d3
Morale	+4
Hit Dice	14d12
Armor Class	5
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	5d4/5d4
Defenses	None
Attacks	None
Size	L (20' tall)
Intelligence	3
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	4,200 + 18/h.p.

General: The baluchitherium is an ancestor of the rhinoceros. If two are encountered, they will be a mated pair. A third will be a young non-combatant. Although it is herbivorous, it is aggressive and will usually attack intruders who come too close.

Combat: In combat the baluchitherium will charge, trampling enemies with its great forefeet.

Appearance: The baluchitherium looks like an enormous rhinoceros with very long legs, although it is missing the horns on its nose.

Bear, Cave

Number	1d2
Morale	+5
Hit Dice	6d10
Armor Class	6
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d8/1d8/1d12
Defenses	None
Attacks	Hug for 2d8
Size	L (12')
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	475 + 8/h.p.

General: Cave bears are very aggressive omnivores from the Pleistocene period.

Combat: Cave bears strike with their massive paws as well as a powerful bite. If a bear manages to hit a target with a natural 18 or better with one or

both of its paws, it will catch the prey in a grip and squeeze. Brown bears will do 2d4 h.p. from this hug, while black bears do 2d6. The hug only lasts that round, but hugs on subsequent rounds are possible. Cave bears can fight for 1d4 minutes after being brought to negative hit points, but will instantly die if brought to -9 or less.

Appearance: Cave bears are large furry mammals. They walk on all fours, but can stand upright to reach things.

See also: bear (p. 7).

Boar, Giant

	Adult	Young
Number	2d4	See below
Morale	+8	+8
Hit Dice	7d10	4d8
Armor Class	6	6
Move	120'/min.	120'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	3d6	1d6+1
Defenses	None	None
Attacks	None	None
Size	L (5' at shoulder)	M (3' at shoulder)
Intelligence	1	1
Alignment	Neutral	Neutral
Treasure type	None	None
Treasure value	n/a	n/a
Magical treasure	None	None
X.P. Value	225 + 8/h.p.	60 + 4/h.p.

General: Giant boars are found in temperate climates throughout the Pleistocene era. They are highly aggressive predators. If more than 2 are encountered, there is a 25% chance that the remainder will be young.

Combat: Giant boars attack with their large slashing tusks. Adults are able to fight 1d4 rounds past the point of reaching negative hit points. As soon as they reach -11 hit points, however, they will collapse.

Appearance: Giant boars look like enormous versions of their ordinary cousins.

C D

Dinichthys

Number	1d4
Morale	+3
Hit Dice	10d12
Armor Class	2 (head), 7 (body)
Move	210'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	5d4
Defenses	None
Attacks	None
Size	L (25' long)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	1,500 + 14/h.p.

General: Dinichthys is a prehistoric saltwater fish found in the Devonian period (see below).

Combat: Dinichthys attacks with its bite. On a natural roll of 20 "to hit" it swallows its prey whole (death will come in 1d3 rounds unless the creature can be cut open and the prey freed).

Appearance: Dinichthys is an enormous fish with bony armored plates covering its head.

Dinosaur

Although dinosaurs from various periods are listed herein, it should be stressed that the dinosaurs reigned on earth for many millions of years, and most of them were not co-extant with one another. Of course, given the nature of time in a magical world such as that posited in Adventures Dark and Deep, nothing prevents the game master from mixing and matching dinosaurs (or any other creature, for that matter) from different periods, having some survive in some demi-plane, lost continent, hollow world, isolated valley or plateau, etc.

For reference, the period in which each dinosaur flourished historically is given, as indicated below. The age of the dinosaurs ended with the end of the Cretaceous period, and the famous Cretaceous Extinction.

Period	Time span (approximate)
Cambrian	- 542 million BCE - 496 million BCE
Ordovician	- 496 million BCE - 445 million BCE
Silurian	- 445 million BCE - 418 million BCE
Devonian	- 418 million BCE - 374 million BCE
Carboniferous	- 374 million BCE - 303 million BCE
Permian	- 303 million BCE - 253 million BCE
Triassic	- 253 million BCE - 203 million BCE
Jurassic	- 203 million BCE - 150 million BCE
Cretaceous	- 150 million BCE - 65 million BCE

All dinosaurs are simple-minded (nearly to the point of mindlessness) eating machines. Herbivores will ignore non-threatening creatures (although a

stampede of a herd of such creatures will result in almost certain death for those caught in its path), while carnivores will pursue food doggedly until it is quite out of reach.

See also: Archelon (p. 108).

Allosaurus

Number	1d2
Morale	+3
Hit Dice	15d12
Armor Class	5
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d4/1d4/6d4
Defenses	None
Attacks	None
Size	L (30' long)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	2,400 + 20/h.p.

General: Allosaurus is a carnivorous dinosaur of the Jurassic period.

Combat: In combat, allosaurus attacks with its fore claws and massive bite. If the creature hits with both claws, it has grasped its prey and gets a +4 bonus "to hit" with its bite.

Appearance: Allosaurus is a bipedal dinosaur with a large head with great jaws and prominent teeth, a long tail, and small arms with claws.

Anatosaurus

Number	2d6
Morale	-5
Hit Dice	12d10
Armor Class	5
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4
Defenses	None
Attacks	None
Size	L (30' long)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	1,300 + 16/h.p.

General: Anatosaurus is a herbivorous dinosaur of the Cretaceous period. It will flee from any sign of danger.

Combat: Anatosaurus attacks with its long tail.

Description: Anatosaurus is a bipedal duck-billed dinosaur.

Ankylosaurus

Number	1d4+1
Morale	-2
Hit Dice	9d10
Armor Class	0
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	3d6
Defenses	None
Attacks	None
Size	L (15' long)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	900 + 12/h.p.

General: Ankylosaurus is an herbivorous dinosaur of the Cretaceous period.

Combat: In combat ankylosaurus attacks with its massive clubbed tail.

Appearance: Ankylosaurus is quadrupedal, and sports a heavy boned back and protruding spikes along its perimeter, making it difficult to attack.

Brachiosaurus

Number	3d6
Morale	-2
Hit Dice	36d12
Armor Class	5
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	5d4
Defenses	None
Attacks	Trample
Size	L (60' long)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	5,000 + 35/h.p.

General: Brachiosaurus is a herbivorous dinosaur of the Jurassic period. They travel in herds, and are the largest of the dinosaurs, weighing some 80 tons.

Combat: Brachiosaurus attacks with its massive tail. It can also trample smaller creatures; if so, it will inflict 8d10 h.p. of damage.

Appearance: Brachiosaurus is an immense quadruped with a long neck and tail, thick legs, and relatively small head.

Brontosaurus

Number	3d6
Morale	-1
Hit Dice	30d12
Armor Class	5
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	3d6
Defenses	None
Attacks	Trample
Size	L (70' long)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	5,000 + 35/h.p.

General: Brontosaurus is a herbivorous dinosaur of the Jurassic period. They travel in herds.

Combat: Brontosaurus attacks with great sweeps of its tail. However, if it tramples smaller creatures, they will each take 4d10 h.p. of damage.

Appearance: Brontosaurus is an immense quadruped with a long neck and tail, thick legs, and relatively small head.

Camarasaurus

Number	2d4
Morale	-5
Hit Dice	20d12
Armor Class	6
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	3d4
Defenses	None
Attacks	Trample
Size	L (50' long)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	4,000 + 30/h.p.

General: Camarasaurus is a herbivorous dinosaur of the Jurassic period.

Combat: Camarasaurus attacks with its great tail. If it tramples or stampedes over smaller creatures, it will do 3d10 h.p. of damage.

Appearance: Camarasaurus is an immense quadruped with a long neck and tail, legs that are both thick and tall, and a relatively squat and round head.

Ceratosaurus

Number	1d4
Morale	+3
Hit Dice	8d10
Armor Class	5
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d6/1d6/4d4
Defenses	None
Attacks	Trample
Size	L (17' long)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	600 + 12/h.p.

General Ceratosaurus is a carnivorous dinosaur of the Jurassic period.

Combat: Ceratosaurus attacks with its two fore claws and large tooth-filled bite.

Appearance: Ceratosaurus is bipedal, with a long tail and short fore arms. It is noted for the blade-like on its nose, which is not, however, used in combat.

Cetiosaurus

Number	1d4
Morale	-3
Hit Dice	24d12
Armor Class	6
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	3d6
Defenses	None
Attacks	Trample
Size	L (60' long)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	5,000 + 35/h.p.

General: Cetiosaurus is an herbivorous dinosaur of the Jurassic period.

Combat: Cetiosaurus attacks with a sweep of its tail. However, if it tramples smaller creatures, they will take 4d10 h.p. of damage.

Appearance: Cetiosaurus is a quadruped, but its tail is noticeably shorter and the neck thicker than other dinosaurs of its general type.

Diplodocus

Number	1d6
Morale	-3
Hit Dice	24d12
Armor Class	6
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	3d6
Defenses	None
Attacks	Trample
Size	L (80' long)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	5,000 + 35/h.p.

General: Diplodocus is an herbivorous dinosaur of the Jurassic period.

Combat: Diplodocus attacks with its great tail. If it tramples smaller creatures, it will do 3d10 h.p. of damage to each.

Appearance: Diplodocus is a quadruped, with a long neck, very long tail and a relatively small head.

Elasmosaurus

Number	1d2
Morale	+7
Hit Dice	15d12
Armor Class	7
Move	90'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	4d6
Defenses	None
Attacks	None
Size	L (50' long)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	2,400 + 20/h.p.

General: Elasmosaurus is a carnivorous dinosaur of the Cretaceous period. It inhabited the water exclusively.

Combat: Elasmosaurus attacks with its bite full of sharp teeth.

Appearance: Elasmosaurus has an enormously long neck which acts like a rudder for the rest of the creature. It has a short tail and fins, and a smallish head filled with sharp teeth.

Gorgosaurus

Number	1d2
Morale	+5
Hit Dice	13d12
Armor Class	5
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d3/1d3/7d4
Defenses	None
Attacks	None
Size	L (30' long)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	1,800 + 18/h.p.

General Gorgosaurus is a carnivorous dinosaur of the Cretaceous period.

Combat: Gorgosaurus attacks with its two foreclaws and massive bite.

Appearance: Gorgosaurus is bipedal, with a massive head, small fore arms, and a long tail.

Iguanadon

Number	3d6
Morale	-2
Hit Dice	13d12
Armor Class	5
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d3/1d3/2d4
Defenses	None
Attacks	None
Size	L (30' long)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	150 + 6/h.p.

General: Iguanadon is an herbivorous dinosaur of the Cretaceous period.

Combat: Iguanadon attacks with its thumb-spikes and tail.

Appearance: Iguanadon is semi-upright, sometimes walking on all fours, but able to stand and move upright. It has a thick but short tail and the hands sport a prominent thumb spike which is used in combat.

Lambeosaurus

Number	2d8
Morale	-4
Hit Dice	12d12
Armor Class	6
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d6
Defenses	None
Attacks	None
Size	L (20' long)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	1,300 + 16/h.p.

General: Lambeosaurus is an herbivorous dinosaur of the Cretaceous period.

Combat: Lambeosaurus attacks with its bite.

Appearance: Lambeosaurus can go either bipedal or quadrupedal. Its most distinctive feature is the large bony crest on the top of the skull, which is used to generate sound to warn others in the herd of the approach of predators.

Megalosaurus

Number	1d2
Morale	+3
Hit Dice	12d12
Armor Class	5
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	3d6
Defenses	None
Attacks	None
Size	L (25' long)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	1,300 + 16/h.p.

General: Megalosaurus is a carnivorous dinosaur of the Jurassic period.

Combat: Megalosaurus attacks with its massive tooth-filled jaws.

Appearance: Megalosaurus is bipedal, with a relatively short tail, small arms, and large head.

Monoclonius

Number	2d6
Morale	+1
Hit Dice	8d12
Armor Class	4 (body), 2 (head)
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d8
Defenses	None
Attacks	None
Size	L (18' long)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	550 + 8/h.p.

General: Monoclonius is an herbivorous dinosaur of the Cretaceous period.

Combat: Monoclonius attacks with its prominent horn, which projects from its snout.

Appearance: Monoclonius is a quadruped, and not only has a large horn projecting upwards from its snout, but also a large bony frill at the base of the skull which provides an excellent defense against frontal attack.

Mosasaurus

Number	1d3
Morale	+4
Hit Dice	12d12
Armor Class	7
Move	30'/min., 150'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	4d8
Defenses	None
Attacks	None
Size	L (50' long)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	1,300 + 18/h.p.

General: Mosasaurus is a marine dinosaur and a carnivore of the Cretaceous period.

Combat: Mosasaurus attacks with its great jaws.

Appearance: Mosasaurus has a relatively thick body and tail, flippers, and a crocodile-like head.

Pentaceratops

Number	2d6
Morale	+3
Hit Dice	12d12
Armor Class	6 (body), 2 (head)
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d6/1d10/1d10
Defenses	None
Attacks	None
Size	L (20' long)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	1,300 + 18/h.p.

General: Pentaceratops is a herbivorous dinosaur of the Cretaceous period.

Combat: Pentaceratops attacks with its nasal horn and two great horns on its forehead.

Appearance: Pentaceratops is a quadruped, with one horn protruding from its snout and two more protruding forward from its skull. It sports an enormous bony frill at the base of the skull, which defends it against attacks from the front. It has two more horns under its eyes, but these are not used in combat.

Plateosaurus

Number	5d4
Morale	-5
Hit Dice	8d12
Armor Class	5
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	None
Attacks	Trample
Size	L (20' long)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	375 + 10/h.p.

General: Plateosaurus is an herbivorous dinosaur of the Triassic period.

Combat: Plateosaurus will invariably flee rather than attack. If it tramples some smaller creature, however, it can cause 1d10 h.p. of damage.

Appearance: Plateosaurus is bipedal, with a thick tail and short arms.

Plesiosaurus

Number	1d3
Morale	+3
Hit Dice	20d12
Armor Class	7
Move	150'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	5d4
Defenses	None
Attacks	None
Size	L (50' long)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	4,000 + 30/h.p.

General: Plesiosaurus is a marine dinosaur, and a carnivore from the Jurassic period.

Combat: Plesiosaurus attacks with its toothy bite.

Appearance: Plesiosaurus has a long neck, club-like head, and four flippers. Its tail is relatively short.

Pteranodon

Number	3d6
Morale	+2
Hit Dice	3d10
Armor Class	7
Move	30'/min., 150'/min. (flying - average)
Magic Resistance	Standard
No. of Attacks	1
Damage	2d4
Defenses	None
Attacks	None
Size	L (30' wingspan)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	85 + 4/h.p.

General: Pteranodon is a flying dinosaur, and a carnivore from the Cretaceous period. It normally hunts in water, attacking fish and other creatures swimming in shallow water, but it will attack land-based prey as well.

Combat: Pteranodon doesn't have any teeth, but it will spear prey with its beak, and is capable of carrying aloft creatures many times its own weight (which is relatively light; 50 lbs. or so).

Appearance: Pteranodon is a very delicate dinosaur with great wings with a thin membrane. It has a large crest on the back of its skull which aids in stabilizing flight.

Stegosaurus

Number	2d4
Morale	+2
Hit Dice	18d12
Armor Class	2 (plates), 5 (underside)
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	5d4
Defenses	None
Attacks	None
Size	L (35' long)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	3,000 + 25/h.p.

