

Adventures Dark and Deep™



Bestiary

By Joseph Bloch



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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.

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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 heart 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 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 and of dice that 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. The first number is the number of hit dice, followed by "d" and then the type of hit dice. For example, 6d10 means the creature has six hit dice, and 10-sided dice are rolled to determine the number of hit points the creature has. Player characters and non-player characters will use whichever hit dice are suitable for their character class (i.e., an NPC elf mage would still use d4's for his hit dice, rather than d8).

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 (such as *hold portal*) cast on a specific object. Note that magic resistance is in addition to any saving throws to which the creature may be entitled.

A creature with magic resistance A has a 55% resistance to spells cast by 1st level spellcasters, a 60% resistance to spells cast by 2nd level spellcasters, etc. A creature with magic resistance B has a 60% resistance to spells cast by 1st level spellcasters, a 65% resistance to spells cast by 2nd level spellcasters, etc. See Appendix D for details.

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.

Damage is the amount of damage, in hit points, caused by each of the creature's normal attacks. It does not include special attacks, and if creatures are able to use weapons, the phrase "per weapon type" will be used to indicate that the game master should look up the damage inflicted by the appropriate weapon, as listed in the **ADVENTURES DARK AND DEEP™** Players Manual.

Damage Bonus for Huge Creatures (Optional Rule)

Game masters wishing to make their games more deadly may wish to make large and powerful creatures tougher by granting to them a damage bonus. This bonus would apply to all strikes with melee weapons or hands/fists/etc. and would be equal to +1 h.p. per hit die of the creature. Thus, a creature with 9d10 hit dice would get a +9 bonus to damage. This rule would only apply to creatures that are both large and strong, such as ogres, giants, trolls, balor demons, etc. The game master is warned, however, that doing so will increase his game's mortality rate, sometimes significantly.

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. Like defenses, they can be either magical or mundane, and explanations will be given in the text, if needed. They are 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. Abilities that are listed as being usable "at will" are not subject to this restriction, and can be considered "on" whenever the creature desires them to be, with no concentration. There is no "casting time" for such innate abilities, which differentiates them from the character class abilities that some creatures may also possess.

Temporary Level Drain (Optional Rule)

Game Masters may, at their discretion, rule that the experience level drain accompanying the touch of certain undead such as specters and vampires is temporary, lasting only for 1d6 days, after which time the lost levels will be regained, along with all lost hit points and abilities 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.

Weaknesses refers to any special weaknesses the creature possesses, such as vulnerability to fire, sunlight, etc. It generally refers only to attack types that cause additional damage to the creature; if something is immune to most attacks, but not a certain type, that would not count as a "weakness" unless that certain type of attack did extra damage or had a better than normal chance of success.

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. S, M, and L represent small, medium (or man-sized), and large. 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. Size classification isn't strictly related to height. Especially at the margins (4'-6'), it's a much more subjective measure of relative bulk. So a very "beefy" creature could be classified as large, while a more slender creature of the same height could be classified as medium.

Intelligence is the intelligence score of the creature. This is exactly the same as that described in the *Adventures Dark and Deep* Players Manual. Note that creatures with an intelligence of 0 cannot be affected by mind-affecting magical effects such as *charm*, *illusions*, etc.

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 from a lack of any moral awareness at all. Creatures of lawful alignment will act with discipline when fighting in groups; they will be drilled, use tactics appropriate to their weapons and terrain, etc. Chaotic creatures, on the other hand, tend to attack en masse with more regard for personal glory than group cohesion.

Treasure Type and **Treasure Value** are described in the *ADVENTURES DARK AND DEEP™* Game Masters Toolkit. Note that this does not change whether 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, as used in treasure method II, is as follows:

TREASURE COMPOSITION

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%	

Note that for creatures that dwell underwater, if any type of treasure is indicated that would not survive in such an environment (silks, paintings, etc.), it should simply be deemed as lost and not re-rolled. Magic scrolls and books should be counted in this category, as well unless you as game master have a very specific reason and rationale for deeming them safe.

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). For instance, if a creature is said to have 1d6 items (40%), the Game Master would first roll 1d6 to determine the total number of potential items. Then he would roll percentile dice for each potential item. If the roll is equal to or less than the chance that a given item is present, it will be. In the case that there are restrictions on the types of items to

be found (some creatures will not have weapons, for instance, and some will have a certain number of potions), simply ignore rolls that do not apply.

Refer to the treasure tables in the *ADVENTURES DARK AND DEEP™* 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 thus earn the full x.p. value. Avoiding a creature, either by fooling it and stealing its treasure, by evading a pursuing creature, etc. should earn from 25% - 50% of the total, depending on the circumstances and difficulty.

Turn as Type is only found in entries for undead creatures and certain beings from the outer planes. It indicates which column should be used when the creature is being "turned" by clerics and paladins. Details of turning can be found in the *ADVENTURES DARK AND DEEP™* Players Manual under the appropriate character class description.

Evasion is found only in entries for waterborne and undersea creatures. It is a bonus given when the creature(s) are attempting to evade a waterborne encounter. Details on waterborne evasion are given in the *ADVENTURES DARK AND DEEP™* Game Masters Toolkit.

Humanoid Spellcasters

Certain types of monsters – humanoids such as orcs and goblins, giants, etc. – have special spellcasters as noted below. Such monsters are normally unable to have regular classes such as mages, clerics, druids, etc. Within the specific monster description you will see the maximum level a given creature can have as a shaman and/or witch doctor. Other creatures will have standard classes of spellcasters such as mages, clerics, druids, etc. as detailed in the entry on the creature.

The game master should place humanoid shamans and witch doctors deliberately, rather than relying on random placement. Generally, tribes of humanoids in their lairs will have spellcasters equal to 1% of the total number of warriors, but such spellcasters could also be found in raiding parties, warbands, etc. and some tribes might have more or less than 1%. The details are left entirely to the game master to determine in such a way as to make the most sense for his own game.

Shaman

Shamans can be seen as a sort of sub-class of cleric. They lack the full range of spells that ordinary clerics possess, and don't have the power to turn undead. Shamans do not gain any bonus spells for wisdom. The maximum level any shaman can reach is dependent on his race, but no shaman can rise higher than 7th level.

SHAMAN SPELLS AVAILABLE BY LEVEL

Shaman Level	Spell Level			
	1st	2nd	3rd	4th
1	1	-	-	-
2	2	-	-	-
3	2	1	-	-
4	3	2	-	-
5	3	3	1	-
6	3	3	2	-
7	3	3	2	1

SHAMAN SPELLS BY LEVEL

	1st Level	2nd Level	3rd Level	4th Level
1	Ceremony	Aid	Boundary	Cure Serious Wounds
2	Cure Light Wounds	Augury	Create Food and Water	Divination
3	Detect Evil	Chant	Cure Blindness	Exorcise
4	Detect Magic	Create Water	Cure Disease	Giant Insect
5	Endure Cold	Detect Charm	Dispel Magic	Neutralize Poison
6	Light	Enthrall	Locate Object	Speak with Plants
7	Magic Stone	Messenger	Meld into Stone	Sticks to Snakes
8	Portent	Plant Friend	Prayer	Tongues
9	Protection from Evil	Resist Fire	Remove Curse	
10	Purify Food and Drink	Snake Charm	Speak with the Dead	
11	Resist Fear	Speak with Animals		
12	Speak with Animals	Withdraw		

Shamans have no limitations on the weapons or armor they are able to use.

Witch Doctor

Note that all humanoid tribal spellcasters function as shamans. Some few also have the power to cast mage spells, and these are known as witch doctors. All witch doctors will also have the full range of spells of a shaman of the appropriate level (note that it is possible for the same spellcaster to have one level as a shaman and another as a witch doctor).

As with shamans, witch doctors lack the full range of spells possessed by either the cleric or mage classes, and have level limits as noted in the individual creature entries below. No witch doctor can rise above 4th level as a witch doctor, but this does not limit the level he can obtain as a shaman as well.

WITCH DOCTOR ADDITIONAL SPELLS AVAILABLE BY LEVEL

Witch Doctor Level	1	2
1	1	-
2	2	-
3	2	1
4	3	2

WITCH DOCTOR ADDITIONAL SPELLS BY LEVEL

	1st Level	2nd Level
1	Affect Normal Fires	Audible Glamer
2	Burning Hands	Detect Invisibility
3	Dancing Lights	Flaming Sphere
4	Firewater	Hypnotic Pattern
5	Identify	Illusionary Trap
6	Phantasmal Force	Invisibility
7	Precipitation	Levitate
8	Push	Magic Mouth
9	Shield	Prediction
10	Spider Climb	Pyrotechnics
11	Ventriloquism	Scare
12	Wall of Fog	Whip

Witch doctors have no limit on weapons or armor- they use crude spell books for their witch doctor spells, but these are not intelligible to other sorts of spellcasters (and *vice versa*), even though the names of the spells may be the same.

Wilderness and Dungeon Monster Descriptions

Aerian

Number	1d10 (1d10+20 in aerie)
Morale	+1
Hit Dice	1d10
Armor Class	7
Move	60'/min., 360'/min. (flying - average)
Magic Resistance	Standard
No. of Attacks	2
Damage	1d3/1d3 or per weapon type
Defenses	None
Attacks	Dive, <i>summon elemental</i>
Weaknesses	None
Size	M
Intelligence	9
Alignment	Neutral good
Treasure Type	III
Treasure Value	2d4+1x1,000
Magical Treasure	1d3 items (15%)
X.P. Value	28 + 2/h.p.



General: Aerians are an avian race that dwell high in mountain crags. A typical encounter will be with a hunting party, but if encountered in their mountain home, the larger number of adults will be encountered. They are prone to claustrophobia and will never enter any enclosed space (such as a building) if they can possibly avoid it. They will also avoid combat situations on the ground, preferring to take to the skies where they have the advantage. Each can carry 150 lbs. while flying. They are usually good-natured creatures, but are incapable of distinguishing between domesticated and wild animals, thus sometimes accidentally taking livestock. Each tribe's territory is some 100 miles on a side, and sports a brightly-colored banner of woven feathers.

Combat: Aerians attack with their claws or with large javelins which are held in the rear claws and hurled with great force. Each warrior will carry 6 such javelins, each doing 2d4 h.p. of damage. They are able to dive down on enemies on the ground and brake just short of the ground, much like giant eagles. When attacking thus, they get a +4 bonus "to hit" and do double damage if they hit. They must have at least 200' altitude in order to perform their dive attack. Aerians are considered "persons" for spells such as *charm person* or *hold person*.

If five aerians act in concert, they are able to perform a special aerial dance which will summon a friendly air elemental (8 HD). The dance takes 3 complete rounds to perform. The elemental will not be under the control of the aerians, but the two races are on good terms, and the elemental will generally obey their requests, though not to the point of fighting to the death.

Appearance: Aerians are humanoid in form, covered in feathers and sporting both a gray-black beak and a large bone "keel" on their chest. Their arms are in fact wings, with the hands half way down the length of the wing. Their rear claws also function as hands, and they are adept with using them to hold weapons and anything else their hands can do. They speak their own language, that of giant eagles, and 10% will speak the common tongue.

Al-Mi'raj

Number	2d10
Morale	-2
Hit Dice	1d6
Armor Class	6
Move	180'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4
Defenses	None
Attacks	None
Weaknesses	None
Size	S (3')
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	10 + 1/h.p.

General: Al-mi'raji are unpredictable creatures that inhabit woodlands and remote meadows. They make their homes in underground burrows. If captured when young, they can be trained as faithful companions. They have both keen eyesight and smell.

Combat: Al-mi'raji attack with their horns.

Appearance: An al-mi'raj is a large yellow rabbit with a large horn projecting from the middle of its forehead.

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
Weaknesses	None
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

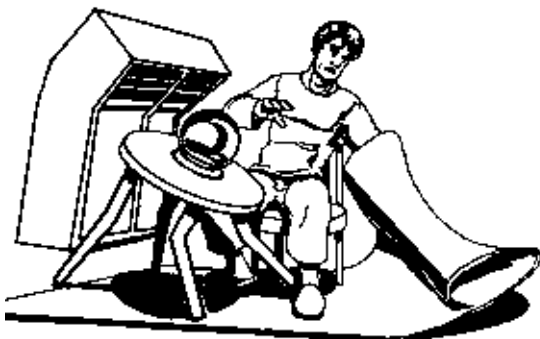


General: The ankhkeg is a giant burrowing insect that supplements its usual diet of minerals with the flesh of both animals and humans. They are usually found either in wooded locales or in well-tilled fields. The size of the creature, while always large, can vary considerably.

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 ankhkeg'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 ankhkeg 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.

Appearance: The ankhkeg 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.



Animated Furniture

	Chair	Rug	Table
Number	1d6	1	1
Morale	n/a	n/a	n/a
Hit Dice	4d8	5d8	6d8
Armor Class	6	6	6
Move	90'/min.	30'/min.	120'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	2	1	4
Damage	1d8/1d8	1d4	1d6/1d6/1d6/1d6
Defenses	See below	See below	See below
Attacks	Pummeling, enemies get -5 to surprise rolls	Smothering, enemies get -5 to surprise rolls	Blocking, enemies get -5 to surprise rolls
Weaknesses	See below	See below	See below
Size	M	L	L
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	60 + 4/h.p.	170 + 5/h.p.	225 + 6/h.p.

General: Animated furniture could be items brought to "life" by means of an *animate object* spell, or could be some perpetually animated object in the depths of some dungeon. Other types of animated furniture are, of course, possible; the game master should use the statistics above as a guideline.

Combat: Unless its enemies are alerted to the animated furniture's presence, they get a -5 bonus to their surprise rolls, making it much easier for the animated furniture to surprise the enemy. Animated chairs and tables attack by kicking with their legs (tables can attack 4 different enemies per round, but cannot attack any one enemy more than once per round). Animated rugs attack by rearing up, snake-like, and lashing out at an enemy, or tripping them and then rolling over them.

Animated tables are able to block the movement of an enemy; someone wishing to move around a table must make a successful DEX check with a +2 penalty. Failure indicates that the table has successfully prevented the individual from moving, and has gotten a free attack. A table can only block movement in one direction per round; anyone trying to step onto the table will be automatically knocked off and suffer 1d4 h.p. as it pitches and bucks like a bronco.

If an animated rug successfully hits an enemy, it will attempt to roll itself around that creature and smother it. After a successful hit, the rug gets an automatic overbearing attack as if it had a strength of 18. If the overbearing attack is successful, the target is wrapped up and smothered; it cannot move, attack, or cast spells, and will die of asphyxiation in 1d4 rounds. Any attacks made against the rug will also inflict damage on the person being smothered, with a -2 penalty to damage against the smothered individual per attack.

The following spells have non-standard effects against animated furniture:

- *Animate object*: The furniture attacks at twice the normal speed for 1d6 rounds
- *Enchantment/charm, illusion/phantasm*, and other mind-affecting spells: No effect
- *Mending*: Repairs 1d6 h.p. of damage on the furniture upon which it is cast
- *Trip*: No effect against animated rugs

- *Warp wood*: inflicts 2d10 h.p. of damage against wooden furniture only

Appearance: Until it moves, animated furniture appears just like any ordinary piece of furniture. They can have any appearance, from plain to fancy, from old and rickety to new and sturdy.

Animated Statue

	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	A	C	E
No. of Attacks	2	2	2
Damage	1d6/1d6	1d8/1d8	2d6/2d6
Defenses	See below	See below	See below
Attacks	None	None	None
Weaknesses	None	None	None
Size	M or L	M or L	M or L
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. 108) 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). It is theorized that other sorts of animated statues are possible.

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.

Annis

Number	1d3
Morale	+5
Hit Dice	7d12
Armor Class	0
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d8+8/1d8+8/2d4+1
Defenses	Immune to illusions, edged weapons do -1 damage
Attacks	Seizing, magic use
Weaknesses	Blunt weapons do +1 damage
Size	L (8')
Intelligence	6-15
Alignment	Chaotic evil
Treasure Type	IV
Treasure Value	2d4+1x1,000
Magical Treasure	1d3 items (15%)
X.P. Value	1,525 + 12/h.p.

General: Annis (plural and singular) are relatives of the dreaded night hags (see p. 414) but are native to the material plane. They prefer human flesh to eat, but will consume just about any sort of meat if it is available. They are sometimes found in the company of ogres, trolls, or giants. They have infravision with a range of 60' and their sense of smell is very highly developed.

Combat: Annis attack with their claws and bite. If all three attacks hit the same victim in the same round, the annis has seized the victim. The annis will automatically hit seized victims in subsequent rounds, raking with its talons and

biting with its iron teeth. Annis have a strength of 19, and victims cannot be freed until either they (or the annis) are slain, or some sort of magical escape is possible. Attacks with blunt weapons do +1 h.p. against the iron-hard skin of the annis, while edged weapons have a -1 damage penalty. In addition, the annis has the following powers:

- *Change self* twice per day
- *Fog cloud* twice per day

Appearance: Annis look like tall, thin, incredibly ugly hags with dark blue iron-like skin and wild hair. They have black teeth, nails, and hair. Their clothing is usually worn and dirty. They speak the common language and that which all hags share.



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
Weaknesses	Confused if queen slain		None
Size	S (2')	S (3')	M (6')
Intelligence	1	1	1
Alignment	Neutral	Neutral	Neutral
Treasure Type	None	None	II
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.

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

Ant Lion

Number	1
Morale	+3
Hit Dice	8d10
Armor Class	2
Move	90'/min., 10'/min. in loose soil
Magic Resistance	Standard
No. of Attacks	1
Damage	5d4
Defenses	None
Attacks	See below
Weaknesses	None
Size	L
Intelligence	1
Alignment	Neutral
Treasure Type	See below
Treasure Value	See below
Magical Treasure	See below
X.P. Value	800 + 12/h.p.

General: Ant lions inhabit the same locales as giant ants and other giant insects, particularly in hot and arid climates. They favor sandy or gravelly terrain, which allows them to dig their large tapering holes (usually 80' in diameter) which they use to trap their prey. Any creature entering the funnel-shaped pit has a 50% chance each round of slipping and tumbling down to the bottom. Once there, the ant lion will emerge from its hiding place under the ground at the bottom of the pit and attack the helpless prey. Ant lion pits are 50% likely to be mistaken for some sort of cave entrance. Treasure is incidental, having been left by previous victims. Roll to determine randomly, unless otherwise specified.

Die Roll (d%)	Treasure
01-30	1d4x10 g.p.
31-50	5d4 p.p.
51-64	Shield
65	Magic shield
66-98	Weapon (metal)
99	Magic weapon (metal)
00	Wondrous item

Combat: Ant lions attack with their huge pincers. Once they hit, the pincers have locked onto the prey and will not let go until one or the other is dead. Damage after the first round is therefore automatic.

Appearance: Ant lions are large insects with huge pincers and swollen abdomens. They are generally tan in color. They are actually the larval form of the giant lacewing, which is innocuous.

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	+1 to surprise	None
Attacks	Rend	Rend
Weaknesses	None	None
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. 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 rending 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 their digits and long fangs. They have their own, rudimentary, language. Gorillas are fur-covered humanoids that walk on their knuckles, and are broad-chested.



Apparition

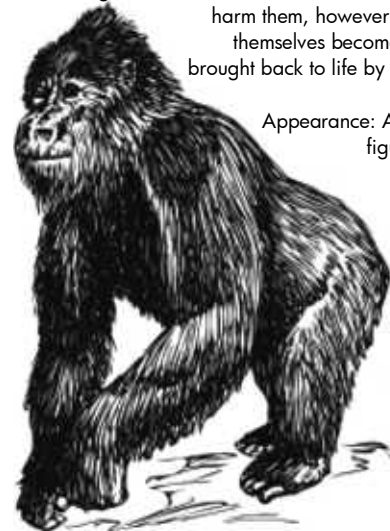
Number	1d4
Morale	+9
Hit Dice	8d8
Armor Class	0
Move	240'/min.
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	+1 (or better) or silver weapon to harm
Attacks	Enemies get -3 to surprise rolls, fright
Weaknesses	Holy water
Size	M
Intelligence	9
Alignment	Chaotic evil
Treasure Type	XV
Treasure Value	1d6+2x1,000
Magical Treasure	1d4 items (25% chance), one must be a scroll
X.P. Value	1,000 + 10/h.p.
Turn as type:	IX

General: Apparitions are non-corporeal undead creatures. They are greatly feared, as they can only be truly combated by creatures on the ethereal plane, and as they can slay enemies by frightening them to death.

Combat: Apparitions do not attack conventionally. They have a telepathic power that allows them to sense potential victims within 100'. They will appear suddenly, coming through a wall or floor, and reach towards the victim, who will feel bony claws grasping his throat (even through the thickest armor). At this point, the victim must make an ability check vs. his intelligence. Success indicates the victim realizes the attack is not real (although only against that particular apparition; another apparition requires another intelligence check). Failure indicates the victim believes the attack to be real and dangerous, and a second ability check vs. constitution must be made. Success on this second ability check indicates the victim flees in blind terror for 1d4 rounds. Failure on the second ability check indicates the victim dies of a heart attack instantly. Each such attack requires but a single round, and it is only while engaging in such attacks that the apparition can be attacked.

Even when attacking, apparitions are immune to weapons except those of silver, or a +1 or better enchantment. Apparitions can, however, be attacked normally by those on the ethereal plane even when the apparitions are not making their *fear* attack. Silver or enchanted weapons are still required to harm them, however. Those slain by an apparition will themselves become apparitions in 2d4 hours, unless brought back to life by such means as a *raise dead* spell.

Appearance: Apparitions are translucent skeletal figures wearing tattered white robes.



Arctic Toad

See toad, arctic (p. 232).

Ascomoid

Number	1
Morale	n/a
Hit Dice	6d10
Armor Class	3
Move	30'/min. - 120'/min. (see below)
Magic Resistance	Standard
No. of Attacks	1
Damage	1 / 1' diameter
Defenses	See below
Attacks	Spores
Weaknesses	Long piercing weapons
Size	L (5' - 10')
Intelligence	n/a
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	775 + 8/h.p.



General: Ascomoids are large puff-fungi that move by rolling on the ground. They begin moving on the first round at 30'/min. On the second round, they move 60'/min, then 90'/min., and finally reach 120'/min. Each is 1d6+4 feet in diameter.

Combat: Ascomoids attack by rolling into and over others, doing 1 h.p. of damage for every foot in diameter of the fungus. Creatures of S or M size who are struck by an ascomoid are knocked down and must spend the following round recovering. Large size creatures, or those who have attacked and harmed the ascomoid, will be attacked with the creature's spores. These spores can shoot out up to 30' and will form a cloud 5d4' in diameter when they strike. Anyone struck by them must make a saving throw vs. poison or die. Those who make their saving throw will be blinded and choke for 1d4 rounds, during which time they are unable to attack and attacks made against them get a +4 bonus "to hit". Victims of the spores are unable to use shields, and no dexterity bonus can be applied to their armor class.

Ascomoids are affected by different types of weapons in different ways:

Weapon Type	Effect
6' or longer piercing weapon (spear, etc.)	Double damage
Piercing weapon less than 6' (short sword, etc.)	Damage as against a small creature
Blunt weapon (mace, etc.)	No effect
Slashing/cutting weapon (long sword, etc.)	1 h.p. per hit
Magical damage-causing attacks (lightning bolt, magic missile, etc.)	Half damage, +4 to saving throw
Cold-based attacks	Normal damage

Ascomoids are essentially mindless, and thus no mind-affecting spells such as hold, illusion, ESP, charm, etc. will work.

Appearance: Ascomoids are large leathery balls with various pock-like holes on the surface, through which they are able to shoot their spores. They are brownish white in color.

Assassin Bug

Number	2
Morale	+3
Hit Dice	1d10
Armor Class	5
Move	60'/min., 180'/min. (flying - average)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4
Defenses	None
Attacks	Paralyze
Weaknesses	Some spells kill larvae
Size	S (2')
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	65 + 2/h.p.

General: Assassin bugs are always found in pairs - one male and one female - because they are only encountered during their brief mating time. The male attacks first, paralyzing the victim. The female then swoops in, depositing her eggs in the flesh of the victim and then dying. They invariably choose human, demi-human, or humanoid hosts, in that order of preference.

Combat: The male attacks with its proboscis, which also spreads its paralyzing saliva. Those attacked must make a saving throw vs. poison with a +2 bonus. Failure indicates paralyzation for 1d3 hours. Once that happens, the male will fly off and the female will attack (hitting automatically) and implanting her eggs as indicated above. She will then die immediately.

1d12+12 hours after implantation, the eggs will hatch and the larvae will begin devouring the unfortunate host. Before that happens, only a *limited wish*, *heal*, *wish*, or similarly powerful spell can destroy the eggs. Otherwise, 1d6+6 larvae will hatch inside the body of the host, each doing 1 h.p. of damage per hour. While the larvae are within the host, the following spells may be used to combat them:

- *Cure critical wounds* will destroy all the larvae
- *Cure serious wounds* will destroy one larva per experience level of the caster minus 6
- *Heal* will destroy all the larvae and leave the victim with only 1d4+1 h.p. of damage, healing all other wounds
- *Limited wish*, *alter reality*, etc. will destroy the larvae.

After 2 weeks the larvae will burst forth in a gout of blood and bile, their transformation to adult assassin bugs complete.

Appearance: Assassin bugs look like giant bluebottle flies with four legs instead of the usual six. Their limbs are the color of rotting flesh.

Atomie

Number	3d4x10
Morale	-1
Hit Dice	1d4
Armor Class	4
Move	120'/min., 240'/min. (flying - perfect)
Magic Resistance	D
No. of Attacks	2
Damage	Per weapon type
Defenses	See below
Attacks	See below
Weaknesses	None
Size	S (1')
Intelligence	11
Alignment	Chaotic neutral
Treasure Type	VIII
Treasure Value	1d8 g.p. each, 1d10x10 in home
Magical Treasure	1d2 items (10%)
X.P. Value	40+ 1/h.p.



General: Atomies are related to sprites and other similar nature-dwelling creatures. They only come out at night, and are sometimes (20% chance) found with grigs (see p. 115). They make their homes in large trees, hollowing out rooms and chambers in large trunks, and weaving branches high above the ground into airy rooms and sweeping bridges. They have 120' infravision

Combat: Atomies attack with weapons, but because of their speed they get a -1 bonus to their initiative rolls. Each attacks as if it was a 3rd level fighter. The weapon of each atomie should be determined randomly, if not already specified:

Die Roll (d%)	Weapon	Range	Damage
01-20	Crossbow	30'	1d3
21-80	Spear	40'	1d4 (double if charge)
81-00	Sword	n/a	1d3

Atomies have the following magical abilities, as indicated (use as a 5th level mage, if applicable, to determine range, duration, etc.).

- *Blink* once per round
- *Invisibility* once per round
- *Pass plant* once per round
- *Speak with animals* once per round
- *Summon insects* once per round

Enemies get a -4 penalty to their surprise rolls, while atomies get a +4 bonus to their own rolls. Atomies are considered "persons" for spells such as *charm person* or *hold person*.

Appearance: Atomies are thin and long-limbed. Their features are sharp but decidedly attractive. They do not have wings, but are able to fly nonetheless. They speak their own language (which is intelligible to sprites, and vice versa), pixie, and some common.

Aurochs

	Bull	Cow
Number	1	2d6
Morale	+20	+15
Hit Dice	8d12	6d10
Armor Class	5	5
Move	120'/min.	120'/min.
Magic Resistance	Standard	Standard
No. of Attacks	3	3
Damage	2d6/2d6/3d4	2d4/2d4/2d6
Defenses	None	None
Attacks	None	None
Weaknesses	None	None
Size	L (5'10" at shoulder)	L (4'11" at shoulder)
Intelligence	1	1
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	n/a	n/a
X.P. Value	900 + 14/h.p.	225 + 8/h.p.

General: The aurochs is a massive species of feral cattle, sporting enormous horns and known for its ferocity and tenaciousness. They are very aggressive and will attack creatures in sight 90% of the time. The females are just as aggressive as the males.

Combat: Aurochs attack with their two front hooves and their horns.

Appearance: Aurochs are large cattle with huge lyre-shaped horns that point forward. The bulls are black with a pale stripe going down the back, while cows are reddish-brown, again with the stripe.

See also: cattle (p. 32).

Aurumvorax

Number	1
Morale	+15
Hit Dice	12d8
Armor Class	0
Move	90'/min., 30'/min. (burrowing)
Magic Resistance	Standard
No. of Attacks	1
Damage	2d4
Defenses	See below
Attacks	Enemies get -4 to surprise rolls, claw attacks
Weaknesses	None
Size	S (3' long)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	2,700 + 16/h.p.

General: The arumvorax, also known as the golden gorger, is much like a badger or wolverine in its viciousness. It inhabits open or lightly wooded terrain, making its burrows by digging into the soft ground.

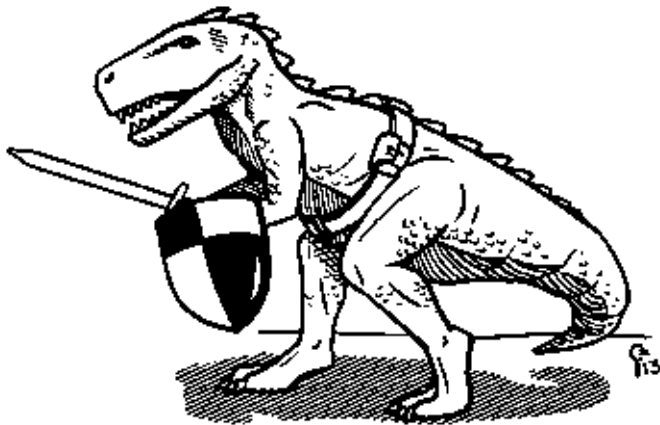
Combat: Arumvoraxes attack initially with their powerful jaws, which, once they they hit, will lock onto a victim and stay there until the creature is slain. When arumvoraxes are attacking from their hidden burrow, their enemies get a -4 penalty on their surprise rolls. Once the jaws have locked onto the victim, they will automatically do 8 h.p. of damage per round. In addition, the creature will now be able to attack with its claws; 2d4 claw attacks, each of which does 1d6 h.p. of damage when it hits. For claw attacks, no dexterity bonus is used when determining armor class.

In addition, blunt weapons only do half damage due to the dense musculature of the creature. Small non-magical fires do no damage, while large magical fires only do half. It is immune to poison and gas of all types.

Appearance: An arumvorax looks like an 8-legged badger with a shining gold coat and a bronze mane. The claws and teeth are copper.

Babblers

Number	1d4
Morale	±0
Hit Dice	5d8
Armor Class	6
Move	120'/min., 60'/min. (in combat)
Magic Resistance	Standard
No. of Attacks	3 or 1
Damage	1d6/1d6/1d8 or per weapon type
Defenses	None
Attacks	Rear attack
Weaknesses	None
Size	L (8')
Intelligence	9
Alignment	Chaotic evil
Treasure Type	III
Treasure Value	1d4x1,000
Magical Treasure	1 armor or weapon (10%)
X.P. Value	130 + 5/h.p.



General: Babblers are a close cousin to lizard men, and will often be found acting as leaders of lizard man raiding parties (see p. 149). They usually move through the swamps and marshes of their home by slithering on their belly at a surprisingly fast rate. However, in battle they will stand on their hind legs, hence the slower movement rate when in combat. Those who are with more advanced lizard man groups will also use weapons.

Combat: Babblers either attack with their two claws and their powerful bite, or with a weapon (usually a sword). When slithering on their belly they are 75% undetectable. If they manage to approach undetected, they can strike from behind with a bonus of +4 "to hit", doing double damage if they are successful.

Appearance: Babblers look like lizard men, albeit with larger heads and tails, and smaller arms. They are dirty yellow in color with gray underbellies and gray markings. They speak their own, unintelligible, language and can understand the basics of the common tongue.

Badger

	Regular	Giant	Giant Honey
Number	1d4+1	1d4+1	1d4+1
Morale	+4	+5	+5
Hit Dice	1d10	3d8	7d10
Armor Class	4	4	4
Move	60'/min., 30'/min. (burrowing)	60'/min., 30'/min. (burrowing)	60'/min., 30'/min. (burrowing)
Magic Resistance	Standard	Standard	Standard
No. of Attacks	3	3	3
Damage	1d2/1d2/1d3	1d3/1d3/1d6	2d6/2d6/4d4
Defenses	None	None	None
Attacks	None	None	None
Weaknesses	None	None	None
Size	S (3')	M (6')	L (18')
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	20 + 2/h.p.	35 + 3/h.p.	375 + 10/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. Giant honey badgers are truly fearsome creatures, and have been known to attack nagas and giant snakes the same way that regular badgers attack cobras.

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

Appearance: Badgers are low mammals, with brown-gray fur, but notable black and white stripes on their faces. Honey badgers have mostly black fur, but are white along their back.

Banderlog

Number	4d6
Morale	+3
Hit Dice	4d8
Armor Class	6
Move	60'/min., 120'/min. (brachiating in trees)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4+1
Defenses	None
Attacks	Missiles
Weaknesses	None
Size	S (4')
Intelligence	7
Alignment	Neutral
Treasure Type	None
Treasure Value	None
Magical Treasure	None
X.P. Value	60 + 4/h.p.

General: Banderlogs are small primates akin to baboons that dwell in tropical and subtropical jungles. They dwell in and amongst palm trees and retch palms (see p. 193).

Combat: Banderlogs attack with their fierce bite. In addition, they use coconuts (30' range, 1d4+1 h.p. if they hit) or retch palm globes as missile weapons.

Appearance: Banderlogs look like largish monkeys. They have brown fur and green skin which is usually seen only on their face, hands, and feet. They have a rudimentary language.

Banshee

Number	1
Morale	+5
Hit Dice	7d8
Armor Class	0
Move	150'/min.
Magic Resistance	1
No. of Attacks	1
Damage	1d8
Defenses	+1 or better weapon to wound
Attacks	Wail
Weaknesses	Holy water
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 (see p. 73). 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, and 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 look like translucent elf-women, often quite lovely, until their fearsome wail is heard, at which time their face transforms to a fearsome vision of evil and ugliness.



Basidirond

Number	1d2
Morale	n/a
Hit Dice	5d10
Armor Class	4
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d4
Defenses	None
Attacks	Smothering, hallucinatory spores
Weaknesses	Cold will prevent spore attack
Size	M (6'-7')
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	475 + 6/h.p.

General: Basidironds are fungal creatures that inhabit dark places, usually underground but occasionally in the thickest and darkest parts of forests.

Combat: Basidironds attack with their spores, of which they have two kinds. The first are smothering spores, which they can shoot out from their caps at any creature with whom they are in melee. A successful hit will inflict damage; the victim must then make a saving throw vs. poison. Failure indicates the spores have lodged in the respiratory tract of the victim, who will then suffocate in 1d4+1 rounds if a *cure disease* spell (or something of equal effect) is not cast within that time.

The other form of spores the basidirond possesses will cause hallucinations. These are not used in melee, but rather when the creature is at rest. The spores will surround it in a cloud between 200' and 350' in radius. Any creature within the cloud must make a saving throw vs. poison or suffer some sort of hallucination which will last for 1d4+1 rounds. If the saving throw is successful, the creature must still make a new saving throw each round it is within the cloud. Suggested effects include:

**Die Roll
(d8)**

Hallucination

1	"I'm stuck in a bog!" Victim begins taking off all armor and discarding anything heavy to keep from sinking.
2	"I'm being attacked by spiders!" Victim begins attacking the floor all around him, trying to kill the spiders.
3	"I'm only six inches tall!" Victim begins shouting for help, looking up, trying to climb ordinary objects, etc.
4	"It turned into a snake!" Victim's sword (or anything else held in his hand) is dropped and he leaps away from it.
5	"I can't breathe!" Victim runs hither and yon, trying to find a spot where the air is such that he can breathe.
6	"You have the pox!" Victim is convinced that his friends all have some horrible disease, won't allow them within 10'.
7	"I'm melting!" Victim screams and stands in place, desperately trying to hold himself together.
8	"There's something on my back!" Victim tears off anything they had worn on their back (backpack, cloak, etc.) and attacks it, thinking it some creature.

As they are mindless, basidironds are immune to mind-affecting spells such as *illusions*, *charms*, *sleep*, etc.

Appearance: Basidironds look like shallow bowls supported on five woody stalks. The interior of the bowl where the spores are generated is a gritty black, but the exterior of the creature is a pale orange.



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
Weaknesses	Gaze reflection	Gaze reflection
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, making it slow and lethargic.

Combat: Although the basilisk can bite, 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 caught by 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. 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 is a long, low reptile with eight legs and a horn upon its nose. It is brown on top and yellowish on its belly.

Bat

	Ordinary	Vampire
Number	1d100 (x10 possible)	1d100 (x10 possible)
Morale	-3	-3
Hit Dice	1d4 (1 h.p.)	1d4 (1 h.p.)
Armor Class	4 (flying), 8 (landed)	4 (flying), 8 (landed)
Move	10'/min., 240'/min. (flying - good)	10'/min., 240'/min. (flying - good)
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	1	1
Defenses	None	None
Attacks	Swarm, disease	Swarm, disease, blood drain
Weaknesses	None	None
Size	S (6"-1' wingspan)	S (6"-1' wingspan)
Intelligence	1	1
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	n/a	n/a
X.P. Value	1	2

	Large	Huge	Giant
Number	3d6	2d6	1d6
Morale	-2	-1	±0
Hit Dice	1d4	1d8	2d8
Armor Class	4 (flying), 8 (landed)	5 (flying), 9 (landed)	5 (flying), 9 (landed)
Move	30'/min., 180'/min. (flying - average)		
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	1d2	1d4	1d6
Defenses	None	None	None
Attacks	Disease	Disease	Disease
Weaknesses	None	None	None
Size	S (3' wingspan)	S (5' wingspan)	M (7' wingspan)
Intelligence	1	1	1
Alignment	Neutral	Neutral	Neutral
Treasure Type	None	None	None
Treasure Value	n/a	n/a	n/a
Magical Treasure	n/a	n/a	n/a
X.P. Value	2 + 1/h.p.	10 + 1/h.p.	20 + 2/h.p.



General: Bats are found in most climates, and although they dwell underground can often be found flying around both wild and civilized locales at dusk and at night, which is when they are prone to hunt. Ordinary bats are actually quite a boon, as they gobble up otherwise harmful or nuisance insects. The larger varieties can be quite dangerous to men and animals. Vampire bats are usually confined to tropical and sub-tropical regions, but will occasionally be found in the service of the undead variety of vampires (see p. 237). Despite popular legend, they are not actually blind, but do rely on sophisticated natural sonar and infravision to navigate while flying. If encountered in large caves or caverns, ten times the number of ordinary or vampire bats could be encountered.

Combat: Bats attack with their bite. In order to bite, they must land on the victim, which renders them more vulnerable to attack. Most bats will attack once and then fly away (possibly to be replaced by another), but vampire bats will remain on a victim and drink 1 h.p. worth of blood each round for 1d6 rounds. Any bat bite has a 1% chance of causing rabies (Onset in 2d4 weeks; Effect: -1 STR, -1 INT, -1 DEX per day; Duration: 1d4 days once onset occurs; Fatality: 90%). They are able to fly and fight in total darkness without penalty.

Ordinary and vampire bats can swarm if startled by loud noises or bright lights. When doing so, they will extinguish light sources, interrupt spellcasting, spook mounts and pack animals, etc.

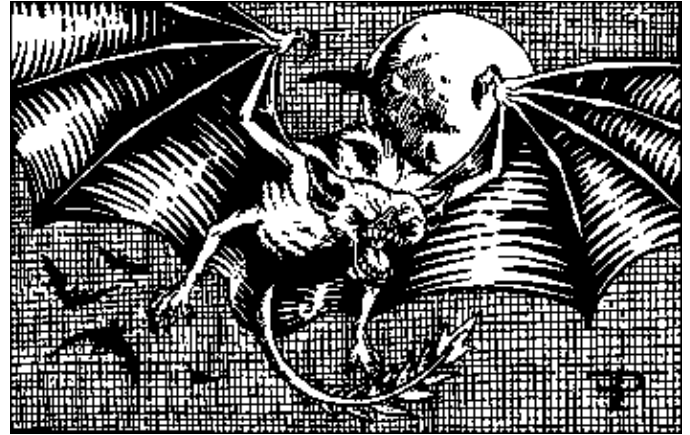
Appearance: Bats are fur-covered mammals with hairless wings of skin stretched over light bones. They can range in color from brown to black to gray, and all have fangs.

Doombat

Number	1d8
Morale	+8
Hit Dice	6d10
Armor Class	4 (flying), 10 (landed)
Move	30'/min., 180'/min. (flying - average)
Magic Resistance	Standard
No. of Attacks	2
Damage	1d6/1d4
Defenses	None
Attacks	Shriek
Weaknesses	Bright light
Size	M (25' wingspan)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	400 + 7/h.p.

General: Doom bats are a monstrously large version of their cousins that dwells in large open underground spaces, emerging at night to hunt outside. They are able to lift up to 300 lbs.

Combat: Doom bats attack with their bite and barbed tail. Unlike most bats, a doombat is able to grab a victim, carry him aloft, and then attack with its bite. Those who are grabbed (a successful "to hit" roll on the part of the doombat) are attacked with the bite with a +4 bonus "to hit". The tail, which can be up to 12' long, is able to strike targets on the ground or in the air without the need for the bat to either grab or alight on its victim.



The sonar of ordinary bats has been developed in the doombat into a potent weapon. The doombat can shriek for 1d4+1 rounds continuously; any creature within 100' with hearing will be unable to communicate verbally or cast spells, and will make all attacks at a -1 penalty "to hit" due to lack of concentration.

Bright light, such as *continual light* spells or sunlight will force a doombat to keep its distance, but dimmer sources such as a torch or *light* spell will not.

Appearance: Doom bats look like gigantic versions of ordinary bats with long tails sporting wicked barbs at the end.

Mobat

Number	1d8
Morale	+4
Hit Dice	4d8
Armor Class	2 (flying), 7 (landed)
Move	30'/min., 150'/min. (flying - average)
Magic Resistance	Standard
No. of Attacks	1
Damage	2d4
Defenses	None
Attacks	Enemies get -3 to surprise rolls, screech
Weaknesses	None
Size	M (15' wingspan)
Intelligence	6
Alignment	Neutral evil
Treasure Type	XV
Treasure Value	4d6x100
Magical Treasure	None
X.P. Value	150 + 5/h.p.

General: Mobats are larger and more intelligent cousins of ordinary bats, who generally have an evil disposition and are greatly attracted to shiny or sparkly objects. Like other bats, they dwell in underground caves and come forth at night to hunt.

Combat: Mobats attack with their bite. Because of their skilled and silent flight, enemies get a -3 penalty to all surprise rolls. Like regular bats, they must land on their prey in order to attack. Like the doombat, mobats have adapted their

natural sonar into a weapon; each round the creature is able to screech such that all creatures within a 20' radius must make a saving throw vs. paralysis or be forced to cover their ears and otherwise cease any combat, spellcasting, etc. activity.

Appearance: Mobats are simply large bats.

Beakbrain

Number	1
Morale	+3
Hit Dice	5d8
Armor Class	4
Move	120'/min. (flying - poor)
Magic Resistance	Standard
No. of Attacks	11
Damage	1d4 (x10)/1d6
Defenses	Immune to electricity
Attacks	Paralyzation
Weaknesses	None
Size	M
Intelligence	9
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	840 + 5/h.p.



General: Beakbrains are found deep underground, or in abandoned ruins, if they are able to find a spot where they can drop onto unsuspecting victims. They move around by levitating.

Combat: Beakbrains attack with their ten tentacles (all used against the same victim) and sharp beak. Any creature struck by a tentacle must make a saving throw vs. paralyzation; failure indicates the victim has become paralyzed. Paralyzed victims are held by two tentacles on the following rounds, with the remaining eight getting automatic hits, with the beak also hitting automatically. The beak only attacks victims once they have been paralyzed.

Each tentacle has but a single hit point—if it is hit, it becomes useless (but will regenerate in 4d12 hours). The hit points from the tentacles do not count against the creature's total. They are immune to lightning and electrical attacks.

Appearance: Beakbrains look like large brains with a myriad of tentacles dangling beneath, and a large white beak in the middle. They are olive green in color with white markings; the tentacles are paler than the body.

Bear

	Black	Brown	Polar
Number	1d3	1d6	1d6
Morale	-2	+2	+3
Hit Dice	3d10	5d12	8d10
Armor Class	7	6	6
Move	120'/min.	120'/min.	120'/min., 90'/min. (swimming)
Magic Resistance	Standard	Standard	Standard
No. of Attacks	3	3	3
Damage	1d3/1d3/1d6	1d6/1d6/1d8	1d10/1d10/2d6
Defenses	None	None	None
Attacks	Hug	Hug	Hug
Weaknesses	None	None	None
Size	M (6')	L (9')	L (14')
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	85 + 4/h.p.	300 + 6/h.p.	900 + 12/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, black bears 2d6, and polar bears 3d6. 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. Polar bears will fight for 1d4+1 rounds after being brought below 0 hit points, but will die instantly if brought to -12 or fewer hit points.

Appearance: Bears are large furry mammals. They walk on all fours, but can stand upright to reach things. The color of their fur is obvious from the name; polar bears have stark white fur.

See also: cave bear (p. 295).

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
Weaknesses	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.



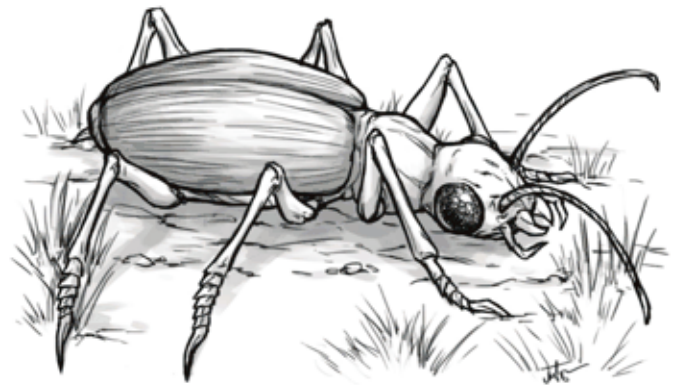
General: Giant beavers are intelligent and harmless creatures. They have their own language, and will sometimes accept gold or other treasure in exchange for favors or work. They will generally flee from any hostile creatures, but if their enormous dams (and the kits they contain) are threatened they 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

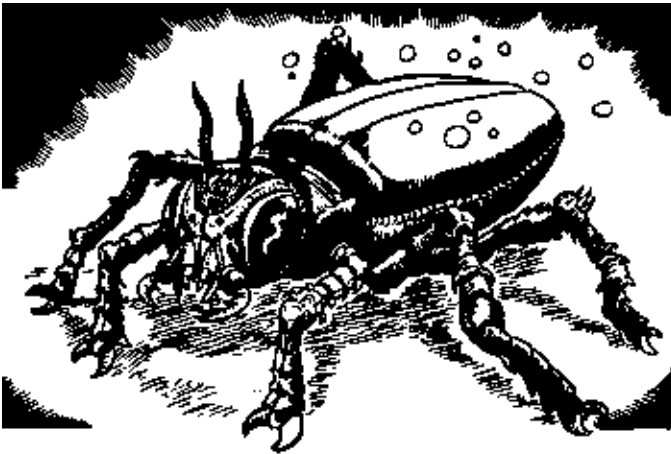
	Bombardier	Boring	Fire
Number	3d4	3d6	3d4
Morale	+1	-1	-2
Hit Dice	2d10	5d8	1d10
Armor Class	4	3	4
Move	90'/min.	60'/min.	120'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	2d6	5d4	2d4
Defenses	Stun	None	None
Attacks	Acidic vapor	None	None
Weaknesses	None	None	None
Size	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	7d6 x 1,000	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
Number	1d6	2d6
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
Weaknesses	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 in groups can develop a "hive mind" with an intelligence of 10 or better.

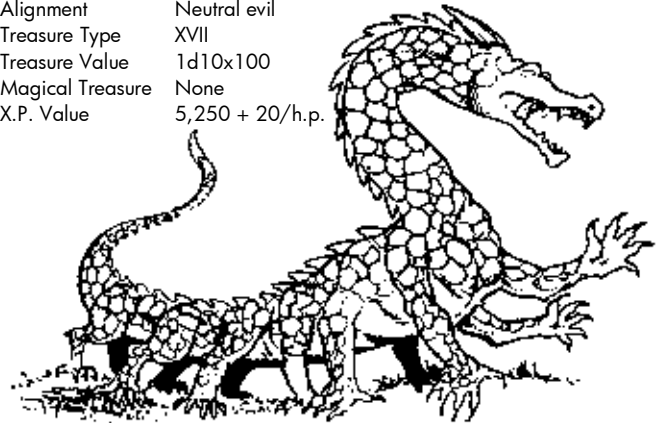


Combat: Most giant beetles attack with their massive mandibles. The bombardier beetle can release a cloud of toxic acid vapor 8'x8'x8' which will cause 3d4 h.p. of damage (no save) and has a 20% chance of *stunning* any creature within 16' for 2d4 minutes when it is released with its great explosive 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 are 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.