General: Stegosaurus is an herbivorous dinosaur from the Jurassic period.

Combat: Stegosaurus attacks with its spiked tail, which it presents to any threatening creature. It possesses large bony plates along its spine which provide defense from most attacks (90% will strike at the bone plates).

Appearance: Stegosaurus is a quadruped, with a low head and very prominent bony ridges along its spine. It also has a thick tail with four spikes some 2' or more in length.

Styracosaurus

Number	2d4
Morale	+3
Hit Dice	10d12
Armor Class	2 (head), 4 (body)
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d8
Defenses	None
Attacks	None
Size	L (18' long)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	1,950 + 14/h.p.

General: Styracosaurus is an herbivorous dinosaur of the Cretaceous period.

Combat: Styracosaurus attacks with its great horn jutting up from its nose. It sports a ring of upright horns coming off a bone frill at the base of the neck which it uses for defense.

Appearance: Styracosaurus is a quadruped with a thick tail. It has a large horn on its nose and a large bony frill at the base of the skull with four to six horns, as well as horns protruding from its cheeks.

Teratosaurus

Number	1d3
Morale	+1
Hit Dice	10d12
Armor Class	5
Move	180'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d3/1d3/3-18
Defenses	None
Attacks	None
Size	L (20' long)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	900 + 14/h.p.

General: Teratosaurus is a carnivorous dinosaur of the Triassic period.

Combat: Teratosaurus attacks with its claws and fierce bite.

Appearance: Teratosaurus is a quadruped, looking something like a crocodile with long legs.

Triceratops

Number	2d4
Morale	+4
Hit Dice	16d12
Armor Class	2 (head), 6 (body)
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d8/1d12/1d12
Defenses	None
Attacks	None
Size	L (24' long)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	4,000 + 20/h.p.

General: Triceratops is an herbivorous dinosaur of the Cretaceous period.

Combat: Triceratops attacks with its nasal horn and two large horns protruding forward from its head. It also has a large bony frill that helps defend it from frontal attacks.

Appearance: Triceratops is a quadruped, with a horn on its nose and two large horns on its forehead that aim forward. It has a large bony frill and a relatively short tail.

Tyrannosaurus

Number	1d2
Morale	+10
Hit Dice	18d12
Armor Class	5
Move	180'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d6/1d6/5d8
Defenses	None
Attacks	None
Size	L (20' high, 50' long)
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	6,550 + 25/h.p.

General: The feared Tyrannosaurus is a carnivorous dinosaur of the Cretaceous period.

Combat: Tyrannosaurus attacks with its two claws and massive jaws.

Appearance: Tyrannosaurus is bipedal with a large head, small arms, and long tail.

E**F****G****H****Hyaenodon**

Number	2d4
Morale	+1
Hit Dice	5d8
Armor Class	7
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	3d4
Defenses	None
Attacks	None
Size	L
Intelligence	1
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	90 + 5/h.p.

General: Hyaenodons are predatory animals that live and hunt in packs. They can be found in tropical and sub-tropical open terrain. They are both effective hunters and scavengers.

Attack: Hyaenodons attack with their powerful jaws.

Appearance: Hyaenodons can have stripes or spots or be relatively solid in coloration, and their fur ranges from short to shaggy.

See also: Hyena (p. 42).

I**J****K****L****Lion, Cave**

Number	1d3
Morale	+4
Hit Dice	6d10
Armor Class	6
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d6/1d6/1d12
Defenses	+1 on surprise rolls
Attacks	Rake with rear claws for 1d8/1d8
Size	L
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	300 + 6/h.p.

General: Cave lions can be found in almost any warm terrain from desert to savannah to swamp, and are found in the Pleistocene epoch. In their den there will also be 1d10 cubs (the cubs are non-combatants). The cubs will be guarded by 1d4 lionesses, who will immediately attack any threat to the cubs.

Combat: Cave lions attack with their great fore claws and bite. If both fore claws hit, they can also attack with their rear claws.

Appearance: Cave lions are large cats with tawny spotted coats.

See also: Lion (p. 47).

M

Mammoth

Number	1d12
Morale	+8
Hit Dice	13d12
Armor Class	5
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	5
Damage	3d6/3d6/2d8/2d6/2d6
Defenses	None
Attacks	None
Size	L (10' - 14' tall)
Intelligence	3
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	3,000 + 18/h.p.

General: Mammoths are large herbivores from the Pliocene Epoch through the Pleistocene. They can be found in nearly any climate where they can graze on grasses and short plants. They travel in herds and are intelligent, social animals, akin to elephants.

Combat: Mammoths attack with their great tusks, grasping and squeezing with their trunk, and trampling enemies with their fore legs. They will not attack anything with their trunk that would injure them in the process. No more than two attacks can be used against the same target.

Appearance: Mammoths look like elephants with shaggy fur. Their tusks are larger than those of the elephant, and they have large rises on the tops of their skulls.

Mastodon

Number	1d12
Morale	+8
Hit Dice	12d12
Armor Class	6
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	5
Damage	2d8/2d8/2d6/2d6/2d6/2d6
Defenses	None
Attacks	None
Size	L (10' tall)
Intelligence	3
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	2,000 + 16/h.p.

General: Mastodons are elephant-like creatures that were found in most climates from the Oligocene through the Pleistocene eras. They are leaf-eaters.

Combat: Mammoths attack with their great tusks, grasping and squeezing with their trunk, and trampling enemies with their fore legs. They

will not attack anything with their trunk that would injure them in the process. No more than two attacks can be used against the same target.

Appearance: Mastodons look like elephants with short fur and longer tails.

Megalodon (Giant Shark)

Number	1d3
Morale	+20
Hit Dice	10d12-15d12
Armor Class	5
Move	180'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	See below
Defenses	None
Attacks	Swallow whole
Size	L
Intelligence	0
Alignment	Neutral
Treasure type	None
Treasure value	n/a
Magical treasure	None
X.P. Value	See below

General: Megalodons, or giant sharks, are an ancestor of the modern shark, differing little from their descendent except in size. They can detect blood or thrashing in the water up to a mile distant, and are 90% likely to attack injured creatures. The size of the megalodon should be determined randomly.

Die roll (d6)	Hit dice	Size	Damage	X.P. Value
1	10d12	L (20')	4d4	1,500 + 14/h.p.
2	11d12	L (26')	4d4	2,150 + 16/h.p.
3	12d12	L (32')	5d4	2,250 + 16/h.p.
4	13d12	L (38')	5d4	3,000 + 18/h.p.
5	14d12	L (44')	6d6	3,100 + 18/h.p.
6	15d12	L (50')	6d6	4,000 + 20/h.p.

Combat: Megalodons attack with their bite. If they strike a target with a roll 4 or more greater than the minimum needed to hit, they have swallowed the target whole. Such victims must free themselves within 6 rounds by cutting through the shark (killing it) or be automatically slain. For each round the victim is within the shark's belly, damage done is reduced by 1 h.p., and blunt weapons will have no effect.

Appearance: Megalodons look like giant versions of normal sharks.

See also: shark (p. 102).

Men, Caveman

Number	1d10x10
Morale	±0
Hit Dice	2d8
Armor Class	7
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	Per weapon type, +1 due to strength
Defenses	None
Attacks	None
Size	M
Intelligence	6
Alignment	Neutral
Treasure Type	Special
Treasure Value	5% chance of one of the following per 10 tribesmen: 2d6 ivory tusks (1,000 g.p. each), 2d4x10 gold nuggets (5 g.p. each), 1d100 uncut gems (10 g.p. each)
Magical Treasure	None
X.P. Value	20 + 2/h.p.

General: Caveman is a generic term for very primitive humans living at a Neolithic level (including both Cro-Magnon and Neanderthal). Occasionally they will be found in the modern era, in extremely isolated valleys, plateaus, etc. Caveman lairs will invariably be in large caves and cavern complexes; in their homes there will also be as many non-combatant females and half as many children as there are males. Cavemen will have the following NPCs as leaders, as indicated below (NPCs are cumulative unless otherwise noted).

- For every 10 tribesmen, there will be a 3rd level fighter and a 10% chance of a 3rd level cleric
- 1d4 fourth level fighters
- 1 fifth level fighter (the chief of the tribe)

Due to their superstitious nature and fear of new and unusual situations, cavemen get a -1 penalty on all morale checks dealing with such.

Combat: Cavemen fight with weapons. The weapon of any given tribesman should be determined randomly. For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior.

Die roll	Armed with...	% Composition
01-50	Club (treat as mace)	50%
51-70	Spear	20%
71-80	Spear & stone axe	10%
81-00	Stone axe	20%

Appearance: Cavemen are muscular, with Neanderthals looking somewhat more brutish than their Cro-Magnon cousins, but otherwise little different. They wear skins.

See also: Men (p. 52).

N

O

P

Q

R

Rhinoceros, Woolly

Number	1d4
Morale	+7
Hit Dice	10d12
Armor Class	5
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d6
Defenses	None
Attacks	Charge, trample
Size	L
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	1,350 + 14/h.p.

General: Woolly rhinoceroses inhabit the Pleistocene epoch, and are herbivores, but very aggressive and will charge if approached. Their eyesight is poor but their hearing and smell are excellent. If 5 or 6 are encountered, the last two will be young, and non-combatants.

Combat: Woolly rhinoceroses attack with their horns. They will charge if possible, doing double damage. Against small-sized creatures, the rhinoceros will also be able to trample, attacking with both forefeet and doing 2d4 h.p. per foot that hits.

Appearance: Woolly rhinoceroses are quadrupeds with either one or two large horns on their noses. They are covered with thick red-brown hair.

See also: Rhinoceros (p. 67).

S

Smilodon

Number	1d2
Morale	+9
Hit Dice	7d10
Armor Class	6
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d4+1/1d4+1/2d6
Defenses	+1 to surprise rolls
Attacks	Rake with rear claws
Size	L
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	550 + 10/h.p.

General: Smilodons, often called saber-toothed cats, hailing from the Pleistocene age. They are excellent hunters.

Combat: Smilodons attack with their two powerful front claws and their famous bite. They get a +2 bonus "to hit" when biting. If both front claws hit, they are able to rake with their rear claws for 2d4 h.p. of damage each.

Appearance: Smilodons are great cats. They are characterized by their 6"-9" fangs. They have short tails, and their coats are tan with either spots or stripes.

T

Titanotheres

	Adult	Young
Number	1d12	See below
Morale	+17	+11
Hit Dice	12d12	6d12
Armor Class	6	6
Move	120'/min.	120'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	2d8	1d8
Defenses	None	None
Attacks	Charge, trample	Charge, trample
Size	L (8' at shoulder)	L (4' at shoulder)
Intelligence	1	1
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	2,000 + 16/h.p.	350 + 8/h.p.

General: Titanotheres are herbivorous herd animals from the Eocene period. They are large and aggressive, however, and will almost never retreat once battle is joined. If more than 6 are encountered, 1d4 of the remainder will be young.

Combat: Titanotheres attack with the prominent horns on their noses. They will charge enemies who threaten the herd, doing double damage if they hit. They are also able to trample smaller creatures, doing 2d6 h.p. of damage per foot (each foot attacks separately). Young trample for 1d6 h.p.

Appearance: Titanotheres appear superficially like rhinoceroses, but they are actually more closely related to horses. They have a prominent bony protrusion on their nose which is much larger in the males than females.

U

V

W

Wolf, Dire

Number	3d4
Morale	+3
Hit Dice	3d12
Armor Class	6
Move	180'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d4
Defenses	None
Attacks	None
Size	L (4' at shoulder)
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	60 + 4/h.p.

General: Dire wolves are found in most climates save the hottest, during the Pleistocene period. They move and hunt in packs and are cunning hunters. The howl of wolves will panic herd animals, pack animals, etc. 50% of the time, unless they are being actively calmed by humans. Wolf dens are 30% likely to contain 1d4 cubs; these can be taken and trained as companions.

Combat: Dire wolves attack with their bite.

Appearance: Dire wolves are four-legged predators similar in appearance to enormous dogs, whose fur can range in color from white to brown to black, solid or with markings.

X

Y

Z

Extraplanar Monster Descriptions

A

Aerial Servant

Number	1
Morale	+1
Hit Dice	3d8
Armor Class	3
Move	240'/min. (flying - perfect)
Magic Resistance	Standard
No. of Attacks	1
Damage	8d4
Defenses	Invisible, +1 or better weapon to hit
Attacks	Enemies have -2 to surprise rolls (min. 1)
Size	L (8')
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	5,250 + 20 per h.p.

General: The aerial servant is a type of air elemental, usually found either on the elemental plane of air, the ethereal, or the astral plane. They can be summoned to the material plane by clerics using the *aerial servant* spell. They are immensely strong, and can carry 1,000 lbs. of goods.

Combat: The natural invisibility of the aerial servant gives them a natural advantage when surprising enemies; they get a -2 penalty to their surprise roll (minimum of 1). Only weapons with a +1 or better enchantment can harm an aerial servant. If they hit an opponent, they can catch them in a vice-like grip. Only those with a strength greater than 18 can even attempt to break the grip of the aerial servant; there is a 1% chance per point of exceptional strength, and creatures with 18/00 or 19 strength can break the grip automatically. Example: a fighter with a strength of 18/43 would have a 43% chance of breaking the grip of an aerial servant.

Appearance: The aerial servant is normally invisible. On the astral or ethereal planes, however, it can be dimly perceived as a shadowy humanoid outline.

B

C

D

Daemon

Larva (least daemon)

Number	10d4 (Hades)
Morale	n/a
Hit Dice	1d8
Armor Class	7
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4+1
Defenses	None
Attacks	None
Size	M
Intelligence	6
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	10 + 1/h.p.
Turn as Type	XIII

General: Larvae are the souls and spirits of those of neutral evil alignment, and are found on the plane of Hades. They are used to create least devils, daemons, and demons as well as creatures such as quasits, imps, and worry hags, as well as being used by liches to sustain themselves. They are thus valuable commodities.

Combat: Larvae attack with a bite.

Appearance: Larvae appear as long sickly worms of ivory hue with human faces distorted by evil, greed, and anguish.

Demon

Demons inhabit the 666 layers of the Abyss, and embody the ethos of chaotic evil. Some demons come in a wide variety of types, while others are unique (the latter tending to be incredibly powerful, on the level of deities).

Demons are able to travel from one layer to another within their home plane, as well as enter the planes of Tarterus, Pandemonium, or Hades. They can also enter the astral plane from the top layer of any of those planes. They cannot enter the material plane without some sort of magical intervention (spell, *gate*, magical device, etc.), but can enter the ethereal plane from the astral where they intersect above the material.

Demons are proud and vicious, and never willingly serve any master, particularly a mortal. If forced to serve a mortal, they will not cease to attempt to subvert, impede, or ultimately slay him. Demons will sometimes carry mortals back to their home plane in order to enslave them. Greater demons have individual names, while lesser and least demons do not.

All demons, of whatever type, have the following abilities:

- *Infravision* (constant)
- *Teleport without error* at will
- *Telepathy* allowing them to understand all languages, but not to read minds; those with intelligence of 8 or higher can converse with any creature
- Half damage from cold-based attacks

- Half damage from electrical attacks and lightning
- Half damage from fire (including magical fire and dragon's breath)
- Half damage from gas attacks
- Specially made iron weapons will cause full damage to all demons, even those normally affected only by enchanted weapons. Steel weapons (which are normally carried by adventurers) do not have this effect.