Behir

Number	1d2
Morale	+14
Hit Dice	12d12
Armor Class	4
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	2d4/1d4+1
Defenses	Immune to electricity and poison
Attacks	Constriction, talons, swallow whole, lightning
Weaknesses	None
Size	L (40' long)
Intelligence	6
Alignment	Neutral evil
Treasure Type	XVII
Treasure Value	1d10x100
Magical Treasure	None
X.P. Value	5,250 + 20/h.p.



General: Behirs are monstrous beasts that live deep underground. They are capable both of scuttling along at great speed on their dozen legs or of tucking the legs up and slithering on the ground like a snake. Treasure will be found in the creature's gullet: the indigestible remnants of what it has swallowed.

Combat: Behirs attack with their bite and an attempt to wrap their bodies around their prey. If the constriction attack succeeds, they will not only inflict automatic constriction damage on the following round(s), but will also be able to attack with their twelve legs, raking the victim for 1d6 h.p. each. On a natural roll of 20 when biting, the behir will swallow its prey whole.

Those who are swallowed 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 his way out of the worm before the 6 rounds have elapsed, he can escape his 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.

Every 10 minutes a behir can generate a stroke of lightning against one target up to 20' away. If the target makes a saving throw vs. breath weapon, they will take 12 h.p. of electrical damage. If they fail their saving throw, they take 24 h.p. Behirs are themselves immune to electrical and poison attacks.

Appearance: A behir is a massive snake-like creature with a crocodilian head and a dozen legs. Its head has two large horns that sweep backwards, and its scaled body has bands of various shades of blue alternating with dull brown. The belly is pale blue.

Bendith

Number	1d4
Morale	-2
Hit Dice	1d4
Armor Class	7
Move	120'/min., 180'/min. (flying - perfect)
Magic Resistance	B
No. of Attacks	0
Damage	n/a
Defenses	Invisibility
Attacks	None
Weaknesses	None
Size	S (1')
Intelligence	12
Alignment	Chaotic good
Treasure Type	XII
Treasure Value	1
Magical Treasure	None
X.P. Value	9 + 1/h.p.

General: Bendith (the name is both singular and plural) are generally friendly creatures related to sprites. They dwell in homes (attics, eves, etc.) and are, if treated with kindness and deference, welcome and useful guests. They love warmth, and in colder climates will make their dwelling near chimneys. They are known to sweep out chimneys, porches, or stairs, but only when they are certain not to be seen. If disturbed, they will leave immediately to find another dwelling. Evil creatures, on the other hand, are targets of pranks and tricks: hiding things, putting knots in clothing and hair, etc. If captured or harmed, the wrath of the bendith is great, and it will summon several of its fellows to assist in an ever-escalating harassment, which will ultimately culminate in death. They can be placated with rich gifts (including magic items) to atone for the transgression, however, by placing such in the places where the creature is known to dwell.

Combat: Bendith do not engage in combat. They can, however, become *invisible* at will, and will use that ability not only to evade enemies, but also to set up tricks, traps, ambushes, etc. Bendith are considered "persons" for spells such as *charm person* or *hold person*.

Appearance: Bendith are tiny humanoids with oversized noses, chins, and ears. They have thin bodies and feathered wings. They speak the common tongue.



Berbalang

Number	1
Morale	-6
Hit Dice	1d10
Armor Class	6
Move	60'/min., 240'/min. (flying - good)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d4/1d4/1d6
Defenses	None
Attacks	None
Weaknesses	Vulnerable while projecting
Size	M
Intelligence	12
Alignment	Chaotic evil
Treasure Type	VI
Treasure Value	2d4+1x1,000
Magical Treasure	1d3 items (15%)
X.P. Value	65 + 2/h.p.



General: Berbalangs are solitary creatures that make their lair in well-hidden caves. They will move every few months to avoid betraying their position. They have infravision with 120' range. Most of the time the berbalang will be traveling in the astral plane, interacting with other berbalangs and hunting astral prey. If the body of the berbalang is discovered and molested during this time, the creature will rush back and animate its physical form to escape. This will take 1d100 minutes, however, generally too long for the creature to do anything effective. If the body is killed the astral form will die as well.

Combat: Berbalangs attack with their claws and bite. During the three nights of the full moon, the creature will cease its astral wanderings and will project itself onto the material plane. This projection has physical form, and will engage in combat, etc. as if it were the berbalang itself as it hunts for food (generally humans and demi-humans). The projection must remain within 3 miles of the physical body of the creature. If it takes any damage, the projection will flee back to the body, which must then rest for a number of days equal to the number of hit points lost by the projection. If the projection is slain, there is a 75% chance that the body will die as well. The berbalang will remember well anyone who wounds it in this way, and will seek revenge.

Appearance: Berbalangs are humanoid in appearance, with large bat-like wings and a fanged face. Their skin is leathery and their body and limbs gaunt. The eyes glow red in darkness due to their superior infravision. They have large pointed ears, and are sometimes mistaken for devils or demons. They speak the common tongue.

Bladegrass

Number	1d4 patches
Morale	n/a
Hit Dice	n/a (1 h.p. per square foot)
Armor Class	10
Move	0
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4
Defenses	None
Attacks	None
Weaknesses	None
Size	L (1d6x100 square feet)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	1 / h.p.



General: Bladegrass can be found in most temperate or tropical climates, anywhere that tall grasses can be found, such as prairies, savannahs, and even fallow fields.

Combat: Bladegrass does not attack. Any creature moving through a patch of bladegrass without protection (metal or leather) on its lower extremities (to a height of 6" or so) will suffer 1d4 h.p. of damage per round. Total damage will depend on how quickly the victim can pass through the patch. It is possible for multiple patches to exist side-by-side; damage caused would thus be cumulative.

Appearance: Bladegrass appears as normal grass, but has knife-sharp edges capable of cutting skin and hide.

Blindheim

Number	1d4
Morale	+3
Hit Dice	4d10
Armor Class	3, 1 (if not immune to bright light)
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d8
Defenses	Enemies unable to look directly at
Attacks	Blinding light
Weaknesses	None
Size	S (4')
Intelligence	1
Alignment	Neutral
Treasure Type	VI
Treasure Value	1d4x1,000
Magical Treasure	1 armor or weapon (10%)
X.P. Value	130 + 5/h.p.

General: Blindheims are batrachian humanoid creatures with eyes that project a blinding light when they so desire. They are mostly found underground.

Combat: Blindheims attack with their bite. However, they are most known for the blinding light that emanates from their eyes at will. Those caught within the beam's 30' range must make a saving throw vs. wands or become blinded for 1d10+10x10 (110-200) minutes. Those with infravision have a penalty of -3 to the saving throw. Those who are blinded will get a -4 penalty on all "to hit" rolls. Those who are not blinded will still have a -2 penalty "to hit", unless they are somehow immune to the effects of bright light (naturally sightless creatures, for instance).

Appearance: Blindheims are vaguely humanoid in form, but with the features and limbs of a frog. They are yellow in color, darker on their back and lighter on their belly.



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
Weaknesses	None	None
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 to flee when they must. They are arch-enemies of phase panthers (see p. 180) 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 they 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 look like 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.

Blood Vine

	Small	Average	Large
Number	1	1	1
Morale	n/a	n/a	n/a
Hit Dice	1d12+4 d8 (trunk), 5 h.p. (each tendril)	1d8+16 d8 (trunk), 7 h.p. (each tendril)	1d6+24 d8 (trunk), 9 h.p. (each tendril)
Armor Class	4 (tendrils), 3 (trunk)	4 (tendrils), 3 (trunk)	4 (tendrils), 3 (trunk)
Move	n/a	n/a	n/a
Magic Resistance	Standard	Standard	Standard
No. of Attacks	5	8	12
Damage	See below	See below	See below
Defenses	None	None	None
Attacks	Blood drain	Blood drain	Blood drain
Weaknesses	None	None	None
Size	M	L	L
Intelligence	0	0	0
Alignment	Neutral	Neutral	Neutral
Treasure Type	None	None	None
Treasure Value	n/a	n/a	n/a
Magical Treasure	n/a	n/a	n/a
X.P. Value	800 + 35/h.p.		

General: Blood vines grow in temperate forests, usually among the birch trees that they so closely resemble. They will be found amongst other sorts of vegetation only 10% of the time.

Combat: Blood vines attack with their thorn-covered tendrils. Each tendril will, if it hits, drain 25% of the victim's total hit points each round unless it is severed. Each tendril has its own hit points which do not count against the total hit point value of the plant. The hit dice given above for the trunk are meant to give a range of hit dice for each size blood vine; for an average-sized plant, roll 1d8, add 16 to the result, and that is the number of d8 hit dice the thing has. Example: A roll of 11 for an average blood vine would mean it has 27d8 hit points for its trunk. However, for purposes of attacking, the blood vine's tendrils attack as a creature of many fewer hit dice; see below. The length of the tendrils, and thus the range which it can attack, also depends on the size of the vine.

Size	Tendrils Length	Tendrils Attack as...
Small	5'	3d8 HD monster
Medium	6'	4d8 HD monster
Large	7'	5d8 HD monster

Appearance: A blood vine appears as a regular birch tree, although one with slightly smaller leaves than normal.

Boalisk

Number	1d3
Morale	+7
Hit Dice	5d10
Armor Class	5
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d3 / 1d6+1
Defenses	None
Attacks	Gaze attack
Weaknesses	None
Size	L
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	350 + 6/h.p.

General: Boalisks are cousins of ordinary constrictor snakes, and are found in the same tropical jungles. They will be found in the company of constrictor snakes 25% of the time (see p. 214).

Combat: Boalisks 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 with a combined strength of 64 can cooperate to remove a boalisk in 1d4+1 rounds. Those in the coils of a boalisk need to make an open doors check with a +1 penalty to the roll in order to escape.

In addition, boalisks have a gaze attack. Any creature that meets the boalisk's gaze will contract a wasting affliction that 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.

Those with which the boalisk is in melee will be treated to its disease-causing gaze. If a victim is surprised (that is, suffers an initiative penalty due to its surprise roll), it is not entitled to a saving throw. Otherwise, victims are entitled to a saving throw vs. petrification. Those who deliberately attempt to avoid the gaze attack of a boalisk will automatically avoid it, but the boalisk will get a +4 bonus "to hit" against such beings.

Appearance: Boalisks look like large constrictor-type snakes. They can be of virtually any color that a normal snake can be.

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
Weaknesses	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
Weaknesses	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. Pairs may be accompanied by young. Wild boars are aggressive and territorial, while warthogs will only attack if cornered or threatened. Warthog sows fight as males.

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: giant boar, p. 295.

Bogwump

	Warrior	Leader
Number	10d8	See below
Morale	+2	+3
Hit Dice	1d8	2d8
Armor Class	6	6
Move	30'/min., 150'/min. (swimming), 90'/min. (swimming with armor)	
Magic Resistance	Standard	Standard
No. of Attacks	3 (or 1)	3 (or 1)
Damage	1d2/1d2/1d4+1, or per weapon type	1d2+1/1d2+1/1d4+2, or per weapon type
Defenses	Camouflage	Camouflage
Attacks	Hop	Hop
Weaknesses	Always hit last	Always hit last
Size	S	S
Intelligence	8	8
Alignment	Chaotic evil	Chaotic evil
Treasure Type	XII	XI
Treasure Value	1d10	1d10
Magical Treasure	n/a	n/a
X.P. Value	18 + 1/h.p.	36 + 2/h.p.

	Shaman	Chief
Number	1	1
Morale	+3	+4
Hit Dice	3d8	3d8
Armor Class	6	6
Move	30'/min., 150'/min. (swimming), 90'/min. (swimming with armor)	
Magic Resistance	Standard	Standard
No. of Attacks	3 (or 1)	3 (or 1)
Damage	1d2/1d2/1d4+1, or per weapon type	1d2+2/1d2+2/ 1d4+3, or per weapon type
Defenses	Camouflage	Camouflage
Attacks	Hop	Hop
Weaknesses	Always hit last	Always hit last
Size	S	S
Intelligence	8	8
Alignment	Chaotic evil	Chaotic evil
Treasure Type	XI	XIII
Treasure Value	1d20	1d10x50
Magical Treasure	n/a	1d2 items (10%)
X.P. Value	80 + 3/h.p.	80 + 3/h.p.

General: Bogwumps are frog-men who inhabit any locale that is near a large supply of water such as a swamp, rainforest, underground near a river, etc. They will readily enter into the service of some powerful master of like alignment, and human-bogwump crossbreeds are not unknown. Sahuagin hate them and view them as sport and food, while lizard men are simply indifferent to them and will rarely congregate with them.

Any group encountered will be led by an individual with a full 8 h.p. Larger groups will be led as follows:

Size	Led by
1-29	1 8-h.p. warrior
30-59	5x 8-h.p. warriors plus a leader
60 or more	Chief



For every 10 warriors in a given group, there is a 10% chance that there will also be a shaman.

Combat: Unarmed bogwumps will attack with two claws and their bite. Armed bogwumps will attack with their weapon. Half of all bogwump tribes are primitives who do not use weapons or armor. The rest do, and each type greatly resents and despises the other. Those who are more advanced will be equipped as indicated below; for large groups you may wish to use the “% composition column” rather than rolling for each individual bogwump:

Die Roll (d%)	Armed and Armored with...	% Composition
01-10	Gambeson (AC 8), pole arm (determine type randomly for group)	10%
11-50	Gambeson & shield (AC 7), long sword	40%
51-60	Gambeson & shield (AC 7), spear	10%
61-80	Gambeson (AC 8), lt. crossbow	20%
81-90	Gambeson (AC 8), short bow	10%
91-00	Mail & shield (AC 4), long sword	10%

Bogwumps will always strike last in combat, unless armed with a spear or pole arm. They are able to hop at opponents up to 30' away, giving them a +1 bonus “to hit”. If armed with a spear or impaling type pole arm, they will score double damage on a hop attack. Note that a weapon can be set against a hop as if it were a charge, and with the same results.

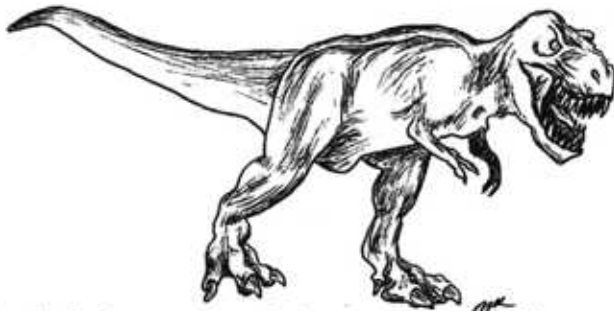
Bogwumps have a natural camouflage ability; if motionless they are undetectable 75% of the time (even by *infravision* or *ultravision*). If the bogwumps are striking from such concealment, enemies have a -3 penalty on their surprise rolls (-4 if the bogwumps hop to attack on the initial round). Bogwumps are considered “persons” for spells such as *charm person* or *hold person*.

Appearance: Bogwumps are short frog-like humanoids with moist-looking skin of green with brown mottling. They speak their own language and those who are less primitive can also speak a pidgin version of the common tongue as well.

Spellcasters: Bogwump shamans can reach 3rd level.

Bonesnapper

Number	1d3
Morale	n/a
Hit Dice	4d8
Armor Class	4
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d8/1d4
Defenses	None
Attacks	None
Weaknesses	None
Size	M (5')
Intelligence	0
Alignment	Neutral
Treasure Type	V
Treasure Value	4d6x100
Magical Treasure	1d2 items (10%)
X.P. Value	60 + 4/h.p.



General: The bonesnapper is related to various carnivorous dinosaurs. It is named for its curious habit of collecting human, demi-human, and humanoid jawbones which are kept in its lair. No sage knows why they do this.

Combat: Bonesnappers attack with their bite and a sweep of their large tail. They are unfailingly aggressive and will fight to the death.

Appearance: Bonesnappers are bipedal dinosaurs with gray-green skin with dark gray markings. The eyes are scarlet.

Boobrie

Number	1d2
Morale	+12
Hit Dice	9d12
Armor Class	5
Move	150'/min. (running or flying)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d6/1d6/2d8
Defenses	Immune to poison
Attacks	Enemies get -2 to surprise rolls
Weaknesses	None
Size	L (12')
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	2,000 + 16/h.p.



General: The boobrie is an enormous marsh-dwelling bird that subsists on a diet of marsh fish, sheep, and humans. Despite its large size, it is able to crouch among the tall sedge-grasses of marshes and swamps, allowing it to surprise prey.

Combat: Boobries attack with their claws and beak. As noted above, enemies have a -2 penalty to surprise.

Appearance: Boobries are enormous long-beaked birds with great curved razor-sharp beaks. They are typically brown in color.

Bookworm

Number	1d2 (single book/scroll), 1d4x10 (library)
Morale	-20
Hit Dice	1d4 (always 2 h.p.)
Armor Class	2 (moving), 9 (still)
Move	120'/min., 30'/min. (burrowing in paper)
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	n/a
Attacks	Destroy paper, enemies get -3 or -5 to surprise rolls
Weaknesses	None
Size	S (1")
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	3 + 1/h.p.

General: Bookworms are greatly feared by scholars, mages, and other users of magical scrolls and books, as they will voraciously consume paper, papyrus, vellum, etc. whenever it is encountered. Because of their great speed and very small size, they are often overlooked (see below - if they achieve surprise, it means they are not even noticed). They can smell paper, vellum, papyrus, etc. up to 60' away. They can leap up to 10', either to access some new source of paper or to flee once attacked. When encountered in a place with books and scrolls (libraries are their usual lairs), 1d10-1x10 (0%-90%) percent of all books, librums, and tomes (including spell books) will have been devoured, maps will have been 1d8x10 percent (10%-80%) consumed, and scrolls will be 1d6+1x10 percent gone (20%-70%). If a spell is partially consumed, it is of course worthless.

Combat: Bookworms do not attack living creatures. Nonetheless, enemies get a -5 penalty to their surprise roll (-3 if they are able to see *invisible* objects). Once the creature has achieved surprise, there is but a single 25% chance to

notice it crawling on a sleeve, outside a backpack, etc. If that chance fails, it will then head directly to the nearest and largest volume of paper; books, scrolls, maps, etc. Once there, it will begin to feed, and there is a 50% chance per round that someone within 3' will hear the creature's noisy chewing and munching. It can chew through leather packs, scroll cases, etc. in but 6 seconds, while 6" of dead wood (such as a chest) can be penetrated in a single minute. If attacked, they will flee immediately by jumping up to 10' away and then scurrying towards their lair. When feeding, they are AC 9, but otherwise are AC 2.

Spell books and scrolls will be destroyed at a rate of 1 spell level per minute. Thus, it would take 3 minutes to obliterate a scroll containing a single 3rd level spell.

Appearance: Bookworms are small thin grubs, normally dull gray in color but able to blend in with the color of their surroundings in a chameleon-like fashion.



Brain Smut

Number	1d3
Morale	+1
Hit Dice	3d10
Armor Class	5
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d4+1/1d4+1
Defenses	Telepathy, spell immunity
Attacks	Poison
Weaknesses	None
Size	S (1 1/2' diameter)
Intelligence	Unknown
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	135 + 4/h.p.

General: These strange fungus creatures are only found deep underground. Their motives are inscrutable, and it is unknown whether they possess any actual intelligence, or are merely dumb brutes with a highly developed telepathic power.

Combat: Brain smuts attack by means of their two tendrils, which drip with a highly alkaline slime. Any creature struck by a tendril will take damage both on the round they were struck and on the following round, as the slime

continues to burn the flesh it struck. In addition, brain smuts are able to subtly affect up to one creature within a 60' radius per round with their telepathic powers. The creature affected does not get a saving throw, and can be imprinted with any of the following emotions:

- *Hate* (causes the subject to attack one of his confederates for the round)
- *Distrust* (causes the subject to bicker and argue with one of his confederates for the round)
- *Fear* (causes the subject to flee from the vicinity of the brain smuts or other fungus creatures for the round)
- *Loathing* (causes the subject to avoid looking at or approaching a particular spot or creature for the round)
- *Uncertainty* (causes the subject to stand immobile and unable to decide on a course of action, no matter the prodding or circumstances)

Brain smuts are immune to any mind-affecting magic such as enchantment/charm spells, illusions, *hold* spells etc. They can also shield themselves from any magical energy such as heat, cold, force, etc. Thus, spells such as *fireball*, *cone of cold*, *forceful hand*, etc., cannot affect them. This is not complete spell immunity, however; they can be affected by spells that do not directly involve energy such as *teleport other*, *power word*, *stun*, etc.

Appearance: Brain smuts look like walking brains, supported on four irregular legs, sporting two three-foot-long slime-covered tendrils. They are the same pale gray of a human brain. The effect of seeing a crawling brain in the dark is quite unnerving for most.



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	Magic use
Weaknesses	None
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. They are related to buckawns (see p. 25). If a brownie is a spellcaster's familiar, it will grant the following powers:

- A *telepathic* link, through which the brownie not only communicates, but shares its sight and hearing with its master; range 1 mile
- Saving throws the same as the brownie, when both are within 10' of one another (if the master's are better than his familiar, then the master's saving throws are used)
- Master is increased by 1 experience level when the brownie is within 1 mile; further than that, the master loses an experience level (not just the one gained by the brownie's proximity)
- If the brownie is killed, the master loses 4 experience levels
- *Commune* once per week, 7 questions allowed

Upon the death of its master, the brownie will wait for the arrival of an angel to gently guide his soul to his Heavenly reward.

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). Brownies are considered "persons" for spells such as *charm person* or *hold person*.

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

Buckawn

Number	5d4
Morale	-1
Hit Dice	1d6
Armor Class	3
Move	120'/min.
Magic Resistance	B
No. of Attacks	1
Damage	Per weapon type
Defenses	Never surprised, +2 to all surprise rolls, hide, move silently
Attacks	Magic use
Weaknesses	None
Size	S (2')
Intelligence	11
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	1 item (60%), 1 potion (60%)
X.P. Value	65 + 1/h.p.



General: Buckawns are related to brownies, and are similarly found in quiet and out-of-the-way idyllic woodlands. Unlike their good-natured cousins, however, buckawns can be unfriendly and are known for their puckish tricks on intruders into their lands. They have both infravision and ultravision (60' range) and can see invisible objects.

Combat: Buckawns attack with weapons, usually daggers and darts. These can be coated with sleeping poison, or possibly even more deadly toxins, if the buckawns are particularly annoyed or angered. Buckawns have the following magical powers, as indicated (as a 6th level spellcaster, if applicable):

- *Audible glamer* once per round
- *Change self* once per round
- *Dancing lights* once per round
- *Entangle* once per day
- *Invisibility* once per round
- *Pass without trace* once per day
- *Summon insects* once per day
- *Trip* once per day

In addition, buckawns are never surprised due to their excellent senses. Anyone attempting to move silently near a buckawn has a 50% penalty with respect to the buckawn (due to their excellent hearing), and buckawns can move silently through underbrush and foliage with an 80% chance of success. They can completely hide themselves in such cover if they have 10 minutes to

prepare. Buckawns are considered "persons" for spells such as *charm person* or *hold person*.

Appearance: Buckawns are short humanoids with long limbs and slender bodies. They have long noses and pointed ears, with somewhat dusky skin. They tend to dress in red-brown and green clothing. They speak brownie as well as a pidgin form of pixie, satyr, and sprite.

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
Weaknesses	None
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 (the name is both singular and plural) 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 which sort of buffalo are encountered; the difference cannot be determined visually.

Combat: If they do engage in 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.

Buffalo, Deep

Number	2d10
Morale	-2
Hit Dice	2d8
Armor Class	7
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d3/1d3/1d8
Defenses	None
Attacks	None
Weaknesses	None
Size	S (4' at shoulder)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	20 + 2/h.p.

General: Deep buffalo (the name is both singular and plural) are smallish herd animals that dwell underground, for they shun bright light. They will be found in large caverns with supplies of water and lichen, and often form an important part of large underground ecologies. They are innocuous creatures and will only attack if startled or threatened.



Combat: Deep buffalo attack with their two horns and a bite.

Appearance: Deep buffalo look like small oxen with long shaggy black coats and prominent curved horns on the top of their head, much like cape buffalo.

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		Enemies get -1 to surprise rolls	
Weaknesses	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	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	Enemies get -1 to surprise rolls, spells	None	None
Weaknesses	None	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.

Bugbears will bully gnolls whom they encounter, but open hostilities are unlikely. They are on good terms with goblins, their smaller cousins. Hobgoblins, kobolds, and orcs, however, are actively disliked, and bugbears will go out of their way to harass and bully such creatures, taking advantage of their superior size and strength.

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.

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

Bulette ("Landshark")

	Small	Normal	Huge
Number	1	1	1
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
Weaknesses	None	None	None
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 foreclaws. 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 have blue-brown heads and rear sections, with the remainder of the creature being bluish gray or turquoise. The teeth and claws are ivory.

Bumblebee, Giant

	Worker	Queen
Number	1 or 1d6+6 (in nest)	1 (only in nest)
Morale	+4	+6
Hit Dice	6d10	8d10
Armor Class	5	5
Move	60'/min., 240'/min. (flying - clumsy)	
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	1d6	1d8
Defenses	None	None
Attacks	Venom	Venom
Weaknesses	None	None
Size	L (8')	L (10')
Intelligence	6	9
Alignment	Neutral	Neutral
Treasure Type	Nest will have bee jelly and bread	
Treasure Value	n/a	n/a
Magical Treasure	n/a	n/a
X.P. Value	400 + 8/h.p.	1,000 + 12/h.p.

General: Unlike giant honeybees (see p. 123), giant bumblebees inhabit underground nests and have active queens that are significantly stronger than their workers. They are not particularly aggressive, but will fight to protect the nest and the queen. Nests will contain 3d6 servings of "bee bread", each of which is equal to iron rations, but which is very tasty. Some 20% of nests will also have 1d4+1 doses of royal bee jelly. Each dose is equal to a *potion of extra healing* and a *cure disease* spell combined. The jelly can also be made into an unguent that will stave off the ravages of old age on one's appearance for an entire year (in game terms, no charisma loss due to aging). Such unguent is worth 1d6+2 x 1,000 g.p.

Combat: Giant bumblebees attack with their stingers. Anyone stung by the bee's stinger must make a saving throw vs. poison. Success indicates the venom will cause an additional 2d4 h.p. of damage. Failure indicates the victim takes an additional 5d4+1 h.p. of damage (workers) or 5d4+2 (queen). Bumblebees are able to sting multiple times.

Appearance: Giant bumblebees are larger versions of their regular cousins; they are fuzzy and can either be gold and black or solid black in color.



Buraq

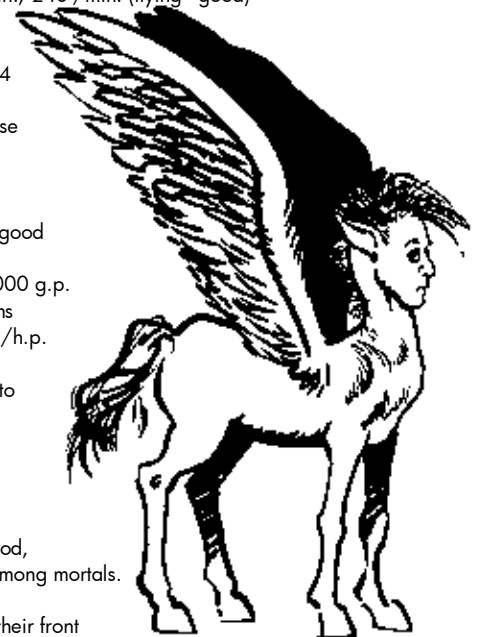
Number	1d3
Morale	+4
Hit Dice	5d8
Armor Class	4
Move	120'/min., 240'/min. (flying - good)
Magic Resistance	C
No. of Attacks	2
Damage	1d4/1d4
Defenses	None
Attacks	Magic use
Weaknesses	None
Size	M
Intelligence	9
Alignment	Neutral good
Treasure Type	XV
Treasure Value	1d6x1,000 g.p.
Magical Treasure	1d2 items
X.P. Value	205 + 5/h.p.

General: Buraqi are related to creatures such as shedu and lammasu. They are native to the material plane, but are closely aligned to those powers on the upper planes that espouse the ethos of Good, and often do their bidding among mortals.

Combat: Buraqi attack with their front hooves. In addition, they may employ the following powers as indicated:

- *Wind walk* three times per day (along with one rider)
- *Protection from evil* once per round
- *Astral spell* once per day (along with one rider)
- *Cure blindness/disease* or *remove curse/paralysis* once per day (pick one of the four)
- *Divination* once per day
- *Negative plane protection* once every hour

Appearance: A buraq has the body of a small horse, wings of a large eagle, and the head of a man. All but the face are white. They speak the common tongue.



Bushtrap

Number	3d4
Morale	n/a
Hit Dice	3d10
Armor Class	5
Move	10'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d4
Defenses	None
Attacks	Camouflage, clamp
Weaknesses	Fire
Size	S (4' diameter)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	85 + 4/h.p.



General: The bushtrap is a mobile plant that lurks in temperate forests and tropical jungles where bushes and other low scrub are common. It uses other plants as cover, waiting for prey to come into range and then attacking. Bushtraps will attack the first moving creature that comes within 3'. With other plants for cover, they are undetectable except by a druid, ranger, barbarian, or other person skilled at woodcraft who comes within 10' and is actively looking for unusual or dangerous plants.

Combat: A bushtrap attacks with its great woody jaws. Once it has successfully attacked a victim, it will automatically do 1d4 h.p. of damage each round until slain; nothing short of a successful open stuck doors roll by someone with a strength of at least 18/50 will open the jaws of a bushtrap once they have clamped down on someone. Fire does double damage to a bushtrap, but might also impact someone trapped by its jaws.

Appearance: A bushtrap looks like a large bush. Its woody jaws are effectively hidden by its foliage until it strikes.

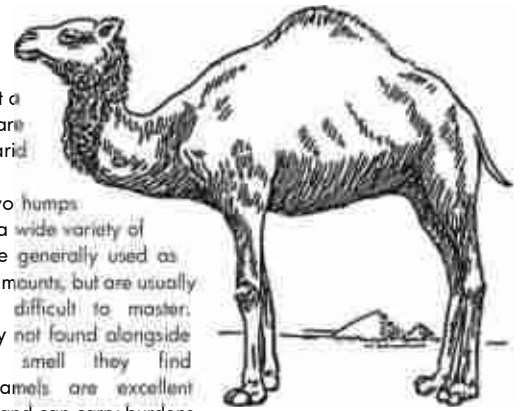
Camel

	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
Weaknesses	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.

See also: high arctic camel (p. 296).

Camel Spider, Monstrous

	Large	Huge	Giant
Number	1d6	1d6	1d4
Morale	+3	+5	+6
Hit Dice	3d10	5d10	6d10
Armor Class	6	5	4
Move	90'/min.	90'/min.	120'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	3	3	3
Damage	0/0/2d4	0/0/3d4	0/0/4d4
Defenses	None	None	None
Attacks	Grip	Grip	Grip
Weaknesses	None	None	None
Size	M	M	M
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	85 + 4/h.p.	225 + 6/h.p.	350 + 8/h.p.

General: Camel spiders are found in warm, dry regions.

Combat: Camel spiders first attack with their two powerful forelimbs. If one of the forelimbs scores a hit, the creature will be gripped and held fast; only a successful "to hit" roll of 3 or greater above the minimum number required to hit will successfully sever the limb. The gripping arms do no damage, but once gripped, a victim can then be attacked with the camel spider's powerful chelicerae. For each round the victim is gripped, the camel spider gets an additional +3 bonus "to hit" (thus +3 on the first round, +6 on the second, etc.).

Appearance: Camel spiders are large arachnids with 10 limbs, heavy forelimbs, and wicked-looking mandibles. They are usually tan in color.

Caryatid Column

Number	1d12
Morale	n/a
Hit Dice	5d8 (22 h.p.)
Armor Class	5
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d4
Defenses	See below
Attacks	None
Weaknesses	None
Size	M (5 1/2')
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	280

General: Caryatid columns are magical constructs that can only be created by mages of 16th level or higher, or those with access to a magical book of the appropriate type. Without such a manual, creation of a caryatid column requires the following:

- 70,000 g.p. for materials, which are used to carve a stone statue in the form of a beautiful woman

- A *wish* spell
- A *polymorph any object* spell
- A *geis* spell
- An *enchanted weapon* spell

All of the spells must be cast in succession, after the body of the caryatid column itself has been carved from stone (a process that takes 4 months of uninterrupted work). Once completed, the caryatid column will be given a command by the mage who created it. This command will invariably be to defend or protect some place or object. Caryatid columns are never encountered wandering away from the object of their protection. The caryatid column will become animated when the object it is guarding is disturbed, or a similarly simple condition is met (a doorway is approached, etc.).

Once activated, the caryatid column will change form, shrinking from 7' to 5 1/2' and turning from stone to flesh, with the sword at its side becoming sharp steel. When the task has been completed (the object protected, intruders driven back, etc.) it will return to its former place and form.

Combat: The caryatid column will attack with its sword. Non-magical weapons will only do half damage against it; enchanted weapons will do normal damage but do not count any magical damage bonus. Any weapon, mundane or magical, which strikes the caryatid column has a 25% chance that it will snap, minus 5% for each magical "plus" the weapon possesses. If a weapon is magical, but has no "plusses", it will have a 20% chance of snapping.

Appearance: Caryatid columns will initially look like irregular columns of stone, which upon close examination have a roughly humanoid outline. A faint line in the shape of a sword blade along the leg will be seen if looked for. Once activated, it will turn into the form of a beautiful girl, as indicated above.

Cat

	Domestic Cat	Wildcat
Number	1 (50%) or 2d6 (50%)	1 (50%) or 1d4+1 (50%)
Morale	-5	-4
Hit Dice	1d6	1d8
Armor Class	6	5
Move	150'/min., 75'/min. (climbing)	180'/min., 90'/min. (climbing)
Magic Resistance	Standard	Standard
No. of Attacks	1	3
Damage	1	1d2/1d2/1d2
Defenses	None	None
Attacks	Enemies get -1 to surprise rolls	Enemies get -1 to surprise rolls, rear claw rake
Weaknesses	None	None
Size	S	S
Intelligence	1	1
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	n/a	n/a
X.P. Value	5 + 1/h.p.	10 + 1/h.p.

General: Cats are found in just about any climate save the most frigid. The domestic and wild varieties are capable of interbreeding. Both can climb trees and similar structures at half their normal movement rate. A cat as a familiar will grant the master improved night vision (equal to ultravision with 20' range) and better-than-average hearing.

Combat: Cats attack with their claws (the domestic cat only gets 1 claw attack per round, representing both claws), wild cats get two claws and a bite. If both front claw attacks hit, wild cats can also attempt to hit with a rear claw rake, doing 1d2 h.p. if the rake is successful. Enemies get a -1 penalty to their

surprise rolls when attacked by a cat (of either sort). Domestic cats can never inflict more than 3 h.p. of damage on the same creature in the same encounter, no matter how long the encounter lasts.

Appearance: Domestic cats come in a bewildering variety of shapes, sizes, colors, and textures. Wildcats are invariably larger, and have tan or dark yellow fur with brown stripes or spots.

Caterwaul

Number	1
Morale	+7
Hit Dice	4d10
Armor Class	See below
Move	180'/min., 240'/min. (sprinting)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d4/1d4/1d6
Defenses	+4 on all surprise rolls
Attacks	See below
Weaknesses	None
Size	M (6')
Intelligence	6
Alignment	Chaotic evil
Treasure Type	XV
Treasure Value	1d12x100
Magical Treasure	2d4 potions (40%)
X.P. Value	170 + 5/h.p.



General: Caterwauls are solitary creatures that inhabit lonely caves in deserted wildernesses. They are drawn to shiny objects such as precious metals and gems, which they will keep in their lairs.

Combat: Caterwauls attack with their two claws and bite. However, they are possessed of an extraordinary swiftness and agility; roll for each caterwaul encountered to determine its armor class and the number of attacks per round:

Die Roll (d%)	Armor Class	Attacks per Round
01-42	6	1/1
43-73	5	3/2
74-92	4	3/2
93-95	3	2/1
96-97	2	2/1
98	1	2/1
99	0	5/2
00	-1	5/2

The caterwaul stands on its rear legs most of the time, but can drop to all fours to sprint for brief periods of time (3 rounds sprinting, then 7 rounds moving normally). It also has the following thief-like abilities:

- Climb walls/trees/etc. (95%)
- Move silently (75%)
- Hide in shadows (75%)

When making its initial attack (only), the caterwaul will also issue a high-pitched sound which does 1d8 h.p. to all within 60'.

Appearance: The caterwaul is a large cat with fur of dark blue, amber eyes, and a long tail. It stands on its hind legs most of the time.

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
Weaknesses	Weak neck
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 beast 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 surprises its enemy, one member of the opposing party will be slain by the gaze, 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 capping 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
Weaknesses	None	None
Size	L (4' at shoulder)	L (5' at shoulder)
Intelligence	2	2
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).

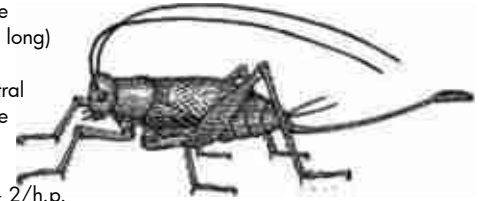
Combat: Bulls attack with their two great horns. If they have 30' to get a running start, a bull will charge, doing 3d4 h.p. of impact damage if it hits, plus an additional 1d4 h.p. of trampling damage. Cows do not attack directly, but there is a 25% chance that an entire herd will stampede in the direction 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 look like ordinary cattle, but larger, and have large forward-pointing horns on their heads. Some cows have horns as well.

See also: aurochs (p. 10)

Cave Cricket

Number	1d8
Morale	-5
Hit Dice	1d10
Armor Class	4
Move	60'/min., 30' hop
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4
Defenses	Chirping
Attacks	Hop
Weaknesses	None
Size	S (4' long)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	20 + 2/h.p.



General: Cave crickets are generally innocuous creatures and are not aggressive. They are, however, easily startled, and when a large group of them begin hopping randomly about an enclosed space in panic, they can cause severe injury. If anyone comes within 20' of a cave cricket, the creature will begin an exceedingly loud chirping. This chirping will not only drown out all speech (including spells with verbal components) but will also attract any predators within 900' (2 in 6 chance of doing so).

Combat: Cave crickets attack with their hind legs and any creature within 10' will be so attacked. However, when startled they have a 1 in 6 chance of hopping up to 30' and onto any human, demi-human, etc., within that range. Such hops will automatically inflict 1d4 h.p. of damage.

Appearance: Cave crickets look like giant versions of their normal cousins.

Cave Fisher

Number	1d4
Morale	+2
Hit Dice	3d8
Armor Class	4
Move	10'/min. (climbing)
Magic Resistance	Standard
No. of Attacks	2
Damage	2d4/2d4
Defenses	None
Attacks	Filament
Weaknesses	None
Size	M
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	85 + 3/h.p.

General: The cave fisher dwells in deep caves and caverns, cementing itself into place above well-traveled paths where it can hunt for food at its leisure. Once in place, the cave fisher will not move until the source of food is obviously exhausted; when that happens it will dissolve the "cement" and find a new

spot where the pickings are easier. The cement used is the same sort of adhesive found on its filament line (see below).

Combat: Two of the cave fisher's legs sport pincers which are used to attack prey at close range. However, it's more interesting form of attack is its filament line; a nearly invisible line of organic silk (similar to that of a spider) 60' long, which can be either dangled along a traveled pathway for prey to blunder into, or shot deliberately at a target in range (the cave fisher strikes as a 6d8 hit die creature when doing so). This filament is coated with a powerful adhesive that can only be dissolved by strong alcohol or the saliva of the cave fisher itself. It is strong and yielding, requiring a +1 or better weapon to cut it (and naturally only weapons with an edge can be used for this purpose). They are incredibly thin for their strength; at a range of 20' or more they are completely invisible, and at closer range will only be noticed 20% of the time. The filament can be withdrawn in one round and fired out again the next.

Appearance: Cave fishers look like large arachnids covered in black chitinous plating. They have eight limbs, two of which have enormous claws which are used to cut into prey brought in by the filament. The filament itself is fired from the large proboscis, above which are two green compound eyes.



Cave Lizard

See lizard, cave (p. 147).

Cave Moray

Number	4d4
Morale	±0
Hit Dice	4d10
Armor Class	0 (5 when not in motion)
Move	10'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d4
Defenses	Cyst
Attacks	Enemies get -4 to surprise rolls
Weaknesses	None
Size	M
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	130 + 5/h.p.



General: Cave morays dwell in deep cyst-like holes in stone, usually found in caves, tunnels, and the like. They lie in wait for prey to pass by the entrance to their cyst, and then spring forth with incredible speed, almost immediately withdrawing back into their cysts, which can be quite deep. Their colonies will usually be found on two sides of a passage, allowing the group to attack prey from multiple angles.

Combat: Cave morays attack with their bite. They are so swift when attacking that they have an effective armor class of 0; if someone manages to attack one at rest in its cyst, it is AC 5. Note that attempting to stick a spear down a cyst-hole will guarantee that the creature will strike (and doing so does not give the spear-holder an automatic hit!).

Appearance: Cave morays look like large slugs with mottled brown and gray skin, giving them a rock-like appearance.

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
Weaknesses	None	None	None
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. They speak their own language and that of elves.



Centipede, Monstrous

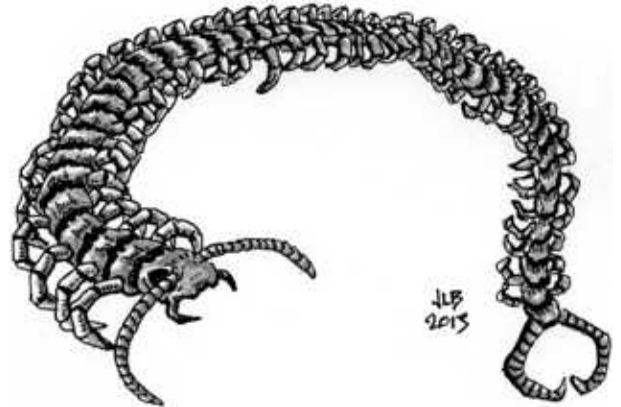
	Large	Huge	Giant
Number	5d6	2d12	1d4
Morale	-1	+1	+3
Hit Dice	1d4 (1 h.p.)	1d4	3d8
Armor Class	9	9	5
Move	210'/min.	150'/min.	180'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	0	0	1d3
Defenses	None	None	None
Attacks	Poison	Poison	Poison
Weaknesses	None	None	None
Size	S (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 monstrous 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:

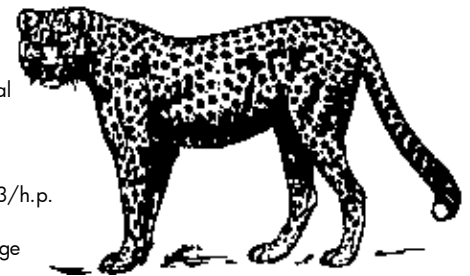
Size	Victim's Save Bonus	Centipede's Save Penalty	Poison Effect	
			If Save Succeeds	If Save Fails
Large	+4	-2	None	4d6
Huge	+2	-1	None	Death
Giant	n/a	n/a	1d8	Death

Appearance: 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.



Cheetah

Number	1d4
Morale	+2
Hit Dice	3d8
Armor Class	5
Move	150'/min., 450'/min. (sprinting)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d2/1d2/2d4
Defenses	+1 to surprise rolls
Attacks	Enemies get -2 to surprise, rear claw rake
Weaknesses	None
Size	M
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	65 + 3/h.p.



General: Cheetahs are large cats that inhabit tropical savannahs. They are able to sprint at incredible speeds for 3 rounds (usually to run down prey), but must then rest for at least 15 minutes. If found in their den (15% chance) the third and fourth cheetah (if any) will be cubs. If captured when young, cheetahs can be domesticated (mostly).

Combat: Cheetahs attack with their claws and bite. If both claws hit, they are entitled to two more attacks with their rear claws, each doing 1d2 h.p. of damage. They are able to spring forward up to 20', or upwards 10', in order to attack. They get a bonus of +1 to their own surprise rolls and opponents get a -2 penalty to theirs. If the cubs are threatened, the adults will receive a +2 bonus to both "to hit" and damage rolls.

Appearance: Cheetahs are large cats with tawny fur with black spots. Their stomach area is white. Their claws are non-retractable.

Child Spirit

Number	3d6
Morale	-1
Hit Dice	1d8
Armor Class	7
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d3+1
Defenses	+1 or better weapon to harm, immune to mind-affecting magic
Attacks	Wisdom drain
Weaknesses	None
Size	S
Intelligence	7
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	22 + 1/h.p.
Turn as Type	II

General: Child spirits are the disembodied spirits of those who have died before adulthood. They don't mean to do harm; it is their way of "playing".

Combat: The touch of a child spirit will cause the loss of a point of wisdom if the victim fails a saving throw vs. magic. If a victim is drained to wisdom of 2 or below, he is reduced to a state of gibbering childishness for 2-9 days. Child spirits, existing as they do partially on the material and negative planes, can only be hit by weapons of +1 or greater enchantment. As with all undead, they are immune to *sleep*, *charm*, and similar mind-affecting spells.

Appearance: Child spirits appear as semi-translucent children.



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
Weaknesses	None
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 (doing 1d3 h.p. of damage each), the two leonine claws tear (doing 1d4 h.p. of damage), the lion head bites (2d4 h.p.), and finally the dragon head bites (3d4 h.p.). 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. When flying, the chimera will most often use its breath weapon. It can otherwise attack with its claws or one head while aloft.

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

Cloaker

Number	1d4
Morale	+5
Hit Dice	6d8
Armor Class	3 (body), 1 (tail)
Move	10'/min., 150'/min. (flying - poor)
Magic Resistance	Standard
No. of Attacks	2
Damage	1d6/1d6
Defenses	None
Attacks	Envelopment
Weaknesses	None
Size	L
Intelligence	13
Alignment	Chaotic neutral
Treasure Type	III
Treasure Value	4d6x100
Magical Treasure	1d2 items (10%)
X.P. Value	350 + 6/h.p.

General: Cloakers dwell deep underground and shun sunlight. Their intelligence is quite alien to other races, however, and communication with any save mages is usually impossible. While they usually fly, they are able to use their claws to climb on walls and ceilings, albeit at a much slower speed. They have infravision to 120'.

Combat: Cloakers attack with their long, darting tail which moves so swiftly as to be able to attack two different opponents in a single round. The tail itself can take 16 h.p. of damage, which does not count against the creature's total hit points. The cloaker's most well-known attack, however, is its envelopment. The creature attacks a single victim, completely covering it in its voluminous folds, pinning the creature's arms, making it impossible to fight back. Once this is done the cloaker is free to attack with its mouth full of razor-sharp teeth, which does 1d4 h.p. per round plus the base armor class of the victim (i.e., no magical, dexterity, or other bonuses apply; simply the AC of the armor they are wearing). The cloaker will use its tail to fend off those who might wish to rescue a comrade who has been enveloped.

Appearance: As its name implies, the cloaker appears as a large black cloak, although it has claws on the corners and a long serrated tail. On its "underside" there are two red glowing eyes as well. When the eyes are closed and the tail retracted, however, it is almost perfectly indistinguishable from a regular cloak or blanket.



Clubneck

Number	2d4
Morale	+2
Hit Dice	2d8
Armor Class	8
Move	120'/min., 240'/min. (sprinting)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d6/1d6/1d8
Defenses	Sprint
Attacks	Sprint
Weaknesses	None
Size	M
Intelligence	5
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	20 + 2/h.p.



General: Clubnecks are related to ostriches, inhabiting temperate woodlands and grasslands. They are normally peaceful herbivores, but are easily startled.

Combat: Clubnecks attack with their claws and beak. Once every five rounds, they can sprint at twice their normal speed, but then are limited to their normal speed for another five rounds.

Appearance: Clubnecks look like big muscular ostriches with sharp oversized beaks and large talons. Their feathers are green and their beaks are yellow.



Clurichaun

Number	1 (80%) or 1d4 (20%)
Morale	-1
Hit Dice	1d8
Armor Class	8
Move	120'/min.
Magic Resistance	P
No. of Attacks	1
Damage	1d4
Defenses	None
Attacks	See below
Weaknesses	Iron
Size	S (2')
Intelligence	16
Alignment	Neutral
Treasure Type	II (sundries will always be wine, beer, etc.)
Treasure Value	1d4x100
Magical Treasure	1d6+1 potions (20%)
X.P. Value	22 + 1/h.p.



General: The clurichaun is an ill-tempered cousin of the leprechaun (see p. 145). It is usually found in lonely farmsteads, inns, and taverns, dwelling in the attic, barn, stable, or other out-of-the-way place. If treated well (cups of drink are left for it), it will guard its adopted home against theft of alcoholic spirits. If not, it can be a great nuisance. Although they are great lovers of drink, they cannot themselves become intoxicated. They will often feign being drunk in order to fool others.