In addition, most types of demons have other magical and other powers, as described in their specific entry below. Remember also that all demon lords are treated as lesser deities, and have all of the powers ascribed to such beings as listed in the Adventures Dark and Deep Game Masters Toolkit.

Many demons are able to *gate* in others of their kind when in distress, as described below. Note that most will be hesitant to do so, for it places them under an obligation to those who respond to the call for aid. Opening such a *gate* counts as the demon's action for that round, while those who enter through it (if any) are fully able to function on the following round. Demons entering through a *gate* may, of course, *gate* in others of their kind...

Note that a pentagram will keep least, lesser, and even greater demons at bay, but demon princes and lords will not be stopped.

Demonic possession

All but the least demons are able to attempt to possess mortals (demon princes and their ilk can do so as well, but only do so very rarely; it would be quite unlikely for a Prince of the Abyss to bother to possess some twelve year old girl for no good reason, for example). Demons do this for several reasons. First and foremost is to cause mischief and evil on the material plane, for they despise the good lives that mortals live, compared to their own frightful existences; thus, they often select some paragon of weal and law and seek to use their position to advance the cause of chaotic evil. Secondly, they revel in corrupting individuals thus; paladins, for example, will lose their exalted status for sins committed even while under demonic control. Lastly, it gives them an opportunity to exist in the material plane, if only vicariously, and all denizens of the lower planes crave such experiences as a relief from their literal eternity of torment and woe.

The process of demonic possession is begun by a demon when it is on the Astral plane and detects a likely victim. There is no set procedure or percentage chance for a case of demonic possession to occur; they are more likely in times of emotional, physical, mental, or similar stress (when the victim is most vulnerable), but such stress is no guarantee that a demon will attempt to possess the unfortunate so afflicted. It is a relatively rare phenomenon.

A demon attempting to possess a normal mortal must engage in a trial of wills, during which time the demon plays upon the emotional and spiritual weaknesses and feelings of guilt in the target. At first, this will seem like particularly harsh feelings of conscience, but will eventually erupt into full-fledged inner war. The process will take 1d4 days before the demon has fully worn down the victim enough to attempt outright possession.

When the demon attempts to possess the victim, a saving throw vs. magic is made, using the following modifiers. The *goetic quotient* (GQ) is calculated by adding the victim's intelligence and wisdom scores, and subtracting the demon's intelligence and hit dice. Thus, if a human with an INT of 13 and a WIS of 15 were being possessed by a marilith, the GQ would be 4. The modifiers are cumulative.

GQ 3 to 5	+2
GQ 0 to 2	+1
GQ -1 to -4	0
GQ -5 to -8	-1
GQ -9 to -12	-2
GQ -13 or lower	-3
Victim is chaotic in alignment	+1
Victim is evil in alignment	+2

If the victim is successful in his saving throw, the attempt to possess has failed. There is only a 10% chance that a demon will re-attempt such a failed possession. If so, the second attempt will take place 1d4 days after the first.

There is a 1% cumulative chance per day that demonic possession will befall a mortal who is himself travelling astrally; the demon is able to take control of the body while the soul is absent. In such cases, possession is automatic; when the mortal soul attempts to return, the struggle against the demon's influence will commence at that time, but with the demon being on the "defense" as it were. If the "depossession" fails, the silver cord is cut and the soul of the host is forever lost.

While a mortal is possessed, they are able to hear, see, and remember everything that happens during the experience. Indeed, having the mortal soul trapped helplessly within the body during the experience is one of the things in which demons revel, as they are able to keep up a constant mental conversation with the trapped soul.

While possessed, the demon is able to perform any of its magical abilities. It is otherwise limited to the powers and skills of the possessee. Demons cannot, however, cast spells memorized by a possessed person (neither can such spells be cast by the person possessed, of course). Memories are accessible to the demon, but there will always be subtle (or not so subtle) differences in personality that a discerning person can use to recognize the fact that something is amiss.

If the demon attempts some particularly heinous act (slaying the possessed person's wife, for example, or defiling a particularly holy place), a single attempt to shake off the possession can be attempted. During the attempt, it will be quite obvious to outside observers what is happening, for during a 2d6 round period, the victim will be seen to have a very physical confrontation with himself as the original soul and the demonic spirit wrestle for control of the body.

The demon will only leave the body if forced to do so by some magic such as *exorcism*, *spirit wrack*, etc. An imminent mortal threat to the body will also be effective, as the demon will be confined to the Abyss if the body is slain while possessed, just as if its own material body was slain on the material plane.

Amulets

Singular demons, at the level of princes and lords, have demonic amulets that contain a vital essence of their dark souls. They do this for self-protection; unless the amulet itself is destroyed, slaying such a demon is impossible, even on its home plane. The amulet need not appear as a piece of jewelry, of course; it can take on any form desired, although only the most powerful demons will not be forced to carry their amulet on their person.

If some other creature or person should gain possession of the demon's amulet, however, the demon in question is placed in a very precarious position. Such will generally serve the possessor of the amulet for no longer than 24 hours, at the end of which time it must either be destroyed or it will automatically return to its rightful owner. If it is destroyed, the demon will be banished to its home plane instantly, where it must dwell for a year and a day. After this time the amulet will reform, and the demon will be freed to

Circumstance	Saving throw modifier
GQ 9 or greater	+4
GQ 6 to 8	+3

seek its vengeance (of course, during the interval, the demon will send allies and minions to deliver a taste of its wrath). It is possible for the amulet to be returned to its owner after a service has been rendered, along with a generous stipend, and the demon not be filled with rage and resentment, but such details are left to the game master to determine.

Balor (Greater Demon)

Number	1
Morale	+8
Hit Dice	8d12
Armor Class	-2
Move	60'/min., 150'/min. (flying - poor)
Magic Resistance	15
No. of Attacks	1
Damage	1d12+1
Defenses	See below
Attacks	See below
Size	L (12')
Intelligence	14
Alignment	Chaotic evil
Treasure Type	VII
Treasure Value	1d8+3x1,000
Magical Treasure	1d4+1, no weapons (10%)
X.P. Value	3,600 + 12/h.p.

General: The balor is one of the most feared of the demonic races; fortunately they are thought to be low in number. They are considered to be "greater" demons. They serve as generals in the armies of the demon lords, and sometimes rule domains of their own in the Abyss. They tend to be more organized than other demons.

Combat: Balors attack either with their great long swords (which do 1d12 h.p. of damage and are of +1 enchantment) or their many-tailed whip. Roll each round to determine which weapon the demon will use to attack:

Die roll (d6)	Attacks with
1-4	Sword
5-6	Whip

If the creature attacks with its whip, it will cause itself to burst into flames and drag the creature hit into the fire. Creatures with less than 20 strength will not be able to resist the demon's strength. The amount of damage done by the flames depends on the power of the demon (hit points here refers to the original amount the demon possessed; the damage done by the fire is not lowered as the demon takes damage).

Demon's original h.p.	Fire damage
Less than 32	2d6
32-64	3d6
More than 64	4d6

In addition, balors can employ the following magical abilities as indicated (but they can only be used one at a time).

- *Darkness 10' radius* at will
- *Cause fear* (60' range; save or flee at maximum speed for 2d6 minutes) at will
- *Detect magic* at will
- *Read magic* at will
- *Read languages* at will
- *Detect invisibility* at will
- *Pyrotechnics* at will
- *Dispel magic* at will

- *Suggestion* at will
- *Telekinesis* (600 lbs.) at will
- *Symbol* (*discord, fear, sleep, or stunning*) at will
- *Gate* once every 10 minutes:

Die roll (d%)	Result of <i>gate</i>
01-80	1 Glabrezu
81-00	1 Marilith

Balors can only be hit by non-iron weapons of +1 or greater enchantment. Iron weapons will affect them normally.

Appearance: These creatures appear as tall and muscular humanoids with enormous bat-like wings and horns atop their heads. Their faces are those of demonic bats, and their flesh is licked with red-black flames at will.

Demogorgon (Demon Lord)

Number	Unique
Morale	+20
Hit Dice	22d12 (200 h.p.)
Armor Class	-8
Move	150'/min.
Magic Resistance	19
No. of Attacks	3
Damage	Special
Defenses	See below
Attacks	See below
Size	L (18')
Intelligence	21
Alignment	Chaotic evil
Treasure Type	XVIII
Treasure Value	6d6x1,000
Magical Treasure	2d4 potions, 1d4 scrolls, 10 items (85%)
X.P. Value	74,000 (material form), 740,000 (permanently slain)

General: Demogorgon, Prince of Demons, King of the Abyss, is one of the most powerful beings in the multiverse, and contends with the other greatest demon lords for dominion of the levels of the Abyss in endless war and intrigue. Both Orcus and Graz'zt are his arch-rivals.

Combat: The powers and abilities of this being are many and varied. If both his mandrill-heads fix their gaze on one or more creatures, they will be hypnotized (up to 100 hit dice total, individuals with 15HD or greater are entitled to a saving throw vs. spell, all others are automatically affected). Those hypnotized will be under his control for ten minutes (not to the point of self-destruction), and will be under post-hypnotic suggestion for 1d6x10 minutes thereafter.

Individually the heads are no less effective. The left causes any creature within 20' (with an intelligence of 1 or greater) to become completely enamored of him, implicitly trusting him and following his instructions and suggestions for ten minutes (but not to the point of self-destruction or acting against their alignment). The right will cause insanity for 1d6x10 minutes. When the heads are used individually, intended targets are entitled to a saving throw vs. spells.

Demogorgon's tail can be used to strike enemies, permanently draining 1d4 levels or hit dice if it hits.

Each tentacle will cause 1d6 h.p. of regular damage, plus mortals will be attacked by a rotting disease, causing a limb (determine which limb randomly) to become numb and unusable 6 minutes after the hit, and will drop off in a withered husk 6 minutes after that. Once the limb drops off, the

victim will permanently lose 25% of its total hit points. A *cure disease* spell will be effective only if it is cast before the limb drops off; if so, it will heal within 1d4 weeks. Multiple hits will affect multiple limbs, and total hit point loss will be cumulative.

In addition, Demogorgon is able to cast the following spells, and activate the following magical powers, as indicated:

- *Continual darkness* at will
- *Charm person* at will
- *Create illusion* (visual and/or auditory; no concentration required) at will
- *Cause fear* (60' range; save or flee at maximum speed for 2d6 minutes) at will
- *Levitate* (5,000 lbs. weight) at will
- *Detect magic* at will
- *Read magic* at will
- *Read languages* at will
- *Detect invisibility* at will
- *ESP* at will
- *Dispel magic* at will
- *Clairaudience* at will
- *Clairvoyance* at will
- *Suggestion* at will
- *Water breathing* at will
- *Polymorph self* at will
- *Wall of ice* at will
- *Charm monster* at will
- *Telekinesis* (700 lb. weight) at will, with each head
- Regenerate 3 h.p. per minute
- *Feeblemind* once per day
- *Power word: stun* once per day
- *Symbol* (any) once per day
- *Sticks to snakes* at will
- *Gate* once per round:

Die roll (d%)	Result of <i>gate</i>
01-15	Fails, must wait until next round to try again
16-26	1 Vrock
27-37	1 Hezrou
38-48	1 Glabrezu
49-59	1 Nalfeshnee
60-80	1 Marilith
81-00	1 Balor

In addition, Demogorgon can only be harmed by non-iron weapons with an enchantment of +2 or better. Iron weapons will affect him normally.

Description: The appearance of this king of demons befits his terrible power and represents his dominion over all things cold blooded. He stands 18' tall and mostly reptilian in form, covered with blue-green snake scales. He sports two great mandrill heads atop snake-like necks, each of which is capable of issuing commands to his slaves and retainers at the same time. He has a great forked tail and the lower portion of a lizard. Rather than arms, he has a pair of tentacles.

Glabrezu (Lesser Demon)

Number	1d6 (Abyss), 1d3 (elsewhere)
Morale	+5
Hit Dice	10d10
Armor Class	-4
Move	90'/min.
Magic Resistance	12
No. of Attacks	5
Damage	2d6/2d6/1d3/1d3/1d4+1
Defenses	See below
Attacks	See below
Size	L (9 1/2')
Intelligence	9
Alignment	Chaotic evil
Treasure Type	VIII
Treasure Value	2d4+1x1,000
Magical Treasure	1d3 items (15%)
X.P. Value	2,400 + 14/h.p.
Turn as Type	XIII

General: The Glabrezu (the term is both singular and plural) are the most powerful of the so-called "lesser demons." They fill the ranks of the demonic hordes as non-commissioned officers and are often found tending in the courts of the Lords of the Abyss as guards and servants.

Combat: Glabrezu attack with their pincers, human-like claws, and fierce bite. They can be struck by non-magical weapons. They are also able to employ the following magical powers, as indicated (those which are done "at will" can only be done one at a time).

- Darkness 10' radius
- *Cause fear* (60' range; save or flee at maximum speed for 2d6 minutes) at will
- *Levitate* (3,000 lbs.) at will
- *Pyrotechnics* at will
- *Polymorph self* at will
- *Telekinesis* (400 lbs.) at will
- *Gate* once every 10 minutes:

Die roll (d%)	Result of <i>gate</i>
01-30	Fails, must wait 10 minutes to try again
31-54	1 Vrock
55-77	1 Hezrou
78-00	1 Glabrezu

Description: These fearsome creatures tower more than nine feet in height, with the body of a muscular human topped with a horned dog's head with wings the shape of bats' ears. Where their hands would normally be, they have wicked pincers, but they also have a pair of ordinary human arms coming from their chest.

Hezrou (Lesser Demon)

Number	1d6 (Abyss), 1d3 (elsewhere)
Morale	+3
Hit Dice	9d10
Armor Class	-2
Move	60'/min., 120'/min (swimming)
Magic Resistance	11
No. of Attacks	3
Damage	1d3/1d3/4d4
Defenses	See below
Attacks	See below
Size	L (7')
Intelligence	6
Alignment	Chaotic evil
Treasure Type	VII
Treasure Value	4d6x100
Magical Treasure	1d2 items (10%)
X.P. Value	2,000 + 12/h.p.
Turn as Type	XIII

General: Hezrou (the name is singular and plural) are lesser demons that throng the armies of the Abyssal lords. They are fond of human flesh, and will gladly take precious metals and gems.

Combat: A hezrou will attack with its claws and enormous toothy bite. They can be struck by non-magical weapons. They have the following magical powers (those which are done "at will" can only be done one at a time).

- *Darkness* (15' radius)
- *Cause fear* (60' range; save or flee at maximum speed for 2d6 minutes) at will
- *Levitate* (2,400 lbs.) at will
- *Detect invisibility* at will
- *Telekinesis* (300 lbs.) at will
- *Gate* once every 10 minutes:

Die roll (d%)	Result of <i>gate</i>
01-20	Fails, must wait 10 minutes to try again
21-70	1 Hezrou

Description: Hezrou are monstrous crosses between humans and frogs. They have large tooth-filled mouths and human-like arms and hands.

Juiblex (Demon Lord)

Number	Unique
Morale	+15
Hit Dice	14d12 (88 h.p.)
Armor Class	-7
Move	30'/min.
Magic Resistance	13
No. of Attacks	1
Damage	4d10
Defenses	See below
Attacks	See below
Size	L (9')
Intelligence	18
Alignment	Chaotic evil
Treasure Type	XVI
Treasure Value	13d6x1,000
Magical Treasure	None
X.P. Value	47,280 (material form), 472,800 (permanently slain)

General: Juiblex (pronounced "jwee-blex") is the Faceless Prince, most hideous and terrible demon lord of slimes, jellies, oozes, and putrefaction.