Combat: Clurichauns attack with a gnarled stick. Anyone struck by the stick must make a saving throw vs. magic; failure indicates that the victim becomes intoxicated. Each successive strike with the staff moves the victim one more notch towards passing out (slightly drunk → somewhat drunk → very drunk → passed out):

- **Slightly** intoxicated characters have -1 INT and WIS penalties, and get a +1 modifier to morale.
- **Somewhat** intoxicated characters have -3 INT, -4 WIS, -2 DEX, and -1 CHA penalties. They also get a -1 penalty "to hit", but have 1 extra hit point (the extra hit point is used up first if wounded, and disappears when they sober up).
- **Very** intoxicated characters have -6 INT, -7 WIS, -5 DEX, and -4 CHA penalties. They have a -5 penalty "to hit", but get 3 extra hit points (which are used up first if wounded, and disappear when the character sobers up).

- **Passed out** characters must make an additional saving throw vs. poison. Failure indicates they pass out. Otherwise they are penalized as if they were very intoxicated. Every time another drink is taken (or they are hit by the clurichaun's staff) while at this level of intoxication, they must also make a saving throw vs. poison or pass out dead drunk.

Characters lose one level of intoxication every 2 hours they are not drinking (or getting clouted by a clurichaun's staff).

In addition, clurichauns have the following powers:

- Make a single cup of alcohol doubly intoxicating, without the drinker realizing, 30' range, at will
- *Sobriety* three times per day

Cold iron will do double damage to a clurichaun.

Appearance: Clurichauns look like tiny humans with pointed ears, dressed in greens and yellows, and carrying gnarled staves. They speak leprechaun, elvish, sprite, and the common tongue.

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
Weaknesses	None
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 that he and all his possessions are turned to stone. This effect extends into both the astral and ethereal planes, into which the creature can also see.

The cockatrice will almost never fly higher than 300', as it is more comfortable on the ground. It will only fly for a maximum of 1d4+1x10 minutes before returning to the ground. Note the effectiveness, however, of its petrification attack on a target in mid-air.

Appearance: The cockatrice looks like a large rooster with a snake-like tail, scales, 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.

Coffe Corpse

Number	1
Morale	+9
Hit Dice	2d8
Armor Class	8
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6 or per weapon type
Defenses	+1 (or better) weapon to harm, immune to mind-affecting magic
Attacks	Fear, death grip
Weaknesses	Holy water
Size	M
Intelligence	6
Alignment	Chaotic evil
Treasure Type	VI
Treasure Value	1d4x1,000
Magical Treasure	1 armor or weapon (10%)
X.P. Value	36 + 2/h.p.
Turn as Type	VIII



General: Coffe corpses are corporeal undead creatures that are found in places where a formal funeral has begun, but has been interrupted in some way, such as a hearse running off a road, a funeral barge running aground, etc.

Combat: Coffe corpses will attack with their claws, but 25% of them will have a weapon (roll for type randomly). Those who use their claws can put victims into a "death grip" with their claws around the throat of the victim. If the coffe corpse successfully hits with its hands, it will have put its victim into a death grip and will do damage automatically in subsequent rounds. They are immune to all non-magical weapons, but if struck by a blow that would have inflicted a total of 6 h.p. of damage or more, they will collapse, seemingly destroyed. However, on the next round, they will rise up again, causing all those who

were engaged in melee with the creature to make a saving throw vs. spells. Failure means they flee in panic for 1d6 rounds. Coffe corpses are immune to mind-affecting magic such as *sleep*, *charm*, etc.

Appearance: Coffe corpses are skeletal creatures with rotting grave clothes and wrappings.

Constrictor Vine

Number	1
Morale	n/a
Hit Dice	25d8 (stalk), 2d8 (each vine)
Armor Class	5 (stalk), 6 (vine)
Move	5'/min.
Magic Resistance	Standard
No. of Attacks	See below
Damage	1d4
Defenses	None
Attacks	Strangle
Weaknesses	None
Size	L
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	See below

General: Constrictor vines are semi-ambulatory plants found in temperate, subtropical, and tropical climates, generally in wooded areas. They easily blend in with the surrounding vegetation. The size of the creeper should be determined randomly if it is not already known:

Die Roll (d8)	Stalk H.P.	Stalk Length	Vine Length	Vine H.P.	X.P. Value
1	25	30'	9'	2	7,065
2	50	40'	10'	4	9,270
3	75	50'	11'	6	11,405
4	100	60'	12'	8	13,820
5	125	70'	13'	10	16,025
6	150	80'	14'	12	18,650
7	175	90'	15'	14	20,925
8	200	100'	16'	16	23,760

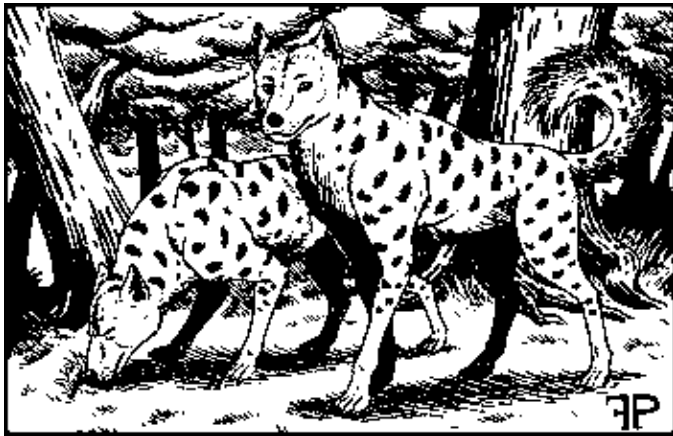
The plant will have 8 vines per 20' of length of the stalk, plus 16 at the terminating end (the end not rooted in the ground). These vines will radiate out from the central trunk in all directions.

Combat: Constrictor vines attack by grabbing victims with their vines and squeezing. Once grabbed, damage is done automatically on the following rounds, but there is a 10% chance per round that the vine will wrap itself around the throat of the victim and choke him; death is automatic at the end of the round unless the vine or the whole plant is destroyed. Each vine has 2d4 h.p., which does not count against the 25 hit dice of the plant's central stalk.

Appearance: Constrictor vines look like ordinary creeper vines.

Cooshee (Elven Dog)

Number	1d8
Morale	+3
Hit Dice	3d10
Armor Class	5
Move	150'/min., 210'/min. (sprinting)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4+6
Defenses	Camouflage
Attacks	Overbear
Weaknesses	None
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: The cooshee is a special breed of dog found in the same locations as most elves- such as woodlands and the like. They are a breed found only in the company of elves, particularly wood (sylvan) elves. Their throaty bark can be heard up to a mile away, and is reserved as a warning to their elvish masters. They are capable of sprinting at higher speeds than their normal movement rate, but only if they are able to run in a relatively straight line (such as when bringing down prey).

Combat: Cooshees attack with their bite, but they are more likely to employ their massive front paws in a special overbearing attack. If they successfully hit a bipedal creature of size M or smaller, that creature is knocked prone. A character who is knocked prone can only pummel, grapple, or attempt to stand up. A prone character does not gain any armor class bonus for dexterity, and those attacking him who are not prone get a +4 bonus "to hit." If he is successfully overborne again, or grappled, he remains prone. Otherwise, he gets up, but has lost his action for that round. Because of their coloring and disposition, cooshees are able to conceal themselves 75% of the time if in woodland with underbrush or similar cover.

Appearance: Cooshees are large dogs with green fur and brown spots. Their bushy tails are usually arced above their back. Their front paws are especially large, and they can range from 170 to 300 lbs or more.

See also: dog (p. 48).

Copper Stork

Number	1d6
Morale	+1
Hit Dice	3d8
Armor Class	3
Move	60'/min. (walking and swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6
Defenses	None
Attacks	Breath weapon
Weaknesses	None
Size	L (9')
Intelligence	1
Alignment	Neutral
Treasure Type	XII (platinum only)
Treasure Value	1d20x5
Magical Treasure	n/a
X.P. Value	90 + 3/h.p.

General: Copper storks are stork-like birds of magical nature that inhabit the marshy edges of lakes and rivers in hot climates. Their feathers are, in fact, made of copper; the body of a copper stork is worth 200 g.p. intact. Any treasure they have is invariably made of platinum, and will be found hidden in the marshes in which they dwell; under a rock, in a hollow log, etc. They are benign and will only attack if threatened.

Combat: Copper storks attack with their sharp beak. Three times per day, the copper stork is able to shoot out a jet of boiling water in a cone 40' long and 10' wide. Anyone in the area of effect will take 4d8 h.p. of damage from the scalding water (a saving throw vs. breath weapon is allowed for half damage). The copper stork takes a full minute to boil the water inside its body; thus there is a 1 round delay before the boiling jet is ready.

Appearance: Copper storks appear much like tall storks, but their feathers are a brilliant metallic copper color (they are in fact actually copper). Wisps of steam can be seen rising from the creature's beak.

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	1d3/1d3/1d3/1d3/1d3/1d3/1d3/1d3
Defenses	None
Attacks	Paralyzation
Weaknesses	None
Size	L (7' 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 walls 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. If any tentacle hits, it will not only do a small amount of physical damage, but will also cause the target to make a saving throw vs. paralysis. Failure means the target is paralyzed for 3d4 minutes. What is even more feared, however, is that a successful hit by a tentacle will mean the creature has laid an egg inside the target, which then starts to burrow its way deeper inside the host. For each round that the egg is in the host, removing it will inflict 1 h.p. of damage: thus, one round after the egg is implanted, removing it will cause 1 h.p. of damage. Two rounds after, it will cause 2 h.p., etc. up to 10 h.p. total. Removal requires any sort of sharp implement, such as a dagger, sword, etc. They will keep their heavily-armored head and dreaded tentacles facing prey if at all possible.

Appearance: The corpse creeper resembles a huge sixteen-legged caterpillar with head covered in thick chitin and a mass of writhing yellow tentacles surrounding its mouth. It can range from a bright green to a dull gray 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
Weaknesses	None
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 spellcasters in their own right, although they do not require spell books as do more conventional spellcasters:

Die Roll (d%)	Spellcasting 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; one 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 creature's coils from a victim.

Couatls can use the *psychic strike* three times per day (see Appendix B).

In mid-air, the couatl's favored tactic is to constrict an opponent so it cannot fly. As both the couatl and its victim plummet to the ground, the couatl will turn ethereal just before impact, sparing itself the only bad part of the fall - the sudden stop at the end.

Appearance: The couatl is a large serpent with brilliantly colored feathered wings. They speak the common tongue and all languages spoken by 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 to surprise rolls
Attacks	Rake with rear claws for 1d4/1d4
Weaknesses	None
Size	M
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	110 + 4/h.p.



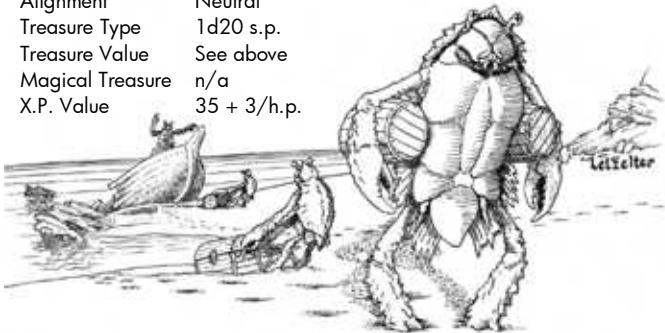
General: Cougars inhabit all sorts of terrain from wooded mountains to deserts. They are sometimes called mountain lions or pumas.

Combat: Cougars attack with their foreclaws and bite. If both foreclaws 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.

Crabman

Number	2d6
Morale	+3
Hit Dice	3d8
Armor Class	4
Move	90'/min., 60'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	2
Damage	1d4/1d4
Defenses	None
Attacks	None
Weaknesses	None
Size	L (9')
Intelligence	7
Alignment	Neutral
Treasure Type	1d20 s.p.
Treasure Value	See above
Magical Treasure	n/a
X.P. Value	35 + 3/h.p.



General: Crabmen are humanoid crustaceans. They tend to dwell in semi-submerged caves and are mostly innocuous. However, during the full moon, they are compelled by instinct to swarm inland in large groups (30 to 40 in number) and destroy and pillage. At all times, however, they covet silver, and will go to nearly any length to obtain the metal. Sahuagin will sometimes raid crabmen lairs, as they consider crabman flesh a delicacy.

Combat: Crabmen attack with their pincers, which are able to cut through most fibrous materials such as nets.

Appearance: Crabmen are humanoid in form with a dark brown exoskeleton. They speak their own language.

Crimson Death

Number	1
Morale	+3
Hit Dice	13d8
Armor Class	0 (before feeding), 4 (after feeding)
Move	120'/min. (flying - average), 60'/min. (flying after feeding - average)
Magic Resistance	R
No. of Attacks	1
Damage	3d10
Defenses	+2 (or better) weapons to harm (before feeding), +1 (or better) weapons to harm (after feeding)
Attacks	Enemies get -4 to surprise rolls
Weaknesses	None
Size	M
Intelligence	18
Alignment	Neutral evil
Treasure Type	IV
Treasure Value	1d6x10,000
Magical Treasure	1d3 items (50%)
X.P. Value	7,050 + 18/h.p.



General: The crimson death is a mist-like creature that is not, despite its name, counted amongst the undead. It dwells in forboding swamps and bogs, isolated woodlands, and the like. The creature is mostly incorporeal, but after feeding on the blood of its victims, becomes more substantial. For one hour after feeding, it is more substantial, making it both slower and more vulnerable to conventional attack.

Combat: The crimson death attacks by surrounding its prey with its misty tendrils and removing the blood from it through the skin. Before it feeds, the crimson death is almost undetectable, and enemies get a -4 penalty to their surprise rolls.

Appearance: The crimson death is almost imperceptible before it feeds, being nothing more than a mist that is easily overlooked. After it feeds, the mist flushes red and is more substantial, sometimes evincing a skull-like visage in the region of the "head".

Crying Tree

Number	1
Morale	n/a
Hit Dice	4d10
Armor Class	8
Move	0
Magic Resistance	Standard
No. of Attacks	6
Damage	1d6/1d6/1d6/1d6/1d6/1d6
Defenses	None
Attacks	None
Weaknesses	None
Size	L (10' tall)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	0
Magical Treasure	None
X.P. Value	90 + 5/h.p.

General: Crying trees are carnivorous plants that lure their prey into their clutches by mimicking the sounds of humanoids coming from within their leaves and branches, calling for help. When a passerby approaches the tree to investigate the source of the sounds, the crying tree will use its branches to grasp the would-be rescuer and slay him. They are found in temperate woodlands.

Combat: Crying trees attack with their six thorn-covered branches. They can strike any creature that comes within 10', but will usually lie in wait until a victim is much closer.

Appearance: Crying trees look like large trees with bare, thorn-covered limbs. They sport thick bunches of leaves along and atop their trunk. It is from these thickets that their characteristic "crying" is made to come.

Cthonoid

Number	1d4
Morale	+2
Hit Dice	8d10
Armor Class	5
Move	120'/min.
Magic Resistance	R
No. of Attacks	1d4
Damage	1d3/1d3/1d3/1d3
Defenses	None
Attacks	See below
Weaknesses	None
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, not hesitating to sacrifice minions to ensure their own survival.

Combat: Cthonoids attack with their tentacles. Only between 1 and 4 of the tentacles can attempt to strike a target in any given round, but if one hits, it inflicts but 1d3 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 cthonoid is able to perform the following, as indicated:

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

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. Victims caught within the beam must make a saving throw as indicated below, based on both his intelligence score and the range at which he 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, he 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.

Since they do not rely on normal visual senses, cthonoids are immune to the effects of magically-induced blindness, *darkness*, etc.

Appearance: Cthonoids are vaguely humanoid in appearance, but have a mass of long writhing white tentacles where their mouth should be. Their slimy skin is purple and their skulls are without eyes, sensing their environs through some alien apparatus unknown to man. They have three fingers on each red hand, and wear clothing of vaguely disquieting cut and style. They speak their own tongue and are fluent in the common sign-language of those who dwell beneath the earth, sometimes known as undercommon.



Cyclops

	Greater	Lesser	Least
Number	1d4	1d2	1d8
Morale	+8	+6	+2
Hit Dice	15d12	13d12	5d8
Armor Class	-4	2	3
Move	150'/min.	150'/min.	120'/min.
Magic Resistance	C	Standard	Standard
No. of Attacks	1	1	1
Damage	7d6	6d6	Per weapon type +2
Defenses	Immune to fire and heat	None	None
Attacks	None	Hurl boulders	None
Weaknesses	None	None	None
Size	L (21')	L (20')	L (7 1/2')
Intelligence	16	6	8
Alignment	Chaotic good	Chaotic evil	Chaotic evil
Treasure Type	XV	IV	II
Treasure Value	1d6+3x1,000	1d6+2x1,000	4d6x100
Magical Treasure	1d4 weapons or armor (25%), 2d4 potions (40%)	1d4 items (25%), 2d4 potions (40%)	1d2 items (10%)
X.P. Value	14,000 + 30/h.p.	6,550 + 25 /h.p.	90 + 5/h.p.



General: Cyclopes (plural – cyclops is the singular) are kin to giants (see p. 94). They dwell in caves, often near the sea shore and occasionally near cities (in the case of greater cyclopes). The greater and lesser varieties differ greatly in both intelligence and disposition, but both value their privacy and will usually react violently towards those who intrude upon their lairs. Greater cyclopes, however, can be approached with gifts suitable to their size and

nature, and are 20% likely to be positively swayed towards the gift-bearer, giving a gift of some magical weapon in return. Greater cyclopes are talented smiths and artificers, working in huge forges to create enchanted armor and weapons. They themselves wear enchanted scale armor of great size. Lesser cyclopes are far more savage. Least cyclopes dwell in caves in remote areas, shunning the company of other creatures, except those that they press into slavery.

Combat: Cyclopes attack with their great fists, but greater cyclopes will wield any suitable magical weapons they may have in their possession. Lesser cyclopes are able to hurl boulders up to 500' much as do other sorts of giants, and such missiles do 4d10 h.p. of damage if they hit. They are able to catch similar missiles 25% of the time, and will usually have a supply of boulders close to hand. Least cyclopes attack with weapons, and get a +2 bonus to any damage due to their great strength. They will either be armed with great clubs equal to morning stars or large pole axes. They will also have a sling and throwing spear, but get a -2 penalty "to hit" with all missile weapons due to their poor depth perception.

Appearance: Cyclopes look like enormous humans with but a single great eye in the middle of their forehead, beneath a large ridged brow. The greater sort tend to wear more civilized clothing than the lesser sorts, but such is not a hard-and-fast rule. All cyclopes speak their own tongue; greater cyclopes speak all of the tongues of giants as well as common. Lesser and least cyclopes speak a sort of pidgin common.

Dakon

Number	6d10
Morale	+4
Hit Dice	1d10
Armor Class	5
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d10/1d10
Defenses	None
Attacks	+2 bonus "to hit"
Weaknesses	Fear water
Size	M
Intelligence	9
Alignment	Lawful neutral
Treasure Type	III
Treasure Value	1d6+2x1,000
Magical Treasure	1d4 items (25%)
X.P. Value	20 + 2/h.p.

General: Dakons are intelligent apes. They are peaceful creatures, and will not attack unless threatened or robbed, in which case they will attack with great ferocity. They are on good terms with humans and demi-humans of like alignment, but distrust humanoids. They dwell in most climates, but will not usually be found near large bodies of water, which they fear.

Combat: Dakons attack with their claws. They receive a +2 bonus "to hit" due to their strength, but no bonus to damage.

Appearance: Dakons look like gorillas with light brown fur and black hands. They speak the common tongue.

Darkling

	Creepers	Stalker
Number	1 (2d4x10)	1
Morale	+3	+4
Hit Dice	1d10	2d10
Armor Class	0 (8 in light)	0 (8 in light)
Move	90'/min.	90'/min.
Magic	Standard	Standard
Resistance		
No. of Attacks	1	1
Damage	1d4	1d6
Defenses	Death flash	Death flash
Attacks	Darkness	Darkness
Weaknesses	Light	Light
Size	S (4')	M
Intelligence	8	10
Alignment	Chaotic neutral	Chaotic neutral
Treasure Type	Special	Special
Treasure Value	See below	See below
Magical	See below	See below
Treasure		
X.P. Value	110 + 2/h.p.	200 + 3/h.p.

General: Darklings are a race that dwells far beneath the ground. Their abiding interest is to maintain the darkness of their environment; because of this they will actively attack any intruders that come bearing light, whether magical or mundane. They are usually discovered singly, although if a darkling village is encountered, there will be the larger number of individuals indicated above (25% of whom will be females, but as they fight just as do the males, the distinction is usually only a formality). In their villages, the creepers will be led by one stalker for every 25 creepers, who are the same in most respects except as noted below. Darklings covet small magical items above all other treasure, and thus have their own special means of determining treasure.



Treasure	Creepers	Stalker
Magic dagger	15%	0%
Magic short sword	0%	25%
Magic ring	5%	7%
1d4 gems or 1d2 jewelry	10%	12%

Example: Any given darkling creeper will have a 15% chance of having a magic dagger, a 5% chance of having a magic ring, and a 10% chance of having 1d4 gems or 1d2 pieces of jewelry (but not both). A darkling village will also have 5d10 g.p. and 1d100 p.p.

Combat: Creepers attack with daggers, while stalkers use swords (each will use a magical weapon of that type if possessed). All darklings have the skills

of 4th level thieves, and can also *detect magic* at will (15' range). In darkness, they have AC 0, but if illumination is somehow present, they are AC 8. Darklings are considered "persons" for spells such as *charm person* or *hold person*.

Their chief magical power, however, is a special form of magical *darkness* with a 50' range. Not only will the normal effects of a *darkness* spell be in effect, but any non-magical light sources within the area of effect will actually be extinguished, and cannot be re-lit for an entire hour. Magical light sources are entitled to a saving throw vs. frost. Failure indicates they too are extinguished for an hour. Infravision will be ineffective during the magical *darkness*. During this time, the darklings will attempt to permanently destroy any sources of light, as well as stealing any small magic items that might be around.

Stalkers can, in addition to all the powers they share with creepers, create a *wall of fog* twice per day.

If slain, creepers will explode in a blinding flash of light that completely incinerates the body and anything carried; metal objects (including magic) must make a saving throw vs. magical fire to survive the inferno. Any creatures within 10' must make a saving throw vs. magic or be blinded for 1d6x10 minutes. Stalkers will also explode on death, but the blast will be equal to a 3HD *fireball* spell.

Appearance: Darklings are humanoid, with pale skin. They wrap themselves in layer upon layer of dark clothing, however, so little of their features are ever seen. They speak their own tongue as well as common and the sign-language of undercommon.

Death Palm

Number	1d6
Morale	n/a
Hit Dice	3d12
Armor Class	8
Move	0
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	None
Attacks	Poison sap
Weaknesses	None
Size	L (8-13' tall)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	125 + 4/h.p.

General: These feared plants are found in most temperate and sub-tropical regions.

Combat: Death palms do not attack conventionally. Rather, creatures passing beneath the tree's fronds have a 25% chance of being struck by the poisonous sap released by the flowers as they sense movement beneath them. Any creature struck by the sap must make a saving throw vs. poison or die instantly.

Appearance: Death palms are tall trees with fern-like fronds at their top. They have no branches and smooth, scale-like silvery bark. Intermingled with the fronds are a number of violet flowers which contain the poison sap. The base of the tree is ringed with a bright green moss which is actually the root system of the plant, which absorbs the nutrients of victims as they decay.

Deep Buffalo

See buffalo, deep (p. 26).

Demi-lich

Number	1
Morale	n/a
Hit Dice	n/a (50 h.p.)
Armor Class	-6 (but see below)
Move	See below
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	See below
Attacks	See below
Weaknesses	Holy water
Size	S (1')
Intelligence	20
Alignment	Neutral evil
Treasure Type	VII
Treasure Value	1d6x10,000
Magical Treasure	1d3 items (50%)
X.P. Value	6,750

General: Even though liches (see p. 146) are undead and do not, by definition, age, they are not immune to the natural forces of entropy and, ultimately, ennui. Eventually the body of the lich succumbs to the wear of aeons, and the mind of the lich wanders across planes of existence far removed from the material, in search of knowledge the very nature of which is literally incomprehensible to mere mortals. What remains is a demi-lich, which is still in and of itself quite dangerous to any who stumble across it. They are considered to be corporeal undead. They are found deep beneath the earth in their final resting places, usually surrounded by traps both magical and mundane.

Combat: Demi-liches do not attack conventionally. If the final resting place is entered, the dust of its bones will swirl into a vaguely humanoid shape with all the powers of a wraith (see p. 248). The wraith-form has no hit points of its own, however, and cannot be damaged, although it can itself attack and will react as if it were harmed, even though it is just an act. Only the destruction of the demi-lich's mortal remains can dispel it (see below). Count each physical attack and spell-level attack inflicted on the wraith form. Once the count equals 50, the wraith-form will instead become a ghost-form, with all the powers of a ghost (see p. 93) and the same stricture about not suffering damage itself, but being able to inflict damage. Neither the wraith-form nor the ghost-form of the demi-lich can be turned by a cleric (nor can the demi-lich itself, for that matter).

The only thing truly vulnerable (if it can be called that) about the demi-lich are its few mortal remains; its skull and those few mouldering bones that remain. If the skull itself is touched, it will rise into the air and issue forth a blood-curdling howl. All creatures within 20' of the skull must make a saving throw vs. spells or die instantly. This howl lasts for the first round after the skull is touched. On the following round, the skull of the demi-lich will absorb the soul of the most powerful enemy within 100', storing it in one of the 1d4+4 gems adorning its skull. No saving throw is allowed against this attack, and the body of the victim will moulder to corruption within a minute of the soul being trapped. An *amulet of life protection* will mean the character simply is slain rather than having his life-force stolen and held in one of the gems. Once all the gems are filled, the demi-lich cannot make such an attack any more, but will curse the next-most-powerful character:

Die Roll (d3)	Curse
1	Always hit by enemies
2	Always fail saving throws
3	Always lose all treasure before x.p. can be awarded

This curse can be removed by the spell *remove curse*, but the victim will then lose 1 point of charisma, permanently.

Once the skull has gone through one howl/soul-stealing cycle, it will settle back to the ground. If touched again, it will repeat the cycle until either no enemies remain or the skull itself is physically destroyed. It is only vulnerable to the following attack forms, as indicated:

Attack Type	Effect
<i>Exorcise, forget spells</i>	Skull will sink back to the ground without howling or soul-stealing
Any character with a weapon of +4 or greater enchantment or a <i>weapon of disruption</i>	Inflicts 1 h.p. of damage
<i>Dispel evil spell</i>	Inflicts 1d4+4 h.p. of damage
<i>Shatter spell</i>	Inflicts 3d6 h.p. of damage
<i>Holy word spell</i>	Inflicts 5d6 h.p. of damage
Fighter, cavalier, or sub-class with a <i>vorpal, sharpness</i> , or +5 weapon; or a paladin with a <i>vorpal</i> or +4 weapon	Inflicts normal damage
<i>Power word, kill spell</i> cast by someone who is either astral or ethereal	Destroys the skull

Once the skull is destroyed, each of the gems that contains the soul of an enemy must make a saving throw vs. spells (as if the person trapped within were making the saving throw). If the saving throw fails, the gem is also destroyed and the soul within is forever lost. If the saving throw is successful, the soul within is intact (the gem will glow with a faint light, and a *gem of seeing, true sight* spell, etc. will show the tiny figure trapped within). If the gem is crushed, the soul is freed, but unless a soulless body (clone, etc.) is at hand, will simply transit to one of the outer planes to live out its afterlife.

If the bones and dust of the demilich are not sprinkled with holy water, the creature will re-form in 1d10 days.

Appearance: A demi-lich appears as a pile of dust with possibly a few bones and always a skull festooned with 1d4+4 gems. It is these gems that hold the trapped souls of its enemies that are not slain outright.



Demonic Knight

Number	1
Morale	+15
Hit Dice	9d10
Armor Class	0
Move	90'/min.
Magic Resistance	○
No. of Attacks	1
Damage	Per weapon type
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
Size	M
Intelligence	10-18
Alignment	Chaotic evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	3,700 + 16/h.p.



General: Demonic knights are an extremely rare type of lich who were in life fallen paladins; they are thus in the category of the corporeal undead. They can control undead as if they were 6th level clerics themselves, but cannot themselves be turned, even though they are undead. Once every 10 years they can summon a nightmare (see p. 414) to serve as a steed.

Combat: Demonic knights attack with weapons, usually a sword (80% chance that the demonic knight will have an enchanted sword of some kind). They have a strength score of 18/00, and so have a +3 bonus "to hit" and +6 to damage. No matter what type of armor they wear, they will always be AC 0.

In addition, they can employ the following powers, as indicated, as if they were 20th level spellcasters, as applicable:

- *Detect invisibility* at will
- *Detect magic* at will
- *Dispel magic* twice per day
- *Fear*, 5' radius (constant)
- *Fireball* (20 HD) once per day
- *Gate* twice per day:

Die Roll (d%)	Result of Gate
01-25	Fails, must wait 10 minutes to try again
26-40	Vrock demon
41-59	Glabrezu demon
60-82	Hezrou demon
83-97	Nalfeshnee demon
98-00	Balor demon

- *Power word (any)* once per day
- *Symbol of pain/fear* once per day
- *Wall of ice* at will

When rolling to see if the demonic knight's magic resistance is effective, if the roll is 11 or lower (and successful), the magic will not only not affect the demonic knight, but will rebound and affect the caster instead.

Appearance: Demonic knights are skeletal creatures with glowing green eyes, but their physical form is usually concealed beneath ornate armor and helm. They speak 1d4+2 languages in addition to the common tongue.

Derro

	Warrior	Corporal	Sergeant
Number	3d10	See below	See below
Morale	±0	+1	+2
Hit Dice	3d8	4d8	5d8
Armor Class	6	4	3
Move	90'/min.	90'/min.	90'/min.
Magic Resistance	D	D	D
No. of Attacks	1 or 2	1 or 2	1 or 2
Damage	Per weapon	Per weapon	Per weapon
Defenses	None	None	None
Attacks	None	None	None
Weaknesses	Sunlight	Sunlight	Sunlight
Size	S (4')	S (4')	S (4')
Intelligence	12	13	14
Alignment	Chaotic evil	Chaotic evil	Chaotic evil
Treasure Type	None	None	None
Treasure Value	n/a	n/a	n/a
Magical Treasure	None	None	None
X.P. Value	50+3/h.p.	85+4/h.p.	130+5/h.p.

	Lieutenant	Captain	Student/Savant
Number	See below	See below	See below
Morale	+3	+4	+3 or +5
Hit Dice	6d8	7d8	4d8-8d8
Armor Class	2	2	2
Move	90'/min.	90'/min.	90'/min.
Magic Resistance	D	D	D
No. of Attacks	1 or 2	1 or 2	1 or 2
Damage	Per weapon	Per weapon	Per weapon
Defenses	None	None	Magic use
Attacks	None	None	None
Weaknesses	Sunlight	Sunlight	Sunlight
Size	S (4')	S (4')	S (4')
Intelligence	15	16	17-18
Alignment	Chaotic evil	Chaotic evil	Chaotic evil
Treasure Type	None	None	None
Treasure Value	n/a	n/a	n/a
Magical Treasure	None	None	See below
X.P. Value	225+6/h.p.	350+8/h.p.	125+4/h.p. 165+5/h.p. 275+6/h.p. 400+8/h.p. 950+10/h.p.

General: Derro (the name is both singular and plural) are a subterranean race, led by their brutally intelligent savants. They are nauseated by sunlight, but sometimes will raid the surface world at night, seeking slaves, some of which are rumored to be used in grisly feasts as well. The derro are insidious, with their savants forever plotting and planning to bring themselves and their minions to dominance over the entire world. They have infravision with a 30' range, but ultravision with 120' range.



Most often encountered are derro warriors, but higher-level derro will also be encountered on occasion, as indicated below. Where applicable, these additional individuals are cumulative:

Condition	Additional Individuals
For every 3 warriors	1 corporal
For every 6 warriors	1 sergeant
10 or more warriors	1 lieutenant and 1 captain
20 or more warriors	1 savant and 2 students (see below)

Note that all derro have high dexterity scores; warriors have 15, corporals have 16, sergeants have 17, and all higher-level derro have 18. These scores have been factored into the armor class figures given above. Warriors,

corporals, and sergeants will wear brigandine armor, while higher-level derro will wear leather lamellar.

In their underground lairs, there will always be 3d4+30 warriors plus the usual number of corporals, sergeants, etc., as well as 1d3 savants, 1d4+1 students, 1d10+30 human slaves (80% female), as well as either 1d3 gargoyles (70% chance, see p. 90) or a lamia (30% chance, see p. 142) as guardians and allies.

Savants (not to be confused with the character class of savant) are the rulers of the derro, powerful spellcasters with vast knowledge, most of which has been lost to the sages of the surface world. Savants have 1d4+4 hit dice (d8 type). Their apprentices are known as students, and have 1d4+3 hit dice (also d8 type). Both savants and students are able to cast spells as if they were 12th level spellcasters. Savants can cast 1d3+6 of these spells, while students can only cast 1d3 (roll randomly to determine which spell any given savant or student knows, re-rolling duplicates):

Die Roll (d20)	Spell Known to the Savant/Student
1	<i>Affect normal fires</i>
2	<i>Anti-magic shell</i>
3	<i>Blink</i>
4	<i>Charm person</i>
5	<i>Cloudkill</i>
6	<i>ESP</i>
7	<i>Hypnotic pattern</i>
8	<i>Ice storm</i>
9	<i>Invisibility</i>
10	<i>Levitate</i>
11	<i>Light</i>
12	<i>Lightning bolt</i>
13	<i>Minor creation</i>
14	<i>Paralyzation</i>
15	<i>Repulsion</i>
16	<i>Shadow magic</i>
17	<i>Spider climb</i>
18	<i>Ventriloquism</i>
19	<i>Wall of fog</i>
20	<i>Wall of force</i>

Savants have the scholarship secondary skill with 1d3+3 skill levels, while students have but 1 skill level. Determine the areas of specialization randomly or as appropriate to the needs of the campaign. Both savants and students can use any magic item regardless of class restrictions; students can use any magic item not reserved to fighters or cavaliers only.

Derro savants will have 1d2+1 magic items, while students will have one. The type of item(s) possessed should be determined randomly:

Die Roll (d%)	Student	Savant
01-11	Enchanted armor (+1 max., up to brigandine type)	
12-22	Enchanted shield (+1 max)	
23-33	Enchanted sword (+3 max)	
34-44	Enchanted weapon (+3 max)	
45-55	Potion	
56-66	Ring	
67-77	Scroll	
78-88	Potion	Wand
89-00	Scroll	Wondrous item

Combat: Derro attack with their weapons. They will be armed as follows:

Die Roll (d%)	Armed with...
01-45	Repeating light crossbow and dagger
46-70	Hook fauchard and dagger
71-85	Aklys, spiked buckler (-1 bonus to AC), and dagger
86-00	Spear, military pick, spiked buckler (-1 bonus to AC)

Crossbow bolts will have their tips coated in poison; anyone struck by one must make a saving throw vs. poison or take an additional 2d6 h.p. of damage.

While in sunlight, derro get a -1 penalty "to hit" and to their own armor class. Derro are considered "persons" for spells such as *charm person* or *hold person*.

Appearance: Derro look like muscular humans, somewhat shorter in stature. They have pale hair and skin, the latter approaching almost a light blue, due to their lightless existence. Their eyes are disproportionately large. They speak their own tongue, common, and the common sign-language of the underworld, undercommon.

Devil Dog

Number	4d4
Morale	+4
Hit Dice	6d8
Armor Class	6
Move	120'/min., 300'/min. (sprinting)
Magic Resistance	Standard
No. of Attacks	1
Damage	2d4
Defenses	Camouflage
Attacks	Throat bite, fear
Weaknesses	None
Size	S (3' at shoulder)
Intelligence	9
Alignment	Chaotic evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	350 + 6/h.p.

General: Devil dogs are found in frigid climates. They are pack hunters and are quite voracious, always on the hunt for food.

Combat: Devil dogs attack with their bite. If they score a natural 20, or roll 4 or more greater than the minimum number needed to hit, they will have clamped their jaws on the throat of the victim. Those whose throats are thus attacked will take double damage and go into a coma from loss of oxygen for 2d4x10 minutes. If, within that time, magical healing of some sort (equivalent to a *cure light wounds* spell or better) is not provided, the victim will die.

While in combat or when chasing prey, devil dogs will emit a keening howl which will cause fear in all creatures with fewer than 3 hit dice (or under 3rd level), with a saving throw vs. magic allowed with a penalty of -4.

Devil dogs can sprint 300'/min. for 30 minutes, after which they must trot at a mere 120'/min. for an additional 30 minutes. They may then sprint again. Due to their coloration, they cannot be seen in snowy conditions at ranges greater than 30'.

Appearance: Devil dogs are pure white dogs with piercing blue eyes.

Dire Corby

Number	1d12
Morale	n/a
Hit Dice	2d8
Armor Class	6
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d6/1d6
Defenses	None
Attacks	None
Weaknesses	None
Size	M
Intelligence	6
Alignment	Neutral evil
Treasure Type	XII (rubies)
Treasure Value	1d10x10
Magical Treasure	n/a
X.P. Value	20 + 2/h.p.

General: Dire corbies are a race of flightless birds that dwell deep beneath the ground, usually in large caverns. They are completely fearless, and will always fight to the death.

Combat: Dire corbies attack with their fierce claws. They need never check morale.

Appearance: Dire corbies are humanoid in appearance, covered in black feathers, and their forelimbs are now more like arms than wings. Their language is primitive at best, and they are known for their battle cry which sounds like "Doom! Doom!" to human ears).



Dire Squirrel

	Regular	Flying
Number	1d12	3d6
Morale	-3	-4
Hit Dice	1d10	1d6
Armor Class	6	7
Move	120'/min.	90'/min., 150'/min. (gliding - clumsy)
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	1d3	1d2
Defenses	None	None
Attacks	None	Enemies get -2 to surprise rolls
Weaknesses	None	None
Size	S (2' long)	S (6" long)
Intelligence	3	1
Alignment	Neutral evil	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	20 + 2/h.p.	10 + 1/h.p.

General: Squirrels of all sorts can be found throughout the woodlands of the world. Dire squirrels are generally found only in ancient and evil forests, as befits their own dark nature, and will attack travelers and any other creature they deem to be weak and helpless, although they are vegetarians and do so only out of malice. Squirrel nests will be in hollows of trees 20' or more off the ground.

Dire flying squirrels can glide by means of flaps of skin connecting their forelimbs and rear legs. They can glide for a range of 5' for every foot of altitude whence they jump. They will only attack if they outnumber prey by 2 to 1 or better, and enemies get a -2 penalty to surprise rolls. If the flying squirrels gain surprise on opponents, they attack as 2d8 HD creatures on that initial attack.

Combat: Squirrels attack with their bite.

Appearance: Dire squirrels are furry black rodents with bushy tails. The flying variety are much smaller than their regular cousins.

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
Weaknesses	None	None
Size	M	S
Intelligence	3	3
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.

See also: cooshie (elven dog), p. 38.

Dog, Two-headed

Number	5d10
Morale	+2
Hit Dice	2d10
Armor Class	7
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d10/1d10
Defenses	None
Attacks	Disease
Weaknesses	None
Size	M (4' at shoulder)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	105 + 3/h.p.

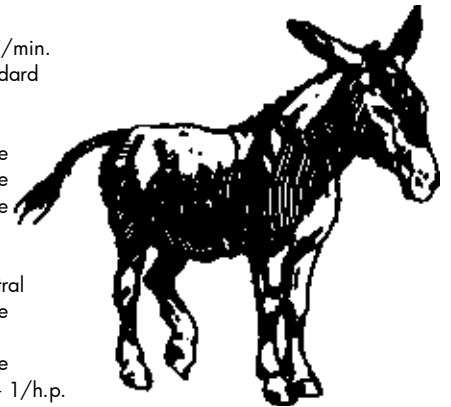
General: Two-headed dogs are found in arid regions or occasionally in dry deserted ruins. They will usually (85%) attack on sight.

Combat: Each of the two-headed dog's two heads can attack a separate target, as long as both are "in melee" with the creature. The bite of the two-headed dog carries disease; those so bitten must make a saving throw vs. poison. Failure indicates they have contracted a rotting disease which will prove fatal in 4d6 days. A *cure disease* spell will remove the affliction.

Appearance: Two-headed dogs look like large wild dogs, but with two heads.

Donkey

Number	1
Morale	+2
Hit Dice	1d8
Armor Class	7
Move	180'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d3
Defenses	None
Attacks	None
Weaknesses	None
Size	M
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	10 + 1/h.p.



General: Donkeys are found in almost every climate, and are used as draft animals and occasionally as mounts. Loud and sudden noises, smells, fire, etc. will panic donkeys 90% of the time.

Donkeys can move at full speed carrying up to 200 pounds, and half speed up to 750 pounds, but cannot carry more than that.

Combat: Donkeys attack with a bite.

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

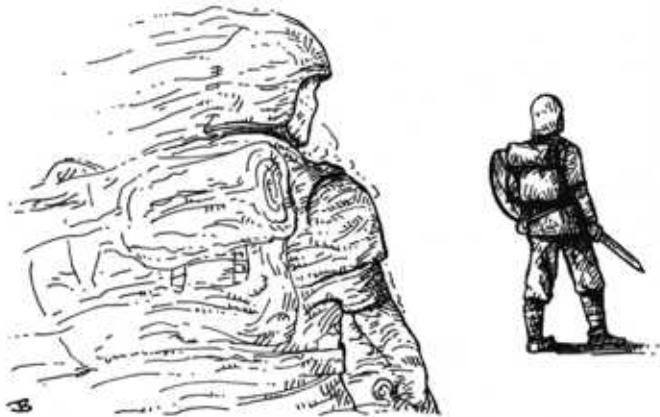
Doppelgänger

Number	3d4
Morale	-2
Hit Dice	4d8
Armor Class	5
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d12 or by weapon
Defenses	None
Attacks	Enemies get -2 penalty to surprise rolls
Weaknesses	None
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: Doppelgängers 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 continue 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.

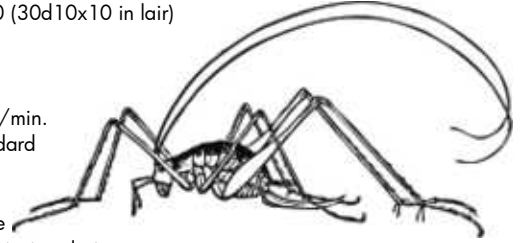
Combat: Without a weapon, doppelgängers strike with their fist. They can use ESP at will and imitate others with a 90% chance of success. They are immune to all sleep and charm-type spells. They make all saving throws as if they were 10th level fighters.

Appearance: The true form of the doppelgänger 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.



Dowsing Bug

Number	4d10 (30d10x10 in lair)
Morale	-2
Hit Dice	1d4
Armor Class	3
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d3
Defenses	None
Attacks	Constitution drain
Weaknesses	None
Size	S (2")
Intelligence	3
Alignment	Neutral
Treasure Type	1d4 gems, 25% chance of 1d6x100 g.p.
Treasure Value	Special (see above)
Magical Treasure	None
X.P. Value	7 + 1/h.p.



General: Dowsing bugs are tiny insects that are quite innocuous, and are found on the outer edges of desert regions. They are greatly prized by desert-dwellers, however, as their antennae will vibrate and hum if within 120' of a source of water. They will only attack if disturbed (whether intentionally or accidentally).

Combat: Dowsing bugs attack with their pincers. Once they hit, the pincers will grip their flesh and further attacks are automatically successful. Each round after the first, the pincers will cause bodily fluids to be drained away, losing 1 point of constitution every round. Even once the creature is slain, the pincers will continue their hold (and constitution loss will also continue) until removed; doing so will inflict a final 1d4 h.p. of damage. If constitution falls beneath 3, the victim becomes unconscious. If it falls to 0, the victim is slain. A *raise dead* spell will only restore half the victim's original constitution score. Victims who are not slain will recover 1 point of constitution per day.

Appearance: Dowsing bugs are small (2" long) insects that somewhat resemble grasshoppers with large pincers at the tip of their abdomen. They tend to be brightly colored; red, yellow, light blue, etc.

Dracolisk

Number	1d2
Morale	+7
Hit Dice	7d10
Armor Class	3
Move	90'/min., 150'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d6/1d6/3d4
Defenses	90% safe from gaze reflection, immune from certain types of attack
Attacks	Breath weapon, gaze attack
Weaknesses	None
Size	L (18' long)
Intelligence	8
Alignment	Chaotic evil
Treasure Type	XVIII
Treasure Value	4d8x1,000
Magical Treasure	1d3 items (10%)
X.P. Value	2,200 + 12/h.p.

General: The feared dracolisk is a cross-breed between an evil dragon and a basilisk. It is able to fly, but only for 20 minutes maximum before needing to rest a similar amount of time (during which time it can walk and fight, just not fly).

Combat: Every dracolisk is able to attack with its two front claws and bite. However, it is also able to turn victims to stone with a gaze attack (save vs. petrification or become stone). In addition, the dracolisk is able to use a breath weapon, and is immune to certain types of attack, depending on its draconic parentage. If not already known, the dragon parent of the dracolisk should be determined randomly:

Die Roll (d6)	Dragon Type	Breath Weapon	Immune to...
1	Black	Acid, 60'	Acid
2	Blue	Lightning, 60'	Electricity
3	Green	Chlorine gas, 30'	Poison
4	Red	Fire, 30'	Heat
5	Umbral	Darkness, 60'	Level drain
6	White	Frost, 30'	Cold

The breath weapon of a dracolisk is a jet 2' wide and the indicated length. It will do 4d6 h.p. of damage (half damage if the victim makes a successful

Die Roll (d8)	Age	Hit Die Type	Morale Modifier	Dragonfear Saving Throw Bonus	Chance of Spellcasting	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:

- Detect invisibility or hidden creatures (10' range per age group)
- Infravision (60' range)
- 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.

saving throw vs. breath weapon). The "darkness" breath weapon of a half-umbral dragon will not do any damage, but will drain one experience level (or hit die, as appropriate) for 1 hour. Any spells lost as a result must be re-memorized.

Appearance: Dracolisks are smallish looking dragons with six legs. Their scales are a dull version of the color of their draconic parent.

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 they have (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:

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 is there 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.

Spellcasting: All dragons have a chance to cast spells, as indicated above. If a given dragon is a spellcaster, roll to see what level caster the dragon is. The type of spellcaster will depend on the type of dragon; see the individual dragon type descriptions for details. Due to their innate magical natures, dragon spellcasters 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).

Treasure: All dragons amass treasure. The treasure multiplier in the table above refers only to the treasure value for the creature, not the chance or number of any magical items that might be present in its hoard.

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. Unless otherwise noted, 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.

In the air, dragons can either attack with their bite or claws, not both. They can, however, breathe and then attack with tooth or talon in the same round.

All dragons are able to speak their own tongue, which is understood by all dragonkind. They are also able to speak the common tongue, but sometimes only haltingly.

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. 439 to calculate the value of each individual dragon. *Detect invisible objects* counts as a minor power, while *dragonfear*, spellcasting 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: faerie dragon (p. 59), dragonnel (p. 66), dragon turtle (p. 260), and extra-planar dragons (p. 385).

Black Dragon

Number	1d4
Morale	See 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
Weaknesses	Earth-, water-based attacks
Size	L (25-35' long)
Intelligence	10
Alignment	Neutral evil
Treasure Type	XVIII
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 its 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 or magic (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 above
Hit Dice	7-9
Armor Class	2
Move	90'/min., 240'/min. (flying - clumsy)
Magic Resistance	Standard
No. of Attacks	6
Damage	1d6/1d6/3d8/1d12/1d6/1d6
Defenses	Immune to electricity, possible immunity to fear
Attacks	Breath weapon, <i>dragonfear</i> , possible spells
Weaknesses	Fire
Size	L (37'-47' long)
Intelligence	12
Alignment	Lawful evil
Treasure Type	XVIII
Treasure Value	3d4x10,000
Magical Treasure	1d6 items (15%), 2d4 potions (40%)
X.P. Value	See above

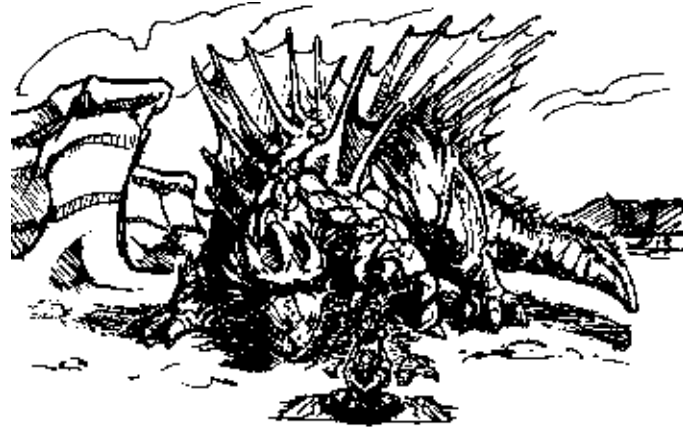
General: Blue dragons typically inhabit arid deserts and badlands, usually finding a deep cave or cavern in which to make their lair. If encountered in its lair, there is a 30% chance that any given dragon will be sleeping. Blue dragons who are able, cast spells as if they were illusionists.

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 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 fear
Attacks	Breath weapon, <i>dragonfear</i> , possible spells
Weaknesses	None
Size	L (25'-35' long)
Intelligence	14
Alignment	Chaotic good
Treasure Type	XVIII
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 sleep 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 1d6+4 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

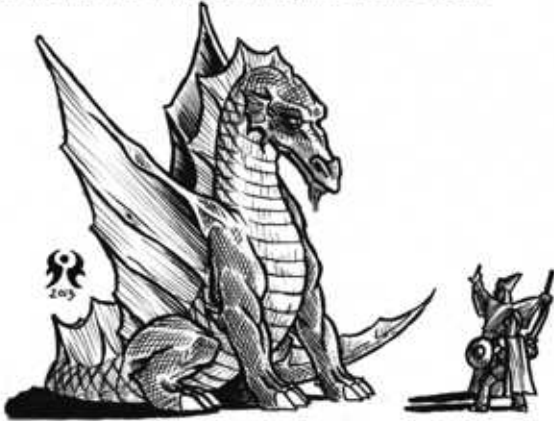
Number	1d4
Morale	See above
Hit Dice	8-10
Armor Class	2
Move	90'/min., 240'/min. (flying - clumsy)
Magic Resistance	Standard
No. of Attacks	6
Damage	1d4/1d4/4d4/1d8/1d4/1d4
Defenses	Immune to electricity, possible immunity to fear
Attacks	Breath weapon, <i>dragonfear</i> , possible spells
Weaknesses	Fire based attacks
Size	L (37'-47' long)
Intelligence	16
Alignment	Lawful good
Treasure Type	XVIII
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 its 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 sustain only half damage. The second is

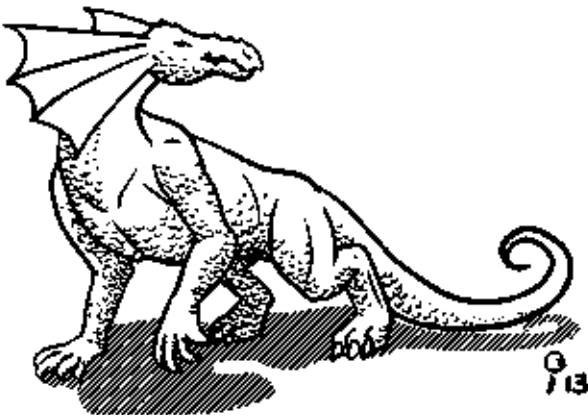
a cloud of *repulsion* gas 20' long, 30' wide, and 30' high. Any creature in the cloud who fails its saving throw vs. dragon breath must move away from the dragon at its normal movement rate for 6 minutes, even after leaving the cloud. They are immune to all electrical attacks, but are vulnerable to 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.



Cloud Dragon

Number	1 (95% chance), 2 (5% chance)
Morale	See above
Hit Dice	12-14
Armor Class	0 or -3
Move	60'/min., 390'/min. (flying - average)
Magic Resistance	Standard or H
No. of Attacks	6
Damage	1d10/1d10/3d12/3d4/1d10/1d10
Defenses	Cloud form
Attacks	Breath weapon, <i>dragonfear</i> , possible spells
Weaknesses	None
Size	L (56'-66' long)
Intelligence	18
Alignment	Neutral
Treasure Type	XVIII
Treasure Value	1d6+2x10,000
Magical Treasure	1d4 scrolls (50%), 1d6 items (55%)
X.P. Value	See above



General: Cloud dragons dwell either in magical cloud islands (75% chance) or in caves carved into inaccessible and mist-covered mountain peaks (25%

chance). They are intensely solitary creatures, and only 5% of the time will they be encountered as a mated pair. In such a case, add 4 to the roll to determine age category, if appropriate. If in their lair, there is a 30% chance that any given dragon will be asleep. Spellcasting cloud dragons will be druids, and will favor such spells as *cloudburst* and *precipitation*.

Cloud dragons are able to assume the form of a cloud at will. In such a state they have an armor class of -3, a magic resistance of H, and can fly as indicated (even against strong winds, albeit slower when flying into a head wind). They cannot attack conventionally while in cloud form, and are distinguishable from a normal cloud only 25% of the time. They can only fly in cloud form, but do not inspire *dragonfear* while doing so.

Combat: Cloud dragons attack as described above. Their breath weapon is an air blast, which can be used three times per day. It is 30' wide, 30' high, and 10' long per hit die of the dragon. Those who have some solid anchor to hold onto may add their carrying capacity bonus, as determined by their strength. Any creature weighing less will be battered about, sustaining damage equal to the hit points of the dragon, having papers, scrolls, and other small items torn from hands, hats from heads, etc. Creatures weighing more than 10 lbs per hit point of the dragon will take half damage. Only creatures on the very edge of the air blast's effect are entitled to a saving throw; if successful, they will only take half damage. Creatures will be blown back 1d6 feet per hit die of the dragon, and small objects will be blown back 20d10 feet.

Appearance: Cloud dragons do not have wings, but do have enormous fans that spread back from either side of their heads. Their coloration will change with their mood; the dark gray of a thundercloud if angered or upset, pearly white if normal, and tinged with rose as if struck by the rays of dawn if pleased or happy.

Copper Dragon

Number	1d4
Morale	See 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
Weaknesses	Earth- or water-based attacks
Size	L (31'-41' long)
Intelligence	14
Alignment	Neutral good
Treasure Type	XVIII
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 its 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. 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 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
Weaknesses	Earth or water based attacks
Size	L (49'-59' long)
Intelligence	18
Alignment	Lawful good
Treasure Type	XVIII
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 its lair, there is a 20% chance that any given electrum dragon will be asleep. If they are capable of casting spells, electrum dragons will cast spells as if they were 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.

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



Fog Dragon

Number	1d3
Morale	See above
Hit Dice	9-11
Armor Class	2 or 0
Move	60'/min., 390'/min. (flying - average)
Magic Resistance	Standard or C
No. of Attacks	6
Damage	1d8/1d8/3d8/2d4/1d8/1d8
Defenses	Fog form
Attacks	Breath weapon, <i>dragonfear</i> , possible spells
Weaknesses	None
Size	L (48'-58' long)
Intelligence	18
Alignment	Chaotic neutral
Treasure Type	XVIII
Treasure Value	1d4x12,000
Magical Treasure	1d4 items (50%), 1 weapon (20%), 1d4 potions (45%)
X.P. Value	See above



General: Fog dragons inhabit lonely stretches of wilderness near the sea or some other large body of water. In its lair, there is a 35% chance that any

given fog dragon will be asleep. Those fog dragons that are spellcasters do so as if they were illusionists. They get along well with dragon turtles and most other neutrally-aligned sea creatures.

Fog dragons are able to assume fog form at will, as long as they are within 10 miles of a large body of water. In such a state they have an armor class of 0, a magic resistance of C, and can fly as indicated (even against strong winds, albeit slower when flying into a head wind). They cannot attack conventionally while in fog form, and are distinguishable from ordinary fog only 25% of the time. They can only fly in fog form, but do not inspire *dragonfear* while doing so.

Combat: In melee, fog dragons attack as described above. Their breath weapon is a cloud of amnesia-causing fog in an oval some 20' wide at its widest, 3' wide at either end, 15' high, and 5' long per hit die of the dragon. Anyone within this mist must make a saving throw vs. breath weapon. Those failing their saving throw will suffer amnesia, forgetting who they are, why they are there, who their friends are, etc. Basic knowledge such as language, culture, etc., is not lost. Skills are not lost, nor are class powers, but those struck by amnesia will not know that they know how to climb walls, track, etc., until they try. Memorized spells are not lost, but the victim will not remember that he has them memorized in the first place! The effect will last for 10 minutes per hit die of the dragon.

Appearance: Fog dragons have no wings, thick bodies, and spindly legs. They sport two spiral horns on their head and a wattle beneath their jaw. They are gray in color.

Green Dragon

Number	1d4
Morale	See 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
Weaknesses	Air-based attacks
Size	L (31'-41' long)
Intelligence	11
Alignment	Lawful evil
Treasure Type	XVIII
Treasure Value	3d4x10,000
Magical Treasure	1d6 items (15%)
X.P. Value	See above



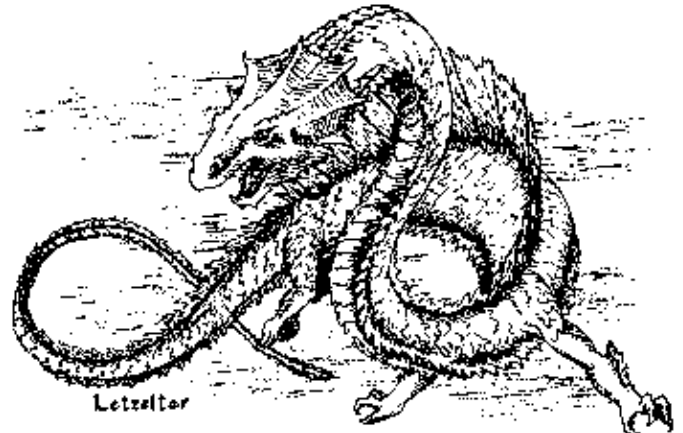
General: Green dragons make their lairs in densely wooded regions, in a deep cave or cavern. If encountered in its lair, there is a 40% chance that any given green dragon will be asleep. If they are capable of casting spells, green dragons will cast spells as clerics. They are noted for their short tempers.

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 (from *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.

Mist Dragon

Number	1d6
Morale	See above
Hit Dice	10-12
Armor Class	1 or -2
Move	90'/min., 330'/min. (flying - average), 180'/min. (swimming)
Magic Resistance	Standard or C
No. of Attacks	6
Damage	1d4/1d4/2d12/2d4/1d4/1d4
Defenses	Mist form
Attacks	Breath weapon, <i>dragonfear</i> , possible spells
Weaknesses	None
Size	L (46'-56' long)
Intelligence	16
Alignment	Lawful neutral
Treasure Type	XVIII
Treasure Value	1d8x10,000
Magical Treasure	1d6 items (55%)
X.P. Value	See above



General: Mist dragons dwell in wetlands, swamps, and marshes, usually making their home in some cave that is at least semi-submerged. In their lair, there is a 40% chance that any given mist dragon will be asleep. Those mist dragons that are spellcasters do so as if they were clerics.

Mist dragons are able to assume mist form at will. In such a state they have an armor class of -2, a magic resistance of C, and can fly as indicated (even against strong winds, albeit slower when flying into a head wind). They cannot attack conventionally while in mist form, and are distinguishable from ordinary mist only 10% of the time. They can only fly in mist form, but do not inspire *dragonfear* while doing so. While in normal dragon form, they can swim, but not in mist form.

Combat: In melee, mist dragons attack as described above. Their breath weapon is a cloud of mist some 30' wide, 90' long, and 30' high. Any creature within the area incapable of breathing water will be blinded for 1d4 minutes, and must make a saving throw vs. breath weapon. Failure indicates those within must take 3d4 h.p. of water damage per round. Those who successfully save will only take 1d4 h.p. of damage. The cloud will remain in place for 1d4+4 rounds.

Appearance: Mist dragons have no wings. Their necks are long and graceful, their heads spade-shaped, with fringes on either side of the face, facing backwards. They have a fan down the length of their back to the base of the tail, which ends in a point. They are grayish white in color, paler on the underside and darker along the spine.

Red Dragon

Number	1d4
Morale	See above
Hit Dice	8-10
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
Weaknesses	Earth- or water-based attacks
Size	L (43'-53' long)
Intelligence	16
Alignment	Chaotic evil
Treasure Type	XVIII
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 its lair, there is a 20% chance that any given 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 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
Weaknesses	Electrical or fire-based attacks
Size	L (43'-53' long)
Intelligence	16
Alignment	Chaotic good
Treasure Type	XVIII
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 its lair, there is a 15% chance that any given silver dragon will be asleep. If they are able to cast spells, silver dragons will be cast as 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.

Steam Dragon

Number	1d6
Morale	See above
Hit Dice	11-13
Armor Class	2 or -1
Move	90'/min., 280'/min. (flying - average)
Magic Resistance	Standard or D
No. of Attacks	6
Damage	1d8/1d8/3d8/1d8+2/1d8/1d8
Defenses	Steam form
Attacks	Breath weapon, <i>dragonfear</i> , possible spells
Weaknesses	None
Size	L (53'-63' long)
Intelligence	17
Alignment	Chaotic neutral
Treasure Type	XVIII
Treasure Value	2d4+1x10,000
Magical Treasure	1d6 scrolls (50%), 1d6 items (40%)
X.P. Value	See above



General: Steam dragons dwell in extremely hot locations; volcanic tunnels, near geysers, etc., usually making their home in some underground cave or cavern. In their lair, there is a 30% chance that any given steam dragon will be asleep. Those steam dragons that are spellcasters do so as if they were mages.

Steam dragons are able to assume steam form at will. In such a state they have an armor class of 0, a magic resistance of D, and can fly as indicated (even against strong winds, albeit slower when flying into a head wind). They cannot cast spells or use their breath weapon while in steam form, but are distinguishable from ordinary steam or clouds only 15% of the time. They can only fly in steam form, but do not inspire *dragonfear* while doing so.

Combat: In melee, steam dragons attack as described above. In addition, they can attack with their normal claw/claw/bite/tail/claw/claw attack routine while in steam form, doing an additional 2 h.p. of heat damage with each attack. Their breath weapon consists of a gout of scalding hot steam 5' wide and high, and 10' long per hit die of the dragon. Any creature within the steam must make a saving throw vs. breath weapon or take damage equal to the current hit dice of the dragon. A successful saving throw indicates only half damage is taken.

Appearance: Steam dragons do not have wings. Their bodies are thick, as are their tails, and their necks are short. The head is rounded and crowned by a row of backwards-facing spikes along the back of the skull. Their tails are short and end in a spade tip. Their scales are shimmering silver in color, duller along the underside and displaying more colors as light glints off them along the back of the creature.

Vapor Dragon

Number	1d6
Morale	See above
Hit Dice	10-12
Armor Class	3 or 0
Move	90'/min., 280'/min. (flying - average)
Magic Resistance	Standard or C
No. of Attacks	6
Damage	1d6/1d6/2d8/1d8/1d6/1d6
Defenses	Vapor form
Attacks	Breath weapon, <i>dragonfear</i> , possible spells
Weaknesses	None
Size	L (48'-58' long)
Intelligence	15
Alignment	Lawful neutral
Treasure Type	XVIII
Treasure Value	2d4+1x10,000
Magical Treasure	1d4 scrolls (40%), 1d6 items (40%), 1d2 armor or shield (15%)
X.P. Value	See above



General: Vapor dragons dwell in cold climates, making their lairs in frosty ice caves and the like. In its lair, there is a 40% chance that any given vapor dragon will be asleep. Those vapor dragons that are spellcasters do so as if they were savants.

Vapor dragons are able to assume vapor form at will. In such a state they have an armor class of 0, the magic resistance listed above, and can fly as indicated (even against strong winds, albeit slower when flying into a head wind). They cannot fight or use their breath weapon while in vapor form, but are distinguishable from ordinary vapor, mist, or clouds only 20% of the time. They can only fly in vapor form, but do not inspire *dragonfear* while doing so.

Combat: In melee, vapor dragons attack as described above. Their breath weapon consists of a spray of fine freezing vapor some 10' in diameter per hit die of the dragon, with the edge beginning at the dragon's mouth. Anyone caught in the area of effect must make a saving throw vs. breath weapon. Failure indicates that the freezing vapor has solidified around them, creating

a layer of ice surrounding their entire body. A strength check must be made to break the ice, otherwise the victim will suffocate (see the rules regarding “holding your breath” in the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit. Creatures encased in ice can neither move nor speak, and can make one attempt to break the ice per round.

Appearance: Vapor dragons do not have wings. Their bodies are thin, their heads triangular in shape with long “whiskers”. They have a set of spikes along their spine, ending at the base of the tail. They are very pale, varying between white and silver depending on the light.

White Dragon

Number	1d4
Morale	See 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 fear
Attacks	Breath weapon, <i>dragonfear</i> , possible spells
Weaknesses	Electrical or fire-based attacks
Size	L (19’-29’ long)
Intelligence	8
Alignment	Chaotic evil
Treasure Type	XVIII
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 its lair, there is a 60% chance that any given white dragon will be sleeping. Those that are able to cast spells do so as if they were 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.

Dragon, Faerie

Number	1d6
Morale	-1
Hit Dice	4d8 (for hit points, see below)
Armor Class	5
Move	60’/min., 240’/min. (flying - perfect), 60’/min. (swimming)
Magic Resistance	See below
No. of Attacks	1
Damage	1d2
Defenses	Invisibility
Attacks	Breath weapon, magic use
Weaknesses	None
Size	S (1 ½’ long)
Intelligence	14-18
Alignment	Chaotic good
Treasure Type	XVII
Treasure Value	8d12x1,000
Magical Treasure	2d4 potions (40%), 1d4 scrolls (50%)
X.P. Value	280 + 4/h.p.

General: Faerie dragons are mischievous, fun-loving pranksters who dwell in idyllic woodlands, often in the companionship of sprites or pixies. Their love of practical jokes is legendary, whether they be the products of intricate months-long preparations, or simply a spur-of-the-moment prank. They are excellent swimmers and their hummingbird-like motion allows them to hover in mid-air when needed. They are vegetarians and are great lovers of apple pie. Faerie dragons communicate telepathically with one another with a range of 2 miles.

As they age, faerie dragons change color, and increase their magic resistance and spellcasting powers accordingly. Most (65%) of all faerie dragons function as mages, while 35% cast spells as if they were druids. If not already known, the age of each individual faerie dragon should be determined randomly:

Die Roll (d8)	Age	Hit Points	Color	Magic Res.	Mage Level	Druid Level
1	Very young	1-2	Red	A	2	3
2	Young	3-4	Red-orange	C	4	4
3	Sub-adult	5-6	Orange	E	6	5
4	Young adult	7-8	Yellow	G	8	6
5	Adult	9-10	Green	I	10	8
6	Old	11-12	Aqua	K	12	10
7	Very old	13-14	Blue	M	14	12
8	Ancient	15-16	Purple	O	16	14

Like other dragons, faerie dragons do not have spell books per se. They will focus their efforts on learning spells useful in their practical joking, such as *dancing lights*, *sleep*, *irresistible dance*, etc.

If a faerie dragon is a spellcaster’s familiar, it will grant the following powers:

- A telepathic link, through which the faerie dragon not only communicates, but shares its sight and hearing with its master; range 1 mile
- The power to become invisible once per day, and cast spells while invisible.

- Master's experience level is increased by 1 when the faerie dragon is within 1 mile; further than that, the master loses an experience level (not just the one gained by the faerie dragon's proximity)
- If the faerie dragon is killed, the master loses 4 experience levels
- *Commune* with the powers of Olympus once per week, 3 questions allowed

Upon the death of its master, the faerie dragon will wait for the arrival of a deva to gently guide the master's soul to the afterlife.

Combat: Faerie dragons attack with their bite, but will hardly ever do so, preferring to use their magical abilities and breath weapon. The breath weapon of a faerie dragon is a cloud of pink euphoria gas 2' in diameter. Anyone struck by the gas must make a saving throw vs. breath weapon. Failure indicates they will wander around in a euphoric stupor for 3d4 minutes, during which time combat or spellcasting is impossible and their armor class suffers a -3 penalty. However, a single saving throw is not sufficient; the target must continue to make saving throws for the duration of the gas's effect. Failure even once means they will be affected for the remaining duration. This breath weapon can be used once every three minutes.

Faerie dragons are able to become *invisible* at will, and can attack (including using its breath weapon) and cast spells without becoming visible.

Appearance: Faerie dragons look like tiny dragons with colorful butterfly wings. They speak a dialect of the dragon tongue which is mutually intelligible between faerie dragons and true dragons, as well as elvish, pixie, sprite, and common, and can communicate with small animals and birds.



Dragon, Undead

Among the most feared creatures in all of creation are the undead dragons, as they combine the awesome might and power of dragonkind with the necromantic abilities and appetites of the undead. It is said that their loyalties are divided between Orcus, demon prince of the undead, and Tãmtu, arch-devil queen of evil dragons, and that this is the cause of the unending enmity between those two godlike beings.

All undead dragons are able to cast the same type and number of spells as they did in life (all undead dragons can cast spells, and do so as a level 3d8 spellcaster). They do not need to memorize spells, however; spells cast will automatically be available to them once more 24 hours later. If an undead dragon is encountered and the game master does not know the type of dragon it was in life, roll on the following table:

Die Roll (d%)	Dragon Type	Cast Spells as...
01-07	Black	Mage
08-14	Blue	Illusionist
15-21	Brass	Cleric
22-28	Bronze	Mystic
29-34	Cloud	Druid
35-41	Copper	Mage
42-48	Electrum	Savant
49-54	Fog	Illusionist
55-61	Green	Cleric
62-67	Mist	Cleric
68-74	Red	Mage
75-81	Silver	Mage
82-87	Steam	Mage
88-93	Vapor	Savant
94-00	White	Cleric

In combat, undead dragons use their fore claws, bite, tail, and rear claws unless noted otherwise. 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 it can use all six attacks against various targets. There is a 50% chance that an undead dragon will use its fearsome breath weapon rather than its claws, tail, and teeth. Undead dragons may use their breath weapons as often as they wish.

In the air, dragons can either attack with their bite or claws, not both. They can, however, breathe and then attack with tooth or talon in the same round.

Undead dragons will never be found sleeping in their lairs.

All undead dragons have the following powers and abilities:

- *Infravision* (120' range)
- *Detect invisibility or hidden creatures* (10' range per age group)
- *Inspire dragonfear* when charging or overflying (see below for specifics)

Dragonfear: When an undead dragon 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:

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

Undead dragons cannot be turned by clerics or paladins. They are immune to both *dragon control* and *undead control* magics.

All undead dragons are able to speak that language which is understood by all dragonkind. They are also able to speak the common tongue, but sometimes only haltingly.

Blood Dragon

Number	1
Morale	n/a
Hit Dice	11d10
Armor Class	-1
Move	120'/min., 300'/min. (flying - clumsy)
Magic Resistance	Standard
No. of Attacks	6
Damage	1d6/1d6/2d12/1d8/1d6/1d6
Defenses	Immune to cold, mind-affecting magic, paralysis, electricity, death magic; +1 (or better) weapon to harm, regeneration
Attacks	Breath weapon, <i>dragonfear</i> , level drain
Weaknesses	Sunlight, holy symbols, mirrors
Size	L (25'-66' long)
Intelligence	16
Alignment	Chaotic evil
Treasure Type	XVIII
Treasure Value	4d12+2x10,000
Magical Treasure	1d6+2 items
X.P. Value	6,600 + 18/h.p.



General: The blood dragon is a dragon which has been stricken with the disease/curse of vampirism. It is a corporeal undead creature with a direct connection to the negative plane. Sunlight causes them intense pain, and thus they only emerge from their deep sepulchre-caves at night to feed and spread misery and despair. At the very heart of the blood dragon's treasure horde will be a small mound of soil from the spot where the dragon was slain.

Like regular vampires, blood dragons drink the blood of their victims. They will usually devour a cow or horse, several sheep or deer, etc. each night.

Combat: Blood dragons attack as described above. The breath weapon of a blood dragon is a cloud of exsanguinating mist some 40' long and 20' wide. Any creature within the cloud will lose 1 experience level and become lethargic for 1d3 minutes, moving at half speed, attacking with a -2 penalty "to hit", and with a +1 penalty to AC. Creatures within the area of the breath weapon who successfully save vs. dragon breath do not lose a level, but are still struck by the lethargic effect of the mist.

Any creature bitten by a blood dragon will lose 2 experience levels/hit dice as the creature drinks its blood. Any humanoid creature or dragon so slain will rise within a day to become a vampire under the control of the blood dragon (see p. 237). If the blood dragon is itself slain, those vampires under its thrall will be freed to pursue their own evil as free-willed vampires.

Blood dragons are immune to mind-affecting magic, *electricity*, *paralysis*, *cold*, and *death magic*. Only a weapon with a +1 enchantment or better will harm them, although a vial of holy water will do 1d6+1 h.p. of damage to them. Blood dragons have the following powers, in addition to their spellcasting abilities:

- *Regenerate* 3 h.p. per round
- *Charm person* with gaze (victims get -2 penalty to saving throw vs. magic)
- *Gaseous form* three times per day

Appearance: The scales and hide of blood dragons are pale, their flesh is bloated and puffy from draining the blood of their victims, and their wings are tattered but still usable for flight. Their eyes are blood red. They speak whatever languages they spoke in life.

Bone Dragon

Number	1
Morale	n/a
Hit Dice	9d10
Armor Class	-1
Move	120'/min., 240'/min. (flying - clumsy)
Magic Resistance	Standard
No. of Attacks	6
Damage	1d4/1d4/2d8/1d4/1d3/1d3
Defenses	Immune to cold, mind-affecting magic, paralysis, electricity, death magic; +1 (or better) weapon to harm
Attacks	Breath weapon, <i>dragonfear</i> , chilling touch, <i>undead control</i>
Weaknesses	<i>Power word</i> , <i>kill</i> , holy water
Size	L (25'-66' long)
Intelligence	16
Alignment	Neutral evil
Treasure Type	XVIII
Treasure Value	3d12+3x10,000
Magical Treasure	1d6+2 items
X.P. Value	5,700 + 14/h.p.



General: Bone dragons are created by a variation of the same process by which a human or demi-human spellcaster becomes a lich. Because this transformation is a voluntary one, good dragons will never undertake it; if a brass, bronze, copper, electrum, or silver dragon type is indicated, re-roll or be prepared to devise a suitable backstory. The spirit of the bone dragon is contained within a phylactery just like an ordinary lich's; this phylactery will often be in the form of some piece of treasure in its hoard. Only by destroying the phylactery while the bone dragon's spirit is within it can the bone dragon be permanently destroyed. It is a corporeal undead creature.

Combat: Bone dragons attack as described above. Any hit by the dragon's claws or bite will also inflict an additional 2d8 h.p. of cold damage, and the victim must make a saving throw vs. paralysis or become *paralyzed* for 2d6 minutes. The *dragonfear* of a bone dragon will function even if the bone dragon is merely seen; no menacing action on the part of the bone dragon is required to force a saving throw on the part of those who behold its malevolent form. The bone dragon's breath weapon is the same as it had in life.

The gaze of the bone dragon will paralyze those within 40' of the bone dragon who fail a saving throw vs. paralysis. Creatures with 6 HD or greater get a bonus of +3 to their saving throws. Once a given creature has saved against the paralyzing gaze of a particular bone dragon, no further saving throws are required.

Bone dragons can *control undead* once every three days. Up to 16 HD of undead may be controlled, but undead dragons are immune to the effect. Any non-mindless undead creatures must make a saving throw vs. spells with a -3 penalty or be under the control of the bone dragon for 10 minutes. Mindless undead such as animated skeletons and zombies do not get saving throws. During this time, the bone dragon may fight and move normally, but may not cast spells.

If the bone dragon is reduced to 0 hit points, its spirit will flee its undead body and return to its phylactery. At that point it will be forced to wait for 24 hours, after which time it will be attempt to inhabit the corpse of any suitable creature within 100' that has been dead for less than 30 days (if it is the creature's own body, there is no restriction on how long it can be dead). The corpse gets a saving throw vs. spells; failure indicates that the spirit of the bone dragon has inhabited the body and will instantly transform it into the form of the bone dragon. The corpse's saving throw has the following modifiers (modifiers are cumulative):

Corpse Type	Saving Throw Modifier
Bone dragon's own body	-10
Same alignment	-4
True dragon	-4
Dragon-like creature (firedrake, ice lizard, wyvern, fire lizard, etc.)	-3
Large reptile (dracolisk, dragonne, dinosaur, dragon turtle, etc.)	-1
Non-reptile	+3

A bone dragon which has just inhabited a new body does not have its spellcasting or any other magical powers save flight; to become fully restored it must find and devour its previous body.

Appearance: A bone dragon is a huge skeletal dragon with glowing white orbs in its eye sockets. Any bits of flesh still clinging to its bones are withered and dried like leather. Although there is little or no flesh remaining on its wing-bones, it can still fly by means of magic. It speaks whatever languages it spoke in life.



Spectral Dragon

Number	1
Morale	n/a
Hit Dice	8d10
Armor Class	0
Move	120'/min., 240'/min. (flying - perfect)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d4/1d4/2d8
Defenses	Immune to cold, mind-affecting magic, paralysis, electricity, death magic; +1 (or better) weapon to harm
Attacks	Breath weapon, <i>dragonfear</i> , constitution drain
Weaknesses	Holy water
Size	L (35' long)
Intelligence	14
Alignment	Lawful evil
Treasure Type	XVIII
Treasure Value	3d12+3x10,000
Magical Treasure	1d6+2 items
X.P. Value	5,400 + 12/h.p.



General: The spectral dragon is a non-corporeal undead creature whose spirit resides on both the material and negative planes. They are powerless in daylight, and will thus only be found abroad at night. They get along well with umbral dragons (see p. 386).

Combat: Spectral dragons only attack with their front claws and bite. Any creature struck by a spectral dragon will immediately lose 1 point of constitution (remember that bonus hit points for high constitution can be lost as a result). If a victim's constitution is reduced to 0, the victim is slain automatically and rises as a specter under the control of the spectral dragon (see p. 217). If the spectral dragon is slain, the specters under its control become free-willed. Strength returns after 2 hours.

The breath weapon of the spectral dragon is a cone of negative energy that saps the strength of those it touches. The cone is 50' long and 20' wide at its base; those struck by it must make a saving throw vs. dragon breath. Failure means the victim loses both a point of strength and a point of constitution; those whose strength or constitution is lowered to 0 become specters as noted above. Lost constitution and strength will return in 2 hours. Those who successfully save vs. dragon breath are *stunned* for 1d3 rounds.

In addition, spectral dragons have the following powers:

- *Darkness* 15' radius three times per day
- *Fog cloud* once per day

- Shadow walk once per day

Spectral dragons can only be harmed by weapons with a +1 enchantment or greater. Spells will only affect it if they are cast by someone who is *ethereal*. Like all undead, they are immune to mind-affecting magic, paralysis, electricity, and cold. Holy water will cause them 2d4 h.p. of damage.

When a spectral dragon is brought to 0 hit points, as it dissipates it will attempt to enter the body of some creature within 60'. Usually it will do this to one of its attackers, but sometimes a minion or bystander will be chosen. 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 spectral dragon 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 dragon loses control of the body, is exorcised, or fails to take control of the body in the first place, it will be finally slain. Otherwise, it will remain in the possessed body for a week, after which time it will be able to reform its spectral form.

Appearance: A spectral dragon appears as a shadowy form with the foreparts of a dragon that trail off into an undefined mist from the wings back. Its form roils from black to dark gray, and the eyes glow silver. It speaks whatever languages it spoke in life.

Tumulus Dragon

Number	1
Morale	n/a
Hit Dice	7d10
Armor Class	0
Move	90'/min., 180'/min. (flying - poor)
Magic Resistance	Standard
No. of Attacks	6
Damage	1d3/1d3/2d6/1d6/1d3/1d3
Defenses	Immune to cold, mind-affecting magic, paralysis, electricity, death magic; +1 (or better) weapon to harm
Attacks	Breath weapon, <i>dragonfear</i> , paralysis
Weaknesses	Holy water
Size	L (25'-66' long)
Intelligence	6
Alignment	Chaotic evil
Treasure Type	XVIII
Treasure Value	3d12+3x10,000
Magical Treasure	1d6+2 items
X.P. Value	5,175 + 10/h.p.

General: Tumulus dragons are corporeal undead creatures that feast on ripe corpses. Dwelling in subterranean burial chambers and caverns that have been

used as mass graves, they are often found with hordes of ghouls and ghasts as their minions.

Combat: Tumulus dragons attack as described above. The touch of a tumulus dragon requires the victim to make a saving throw vs. paralysis; failure means the victim is paralyzed for 2d4 minutes. Elves are susceptible to this effect.

The breath weapon of a tumulus dragon is a cloud of reeking corruption that stinks of rotting corpses some 50' in diameter (the mouth of the dragon is on the perimeter of the cloud, not in the center). All within the cloud must make a saving throw vs. dragon breath; failure means they are incapacitated by the reek, retching and swooning, completely incapable of fighting or spellcasting, for 1d4 minutes. A successful saving throw means the victim gets a -2 penalty to all "to hit" rolls.

Appearance: A tumulus dragon appears much as it did in life, but the flesh is rotting, holes are seen in the wings, and ribs and other bones peek through gaps in the scales and skin, betraying its undead status. The eyes glow with a baleful green light. They speak whatever languages they spoke in life.



Wailing Dragon

Number	1
Morale	n/a
Hit Dice	6d8
Armor Class	2
Move	120'/min., 180'/min. (flying - perfect)
Magic Resistance	L (50%), M (30%), O (20%)
No. of Attacks	6
Damage	1d2/1d2/2d4/1d6/1d2/1d2
Defenses	Immune to cold, mind-affecting magic, paralysis, electricity, death magic; +1 or better weapon to harm
Attacks	Breath weapon, <i>wail</i> , numbness
Weaknesses	Holy water
Size	L (33' long)
Intelligence	6
Alignment	Chaotic evil
Treasure Type	XVIII
Treasure Value	3d12+3x10,000
Magical Treasure	1d6+2 items
X.P. Value	625 + 6/h.p.



General: Wailing dragons are incorporeal undead creatures, created upon the death of an evil faerie dragon. They are thus exceedingly rare, even in those dark woodlands known for their fell dispositions. In death they are in constant anguish, realizing the joy and fun they missed out on in life. As such their miserable crying is their most notable feature, much like the wail of the banshee. Death causes them to grow to enormous size, and they so resent the living who are still able to choose a path of joy that they will seek to destroy them in the most agonizing and humiliating way possible.

Combat: Wailing dragons attack as described above. Their cold touch, generated by their connection to the negative plane, causes numbness in any limb that they hit (effects are cumulative):

Die Roll (d6)	Hits...	Effect
1	Head	<i>Stunned</i> for 1d3 minutes
2	Rt. arm	-2 "to hit", 50% chance of dropping weapon, no spells requiring gestures
3	Left arm	-1 "to hit" with two-handed weapon, -1 penalty to AC (if using a shield), no spells requiring gestures
4	Torso	Automatic morale check (even if PC)
5	Rt. leg	-1 penalty to AC, -25% movement
6	Left leg	-1 penalty to AC, -25% movement

The breath weapon of the wailing dragon is a cloud of *despair gas* 25' in diameter (the head of the dragon is on the edge of the cloud, not the center). Any creature within the radius of the cloud must make a saving throw vs. dragon breath. Failure indicates that the victim is overwhelmed with thoughts of hopelessness and despair, and will either stand immobile (75% chance) or retreat sullenly (25% chance). Such victims will automatically acquiesce to demands for surrender. The effects of the gas will last for 1d6+5 minutes. Success indicates the gas has no effect.

The most feared weapon of the wailing dragon is its keening, sorrow-filled *wail*. The *wail* can only be used once per day and has a range of 90'. Those hearing the *wail* must make a saving throw vs. death magic. Failure indicates the victim is reduced to a state of complete catatonia for 2d4 hours.

Appearance: A wailing dragon appears as a large draconic form with the wings of some great gray moth, semi-translucent black-purple in color with shining silver eyes. They speak whatever languages they spoke in life.

Dragon Horse

Number	1 (85%), 1d2+1 (15%)
Morale	+9
Hit Dice	8d8
Armor Class	0
Move	240'/min., 480'/min. (flying - good)
Magic Resistance	C
No. of Attacks	2
Damage	1d8/1d8
Defenses	Become <i>ethereal</i> , +9 to surprise rolls
Attacks	Breath weapon
Weaknesses	None
Size	L (6' at shoulder)
Intelligence	15
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	1,275 + 10/h.p.



General: Dragon horses are relatives of the ki-rin (see p. 140) and while they are actually native to the material plane, they are often found on the elemental plane of air where they can soar in the winds without end. When encountered on the material plane, they are almost invariably found high in the skies, for they loathe being on the ground and feel incredibly restless and uncomfortable when forced to do so (this explains why so few of these much-desired mounts are actually to be found in such a role; to train a foal who wants nothing more than to soar in the sky for the twenty years such training requires, is almost unheard-of).

Dragon horses are able to become *ethereal* at will, and will use this power to move between the material plane and the elemental plane of air. They have infravision and ultravision with 180' range, and get a +9 bonus to their surprise rolls. They can also *know alignment* once per round.

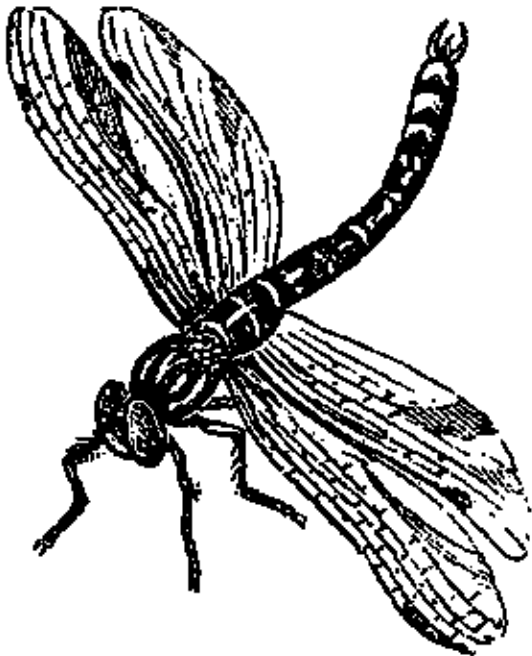
Combat: Dragon horses attack with their front hooves. In addition, once every ten minutes, they can use their breath to cause one of the following effects:

- *Fog cloud*
- *Gust of wind*
- *Cone of cold* (10' base and 20' length, does 4d8 h.p. damage)

Appearance: Dragon horses look like very large horses with light blue scales, and manes and tails of shimmering white. They speak the language of ki-rins, but mostly communicate through a rudimentary empathic sense.

Dragonfly, Monstrous

	Huge	Giant
Number	1d6	1d6
Morale	+1	+3
Hit Dice	7d8	8d10
Armor Class	3	3
Move	10'/min., 360'/min. (flying - good)	
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	3d4	4d4
Defenses	See below	See below
Attacks	-2 initiative bonus	-2 initiative bonus
Weaknesses	None	None
Size	M (5' long)	L (7' long)
Intelligence	6	6
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	n/a	n/a
X.P. Value	525 + 8/h.p.	1,000 + 12/h.p.



General: Monstrous dragonflies are quite a menace to humanity, as they actively hunt down people for food! The giant variety is found only in tropical climates, while the huge form of the creature is found in most temperate regions.

The glittering skin of a monstrous dragonfly can fetch as much as 3,600 g.p., if it is properly preserved, not damaged in the slaying of the beast, and sold to the right craftsman.

Combat: Monstrous dragonflies attack with their bite. They receive a bonus of -2 to all initiative rolls due to their flying agility. No opponent with a higher initiative roll can even attempt to hit a monstrous dragonfly with a melee weapon; they are simply too quick. Missile attacks made with a higher initiative roll suffer a -4 penalty "to hit". If an enemy has a lower initiative roll, melee and missile weapons can be used against them, but missile weapons will still suffer a -2 penalty "to hit".

Appearance: Monstrous dragonflies look much like their smaller cousins. Their skin and wings have a wondrous multi-colored hue.

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
Weaknesses	None
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. paralyzation 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 dragonne has the body of a metallic dragon with batlike wings and the head of a lion.



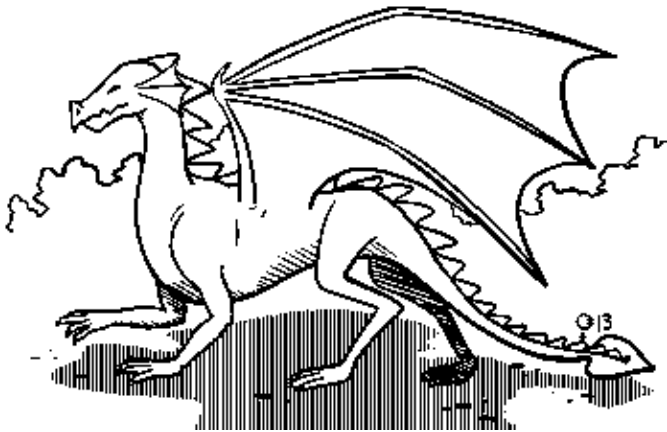
Dragonnel

Number	1d4
Morale	+4
Hit Dice	8d10
Armor Class	3
Move	120'/min., 180'/min. (flying - average)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d6/1d6/4d4
Defenses	None
Attacks	None
Weaknesses	None
Size	L (24' long)
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	600 + 12/h.p.

General: Dragonnels are distantly related to dragons, and are often used as airborne steeds. They are reportedly easily trained, if such training begins soon after the creature hatches, and are used as flying mounts in certain armies.

Combat: Dragonnels attack with their two foreclaws and bite. When in the air, they will attack with their claws alone.

Appearance: Dragonnels look like small red dragons, albeit with very dull brick-red coloration. They have spines on their back which are bright maroon, and their beaks are gray. They sport frills on their head which are white.



Drider

Number	1d4
Morale	+4
Hit Dice	6d10
Armor Class	3
Move	120'/min.
Magic Resistance	A
No. of Attacks	1
Damage	Per weapon type or 1d4
Defenses	None
Attacks	Paralyzation, magic use
Weaknesses	Sunlight
Size	L
Intelligence	14
Alignment	Chaotic evil
Treasure Type	XIII
Treasure Value	1d10x10
Magical Treasure	None
X.P. Value	875 + 8/h.p.



General: Driders are a monstrous cross between a dark elf and a giant spider, created by means which are unknown but which are without doubt unnatural. Some drow communities embrace the driders, while others treat them as outcasts. In some cases, driders may see their status as a curse, while others see it as a blessing. They drink naught but blood, dwell in the same deep undergrounds as the dark elves themselves, and are sometimes (10%) accompanied by 1d10 huge spiders.

Combat: Most driders will attack with weapons (swords or axes, and occasionally bows or hand crossbows), but are also able to attack with a venomous bite (those bitten must make a saving throw vs. poison with a -2 penalty or be paralyzed for 1d10+10 minutes. They retain all of the special powers, class abilities, etc. of their former existence as drow; 60% of all driders encountered will be female (with all of the special abilities possessed by drow women). All driders can cast the following spells once per day:

- *Dancing lights*
- *Darkness*
- *Detect magic*
- *Faerie fire*
- *Know alignment*
- *Levitate*

Those who were females in their previous existence as drow (50% chance if not already known) can also cast the following, again once per day:

- *Clairvoyance*
- *Detect lie*
- *Dispel magic*
- *Suggestion*

Appearance: Driders have the bloated torso of a drow grafted onto the cephalothorax of an enormous spider. Some of the spider bodies are of the hairy variety, some are of the non-hairy sort. It is impossible to tell a former male from a female, due to the bloated condition of the body. They speak the undercommon sign-language as well as the speech of drow.

See also: dark elf (p. 73).

Drosera, Giant

Number	1d4
Morale	n/a
Hit Dice	8d8
Armor Class	7
Move	10'/min.
Magic Resistance	Standard
No. of Attacks	6
Damage	1 per hit per round (cumulative)
Defenses	Missiles and fire do half damage
Attacks	Sap
Weaknesses	None
Size	M
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	1,075 + 10/h.p.



General: Giant droseras are found in most climates save the most arid or frozen, but will seek a shaded cool spot in which to plant their tiny hair-like roots (which can be withdrawn so that the plant can move about if needed). If anything comes within 5' of the plant, it will lash out with its hundreds of tendrils.

Combat: Giant droseras attack with their tendrils. Six tendrils can attack any creature in any given round; if they hit, the sticky sap at the end of the tendril will cause it to stick to the victim. For every 3 tendrils that are stuck, the victim gets a -1 penalty on his "to hit" rolls. The sap itself is caustic and each tendril that remains attached will cause 1 h.p. of damage per round until the sap is cleaned off with either vinegar or alcohol. On a natural roll of 20, the giant drosera's tendril will have struck the nose and mouth of the victim. In addition to the other effects, the victim will suffocate in 1d3+1 rounds unless the sap is removed. Tendrils can be broken by a successful open doors check, but this

does not remove the sap and its caustic effects, only the effect of that particular tendril on the victim's "to hit" rolls.

Appearance: Giant droseras are leafy mounds some 4' high with masses of tendrils and vines. The air around the drosera will smell sweet, as the sap has a pronounced honeysuckle scent, and flies (both giant and normal) are attracted to it; giant flies are, in fact, the normal prey of the giant drosera.

Drow

See elf, dark (p. 73).

Dryad

Number	1d6
Morale	-4
Hit Dice	2d8
Armor Class	9
Move	120'/min.
Magic Resistance	J
No. of Attacks	1
Damage	Per weapon type
Defenses	<i>Dimension door</i>
Attacks	Charm
Weaknesses	None
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.

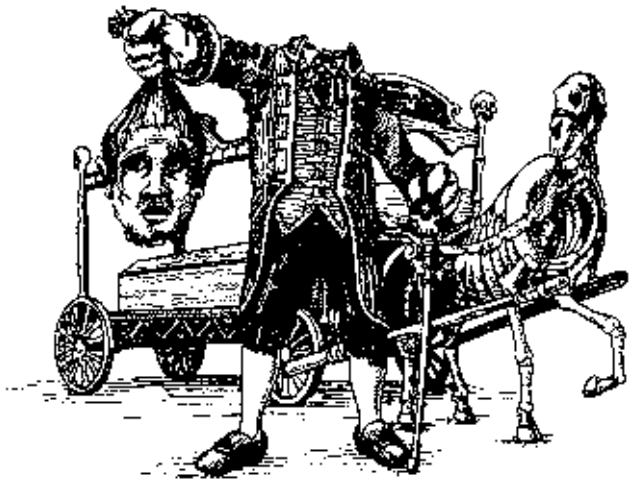
Combat: Dryads will, if pressed, fight with the slender dagger they all carry. However, they are much more likely to flee a hostile encounter if possible; they are able to *dimension door* from one tree into their own (unless surprised). Males with a charisma of 16 or greater will often be the subject 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 his 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. Dryads are considered "persons" for spells such as *charm person* or *hold person*.

Appearance: Dryads look like 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.

Dullahan

Number	1
Morale	+7
Hit Dice	6d8
Armor Class	3
Move	120'/min., 90'/min. (hearse), 180'/min. (mounted)
Magic Resistance	D
No. of Attacks	1
Damage	2d4
Defenses	Become astral
Attacks	Blindness, become astral
Weaknesses	Gold
Size	M (L mounted)
Intelligence	13
Alignment	Neutral evil
Treasure Type	XV (no gold of any sort)
Treasure Value	3d6x100
Magical Treasure	None
X.P. Value	350 + 6/h.p.



General: The dullahan is drawn to those who are dying of illness or old age. It can sense an individual's death by natural causes within 24 hours and within a 9 mile radius. The dullahan will then go to the place where the person is dying and collect the soul or spirit before he can travel to the outer planes as his afterlife. What it does with these souls once they have been collected is unknown, but it is known that a soul thus collected cannot be brought back to life by means of the *raise dead* spell. Spells for contacting the dead, as well as *resurrection*, will still function.

A dullahan will usually arrive at the scene of imminent death mounted on a medium black warhorse (see p. 124). If the soon-to-be-deceased is a person of station, wealth, or status, it will arrive in a large black hearse drawn by two black draft horses. The sight of the hearse will cause *fear* in a 60' radius to all people and creatures with fewer than 4 levels/hit dice.

Despite their affiliation with death, dullahans are not undead creatures themselves, and therefore cannot be turned, hurt by holy water, etc.

Dullahans can see into both the astral and ethereal planes. They are despised by most inhabitants of the outer planes, who see them as stealing their most prized possessions; the souls of mortals.

Dullahans are repelled by gold. Open display of gold will keep them at bay; they will not come within 10' of any gold object. It does not physically harm them.

Combat: A dullahan attacks with its great whip made of a humanoid spine. Anyone struck by the whip must make a saving throw vs. spells or have their soul knocked into the astral plane (as per the *astral spell*). Those unfamiliar with astral travel will be disoriented for 1d4+1 minutes, but will be able to follow their silver cord back to their body after that time. This can also be done to the person for whom the dullahan has come, after which time the creature turns itself astral and escorts the soul or spirit back to its lair. The dullahan has the following powers and abilities:

- Turn itself *astral* three times a day (including its horse or hearse, if present)
- *Knock* three times a day
- *Protection from evil/good* at will

Appearance: A dullahan is humanoid in appearance, but holds its moldering head in one hand. The head is completely animated: the eyes move and the mouth opens to speak the name of the deceased, calling him to the dullahan's side. They wear black, and their steeds are likewise all black. When they travel in their great hearses, they are ornamented with various necromantic pieces: the lanterns are made from human skulls, the spokes of the wheels are thigh-bones, etc. They do not speak, but understand all spoken languages through a form of *ESP*.

Dustdigger

Number	1d20
Morale	+6
Hit Dice	4d8
Armor Class	4 (upturned side), 7 (downturned side)
Move	30'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d8 + armor class of victim
Defenses	None
Attacks	Camouflage
Weaknesses	None
Size	L
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	165 + 4/h.p.