Combat: In combat, Juiblex is able to form pseudopods of his own flesh and strike at enemies, with damage from a combination of the force of the blow and the corrosive properties of his bodily secretions. The Faceless Prince is also able to gush forth jets of slime, which are combinations of both green slime and ochre jelly once every ten minutes. These jets have a range of 15' and are 3 cubic feet in size. Finally, he is able to perform the following, as indicated.

- *Darkness* (15' radius) at will
- *Cause fear* (60' range; save or flee at maximum speed for 2d6 minutes) at will
- *Circle of cold* (like a *cone of cold*, but in a 10' radius around him)
- *Regenerate* 2 h.p. per minute
- *Detect invisibility* once per minute
- *Locate object* once per minute
- *ESP* once per minute
- *Fly* once per minute
- *Dispel magic* once per minute
- *Invisibility* 10' radius once per minute
- *Charm monster* once per minute
- *Hold monster* once per minute
- *Telekinesis* (1,500 lbs.) once per minute
- *Project image* once per round
- *Phase door* once per minute
- *Putrify food and water* once per minute
- *Cause disease* once per minute
- *Speak with monsters* once per minute
- *Unholy word* once per day
- *Gate* once per round:

Die roll (d%)	Result of <i>gate</i>
01-30	Fails, must wait until next round to try again
31-70	1d4 Hezrou

In addition, only non-iron weapons with an enchantment of +2 or better can damage Juiblex. Iron weapons will affect him normally.

Description: Juiblex is without form. At times he can spread himself out in a broad pool of corruption some 18' across, or raise himself into a towering and undulating pillar of slime. He bears a number of red baleful eyes, and his form varies from sickly green and yellow to disgusting brown and amber.

Manes (Least Demon)

Number	4d6
Morale	+13
Hit Dice	1d8
Armor Class	7
Move	30'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d2/1d2/1d4
Defenses	+1 or better weapon to wound
Attacks	None
Size	S (3')
Intelligence	3
Alignment	Chaotic evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	18 + 1/h.p.
Turn as Type	XIII

General: Manes (the name is both plural and singular) are the spirits of those dead who in life professed an ethos of chaotic evil. They cannot be slain normally; if reduced to 0 hit points, they simply disappear in a puff of vapor and reform in 24 hours. On occasion, however, they are consumed by more powerful demons, which does destroy them utterly. While they are mostly found in the layers of the Abyss, they can also be found in Tarterus and Pandemonium, depending on the moral shading of their ethos. They are sometimes used as raw materials to create more powerful creatures, such as demons, ghosts, etc.

Combat: Manes attack with their long nails and teeth. They can only be harmed by non-iron weapons with an enchantment of +1 or better. Mind-affecting spells, such as sleep, charm, etc. have no effect on them.

Appearance: Manes appear as diminutive and sexless humans with long nails, hollow pits for eyes, and stringy black hair.

Marilith (Greater Demon)

Number	1d6 (Abyss), 1d3 (elsewhere)
Morale	+7
Hit Dice	7d12
Armor Class	-5 (torso and arms), -7 (tail)
Move	120'/min.
Magic Resistance	16
No. of Attacks	7
Damage	6 by weapon, 2d4 (tail)
Defenses	See below
Attacks	See below
Size	L (7')
Intelligence	14
Alignment	Chaotic evil
Treasure Type	XI
Treasure Value	6d4+10x1,000
Magical Treasure	1d4+1 items (35%)
X.P. Value	3,000 + 12/h.p.

General: Mariliths are fearsome ladies of the Abyss who regularly dominate those demons of lesser power. They are considered "greater demons."

Combat: Mariliths employ weapons in each of their six hands (usually swords, scimitars, or battle axes), each able to strike at a separate opponent,

as long as they are in range. In addition, the marilith's tail can be used to constrict an enemy; once it hits, the victim will sustain 2d4 h.p. of constriction damage per round until it or the marilith is dead. In addition, a marilith is able to employ the following magical abilities:

- *Darkness* (5' radius)
- *Charm person* at will
- *Levitate* (3,300 lbs.) at will
- *Read languages* at will
- *Detect invisibility* at will
- *Project image* once per round
- *Pyrotechnics* at will
- *Polymorph self* at will
- *Gate* once every 10 minutes:

Die roll (d%)	Result of gate
01-03	Fails, must wait 10 minutes to try again
04-33	1 Vrock
34-58	1 Hezrou
59-73	1 Glabrezu
74-88	1 Nalfeshnee
89-98	1 Balor
99-00	1 Demon lord (a paramour; determine randomly or select according to appropriateness to the scenario)

In addition, Mariliths can only be struck by non-iron weapons with an enchantment of +1 or better. Iron weapons will affect them normally.

Description: Mariliths appear as beautiful human females with six arms, but their lower portions are in fact giant snake tails. They can, however, take on whatever form they desire.

Nalfeshnee (Greater Demon)

Number	1d6 (Abyss), 1d3 (elsewhere)
Morale	+6
Hit Dice	11d10
Armor Class	-1
Move	90'/min., 120'/min. (flying - clumsy)
Magic Resistance	13
No. of Attacks	3
Damage	1d4/1d4/2d4
Defenses	See below
Attacks	See below
Size	L (10 1/2')
Intelligence	12
Alignment	Chaotic evil
Treasure Type	XVIII
Treasure Value	1d6+2x1,000
Magical Treasure	1d4 items (25%)
X.P. Value	3,000 + 16/h.p.

General: Nalfeshnee (the term is both singular and plural) are counted among the "greater demons" and are often used as trusted servants and officers by the great demon lords. They have a taste for human flesh and blood.

Combat: In melee, Nalfeshnee will lash out with their claws and strike with their toothy bite. In addition, they can employ the following powers as indicated.

- *Darkness* 10' radius at will
- *Create illusion* (visual and/or auditory; no concentration required) once per round

- *Cause fear* (60' range; save or flee at maximum speed for 2d6 minutes) once per round
- *Levitate* (3,600 lbs.) once per round
- *Detect magic* once per round
- *Read languages* once per round
- *Dispel magic* once per round
- *Project image* once per round
- *Polymorph self* once per round
- *Telekinesis* (500 lbs.) once per round
- *Symbol* (*fear* or *discord*) once per round
- *Gate* once every 10 minutes:

Die roll (d%)	Result of <i>gate</i>
01-40	Fails, must wait 10 minutes to try again
41-55	1 Vrock
56-70	1 Hezrou
71-85	1 Glabrezu
86-00	1 Nalfeshnee

In addition, Nalfeshnee can only be struck by non-iron weapons with an enchantment of +1 or better. Iron weapons will affect them normally.

Description: Nalfeshnee are enormous apes with the legs of goats. Their heads are boar-like, and they have tiny wings that appear to be totally inadequate to the task of supporting their vast bulk in flight.

Orcus (Demon Lord)

Number	Unique
Morale	+20
Hit Dice	20d12 (120 h.p.)
Armor Class	-6
Move	90'/min., 180'/min. (flying - poor)
Magic Resistance	17
No. of Attacks	3
Damage	2d6+1/2d6+1 or by weapon/2d4
Defenses	See below
Attacks	See below
Size	L (15')
Intelligence	20
Alignment	Chaotic evil
Treasure Type	XVIII
Treasure Value	9d12x1,000
Magical Treasure	2d4 potions (40%), 1d4 scrolls (50%), 1d4+1 items (70%)
X.P. Value	63,900 (material form), 639,000 (permanently slain)

General: Orcus, Lord of the Undead, is one of the most powerful princes of the Abyss. He harbors an intense hatred of Demogorgon, who styles himself as overlord of all demons. He is especially noted for his infamous wand, which he is known to sometimes send to the material plane on its own, to work evil before he reclaims it (see below for details).

Combat: Orcus can either strike with his immense horny fists or with a weapon (which will certainly be magical, or perhaps his Wand), in which case he will have a +6 bonus "to hit" and +8 to damage. In addition, he has a long tail with a poisonous stinger. He gets a -3 initiative adjustment with it, and those struck by it must save vs. poison with a -4 penalty or die. In addition, Orcus has the following powers and abilities.

- *Continual darkness* at will
- *Charm person* at will
- *Create illusion* (visual and/or auditory; no concentration required) at will

- *Detect magic* at will
- *Read magic* at will
- *Read languages* at will
- *Detect invisibility* at will
- *ESP* at will
- *Pyrotechnics* at will
- *Dispel magic* at will
- *Clairvoyance* at will
- *Clairaudience* at will
- *Lightning bolt* (12 HD) at will
- *Telekinesis* (1,200 lbs.) at will
- *Suggestion* at will
- *Polymorph self* at will
- *Project image* once per round
- *Wall of fire* at will
- *Animate dead* (as a 19th level mage) at will
- *Speak with dead* (as 20th level cleric) at will
- *Feeblemind* once per day
- *Symbol* (any) once per day
- *Polymorph any object* once per day
- *Shape change* once per day
- *Time stop* once per day
- *Gate* once per round:

Die roll (d%)	Result of <i>gate</i>
01-20	Fails, must wait until next round to try again
21-36	1 Vrock
37-52	1 Hezrou
43-68	1 Glabrezu
69-84	1 Nalfeshnee
85-92	1 Marilith
93-00	1 Balor

- *Summon undead* once per minute:

Die roll (d%)	Result of summons
01-25	4d12 skeletons
26-50	4d8 zombies
51-75	4d6 shadows
76-00	2d4 vampires

In addition, Orcus can only be hit by non-iron weapons of +3 or better enchantment. Iron weapons will affect him normally.

Description: Orcus is enormously fat and 15' tall, with gray skin and goat hair over his body. His legs and head are those of a goat and a ram, respectively. He sports enormous black bat-wings, human arms, and a poison-tipped tail.

The Wand of Orcus: This is the prized possession of the Prince of the Undead, an artifact-level magical item with a shaft of obsidian topped by a gleaming ivory skull. In the hands of the demon prince, it will kill or annihilate (as appropriate) any creature it touches short of one of equal standing (such as another demon prince, an arch devil, arch angel, etc.) by the slightest touch. In the hands of anyone else, the Wand will still work as indicated, but victims are entitled to a saving throw vs. death to avoid their fate. However, anyone attempting to use it will instantly and irredeemably be changed from their previous alignment to chaotic evil.

Quasit (least demon)

Number	1
Morale	-1
Hit Dice	3d6
Armor Class	2
Move	150'/min.
Magic Resistance	5
No. of Attacks	3
Damage	1d2/1d2/1d4
Defenses	See below
Attacks	See below
Size	S
Intelligence	6
Alignment	Chaotic evil
Treasure Type	XIII
Treasure Value	3d10x10
Magical Treasure	None
X.P. Value	325 + 3/h.p.

General: Quasits are found throughout demonic society as minor servitors, and can also be found on the planes of Pandemonium and Tarterus. They are created from larvae (see p. 120). They are able to *polymorph self* at will into any two of the following forms: a giant centipede, bat, frog, or wolf. They possess infravision with a 60' range. They are often sent to the material plane as familiars to mages of chaotic evil bent. As such, they grant their masters the following powers.

- A telepathic link, through which the quasit not only communicates, but shares its sight and hearing with its master; range 1 mile
- Magic resistance equal to the quasit's, when both are within 10' of one another
- Master is increased by 1 experience level when the quasit is within 1 mile; further than that, the master loses an experience level (not just the one gained by the quasit's proximity)
- If the quasit is killed, the master loses 4 experience levels
- *Commune* with the lower planes once per week, 6 questions allowed

The quasit will snatch the soul of its master upon his death and hasten with it back to the lower planes to seek a reward from the more powerful creatures there.

Combat: When they are polymorphed into animal form, quasits use the attack form of that creature. In their native form, they attack with their claws and bite. Creatures struck by the claws must make a saving throw vs. poison or lose 1 point of dexterity for 2d6 rounds due to the burning itch that is caused thereby. Only weapons made of cold iron or those with an enchantment of +1 or better can wound a quasit, and it is immune to cold, fire, and lightning. The quasit has the following magical powers, which it can use in whatever form it happens to be in at the time.

- Invisibility at will
- Regenerate 1 h.p. per round
- Fear 30' radius once per day

Quasits make all saving throws as if they had 7 hit dice.

Appearance: Quasits are small humanoid creatures with long claws, spade-tipped tails, curved horns on their heads, and a generally reptilian cast about them.

Succubus (Greater Demon)

Number	1
Morale	+4
Hit Dice	6d8
Armor Class	0
Move	120'/min., 180'/min (flying - average)
Magic Resistance	75%
No. of Attacks	2
Damage	1d3/1d3
Defenses	See below
Attacks	See below
Size	M (6')
Intelligence	16
Alignment	Chaotic evil
Treasure Type	XV
Treasure Value	4d8x1,000
Magical Treasure	1 item (15%)
X.P. Value	2,100 + 6/h.p.

General: Succubi are solitary creatures, preferring to work their evil singly. They prefer to seduce prey rather than engaging in outright battle. The succubus is considered a greater demon.

Combat: Succubi are able to fight with their nails, but prefer to rely on their magical powers. The kiss of a succubus will drain 1 level or hit die from the victim, permanently, but the victim will not be aware of the effect as long as they remain in the demon's amorous embrace. In addition, they have the following magical powers.

- *Darkness* (5' radius) at will
- Become *ethereal* at will (only functions while the demon is on the astral or material planes, of course; the ethereal plane does not extend to the Abyss)
- *Charm person* at will
- *ESP* at will
- *Clairaudience* at will
- *Suggestion* at will
- *Shape change* at will (to anything of general human/demi-human/humanoid form and size)
- *Gate* once every 10 minutes:

Die roll (d%)	Result of <i>gate</i>
01-40	Fails, must wait 10 minutes to try again
41-82	1 Nalfeshnee
83-97	1 Balor
98-00	1 Demon lord (a paramour; determine randomly)

They cannot be damaged by non-iron weapons of less than +1 enchantment. Iron weapons will affect them normally.

Appearance: A succubus in her natural form appears as a tall and beautiful human girl with large bat-like wings and petite horns on her head. They can, of course, appear in any human, demi-human, or humanoid form desired. When in male guise, they are referred to as incubi.

Vrock (Lesser Demon)

Number	1d6 (Abyss), 1d3 (elsewhere)
Morale	+6
Hit Dice	8d10
Armor Class	0
Move	120'/min., 180'/min. (flying - average)
Magic Resistance	10
No. of Attacks	5
Damage	1d4/1d4/1d8/1d8/1d6
Defenses	See below
Attacks	See below
Size	L (8 1/2')
Intelligence	6
Alignment	Chaotic evil
Treasure Type	XIV
Treasure Value	1d4x1,000
Magical Treasure	1 armor/weapon (10%)
X.P. Value	1,275 + 10/h.p.
Turn as Type	XIII

General: The vrock is a lesser demon, arguably among the weakest of the "true" demons. Untold hordes of these creatures stock the armies of all the demon lords of the Abyss. They are fond of human flesh, and will gladly take precious metals and gems.

Combat: Vrocks attack with their fore claws, rear claws, and vicious beaks. They can be wounded by any sort of weapon. In addition, they have the following magical powers (note that they can only employ one "at will" power at a time).