General: Dustdiggers live in waterless deserts, luring prey into their clutches by means of their tooth-filled maw, which naturally salivates and thus resembles a bubbling spring when the creature senses that prey is nearby. Once a victim approaches, he is enveloped with the dustdigger's five arms and devoured.

Combat: The dustdigger uses its five arms to draw prey into its toothy maw. If it scores a successful hit, the prey is in the mouth and suffers damage equal to 1d8 plus the armor class of the victim (thus victims with better armor classes suffer less damage each round). Once one successful hit has been made and a victim is entrapped, no further "to hit" rolls are needed, and the dustdigger will not attempt to entrap others. The only way out of the maw is to slay the creature.

Appearance: Outside of its sandy burrow, the dustdigger resembles an enormous starfish. Normally, however, passersby will simply see a bubbling spring in a depression in the sand. The creature uses the difficulty in escaping the sinkhole to help entrap its prey.



Duergar

See gray dwarf, below.

Dwarf

Dwarves are demihumans, 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: gray dwarves, hill dwarves, and mountain dwarves. Each is detailed separately below.



Regardless of type, dwarves can tunnel 90' per 8-hour shift in very soft rock, 70' in soft rock, and 50' in hard rock. This assumes a shaft 10' wide. All dwarves are considered “persons” for spells such as *charm person* or *hold person*.

Gray Dwarf (Duergar)

Number	2d4 (1d100 +200 in lair)
Morale	+1
Hit Dice	1d10
Armor Class	4
Move	60'/min.
Magic Resistance	Standard
No. Of Attacks	1
Damage	Per weapon type
Defenses	See below
Attacks	See below
Weaknesses	None
Size	S (4')
Intelligence	11
Alignment	Lawful evil
Treasure Type	Individuals XIV, community VII
Treasure Value	Individuals 1d10x11, community 1d8+3x1,000
Magical Treasure	1d6 items (must include 1 weapon) (10%)
X.P. Value	65 + 2/h.p.

General: Gray dwarves, also known as duergar (“DEW-ur-gar”), are dwellers in the underworld, and inhabit lightless caverns and chambers their entire lives. The politics of the underworld are convoluted, and sometimes the duergar will be allied with other races such as derro, drow, and fish men, and at other times they will be bitter enemies. They have infravision with 120' range.

In their lairs, which are always subterranean warrens consisting of many twisting passages and chambers, they will sometimes (25% chance) have either 2d4 margoyles (65% chance) or 1 stone roper (35% chance) as a guardian. In addition, there is a 75% chance that 10d4 slaves will be present. All slaves in a given duergar complex will be of the same type:

Die Roll (d20)	Slave Type
1-2	Goblin
3	Halfling
4-5	Hill dwarf
6-7	Hill gnome
8	Human
9	Kobold
10-13	Mountain dwarf
14-17	Orc
18	Svirfneblin
19-20	Zvert

When encountered, additional duergar will be encountered depending on the number of warriors or whether or not a duergar lair is encountered (note that any groups over 8 will necessarily be encountered in their lair):

- For every 4 warriors encountered, there will be a 2nd level fighter wearing mail and shield and wielding military pick and light crossbow.
- For every 16 warriors, there will be either a 3rd or 4th level fighter wearing plated mail and shield and wielding a hammer and short sword.
- If in their lair, there will be an additional 1d3+3 5th level fighters, 1d2+1 6th level fighters, all wearing plated armor and shield and wielding hammer and short sword.
- In their lair, the leader will be a fighter of 7th – 10th level, wearing plate armor and shield and wielding hammer and short sword.

The leader has a 5% chance per hit die of possessing a magic weapon, magic armor, and magic shield (roll separately for each). He will, naturally, use these

items. These items, and the items possessed by the cleric/assassins (see below) are in addition to the magical items listed as potential treasure.

In their lair, 1d3+3 multi-classed cleric-assassins (if you do not use the optional assassin class, they will be cleric-thieves) will always be encountered. Level and magic items should be determined randomly for each cleric/assassin:

Die Roll (d20)	Level of Cleric/Assassin	Magic Item Chance
1-4	3/3	23%
5-8	4/4	30%
9-12	5/5	37%
13-16	6/6	44%
17	7/7	51%
18	8/8	59%
19	9/9	66%
20	10/10	73%

The chance for magic items is rolled for each cleric, once for each of the following types of items: enchanted weapon, enchanted armor, and scroll.

Combat: Duergar attack with weapons, and will be very orderly and disciplined in their tactics. Warriors will be armed with military pick, hammer, and spear, and wear mail and shield. In addition, all duergar are able to turn themselves *invisible* at will three times per day (the normal restrictions regarding attacking while invisible apply). They get a +1 bonus to their surprise rolls, and enemies get a -1 penalty to theirs. They get a +4 bonus to all saving throws against spells and magical effects, and are completely immune to poison, paralysis, and illusion/phantasm spells of all kinds.

Appearance: Duergar are very thin and gaunt dwarves with gray skin. They wear neutral colors such as dun, gray, etc., to better blend in with their underground surroundings. They speak their own language, undercommon, and the dwarvish tongue.

Hill Dwarf

Number	4d10x10
Morale	+1
Hit Dice	1d8
Armor Class	4
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	By weapon type
Defenses	See below
Attacks	See below
Weaknesses	None
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 live 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 new construction (75%)*

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

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 (additional higher-level individuals are cumulative):

Size	Additional Figures
160+	One 4th level fighter, one 6th level fighter
200+	One multi-classed 1d4+2 level fighter/1d4+3 cleric
320+	One 8th level fighter, one 7th level fighter, one multi-classed 6th level fighter / 7th level cleric, two multi-classed 4th level fighter/4th level clerics

In addition to those listed above, a dwarven community will also have the following:

- 2d6 level 1d4+1 fighters
- 2d4 multi-classed 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, heavy crossbow	10%
36-45	Axe, mace	10%
46-55	Hammer, pick	10%
56-65	Short sword, light 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 against rods, staves, and wands) with a bonus of +3.

Appearance: Hill dwarves are stocky humanoids with skin that ranges from tan to light brown, and with brown or black hair. It is well-known that the females sport the same full beards as the males. It is equally well-known that dwarven females do not sport beards. They speak their own tongue, as well as gnomish, goblin, kobold, and orcish. Most hill dwarves (75%) will also speak the common tongue.



Mountain Dwarf

Number	4d10x10
Morale	+1
Hit Dice	1d10
Armor Class	4
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	By weapon type
Defenses	See below
Attacks	See below
Weaknesses	None
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 live in rough mountain ranges and the like, dwelling in an elaborate underground community, usually with great open areas, wide 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 new construction (75%)
- Detect moving, shifting, etc., walls and rooms (67%)
- Detect pit traps, falling blocks, etc. (50%)
- Detect sloping passages and tunnels (75%)

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 (additional higher-level individuals are cumulative):

Size	Additional Figures
160+	One 6th level fighter, one 4th level fighter
200+	One multi-classed 1d4+2 level fighter / 1d4+3 cleric
320+	One 8th level fighter, one 7th level fighter, one multi-classed 6th level fighter / 7th level cleric, two multi-classed 4th level fighter/4th level clerics

In addition to those listed above, a dwarven community will also have the following.

- 2d6 level 1d4+1 fighters
- 2d4 multi-classed 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, heavy crossbow	10%
36-45	Axe, mace	10%
46-55	Hammer, pick	10%
56-65	Short sword, light 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 against rods, staves, and wands) with a bonus of +3.

Appearance: Mountain dwarves are stocky humanoids, almost always bearded (males and females alike). Their skin ranges from fair to light tan, with reddish or brown hair. Females do not have beards, of course. They speak the same dwarf tongue as their hill dwarf cousins, as well as gnomish, goblin, kobold, and orcish. Most mountain dwarves (75%) will also speak the common tongue.

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
Weaknesses	None	None
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, but in their nest the adults will attack any intruder. In the aerie there is a 50% chance that there will be 1d4 young or eggs (50% chance of each). There will not be more than 2 adults in any given nest. If obtained straight out of the egg, giant eagles can be trained to bear riders in combat.



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. Both sorts of eagles can dive almost to the ground and then brake at the very last minute.

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. Giant eagles speak their own tongue.

Ear Seeker

Number	1d4
Morale	n/a
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	Eggs
Weaknesses	<i>Cure disease</i>
Size	S (1/2" 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.

Earwig

Number	1d6
Morale	n/a
Hit Dice	1 hit point each
Armor Class	10
Move	1'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	None
Defenses	None
Attacks	Sleep deprivation
Weaknesses	<i>Cure disease</i>
Size	S (1/2" long)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	0

General: The earwig is a particularly insidious creature; although it is often thought to be intelligent, it is in actuality operating purely on instinct. It attacks sleeping individuals, entering the ear canal and settling in. There, warm and safe, it begins to babble incessantly, exercising its remarkable gift for mimicry.

Snippets of song, poetry, conversation, mindless giggling, half-told riddles—everything the earwig has ever heard will be slowly, deliberately, and continuously recited.

Combat: While it doesn't cause any actual physical damage, anyone infested will be completely incapable of sleep or concentration. Mages and clerics will be unable to get the necessary rest to memorize spells; after the first day spellcasting will prove impossible; and after the third day of lack of sleep, all those infested will lose a point of wisdom, dexterity, and constitution per day. If any one of those abilities is lowered to zero, the character dies of sheer exhaustion. The earwig cannot be killed by conventional surgery or healing spells, and cannot be drowned; a *cure disease* spell will kill it, however.

Appearance: Earwigs are small brown insects with large pincers on their rear, which they use to anchor themselves within the ear canal of their host.

Eblis

Number	4d4
Morale	+3
Hit Dice	4d10
Armor Class	3
Move	120'/min., 120'/min. (flying - average)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4
Defenses	Fire resistance
Attacks	Spellcasting
Weaknesses	None
Size	M (8')
Intelligence	12
Alignment	Neutral evil
Treasure Type	XV
Treasure Value	1d100
Magical Treasure	None
X.P. Value	165 + 5/h.p.

General: Eblis (pronounced "ebb-lee"; the word is both singular and plural), sometimes called stork-men, are found in hot climates in marshlands, the grassy verges of low waters, etc. Their houses are made of woven grasses and weeds, and are 90% undetectable in their preferred environment. They live in mated pairs.

Combat: Eblis strike with their sharp beaks. Due to their wet environment, they get a +1 bonus to all saving throws vs. fire, and damage from fire based attacks against them gets a -1 h.p. penalty per die. Each eblis village will have one individual able to cast 2d4 spells, each once per day, from the following list (they need not concern themselves with material components, if applicable):

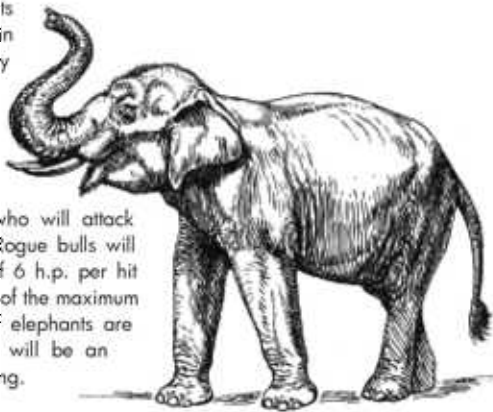
Die Roll (d8)	Spell Known
1	<i>Audible glamer</i>
2	<i>Blur</i>
3	<i>Change self</i>
4	<i>Hypnotic pattern</i>
5	<i>Hypnotism</i>
6	<i>Spook</i>
7	<i>Wall of fog</i>
8	<i>Whispering wind</i>

Appearance: Eblis look like very tall gray storks, and males have reddish brown heads. They speak their own language.

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
Weaknesses	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 or more of 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 big 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: Amebelodon (p. 292), Mammoth (p. 303), Mastodon (p. 304), and Oliphant (p. 171).

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 five 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. 261. All elves are considered "persons" for spells such as *charm person* or *hold person*.

There are also half-elves, who are hybrids of humans and elves, but they are not seen in significant numbers, 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.

Dark Elf (Drow)

Number	5d10
Morale	+1
Hit Dice	2d8
Armor Class	4
Move	120'/min. (males), 150'/min. (females)
Magic Resistance	H (or better)
No. of Attacks	1 (or 2)
Damage	Per weapon type
Defenses	See below
Attacks	See below
Weaknesses	Sunlight
Size	M (5')
Intelligence	14
Alignment	Chaotic evil
Treasure Type	XIV
Treasure Value	2d12x10
Magical Treasure	See below
X.P. Value	65 + 2 /h.p.

General: The reclusive dark elves, also known as drow (rhymes with "dough"), dwell in the same lightless undergrounds as the fish men, svirfneblin, and cthonoids. They are rarely found on the surface, and then only at night or on the gloomiest of days as a part of some raiding party or on some secret errand. The males and females have differing abilities with the females generally being superior to the males in most respects. Accordingly, theirs is a gynarchical society. They have infravision with 120' range.

Groups of drow encountered will have the following additional higher-level figures present, as indicated (all additional figures are cumulative):

Number	Additional Figures
11 or more	One male multi-classed 3rd level fighter / 3rd level mage
21 or more	One female multi-classed 6th fighter / 6th level cleric
31 or more	One female multi-classed 8th level fighter / 7th level cleric, one male multi-classed 5th level fighter / 4th level mage

Combat: Drow attack with weapons, and are all ambidexterous as a race, able to use two weapons without penalty. Their magic resistance increases by 1 per 2 experience levels (if any); multi-classed individuals use the highest level they possess. All drow possess the following powers and abilities:

- +2 bonus to all saving throws vs. magic
- +1 bonus to all surprise rolls
- 90% resistant to *sleep* and *charm* spells
- *Dancing lights* once per day
- *Faerie fire* once per day
- *Darkness* once per day

All female drow have the following powers and abilities:

- *Clairvoyance* once per day
- *Detect lie* once per day
- *Dispel magic* once per day
- *Suggestion* once per day

All drow, male and female, of 4th level and above have the following powers:

- *Detect magic* once per day
- *Know alignment* once per day
- *Levitate* once per day

When faced with bright light (sunlight, light spell, continual light spell, etc.), drow suffer the following penalties. Dimmer light sources such as torches, fire beetles, faerie fire spells, etc., do not inflict these penalties:

- Drow cloaks only hide them 10% of the time
- -2 penalty on all "to hit" rolls
- -2 penalty to dexterity
- 75% chance to withdraw, unless doing so would leave one of them behind, expose a valuable objective, etc.

When firing into bright light, they will suffer a -1 penalty "to hit" and those within the light get a +1 bonus to any saving throws from drow magic.

All non-player drow from the underground will be wearing special mail made from an alloy that takes its strength from the weird radiations of the underworld and which can give as high a bonus to armor class as +5. Melee weapons are similarly constructed and will range from +1 to +4 both "to hit" and to damage. They will also be wearing cloaks and boots equal to *cloaks* and *boots of elvenkind*, but with only 75% effectiveness instead of 90%. The cloaks will, in addition, give a +6 bonus to any saving throw vs. fire. Half the drow encountered will be armed with hand crossbows, the darts for which are coated in a special sleep poison (save vs. poison with a -4 penalty or be put to sleep for 10 minutes). When removed from the environment of the underworld, or if any attempt is made to alter these special items (to fit human or demi-human physiques, for example), they will begin to lose their special abilities:

- Boots, weapons, armor, and cloaks exposed to sunlight will decay and lose their abilities in 2d6 days.
- Boots, weapons, armor, and cloaks removed from the underworld but protected from sunlight will lose their abilities in 1d20+30 days (they can be "recharged" and the count restarted, if brought back for 1 week out of 4).
- Sleep poison exposed to sunlight decays instantly.
- Sleep poison will become inert in 60 days regardless of other conditions. Sealed containers of sleep poison can remain potent for up to a year.

Appearance: Drow look like ordinary elves, but with jet-black skin and white silky hair. They are generally slight of frame. They speak their own tongue, the common sign-language of the underworld, common, gnomish, and elvish. Many will also know languages such as fish man, derro, etc. up to the limit their intelligence allows.

See also: drider (p. 66).

Gray Elf

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	+1 "to hit" with sword
Weaknesses	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 other types of elves as well as from 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. Half (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. 71 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). Grey elves 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 multi-classed level 2 fighter / level 1 mage (67%) or a multi-classed level 3 fighter / level 2 mage (33%). Larger groups of gray elves, including settlements, will have the following higher-level individuals (additional individuals are cumulative):

Number	Additional Figures
100+	One multi-classed 5th level fighter / 8th level mage, two multi-classed 4th level fighter / 5th level savants, one multi-classed 4th level fighter / 4th level mage / 4th level cleric
160+	One multi-classed 9th level fighter / 10th level mage, one multi-classed 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

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%

A few gray elf settlements (5%) 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 look like 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	+1 "to hit" with sword
Weaknesses	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. 71 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). High elves 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 multi-classed level 2 fighter / level 1 mage (67%) or a multi-classed level 3 fighter / level 2 mage (33%). Larger groups of high elves, including settlements, will have the following higher-level individuals (numbers of higher-level individuals are cumulative):

Number	Additional Figures
100+	One multi-classed 5th level fighter / 8th level mage, two multi-classed 4th level fighter / 5th level mages, one multi-classed 4th level fighter / 4th level mage / 4th level cleric
160+	One multi-classed 6th level fighter / 9th level mage, one multi-classed 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 multi-classed 2nd level fighter / 2nd level mage / 2nd level cleric per 40 elves
- One multi-classed 4th level fighter / 7th level mage
- One 5th level fighter
- One 6th level fighter

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%

A few (5%) 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 look like 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.

Wild Elf

Number	2d4x10
Morale	+1
Hit Dice	1d10
Armor Class	6
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	Per weapon type
Defenses	Traps
Attacks	+1 "to hit" with bow or spear
Weaknesses	None
Size	M (4 1/2')
Intelligence	9
Alignment	Chaotic good
Treasure Type	XV
Treasure Value	1d12x10
Magical Treasure	None
X.P. Value	65 + 2/h.p.

General: Wild elves are a very reclusive race, to the point of xenophobia; even other types of elves are met with suspicion at best. They are almost never found outside the boundaries of their wooded expanses. Most (70%) wild elves encountered will be mounted on stags (see p. 223). They get a +2 on their strength rolls (maximum 18).

Wild 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). Wild elves 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 wild 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 multi-classed level 2 fighter / level 1 druid (67%) or a multi-classed level 3 fighter / level 2 druid (33%). Larger groups of gray elves, including settlements, will have the following higher-level individuals (numbers of higher-level individuals are cumulative):

Number	Will Also Have...
100+	One multi-classed 5th level fighter / 8th level druid, two multi-classed 4th level fighter / 5th level druids, one multi-classed 4th level fighter / 4th level druid
160+	One multi-classed 6th level fighter / 9th level druid, one multi-classed 6th level fighter / 6th level druid

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 multi-classed 2nd level fighter / 2nd level druid per 40 elves
- One multi-classed 4th level fighter / 7th level druid
- One 5th level fighter
- One 6th level fighter

Combat: Wild elves attack with weapons, getting a +1 bonus "to hit" when using bow or spear. As all elves, they are 90% resistant to *sleep* and *charm* spells. They excel at setting traps and snares, which will get passing creatures 90% of the time (but only 30% if they are moving slowly and actively searching for such traps). Typical snares and traps include:

- 10' deep pit with spikes (1d4 h.p. falling damage, save vs. paralysis or take an additional 1d6 h.p. damage from spikes). 50% of spikes will be poisoned; save vs. poison or die.
- Snare wraps around ankles and leaves victim hanging upside-down 5' off the ground.
- Heavy log smashes victims, doing 1d4+4 d6's worth of damage (i.e., 5d6 - 8d6) plus leaving victims pinned beneath the log itself.

Appearance: Wild elves look much like most other elves, albeit more muscular and wearing more rough-hewn clothing. They speak their own tongue and usually no other.

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	+1 "to hit" with sword
Weaknesses	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 elves, but

are not as xenophobic as wild elves. Wood elf communities will often (70%) have 2d4 giant owls or 1d6 ghost lynxes as guardians (see pages 177 and 155, 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). Wood elves 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 multi-classed level 2 fighter / level 1 mage (67%) or a multi-classed level 3 fighter / level 2 mage (33%). Larger groups of gray elves, including settlements, will have the following higher-level individuals (numbers of higher-level individuals are cumulative):

Number	Will Also Have...
100+	One multi-classed 5th level fighter / 8th level mage, two multi-classed 4th level fighter / 5th level mages, one multi-classed 4th level fighter / 4th level mage / 4th level cleric
160+	One multi-classed 6th level fighter / 9th level mage, one multi-classed 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 multi-classed 2nd level fighter / 2nd level mage / 2nd level cleric per 40 elves
- One multi-classed 4th level fighter / 7th level mage
- One 5th level fighter
- One 6th level fighter

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:

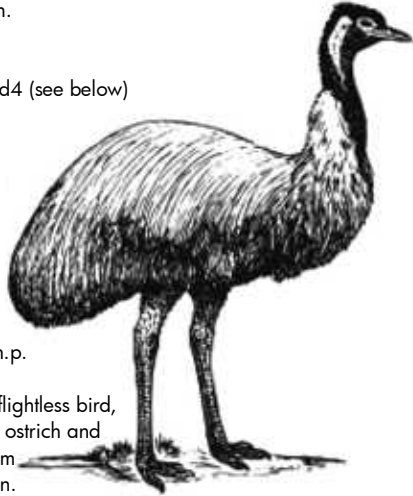
Die Roll (d%)	Weapons	% Composition
01-40	Short bow	40%
41-50	Bastard sword and short bow	10%
51-70	Spear and short bow	20%
71-80	Bastard sword	10%
81-00	Spear	20%

A few (5%) 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 look like 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, tree man, and the languages of whatever woodland creatures happen to be in their vicinity.

Emu

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



General: Emus are a type of flightless bird, related to such species as the ostrich and rhea. They tend to live in warm climates in open grassy terrain. They are not aggressive unless cornered.

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

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

Ettercap

Number	1d2
Morale	+6
Hit Dice	5d8
Armor Class	6
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d3/1d3/1d8
Defenses	Traps and snares
Attacks	Poison
Weaknesses	None
Size	M
Intelligence	6
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	165 + 5/h.p.

General: Ettercaps appear to be a cross between a humanoid and a monstrous spider. They tend to haunt desolate woods and other remote areas, where they prepare traps and ambushes for the unwary. Ettercaps are untrustworthy and cruel. They are on friendly terms with all manner of monstrous spiders (see p. 220), and the two will often act in concert.

Combat: Ettercaps attack with their claws and bite. The bite is poisonous; victims must make a saving throw vs. poison or die. In addition, they spin silk from glands on their posterior; the threads can be used to form ropes, nooses,

lassos, nets, etc. Each ettercap will have a signature type of trap, snare, or ambush.

Appearance: Ettercaps are humanoid in appearance, with short bristly hair, oversized arms, and a pot belly. They have enormous fangs on either side of their mouth. They speak their own tongue.



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	+1 to surprise rolls
Attacks	None
Weaknesses	None
Size	L (15')
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. They speak the language of ogres.



Executioner's Hood

Number	1
Morale	n/a
Hit Dice	2d10 - 6d10
Armor Class	6
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4
Defenses	Immune to <i>sleep</i> , attacks affect victim as well
Attacks	Suffocation
Weaknesses	Strong liquor
Size	S (1' - 3' diameter)
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	See below

General: The executioner's hood is a very specialized predator, found in dark places where it can crawl into some niche or crevice. It can flatten itself out and scuttle along walls, ceilings, and floors. The size of the executioner's hood should be determined randomly:

Die Roll (d6)	Hit Dice	X.P. Value
1-3	2d10	50 + 3/h.p.
4-5	4d10	130 + 5/h.p.
6	6d10	350 + 8/h.p.

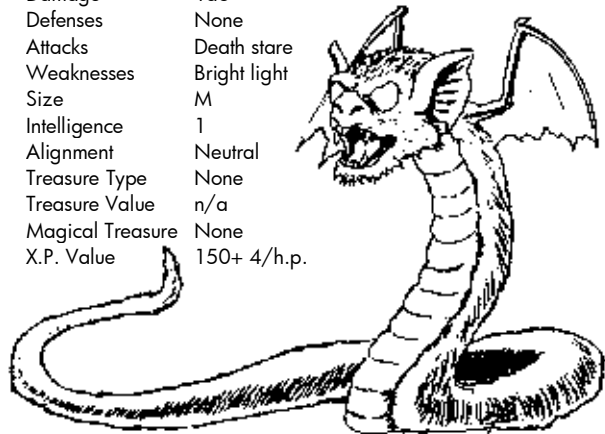
Combat: The executioner's hood waits for its prey to either stick its head into whatever nook it has secreted itself, or for it simply to pass underneath, and then attaches itself to the victim's head. Once the first successful "to hit" roll has been made, no further rolls are required; the victim will suffer 1d4 h.p. of suffocation damage per round. Any attacks against the hood, whether mundane or magical, will have the exact same effect on the victim. The hood is immune to *sleep* spells, but is vulnerable to strong liquor; each half-pint of liquor poured on the hood will result in a -1 penalty to damage done. A maximum of one half-pint per round can be poured; once an entire quart has been poured upon it, the hood will leave the victim and stagger off to some quiet hole.

Appearance: The executioner's hood appears as a soft black bag with two holes (the victim can actually see out of these holes as it expires). It can flatten itself into a pancake shape as well.



Eye Killer

Number	1d4 (90% chance) or 2d4 (10% chance)
Morale	+2 (in darkness), -4 (in bright light)
Hit Dice	4d8
Armor Class	5
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6
Defenses	None
Attacks	Death stare
Weaknesses	Bright light
Size	M
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	150+ 4/h.p.



General: The eye killer dwells exclusively in lightless underground environments.

Combat: Eye killers attack by constricting victims with the coils of their snake-like bodies. Once they have scored a successful "to hit" roll, damage is automatic every round thereafter. However, this attack will only be used against opponents without light sources (i.e. those relying on infravision or ultravision).

Creatures carrying light such as torches or lanterns, using *continual light* spells, etc., will be subjected to the creature's "death stare". When using the death stare, the eye killer will gather up the incoming light in its own large eyes, amplify it through a means still unknown to sages, and reflect it back at the

light-bearer in a searing blast with a range of 90'. A single victim, preferably the one holding the brightest light source, will be chosen. The eye killer must make a successful "to hit" roll against AC 10. If successful, the victim must make a saving throw vs. death or be slain instantly. A successful saving throw means the victim only takes 3d6 h.p. of damage. The death stare can only be performed once per day. If reflected back at the same eye killer, it will have no effect, but if another eye killer is the target, it could use that light to generate its own death stare!

Once its death stare has been used, an eye killer will flee from bright sources of light.

Appearance: Eye killers appear to be large serpents with a batlike head, vestigial wings, and enormously oversized eyes. Despite their appearance, they are not reptiles, but mammals. Their bodies are gray-green in color.



Faerie

Number	1d3
Morale	+8
Hit Dice	7d6
Armor Class	0
Move	60'/min., 150'/min. (flying - good)
Magic Resistance	E
No. of Attacks	2
Damage	Per weapon type
Defenses	See below
Attacks	See below
Weaknesses	Iron
Size	S (2')
Intelligence	15-21
Alignment	Any chaotic
Treasure Type	VIII
Treasure Value	1d4x1,000
Magical Treasure	1d2 items (30%)
X.P. Value	550 + 6/h.p.

General: Faeries are itinerant by nature, but prefer sylvan woodlands where they can keep the company of pixies, satyrs, leprechauns, dryads, and the like. Faeries make up the majority of the courtiers of the Seelie and Unseelie Courts (see p. 203), but many are also found outside those restrictive (and dangerous) environs.

Faeries see themselves as the nobility of the woodland folk, and with good reason. They are powerful spellcasters, in addition to possessing powerful innate magical abilities. All are, as a rule, intelligent and attractive, possessing scores of at least 15 in both INT and CHA. They can have scores as high as 21 in each.

Faerie society is divided up into dozens of clans. The power politicking involved in inter-clan relationships is admired even by arch-devils, and but it only rarely breaks out into outright violence. The maneuvering includes the arrangement of marriages between the clans, as matches are sought purely on the basis of how they will help the fortunes of the clan involved. Intricate and arcane rules surround the process, so it is very difficult for outsiders to comprehend whether a given match will result in the bride joining the groom's clan or vice versa. On some level, all faeries, regardless of clan, are related, and "cousin" is a common means of address between faeries who are unsure of each other's standing.

It is quite common for different members of the same clan to be courtiers in both the Seelie and Unseelie Courts, and general terms of truce are held by common custom when members of competing Courts who happen to belong to the same clan get together. On such occasions politics are never discussed openly, but gossip and intrigue are never far beneath the surface of any faerie conversation, no matter how innocuous it may appear to others.

Although they are native to the material plane, faeries can be found on various different planes, usually on some errand to obtain an advantage for their clan. Faerie advisors to various powerful or up-and-coming individuals on these planes are not uncommon, but it is always known that a faerie's first loyalty is always to his clan.

10% of all faeries encountered will be extraordinary individuals with character classes and the abilities appropriate thereto. Determine type and level randomly:

Die Roll (d8)	Class and Level	Magical Treasure
1	Level d4+8 bard	1d4 items (20%), 1d3 potions (30%), 1d3 scrolls (40%)
2	Level d6+8 fighter	1 weapon (45%), 1 armor (40%), 1d4 potions (60%)
3	Level d8+8 cavalier	1 weapon (50%), 1 armor (45%), 1 item (20%)
4	Level d6+8 mage	1 wand (70%), 1d3 potions (40%), 1d4 scrolls (40%), 1 item (20%)
5	Level d6+8 illusionist	1 wand (40%), 1d3 potions (40%), 1d2 scrolls (35%), 1 item (20%)
6	Level d6+8 savant	1 wand (60%), 1d3 scrolls (40%), 1 item (30%)
7	Level d8+8 thief	1 weapon (40%), 1d3 items (35%), 1d2 scrolls (15%)
8	Level d6+8 mountebank	1 weapon (35%), 1d2 items (35%), 1d6 potions (70%)

All faeries encountered randomly will belong to the same clan.

There is a 50% chance that any given group of faeries will be accompanied by one of the following:

Die Roll (d8)	Accompanied by...
1	1 dryad
2	1 treant
3	1d4 pixies
4	1d3 nixies
5	1d4 leprechauns
6	1d3 clurichauns
7	1d2 sylphs
8	1d3 gray elves

Combat: Faeries fight with weapons. Usually this means a longsword (treat as a short sword for damage), but 40% will also be armed with 3d4 wicked darts for throwing. These darts will be coated with a poison that causes a deep sleep for 10-60 minutes unless a saving throw vs. poison is successful. Faeries don't wear armor; their AC is derived from their natural speed and magical nature. Faeries strike at double speed, and get a -1 bonus to all initiative rolls.

In addition, all faeries have the following magical powers:

- *Detect charm* at will
- *Invisibility* at will
- *Polymorph self* three times per day
- *Faerie fire* three times per day
- *Call woodland beings* once per day
- *Charm person or mammal* once per day

Faeries take maximum damage if hit by iron weapons (but not steel).

Appearance: Faeries are handsome or beautiful humanoids, 2' tall, with dragonfly wings, pointed ears, and delicate antennae. They all have a regal (some would say haughty) bearing. Hair and skin color vary as much between faerie clans as they do among humans. Faeries speak the sidhe tongue as well as Common.

Faerie Dragon

See dragon, faerie (p. 59).

Faerie Lover

Number	1
Morale	-2
Hit Dice	2d8
Armor Class	7
Move	90'/min.
Magic Resistance	D
No. of Attacks	0
Damage	n/a
Defenses	None
Attacks	Charm, insanity
Weaknesses	Iron
Size	M
Intelligence	12
Alignment	Neutral evil
Treasure Type	IX
Treasure Value	2d6+6x100
Magical Treasure	1d3 potions (20%)
X.P. Value	65 + 2/h.p.

General: Faerie lovers can be found along shorelines and in deep woods near streams and rivers. They are drawn to those of the opposite sex who are creative types, or others who require inspiration: bards, jesters, actors, poets, painters, etc. They can be either male or female.

They will attempt to win the love of the one they have chosen (if more than one likely candidate is present, the faerie lover will select the one with the highest charisma score) in exchange for inspiring that person to the heights of creativity, serving as the chosen's muse.

Combat: Faerie lovers do not engage in melee. All those within 10' must make a saving throw vs. spells. Failure indicates the chosen has fallen in love with the faerie lover and will do anything to please the faerie lover and will not willingly harm or leave the faerie lover until one or the other of them is dead. The one that the faerie lover chooses will enjoy and/or suffer the following effects, as long as they remain within 1 mile of one another:

- Bards, jesters, and mountebanks get a +4 or +20% (as applicable) bonus to all rolls for verbal patter
- All skill checks for artistry, cooking, espionage, thespianism, etc., are made with a +4 bonus
- The chosen will be so intent on creative endeavors that interest in everything else fades
- Every week the chosen will suffer from one (or one additional) form of insanity and permanently lose 1 point of wisdom: when wisdom is reduced to 0, the chosen dies

Iron weapons do double damage against faerie lovers.

Appearance: Faerie lovers appear as incredibly beautiful or handsome elves with green eyes. They always dress in green. They speak the common tongue, elvish, and sidhe.

Falcon (Hawk)

	Regular	Large	Giant
Number	1d2	1d2	1d2
Morale	+1	+2	+6
Hit Dice	1d6	1d8	3d10
Armor Class	5	6	5
Move	10'/min., 360'/min. (flying - good)		
Magic Resistance	Standard	Standard	Standard
No. of Attacks	3	3	3
Damage	1/1/1	1d2/1d2/1	1d6/1d6/1d8
Defenses	+6 to surprise rolls	+6 to surprise rolls	+6 to surprise rolls
Attacks	Plummet	Plummet	Plummet
Weaknesses	None	None	None
Size	S (2 - 3' wing span)	S (4' wing span)	L (18' wing span)
Intelligence	1	1	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	15 + 1/h.p.	25 + 1/h.p.	125 + 4/h.p.

General: Falcons are large predatory birds that generally inhabit high treetops or rocky crags. They can be found in almost every climate save the very coldest. Regular and large falcons can be taught to hunt and attack in combat if caught when young. The giant variety can be trained to accept riders in combat, even if they are captured as adults. There is a 10% chance that a giant falcon nest will contain 1d4 eggs. Each egg can be sold for 1,500 g.p. If a hawk is a familiar for a spellcaster, it will grant its master improved distance vision, equal to four times the human norm (i.e., what a normal human could see at 100', the hawk will allow its master to see at 400').

Combat: Falcons of all sorts attack with their talons and beak. When attacking prey on the ground from the sky, they are able to plummet down, getting a +2 bonus "to hit" and doing double damage with their talons if they do hit. They

cannot attack with their beaks when making a plummeting attack, however. Due to their excellent eyesight, falcons get a +6 bonus to their surprise rolls.

Appearance: Falcons are raptor-like birds with sharp beaks and talons. The feathers can be of almost any color, but are most often brown.

Blood Hawk

Number	1d12+3
Morale	+2
Hit Dice	1d10
Armor Class	7
Move	240'/min. (flying - good)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d4/1d4/1d6
Defenses	None
Attacks	None
Weaknesses	None
Size	S
Intelligence	3
Alignment	Neutral
Treasure Type	XVII
Treasure Value	1d10x20
Magical Treasure	None
X.P. Value	20 + 2/h.p.



General: Blood hawks are relatives of ordinary hawks, but their beaks are much sharper and their talons much more formidable. They will attack humans in preference to other creatures, and will continue to attack human prey even if pressed, due to their love of human flesh.

Combat: Blood hawks attack with their two claws and beak.

Appearance: Blood hawks are raptors with gray feathers.

False Web

	Bearded Web	Skinny Web
Number	1	1
Morale	+1	+3
Hit Dice	3d6	6d6
Armor Class	5 (central nodule), 0 (legs)	3 (central nodule), 0 (legs)
Move	180'/min.	180'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	1d8	1d10
Defenses	None	None
Attacks	Constriction	Constriction
Weaknesses	None	None
Size	L	L
Intelligence	3	3
Alignment	Neutral	Neutral
Treasure Type	VII	VII
Treasure Value	2d6x100	4d6x100
Magical Treasure	1 item (10%)	1 item (15%)
X.P. Value	65 + 2/h.p.	165 + 5/h.p.



General: False webs are living creatures that resemble great cobwebs. Each of the threads of the web is actually a leg of the beast, which will rest in dungeon corridors, doorways, etc. If seen, the central nodule will look like a gray 6" diameter ball floating in mid-air.

Combat: False webs wait for prey to blunder into them, and then instantly wrap themselves around it, constricting it with their immensely strong wire-like legs. A successful "to hit" roll by the web indicates the prey is caught in its embrace. Being embraced by a living web is like being caught in a constricting fish trap of strong wire; humanoid creatures will have their arms pinned to their sides and will be quite unable to move or attack. The web will continue to constrict the victim each round automatically until it dies, at which time the hidden mouth on the central nodule will open and the web will begin to feed on the internal juices of the prey. The amount of damage done each round by the web depends on the type of armor being worn by the victim:

Armor Worn	Damage per Round
None, helmet only, shield only	8
Furs, gambeson, cuirass/lamellar/ scale armor (leather), mail, brigandine, Ring armor, lamellar (steel), scale armor/cuirass (steel)	6
Plated mail	5
Plate armor	3
Jousting plate	2
	1

It is possible to cut the legs of a web, but 1d6+6 legs must each take at least 1 h.p. of damage for it to release the prey. Damage to the legs doesn't count against the creature's total hit points.

Appearance: False webs look like large cobwebs spanning tunnels, passages, doorways, etc. A central nodule some 6" across forms the body of the creature, and is visible 10% of the time in poor light (such as torchlight or lantern-light). Bearded webs have an appearance of a spiderweb covered in shaggy dust, and are spotted some 50% of the time. Skinny webs have no such covering and cannot be spotted except by noticing the central nodule.

Firedrake

Number	2d4
Morale	+5
Hit Dice	4d8
Armor Class	5
Move	60'/min., 180'/min. (flying - average)
Magic Resistance	Standard
No. of Attacks	1
Damage	2d4
Defenses	None
Attacks	Breath weapon
Weaknesses	None
Size	S (4' long)
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	125 + 4/h.p.

General: Firedrakes are distantly related to true dragons, and inhabit rocky hills. They do not grow beyond the size listed above, and their powers do not change with age as do the powers of dragons. They are ill-tempered, and will attack 50% of the time if they are disturbed.

Combat: Firedrakes attack with their bite. In addition, they can breathe fire five times per day. The breath weapon forms a cone 10' wide at the base and 60' long; all creatures within the area will take 2d8 h.p. of damage (a successful saving throw vs. breath weapon indicates half damage).

The blood of firedrakes is extremely flammable in air; extreme precautions need to be taken to store it (an airtight container itself immersed in water, for example). A metal weapon dipped in the blood of a firedrake will be treated as a *flame tongue* weapon for 2d4+2 rounds. While it is aflame, there is a 2% cumulative chance that the weapon will break when it strikes an enemy. It will otherwise return to normal once the flaming blood evaporates.

Appearance: Firedrakes appear to be miniature red dragons.

See also: frostdrake (p. 88).

Fire Lizard

See lizard, fire (p. 148).

Fire Snake

See snake, fire (p. 215).

Fish Man

	Warrior	Monitor
Number	2d12 (party) or 40d10 (community)	See below
Morale	+5	+7
Hit Dice	2d8	7d8 (56 h.p.)
Armor Class	4	1
Move	90'/min., 180'/min. (swimming)	180'/min., 360'/min. (swimming)
Magic Resistance	Standard	Standard
No. of Attacks	1 or 2	4
Damage	Per weapon and/or 1d4+1	2d4/1d4+1/2d4/1d4+1
Defenses	See below	See below
Attacks	See below	See below
Weaknesses	Bright light	Bright light
Size	M	M
Intelligence	13+	15+
Alignment	Neutral/chaotic evil	Neutral evil
Treasure Type		V
Treasure Value	1d20 (individuals), 1d6x10,000 (colony)	
Magical Treasure		1d3 items (50%) (colony)
X.P. Value	See below	1,223



General: The fish men are dwellers in the same deep underground environs as the drow and deep gnomes, having been driven there from the sunlit world untold centuries ago. Fish men are sworn enemies of humans and demi-humans, attacking and enslaving them on sight, often to bring them back as sacrifices for their foul deities. Although they are completely amphibious, being able to breathe air or water, they are generally considered land-dwelling creatures. It is not impossible for a community of fish men to be found in some deep underwater rift, however.

If more than 20 are encountered, there is a 50% chance that they are within 1d6 miles of their home. Larger groups will have the following additional exceptional individuals, as indicated. Fish men use the optional assassin class as presented in the **ADVENTURES DARK AND DEEP™** Players Manual. If you choose not to use the assassin class, substitute thief for assassin in the tables below, but it is recommended that assassins be allowed for fish men, even if they are not used in the campaign as a whole (numbers of additional figures are cumulative):

Number	Additional Figures
Every 4 warriors	One 3rd or 4th level fighter (50% chance)
Every 8 warriors	One 5th or 6th level fighter (50% chance)
Every 12 warriors	One multi-classed cleric/assassin (level 1d4+3 in each class)
20 or more (raiding party)	One 10th level fighter, two 8th level fighters, four multi-classed 3rd level fighter / 3rd level assassins, one monitor (see below), one slave per 4 fish men total (see below)

Exceptional individuals will also be encountered in a fish man outpost, depending on the total size of the enclave:

Number	Additional Figures
Any	One duke (see below), eight "eyes" (see below), one multi-classed 6th level cleric / 6th level assassin ("chief whip"), one multi-classed 4th level cleric / 4th level assassin or multi-classed 5th level cleric / 5th level assassin (50% chance) ("whips"), females equal to 20% of warriors (treat as warriors except for hit points; see below), non-combatant young equal to 20% of the number of warriors, slaves equal to 50% of the number of warriors
Every 20 warriors	1 monitor (see below)

Dukes are multi-classed cleric/assassins. They will be 10th level in each class if there are fewer than 275 warriors in the outpost, 11th level in each class if there are 275-349 warriors, and 12th level in each class if there are 350 or more warriors. "Eyes" are also multi-classed cleric/assassins that function as the personal guard and spies of the duke. They will be four levels lower in each class than the duke.

Some fish man outposts are special religious shrines (20% chance). In such areas, there will be an additional cadre of clerics, as indicated below (numbers are not cumulative):

Number	Additional Clerics
160 or less	One 6th level cleric
161-240	One 6th level cleric, one 7th level cleric
241-320	One 6th level cleric, one 7th level cleric, one 8th level cleric
321-400	Three 6th level clerics, two 7th level clerics, one 9th level cleric
401 or more	Four 6th level clerics, two 8th level clerics, one 10th level cleric

Combat: Note that fish men fight as fighters or members of other classes; they are not treated as "monsters". They either attack with a weapon, or with their bite and a dagger (they do not bite if using any other weapon). Males get a +1 bonus "to hit" due to their strength.

Fish man shields are not used for defense, but rather as a special weapon. The shields are covered with a sticky substance; there is a 25% chance that any attack from the front against a fish man armed with such a shield will result in the weapon being stuck fast to the shield; a successful "open stuck doors" check is needed to free it.

Fish men do not roll hit points randomly, however; due to their closely controlled breeding programs they have uniform hit points depending on hit dice and gender. Hit points are determined by their level:

Level / Hit Dice	Males		Females	
	H.P.	X.P. Value	H.P.	X.P. Value
2	12	68	10	44
3	18	134	15	90
4	28	247	24	171
5	35	385	30	270
6	42	627	36	441
7	56	1,048	49	767
8	64	1,540	56	1,085
9	72	2,364	n/a	n/a
10	90	3,510	n/a	n/a
11	99	4,984	n/a	n/a
12	120	5,320	n/a	n/a

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		Weapons	% Composition	
Males	Females		Males	Females
01-10	-	Dagger, harpoon	10%	-
11-30	01-50	Dagger, short bow	20%	50%
31-60	51-70	Dagger, spear, net	30%	20%
61-00	71-00	Dagger, spear, shield	40%	30%

Clerics 6th level or higher will be armed with a pincer staff in addition to any weapons listed above. This is a weapon similar to a man-catcher, 5' long with a 3' pincer at the end. A hit indicates the victim is trapped; there is a 10% chance that both arms are pinned, a 40% chance that one arm is trapped (25% chance that the weapon-arm is trapped if this happens). No dexterity adjustments are allowed to trapped victims, and naturally if the weapon-hand is pinned, no attacks using that hand are possible.

Clerics and cleric/assassins are able to create a *lightning stroke* by joining hands. The bolt has a range of 40' plus 10' per cleric joining in the attempt, is 2' wide, and causes 6 h.p. of damage per cleric involved (saving throw vs. magic is allowed for half damage). Only a single target will be struck: the first within the area of effect. There is a 10% chance per round per cleric involved in the attempt that the *lightning stroke* will be generated.

In addition to all their other powers and bonuses, fish men have the following abilities.

- Any grappling, overbearing, or pummeling attack is made with a -5 penalty "to hit"
- Spells such as *web*, attempts to bind fish men, with shackles or rope, etc. will only succeed 25% of the time
- Fish men are able to see moving *invisible* or hidden objects, even those that are *astral* or *ethereal*
- They have both *infravision* and *ultravision*
- All get a +1 bonus to surprise rolls
- Immune to poison
- Immune to paralysis
- Immune to *charm person*, *hold person*, *sleep*, and other "person affecting" spells
- Electrical attacks do half damage (save means no damage)
- *Magic missiles* do only 1 h.p. per missile
- Immune to illusions

However, fish men do not function well in bright light; they will fight with a -1 penalty "to hit" in the illumination of even a *light* spell. They make saving throws against fire- or heat-based attacks with a -2 penalty.

Monitors: Monitors are special fish men who exist to keep the rest of the population in line, especially the ever-increasing numbers of insane fish men. In addition to all of the usual abilities of fish men, they have a -8 bonus to their surprise rolls, are able to attack to knock out an opponent (if doing so, they do double damage with their hands, and knock enemies unconscious for 3d4 rounds if they inflict damage equal to the victim's total number of h.p.; such damage is fully healed when the victim wakes up). They make two separate attacks in the round: one hand/bite at the beginning of the round (assume an initiative roll of 0) and one at the end of the round. The monitors form a separate caste within fish man society, both celibate and monastic in their devotion.

Appearance: Humans and humanoids instinctively find fish men repulsive. Their paunchy bodies are covered with slimy scales, and their fish-like heads betray no emotion. They do not wear clothing; only leather harnesses upon which they hang their weapons and meager possessions. They speak their own tongue, the silent sign-language common to the underworld, and are able to communicate with all fish through a sort of empathy. Clerics are able to speak a special liturgical language descended from that of the elemental plane of water; creatures native to that plane can be convinced not to attack the fish men 75% of the time if one of their clerics is able to attempt to do so.

Flail Snail

Number	1
Morale	+1
Hit Dice	4d8-6d8 (see below)
Armor Class	4 (tentacles) -8 (body)
Move	30'/min.
Magic Resistance	Standard
No. of Attacks	4-6
Damage	1d8 per tentacle
Defenses	Magic resistance, death wail
Attacks	None
Weaknesses	None
Size	L (8')
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	See below

General: The flail snail is a denizen of the underground, where it continually wanders in search of food, with its many club-like tentacles in constant motion before it. It is very sensitive to light. The shell, which weighs 250 lbs., will keep its magical properties (see below) for 1d6 months after the death of the snail. It can be sold for up to 5,000 g.p.

Combat: Flail snails attack with their many mace-like tentacles, each of which does 1d8 h.p. of damage and can strike at different opponents, as long as they are all in front of the snail. The number of tentacles each snail has should be determined randomly:

Die Roll (d3)	Hit Dice / No. of Tentacles	X.P. Value
1	4	150 + 4/h.p.
2	5	205 + 5/h.p.
3	6	350 + 6/h.p.

Each tentacle has 1d8 hit die; when each tentacle takes damage equal to its hit points, it drops to the floor. When all of the tentacles are destroyed, what is left of the snail will curl up within its shell and die in 1d3x10 minutes. During that time, it sings its wailing death song, which is piteous in the extreme, and which is 50% likely to attract wandering monsters per 10 minutes. If the

creature's body is itself struck, it will instantly die, but this is very difficult because of the hard shell.

The flail snail is immune to fire and poison. The shell itself sports a beautiful iridescence that affords the creature a special sort of magical resistance. Whenever it is personally the target of a spell or other magical effect, roll to see the effect:

Die Roll (d%)	Effect
01-40	Spell is redirected to nearest other creature
41-70	Functions normally
71-90	Spell has no effect
91-00	Spell rebounds on the caster

The snail's magic resistance is a function of its shell, which will continue to function after the death of the creature. A successful hit on the shell (AC -8) will shatter it, however, causing it to lose its magic resistance effect.

Appearance: The flail snail appears as an 8-foot-high snail with a variable number of ever-moving tentacles in front of it like flails. The shell is multi-colored and iridescent.