- *Darkness* (5' radius) at will
- *Detect invisibility* at will
- *Telekinesis* (200 lbs.) at will
- *Gate* once every 10 minutes:

Die roll (d%)	Result of <i>gate</i>
01-90	Fails, must wait 10 minutes to try again
91-10	1 Vrock

Appearance: Vrocks appear as a mix of man and vulture. They have muscular human torsos and arms, but the head, feet, tail, and wings of a great vulture.

Yeenoghu (Demon Lord)

Number	Unique
Morale	+20
Hit Dice	16d12 (100 h.p.)
Armor Class	-5
Move	180'/min.
Magic Resistance	16
No. of Attacks	1
Damage	3d6 (plus see below)
Defenses	See below
Attacks	See below
Size	L (12')
Intelligence	16
Alignment	Chaotic evil
Treasure Type	VIII
Treasure Value	7d8+10x1,000
Magical Treasure	1d4+4 items (25%)
X.P. Value	54,500 (material form), 545,000 (permanently slain)

General: Yeenoghu is the demon lord of gnolls, but is also (due to the intricacies of the politics of the Abyss) overlord of all ghouls and ghosts. At most times there will be 66 gnolls (each with 15 h.p.) with him, but if he is ever alone he can always *summon* 6d10 gnolls of that sort to him in but a single melee round. He can also *summon* 1d10+5 ghouls in the same span, if desired.

Combat: Yeenoghu wields his dreaded flail in combat (see below for details). In addition, he can invoke the following magical powers as indicated.

- *Telepathy* so others can hear his thoughts if he desires (120' range)
- Able to see into the astral and ethereal planes
- *Darkness* 10' radius once per round
- *Magic missile* once per round, 3 times per day, 6 missiles each, each doing 2d4 h.p. of damage
- *Detect magic* once per round
- *Read magic* once per round
- *Read languages* once per round
- *Detect invisibility* once per round
- *Invisibility* once per round
- *Fly* once per round
- *Hold person* once per round
- *Dispel magic* once per round (as a 20th level mage)
- *Suggestion* once per round
- *Polymorph* self once per round
- *Cause fear* (60' range; save or flee at maximum speed for 2d6 minutes) once per round
- *Teleport without error* once per round
- *Telekinesis* (1,000 lbs.) once per round
- *Transmute rock to mud* once per round
- *Mass charm* once per round
- *Gate* once every round:

Die roll (d%)	Result of <i>gate</i>
01-20	Fails, must wait until next round to try again
21-00	1d4+1 Vrocks

Only non-iron weapons of +1 or greater enchantment can harm Yeenoghu. Iron weapons will affect him normally, whether they are enchanted or not.

Appearance: Yeenoghu appears as an enormous gnoll, with even more pronounced hyena-like features.

The Flail of Yeenoghu: This dreaded weapon is never outside the possession of its master. It's handle is seven feet in length, with three chains of adamantite, each with a specially enchanted spiked ball of the same material. When it hits, roll randomly to see which ball hit, for each has a different effect.

Die roll (d6)	Effect
01-02	3d6 h.p. damage
03-04	3d6 h.p. damage, plus victim must save vs. wands or be paralyzed for 2d6 rounds
05-06	3d6 h.p. damage, plus victim must save vs. magic or be confused (as per the spell) for a maximum of 30 minutes.

Devil

Devils inhabit the plane of the Nine Hells, and are the champions of the lawful evil ethos. They are regimented both collectively and individually, with

the infernal society being formed of specific castes and hierarchies, membership in which is determined by raw power. By becoming more powerful, one is able to move up within the hierarchy, and thus devils are constantly scheming to do so.

Devils are able to move among the layers of the Nine Hells (although doing so requires authorization from the upper echelons of the infernal command structure), as well as Gehenna, Acheron, and Hades. They are able to travel into the astral plane, but rarely do so. They cannot enter other planes, including the material plane, without some sort of magical means such as a *gate*.

A devil killed in the material or astral plane is not truly slain; it merely returns to the Hells where it reforms in 90 years (during which time it suffers as a lemure). An arch-devil so slain does not endure lemure status, but cannot leave its own domain within the Hells for a decade (not to mention the loss of face within the infernal dominions as a whole). It will most certainly seek vengeance at that time.

All devils are able to attack multiple opponents in a round, as long as it has more than one attack listed. All devils possess the following powers and abilities.

- *Telepathy* used to converse with any intelligent creature
- Half damage from cold based attacks
- Immune to fire-based attacks, both magical and mundane
- Half damage from gas attacks
- *Charm person* once per round
- *Suggestion* once per round
- *Illusion* once per round
- *Infra-vision* (constant)
- *Teleport without error* once per round
- *Know alignment* once per round
- *Animate dead* once per round

Silver weapons will harm all devils, including those only normally affected by enchanted weapons. Remember that all arch-devils are considered to be lesser deities, and have all of the powers associated with such beings as listed in the Adventures Dark and Deep Game Masters Toolkit.

Many devils are able to *summon* others of their kind when in distress, as described below. Note that most will be hesitant to do so, for it places them under an obligation to those who respond to the call for aid. Such *summoning* counts as the devil's action for that round, while those who enter through it (if any) are fully able to function on the following round. Devils so *summoned*, may, of course, *summon* others of their kind...

A pentagram will keep most sorts of devils at bay, with the exception of arch-devils.

Infernal Pact

All devils save the least sort are able to enter into an infernal pact with a mortal. Even the arch-devils are able to do so, but rarely do, as their time is much more valuably spent in pursuits other than legal wrangling over a single mortal soul. But other devils on the mortal plane will seek out mortals in order to tempt them into such a pact. Normally, these mortals will be in some sort of distress, whether it be mental, financial, emotional, etc. Note that those of lawful evil alignment will never be offered such a pact, as their souls are already destined to descend to the Hells once they die.

It is also possible for some wicked (or desperate) individual to actually summon or actually seek out a devil for the purposes of forming such a pact. No matter where the impetus comes from, the game master should strictly enforce the rule that entering into such a pact is an inherently lawful evil act,

and will cause an immediate shift in alignment, with all the consequences thereof.

The Hells maintain legions of lawyers whose sole job it is to continuously perfect the language of such pacts, making them air tight and legally binding in every jurisdiction in the multiverse. In essence, the mortal bargains for some worldly, material gain in exchange for his soul upon death. When the bargain is made with a lesser devil, the benefit will take the form of, and be subject to the strictures of, a *limited wish* spell. When made with a greater devil, the pact can fulfill a full *wish*. An actual contract is signed with the blood of the mortal in question, and copies are stamped and sequestered in a special section of one of the many palaces in the Hells.

Getting out of such a pact is difficult in the extreme, and doing so successfully is the stuff of legend and song. Only the most clever of mortals is able to actually deceive or otherwise trick a devil in matters regarding an infernal pact. Once the pact is signed, it should be remembered that the mortal no longer has any leverage, and so challenges to contests of skill or wit, etc. are not going to have any sway. Only if the condemned can get some sort of power over the devil that entered into the pact with him, or can otherwise make an offer of greater value than his own soul, can the pact even be considered to be revoked.

Talismans

All types of devils save those of the least status have a specific talisman which they guard very carefully, for if another gains possession of the talisman, that being will have power over the devil in question.

- Lesser devils will be forced to serve the possessor of the talisman for nine days, and no devil of that type can harm the possessor during that time.
- Greater devils are forced to serve for nine hours, and devils of that type are prevented from harming the possessor for that time.
- Arch-devils can be compelled to perform a single service, and that arch-devil is prevented from harming the possessor for nine minutes.

In order to use a devil's talisman, one must perform a human sacrifice (including humanoid or demi-human, naturally), which is an inherently evil act. If a talisman falls into the hands of a non-devil, the relevant arch-devil will instantly become aware of the problem and will dispatch appropriate forces to recover it.

Talismans can also be used to summon the specific type of devil for which it is designed. In fact, there is a 10% chance that even scrutinizing such a talisman will inadvertently summon the type of devil attuned to it. Bear in mind that the protective qualities of the talisman are not automatically activated.

Asmodeus (Arch-Devil)

Number	Unique
Morale	+20
Hit Dice	21d12 (199 h.p.)
Armor Class	-7
Move	120'/min., 240'/min. (flying - average)
Magic Resistance	18
No. of Attacks	1
Damage	2d12+2
Defenses	See below
Attacks	See below
Size	L (13 1/2')
Intelligence	20
Alignment	Lawful evil
Treasure Type	IX
Treasure Value	12d12x1,000
Magical Treasure	1d4+12 items (75%)
X.P. Value	70,965 (material form), 709,650 (permanently slain)

General: Asmodeus is the Arch Fiend, the Prince of the Hells, and the Overlord of all devils. The various Dukes of Hell vie constantly for his throne, but over the millennia Asmodeus has maintained his position by pitting the various rivals against one another in a complicated game of politics. He is without doubt the most cunning of the arch-devils, and dwells in a palace on the 9th level of Hell with pit fiends as his servitors. Once per year Asmodeus demands the other arch-devils present themselves at his court and make obeisance to him.

Combat: Asmodeus has a strength of 24; the damage given above refers to the damage he can inflict if he should physically strike an opponent (the strength bonus is not included). He is much more likely, however, to use one or more of his magical abilities, as indicated below, or his fearsome ruby rod (see below).

- Gaze causes *fear* at will (60' range; save or flee at maximum speed for 2d6 minutes unless successfully saving throw vs. magic is made)
- Gaze causes *weakness* at will (save vs. magic of strength is 50% for 1d6x10 minutes)
- Gaze causes *chill* at will (50% movement, -5 or -25% penalty on all die rolls) (save vs. magic is allowed)
- *Pyrotechnics* once per round
- *Produce flame* once per round
- *Wall of fire* once per round
- *Fly* at will
- *Ice storm* once per round
- *Wall of ice* once per round
- *Continual light* once per round
- *Read languages* once per round
- *Read magic* once per round
- *Detect invisibility* once per round
- *Locate object* once per round
- *Invisibility* once per round
- *Dispel magic* once per round
- *Hold person* once per round
- *Hold monster* once per round
- *Shape change* once per round
- *Beguile* once per round (as per the rod)
- *Rulership* once per round (as per the rod)
- *Mass charm* once per round
- *Geas* once per round
- *Restoration* once per round
- *Raise dead fully* once every ten minutes

- *Symbol* (pain, insanity, or hopelessness) once per day
- *Unholy word* once per day
- *Summon devils* once every round; 2 lesser or 1 greater (his choice)

Only non-silver weapons of +3 or better enchantment can harm Asmodeus. Silver weapons will harm him regardless of their enchantment or lack thereof.

Appearance: Asmodeus is devilishly handsome, suave and charming when he wishes to be. He appears as a large human, with horns and pointed ears. On those rare occasions that he loses his temper, or (more likely) calculates that appearing to lose his temper is called for, he can appear as most fearsome and evil, although his physical form does not alter; it is merely his carriage and expression which conveys the utter evil within his dark soul.

The Ruby Rod of Asmodeus: The Prince of Hell has an enchanted rod made of pure ruby (worth one million g.p. simply for the quality of the gem itself). It has the following functions (any one of which can be used each round).

- Functions as a *rod of absorption*
- *Cause serious wounds* by touch (requires a successful "to hit" roll)
- Blast of frost, acid, or lightning, as per the appropriate draconic breath weapon, each doing 36 h.p. (successful saving throw allows only 1/2 damage)

Baalzebul (Arch-Devil)

Number	Unique
Morale	+20
Hit Dice	19d12 (166 h.p.)
Armor Class	-5
Move	90'/min., 240'/min. (flying - good)
Magic Resistance	17
No. of Attacks	1
Damage	2d6 (+ poison)
Defenses	See below
Attacks	See below
Size	L (12')
Intelligence	18
Alignment	Lawful evil
Treasure Type	VIII
Treasure Value	7d6+2x1,000
Magical Treasure	1d4+10 items (65%)
X.P. Value	61,410 (material form), 614,100 (permanently slain)

General: Baalzebul, Lord of the Flies, is generally regarded as the second-most powerful of the dukes of Hell, behind Asmodeus. He rules over both the sixth ("Malbolge") and seventh ("Maldomini") layers of Hell.

Combat: In combat, Baalzebul attacks with his envenomed bite (those bitten must make a saving throw vs. poison or die). In addition, he has the following magical powers and abilities, as indicated.

- *Pyrotechnics* once per round
- *Produce flame* once per round
- *Wall of fire* once per round
- *Fly* once per round
- *Continual light* once per round
- *Read languages* once per round
- *Read magic* once per round
- *Detect invisibility* once per round
- *Locate object* once per round
- *Invisibility* once per round
- *Dispel magic* once per round

- *Shape change* once per round
- *Beguile* once per round (as the rod)
- *Rulership* once per round (as the rod)
- *Hold person* once per round
- *Charm monster* once per round
- *Geas* once per round
- *Restoration* once per round
- *Raise dead fully* once every ten minutes
- *Symbol (pain or insanity)* once per day
- *Unholy word* once per day
- *Summon* 1d4 horned devils once per round

Baalzebul can only be harmed by non-silver weapons of +3 or greater enchantment. Silver weapons will harm him regardless of their enchantment or lack thereof.

Appearance: Baalzebul appears as a giant human with the horns of a bull and enormous eyes like those of a fly. His teeth are sharply pointed.

Barbed Devil (Lesser Devil)

Number	3d4 (Nine Hells), 1d2 (elsewhere)
Morale	+4
Hit Dice	8d10
Armor Class	0
Move	120'/min.
Magic Resistance	10
No. of Attacks	3
Damage	2d4/2d4/3d4
Defenses	See below
Attacks	See below
Size	M (7')
Intelligence	12
Alignment	Lawful evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	1,425 + 10/h.p.
Turn as Type	XIII

General: Barbed devils are most often found on the third and fourth levels of the Nine Hells, and generally serve as fodder in the great armies of the dukes Mammon and Belial.

Combat: In melee, barbed devils attack with both claws and their spiked tails. If they hit in combat, their victim must make a saving throw vs. wands or be struck by *fear*, fleeing at maximum speed for 2d6 minutes. They can never be surprised, and thus make excellent guards. In addition, they are able to employ the following magical powers as indicated.

- Pyrotechnics once per round
- Produce flame once per round
- Hold person once per round
- *Summon* another barbed devil once every 10 minutes (30% chance of success; failure indicates they must wait ten minutes before trying again)

Appearance: Barbed devils are humanoid in appearance, but their thick skin is covered in sharp pointed barbs (hence their name). They have horns, fangs, tails, and large bat-like ears. They are grey-green in color.

Bone Devil (Lesser Devil)

Number	2d4 (Nine Hells), 1d2 (elsewhere)
Morale	+5
Hit Dice	9
Armor Class	-1
Move	150'/min.
Magic Resistance	8
No. of Attacks	1
Damage	3d4
Defenses	See below
Attacks	See below
Size	L (9 1/2')
Intelligence	12
Alignment	Lawful evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	2,800 + 12/h.p.
Turn as Type	XIII

General: Bone devils are mostly found on the fifth and lower levels of the Nine Hells, where they tend to prefer colder climes. They have *ultravision* (60' range) as well as the *infravision* that all devils possess.

Combat: Bone devils wield wickedly barbed bone hooks, which they use to ensnare prey and bring it close enough for their poisonous stingers to be brought into play. If they hit with the hook (causing 3d4 h.p. of damage), there is a 50% chance that the devil will be able to bring the victim close enough for its tail to strike in the same round as well. If the tail hits, it does an additional 2d4 h.p. of damage, and the victim must make a saving throw vs. poison. Failure indicates the victim will lose 1d4 points of strength for 10 minutes. In addition, bone devils have the following magical powers, as indicated.

- *Fear* (5' radius) once per round
- *Create illusion* once per round
- *Fly* once per round
- *Invisibility* once per round
- *Detect invisibility* once per round
- *Fear* (as per the spell) once per round
- *Summon* another bone devil once every ten minutes (40% chance of success; failure indicates they must wait ten minutes before trying again)

Description: Bone devils are gaunt in the extreme, humanoid in form but with particularly skull-like heads with bulging eyes. They also have scorpion-like tails that arch above their heads. They are bone white in color.

Dispater (Arch-devil)

Number	Unique
Morale	+20
Hit Dice	17d12 (144 h.p.)
Armor Class	-2
Move	150'/min.
Magic Resistance	16
No. of Attacks	1
Damage	4d6
Defenses	See below
Attacks	See below
Size	M (7')
Intelligence	18
Alignment	Lawful evil
Treasure Type	XIII
Treasure Value	10d10x10
Magical Treasure	2d4 potions (40%)
X.P. Value	48,040 (material form) 480,400 (permanently slain)

General: Dispater rules the second layer of the Nine Hells from his cruel capital Dis.

Combat: In combat, Dispater hits opponents with his staff, detailed below. In addition, he is able to employ the following magical powers, as indicated.

- *Pyrotechnics* once per round
- *Produce flame* once per round
- *Wall of fire* once per round
- *Light* once per round
- *Read magic* once per round
- *Read languages* once per round
- *Detect invisibility* once per round
- *Shape change* once per round
- *Beguile* once per round (as per the rod)
- *Geas* once per round
- *Restoration* once per round
- *Raise dead fully* once every ten minutes
- *Summon* other devils once per round:

Die roll	Result of <i>summoning</i>
01-10	Fails; must wait until next round
11-33	1 Pit Fiend
34-00	1d3 Erinyes

Description: Except for his small horns, pointed ears, and the goat's hoof in place of his left foot, Dispater appears like a handsome human.

The Staff of Dispater: The staff wielded by Dispater combines the effects of a *rod of rulership* with a double-strength *staff of striking*.

Erinyes (Lesser Devil)

Number	4d4 (Nine Hells), 1d3 (elsewhere)
Morale	+3
Hit Dice	6d12
Armor Class	2
Move	60'/min., 210'/min. (flying - average)
Magic Resistance	6
No. of Attacks	1
Damage	2d4
Defenses	See below
Attacks	See below
Size	M (6')
Intelligence	9
Alignment	Lawful evil
Treasure Type	XV
Treasure Value	6d6x1,000
Magical Treasure	None
X.P. Value	875 + 8/h.p.
Turn as Type	XIII

General: Erinyes are common to the second level of the Nine Hells, and are also most often seen on the material plane, as they are effective at tempting mortals into performing evil deeds, as well as being efficient hunters of those who are already of lawful evil alignment, and whose passage to the Hells is to be hastened.

Combat: Although Erinyes have the equivalent of 18/01 strength, they gain no bonuses "to hit" or to damage. In combat they wield magical daggers that exude an acidic venom (in addition to the normal damage listed above, victims must save vs. poison or faint from the pain for 1d6 minutes). In addition, they bear ropes of entanglement that they can use effectively in melee (these ropes and daggers will lose their potency in the hands of any creature other than an erinyes). In addition, they have the following magical powers.

- Appearance can *cause fear* in all who look upon them, at will (all viewers are entitled to a saving throw vs. wands)
- *Detect invisibility* once per round
- *Locate object* once per round
- *Invisibility* once per round
- *Polymorph self* once per round
- *Produce flame* once per round
- *Summon* another erinyes once every ten minutes (25% chance of success; failure indicates she must wait ten minutes before trying again)

Appearance: Erinyes appear as beautiful human females with feathered wings. Because of this, they are sometimes confused with angels. However, when driven to anger, their countenances will often betray their infernal rather than heavenly nature.

Geryon

Number	Unique
Morale	+20
Hit Dice	16d12 (133 h.p.)
Armor Class	-3
Move	30'/min., 180'/min. (flying - good)
Magic Resistance	15
No. of Attacks	3
Damage	3d6/3d6/2d4
Defenses	See below
Attacks	See below
Size	L (10' tall, 30' long)
Intelligence	16
Alignment	Lawful evil
Treasure Type	IX
Treasure Value	8d6x1,000
Magical Treasure	1d6 items (15%)
X.P. Value	47,975 (material form), 479,750 (permanently slain)

General: Geryon, the Wild Beast, rules the fifth layer of the Nine Hells.

Combat: In melee, Geryon uses his enormously powerful arms to strike at opponents (he has an effective strength of 24; the strength bonus is not reflected in the above damage numbers). In addition, his tail sports a poisonous stinger at its tip in addition to the regular damage it does (those struck must save vs. poison with a -4 penalty or die). He also has his great horn, as detailed below. Finally, he is able to employ the following magical powers as described.

- *Ice storm* once per round
- *Wall of ice* once per round
- *Light* once per round
- *Read languages* once per round
- *Read magic* once per round
- *Detect invisibility* once per round
- *Locate object* once per round
- *Dispel magic* once per round
- *Invisibility* once per round
- *Shape change* once per round
- *Beguile* once per round
- *Geas* once per round
- *Raise dead fully* once per round
- *Symbol (pain)* once per day
- *Unholy word* once per day
- Cause *fear* by his gaze (60' range; save vs. spells or flee at maximum speed for 2d6 minutes)
- *Summon devils* once per round:

Die roll (d%)	Result of <i>summoning</i>
01-05	Fails; wait until next round
06-62	1d2 Bone devils
63-00	1 Ice devil

Appearance: Geryon has the torso and head of a handsome and muscular human. His lower body, however, is that of an enormous serpent tipped with a venomous stinger, and his arms are those of a massive gorilla.

The Horn of Geryon: The duke of Hell possesses an enchanted bull's horn which allows him to summon 5d4 minotaurs, who will appear in but a single round and will fight on his behalf to their death. The horn can only be sounded but once per week.

Horned Devil (Greater Devil)

Number	1d4+1 (Nine Hells), 1d2 (elsewhere)
Morale	+5
Hit Dice	5d10
Armor Class	-5
Move	90'/min., 180'/min. (flying - poor)
Magic Resistance	10
No. of Attacks	4 or 1 plus by weapon type
Damage	1d4/1d4/1d4+1/1d3 or 1d3 plus weapon
Defenses	See below
Attacks	See below
Size	L (9')
Intelligence	14
Alignment	Lawful evil
Treasure Type	XVIII
Treasure Value	3d8x1,000
Magical Treasure	1 item (15%)
X.P. Value	1,320 + 6/h.p.

General: Horned devils are found mostly on the sixth and seventh layers of the Hells, where they fill the legions of their dukes.

Combat: If armed (80% chance), horned evils will wield either a military fork (75%) or a whip (25%). The fork a wicked two-tined fork which does 2d6 h.p. of damage if it hits. The whip sports cruel barbs along its length and will not only do 1d4 h.p. of damage if it hits, but will stun the victim for 1d4 rounds unless they successfully make a saving throw vs. magic. If unarmed, the horned devil strikes with its claws and bite. Either way, the barbed devil also can hit opponents with its tail; those hit by the tail will bleed for 1 h.p. per round until the injury is bound. It is possible for the same target to suffer multiple tail wounds, each of which requiring a separate melee round to bind to prevent bleeding. In addition, horned devils have the following magical powers.

- *Fear* 5' radius (constant, but saving throw vs. wands applies)
- *Pyrotechnics* once per round
- *Produce flame* once per round
- *ESP* once per round
- *Detect magic* once per round
- *Phantasmal force* once per round
- *Summon* another horned devil once every ten minutes (50% chance of success; failure means the devil must wait ten minutes to try again)

Description: The horned devil is the quintessential image of "a devil." It is humanoid, covered in large scales, with horns, bat wings, fangs, and large ears. It also has a spade-tipped tail.

Ice Devil (Greater Devil)

Number	1d4 (Nine Hells), 1 (elsewhere)
Morale	+6
Hit Dice	11d10
Armor Class	-4
Move	60'/min.
Magic Resistance	11
No. of Attacks	4
Damage	1d4/1d4/2d4/3d4
Defenses	See below
Attacks	See below
Size	L (10 1/2')
Intelligence	14
Alignment	Lawful evil
Treasure Type	XVI
Treasure Value	6d6x1,000
Magical Treasure	None
X.P. Value	4,400 + 16/h.p.

General: Ice devils hail from the frosty eighth level of the Nine Hells. They have ultravision (60' range) and are vicious and cruel as befits their standing as greater devils.

Combat: In combat, ice devils attack with their claws, mandibles, and tail. A few (25%) of them carry great spears that they employ instead of their claw and mandible attack; the spears do 2d6 h.p. of damage and cause the victim to make a saving throw vs. paralysis. Failure means the victim has been numbed with extreme cold, slowing them by 50% for 3d6 rounds (half movement, half attack rate). They regenerate 1 h.p. of damage per round, and have an effective strength of 18/76 but do not get any bonuses "to hit" or to damage. In addition, ice devils have the following powers.

- *Fear* 10' radius (constant, but saving throw vs. wands applies)
- *Fly* once per round
- *Wall of ice* once per round
- *Detect magic* once per round
- *Detect invisibility* once per round
- *Polymorph self* once per round
- *Ice storm* once per day
- *Summon* other devils once every ten minutes:

Die roll (d%)	Result of <i>summoning</i>
01-40	Fails; must wait ten minutes before trying again
41-82	1d2 Bone devils
83-00	1 Ice devil

Ice devils can only be harmed by non-silver weapons of +2 enchantment or better. Silver weapons will affect them regardless of whether or not they are enchanted.

Appearance: The ice devil is insectoid in appearance, although it is vaguely humanoid with two arms, two legs, and an upright stature. Its body and limbs are encased in gleaming white chitin, while it has a head like that of an enormous ant with wicked mandibles.

Imp (least devil)

Number	1
Morale	+1
Hit Dice	2d10
Armor Class	2
Move	60'/min., 180'/min. (flying - poor)
Magic Resistance	5
No. of Attacks	1
Damage	1d4
Defenses	See below
Attacks	See below
Size	S (2')
Intelligence	9
Alignment	Lawful evil
Treasure Type	XI
Treasure Value	2d20
Magical Treasure	None
X.P. Value	275 + 3/h.p.

General: Imps are found in the service of the Dukes of Hell, but can also be found in Gehenna and Acheron as well. Imps can *polymorph self* at will into the form of two of the following: a large spider, raven, giant rat, or goat. They have infravision with a 60' range.

Imps are sometimes sent to the material plane to serve as familiars of evil mages. When a mage has such a familiar, he gains the following powers and abilities.

- He and the imp are telepathically linked, each able to see and hear through the eyes and ears of the other (including the imp's infravision ability), with a range of 1 mile.
- If the imp is within 10' of the mage, the mage will gain 30% magic resistance and regenerate 1 h.p. per round.
- If the imp is within 1 mile of the mage, the mage gains 1 experience level. If the imp is more than 1 mile away, the mage loses 1 level (not just the level he gained from the imp's proximity!).
- If the imp is slain, the master loses 4 levels instantly, with a minimum of 1st level.
- Once per week, the imp can *commune* with its infernal masters (as per the spell, but with 6 questions allowed).

Combat: In combat the imp strikes with its stinger-tipped tail. When polymorphed, the imp may use any of its magical powers, but only those physical attacks normal for that form. Imps are only harmed by silver or magical weapons, and are immune to cold, fire, or electrical-based attacks. They make saving throws vs. magic as if they had 7 hit dice. They regenerate 1 h.p. per round, and are able to employ the following magical abilities, as indicated.

- *Detect good* at will
- *Detect magic* at will
- *Invisibility* at will
- *Suggestion* once per day

Appearance: Imps are small humanoid figures with wings, a long tail with a stinger on the end, horns, long pointed ears, and a large nose. It is generally gray-green in color.

Lemure (Least Devil)

Number	5d6 (Nine Hells), 1d6 (elsewhere)
Morale	-2
Hit Dice	3d8
Armor Class	7
Move	30'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d3
Defenses	See below
Attacks	None
Size	M (5')
Intelligence	3
Alignment	Lawful evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	65 + 3/h.p.
Turn as Type	XIII

General: Lemures are the souls of those mortals of lawful evil ethos who end up in the Nine Hells, and most are destined for an eternity of torment at the hands of their diabolic masters. They are found in untold billions on every level of the plane, and are not only used as fodder for the infernal armies, but the best are used to form new devils, as well as lawful evil undead.

Combat: Lemures attack with their claws. They regenerate 1 h.p. of damage each round (thus being able to withstand the torments visited upon them), and can only be truly slain by objects which have been *blessed* such as holy water.

Appearance: Lemures are humanoid blobs of flesh with enormous black pits for eyes. Their skin seems to flow in a disgusting non-stop undulation. They have arms, but no legs; they move by oozing over the ground.

Pit Fiend (Greater Devil)

Number	1d3 (Nine Hells), 1 (elsewhere)
Morale	+15
Hit Dice	13d12
Armor Class	-3
Move	60'/min., 150'/min. (flying - poor)
Magic Resistance	13
No. of Attacks	3
Damage	1d4+4/1d6+6/2d4
Defenses	See below
Attacks	See below
Size	L (12')
Intelligence	16
Alignment	Lawful evil
Treasure Type	XVI
Treasure Value	6d6x1,000
Magical Treasure	None
X.P. Value	7,900 + 18/h.p.

General: Pit fiends are the most powerful of the devils below the status of arch-devil; they serve as officers and generals in the infernal armies, and as important functionaries in the courts of the dukes of the Hells, as well as serving as the personal bodyguard of Asmodeus himself.

Combat: Pit fiends wield two weapons in combat; the first is a bladed pick much like an ankus (elephant-goat), and the second is a huge spiked club.

They can wield both simultaneously with no penalty, and can strike with their tails as well for 2d4 h.p. of damage (if a hit is scored, the victim is subject to automatic constriction damage for the same amount each turn, and is unable to attack until released). They have an effective strength of 18/00, but do not receive any bonuses "to hit" or to damage. They regenerate 2 h.p. of damage each round. In addition, they have the following magical powers at their command.

- *Fear* 20' radius (constant, but saving throw vs. wands applies)
- *Pyrotechnics* once per round
- *Produce flame* once per round
- *Wall of ice* once per round
- *Wall of fire* once per round
- *Detect magic* once per round
- *Detect invisibility* once per round
- *Polymorph self* once per round
- *Hold person* once per round
- *Symbol (pain)* once per day
- *Summon other devils* once every ten minutes:

Die roll (d%)	Result of <i>summoning</i>
01-30	Fails; must wait ten minutes before trying again
31-72	1d3 Barbed devils
73-00	1 Pit fiend

In addition, pit fiends can only be harmed by non-silver weapons of +2 or better enchantment. They can be harmed by silver weapons regardless of their enchantment or lack thereof.

Appearance: Pit fiends are humanoid in form, but have great bat-like wings and tails. Their heads are most ugly, having enormous fangs, horns, and bat-like ears.