Flind

	Warrior	Captain
Number	2d12	2d12
Morale	+3	+5
Hit Dice	2d12	3d12
Armor Class	5	5
Move	120'/min.	120'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1 or 2	2
Damage	1d6 or 1d4/1d4	1d4+1/1d4+1
Defenses	None	None
Attacks	+1 to hit, disarm	+1 to hit, disarm
Weaknesses	None	None
Size	L (6 1/2')	L (6 1/2')
Intelligence	9	9
Alignment	Lawful evil	Lawful evil
Treasure Type		II
Treasure Value		9d6x1,000
Magical Treasure		1d3 items (30%)
X.P. Value	35 + 3/h.p.	60 + 4/h.p.

General: Flinds are related to gnolls (see p. 103) and will sometimes be found in command of gnoll bands. Flinds have at least a 16 charisma with regards to gnolls. They get along well with orcs, hobgoblins, bugbears, and ogres, but they will not be found in the company of trolls. For every 15 flinds, there will be one leader. Leaders have a strength of 17 and a charisma of 18 (to gnolls).

Combat: Flinds usually attack with great clubs, but 25% of them (and all leaders) will be armed with special "flind bars". Flind bars are two bars of metal connected by a chain, which can strike twice in one round. If a weapon-bearing enemy is struck, he must make a saving throw vs. wands, or else the flind bar has wrapped itself around his weapon, and he is disarmed. Others attempting to use flind bars will suffer the usual non-proficiency penalty (unless they take the time to practice and then select it as one of their proficiencies) and must have both a strength and a dexterity of 13 or greater. Flinds are considered "persons" for spells such as *charm person* or *hold person*.

Appearance: Flinds look like short gnolls; muscular humanoid with the heads of hyenas. They speak gnoll, ogre, and there is a 50% chance that the members of any given band will speak orcish and/or hobgoblin.

Flumph

Number	2d8
Morale	+2
Hit Dice	2d8
Armor Class	0 (underside), 8 (top)
Move	60'/min. (floating - poor)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d8
Defenses	None
Attacks	Urine, plummet attack
Weaknesses	Can't move if flipped over
Size	S (2' diameter)
Intelligence	10
Alignment	Lawful good
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	36 + 2/h.p.

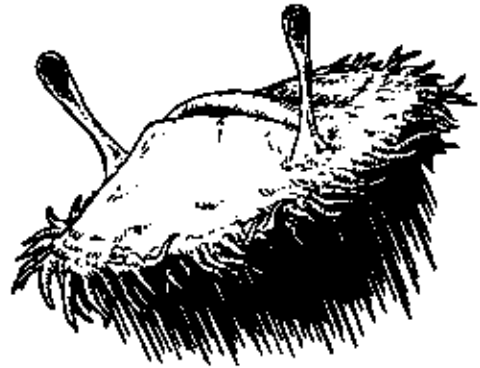
General: Flumphs are, despite their comical appearance, effective and loyal guardians of the cause of order and weal. Possessed of near-infinite patience, they are often used as guards and a first line of defense against intrusion into places whose violation would be against the interests of those who honor law and good.

Flumphs are naturally buoyant in air, and fly by flapping the mass of tendrils around their middles. They will normally only show their well-armored spined underbelly to enemies: if flipped upside-down they become disoriented and quite helpless, however.

Combat: The first line of attack of a flumph is its urine. The flumph is able to squirt this foul-smelling liquid as far as 20' away, spraying all creatures in a 60° arc. Any creature in the area of effect must make a saving throw vs. poison. Failure indicates they are overcome by nausea and revulsion, and will flee for 1d6+2 minutes in a random direction. For 1d4 hours thereafter, the foul-smelling liquid will be repugnant to all creatures within a 100' radius, including the companions of those covered by it.

If this fails to deter intruders, a flumph will hover over a victim and then suddenly plummet on him from above. This causes the spines on the underside of the creature not only to inflict damage themselves, but also to inject an acidic compound into the victim, causing an additional 1d4 h.p. of damage every minute for the next 2d8 minutes.

Appearance: Flumphs are white saucers some 2' in diameter. The underside is covered with sharp spines, while the top surface sports a large slit-like mouth and a pair of eyestalks. A fringe of writhing tentacles is around the perimeter of the creature, which are used to propel the flumph as it floats; the urine-hole is too small to be noticed casually. Flumphs can speak a pidgin form of the common tongue.



Fly, Giant

	Bluebottle	Horsefly
Number	1d10	1d4
Morale	+1	+3
Hit Dice	3d8	6d8
Armor Class	6	5
Move	90'/min., 300'/min. (flying - poor)	60'/min., 270'/min. (flying - poor)
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	1d8	2d8
Defenses	Jump	Jump
Attacks	Disease	Blood drain
Weaknesses	Fire	Fire
Size	M (5' long)	L (7' long)
Intelligence	0	0
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	35 + 3/h.p.	150 + 6/h.p.

General: Giant flies are pests known in all but the coldest of environments. Bluebottle flies will hardly ever attack living prey, preferring carrion. Horseflies are very aggressive and will attack just about anything available.

Combat: Giant flies of all types attack with their bite. The bite of the bluebottle fly has a 10% chance of transmitting a disease of some sort. Horseflies will, if a successful hit is made, cling to the victim and drain an equal number of hit points automatically on the next round (no "to hit" roll required) as it drains the blood and fluids from the victim. It will then fly away, sated.

Giant flies can jump; a special sort of movement that can transport the fly 30' in but one segment using a combination of the fly's legs and wings to provide great speed. If the fly's initiative allows for it, it can jump once, attack, and jump away again all before an enemy has had a chance to respond. All sorts of flies are afraid of fire; a successful attack by a lit torch will burn off the wings of a giant fly, rendering it incapable of either flying or jumping.

Appearance: Giant flies are enormous versions of their ordinary cousins.

Forester's Bane (Snapper-Saw)

Number	1d2
Morale	n/a
Hit Dice	5d8 (central plant), 1d8+16 (stalks), 1d8+8 (leaves)
Armor Class	9 (central plant), 4 (stalks), 7 (leaves)
Move	None
Magic Resistance	Standard
No. Of Attacks	1d4+2
Damage	1d4+1 (each)
Defenses	None
Attacks	None
Weaknesses	None
Size	L
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	165 + 5/h.p.

General: The forester's bane is a true menace of the temperate woodlands in which it is found. It will have 1d4+2 stalks, each of which can attack trapped prey, and 8 leaves, which help prevent the prey from escaping.

Combat: The forester's bane lays flat, and when prey steps into its radius, it snaps shut, sawing at it with its woody stalks; a successful "to hit" roll is required on the first round only. On each round after the first, the plant will hit automatically until the prey escapes or the plant is slain; there is a 5% chance per point of strength that the victim will tear itself free, plus 10% for every leaf that is destroyed. The plant is only truly dead when the central plant is destroyed; destroyed stalks and leaves will regrow in but 2d4 weeks. The central plant cannot be attacked until the stalks are destroyed. Those not in the grip of the forester's bane can only attack the outer leaves which imprison the prey.

Appearance: A forester's bane is a low-lying shrub with purple stalks and luscious green leaves. The central plant grows golden-yellow berries with an enticing scent that draw in prey.

Formian (Centaur Ant)

	Worker	Warrior
Number	1d4x100	1d20+20
Morale	-2	+1
Hit Dice	1d10	3d10
Armor Class	3	2
Move	180'/min.	150'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	4
Damage	1d4	1d6/1d4/1d4/1
Defenses	None	None
Attacks	None	Poison
Weaknesses	None	None
Size	S (4' long)	M (5' long)
Intelligence	6	6
Alignment	Lawful neutral	Lawful neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	20 + 2/h.p.	150 + 4/h.p.

	Myrmarch	Gymarch	Queen
Number	See below	See below	See below
Morale	+3	+4	+5
Hit Dice	6d10	7d10	8d10
Armor Class	1	1	1
Move	150'/min.	150'/min.	150'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	2	2	0
Damage	2d4/1d2	2d4/1d2	n/a
Defenses	None	None	None
Attacks	Poison	Poison	None
Weaknesses	None	None	None
Size	L (7' long)	L (8' long)	L (9' long)
Intelligence	16	16	18
Alignment	Lawful neutral	Lawful neutral	Lawful neutral
Treasure Type	None	None	V
Treasure Value	n/a	n/a	9d6x1,000
Magical Treasure	None	None	1d3 items (30%)
X.P. Value	400 + 8/h.p.	650 + 10/h.p.	0

General: Formians, or centaur ants as they are sometimes called, can be found in most temperate and tropical climates, where they create large city-nests that can be mistaken for walled human towns from afar. The "buildings" are all cones, domes, cylinders, etc. with entrances at the top, sloping ramps on the interiors of the structures, and the vast majority of the city-nest itself underground. The size of the city depends on the number of workers initially rolled for the encounter:

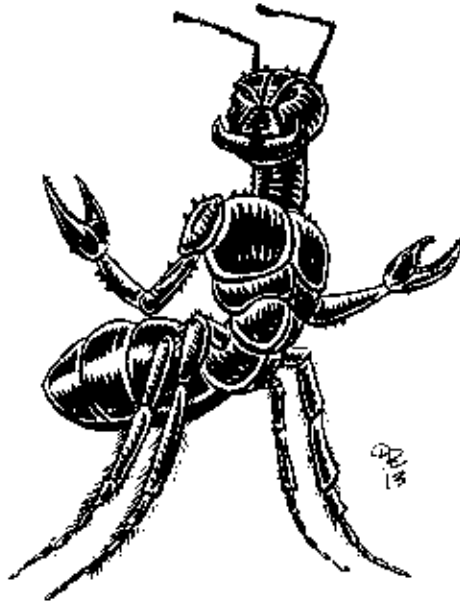
Workers	Underground Levels
100	3
200	6
300	9
400	12

The population of each formian city-nest has a particular color; it is common for centaur-ants from one city to be taken as slaves in another. Slaves in an enemy city will be completely uncommunicative with intruders; they will not participate in any uprising, assist intruders, etc.

When encountered randomly in the wilderness, there is a 90% chance that the encounter is only with a scavenging party made up of workers. Some of the time (10%) the encounter will be with a raiding party that includes warriors, as indicated above. Raiding parties will be warring against other formian city-nests or giant termite mounds. There is a 20% chance that a randomly encountered scavenging party will be found within a mile of the city-nest, and a 50% chance that a raiding party will be. They are overly fond of giant termite eggs (see p. 229) and will attempt to exterminate any giant termites that may be in the vicinity.

When encountered in one of their weird cities, the following additional formians will be encountered, in addition to the workers and warriors indicated above:

- 1d4+4 myrmarchs plus 2 warriors and 8 workers each as attendants
- 100 workers per underground level
- 10 warriors per underground level
- 200 slave worker formians from other city-nests per underground level
- 1 queen in a special "royal complex" attended by 1d4+1 gymarchs, 1d4 additional myrmarchs, 1d10+10 warriors, 1d20+20 workers; the royal complex also will hold 10 eggs, 10 larvae, and 10 pupae (all non-combatants)



Combat: All formians attack with their mandibles and a venomous stinger on their abdomen. Warriors also attack with their foreclaws. The amount of damage caused by the formian venom depends on the caste:

Caste	Venom Damage
Warrior	2d4; save vs. poison for 1d4
Myrmarch	4d4; save vs. poison for 2d4
Gymarch	4d4; save vs. poison for 2d4

For purposes of opening doors, grappling, lifting objects, etc. worker formians have a strength of 22, warriors 23, and myrmarchs and gymarchs 24.

Appearance: All formians have the same basic body build; they resemble giant ants but with the thorax and head raised upright. The foreclaws of the workers are rather crude, and those of the warriors are designed for little except inflicting harm. The claws of the myrmarchs and gymarchs, however, are as clever and nimble as those of humans. Formians communicate amongst themselves by applying their antennae to one another; the myrmarchs, gymarchs, and queen have a 75% chance of speaking a crude form of the common tongue. Their exoskeleton can be of almost any color, and will also be covered in fine hairs.

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, enemies get -2 to surprise rolls
Weaknesses	None
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 are 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, enemies get -2 to surprise rolls	140' leap, tongue, swallow, camouflage, enemies get -2 to surprise rolls	100' leap, tongue, swallow, camouflage, enemies get -2 to surprise rolls
Weaknesses	Flee from fire	Flee from fire	Flee from fire
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...	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 they 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 are 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
Weaknesses	None
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 the skin of the frog itself is poisonous. All those exposed to it (i.e., all those successfully hit by the frog) must make a saving throw vs. poison with a +4 bonus or die. They can leap up to 10' to attack.

Appearance: Poisonous frogs are normal frogs, often brightly colored, but have a toothy bite.

Frostdrake

Number	1d4
Morale	-2
Hit Dice	3d10
Armor Class	1
Move	90'/min., 150'/min. (flying, average/clumsy)
Magic Resistance	P
No. of Attacks	3
Damage	1d6/1d6/1d3
Defenses	White dragon form
Attacks	Breath weapon, magic
Weaknesses	None
Size	S (3' long)
Intelligence	6
Alignment	Chaotic evil
Treasure Type	III
Treasure Value	6d4+10x1,000
Magical Treasure	1d6 items (35%)
X.P. Value	255 + 4/h.p.

General: Frostdrakes are magical reptiles found in frigid environments.

Combat: Frostdrakes in their native form attack with their two claws and a bite. Twice per day, they are able to *polymorph self* into the form of a large white dragon for two hours. While in this form, they are able to use a breath weapon

three times per day (total); the icy breath will do 2d8 h.p. to those caught in its blast. Those who make a successful saving throw vs. breath weapon take only half damage. While in white dragon form, the frostdrake is able to use all of the powers of the white dragon, and its damage is increased accordingly. While in their native form, they are average fliers, but in white dragon form, they are clumsy.

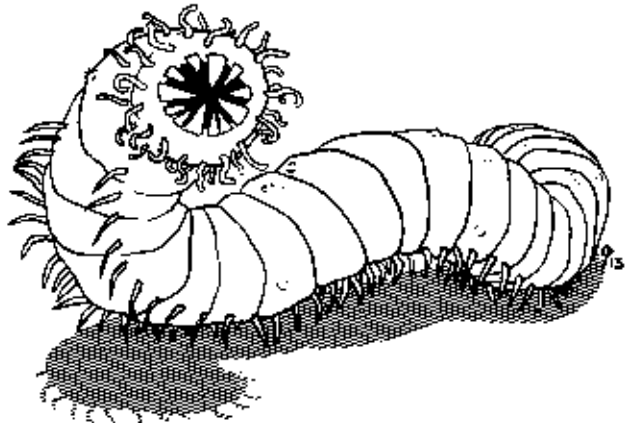
Frostdrakes are also able to cast the spells *sleep* and *fear* twice per day, in either form.

Appearance: In their native form, frostdrakes are small winged lizards a dull silver in color.

See also: white dragon (p. 59), firedrake (p. 81).

Fucus Worm

Number	2d12
Morale	n/a
Hit Dice	2d4
Armor Class	8
Move	30'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1
Defenses	None
Attacks	Blinding
Weaknesses	Rock salt
Size	S (1' long)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	7 + 1/h.p.



General: Fucus worms are found in most moist, dark, and warm environments where they feed on rotting vegetable matter, but they are also fond of flesh when it is available. Fucus worms are able to crawl along walls, ceilings, etc.

Combat: A fucus worm initially attacks to attach itself to prey; a successful hit indicates it has done so. There is a 5% chance that any successful attachment will be on the face, covering the eyes and blinding the victim. Thereafter, the sucker-like mouth will begin gnawing on the victim's flesh for 1 h.p. of damage per round; the worm cannot be removed while it is still alive. Application of rock salt will cause 2 h.p. of damage to the worm for 1d4 rounds, but will not necessarily cause it to release its hold on the victim.

Appearance: Fucus worms are horrific worms with slimy gray bodies, white underbellies with hundreds of tiny legs, and waving cilia on the head which serve as its sensory organs. The mouth is ringed with horny plates that can move in a scissor-like fashion.

Fungus, Deadly

There are many varieties of fungi, some large, some small, some deadly, some innocuous. In most cases, it should be remembered that differentiating between deadly fungi and their non-deadly cousins is difficult unless one is experienced in such matters.

All varieties of deadly fungus are by their very nature mindless and are thus immune to mind-affecting spells, illusions, charms, etc.

Black Puffball Fungus

Number	3d6
Morale	n/a
Hit Dice	1 hit point
Armor Class	9
Move	0
Magic Resistance	Standard
No. of Attacks	1
Damage	n/a
Defenses	None
Attacks	Spores
Weaknesses	None
Size	S (2' diameter)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	13

General: Black puffball fungi are found in large patches underground or occasionally in dark forests, where each sphere rests on the ground a few feet or inches from its neighbor. Crossing such a patch of fungi requires a DEX check for every 10' crossed; failure indicates one of the fungi has burst open. After a few days of rapid growth, they become extremely brittle, so that the slightest touch is enough to cause it to split open, releasing its spores.

Combat: Black puffball fungi attack with their spores. Any creature within 15' of the fungus when it splits must make a saving throw vs. breath weapon. Success indicates the creature is merely covered in spores; if they are washed off or brushed off thoroughly and immediately, no harm will come to the victim. Failure of the saving throw (or failure to remove spores on one's skin and/or clothes) indicates that the creature has breathed in some of the spores. If this happens, the spores will lodge in the alveoli of the lungs, where they will begin to grow into new puffball fungi.

Creatures with black puffball fungi growing inside their lungs will die in 1 day if of small size, 2 days if medium, and 3 or 4 days if large. Death is by suffocation as the fungi fill up the lungs, making it impossible to breathe. One day after the victim dies, the fungi in its lungs will explode and a cloud of spores will erupt from its mouth; this can happen any time after death if the body is roughly handled. A new saving throw is required in such instances, as detailed above.

Only a *cure disease*, *limited wish*, *wish*, *alter reality*, or *heal* spell will remove a black puffball fungus growing inside a victim. Once a victim dies, *raise dead* or *resurrection* will not be effective unless the fungus has been removed from the lungs by one of the above-mentioned spells.

Appearance: Black puffball fungi are rough spheres some 2' in diameter. They are dull black in color, but their spores are a shiny black.

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
Weaknesses	None
Size	L (4' 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.217). At ranges in excess of 10', there is a 90% chance that a gas spore will be mistaken for a 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: A gas spore is a large spherical creature with what appears to be a large central eye, a large tooth-filled maw, and a ring of smaller eyes around its middle, with a fringe of tendrils below.

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
Weaknesses	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.



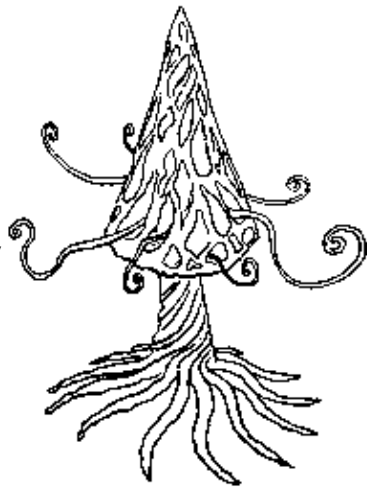
General: Shriekers are a species of mobile fungus found in underground environs. They are themselves harmless, but if light is brought within 30', or anything moves within 10', each will begin to emit a loud shriek for 1d3 rounds. This noise has a 50% chance of attracting nearby monsters (or wandering 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 below). 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 are large mushrooms with a red or purple sheen. They are sometimes mistaken for violet fungi (see below).

Violet Fungus

Number	1d4
Morale	±0
Hit Dice	3d6
Armor Class	7
Move	10'/min.
Magic Resistance	Standard
No. of Attacks	1d4
Damage	1d4
Defenses	Spell immunity
Attacks	Rotting
Weaknesses	None
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 in underground places and are ambulatory (albeit slow), consuming decaying animal matter for the most part. They are often found in the company of shriekers (see above). 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 will force 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'

As they are mindless, violet fungi are immune to illusions, charm, etc. 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. They are sometimes mistaken for shriekers (see above).

Whitecap Fungus

Number	1d4
Morale	±0
Hit Dice	2d6
Armor Class	6
Move	10'/min.
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	None
Attacks	Blindness
Weaknesses	None
Size	S (3'-4')
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	14 + 1/h.p.



General: The whitecap fungus is an ambulatory fungus that, while seemingly innocuous, is in reality a deadly scourge. Found in moist woodlands, temperate swamps, and jungles, the whitecap fungus steadily and slowly moves across the ground in search of any sort of animal life.

Combat: Whitecap fungi do not attack conventionally. When they come within 10' of any animal, they immediately shoot forth a spray of fine spore-filled mist at the victim, who must then make a saving throw vs. breath weapon. Failure indicates that the spores have hit the eyes of the victim, which instantly film over as the mycelium spreads throughout the eye. Blindness is immediate, and after only 1d6 hours smaller versions of the whitecap fungus can be seen growing out of the now-ruined eyes of the victim. Once some other creature of the forest slays the helpless victim, the mushrooms (which are not edible and have a bitter odor that discourages experimentation by animals) will grow using the corpse of the victim as food. Within 1d4 days the mushrooms will be large enough to move about on their own, and will then leave the host in search of new prey. Each whitecap fungus can spray its spores but once every 4 hours.

Appearance: Whitecap fungi are mushrooms with light gray stalks and large, white, bell-shaped caps. The undersides of the caps are also white.

Gargoyle

	Gargoyle	Margoyale
Number	2d8	2d4
Morale	+5	+6
Hit Dice	4d10	6d8
Armor Class	5	2
Move	90'/min., 50'/min. (flying - average)	60'/min., 120'/min. (flying - average)
Magic Resistance	Standard	Standard
No. of Attacks	4	4
Damage	1d3/1d3/1d6/1d4	1d6/1d6/2d4/2d4
Defenses	+1 (or better) weapon needed to harm	
Attacks	None	None
Weaknesses	None	None
Size	M	M
Intelligence	6	6
Alignment	Chaotic evil	Chaotic evil
Treasure Type	Individuals XV, Lair III	Individuals XV, Lair III
Treasure Value	Individuals 1d8x10, lair 4d6x100	Individuals 1d10x10, lair 4d6x100
Magical Treasure	1d2 items (10%)	1d2 items (10%)
X.P. Value	165 + 5/h.p.	350 + 6/h.p.

General: gargoyles and margoyales 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. There is a 20% chance that any group of gargoyles will have a smaller group of margoyales as leaders.

Combat: Gargoyles attack with their claws, horn, and spade-like tails. Only weapons with an enchantment of +1 or better will harm them. In the air, they will attack with either their claws or horns, but not both. Margoyales, due to their stone-like skin, blend in with natural stone and rock 80% effectively.



Appearance: Gargoyles have skin like stone, tails, and batlike wings. They will often have horns, although there is considerable variation. Their skin is gray-green. Gargoyles, margoyales, and kapoacincths share the same guttural language.

See also: kapoacincth (p. 266).

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, enemies get -1 to surprise rolls
Weaknesses	None
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. They are thought to be the result of failed alchemical experiments that interacted with tiny organisms, mutating them and causing them to grow to monstrous size.

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.

Genius Loci

Number	1
Morale	n/a
Hit Dice	See below
Armor Class	-2
Move	180'/min.
Magic Resistance	G
No. of Attacks	0
Damage	n/a
Defenses	Immune to illusion, charm
Attacks	See below
Weaknesses	Tied to one location
Size	S-L
Intelligence	6-21
Alignment	Neutral
Treasure Type	XV
Treasure Value	See below
Magical Treasure	See below
X.P. Value	1,350 + 14/h.p.

General: A genius loci or "place-spirit" is a non-corporeal being that is attached to a particular location or geographic feature and feeds on the emotional attention of others. Some will never be stumbled upon by intelligent creatures, and will simply waste away and eventually starve for attention. Others will be discovered and come to be venerated as nature spirits, receiving offerings in return for minor gifts. A few rare and lucky ones will merge with some living creature that is also tied to the spot (granite men, tree men, dryads, old man willows, and occasionally creatures such as nagas, banshees, or dragon turtles. Merging requires that the creature itself should not have more hit dice than the genius loci and should be both alone and not inclined to leave its home.

Once a genius loci merges with a creature, they become one being in all respects, with the personality of the genius loci becoming more and more dominant as time goes on, but always being recognizable as the original merged-with creature as well; a dryad/genius loci, for instance, will still attempt to lure handsome men, and a granite man/genius loci will have a preference for gems and precious stones.

The merged being will have the outward physical form of whatever creature it used to be, and will be able to use any of its former powers as well as those of the genius loci. The number of hit dice will be a combination of the original creatures' and the genius loci; use whichever hit die type is larger (d10 or that belonging to the other creature). It will still not desire (or be able to) leave its home; it is physically unable to go beyond a quarter-mile radius, but those which are more powerful will have agents more than willing to work on their behalf.

The genius loci will attempt to encourage those near its location to venerate and even worship it, making offerings in return for the application of its powers. It is quite needy and grasping in its desire for such attention, and will develop elaborate ruses and go to great lengths to ensure it has a steady supply of tribute. Genius loci pretending to be gods are certainly not uncommon.

Many of the statistics of the genius loci depend on how long it has been able to maintain its attention-cult. Just being present in the location is not enough to strengthen it; indeed, a genius loci that goes for 1d12 years without any sort

of offerings or attention will die (if joined to another creature, they will both die). If the strength of the genius loci is not known, roll randomly:

Die Roll (d%)	Years Venerated	Treasure Value	Magical Treasure
01-10	1-2	0	-
11-25	3-6	1d100	-
26-40	7-12	1d10x10	1 item (5%)
41-60	13-20	1d20x50	1 item (10%)
61-75	21-30	2d20x50	1d2 items (20%)
76-85	31-42	3d20x100	1d2 items (40%)
86-90	43-56	4d20x100	1d4 items (70%)
91-95	57-72	5d20x100	1d6 items (70%)
96-98	73-90	1d6+4x1,000	1d6 items (70%)
99-00	91+	2d6+6x1,000	1d8 items (75%)

Treasure Value and magical treasure are not cumulative. If the genius loci is merged with some creature, add the x.p. value for that creature to the value for slaying the genius loci. Each month that goes by which sees the genius loci not venerated counts as an entire year lost in terms of its powers. Veneration can take many forms; outright gifts of food or precious items, intense prayers and meditation on its name and/or form (in its presence), ritual adulation and supplication, and so forth. It is speculated that if a genius loci is venerated for long enough, it will undergo an actual apotheosis, turning into a genuine deity.

Combat: The genius loci does not attack in a conventional sense, nor is it harmed by weapons of less than +2 enchantment. All illusion/phantasm and enchantment/charm type spells are useless against it. It has hit dice and magic powers as noted below (in all cases, the reverse of the spell effect is within the power of the genius loci, if applicable, and no material components, gestures, or incantations are required):

Years Venerated	Hit Dice	Magic Powers	INT	X.P. Value
1-2	1d8	<i>suggestion</i>	6	14+1/h.p.
3-6	2d8	<i>bless</i>	7	28+2/h.p.
7-12	3d8	<i>enthral</i>	8	50+3/h.p.
13-20	4d8	<i>augury</i>	9	85+4/h.p.
21-30	5d8	<i>remove curse</i>	10	130+5/h.p.
31-42	6d8	<i>cure disease</i>	12	225+6/h.p.
43-56	7d8	<i>divination</i>	14	350+8/h.p.
57-72	8d8	<i>cure serious wounds</i>	18	550+10/h.p.
73-90	9d8	<i>quest</i>	20	900+12/h.p.
91+	10d8	<i>heal</i>	21	1,350+14/h.p.

Appearance: A genius loci is non-corporeal, and even on the ethereal plane will only appear as a shimmering humanoid form. If joined with some other creature, the skin of that creature will itself glow, and its eyes will be solid silver lights. It can use *empathy* at all times for communication, and can use outright *telepathy* to communicate once it has been venerated for 10 years or more.



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
Weaknesses	Cold iron weapons, holy water
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 in positions of leadership amongst their weaker cousins, although they are sometimes used by demons and other powerful evil creatures as servants. They feed on carrion as well as on 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. 94).

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	n/a
Defenses	Etherealness, +1 (or better) or silver weapons to harm
Attacks	Aging, possession
Weaknesses	Holy water
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 they 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 victim 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 victim 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 it.

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

Ghost Lynx

See lynx, ghost (p. 155).

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 <i>sleep</i> , <i>charm</i>
Attacks	Paralyzation
Weaknesses	Holy water
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 3d4x10 minutes. 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: ghost (p. 93), lacedon (p. 269).

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.

Unless a specific entry is listed below for young giants of a given type, assume that all young will have half the hit dice and inflict half the damage, of an adult of their type. 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.

Cliff Giant

	Male	Female/Young
Number	1d4	See below
Morale	+12	+10
Hit Dice	12d12	8d12
Armor Class	4	4
Move	120'/min.	120'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	4d10	2d8
Defenses	Catch rocks	None
Attacks	Hurl rocks, strength	Strength
Weaknesses	None	None
Size	L (14')	L (12')
Intelligence	14	14
Alignment	Chaotic neutral	Chaotic neutral
Treasure Type		III
Treasure Value		1d6+2x1,000
Magical Treasure		1d4 items (25%)
X.P. Value	3,950 + 20/h.p.	2,450 + 14/h.p.



General: Cliff giants are related to hill giants, dwelling in rocky mountains and making their lairs in vast cavern complexes. If 4 males are encountered in their lair, there will be one female and one young giant as well. In their lair, there is a 75% chance that the following creatures will act as guards and servants:

Die Roll (d%)	Creature
01-10	1d4 hill giants
11-80	1d10+5 ogres
81-00	1d6+3 trolls

Combat: Cliff giants attack with their massive clubs. The males have an effective strength of 20 (+3 "to hit"/+8 damage) while the females and young have a strength of 18/00 (+2 "to hit"/+6 damage). In addition, they are able to hurl boulders up to 200' which cause 2d8 h.p. of damage if they hit. They can also catch incoming boulders 20% of the time; caught boulders do no damage. Such hurled stones will inflict 40 h.p. against wooden structures, 20 against soft stone or brick, and 10 against hard stone. They themselves inflict 15 h.p. of damage against wooden structures per round, 8 h.p. against soft stone or brick, and 4 h.p. against hard stone.

Appearance: Cliff giants have hides of tan to brick red, and dress in poorly-tanned hides and skins.

Cliff giant shamans can rise as high as 7th level.

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 surprise rolls, catch rocks	+1 to surprise rolls, catch rocks
Attacks	Hurl rocks, strength	Hurl rocks, strength
Weaknesses	None	None
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 either in 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 cave lions (see p. 303) 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 the boulders from causing them damage. Such hurled stones will inflict 40 h.p. against wooden structures, 20 against soft stone or brick, and 10 against hard stone. They themselves can inflict 30 h.p. of damage against wooden structures per round, 10 h.p. against

soft stone or brick, and 5 h.p. against hard stone. 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, which can be understood by mist giants, and vice versa.

Firbolg

Number	1d4 (wilderness), 4d4 (encampment)
Morale	+12
Hit Dice	13d12
Armor Class	2
Move	150'/min.
Magic Resistance	A
No. of Attacks	1
Damage	Per weapon type
Defenses	Spell use
Attacks	Spell use
Weaknesses	None
Size	L (10 1/2')
Intelligence	9-18
Alignment	Chaotic neutral
Treasure Type	Individuals XV, group III
Treasure Value	Individuals 1d8x10, group 1d6+3x1,000
Magical Treasure	1d4 items (25%)
X.P. Value	6,550 + 25/h.p.

General: Firbolgs are usually found far from civilization, and 90% of the time only a small group will be encountered, as they are loners by nature and distrustful of outsiders. The other 10% of the time, however, a larger encampment of several families will be encountered, gathered together for some secret business of their own. They will not be immediately hostile towards strangers, however; merely cautious (unless provoked, of course, in which case they are terrible opponents). They are fond of sometimes posing as some tiny sort of creature such as a leprechaun and using their powers to con humans and demi-humans out of money. Males and females are the same in terms of statistics; children are never seen.

Combat: Firbolgs prefer enormous two-handed weapons such as clubs, axes, and swords; such weapons will do double damage in addition to the giant's normal strength bonuses for a score of 23 (+5 "to hit"/+11 damage). They can use human-sized weapons normally intended for two hands (such as pole arms, two-handed swords, etc.) single-handedly, but do not get double damage when doing so (their normal strength bonuses still apply). Those with a free hand can swat away small missiles such as darts, arrows, crossbow bolts, etc., and actually catch larger missiles such as javelins, 75% of the time, twice per round.

In addition, firbolgs have the following spell-like abilities, which can be used once per round when not engaged in combat:

- *Alter self*
- *Detect magic*
- *Diminution* (as per the potion, with double effect and duration)
- *Fools gold*
- *Forget*

Appearance: Firbolgs look like large humans with great beards and long hair. They have their own dialect.

Spellcasters: There is a 5% chance that any given firbolg will be a shaman. Firbolg shamans can rise as high as 7th level. Firbolg shamans have the following spell abilities in addition to the normal spellcasting powers of a shaman:

Shaman Level	Illusionist Spells
1	2x1st
2	4x1st
3	6x1st
4	8x1st
5	10x1st
6	10x1st, 2x2nd
7	10x1st, 4x2nd

Fire Giant

	Male	Female
Number	1d8	0-2
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
Weaknesses	None	None
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. In their lair there is a 25% chance that they will have 1d4 hell hounds as pets/guards (see p. 399 for details).

Fire giants can tunnel 300' per 8-hour shift in very soft rock, 200' in soft rock, and 100' in hard rock. This assumes a shaft 10' wide.

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. Such hurled stones will inflict 40 h.p. against wooden structures, 20 h.p. against soft stone or brick, and 10 h.p. against hard stone. They themselves inflict 20 h.p. of damage against wooden structures per round, 10 h.p. against soft stone or brick, and 5 h.p. against hard stone. 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.

Spellcasters: Fire giant shamans can rise as high as 7th level.

Fomorian

	Male	Female
Number	1d4	See below
Morale	+7	+7
Hit Dice	13d10	13d8
Armor Class	3	3
Move	90'/min.	90'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	4d8	4d8
Defenses		+10 to surprise rolls
Attacks		Enemies get -3 to surprise rolls
Weaknesses	None	None
Size	L (13 1/2')	L (12 1/2')
Intelligence	9	9
Alignment	Neutral evil	Neutral evil
Treasure Type		III
Treasure Value		2d4+2x1,000
Magical Treasure		1d3 items (15%)
X.P. Value	3,650 + 20/h.p.	2,750 + 18/h.p.

	Toddler	Child	Adolescent
Number	See below	See below	See below
Morale	+1	+3	+5
Hit Dice	7d4	13d4	13d6
Armor Class	3	3	3
Move	90'/min.	90'/min.	90'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	2d4	4d4	4d6
Defenses		+10 bonus to surprise rolls	
Attacks		Enemies get -3 to surprise rolls	
Weaknesses	None	None	None
Size	M (6')	L (8')	L (10')
Intelligence	9	9	9
Alignment	Neutral evil	Neutral evil	Neutral evil
Treasure Type	None	None	None
Treasure Value	n/a	n/a	n/a
Magical Treasure	None	None	None
X.P. Value	130 + 5/h.p.	1,350 + 14/h.p.	2,000 + 16/h.p.

General: Fomorians are all monstrously deformed, and their physical misshapeness drives them all to be universally hateful and wicked in the extreme. They dwell far away from civilization, usually in abandoned places, and if disturbed will violently lash out against any creature. In their dwelling there is a 25% chance that 1d2 females will be present for every male. Every

female will also be accompanied by 1d3 children, whose type should be rolled randomly:

Die Roll (d8)	Child Size
1	Toddler
2-3	Child
4-8	Adolescent

Combat: Fomorians strike with crude weapons or their bludgeoning fists. Males have an effective strength of 21 (+4 "to hit"/+9 damage) and females have a strength of 20 (+3/+8). Their deformities prevent them from hurling or catching stones as most other sorts of giant can, but these same deformities make them nearly impossible to surprise, because their misplaced eyes, ears, and noses give them a wider than normal field of senses. They are themselves rather stealthy despite their lumbering appearance, and thus can sneak up on enemies. They can inflict 10 h.p. of damage against wooden structures per round, 5 h.p. against soft stone or brick, and 3 h.p. against hard stone.

Appearance: Fomorians are quite simply revolting. Their tough hides are covered in warts and patches of dry cracked skin interspersed with clumps of wirey black hairs. Their bodies are humped and misshapen, with limbs of unequal sizes set in not-quite-right positions, and the same can be said for their eyes, ears, noses, and mouths. No two are alike in their gross deformities. They tend to wear oddball collections of armor and hides as misbegotten as their bodies. They speak their own language.



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
Weaknesses	None	None
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.

In their lair there is a 50% chance that they will have 1d6 winter wolves as pets/guards (see p. 246 for details).

Frost giants can tunnel 300' per 8-hour shift in very soft rock, 200' in soft rock, and 100' in hard rock. This assumes a shaft 10' wide.

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. Such hurled stones will inflict 40 h.p. against wooden structures, 20 h.p. against soft stone or brick, and 10 h.p. against hard stone. They themselves inflict 20 h.p. of damage against wooden structures per round, 10 h.p. against soft stone or brick, and 5 h.p. against hard stone. Frost giants are immune to cold and frost of all sorts, including the breath of white dragons.

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

Spellcasters: Frost giant shamans can rise as high as 7th level.

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
Weaknesses	None	None
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:

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

(Note that these are included in the total, so if there are 10 total giants, 4 will be males, 3 females, and 3 children.)

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

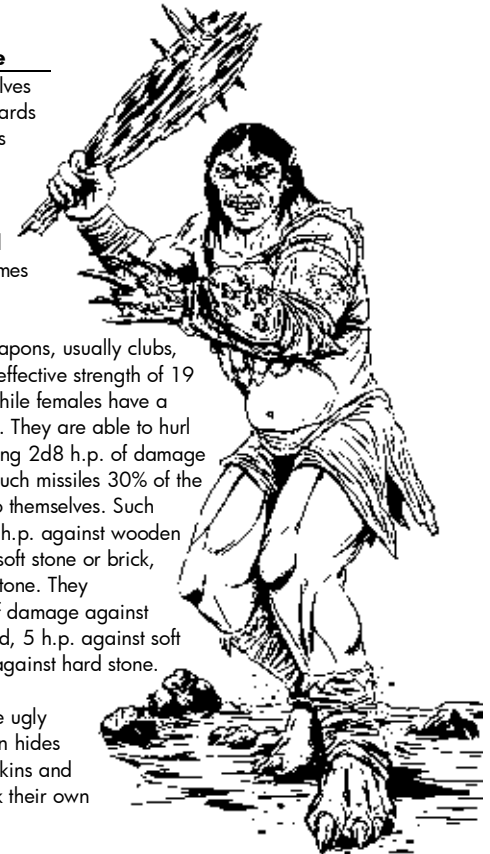
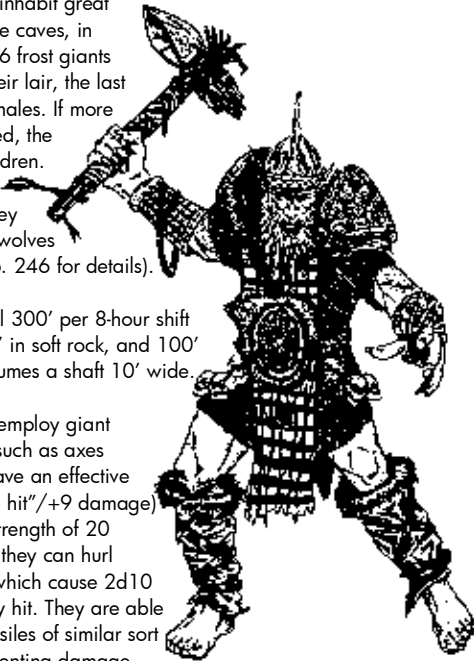
Die Roll (d%)	Creature
01-50	2d4 dire wolves
51-80	1d3 giant lizards
81-00	2d4 ogres

Hill giants can tunnel 250' per 8-hour shift in very soft rock, 150' in soft rock, and 75' in hard rock. This assumes a shaft 10' wide.

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. Such hurled stones will inflict 40 h.p. against wooden structures, 20 h.p. against soft stone or brick, and 10 h.p. against hard stone. They themselves inflict 10 h.p. of damage against wooden structures per round, 5 h.p. against soft stone or brick, and 3 h.p. against hard stone.

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.

Spellcasters: Hill giant shamans can rise as high as 7th level.



Mist Giant

Number	1d4
Morale	+13
Hit Dice	14d12
Armor Class	1
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	4d6
Defenses	Catch rocks, +1 to surprise rolls
Attacks	Hurl rocks, strength, enemies get -5 surprise rolls in fog
Weaknesses	None
Size	L (18')
Intelligence	9-14
Alignment	Neutral good/neutral evil (50% chance of either)
Treasure Type	V
Treasure Value	1d6+2x1,000
Magical Treasure	1d3 items plus 1 scroll (25%)
X.P. Value	5,150 + 25 / h.p.



General: Mist giants are distant cousins of cloud giants. They inhabit remote places naturally given to foggy conditions such as marshes, bogs, and seacoasts. If 4 mist giants are indicated, they will rarely (10%) be in the company of a cloud giant and an additional mist giant. Males and females are the same in terms of statistics; children are never seen.

Combat: Mist giants attack with great swords, and have an effective strength of 23 (+5 "to hit", +11 damage). In addition, they are able to hurl boulders up to 240', causing 2d10 h.p. of damage. They have a 45% chance of catching such boulders hurled at them, thus preventing the boulders from causing damage. Such hurled stones will inflict 40 h.p. against wooden structures, 20 h.p. against soft stone or brick, and 10 h.p. against hard stone. They themselves inflict 20 h.p. of damage against wooden structures per round, 10 h.p. against soft stone or brick, and 5 h.p. against hard stone. They have both keen hearing and smell, giving them a +1 bonus to their surprise rolls. They are also able to blend into the mist and fog; in such conditions enemies get a -5 penalty to all surprise rolls.

Appearance: Mist giants have milky white skin and hair. When they wear armor, it is white dragon hide with silver (note that armor or its absence will not affect the giant's AC). They speak their own dialect, which can be understood by cloud giants (and vice versa).

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
Weaknesses	None	None
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. 295).

Stone giants can tunnel 500' per 8-hour shift in very soft rock, 350' in soft rock, and 175' in hard rock. This assumes a shaft 10' wide.

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." Such hurled stones will inflict 60 h.p. against wooden structures, 40 h.p. against

soft stone or brick, and 20 h.p. against hard stone. They themselves inflict 30 h.p. of damage against wooden structures per round, 10 h.p. against soft stone or brick, and 5 h.p. against hard stone.

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. The speak their own dialect..

Spellcasters: Stone giant shamans can rise as high as 7th level.

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
Weaknesses	None
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. 264. In their lair, they will either have 1d2 rocs (70% chance - see p. 194) or 1d4 griffons (30% chance - see p. 115) 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

They can inflict 30 h.p. of damage against wooden structures per round, 10 h.p. against soft stone or brick, and 5 h.p. against hard stone. 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.

Verlaang

	Adult	Child	Adolescent
Number	See below	See below	See below
Morale	+6	-1	+3
Hit Dice	5d10	1d6	3d10
Armor Class	4 (or better - see below)	6	5
Move	180'/min.	60'/min.	90'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	2	1	1
Damage	Per weapon type	1d4	2d4 or by weapon
Defenses	None	None	None
Attacks	Hurl spears	None	Surprise
Weaknesses	None	None	None
Size	L (8 1/2')	S (4')	L (7')
Intelligence	11	8	8
Alignment	Neutral evil	Neutral evil	Neutral evil
Treasure Type	III	None	None
Treasure Value	Individuals 6d8, group 1d4x1,000	n/a	n/a
Magical Treasure	1 item (10%)	None	None
X.P. Value	275 + 6/h.p.	10 + 1/h.p.	125 + 4/h.p.

General: Verlaang are midway between true giants and humans, although they are classified as being among the former. When they are encountered in the wilderness, there is some chance that different types of groups will be found:

Die Roll (d%)	Creatures Encountered
01-35	1d6 verlaang
36-41	1d6 verlaang + 1d10 hill giants
42-50	1d6 verlaang + 2d10 ogres
51-71	5d6 verlaang
72-75	5d6 verlaang + 1d10 hill giants
76-80	5d6 verlaang + 2d10 ogres
81-94	1d2 verlaang
95-96	1d2 verlaang + 1d10 hill giants
97-00	1d2 verlaang + 2d10 ogres

As verlaang are more intelligent, they are often found in positions of leadership within mixed bands. In a verlaang lair, the following will be found:

- 5d6 males
- One leader with 18/00 strength and at least 40 hit points
- Females equal to the number of males plus one
- Children equal to 25% of the number of males over 9
- Adolescents equal to 25% of the number of males over 9
- When in a temperate zone, 2d4 wolves (75% chance) or 1d4 worgs (25% chance); see p. 245
- When in an arctic or subarctic zone, 1d3 winter wolves (25% chance) or 1d2 polar bears (75% chance); see p. 246 and p. 15, respectively



Combat: Verlaang strike with weapons, often hurling spears prior to closing for melee. As they are giants, they are exceedingly strong and get bonuses accordingly; roll randomly to determine the strength of any given verlaang adult (males and females are alike in terms of strength):

Die Roll (d10)	Strength	Bonus to Damage	Bonus to Hurlled Missile Range
1-2	18/75	+3	30 yards
3-6	18/90	+4	40 yards
7-9	18/99	+5	50 yards
10	18/00	+6	60 yards

Note that the increase to hurled missile range is a function unique to verlaang, and should not be applied to other creatures with exceptional strength unless otherwise noted.

Appearance: Verlaang look like large but thin humans, some with slight deformities in their faces such as overly large noses, beetled brows, etc. They speak the common tongue.

Spellcasters: Verlaang shamans can rise to the 7th level of ability.

Giant Animal

See ant, giant (p. 7), beaver, giant (p. 16), beetle, giant (p. 16), bumblebee, giant (p. 28), fly, giant (p. 85), glow worm, giant (p. 103), heron, giant (p. 120), honeybee, giant (p. 123), hookworm, giant (p. 124), hornet, giant (p. 124), mantis, giant (p. 157), lizard, giant monitor (p. 148), porcupine, giant (p. 184), slug, giant (p. 213), termite, giant (p. 229), toad, giant (p. 231), wasp, giant (p. 240), and wasp, braconid, giant (p. 241).

Giant Drosera

See drosera, giant (p. 67).

Gibbering Moucher

Number	1
Morale	+3
Hit Dice	4d10
Armor Class	1
Move	30'/min., 60'/min. (over viscous terrain)
Magic Resistance	Standard
No. of Attacks	6+
Damage	1 each
Defenses	See below
Attacks	Latch onto victim, gibbering
Weaknesses	None
Size	M
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	210 + 5/h.p.

General: The gibbering moucher is a horror made up of dozens of mouths and eyes held together by nothing but a gelatinous mess. It will close those orifices and lie in wait for prey, resembling nothing more than a heap of offal or other corruption. It will eat anything and everything; the area surrounding the lair of a gibbering moucher will be stripped bare. They are found in environments which are cool; this includes underground places almost anywhere.

The gibbering moucher moves by latching onto the ground with several of its mouths and pulling its mass along.

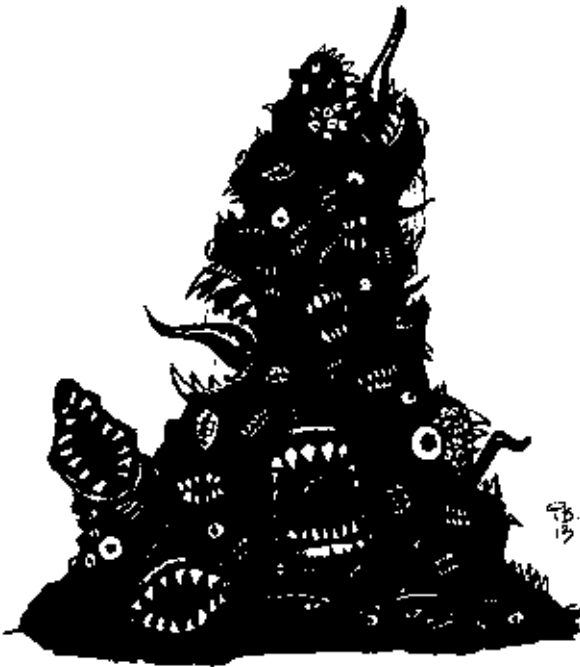
Combat: Gibbering mouchers attack with their toothy mouths; up to 6 can attack in a given round. Once a mouth hits a victim, it will become attached and will automatically inflict 1 h.p. of damage each round, with no further "to hit" rolls being required. If three or more mouths have latched onto the same victim, that creature must roll 2d6 each round thereafter; a roll of 2, 3, or 4 indicates that the victim has fallen down (those with a dexterity of 15 or higher get a +1 bonus to the roll). Such victims will be flowed over by the gibbering moucher on the next round, inflicting 12 additional attacks with more mouths. Generally, a gibbering moucher will concentrate its attack on one victim until that victim has been overflowed, and then begin to attack another.

The gibbering moulder's most feared attack, however, is its gibbering. When a potential victim (i.e., meal) is sighted, its scores of mouths will begin a cacophonous noise that can render almost any creature confused. For every round that the gibbering moulder gibbers, any creature within 60' must make a saving throw vs. spells. Failure indicates the creature is confused, and must then roll to see what behavior they will exhibit:

Die Roll (d8)	Behavior
1	Wander aimlessly for 1 round, then re-roll
2-5	Stand still, completely stunned, for 1 round, then re-roll
6-7	Attack the closest creature, which may or may not be the gibbering moulder, for 1 round, then re-roll
8	Run away at maximum speed for 2 rounds, possibly dropping anything held in the hands (as per a <i>fear</i> spell), then re-roll if still in range

In addition, the gibbering moulder is able to change the very nature of the ground around it, changing it from solid to a viscous, semi-solid consistency and back again. This can be done to the ground in a 5' radius around the gibbering moulder's body, and takes 30 seconds (6 segments) for soil and 1 minute for stone. Note that when the gibbering moulder is traveling over such viscous material, its speed is increased dramatically. It is very possible for a gibbering moulder to turn a section of floor to a more fluid state, wait for enemies to sink into it, and then suddenly turn it back to a solid stone-like consistency, thus trapping them.

Appearance: The gibbering moulder appears as a collection of mouths and eyes of various shapes and sizes, all connected by a mass of pinkish-brown flesh with no differentiation or definition.



Glomerom

Number	1d3
Morale	n/a
Hit Dice	3 (or per host)
Armor Class	8 (or per host)
Move	10'/min. (or per host)
Magic Resistance	Standard
No. of Attacks	Per host
Damage	Per host
Defenses	Spell immunity
Attacks	Glue
Weaknesses	None
Size	S
Intelligence	0 (non-ratable)
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	85 + 4/h.p., plus per host

General: A glomerom is a weird fungus creature that exists primarily as a parasitic organism on some host, usually a giant ant, giant rat, kobold, or similarly-sized creatures. Occasionally one is found on its own, in which case it will seek to infest some other creature.

Combat: Glomeroms do not attack conventionally, but creatures controlled by a glomerom colony will attack normally. If any creature or item touches the glomerom fungus itself, there is a 1 in 6 chance that one of the glomerom caps will rupture, spreading a milky-white glue over whatever touched it. This glue holds fast anything it touches: hands to hilts, people to one another, etc., while allowing the glomerom to infect the new potential host. The glue itself will crumble to dust in 1d4+1 days, but during that time the rhizomes will spread through the new host creature. By the time the glue disintegrates, the glomerom will have complete control over the new host, and will seek to infect others. Only a *cure disease* spell cast during this time will remove a glomerom infestation; once it has control over the creature, it cannot be removed. Infested creatures will die in 1d8+1 weeks.

Appearance: Glomeroms are clusters of blue-white mushrooms with long stems and large elongated caps. On infested creatures, clusters of such mushrooms will be seen along the spine, head, and neck of the host creature.

Gloomgabbler

Number	4d10x10
Morale	n/a
Hit Dice	1d8
Armor Class	10
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d8
Defenses	None
Attacks	Gibbering, +1 "to hit"
Weaknesses	None
Size	S (4 1/2')
Intelligence	6
Alignment	Chaotic neutral
Treasure Type	II
Treasure Value	2d4+1x1,000
Magical Treasure	1d3 items (15%)
X.P. Value	14 + 1/h.p.

General: Gloomgabblers are humanoids that dwell in dark forests or deep underground, as they detest light and are fearful of fire. They have no language and seemingly no leaders; how they manage to organize themselves even to the slight level that they do is a mystery.

Combat: Gloomgabblers attack with long swords, with an automatic +1 bonus "to hit". While they are in combat, the gloomgabbler horde will issue a non-stop gibbering, howling, and the like. This noise will cause all hirelings and henchmen (but not player characters) to check morale each round. Gloomgabblers themselves never check morale, and favor overwhelming opponents with waves of warriors. Gloomgabblers are considered "persons" for spells such as *charm person* or *hold person*.

Appearance: Gloomgabblers are pale humanoids with short limbs and claws for feet. They do not wear clothing. It is not known whether their gabbling noise is actually a language or not, but they do not speak any civilized tongue, and not even a *comprehend languages* spell can make them understood.



Glow Worm, Giant

Number	1d4
Morale	-1
Hit Dice	1d12
Armor Class	4
Move	30'/min., 150'/min. (flying - good)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d2
Defenses	Immune to electricity and fire
Attacks	Abdomen light
Weaknesses	None
Size	S (1' long)
Intelligence	6
Alignment	Neutral good
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	65 + 3/h.p.

General: Giant glow worms are found in temperate regions, and are generally liked by those of good disposition, as giant glow worms will often befriend kindly humans and demi-humans, acting as companions in exchange for being told wondrous tales and stories of daring deeds and faraway lands.

Combat: If faced with no alternative, giant glow worms can attack with their smallish mandibles, but will more likely flee a hostile encounter if possible. The giant glow worm is able to increase the energy generated from its abdomen once every ten minutes, however, and turn the resulting light into a beam some 3" wide and 14' long. If a creature is hit by the beam, it will take 5d4 h.p. of damage (save vs. wands to take half damage). Giant glow worms are immune to electrical and fire-based attacks.

Appearance: Giant glow worms appear much like their normal cousins, are one foot long, and will cause their abdomens to glow with a greenish-yellow light thirty seconds out of every minute, whether it is desired or not.

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
Weaknesses	None	None	None
Size	M (7')	M (7')	M (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
Weaknesses	None	None
Size	M (7')	M (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 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, respectively.

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. 132) or 2d6 hyaenodons (20% chance - see p. 301). 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.

Gnolls can tunnel 75' per 8-hour shift in very soft rock, 50' in soft rock, and 25' in hard rock. This assumes a shaft 10' wide.

Gnolls will tolerate bugbears and orcs, although they will tend to lord it over the latter if the gnolls are in sufficient numbers. They actively dislike goblins and kobolds, and will grind them into submission if it is at all possible. They are neutral towards hobgoblins.

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%
86-00	Two-handed sword	15%

Gnolls are considered "persons" for spells such as *charm person* or *hold person*.

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.

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

See also: flind (p. 84).



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 or forest gnomes are being referenced. Gnomes are distantly related to dwarves.

Regardless of type, gnomes can tunnel 80' per 8-hour shift in very soft rock, 60' in soft rock, and 30' in hard rock. This assumes a shaft 10' wide. All gnomes are considered "persons" for spells such as *charm person* or *hold person*.

Deep Gnome (Svirfneblin)

Number	3d10
Morale	+2
Hit Dice	3d10 or higher
Armor Class	2 or better
Move	90'/min.
Magic Resistance	A + 1 per level above 3rd
No. of Attacks	1 (melee weapon) or 2 (darts)
Damage	Per weapon type
Defenses	See below
Attacks	See below
Weaknesses	Sunlight
Size	S (3')
Intelligence	15
Alignment	Neutral good
Treasure Type	XVII
Treasure Value	3d10x10
Magical Treasure	None
X.P. Value	3rd level fighter: 150 + 4/h.p. (other types vary)

General: Svirfnebli (singular svirfneblin) are offshoots of the gnomish race that have adapted themselves to dwell in the deep underground environs that honeycomb the earth. There is rumored to be a vast city of the deep gnomes somewhere beneath the earth, but they will never be encountered randomly in their home.

Most svirfnebli are 3rd level fighters. However, when encountered there may be some high-level types in addition. The number, and x.p. value, of such are determined by the number of regular warriors:

Warriors	Additional Figures
Every 4 warriors	One 4th level fighter
20 or more warriors	One 6th level fighter ("burrow warden") plus two additional 5th level fighters

There is a 25% chance that any given 6th level fighter will possess a special ability or will be a multi-classed character:

Die Roll (d6)	Special Ability/Multi-Class
01-12	Multi-classed 6th level fighter/5th level illusionist
13-20	Multi-classed 6th level fighter/6th level illusionist
21-25	Multi-classed 6th level fighter/7th level illusionist
26-75	Elemental summoner (see below)
76-00	No special ability

Deep gnomes that are elemental summoners can attempt to *summon* a creature from the elemental plane of earth once per day. The summoned elemental will aid and obey the summoner for up to one hour before returning to its plane of origin. The type of creature responding to the summons should be determined randomly:

Die Roll (d20)	Summoned Elemental
1	Earth elemental (24 HD)
2-6	Earth elemental (16 HD)
7-10	Earth elemental (12 HD)
11-15	Earth elemental (8 HD)
16-18	Xorn
19-20	Summoning fails

Due to their mutual affinity, any creature from the elemental plane of earth is only 10% likely to harm a deep gnome, although a great price in gems might have to be paid for such protection...

Svirfnebli often protect the areas in which they operate with a variety of traps, pitfalls, and secret passages into which they can flee. They are enemies of the drow, fish men, and dthionoids, and are quite greedy for gems of all sorts.

They have infravision with a range of 120' and ultravision with a 60' range.

Combat: Svirfnebli fight with weapons; typically they will be armed with a dagger +1 and a pick (horseman's) +1, although neither of these weapons is actually magical, but rather derives its bonuses from the weird radiations of the underworld. Once removed from the deep underground for more than 1 week, they will lose their bonuses. In addition, those who are 3rd level will carry 1d4+6 darts (range 40', damage 1d3/1d3, releases gas on impact; save vs. poison or be stunned for 1 round and slowed for the next 4 rounds). Those who are above 4th level or above will carry 1d4+2 additional darts that act as the darts described above, except instead of gas they contain a vial of acid that will eat a 3" hole in solid metal armor (such as plate armor) and will do 2d4 h.p. of damage to anyone wearing a leather-based armor or metal armor that is anything less than solid in design such as mail). They get a bonus of +2 "to hit" when hurling their darts, of either type.

Most deep gnomes wear ring armor, and none carry shields. The make of the ring armor worn by higher-level deep gnomes is such that it improves their armor class by 1 per level above 4th. This is not a magical effect, and will disappear after 1 week of the armor itself being removed from their weird underground habitat, just like it does for their weapons.

In addition, all svirfnebli have the following magical powers:

- *Blindness* once per day
- *Blur* once per day
- *Change self* once per day
- Immunity to *illusion/phantasm* spells always
- *Non-detection* always

Like their hill gnome cousins, deep gnomes have the following powers:

- 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 traveling below ground (50%)

Deep gnomes get a +2 bonus to saving throws vs. poison and a +3 bonus to all other saving throws. When in direct sunlight or within the effect of a *continual light* spell or other source of bright light, they get a -2 penalty on all "to hit" rolls.

Appearance: Deep gnomes look like most other gnomes, except being somewhat more muscular, with gray or brown skin and a tendency towards baldness. They speak their own dialect of gnomish (60% comprehensible to other gnomes), some fish man and drow, and the common tongue of the underground realms. They can communicate telepathically with creatures from the elemental plane of earth.

Forest 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	Animal guards
Attacks	None
Weaknesses	None
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: Forest gnomes dwell in rolling wooded hills. They have infravision (60' range) and will make their home in an elaborate village dug into the soil of the hills, with entrances usually found in and around the roots of great trees. Gnome clans are not hostile towards one another, but they often will have friendly rivalries between them. Most gnome lairs (80%) will have the following animals as guards and pets:

Die Roll (d%)	Animals Present
01-60	3d6 carnivorous dire squirrels (see p. 48)
61-69	1d6 wolves (see p. 245)
71-94	1d4 stags (see p. 223)
95-00	1d2 giant porcupines (see p. 184)

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

- Detect deadfalls, pits, etc. when traveling outdoors in woodlands within 10' (70%)
- Sense direction when traveling in woods (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 (additional individuals are cumulative):

Number	Additional Figures
160+	One 3rd level fighter, one 5th level fighter
200+	One druid of level 1d3+3, one thief of level 1d3
320+	One 6th level fighter, two 5th level fighters, one 7th level druid, four 3rd level druids, two thieves of level 1d4

In addition to those listed above, gnomish communities will also have the following:

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

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

Combat: Forest gnomes of 4th level 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, forest 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: Forest gnomes have skin of brownish hue with white hair and blue or gray eyes. They tend to wear leather and earth-toned clothing. They speak their own tongue as well as that of kobolds, goblins, halflings, dwarves, and the common tongue. They are able to understand, and be understood by, small woodland creatures such as rabbits, squirrels, robins, etc.

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	Animal guards
Attacks	None
Weaknesses	None
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 hills, which may or may not be wooded. They have infravision (60' range) and will make their home in an elaborate town hewn into the stone of the hills. Gnome clans are not hostile towards one another, but they often will have friendly rivalries between them. Most gnome lairs (80%) will have the following animals as guards and pets:

Die Roll (d%)	Animals Present
01-70	5d6 badgers (see p. 11)
71-90	3d4 giant badgers (see p. 11)
91-00	2d8 wolverines (see p. 247)

Hill gnomes are accomplished stoneworkers, 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 traveling below ground (50%)

For every 40 hill gnomes encountered, there will also be a fighter of level 1d3+1. Larger groups will also have higher-level characters as indicated below (additional individuals are cumulative):

Number	Additional Figures
160+	One 3rd level fighter, one 5th level fighter
200+	One cleric of level 1d3+3, one illusionist of level 1d4
320+	One 6th level fighter, two 5th level fighters, one 7th level cleric, four 3rd level clerics, two illusionists of level 1d4

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

Hill 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 4th level 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: Hill gnomes have skin of brownish hue with white hair and blue or gray eyes. They tend to wear leather and earth-toned clothing. They speak their own tongue as well as that of kobolds, goblins, halflings, dwarves, and the common tongue. They are able to understand, and be understood by, small burrowing creatures such as badgers, moles, rabbits, etc.

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
Weaknesses	None	None
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
Weaknesses	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
Weaknesses	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. 245). If this is the case, there will also be 10d4 riderless wolves.

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.

Goblins can tunnel 85' per 8-hour shift in very soft rock, 65' in soft rock, and 30' in hard rock. This assumes a shaft 10' wide.

Goblins get along well with other goblins, their larger cousins the bugbears, and kobolds. Given a choice between associating with orcs or hobgoblins, they will prefer the latter, but the two races do not share a warm relationship, on the whole.

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%

Goblins are considered "persons" for spells such as *charm person* or *hold person*.

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.

Golden Scarab

Number	1d20
Morale	-3
Hit Dice	1d4
Armor Class	9
Move	10'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4
Defenses	None
Attacks	Poison
Weaknesses	None
Size	S (1")
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	12 + 1/h.p.

General: The golden scarab is a small insect that is usually found sleeping on piles of gold coins, where its natural camouflage makes it nearly impossible to spot without careful examination. If disturbed, it will attack.

Combat: Golden scarabs attack with their bite. Those bitten must make a saving throw vs. poison or die.

Appearance: Golden scarabs are beetles with a round flat carapace that resembles a gold coin.

Golem, Greater

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. They are incapable of speech.

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	Spell immunity
Attacks	See below
Weaknesses	Berserking
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 *bles* spell
- Casting a *commune* spell
- Casting a *prayer* spell
- Casting a *resurrection* spell
- Casting an *animate objects* 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, attacking 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, starting again at 1% the next time the golem is in combat.

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	+1 (or better) weapon to harm, spell immunity
Attacks	None
Weaknesses	Berserking
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 *geis* spell
- Casting a *polymorph any object* spell
- Casting a *protection from normal missiles* spell
- Casting a *strength* spell
- Casting a *wish* 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 its creator (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, starting again at 1% then next time the golem is in combat.

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	+3 (or better) weapon to harm, spell immunity
Attacks	Poison gas
Weaknesses	Rust
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 *cloud kill* spell
- Casting a *geis* spell
- Casting a *polymorph any object* spell
- Casting a *wish* spell

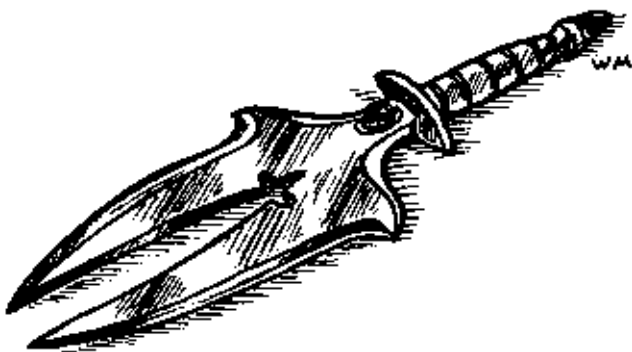
All of the spells must be cast in succession, after the body of the golem itself has been cast from iron (a process that itself takes 3 months of uninterrupted work). Once completed, the golem will be under the complete command of its creator. If the creator of the golem is himself slain, the golem will 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 slow 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.

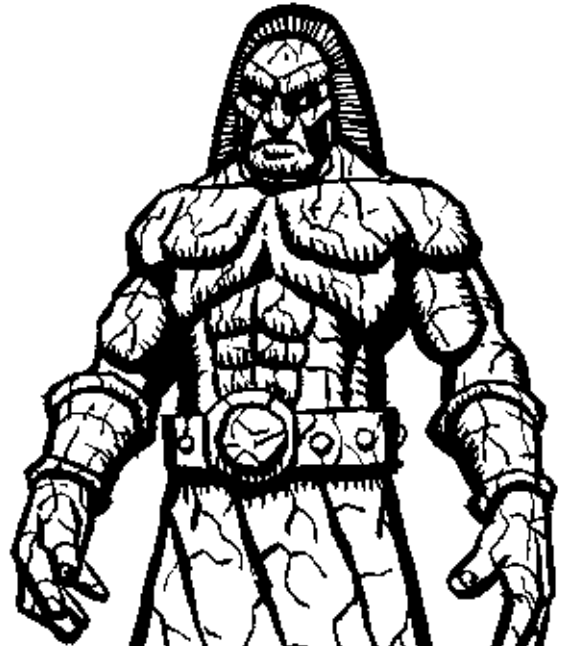
Iron golems are susceptible to the attack of a rust monster (see p. 196). They can inflict 30 h.p. per round against wooden structures, 10 h.p. against earthworks or hard stone, and 20 h.p. against soft stone or brick.

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	+2 (or better) weapon to harm, spell immunity
Attacks	Slow
Weaknesses	None
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 *geis* spell
- Casting a *polymorph any object* spell
- Casting a *slow* spell
- Casting a *wish* 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 its creator. 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.

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

They can inflict 30 h.p. per round against wooden structures, 10 h.p. against earthworks or soft stone or brick, and 5 h.p. per round against hard stone.

Appearance: Stone golems are large stone statues in human form.

Golem, Lesser

Lesser golems are magical constructs brought into being via the spell *golem* (see the **ADVENTURES DARK AND DEEP™** Players Manual for details of the spell).

Lesser golems make all saving throws as if they were clerics of the same level as the cleric that created them. As they are mindless, any mind-affecting spell such as sleep, fear, charm, illusions, etc., are ineffective against them. They are incapable of speech.

They are able to follow simple commands involving a maximum of a dozen words.

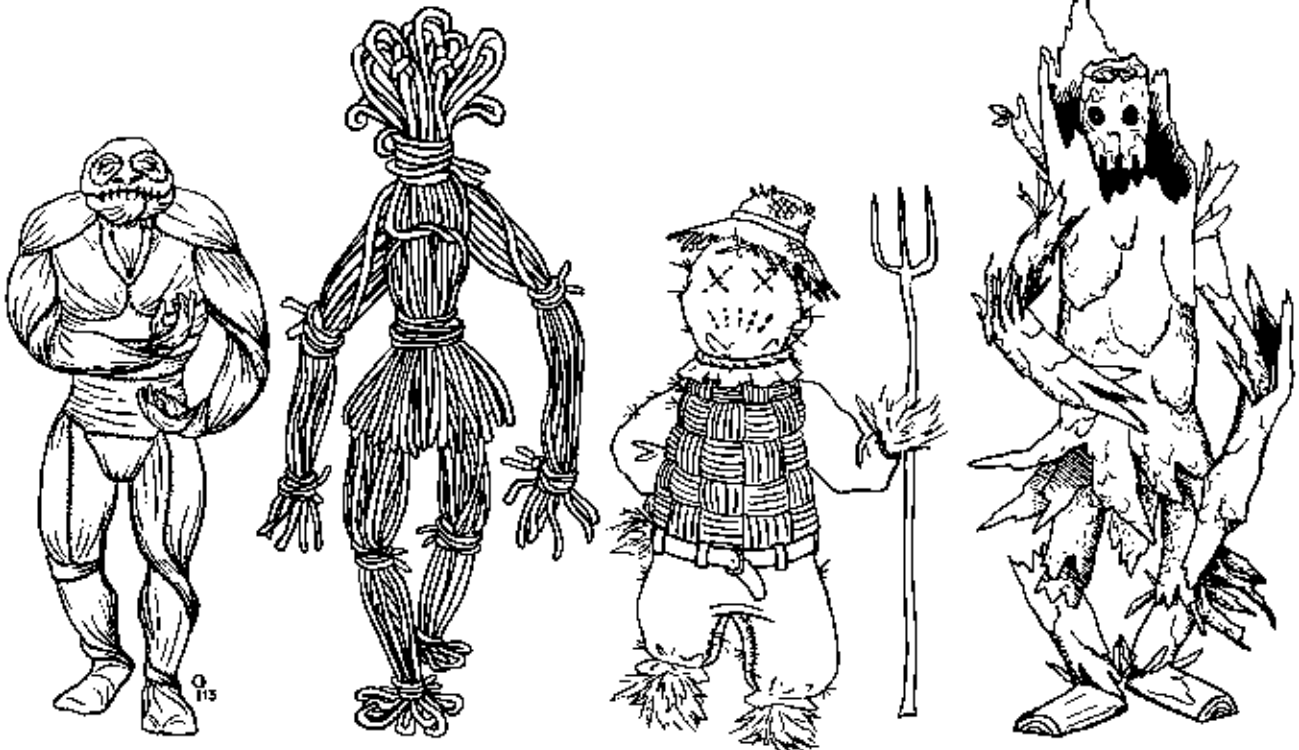
Leather Golem

Number	1
Morale	n/a
Hit Dice	4d10 (40 h.p.)
Armor Class	6
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d6/1d6
Defenses	+1 (or better) weapon to harm, non-blunt weapons do half damage
Attacks	None
Weaknesses	None
Size	S-L
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	330

General: Leather golems can be created by casters of 13th level or greater; they require 9 hours to construct, and will remain whole for 6 hours per level of the caster thereafter. They can carry up to 50 lbs.

Combat: Leather golems strike with their fists. They can only be harmed by weapons of +1 or greater enchantment, and edged and pointed weapons do only half damage.

Appearance: Leather golems are humanoid in form, completely made out of cuir bouli (boiled leather).



Rope Golem

Number	1
Morale	n/a
Hit Dice	3d10 (30 h.p.)
Armor Class	8
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d8
Defenses	Immune to blunt weapons, piercing weapons cause half damage
Attacks	Strangulation
Weaknesses	None
Size	S-L
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	245

General: Rope golems can be created by casters of 11th level or higher. They require 3 hours to construct and will remain whole for 3 hours per level of the caster. They can carry 40 lbs.

Combat: Rope golems attack by looping their rope-arms around the necks of victims. A successful hit means the golem will inflict automatic strangulation damage on all subsequent rounds until destroyed. They can engage in two such attacks at the same time. Any blunt weapon does no damage against a rope golem, and piercing weapons only do half damage.

Appearance: Rope golems are humanoid, and completely made out of rope.

Straw Golem

Number	1
Morale	n/a
Hit Dice	2d10 (20 h.p.)
Armor Class	10
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d2/1d2
Defenses	Immune to piercing weapons, blunt weapons do half damage
Attacks	None
Weaknesses	Fire does double damage
Size	S-L
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	110

General: Straw golems can be constructed by casters of 9th level or greater. They require 1 hour to construct and will remain whole for 1 hour per level of the caster. They can carry 30 lbs.

Combat: Straw golems attack with their blunt fists of straw. Piercing weapons do no damage against them, and blunt weapons do half their normal damage. They are susceptible to fire; fire-based attacks do double damage.

Appearance: Straw golems are humanoid figures made of straw.

Wood Golem

Number	1
Morale	0
Hit Dice	5d10 (50 h.p.)
Armor Class	4
Move	30'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	3d4
Defenses	+1 (or better) weapon to harm, blunt and piercing weapons do no damage
Attacks	None
Weaknesses	None
Size	S-L
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	525

General: Wood golems can be constructed by casters of 15th level or higher. They require 27 hours to manufacture and will remain animate for 12 hours per level of the caster. They can carry 60 lbs.

Combat: Wood golems attack with their fists. They are immune to blunt and piercing weapons, and are only harmed by weapons of +1 or greater enchantment in any case.

Appearance: Wood golems are vaguely humanoid figures made of bundled and cast-off pieces of wood, fallen tree limbs, etc. They are not solid wooden statues.

Gorgimera

Number	1
Morale	+7
Hit Dice	10d8
Armor Class	5 (lion parts), 2 (all others)
Move	120'/min., 150'/min. (flying - clumsy)
Magic Resistance	Standard
No. of Attacks	5
Damage	1d3/1d3/2d4/2d6/3d4
Defenses	None
Attacks	Breath weapon
Weaknesses	None
Size	L (5' tall at shoulder)
Intelligence	3
Alignment	Chaotic evil
Treasure Type	IV
Treasure Value	1d8+3x1,000
Magical Treasure	1d6 items (10%)
X.P. Value	2,557 + 14/h.p.

General: This relative of the chimera (see p. 35) is considerably more fearsome, as it combines the qualities of a gorgon (see below) with those of the chimera. It is found in most climes save the coldest, and generally keeps to the most out-of-the-way locales.

Combat: The gorgimera attacks with its two claws, the bite of its lion head, ramming with its gorgon head, and the bite of its dragon head. In addition, both the gorgon and dragon heads are able to use breath weapons in combat, but not in the same round it uses its standard claw/claw/bite/ram/bite attack.

If enemies are more than 10' away, it will use one of its two breath weapons (equal chances of either being used). If they are closer, roll each round to determine which of its attacks it will use:

Die Roll (d6)	Attack used
1	Red dragon breath weapon
2	Gorgon breath weapon
3-6	Claw/claw/bite/ram/bite

The gorgon head can spew forth a cloud of petrifying gas in a cone some 30' long and 10' wide at the base; those within the cloud must make a saving throw vs. petrification or be turned to stone. The dragon head can breathe fire in a cone 50' long and 20' wide at the base, which does an amount of damage equal to the gorgimera's current hit point total (a saving throw vs. breath weapon is allowed for half damage). Both breath weapons can be used twice in any 24 hour period. The gorgon head can see into both the astral and ethereal planes, and the effect of that head's breath weapon extends into those supernatural realms as well.

Appearance: The gorgimera has the hind parts of a bull clad in blue-steel scales, the midsection of a red dragon (complete with wings), and the foreparts of a great lion. It has three heads; a gorgon, a red dragon, and a lion. It is often mistaken for a chimera; only close inspection will notice the nature of the gorgon parts of the creature. It speaks a pidgin form of the draconic tongue.



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
Weaknesses	None
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. Gorgons 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.

Gorilla Bear

Number	1d6+1
Morale	+6
Hit Dice	4d10
Armor Class	4
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d8/1d8
Defenses	+4 to surprise rolls
Attacks	Hug
Weaknesses	None
Size	L (9')
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	130 + 5/h.p.



General: Gorilla bears are a frightful mix of the two creatures. Their senses are excellent, and they thus get a +4 bonus to all surprise rolls. They are both aggressive and carnivorous.

Combat: Gorilla bears attack with their great paws. If the creature hits with a natural roll of 18 or higher, they are able to hug for 2d6 h.p. of damage.

Appearance: Gorilla bears have the body and head of a gorilla with the arms and teeth of a bear.

Granite Man

Number	1d4
Morale	+4
Hit Dice	8d12 - 10d12
Armor Class	-2
Move	60'/min.
Magic Resistance	A
No. of Attacks	2
Damage	See below
Defenses	Magic use, lightning and fire immunity
Attacks	Magic use, animate boulders
Weaknesses	Save vs. cold-based attacks at -4, take double damage
Size	L
Intelligence	12
Alignment	Neutral
Treasure Type	XIII
Treasure Value	3d10x10
Magical Treasure	2 items (60%)
X.P. Value	

General: Granite men are creatures of living rock that dwell in hilly or mountainous areas where there are a variety of boulders they can command (see below). They are generally regarded as grumpy, slow-moving creatures who dislike disturbances to their deliberate and rocky lives.

Combat: Granite men attack with their two appendages that are used as both hands and feet. The exact hit dice and damage of any given granite man should be determined randomly:

Die Roll (d6)	Hit Dice	Damage	X.P. Value
1-3	8d12	2d8	1,950 + 14/h.p.
4-5	9d12	3d6	2,850 + 16/h.p.
6	10d12	4d6	4,950 + 18/h.p.

Granite men can use the following magical abilities once per round (as if they were 20th level casters, as applicable):

- *Move earth*
- *Passwall*
- *Stone shape*
- *Transmute rock to mud*
- *Wall of stone*

Granite men take double damage from cold-based attacks and make saving throws against them with a -4 penalty. Lightning and non-magical fire do not affect them; but they are affected normally by magical fire, but make saving throws against it with a +4 bonus.

Finally, granite men are able to animate nearby boulders, compelling them to sprout limbs and act just like a regular granite man. Up to two boulders can be animated per granite man, and they must remain within 60' of the



granite man who animated them in the first place. Such boulders will function as normal granite men, except they only move 30' per round (roll randomly to determine the size of the animated boulder, just as if it were a normal granite man).

Appearance: Granite men look like large boulders with two leg/arms beneath them. Some will have beards of lichen. They speak their own slow tongue, which is seemingly mutually intelligible to tree men.

Greenhag

Number	1
Morale	+7
Hit Dice	9d8
Armor Class	-2
Move	120'/min., 120'/min. (swimming)
Magic Resistance	E
No. of Attacks	2
Damage	1d2+6/1d2+6
Defenses	Magic use, +4 to surprise rolls, move silently, 90% invisible in foliage
Attacks	Magic use, enemies get -4 to surprise rolls
Weaknesses	None
Size	M
Intelligence	6-12
Alignment	Neutral evil
Treasure Type	IV
Treasure Value	1d10x200
Magical Treasure	1d2 items (60%)
X.P. Value	1,600 + 12/h.p.



General: Greenhags are cousins of both annis and night-hags (see pp. 5 and 414, respectively), and are found in remote woodlands, moors, swamps, and other desolate watercourses. They dwell in small caves. They possess a very effective ability to mimic human/demihuman voices and animal noises, and will often use this to lure victims closer before attacking. They have both *infravision* and *ultravision* with a 60' range. Those that dwell in water are called shellycoats.

Combat: Greenhags attack with their iron-hard claws. All have an effective strength of 18/00, and thus get a +6 bonus to damage rolls. Due to their coloration and skills, they are able to move silently and become effectively invisible in foliage of all sorts with 90% effectiveness. In addition, all greenhags have the following magical powers, any one of which can be performed each round:

- *Audible glamer*
- *Change self*
- *Dancing lights*

- *Invisibility*
- *Pass without trace*
- *Speak with monsters*
- *Water breathing*
- *Weakness*

Greenhags get a +4 bonus to their own surprise rolls and enemies get a -4 penalty to theirs.

Appearance: Greenhags are gaunt and hideously ugly women with green hair and skin, dressed in rags and patched clothing. They speak the common language of hags, as well as ogre, the tongue of fomorians, and the common tongue.

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
Weaknesses	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. In the air, they will attack with either beak or claws.

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

See also: opinicus (p. 174).

Grig

Number	See below
Morale	-3
Hit Dice	1d4
Armor Class	2
Move	60'/min., 120'/min. (leap)
Magic Resistance	D
No. of Attacks	3 (darts), 2 (sword)
Damage	Per weapon type
Defenses	Magic use, +5 to surprise rolls
Attacks	Magic use, compulsive dance, enemies get -4 to surprise rolls
Weaknesses	None
Size	S (1 1/2')
Intelligence	9
Alignment	Neutral good
Treasure Type	VII
Treasure Value	1d4+4x100
Magical Treasure	1d2 items (60%)
X.P. Value	50 + 1/h.p.



General: Grigs are pleasant but reclusive and shy sprite-like creatures that inhabit the same sorts of isolated and idyllic woodlands as sprites, fairies, and the like. There is a chance that any encounter with grigs will actually be with a larger group of grigs and/or atomies (see p. 10) engaged in a revelry including dancing, music, games, and feasting:

Die Roll (d%)	Encounter With...
01-70	2d6 grigs
71-85	5d10 grigs in revelry
86-95	2d6 grigs and 3d4x10 atomies in revelry
96-00	5d10 grigs and 3d4x10 atomies in revelry

Grigs will only attack creatures of evil bent or others who display hostility towards them. They will often use their magic powers for jokes and japes targeted against strangers.

Grigs have infravision and ultravision with 180' range, and their hearing is twice as effective as that of a human.

Combat: Grigs attack with their slim short swords (treat as knives if wielded by any creature except a grig) and darts (do 1 h.p. of damage if wielded by any non-grig). They get a +2 bonus "to hit" when hurling their darts, and each grig will carry 6 such missiles, typically. Their high armor class is due in large part to their high dexterity. In addition, they have the following magical powers any one of which can be used once per round (as a 6th level caster):

- *Change self*
- *Entangle*
- *Invisibility*
- *Pyrotechnics*
- *Trip*
- *Ventriloquism*

Grigs get a +5 bonus to their own surprise rolls, and enemies get a -4 penalty to their own rolls. Grigs are considered "persons" for spells such as *charm person* or *hold person*.

25% of all grigs are able to play a song on their bowed instruments that compels those listening within 30' to dance, unless a saving throw vs. spells is successful. Such grig musicians are able to play for hours, and their victims will drop of exhaustion long before then.

Appearance: Grigs are small creatures with delicate features and the legs and gossamer wings of a cricket. They speak their own language as well as that of atomies, brownies, pixies and sprites. They can understand common, but speak it so quickly and highly pitched that it makes comprehension difficult.

Grim

	Black Cat	Black Dog	Black Owl
Number	1	1	1
Morale	n/a	n/a	n/a
Hit Dice	4d10	4d10	4d10
Armor Class	0	0	0
Move	180'/min.	180'/min.	180'/min. (flying - average)
Magic Resistance	C	C	C
No. of Attacks	3	1	3
Damage	1d2/1d2/1d4	2d4	2d4/2d4/1d4+1
Defenses	+1 (or better) weapon to harm, magic use		
Attacks	Rake for 1d3/1d3, enemies get -3 to surprise rolls	Enemies get -3 to surprise rolls	Enemies get -3 to surprise rolls
Weaknesses	None	None	None
Size	M	M	M
Intelligence	10	10	10
Alignment	Neutral good	Neutral good	Neutral good
Treasure Type	None	None	None
Treasure Value	n/a	n/a	n/a
Magical Treasure	None	None	None
X.P. Value	285 + 5/h.p.	285 + 5/h.p.	285 + 5/h.p.

General: Grims are supernatural creatures, native to the material plane, who are guardians of good and who give warnings of and occasionally actively fight to defeat rising evil. Each day the grig can choose a form for the day;

either a giant black cat, black dog, or a giant black owl. They will generally appear and utter a mournful howl or cry of warning. They do not otherwise communicate.

Combat: The attack of a grim depends on its chosen form for the day. In cat form, they attack with their front claw and bite; if both front claws hit, the grim will also be able to attack with a rake of its two hind claws (successful "to hit" rolls are still required). In dog form, it attacks with its bite. In owl form, it strikes with its claws and beak. Enemies get a -3 penalty to their surprise rolls.

All grims can only be struck by weapons of +1 or better enchantment. They also have the following powers and abilities:

- *Detect evil* once per round (70' range)
- *Protection from evil* 10' radius at will
- *Turn undead* as an 8th level cleric (+2 bonus when turning creatures from the lower planes)

Appearance: The appearance of the grim depends on the form chosen. They will always be larger than normal and black in color.

Grimlock

	Warrior	Leader	Champion
Number	20d10	See below	See below
Morale	+4	+5	+6
Hit Dice	2d8	3d8	4d8
Armor Class	5	4	3
Move	120'/min.	120'/min.	120'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	1d6 or per weapon type		
Defenses	Spell immunity	Spell immunity	Spell immunity
Attacks	None	None	None
Weaknesses	Noise or smell	Noise or smell	Noise or smell
Size	M	M	M
Intelligence	9	9	9
Alignment	Neutral evil	Neutral evil	Neutral evil
Treasure Type	Individuals XV, group II		
Treasure Value	Individuals 2d6, group 1d4x1,000		
Magical Treasure	n/a	n/a	1 armor or weapon (10%)
X.P. Value	28 + 2/h.p.	50 + 3/h.p.	85 + 4/h.p.

General: Grimlocks are blind humanoids that roam deep beneath the ground. Due to their sightless eyes, their other senses have developed to the point where they can use them to "see" as if they had normal sight within 20'. They are thus immune to spells such as *invisibility*, *darkness*, *phantasmal force*, etc. An *audible glamor* or similar spell, or substances such as pepper or snuff (if inhaled) will cut this range in half and impose a -2 penalty on their "to hit" rolls. They are fond of human flesh and will occasionally raid the surface in search of victims.

For every 10 grimlocks encountered one will be a leader. For every 40 grimlocks, one will be a champion. Due to their sightless nature, they rarely (10%) will have 1d3 medusae in their lair (see p. 157). Wandering groups of grimlocks will very occasionally (2% chance) be found in the company of 1d2 brain eaters.

Combat: Grimlocks will normally (90%) fight with weapons, although they can rend opponents with their bare hands if they choose. Weapons carried by grimlocks 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%)	Weapon	% Composition
01-15	Bastard sword	15%
16-30	Battle axe	15%
31-45	Broad sword	15%
46-65	Hand axe	20%
66-85	Long sword	20%
86-00	Two-handed sword	15%

Leaders will always wield battle axes, and champions will always wield two-handed swords. In rocky or stone terrain, grimlocks are able to blend in with the surface and become essentially invisible. They can only do this while completely immobile, however. Grimlocks are considered "persons" for spells such as *charm person* or *hold person*.

Appearance: Grimlocks are humanoid in appearance, with thick gray skin and long black tangled hair. Their eyes are pure white, as are their sharp teeth. They wear dark rags. They speak a degenerate form of the common tongue.

Gripli

	Male/Female	Mate	Tribe Mother
Number	1d10	1d3	1
Morale	-1	-2	-3
Hit Dice	1d10	2d8	3d8
Armor Class	9	8	7
Move	90'/min., 150'/min. (in trees)		
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	1d4 or per weapon type		1d6+1
Defenses	None	None	None
Attacks	-3 to enemies' surprise rolls	-3 to enemies' surprise rolls, poison	-3 to enemies' surprise rolls, musk cloud
Weaknesses	None	None	None
Size	S (2 1/2')	S (2 1/2')	S (2 1/2')
Intelligence	15	15	15
Alignment	Neutral	Neutral	Neutral
Treasure Type	None	None	IV
Treasure Value	n/a	n/a	4d8x1,000
Magical Treasure	n/a	n/a	1 item (15%)
X.P. Value	45 + 2/h.p.	65 + 2/h.p.	90 + 3 / h.p.



General: Griplis are peaceful creatures found in tropical and semi-tropical jungles and swamps. They are mostly innocuous, subsisting on fruit and insects alone, and are not warlike, only raiding travelers for brightly-colored cloth or shiny baubles. Although they dwell on the ground in villages of half-buried mud huts, they are graceful and fast when traveling through the trees. They are

exceedingly long-lived (up to seven centuries) and the tribe mother, the only fertile female in the group, produces just enough clutches of eggs in her long lifetime to maintain the tribe's small size.

When encountered randomly in the wilderness, 1d10 males/females will be encountered (they are the same in almost all respects). When a village is encountered, there will be 5d6 males/females, 1 tribe mother, and 1d3 mates to attend her. Each village will have 1d6 non-combatant tadpoles.

Combat: Griplis usually fight with nets, poison darts, light crossbows with poisoned bolts, and daggers. Poisoned gripli weapons will kill anyone they strike who fails a saving throw vs. poison with a +2 bonus. Their natural coloration allows them to blend in with their surroundings, thus giving enemies a -3 penalty to their surprise rolls. Griplis also make great use of snares, pits, and the like to defend their villages.

The mates also have poison glands in their claws that have the same effect as the poison used on gripli weapons. The tribe mother can also produce a musk cloud once per day: a 20' cloud of noxious vapor, centered on a point within 30' of her position. Anyone within the cloud must make a saving throw vs. poison or be overcome with nausea for 2-5 minutes, in effect helpless and unable to move, fight, cast spells, etc. If the saving throw is successful, the victim in the cloud is able to move out of the cloud and will only be under its effect for a minute afterwards, as his eyes, nose, and throat are cleared of the vapors.

Appearance: Griplis are humanoid tree frogs, and, while brightly colored, their striations make it easy for them to blend in with their surroundings. They speak their own language.

Gryph

Number	1d6
Morale	-1
Hit Dice	2d8 - 4d8
Armor Class	6
Move	210'/min. (flying - good)
Magic Resistance	Standard
No. of Attacks	1
Damage	2d6
Defenses	None
Attacks	Females lay eggs in victims
Weaknesses	None
Size	S (3', 7' wingspan)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	See below

General: Gryphs are birds that inhabit large underground caverns, where they are fond of swooping down on prey from great heights. They have multiple legs; the more legs the bird has, the tougher and harder it is. The number of legs of each individual gryph should be determined randomly:

Die Roll (d6)	Legs	Hit Dice	X.P. Value
1-3	4	2d8	28 + 2/h.p.
4-5	6	3d8	50 + 3/h.p.
6	8	4d8	85 + 4/h.p.

If 3 or more gryphs are encountered, there is a 35% chance that one of them will be a female who is gravid with eggs.

Combat: Grylphs attack with their beak. Egg-bearing females will, if they successfully hit, inject the victim with their eggs, where they rest in the bloodstream. Such an attack does no damage, as it is not made with the beak, but rather a special tubule. Once injected with the eggs, the victim will experience a slight swelling of the abdomen, which will suddenly burst as the eggs hatch in 1d3 days. When this happens, 1d4 baby grylphs will emerge. *Cure disease* or *dispel evil* will destroy the eggs prior to hatching, as will mightier magics such as *limited wish*. A *cure* spell (no matter the exact type) will not do so.

Appearance: Grylphs are large birds with long narrow beaks, smallish heads, and more than one pair of legs (as noted above). They are jet black in color.

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	Enemies get -2 to surprise rolls
Attacks	See below
Weaknesses	None
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: 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. 48). They do not swim.

For every 30 halflings encountered, there will also be two 2nd level fighters. Groups or settlements of halflings will have higher-level types accompanying (and leading) them as follows (additional individuals are cumulative):

Size	Additional Figures
90+	One 3rd level fighter, one 2nd level thief
150+	One 4th level fighter, two 3rd level clerics, three 2nd level thieves

In addition to those listed above, a halfling community will also have the following:

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

Halflings can tunnel 75' per 8-hour shift in very soft rock, 50' in soft rock, and 25' in hard rock. This assumes a shaft 10' wide. Halflings are considered persons for purposes of spells such as *charm person* and *hold person*.

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: Halflings look like 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.

Hangman Tree

Number	1
Morale	n/a
Hit Dice	See below (trunk), 1d8+12 (each vine), attack as 6d8 HD creature
Armor Class	3 (trunk), 5 (vines)
Move	See below
Magic Resistance	See below
No. of Attacks	3
Damage	1d3
Defenses	None
Attacks	Strangulation, hallucinatory pollen, digestion
Weaknesses	None
Size	L (20' or taller)
Intelligence	6
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	1,600 + 8/h.p.

General: Hangman trees are greatly feared carnivorous plants found in most climates save the coldest or driest. They consist of a large woody trunk and 1d4+5 vines that dangle down and attack prey. In freezing temperatures the tree will sink a long taproot into the ground and go dormant. The age of the tree will determine many of its characteristics:

Die Roll (d%)	Age (Years)	Category	Additional Hit Points (Trunk)	Move	Magic Resistance
1-10	1-10	Sprout	1d10	n/a	Standard
11-30	11-25	Sapling	3d10	6'/hr.	A
31-80	26-75	Mature	7d10	4'/hr.	G
81-95	76-150	Old	13d10	2'/hr.	N
96-00	151+	Ancient	21d10	1'/hr.	T

Sprouts are non-combatant and do not speak; thus they will rarely be spotted for what they are. All hangman tree trunks have 6d8 hit points in addition to the number specified above; they attack as 6d8 HD monsters regardless of age or actual hit points.

Combat: Hangman trees attack by means of their vines. Each tree has 1d4+5 such vines; only three of which can be used to attack in any given round. Once

a vine successfully attacks a victim, it wraps itself around the throat and will automatically strangle that victim for 1d3 h.p. per round. As this is happening, the vine will be lifting the victim up to be dropped into the hollow, acid-filled trunk to be digested. It takes 4 full rounds to do so; on the fifth round the victim will be dropped into the trunk and take 3d4 h.p. per round automatically. Once dropped into the trunk, escape is impossible through non-magical means; not only is it slippery within, but spines line the interior, pointing downward. Up to three man-sized creatures can be digested at any given time.

Each vine has its own hit point total that is kept track of separately from those of the trunk. Once a vine is brought to 0 hit points, it is severed.

In addition, all trees that are mature or older can issue a cloud of hallucinatory pollen; this is often done at longer range to entice prey towards it. The cloud has a radius of 80' around the tree. Any creature within the cloud must make a saving throw vs. poison or believe the hangman tree to be a friendly or innocuous intelligent vegetable creature such as a tree man, quickwood, etc.

Appearance: Hangman trees look like oak trees with few branches. They have vines depending down from those limbs they do have. Knots around the trunk are in actuality the sensory organs of the tree. A slight gash in the trunk at the base allows the tree to expel indigestible wastes such as metals.

Harpy

Number	2d6
Morale	+1
Hit Dice	3d8
Armor Class	7
Move	60'/min., 150'/min. (flying - average)
Magic Resistance	D
No. of Attacks	3
Damage	1d3/1d3/1d6
Defenses	None
Attacks	Charm
Weaknesses	None
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 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. They have the same ability as eagles to dive to the ground from great heights and brake at the very last moment.

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



Haunt

Number	1
Morale	n/a
Hit Dice	5d8*
Armor Class	0*
Move	60'/min.*
Magic Resistance	Standard
No. of Attacks	1*
Damage	None*
Defenses	See below
Attacks	Possession, strangulation, dexterity drain
Weaknesses	Exorcism, tied to place, holy water
Size	M
Intelligence	0
Alignment	Any (see below)
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	165 + 5/h.p.

* = These are values for the haunt in its natural state. When possessing a victim, use the victim's statistics.

General: Haunts are immaterial undead creatures that exist to fulfill some task or mission. This task need not necessarily be dangerous, but it will have been so important to the haunt's former self that it will compel the creature even after death. The alignment of the haunt should be determined randomly:

Die Roll (d10)	Alignment
1	Lawful good
2	Neutral good
3	Chaotic good
4	Chaotic neutral
5	Chaotic evil
6	Neutral evil
7	Lawful evil
8	Lawful neutral
9-0	Neutral

Combat: A haunt in its non-corporeal state attacks by touch; the cold and numbing touch of the haunt will drain 2 points of dexterity per hit. Once a victim's dexterity has been reduced to 0, the body will be rigid with a cold-induced paralysis. Once that happens, the haunt will possess the body; the instant this happens the victim's dexterity will be restored to normal. The possessed body will then be used to complete whatever unfinished task created the haunt in the first place. Once the task is complete, the haunt will leave the body; the victim's dexterity will be 3 at that point, and will return at the rate of 1 point for each 10 minutes of rest. The victim will have no knowledge of what happened while his body was possessed by the haunt. If the body is slain before the haunt's task is complete, it will haunt that place, once more looking for a body to possess in order to complete its self-imposed mission. A haunt cannot go more than 60' from the spot where its last body died, until it has possessed another.

If a haunt comes across someone of opposite alignment, it will attempt to strangle that person rather than attempt to possess them. A successful "to hit" roll means the haunt's hands have latched on to the throat of the victim, who will take 1 h.p. of damage. On the second round, the victim will take 2 h.p. automatically, 4 on the next, 8 on the next, etc., doubling each round until the victim is dead. The strangling attack does not drain the dexterity of the victim.

In its incorporeal form, the haunt is harmed only by enchanted or silver weapons, or fire. All weapons will only do 1 h.p. of damage (plus any magical damage bonuses), and mundane fire will also do 1 h.p. Magical fire will do normal damage against the haunt. Haunts which are reduced to 0 hit points will simply dissipate for a week and then re-form. Only an *exorcism* spell can finally slay a haunt, while a *hold person* spell will force it to make a saving throw vs. spells. Failure means it is expelled from the body, but not destroyed.

Appearance: Haunts appear either as translucent humanoid figures that resemble their last living body, or as a small glowing sphere much like a will-o-wisp.

Hawk

See falcon (p. 80).

Heron, Giant

	Adult	Fledgling
Number	1d20 or 1d20+30 (see below)	3d4
Morale	+1	-1
Hit Dice	3d8	3d4
Armor Class	5	5
Move	90'/min., 180'/min. (flying - average)	60'/min., 90'/min. (flying - poor)
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	1d10	1d6
Defenses	None	None
Attacks	None	None
Weaknesses	None	None
Size	M (7' tall)	M (3' tall)
Intelligence	1	1
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	n/a	n/a
X.P. Value	35 + 3/h.p.	10 + 1/h.p.