Tiamat (Arch-Devil)

Number	Unique
Morale	+20
Hit Dice	16d12 (128 h.p.)
Armor Class	0
Move	60'/min., 180'/min.
Magic Resistance	Standard
No. of Attacks	6
Damage	2d8/3d6/2d10/3d8/3d10/1d6
Defenses	See below
Attacks	See below
Size	L (60' long)
Intelligence	18
Alignment	Lawful evil
Treasure Type	XVIII
Treasure Value	4d4x10,000
Magical Treasure	6 items (15%)
X.P. Value	63,580 (material form), 635,800 (permanently slain)

General: Tiamat, Queen of Dragons, inhabits the topmost level of the Nine Hells. In her vast palace, She is attended by her five consorts; one each huge adult dragon of each evil type; black, blue, green, red, and white. All have the maximum number of hit points and are able to cast spells.

Combat: Tiamat's immense bulk prevents her from using her claws in attack, but she is able to bite with all five heads and sting with her venomous tail, as well as cast spells with or use the breath weapon of any of her heads (each head having the breath weapon, and being able to cast spells, as appropriate to a dragon of its color). Thus, in any round of combat, she can bite, breathe, and cast spells simultaneously, as long as no head is engaged

in more than one attack in any given melee round. Her tail sports a poison stinger, and will slay any target struck unless they make a saving throw vs. poison. The amount of damage done by her breath weapons depends on which head is breathing, but her breath weapons do not lose their potency as her heads or body take damage.

Head	Breath weapon damage
Black	64 h.p. acid
Blue	80 h.p. lightning
Green	72 h.p. chlorine gas
Red	88 h.p. fire
White	56 h.p. frost

Each of Tiamat's heads can take 16 h.p. of damage before it is destroyed, and her body will take 48 h.p. before falling, although each head should be treated as a dragon of its type in terms of immunity to certain attacks; the red head is immune to fire, the white to cold, etc. Any head so destroyed will be regenerated in but 24 hours. If her body takes fatal damage, she is slain as are other Arch-devils.

Appearance: Tiamat is a titanic figure with five writhing heads and immense fan-like wings. The colors of her heads blend together across her back until they turn to muddy brown at her tail. Her belly and legs are a pale green.

Djinni

	Regular	Noble
Number	1	1
Morale	+5	+7
Hit Dice	7d10	10d10
Armor Class	4	4
Move	90'/min., 240'/min. (flying - perfect)	90'/min., 240'/min. (flying - perfect)
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	2d8	3d8
Defenses	None	None
Attacks	See below	See below
Size	L (10 1/2')	L (10 1/2')
Intelligence	12	14
Alignment	Chaotic good	Chaotic good
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	725 + 5/h.p.	725 + 5/h.p.

General: Djinn (djinni is the singular) are native to the elemental plane of air. They are able to enter those quasi- and para-elemental planes adjoining the plane of air, as well as the ethereal and material planes. Djinn are able to bear burdens as follows.

Weight (lbs.)	Afoot	Flying
0-599	As long as desired	
600-699	80 min. (then rest 1 hr.)	60 min. (then rest 1 hr.)
700-799	70 min. (then rest 1 hr.)	50 min. (then rest 1 hr.)
800-899	60 min. (then rest 1 hr.)	40 min. (then rest 1 hr.)
900-999	50 min. (then rest 1 hr.)	30 min. (then rest 1 hr.)
1,000-1,999	40 min. (then rest 1 hr.)	20 min. (then rest 1 hr.)
1,100-1,200	30 min. (then rest 1 hr.)	10 min. (then rest 1 hr.)

Mortals are able to capture and enslave djinn, binding them to specific objects such as rings, lamps, bottles, etc. Special incantations and pentacles are used in the process, but the specifics are left to the individual game

master. Once the djinni has been so enthralled, it will serve well if it is well treated by its master, but will be surly and undermine the meaning of commands if it is ill-treated. If a noble djinn is so captured, it will grant three wishes to the one who controls it, but after the third wish is granted, it will automatically be freed. (Only 1% of all djinn encountered will be of the noble variety.)

All djinn have the following magical powers.

- Create food for 2d6 persons once per day
- Create permanent soft items (16 cu. feet) once per day
- Create permanent wooden items (9 cu. feet) once per day
- Create metal items (100 lbs.) once per day; will last a maximum of 24 hours, with harder metals lasting a mere hour

Combat: Djinn attack with their fists. Any air-based creature has a -1 penalty both "to hit" and to damage against the djinn. In addition to the magical powers listed above, they also have the following, which are more useful in combat.

- *Invisibility* once per day
- *Gaseous form* once per day
- Create visual and auditory *illusions* once per day (no concentration required)
- *Whirlwind* once per day (cone-shaped tornado 10'x30'x70'; lasts 1 minute, but takes 10 minutes for form or dissipate; causes 2d6 h.p. damage to all within, automatically killing anything under 2d8 HD). A whirlwind formed by a noble djinni will cause 3d6 h.p. of damage.

Appearance: From the waist up, djinn appear as handsome humans. From the waist down they are simply clouds. Djinn can communicate with any creature whose gaze they can meet, as well as having their own language which sounds like rushing winds.

E

Efreet

Number	1
Morale	+5
Hit Dice	10d10
Armor Class	2
Move	90'/min., 240'/min. (flying - good)
Magic Resistance	Standard
No. of Attacks	1
Damage	3d8
Defenses	None
Attacks	See below
Size	L (12')
Intelligence	12
Alignment	Lawful evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	1,950 + 14/h.p.

General: Efreet (the name is both singular and plural) are creatures native to the elemental plane of fire. They are able to enter those quasi- and para-elemental planes adjacent to the plane of fire, as well as the material and ethereal planes. They are able to bear burdens as follows.

Weight (lbs.)	Afoot	Flying
0-750	As long as desired	
751-900	60 min. (then rest 1 hr.)	40 min. (then rest 1 hr.)
1,050-1,200	50 min. (then rest 1 hr.)	30 min. (then rest 1 hr.)
1,201-1,350	40 min. (then rest 1 hr.)	20 min. (then rest 1 hr.)
1,351-1,500	30 min. (then rest 1 hr.)	10 min. (then rest 1 hr.)

Efreets are mortal enemies of djinn, and will attack them on sight. Mortals are able to capture and enslave efreet, forcing them to serve for a maximum of 1,001 days, or until three *wishes* have been granted to its master. Efreets despise captivity and service, and will invariably attempt to pervert the intention of its commands or wishes, and undermine its master and hopefully bring him to destruction. They are cruel and vengeful beings.

Combat: In melee, efreet attack with their powerful fists. However, all efreet also have the following magical powers:

- *Invisibility* once per day
- *Gaseous form* once per day
- *Detect magic* once per day
- *Enlarge* (as a 10th level mage) once per day
- *Polymorph self* once per day
- Create visual and auditory *illusions* once per day (no concentration required)
- *Wall of fire* once per day

Non-magical fire has no effect on an efreet. Magical fire-based attacks are made against them with a -1 penalty both "to hit" and to damage.

Appearance: Efreets appear as muscular humanoids with fearsome features, fangs, horns, and flames for hair. From the waist down they are creatures of living flame.

Elemental

Elementals are the primary inhabitants of the four elemental planes of existence; air, earth, fire, and water. They can be brought to the material plane through a number of different magical means; spells, devices, staves, etc., and the way the elemental was brought to the material plane will often determine how powerful the elemental is. (All elementals use d10's to determine their hit points, but will have more or fewer hit dice.)

Elementals brought to the material plane will resent being so summoned, and will actively seek to escape. Thus, the one summoning the elemental must concentrate on controlling it. Failure to do so will mean the elemental has broken free and will turn on the one who summoned it 25% of the time, otherwise simply returning to its plane of origin.

The spell *dispel magic* can be used to take over a controlled elemental, if the caster explicitly states he is using the spell to disrupt the conjurer's control rather than the elemental itself. If he fails, however, the elemental in question will become aware of the attempted take-over and will seek out that caster if it becomes uncontrolled. The elemental in question will also be boosted in power to 10 h.p. per hit die.

Air Elemental

Number	1
Morale	+3
Hit Dice	8d10 - 16d10
Armor Class	2
Move	360'/min. (flying - perfect)
Magic Resistance	Standard
No. of Attacks	1
Damage	2d10
Defenses	Hit only by +2 or better weapons
Attacks	Whirlwind
Size	L
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	2,850 + 15/h.p.

General: Air elementals are native to the elemental plane of air.

Combat: Air elementals attack by buffeting their foes with blasts of air. While in mid-air, as opposed to fighting on the ground, they get a +1 bonus "to hit" and a +2 bonus to damage caused. They can only be harmed by weapons of +2 or better enchantment. In addition, they are able to create a whirlwind some 20' wide at the bottom, 60' wide at the top, and with a height equal to 10 x the number of hit dice the elemental possesses. It requires ten full minutes to create and dissipate, and lasts for but one minute, but during that time it will kill any creature with 3d6 or fewer hit dice, and cause 2d8 h.p. of damage to all others. If the whirlwind cannot be raised to its maximum height due to a ceiling or similar obstruction, it will kill creatures with 2d6 or fewer hit dice and do 1d8 h.p. of damage to all others.

Appearance: Air elementals are composed of nothing but air, and are thus unseen, but they can be detected as a rustling of the air where none should be. They are not treated as invisible creatures.

Earth Elemental

Number	1
Morale	+3
Hit Dice	8d10 - 16d10
Armor Class	2
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	4d8
Defenses	Hit only by +2 or better weapons
Attacks	See below
Size	L
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	2,850 + 15/h.p.

General: Earth elementals hail from the elemental plane of earth. It should be noted that they are incapable of crossing water, needing to pass underneath it in the bedrock instead.

Combat: Earth elementals smash opponents with their powerful fists. Any enemy that is standing on ground, stone, or earth takes maximum damage from the blow of an earth elemental, while those not in touch with the ground (those who are *levitating*, *flying*, etc.) are struck with a -2 penalty on the damage inflicted. Earth elementals can also strike stone buildings and other constructions, destroying a typical small building in but 2 minutes.

Appearance: Earth elementals appear on the material plane as vaguely humanoid figures of living rock.

Fire Elemental

Number	1
Morale	+3
Hit Dice	8d10 - 16d10
Armor Class	2
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	3d8
Defenses	Hit only by +2 or better weapons
Attacks	Set fire
Size	L
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	2,850 + 15/h.p.

General: Fire elementals are native to the elemental plane of fire. They are incapable of passing over non-flammable liquids such as water.

Combat: Fire elementals attack by lashing out with fiery tendrils. They will ignite any flammable object or substance they come in contact with, but when fighting enemies that themselves use fire (such as red dragons, fire giants, etc.) they suffer a -1 penalty on all damage rolls.

Appearance: Fire elementals appear as living flames.

Water Elemental

Number	1
Morale	+3
Hit Dice	8d10 - 16d10
Armor Class	2
Move	60'/min., 180'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	5d6
Defenses	Hit only by +2 or better weapons
Attacks	Stop or capsize ships
Size	L
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	2,850 + 15/h.p.

General: Water elementals are native to the elemental plane of water. They cannot move more than 60' from water (at least 1,000 cubic feet).

Combat: Water elementals attack with pseudopods of living water. However, when outside water itself, they suffer a penalty of -1 on all damage rolls. They are able to stop large ships (1 ton per hit point of the elemental) and can capsize smaller ships (1 ton per hit die of the elemental).

Appearance: Water elementals are formed of living water. When out of water, they appear vaguely humanoid.

F

G

H

Hell Hound

Number	2d4
Morale	+3
Hit Dice	4d8-7d8
Armor Class	4
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d10
Defenses	See below
Attacks	Breathe fire
Size	M
Intelligence	6
Alignment	Lawful evil
Treasure Type	VII
Treasure Value	4d6x100
Magical Treasure	1d2 items (10%)
X.P. Value	250 + 8/h.p.

General: Hell hounds are native to the Nine Hells, but can be found on the material plane, as they are sometimes brought there as guards or servants. They have keen eyesight and smell, and have a 50% chance of detecting hidden or invisible creatures (this makes them prized as watchdogs by certain evil creatures). The number of hit dice of each hell hound should be determined randomly.

Die roll (d4)	Hit dice	Breath weapon damage
1	4d8	4 h.p.
2	5d8	5 h.p.
3	6d8	6 h.p.
4	7d8	7 h.p.

Combat: Hell hounds attack with their vicious bite, but are also able to breathe fire 10' in front of them. Those in the area of effect are entitled to a saving throw vs. breath weapon in order to take half damage (round up). Hell hounds get a +1 bonus to their own surprise roll, and enemies subtract 2 from their surprise roll.

Appearance: Hell hounds are large dogs with dark red fur. Their eyes glow with a hellish red luminance, and their teeth and tongues are black.

I

Invisible Stalker

Number	1
Morale	+20
Hit Dice	8d8
Armor Class	3
Move	120'/min. (flying - perfect)
Magic Resistance	6
No. of Attacks	1
Damage	4d4
Defenses	Invisible
Attacks	Surprise -4
Size	L (8')
Intelligence	13
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	1,090 + 10/h.p.

General: Invisible stalkers are native to the elemental plane of air, but they can be found on the material plane as the result of the spell *invisible stalker* or similar magic. They are occasionally found on the astral or ethereal planes, and in such places they can be dimly seen, thus losing their benefit of invisibility.

If summoned to the material plane, an invisible stalker will obey its master until it is released or is slain. They can track any prey that has passed nearby within 24 hours. If ordered to attack, nothing will prevent them from doing so except their own destruction or that of the enemy; even its master cannot order it off. While it will normally obey well, for every day it remains in service, there is a 1% cumulative chance that it will resent its situation and attempt to pervert the orders of its master in order to bring about his doom and its own freedom.

Combat: Invisible stalkers attack with pistons of air. If slain anywhere outside of their home plane, they simply return to the plane of air.

Appearance: Invisible stalkers are vaguely humanoid creatures of pure air. They are not normally visible to mortals. They can understand the common tongue, but speak only their own whispery language.

J

K

L

M

N

Night Hag

Number	1 (Material Plane), 2d6 (Hades)
Morale	+3
Hit Dice	8d8
Armor Class	9
Move	90'/min.
Magic Resistance	13
No. of Attacks	1
Damage	2d6
Defenses	See below
Attacks	See below
Size	M
Intelligence	16
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	1,750 + 10/h.p.

General: Night hags dwell on the plane of Hades, which they share with the daemons, with whom they exist in an uneasy truce that is riddled with intrigues and occasionally punctuated by open violence. They will generally attack good-aligned beings on sight, as long as they feel victory is achievable.

They will occasionally come to the material plane in search of victims of neutral evil alignment; those who are brought back to Hades become larvae (see p. 120). These will be identified using the hag's *know alignment* ability (see below), and initially attacked by means of a superior-strength *sleep* spell, which affects characters of 12th level or less; a saving throw vs. spells is allowed to ignore the effect. If the victim is put to sleep, he will be strangled and his now-larval soul stolen back to Hades immediately. If not, the hag will begin to "ride" the victim, visiting his dreams in astral form and riding him throughout the night in a nightmarish journey across the land. Each night of such riding causes the victim to lose 1 point of constitution permanently. Once the victim's constitution is lowered to 0, he dies, and his soul is claimed by the hag and brought back to Hades.

Combat: Night hags attack with their iron-sharp nails. In addition, they have the following magical powers.

- *Know alignment* at will
- *Polymorph self* at will
- *Magic missile* (2d8 h.p. damage) 3 times per day
- *Ray of enfeeblement* 3 times per day
- *Gate* (vrock 50% or barbed devil 50%) with 50% chance of success, once per day

Night hags are unaffected by magical effects based on sleep, charm, fear, fire and cold. They are harmed only by weapons of silver, cold iron, or those with an enchantment of +3 or better.

Appearance: Night hags are incredibly ugly women with skin the color of an overripe plum, iron-black hair, and eyes that glow with a baleful red glow. Their feet and hands sport long black talons.

Periapt

Each night hag possesses a special periapt that allows them to travel on the astral plane from either their own home of Hades or the material plane. If this

peript is lost, the hag may opt to return home to Hades immediately, or else she is stranded on either the material or astral planes. In the hands of a mortal, a night hag's peript will *cure disease* by touch, and give the possessor a +2 bonus to all saving throws. If possessed by a character or creature of good alignment, however, it will decay 10% per use until it crumbles to dust and is forever useless.

Nightmare

Number	1
Morale	+5
Hit Dice	6d12
Armor Class	-4
Move	150'/min., 360'/min. (flying - average)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d6+4/1d6+4/2d4
Defenses	Smoke, become astral or ethereal
Attacks	None
Size	L
Intelligence	14
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	600 + 8/h.p.

General: Nightmares are found throughout the lower planes, although their true native home is Hades. They are often used as mounts by powerful demons, daemons, devils, hags, and the like, as well as serving the most powerful of undead masters on the material plane.

Combat: Nightmares attack with their fiery hooves and their vicious fangs. In addition, they constantly breathe forth a cloud of noxious smoke when in combat. Any creature with which the nightmare is in melee must make a saving throw vs. breath weapon; failure indicates all "to hit" and damage rolls are made at a -2 penalty. They are able to venture onto the astral or ethereal planes (as applicable) at will.

Appearance: Nightmares appear as large black steeds with flaming hooves, fangs, fan-like ears, and unkempt tails and manes. Their eyes glow red with hate and fury.

O

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Q

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S

Salamander

Number	1d4+1
Morale	+5
Hit Dice	7d12
Armor Class	5 (upper body), 3 (lower body)
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	Per weapon/2d6
Defenses	+1 or better weapon to wound
Attacks	Heat
Size	M
Intelligence	14
Alignment	Chaotic evil
Treasure Type	XVI
Treasure Value	1d8+3x1,000
Magical Treasure	1d4+1, no weapons (10%)
X.P. Value	825 + 10/h.p.

General: Salamanders are native to the elemental plane of fire. They typically dwell in places no less than 500° Fahrenheit and can endure places less than 300° for only a few hours.

Combat: Salamanders strike with a weapon and constrict enemies with their tails. The body temperature of the creature is so high that it will cause an additional 1d6 points of heat damage when it constricts (naturally, creatures who are themselves resistant to heat will not suffer this additional damage, but will still be subject to the constriction itself). They are immune to fire of all sorts, as well as sleep, charm, hold, etc. Cold-based attacks will do an additional 1 h.p. per die of damage.

Description: Salamanders have the upper body of a human and the lower body of a great serpent. They are coppery in tone above, and red-orange in the tail. Their eyes are flaming yellow.

T

Thought Eater

Number	1d3
Morale	-4 (when attacked on the ethereal plane)
Hit Dice	3
Armor Class	9
Move	60'/min. (floating in the ether)
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	None
Attacks	Mental drain
Size	S (3')
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	255 + 3/h.p.

General: Thought eaters dwell exclusively on the ethereal plane, but its senses extend to the material, where it hunts for food. They are attracted to mental energy in all its forms, and feed thereupon, to the detriment of those whom it encounters.

Combat: The thought eater does not attack physically, and will flee if attacked physically on or into the ethereal plane. It can only be thwarted by spells which eliminate mental activity such as *forget*, *mind blank*, etc. The mental drain of the creature will have the following effects.

Range	Vs. spell casters	Vs. non-spell casters
61' or greater	none	none
11'-60'	Lose 1d6 levels of memorized spells per round	Lose 1d3 minutes of short term memory (only once per person)
0-10'	Lose 2d8 levels of memorized spells per round	Lose 1 point of intelligence per round, permanently

For spell level loss, roll to see how many spell levels are lost. Then determine randomly from the list of spells the caster has memorized. If the spell caster is stripped of all memorized spells, then the thought eater will switch to consuming points of intelligence.

The thought eater will stop attacking/eating once it has consumed 10 points of intelligence, 20 spell levels, 30 minutes of short-term memory, or any combination thereof (with each point of intelligence equivalent to 2 spell levels and 3 minutes of memory). Any creature reduced to an intelligence of 0 will die. Example: A single thought eater could consume 6 points of intelligence, 4 spell levels, and 4 minutes of memory.

Appearance: When viewed on the ethereal plane, the thought eater looks like an emaciated platypus with an enormous head and a toothed bill. It is a light gray in color.

Titan

Number	1 (10% chance of 2)
Morale	+20
Hit Dice	See below
Armor Class	See below
Move	See below
Magic Resistance	11
No. of Attacks	1
Damage	See below
Defenses	See below
Attacks	See below
Size	L (18')
Intelligence	19
Alignment	Chaotic good, neutral, or evil
Treasure Type	VIII
Treasure Value	7d6+1x1,000
Magical Treasure	1d4 items (25%)
X.P. Value	See below

General: Titans dwell on the plane of Olympus, but will occasionally venture to the material plane for a time. They should not be confused with the Greater Titans that populate Greek mythology and have powers equivalent to deities (Kronus, Tethys, etc.). While the two may be related in an individual game master's campaign, the titans presented here are most certainly on a much lower level of power than such beings.

Even among such lesser beings, there is a great deal of variation. Unless otherwise specified, the size and powers of any individual titan should be determined randomly.

Die roll (d6)	Hit Dice	AC	Move	Dmg	X.P. Value
1	17d12	2	210'/min.	7d6	7,000 + 25/h.p.
2	18d12	1	210'/min.	7d6	7,000 + 25/h.p.
3	19d12	0	150'/min.	7d6	9,000 + 30/h.p.
4	20d12	-1	150'/min.	7d6	9,000 + 30/h.p.
5	21d12	-2	150'/min.	8d6	11,000 + 35/h.p.
6	22d12	-3	150'/min.	8d6	11,000 + 35/h.p.

Titans are, as a race, on good terms with storm giants when on the material plane. There is a 20% chance that, when encountered there, there will be storm giants present as well (see p. 31).

Combat: Titans attack with a blow from their enormous fists. In addition, they have the following abilities.

- *Invisibility* at will
- *Levitate* twice per day
- *Etherealness* twice per day

All titans are accomplished spell casters. They cast mage and cleric spells as if they were characters of the level indicated below.

Die roll (d4)	Cast spells as...	Spells per spell level			
		1st	2nd	3rd	4th
1	4th level spell caster	2	-	-	-
2	5th level spell caster	2	2	-	-
3	6th level spell caster	2	2	2	-
4	7th level spell caster	2	2	2	2

For each spell level, the titan is able to cast a number of both mage and clerical spells as indicated above, at the level of experience indicated above. Example: A titan with a roll of 3 would cast two first level mage, two second level mage, two 3rd level mage, two first level cleric, two second level cleric, and two third level cleric spells, each as if they were a spell caster of 6th level in the appropriate class.

Appearance: Titans appear as enormous humans, both handsome and muscular. The males do not wear facial hair. They speak their own language, all the various languages of giants, and the common tongue.

U

V

W

Water Weird

Number	1d3
Morale	+7
Hit Dice	3d10
Armor Class	4
Move	120'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	See below
Attacks	Drowning
Size	L (10' long)
Intelligence	12
Alignment	Chaotic evil
Treasure Type	XVIII
Treasure Value	4d8x1,000
Magical Treasure	1 item (15%)
X.P. Value	370 + 4/h.p.

General: Water weirds are native to the elemental plane of water, but are sometimes encountered on the material plane whither they have been summoned as guardians for some treasure or locale. They are actually able to take over control of water elementals by entering their watery body, with a 50% chance of success.

Combat: Water weirds do not attack conventionally. They form in 2 rounds (from some source of water), taking the form of a serpent. Once formed, they strike (as a creature with 6d8 hit dice); the victim must make a saving throw vs. paralyzation or be pulled into the water, where it will drown unless the water weird is disrupted (see the Adventures Dark and Deep Game Masters Toolkit for rules on drowning).

Water weirds only take 1 point of damage from sharp or pointed weapons; blunt weapons do normal damage. Cold-based attacks will slow the creature to half speed and half attack speed. Fire based attacks will do half normal damage maximum; if the water weird makes its saving throw, it takes no damage. If reduced to 0 hit points, the water weird is not slain, but merely disrupted. It will reform in 2 rounds. A *purify water* spell will actually slay it permanently.

Appearance: Water weirds look like serpents made of living water.

Wind Walker

Number	1d3
Morale	+4
Hit Dice	6d10
Armor Class	7
Move	150'/min., 300'/min. (flying - perfect)
Magic Resistance	Standard
No. of Attacks	1
Damage	3d6
Defenses	Immune to most weapons and spells
Attacks	Telepathy
Size	L
Intelligence	12
Alignment	Neutral
Treasure Type	XVIII
Treasure Value	7d6x1,000
Magical Treasure	1d2 items (10%)
X.P. Value	575 + 8/h.p.

General: Wind walkers are native to the elemental plane of air, but will sometimes dwell on the material plane, where they are found either in the windy heights at the tops of mountains and in cloud islands, or in enormous wind-swept caverns deep below the ground. They are telepathic (each wind walker acting in concert adds 10' to the range, so it can be anything from 10'-30' total).

Combat: Wind walkers attack with buffeting winds, and will pursue fleeing enemies for at least 1d4+1 minutes. They are immune to attack by conventional weapons and most magic. Air-based creatures such as djinn, air elementals, etc. can combat them, however. Only select spells will affect them, and those in very non-standard ways, as indicated below.

- Control weather slays them unless they save vs. magic
- Slow acts as a fireball against them
- Ice storm will cause them to retreat for 1d4 rounds
- Haste will cause wind-walkers to take only half damage from attacks, and do double damage when they attack

They are foiled by magical barriers.

Appearance: Wind walkers are normally invisible, being composed of nothing but air. However, they are detectable by the loud rushing wind sound that precedes them at a range of 1d3x10'.

X

Xorn

Number	1d4
Morale	+6
Hit Dice	7d12
Armor Class	-2
Move	90'/min. (walking and through solid rock)
Magic Resistance	Standard
No. of Attacks	4
Damage	1d3/1d3/1d3/6d4
Defenses	See below
Attacks	Enemies get -4 on surprise rolls
Size	M (5')
Intelligence	9
Alignment	Neutral
Treasure Type	XIV
Treasure Value	10d6+5x100
Magical Treasure	1 item (60%), 1 potion (60%)
X.P. Value	1,275 + 10/h.p.

General: Xorn are native to the elemental plane of earth, but are sometimes encountered on the material plane deep beneath the ground as they search for choice minerals and crystals to consume. They will accept offerings of precious metals or gems in exchange for passage, and as they can smell such items up to 20' away, they are 90% likely to attack if refused.

Combat: Xorn attack with their three arms and their immensely powerful jaws. Their exterior is the same consistency and color as normal rock, and thus they have a great ability to surprise enemies or prey. They are immune to fire or cold based magic, and electrical attacks will do either half or no damage, depending on whether or not the xorn makes its saving throw. They are vulnerable to certain earth-based magic, as noted below.

- *Move earth* hurls them 30' and stuns them for one round
- *Stone to flesh* or *rock to mud* turns their armor class to 8 for one round
- *Passwall* does 10+10 h.p. of damage

Xorn are able to change their molecular structure in order to pass through solid rock. Doing so requires but a single round, and they are likely to do so to avoid encounters that are going badly against them. While doing so, a xorn will be slain if a *passwall* spell is cast upon it.

Appearance: Xorn are radially symmetrical, with three eyes, arms, and legs and a large mouth full of flat teeth on the top of its body. Its skin has the consistency and color of stone.

Y

Z

Appendix I: Modifying and Creating New Monsters

There is really no limit to the creatures that can be introduced into the game. Some game masters will prefer a certain amount of verisimilitude, requiring that animals and monsters have some sort of logical ecology and balance. Others will simply shrug and say "it's just a game" and press on to create wild and challenging creatures for the sake of the game. Neither thought

process is right or wrong, and each game master is encouraged to find the balance which is right for his campaign and group of players.

Experience Point Values

The various attributes and abilities of each new creature are fairly fluid and open to the creative process. One value that is not, however, is the experience point value of each creature. For the sake of balance, each creature's value in x.p. should be determined by the following formula, which is flexible enough to accommodate most creatures. As with all things in the game, the game master should feel free to use his discretion when assigning x.p. values.

Hit Dice					Base X.P.	X.P. per h.p.	Minor Power Bonus	Major Power Bonus
d4	d6	d8	d10	d12				
1	-	-	-	-	2	1	1	10
2	1	-	-	-	5	1	2	25
3	2	1	-	-	10	1	4	35
4	3	2	1	-	20	2	8	45
5	4	3	2	1	35	3	15	55
6	5	4	3	2	60	4	25	65
7	6	5	4	3	90	5	40	75
8	7	6	5	4	150	6	75	125
9	8	7	6	5	225	8	125	175
10	9	8	7	6	375	10	175	275
11	10	9	8	7	600	12	300	400
13	11	10	9	8	900	14	450	600
15	13	11	10	9	1,300	16	700	850
17	15	13	11	10	1,800	18	950	1,200
19	17	15	13	11	2,400	20	1,250	1,600
21	19	17	15	13	3,000	25	1,550	2,000
22	21	19	17	15	4,000	30	2,100	2,500
23	22	21	19	17	5,000	35	2,600	3,000

Any creatures with higher hit dice than listed on the table should use the bottom row of the table to calculate experience points.

To calculate the experience point value of a given creature, simply find the proper row based on the type and number of hit dice it has. Add the base x.p. value and the x.p. per hit point. Then for each type A power and each type B power, add the appropriate bonus. If a creature has more than one of either power, add the bonus multiple times accordingly.

Examples of minor powers include: 4 or more attacks per round, missiles, an AC of 0 or less, blood drain, hug, regeneration, silver or magic weapons to wound, 1st - 3rd level defensive spells, etc.

Examples of major powers include: experience level drain, paralyzation, poison, breath weapon, magic resistance (of any strength), mind blast, spell use, swallow whole, any single attack potentially doing 24 h.p. per round, two attacks potentially doing 30 h.p. per round, three attacks potentially doing 36 h.p. per round, four attacks potentially doing 42 h.p. per round, etc.

Turn as Type

Generally speaking, when designing new types of undead, the game master should use existing creatures as a guideline to determine how they should be treated for turning by clerics and paladins. You should resist the temptation to assign an overly-high number to your new creature; bear in mind that even the mighty vampire is only turned as a type X creature.

For creatures from the outer planes, only the weaker sorts can be turned. Anything labeled a "greater" being of its type (greater devil, greater angel, etc.) will be immune to turning by clerics, as will the unique sorts. However, lesser and least types can be so affected, but always as type XIII. Use the following guidelines as a rule of thumb to determine what sort of outer planar creatures are affected by clerical turning.

- AC -4 or worse
- 10 or fewer hit dice (of any type)
- Magic resistance 65% or less

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