General: Giant herons are found in temperate marshlands and near the banks of other shallow watery regions such as streams and lakes. They are not aggressive, but will fight fiercely to protect their nesting areas, mates, and fledglings. If 20 are encountered, there is a 50% chance that an additional 30 birds - a "great flock" - will be present. 3d4 members of the great flock will be fledgelings.

Combat: Giant herons attack with their beaks.

Appearance: Giant herons look like larger versions of their ordinary cousins. Their feathers range from white to gray and rarely black.



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
Weaknesses	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 pegasi, but are themselves often attacked by griffons. 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 foreclaws and beaks. In the air, they will attack with either one or the other.

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

Hoar Fox

Number	1d6
Morale	-2
Hit Dice	2d8
Armor Class	6
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6
Defenses	None
Attacks	Breath weapon
Weaknesses	Fire- and heat-based attacks
Size	S (4')
Intelligence	1
Alignment	Neutral
Treasure Type	Pelt
Treasure Value	100 g.p. if unspoiled
Magical Treasure	n/a
X.P. Value	28 + 2/h.p.

General: Hoar foxes are found in frigid regions. They are not aggressive (10% chance) unless cornered or otherwise threatened.

Combat: Hoar foxes attack with their bite. In addition, they are able to breathe a cone of cold 30' long and 3' wide (only a single victim will be caught by it). The fox must roll to hit against AC 10 (modified by the target's dexterity, if applicable). A successful hit will do 2d6 h.p. of damage, but the victim is entitled to a saving throw vs. breath weapon to take only half damage. They are themselves immune to all cold-based attacks, but take double damage from fire-based attacks (such attacks will, naturally, spoil the pelt of the creature).

Appearance: Hoar foxes are large foxes with brilliant silver-white pelts. The pelts, if undamaged, are worth 100 g.p. a piece. Any sort of rough treatment (including melee against the fox) will spoil the pelt.

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
Weaknesses	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	Norker
Number	1	Special	3d10
Morale	+4	+2	+1
Hit Dice	4d10	1d10	1d10
Armor Class	2	5	3
Move	90'/min.	90'/min.	90'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1 or 2
Damage	By weapon +2	By weapon	1d3 or 1d3/1d6
Defenses	None	None	None
Attacks	None	None	None
Weaknesses	None	None	None
Size	M	M	S (4')
Intelligence	9	9	9
Alignment	Lawful evil	Lawful evil	Chaotic evil
Treasure Type	IV	XI	XII
Treasure Value	2d4+2x1,000	1d8+1	1d6
Magical Treasure	1d3 items (15%)	None	None
X.P. Value	90 + 5/h.p.	65 + 2/h.p.	20 + 2/h.p.



General: Hobgoblins are tribal humanoids who dwell either above or below ground (20% and 80% chance, respectively). They are capable of operating in sunlight without penalty, and have infravision with 60' range. They bear an intense hatred of elves and will attack them before any other foe. Koalinths are a marine-dwelling sub-race of hobgoblins, detailed on p. 267.

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 one ballista per 50 warriors and four catapults (2 light and 2 heavy). Underground lairs have a 60% chance of being guarded by 2d4 carnivorous apes (see p. 8).

Hobgoblins can tunnel 90' per 8-hour shift in very soft rock, 70' in soft rock, and 50' in hard rock. This assumes a shaft 10' wide. They are accomplished miners and have a 40% chance of detecting new/unusual construction, sloping passages, and shifting walls.

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 will tolerate gnolls and bugbears, but actively dislike kobolds and will treat them as automatic inferiors.

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. Hobgoblins are considered persons for purposes of spells such as *charm person* and *hold person*.

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, bugbear, and the language of carnivorous apes. A few hobgoblins (20%) will also speak the common tongue.

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

Norkers: Norkers are a smaller offshoot of the hobgoblin race. They sport a very tough hide - hence their superior armor class - and a pair of large fangs that they are able to use in melee. They invariably use clubs in combat, and if disarmed they are then only able to attack with their bite. They will be found on their own most of the time, but occasionally (20%) are found in hobgoblin communities where they are used as dogsbodies and menial labor. They are not suited to the more disciplined combat techniques of their hobgoblin cousins, and are thus sometimes sent forth as mobs to soften up enemies.

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	None
Attacks	Sleep-causing bite
Weaknesses	None
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. It 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.

Honeybee, Giant

	Worker	Soldier
Number	1d10 (x20 in hive)	1 (3d4 in hive)
Morale	-2	+2
Hit Dice	3d10	4d10
Armor Class	6	5
Move	90'/min., 300'/min. (flying - poor)	120'/min., 300'/min. (flying- average)
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	1d3	1d4
Defenses	None	None
Attacks	Venom	Venom
Weaknesses	Sting once	Sting once
Size	M	M
Intelligence	6	6
Alignment	Neutral	Neutral
Treasure Type	Bee bread and bee jelly in hive	
Treasure Value	See below	See below
Magical Treasure	None	None
X.P. Value	150 + 4/h.p.	200 + 5/h.p.



General: Giant honeybees are much like their ordinary cousins, save for their enormous size. The hive will have a single (noncombatant) queen who lays all the eggs and will be fanatically defended by the rest of the members of the hive, as well as 1d4+1 noncombatant drones. They are not particularly aggressive, but will fight to protect the hive and the queen. Hives will contain 3d6 servings of "bee bread", each of which is equal to iron rations, but which is very tasty. Some hives (20%) will also have 1d4+1 doses of royal bee jelly. Each dose is equal to a *potion of extra healing* and a *cure disease* spell combined. The jelly can also be made into an unguent that will stave off the ravages of old age on one's appearance for an entire year (in game terms, no charisma loss due to aging). Such unguent is worth 1d6+2x1,000 g.p.

Combat: Giant honeybees attack with their stingers. Anyone stung by the honeybee's stinger must make a saving throw vs. poison with a -1 penalty. Success indicates the venom will cause an additional 2d4 h.p. of damage. Failure indicates the victim takes an additional 5d4+1 h.p. of damage (workers) or 5d4+2 (soldiers). Honeybee workers sting but one time, with the stinger embedding itself in the victim and continuing to pump venom; they then fly off to die. Soldiers can sting multiple times.

Appearance: Giant honeybees are larger versions of their regular cousins; the thorax is fuzzy and the abdomen is usually gold and black in color, sometimes with hair, sometimes not.

Hookworm, Giant

Number	1d4
Morale	+8
Hit Dice	6d8
Armor Class	4
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	0
Defenses	None
Attacks	Blood drain
Weaknesses	Fire causes it to dislodge
Size	L (20' long)
Intelligence	0
Alignment	Neutral
Treasure Type	VI
Treasure Value	1d10x10
Magical Treasure	None
X.P. Value	225 + 6/h.p.

General: Giant hookworms, despite their fearsome appearance and name, are actually relatively peaceful creatures, and will attack only if accidentally stepped on or attacked. They only hunt once a week. They dwell in underground lakes and rivers, but do not swim; rather, they crawl upon the bottom.

Combat: Giant hookworms attack with their large sucker-mouths. The initial attack will do no damage, but once successfully attached, the creature will drain 1d8 h.p. of blood from a victim automatically each round. There is no way of dislodging the hookworm once it is attached short of slaying it or causing it damage from fire. In the latter case, the creature will attempt to re-attach itself to a victim the next round.

Appearance: Giant hookworms look like large worms whose only feature is their large mouth with multiple hook-like "teeth" for latching onto prey; they are mottled green on the top and dark brown on the belly. They are often mistaken for rocks as they lie half in and half out of some underground pool.

Hornet, Giant

Number	1
Morale	+8
Hit Dice	5d8
Armor Class	2 (flying), 4 (on the ground)
Move	240'/min. (flying - good)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4
Defenses	None
Attacks	Poison
Weaknesses	None
Size	M
Intelligence	2
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	165 + 5/h.p.

General: Giant hornets are solitary creatures, but are also quite aggressive. They mainly dwell in coniferous forests. Their buzzing is quite noticeable (up to 150' distant).

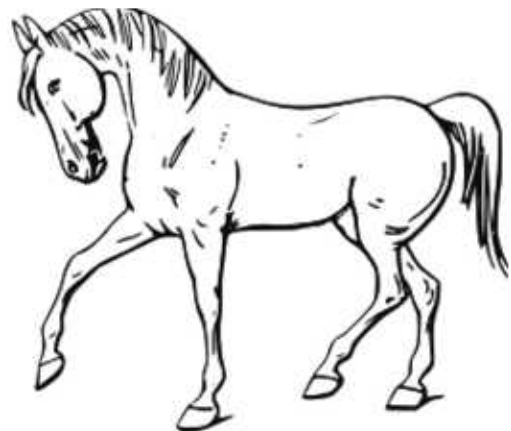
Combat: Giant hornets attack with their sting. Those stung must make a saving throw vs. poison. Failure indicates they take an additional 5d6 h.p. of poison damage and are incapacitated for 2d6 hours.

Appearance: Giant hornets are 6' long versions of their ordinary cousins.

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
Weaknesses	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	Medium 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
Weaknesses	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.
Medium 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.

Huecuva

Number	1d10
Morale	+5
Hit Dice	2d8
Armor Class	3
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6
Defenses	+1 (or better) or silver weapon to harm
Attacks	Disease
Weaknesses	Holy water
Size	M
Intelligence	3
Alignment	Chaotic evil
Treasure Type	VIII
Treasure Value	4d6x100
Magical Treasure	1d2 items (10%)
X.P. Value	65 + 2/h.p.
Turn as type	V



General: Huecuvus are corporeal undead creatures. They are able to change their form, however, to gain access to victims.

Combat: Huecuvus attack with their claws. Those struck by the claws must make a saving throw vs. poison or suffer a blood infection as follows:

Die Roll (d4)	Effect
1	No strenuous activities, lose 1 STR and 1 CON each week for 1d3 weeks
2	No strenuous activities, lose 50% of all h.p. for 1d2 weeks, plus lose 1 STR and 1 CON for 1d2 additional weeks
3-4	No strenuous activities, lose 50% of all h.p., 1 STR and 1 CON per week, ultimately fatal in 1d12 days

Appearance: Huecuvus look like humanoid skeletons wearing tattered robes. They can, however, *polymorph self* three times per day, which they will use to appear as some other creature to lure victims closer for attack.

Human

Humans 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 humans 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	Cavalier /				
	Bard	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.

Humans can tunnel 75' per 8-hour shift in very soft rock, 50' in soft rock, and 25' in hard rock. This assumes a shaft 10' wide. All humans are considered persons for purposes of spells such as *charm person* and *hold person*; this includes halfbreeds such as half-elves and half-orcs.

See also: Human, Pirate (p. 272) and Human, Caveman (p. 305).

Amazon

Number	4d12
Morale	+4
Hit Dice	1d10
Armor Class	See below
Move	See below
Magic Resistance	Standard
No. of Attacks	2
Damage	Per weapon type
Defenses	None
Attacks	Charm
Weaknesses	None
Size	M
Intelligence	11
Alignment	Neutral
Treasure Type	VII
Treasure Value	3d10 g.p.
Magical Treasure	Group 1d2 weapons (30%), 1d2 armor (25%)
X.P. Value	20 + 2/h.p.



General: Amazons are fierce female warriors who form their own societies far away from the lands of men. They will either take male slaves and use them for the purpose of procreation, or will lie with free men once or twice a year for the same purpose. Male children are either exposed to the elements at birth (if the son of a slave) or returned to the father. Daughters are raised to be amazons like their mothers. Large groups of amazons will have the following additional warriors as officers:

- For every 4 amazons, there is a 2nd level fighter
- For every 12 amazons, there is a 4th level fighter and a 2nd level cleric
- Every amazon band with more than 36 members will be led by a 6th level fighter and will have a 4th level cleric

In addition, there is a 25% chance that any given amazon band will have a mage of level 1d8.

Combat: Amazons fight with weapons. The arms and armor of any given amazon should be determined randomly:

Die Roll (d%)	Equipped with...	Move	% Composition
01-30	Light warhorse, leather lamellar (AC 8), spear, short bow	240'/min.	30%
31-60	Light warhorse, mail (AC 5), broadsword, short bow	240'/min.	30%
61-80	Medium warhorse, mail (AC 5), lance, short sword, short bow	180'/min.	20%
81-00	Medium warhorse, mail & shield (AC 4), lance, broadsword	180'/min.	20%

In addition, any fighter, cavalier, or subclass beholding an amazon for the first time must make a saving throw vs. spells. Failure indicates he has fallen in love with her (treat as if he were under the influence of a *charm person* spell). This is not a magical effect, however, and magical detection or dispelling will not work.

Appearance: Amazons are human females. Most tend to be both beautiful and rugged in appearance.

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	Enemies get -2 to surprise rolls
Weaknesses	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. Most of the time (80%), bandits make camps with tents and similar temporary structures. Some of the time (10%), 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 one 5th level cleric and one 3rd level assistant or one 6th level cleric and one 4th level assistant, plus a 25% chance of one 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 seven 3rd level fighters, five 4th level fighters, three 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), light 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	Medium 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), light 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	Light horse, gambeson & shield (AC 7), spear	240'/min.	10%
81-90	Light horse, gambeson (AC 8), lt. crossbow	240'/min.	10%
91-00	Medium 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	Light horse, gambeson & shield (AC 7), long sword	240'/min.	40%
51-60	Light horse, gambeson & shield (AC 7), spear	240'/min.	10%
61-80	Light horse, gambeson (AC 8), lt. crossbow	240'/min.	20%
81-90	Light horse, gambeson (AC 8), short bow	240'/min.	10%
91-00	Medium horse, mail & shield (AC 4), long sword	180'/min.	10%

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

Berserker

Number	10d10
Morale	n/a
Hit Dice	1d8
Armor Class	7
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	Per weapon type
Defenses	None
Attacks	Berserker rage
Weaknesses	None
Size	M
Intelligence	9
Alignment	Neutral
Treasure Type	XV (individuals), III (group)
Treasure Value	1d3 g.p. (individuals), 1d4x1,000 (group)
Magical Treasure	1 armor/weapon (10%)
X.P. Value	14 + 1/h.p.

General: Berserkers are warbands of humans who gather together for sheer love of battle and carnage. Often inspired by some god of bloodlust, they will descend upon any foe they feel offers good sport (i.e., a challenge in combat) and/or the possibility of loot.

Combat: Berserkers fight with weapons, although they do not use armor as a rule (they consider it unmanly). The weapons of a given berserker should be determined randomly:

Die Roll (d%)	Armed with...	% Composition
01-25	Battle axe and longsword	25%
26-55	Club and spear	30%
56-65	Flail and dagger	10%
66-80	Short sword and mace	15%
81-90	Two hand axes	10%
91-00	Two-handed sword	10%

In combat, berserkers will enter the berserker rage. In such a state, they are able to strike two times per round without penalty, need never check morale, and gain a +2 bonus on all "to hit" rolls.

Appearance: Berserkers are large and well-muscled men, usually with long hair which is either unkempt or held in rough braids.

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
Weaknesses	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. Of the total indicated number, 10% will actually be merchants, and another 10% will be drovers who drive the wagons. The remaining 80% of the numbers indicated will 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
- Twelve 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, and possibly with a decoy box as well, to distract thieves. It will contain 1d3+3x1,000 g.p. worth of type XVI treasure. The merchandize 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	Heavy warhorse, plate armor & shield (AC 2), lance, long sword (1st level fighters)	120'/min.	10%
11-20	Light 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	Medium warhorse, mail & shield (AC 4), flail, mace	180'/min.	10%
51-70	Medium 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
Weaknesses	None
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 twelve 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	Light warhorse, leather lamellar & shield (AC 7), lance, scimitar	240'/min.	50%
51-70	Light warhorse, leather lamellar & shield (AC 7), scimitar, javelin (2)	240'/min.	20%
71-80	Light warhorse, leather lamellar (AC 8), light crossbow, scimitar	240'/min.	10%
81-90	Medium warhorse, mail & shield (AC 4), lance, scimitar	180'/min.	10%
91-00	Medium warhorse, mail (AC 5), light crossbow, scimitar	180'/min.	10%



Steppes, plains, etc.:

Die Roll (d%)	Equipped with...	Move	% Composition
01-20	Light warhorse, leather lamellar & shield (AC 7), lance, scimitar	240'/min.	20%
21-70	Light warhorse, leather lamellar (AC 8), composite short bow, scimitar	240'/min.	50%
71-90	Medium warhorse, mail & shield (AC 4), lance, scimitar	180'/min.	20%
91-10	Medium 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 the herd animal that the tribe uses as its main source of sustenance.

Soldier

Number	See below
Morale	+1
Hit Dice	See below
Armor Class	See below
Move	90'/min., 180'/min. (mounted)
Magic Resistance	Standard
No. of Attacks	1
Damage	Per weapon type
Defenses	None
Attacks	None
Weaknesses	None
Size	M
Intelligence	9
Alignment	Any
Treasure Type	XI
Treasure Value	1d6 each
Magical Treasure	See below
X.P. Value	5 + 1/h.p.

General: Soldiers will usually be found throughout any campaign world, whether as a patrol, a band of mercenaries, or a troop en route to some battle, garrison posting, or other duty. This represents only the most generic of soldiery; each game master should have more specific tables for soldier encounters in different areas and different nations of his campaign world. Lacking more specific direction, the exact composition of the band of soldiery should be determined randomly. Re-roll for any result that is not appropriate for the locale in your particular campaign setting:

Die Roll (d%)	Soldiery Type
01-06	Knights
07-24	Patrol, levies
25-42	Patrol, light
43-61	Patrol, medium
62-82	Patrol, heavy
83-00	Patrol, slavers

The composition of the soldiery will depend on the type. If the terrain is particularly rough, mounted troops will be on foot, as appropriate.

Knights: This is a group of noble warriors who are sworn to one of the local noblemen or royalty in the area. It consists of one commander (paladin level 8-9 or cavalier level 9-10), one lieutenant (paladin level 6-7 or cavalier level 7-8), 1d4+8 knights (cavaliers level 4-6), one chaplain (cleric level 7-9), and 1d3 clerics (clerics level 3-5). The commander, lieutenant, and each knight will also be accompanied by his retinue: 1 esquire (cavalier level 2-3) and 1d4+4 lancers (cavalier level 1). The total number is thus between 67 and 127. Knights have plate armor and shield (AC 2), lance, bastard sword, and mace. Clerics have plate armor and shield (AC 2), flail, hammer, and mace. Esquires have plated mail and shield (AC 3), lance, long sword, and mace. Knights are mounted on heavy warhorses, all others on medium warhorses (see p. 124).

Patrol, levies: This is a group of foot pressed into service from the local area. Most are usually not professional soldiers, except their officers and a few veterans. It consists of 1 captain (fighter or ranger level 6-8), 2 lieutenants (fighters level 4-5), 4 sergeants (fighters level 3), 8 veterans (fighters level 1-2), and 1d10+40 peasant levies (commoners). The captain and lieutenants have mail and shield (AC 4), sergeants and veterans have mail (AC 5), and the levies themselves will have a mix of lighter armors such as ring, brigandine, steel lamellar, steel cuirass, or steel scale (AC 5-6). Weapons for most will be long sword, but the levies will have either spear, pike, or some sort of pole arm as is typical for the area in question. Half (50%) of the levies may be armed with missile weapons such as light bows, light crossbows, or slings, if appropriate. Officers, lieutenants, and sergeants will be mounted on light warhorses.

Patrol, light: This is a group of professional soldiers. It consists of one captain (fighter level 5-6), two subalterns (fighters level 3-4), six sergeants (fighters level 2-3), 1d4+6 veterans (fighters level 1), and 5d4+4 soldiers (commoners). In addition, there will be either one cleric level 5-6 (AC 2), one druid level 5-6 (AC 8), or one mage level 4-5 (AC 10). All will be mounted on light warhorses. Officers have mail (AC 5), while sergeants, veterans, and soldiers have steel scale (AC 6). The officers and sergeants will be armed with long swords, while the veterans and soldiers are armed with weapons appropriate to the land in which they are found (use spear and footman's flail if no more appropriate weapons are known).

Patrol, medium: This is a group of professional soldiers. It consists of one captain (fighter level 5-6), two subalterns (fighters level 3-4), six sergeants (fighters level 2-3), 1d4+6 veterans (fighters level 1), and 5d4+4 soldiers (commoners). In addition, there will be either one cleric level 5-6 (AC 2), one druid level 5-6 (AC 8), or one mage level 4-5 (AC 10). The officers, spellcaster, and sergeants will be mounted on heavy warhorses, while the veterans and soldiers will be mounted on medium warhorses. Officers have plated mail and shield (AC 4), while sergeants, veterans, and soldiers have steel scale and shield (AC 5). The officers and sergeants will be armed with long swords, while the veterans and soldiers will be armed with weapons appropriate to the land in which they are found (use spear and footman's flail if no more appropriate weapons are known).

Patrol, heavy: This is a group of professional soldiers. It consists of one captain (fighter level 5-6), two subalterns (fighters level 3-4), six sergeants (fighters level 2-3), 1d4+6 veterans (fighters level 1), and 5d4+4 soldiers (commoners). In addition, there will be either one cleric level 5-6 (AC 2), one druid level 5-6 (AC 8), or one mage level 4-5 (AC 10). The officers, spellcaster, and sergeants will be mounted on heavy warhorses, while the veterans and soldiers will be mounted on medium warhorses. Officers have plate armor and shield (AC 3), while sergeants, veterans, and soldiers have plated mail and shield (AC 4). The officers and sergeants will be armed with long swords, while the veterans and soldiers will be armed with weapons appropriate to the land in which they are found (use spear and footman's flail if no more appropriate weapons are known).

Patrol, slavers: These are professional slavers, raiding for more merchandise. A slaver patrol consists of one captain (fighter level 6-7), two

subalterns (fighters level 3-5), six sergeants (fighters level 2-3), 1d4+6 veterans (fighters level 1), and 5d4+4 soldiers (commoners). In addition, there will be either one cleric level 5-6 (AC 2) or one mage level 4-5 (AC 10). All will be mounted on light warhorses. Officers have mail (AC 5), while sergeants, veterans, and soldiers have steel scale (AC 6). The officers and sergeants will be armed with long swords, while the veterans and soldiers are armed with weapons appropriate to the land in which they are found (use spear and footman's flail if no more appropriate weapons are known). In addition, there will be 1d100 slaves who are kept in 1d3+2 wagons or 1d3+4 carts (each cart has 1 driver, each wagon has 2 drivers, and all will have draft horses or oxen to move them).

Combat: Soldiers strike with weapons, which will usually vary according to the specific land in which they are found (typical soldiers in one nation might favor the halberd, for instance, while those in another might use the pole axe). They are generally mounted on warhorses as indicated above unless the terrain makes such travel unlikely. Those who are level 2 or greater may have one of the following magic items, as indicated (re-roll if an item is selected that is unusable by the character). Roll once per character for each type of item; if a roll fails, the character has no more magic items and you should move on to the next character:

- Fighters, paladins, or cavaliers: 5% chance per level of armor or shield, weapon, potion, and scroll.
- Clerics or druids: 5% chance per level of armor or shield, weapon, wondrous item, potion, and scroll.
- Mages: 5% chance per level of potion, scroll, ring, rod/wand/staff, and wondrous item.

Appearance: Soldiers are armed and armored as indicated above. Their exact appearance will vary according to their level and station; a cavalier of high level will most likely be well dressed and have an air of confidence, while a peasant levy will most likely have dirty clothing and a dejected air.

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
Weaknesses	None
Size	M
Intelligence	9
Alignment	Neutral
Treasure Type	See below
Treasure Value	See below
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. Half (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 one 3rd level fighter, one 4th level druid, and a 10% chance of one 3rd level druid
- For every 30 tribesmen, there will be one 6th level druid
- 1d4 fourth level fighters
- One 5th level fighter (the chief of the tribe)
- One 8th level druid

Tribesmen have a 5% chance of possessing 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)

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, tattoos covering their bodies, etc.

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	One per head
Damage	See below	See below
Defenses	None	Regeneration
Attacks	None	None
Weaknesses	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	By head (see below)	By head (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)	Body Hit			
	Heads	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.

Lernaean 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 lernaean 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 lernaean 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	See below
Damage	See below
Defenses	None
Attacks	Breath weapon
Weaknesses	None
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)	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 pyrohydra 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
Weaknesses	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. 301).



Intellect Devourer

Number	1d2
Morale	+6
Hit Dice	6d10
Armor Class	4
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	4
Damage	1d4/1d4/1d4/1d4
Defenses	See below
Attacks	Psychic crush
Weaknesses	Bright light
Size	M
Intelligence	12
Alignment	Chaotic evil
Treasure Type	IV
Treasure Value	2d4+1x1,000
Magical Treasure	1d3 items (15%)
X.P. Value	1,510 + 8/h.p.

General: The intellect devourer is a most feared denizen of deep underground locales and remote wild places. Its chief *modus operandi* is to wait until potential prey with a high intelligence comes within 60'. Then it will proceed to stalk the prey until it has an opportunity to attack with its *psychic crush* ability when the prey is alone. Once the brain of the prey has been turned into tapioca by the psychic attacks of the intellect devourer, the beast will burrow inside the creature, eat the brain from inside, and imitate the victim until it can get close enough to isolate another victim for the next attack. It can hide in shadows as if it were a thief with 63% effectiveness. The chance that a victim will attract the attention of the intellect devourer depends on his intelligence (if more than one suitable victim is within range, roll for the highest-intelligence candidate first, then work down in order of intelligence):

INT	Chance of Attack	INT	Chance of Attack
12	30%	16	70%
13	40%	17	80%
14	50%	18+	97%
15	60%		

Intellect devourers can see in both the astral and ethereal planes, and are able to travel in those supernatural realms at will.

Combat: The intellect devourer attacks with its four heavy claws, but its more potent attack is the dreaded *psychic crush*, which whas a chance to outright slay an enemy depending on his intelligence score:

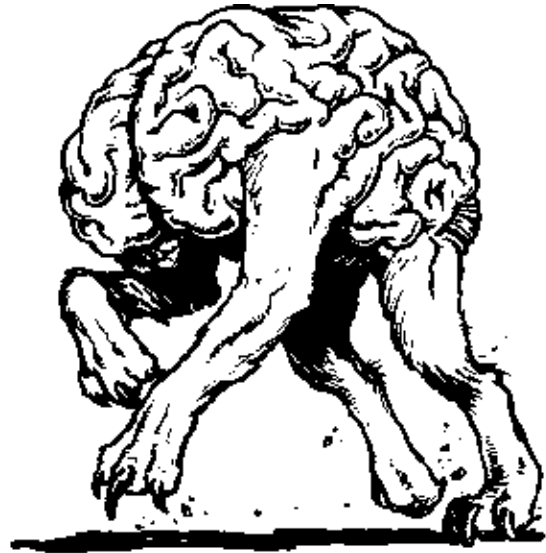
INT	Chance to Kill	INT	Chance to Kill
12	70%	16	30%
13	60%	17	20%
14	50%	18+	3%
15	40%		

Certain magical effects and items, such as a *mind blank* spell, can shield the victim. The intellect devourer will only attack if its intended prey is alone or if it is discovered; if the former it will attack with both claws and *psychic crush* simultaneously. If the latter, it will attempt escape, possibly returning to stalk the prey if it believes it can do so successfully the next time.

Each round the intellect devourer is attempting to slay an enemy with its *psychic crush* ability, the prey may roll percentile dice. There is a chance per round equal to the intelligence plus wisdom of the prey that the intellect devourer will be warded off by his iron will and move off to seek easier prey. The intellect devourer rolls first each round, however; if it wins, the prey does not get a retaliatory roll.

Intellect devourers are unharmed by any weapon of +2 or lesser enchantment; +3 weapons will only do 1 h.p. of damage if they hit. Bright light, including that of a *fireball*, will scare them off, but even magical fire does not harm them. Even a *lightning bolt* will only cause 1 h.p. of damage per die of damage. A *power word: kill* spell will slay them, and a *death* spell has a 25% chance of doing so.

Appearance: The intellect devourer resembles nothing so much as a large brain with four dog-like legs and claws. It communicates telepathically and can speak and understand all languages.



Iron Cobra

Number	1
Morale	n/a
Hit Dice	1d8
Armor Class	0
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d3
Defenses	Surprise
Attacks	Poison
Weaknesses	None
Size	S (3' long)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	88 + 1/h.p.

General: Iron cobras are magical constructs, made of an unknown metal, the secret of whose construction has been lost. Each cobra is activated and deactivated by a unique set of command words; it will obey simple verbal commands uttered by the one who activated it.

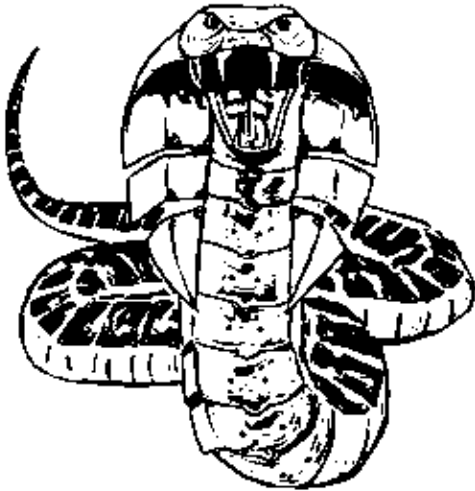
Combat: Iron cobras attack with their poisonous bite; those bitten must make a saving throw vs. poison with a -2 penalty or die. Each cobra only holds enough poison in its reservoir for three bites; after that it must be refilled (note that it is not unknown for the master of an iron cobra to refill its poison reservoir

with paralyzing or sleep-inducing poison). In addition, the iron cobra has the following powers and abilities:

- Immune to all mind-affecting spells such as *sleep*, *charm*, *illusions*, etc.
- Immune to spider webs, *web* spells, etc.
- Invisible to infravision
- 50% chance of hiding in shadows
- Save vs. spells, wands, and other magical effects as a 12th level mage
- Track down any single individual known by name within a one mile radius (if the target is affected by a spell such as *mind blank*, the cobra cannot perform this function)

Iron cobras are known to strike by surprise from behind, thus gaining a +4 bonus "to hit". They are nearly silent when moving, except for a faint rustling, as a normal snake.

Appearance: An iron cobra is shaped like a normal serpent, albeit one made of unknown metal and possessing many segmented body parts. They are worth 2,000 g.p. if deactivated, as long as the command words to activate and deactivate it are known.



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
Weaknesses	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.

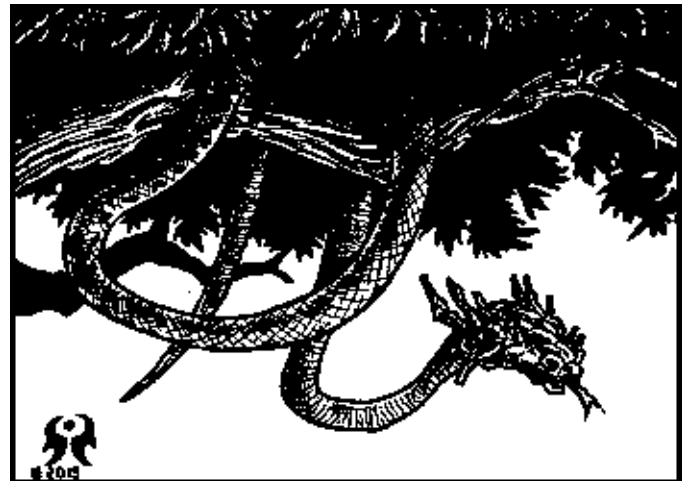
Combat: Jackals attack with their bite.

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



Jaculi

Number	1d10+10
Morale	+3
Hit Dice	1d8
Armor Class	6
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6
Defenses	Camouflage
Attacks	None
Weaknesses	None
Size	L (8'-12' long)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	10 + 1/h.p.



General: Jaculi (the name is both singular and plural) are swarming snakes that dwell in trees, dwelling in temperate and warmer climates (although they

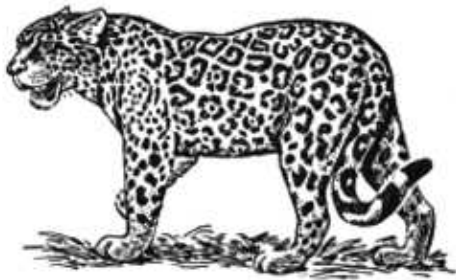
are sometimes encountered in locales with many tree-like structures, such as pillars). They are aggressive only when their territory is impinged.

Combat: Jaculi attack by hurling themselves from the tops of trees at enemies, striking them with the force of javelins using their hard bony heads and sharp bony ridges. Once they attack, they must crawl back up into the trees to attack again. Their natural camouflage makes them difficult to see in the trees (only a 25% chance that the swarm as a whole will be detected).

Appearance: Jaculi are long snakes whose heads are flat and sport sharp bony fringes on either side.

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
Weaknesses	None
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 foreclaws and powerful bite. If the jaguar hits with both foreclaws, 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).

Jann

	Commoner	Vizer
Number	1d2 (90% chance), 1d8 (10% chance)	1
Morale	+6	+6
Hit Dice	6d10	6d10
Armor Class	5 (or better)	5 (or better)
Move	120'/min., 300'/min. (flying - perfect)	120'/min., 300'/min. (flying - perfect)
Magic Resistance	B	B
No. of Attacks	1	1
Damage	Per weapon type	Per weapon type
Defenses	None	None
Attacks	None	None
Weaknesses	None	None
Size	M	M
Intelligence	12-16	20
Alignment	Neutral good	Neutral good
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	975 + 8/h.p.	1,150 + 8/h.p.

	Sheik	Amir
Number	1	1
Morale	+6	+6
Hit Dice	8d10	9d10
Armor Class	5 (or better)	5 (or better)
Move	120'/min., 300'/min. (flying - perfect)	120'/min., 300'/min. (flying - perfect)
Magic Resistance	B	B
No. of Attacks	1	1
Damage	Per weapon type	Per weapon type
Defenses	None	None
Attacks	None	None
Weaknesses	None	None
Size	M	M
Intelligence	18	18
Alignment	Neutral good	Neutral good
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	975 + 12/h.p.	975 + 14/h.p.

General: Jannee (singular - Jann) are elemental beings who are made up of all four elements and have a distinctive human appearance. They thus occupy a strange space between true elemental creatures and mortals, and are classified as "genies" much like djinni and efreet despite the fact that they spend most of their time on the material plane. They tend to dwell in out-of-the-way locales in deserts and the like. Jannee are distrustful of humans, but their trust can be earned. They dislike demi-humans and will actively dislike humanoids; jannee also will not associate with evil elemental creatures, but those of good alignment will sometimes be found with them.

Jannee can survive in extreme elemental environments (air, fire, earth, and water, including the appropriate elemental planes) for up to 48 hours without harm; after that they take 1 h.p. of damage per hour. They can travel to any of the elemental planes at will, and can bring up to 6 others with them, as long as they form a ring of held hands with the jann facilitating the travel. They require 2 days' rest between jaunts to the elemental planes.

Jannee value males and females equally. Jannee tribes number 1d10+20 individuals and are led by a sheik and 1d2 vizers. If multiple tribes band

together for some cause, they will be led by an amir. Both sheiks and amirs have a 10% chance of having a strength score of 19.

Combat: Jannee fight with weapons, typically a large scimitar (treat as a bastard sword) and composite longbow. Most of the time (60%) they will be wearing mail armor, which improves their armor class to 2. All jannee have the following abilities:

- *Create food and water* once per day
- Become *ethereal* once per day, for a maximum of 1 hour
- *Grow* to 24' high or *shrink* to 1' tall twice per day (lasts 3d4 rounds)
- *Invisibility* 3 times per day

Vizirs have the following additional powers, all performed as if they were a 12th level spellcaster (if applicable):

- *Augury* 3 times per day
- *Detect magic* 3 times per day
- *Divination* 3 times per day

Appearance: Jannee look like swarthy humans with dark hair and eyes. They are a handsome people. They speak the common tongue, all of the languages of the various species of genie, and can *speak with animals*.

Jelly, Deadly

Deadly jellies, like their cousins the deadly oozes, puddings, and slimes, are universally held to be the unwanted and misbegotten byproducts of the experiments of wizards and alchemists. The various elixirs, reagents, and other compounds and substances poured down the drain interact with microbial and other primitive creatures to form these shapeless horrors.

Mustard Jelly

	Whole	Half
Number	1	2
Morale	n/a	n/a
Hit Dice	7d12	50% of whole
Armor Class	4	4
Move	90'/min.	150'/min.
Magic Resistance	A	A
No. of Attacks	1	1
Damage	5d4	2d4
Defenses	See below	See below
Attacks	Divide, acid vapor	Acid vapor
Weaknesses	None	None
Size	L (9'-12' diameter)	M (4'-6' diameter)
Intelligence	9	9
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	825 + 18/h.p.	50% of whole

General: Mustard jellies are amorphous blobs; they are able to divide themselves into two completely separate but smaller blobs, each of which is capable of operating as a unique individual and then recombining to re-form the greater whole. Mustard jellies can flow along floors and through relatively large openings, and can form themselves into semi-rigid shapes (for example, to reach prey that may be off the ground), but cannot flow along ceilings or through extremely small openings. They are fully intelligent and will demonstrate that intelligence and fierce cunning when attacking.

Combat: Mustard jellies attack with their acid-covered pseudopods. In addition, they exude an acidic cloud in a 10' radius; any creature within the cloud must make a saving throw vs. poison. Failure indicates the creature is afflicted by a lethargy that slows it to half-normal speed and attacks. The effect lasts for 2 minutes and is cumulative (i.e., a creature that fails three saving throws in three rounds will suffer the lethargic effect for six full rounds).

Non-enchanted weapons do not harm mustard jellies, and cold will only do half damage. Electrical attacks or *magic missiles* will actually cause the amoeboid horror to grow by a number of hit points equal to the damage that would have been inflicted.

Appearance: Mustard jellies are amorphous blobs a dark yellow in color. The air around them seems scented with the smell of mustard plants, whence they get their name.



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
Weaknesses	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.

Jinx-midge

	Normal	Elder
Number	12d4	1
Morale	-3	-2
Hit Dice	1d4	1d4
Armor Class	7	7
Move	150'/min.	150'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	1d2 or 1d4	1d2 or 1d4
Defenses	Traps, camouflage	Traps, camouflage
Attacks	See below	See below
Weaknesses	None	None
Size	S (1')	S (1')
Intelligence	9	9
Alignment	Neutral evil	Neutral evil
Treasure Type		II
Treasure Value	Individuals 1d12, group 5d6x100	
Magical Treasure	2d4 potions (40%), 1d4 scrolls (50%)	
X.P. Value	7 + 1/h.p.	32 + 1/h.p.

General: Jinx-midges are a nuisance to all who venture below ground. These tiny pests dwell in tunnel complexes similar to those of rats and giant rats, with whom they share both an affinity and, often, a lair. If rats are present, they live and fight as one with the jinx-midges:



Die roll	Out of Lair	In Lair
01-25	1d100 rats	1d100 rats, and rat tunnels connect with the jinx-midge lair
26-50	5d10 giant rats	5d10 giant rats, and giant rat tunnels connect with the jinx-midge lair
51-75	5d10 giant rats	5d10 giant rats
76-00	No rat companions	No rat companions

Jinx-midges are cowardly and will only attack if they are sure of victory. They are skilled at creating traps and ambushes, using pits, nets, tripwires, and the like to great advantage.

When encountered outside of their lair (always in close underground passages and the like), it is 60% likely that the entrance to their tunnel complex will be within 60'. These tunnels will be an impossibly intricate twisting maze of tunnels that even a gnome would have to crawl through, and thus be exposed to attack.

Most victims are not slain (although a few are, and they are certainly not above doing so to strong foes who cannot be overcome), but are instead stripped, bound, shaved, and left in some corridor to be discovered by other inhabitants of the locality as the jinx-midges watch from the safety of their tunnel entrances.

Should explorers pause to rest near a group of jinx-midges, they will find that each creature has (subtly and unnoticed) cut a bowstring, loosened the seam of a belt pouch, poked a hole in a wineskin, cut through a sword belt, etc. Such hijinks will not be noticed for 1d12x10 minutes, usually. If they are able, they will foul food and water, bind weapons, steal small items, sour wine, bend arrow tips, etc.

If more than 35 jinx-midges are encountered, one will be an elder with the power to permanently drain the enchantment from any magic item it is able to handle for 1d4 rounds. Aside from its exceptionally nasty disposition, it is otherwise like any other jinx-midge.

Combat: Jinx-midges attack with either tiny darts (12' range, do 1d2 h.p. of damage) or with tiny spears (18" long, does 1d4 h.p. of damage). When attacking creatures that have been knocked prone or stunned by a tripwire, net, or similar trap, they use sand-filled clubs that have a 2% chance per hit of knocking the victim unconscious, while more of their fellows bind the victims with strong rope made from (demi-)human hair. They are also known to use flaming oil or acid against strong opponents.

Jinx-midges are 75% undetectable due to their silent ways and natural camouflage underground. They make saving throws as 4d8 hit die creatures, but due to their unnatural quickness in situations where they would normally take half damage when successfully saving, they will instead take no damage. Opponents get a -4 penalty to all surprise rolls. Jinx-midges are considered persons for purposes of spells such as *charm person* and *hold person*.

Appearance: Jinx-midges are tiny humanoids with tall pointy heads and ears. They are hairless with brown/gray warty hides and wear rags of the same colors. They speak their own language and can speak with rats of all kinds, and 10% of these creatures speak a patois of the common tongue as well.

Kampfult

Number	1
Morale	+10
Hit Dice	2d8
Armor Class	4
Move	30'/min.
Magic Resistance	Standard
No. of Attacks	6
Damage	1
Defenses	None
Attacks	Enemies get -2 to surprise rolls, constriction
Weaknesses	None
Size	S
Intelligence	6
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	36 + 2/h.p.

General: The Kampfult is also known as the sinewy mugger, a name earned by its many rope-like tendrils which are used to constrict its victims. It is a vegetable creature with a central trunk and six tendrils, which it will often draw into its trunk in order to disguise itself. It is found either in dense woodlands where its tendrils can be hidden amongst the brush or in underground environments where they will resemble ropes or netting.

Combat: Kampfults attack with their tendrils, all six of which can attack at any given time, up to six different targets. Each tendril need only successfully hit once; on each subsequent round it will do automatic constriction damage. The tendrils are extremely tough and cannot be severed; only damage to the central trunk will harm the Kampfult, and only when the trunk is destroyed is the creature itself slain.

Appearance: A Kampfult appears as a short tree trunk with six vines around its perimeter. At its base are six smaller roots, which it uses for locomotion.

Kech

Number	2d4
Morale	+3
Hit Dice	5d8
Armor Class	4
Move	150'/min., 60'/min. (in trees)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d4+1 / 1d4+1 / 1d6
Defenses	Camouflage, difficult to track
Attacks	Enemies get -4 to surprise rolls
Weaknesses	None
Size	M
Intelligence	9
Alignment	Neutral evil
Treasure Type	II
Treasure Value	1d4x1,000
Magical Treasure	1 item (10%)
X.P. Value	205 + 5/h.p.

General: Keches inhabit forests and woodlands in nearly all climates, where they use their fierce cunning to lure intruders to their doom, to set ambushes, and to raid on forest communities, for keches are found of human and demi-human flesh. They are capable of imitating most sounds, which they will use to lure prey into their well-hidden snares, deadfalls, and traps.

Combat: Keches attack with their two claws and bite. Their appearance makes blending in with their wooded surroundings easy, and thus enemies get a -4 penalty on surprise rolls. They are capable of moving silently 50% of the time, and anyone attempting to track them has a -50% penalty.

Appearance: Keches are lanky humanoids with green leathery skin that superficially resembles foliage. Their faces are noseless but sport large sharp fangs, and their toes are as nimble as their fingers, allowing them to travel through the trees at great speed. They do not wear clothing. They speak their own language of barks and snarls.

Kenleon

	Male	Female
Number	See below	See below
Morale	+7	+7
Hit Dice	5d10	5d10
Armor Class	6 (5 with shield)	7
Move	120'/min.	120'/min.
Magic Resistance	Standard	Standard
No. of Attacks	3	3
Damage	1d4/1d4/per weapon type	1d4/1d4
Defenses	-4 to surprise rolls	-4 to surprise rolls
Attacks	Leap	Leap, infuriation
Weaknesses	None	None
Size	L (7' long)	L (7' long)
Intelligence	9	9
Alignment	Neutral	Neutral
Treasure Type	III	III
Treasure Value	1d4x1,000 (per pride)	1d4x1,000 (per pride)
Magical Treasure	1 armor or weapon (10%)	1 armor or weapon (10%)
X.P. Value	225 + 6/h.p.	225 + 6/h.p.

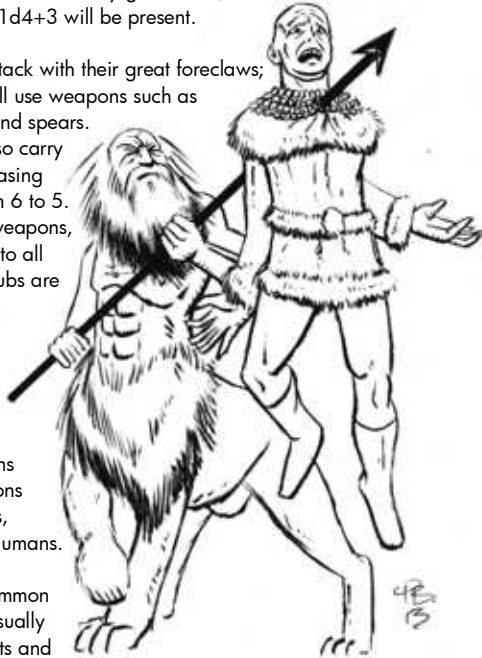
	Chief	King
Number	See below	See below
Morale	+8	+9
Hit Dice	6d10	9d8
Armor Class	5	5
Move	120'/min.	120'/min.
Magic Resistance	Standard	Standard
No. of Attacks	3	3
Damage	1d6/1d6/per weapon type +1	1d8/1d8/per weapon type +2
Defenses	-4 to surprise rolls	-4 to surprise rolls
Attacks	Leap	Leap
Weaknesses	None	None
Size	L (7' long)	L (7' long)
Intelligence	9	9
Alignment	Neutral	Neutral
Treasure Type	As all prides combined	As all prides combined
Treasure Value	As all prides combined	As all prides combined
Magical Treasure	As all prides combined	As all prides combined
X.P. Value	350 + 8/h.p.	900 + 12/h.p.

General: Kenleons are lion-centaur creatures that inhabit warm grasslands, where they hunt herd animals for food. When encountered randomly, there will be 2d8 kenleons, 50% males and 50% females. When a settlement is encountered, the size should be determined randomly if not already known:

Die Roll (d%)	Size	Consists of...
01-75	Pride	4d4 males, 2d12 females, 1d12 cubs
76-98	Tribe	3d10 prides, chief, witch doctor (70%)
99-00	Nation	2d4 tribes, king, 2d4 chief-type guards

Cubs are non-combatants. For any given tribe, there is a 70% chance that a witch doctor of level 1d4+3 will be present.

Combat: Kenleons attack with their great foreclaws; in addition, males will use weapons such as cubs, short swords, and spears. 50% of males will also carry shields of hide, increasing their armor class from 6 to 5. Females do not use weapons, but gain a +2 bonus to all "to hit" rolls if their cubs are endangered, as this infuriates them. All kenleons are able to leap 30' (or 10' straight up).



Appearance: Kenleons have the bodies of lions and the upper bodies, heads, and arms of humans. They speak their own language and the common tongue. Clothing is usually restricted to ornaments and jewelry.

Spellcasters: Kenleon witch doctors can rise as high as 7th level.

Kestrel-Man

Number	2d4
Morale	+4
Hit Dice	2d8 - 5d8
Armor Class	5
Move	60'/min. (180'/min. flying - poor)
Magic Resistance	F
No. of Attacks	3 or 1
Damage	1d4/1d4/1d6 or per weapon type
Defenses	Magic use, disguise
Attacks	Magic use
Weaknesses	None
Size	M
Intelligence	9
Alignment	Neutral
Treasure Type	IV
Treasure Value	1d8+3x1,000
Magical Treasure	1d6 items, but no weapons (10%)
X.P. Value	See below

General: Kestrel-men are bird-men who inhabit small underground caves. They are fond of kidnapping travelers for ransom, and use their magical abilities to confound enemies. They are noted for their unusual and imaginative thinking, often putting their magical powers to uses not normally seen, and revel in using misdirection to cause mischief. The hit dice of those encountered will depend on the total number:

Die Roll (2d4)	Kestrel-Man Hit Dice			
	2d8	3d8	4d8	5d8
2	2	-	-	-
3	2	1	-	-
4	2	2	-	-
5	3	2	-	-
6	3	2	1	-
7	4	2	1	-
8	4	3	-	1

Example: A group of 6 kestrel-men will consist of three with 2d8 hit dice, two with 3d8 hit dice, and one with 4d8 hit dice.

Combat: Kestrel-men either attack with their two claws and beak, or with a weapon (scimitar, spear, or quarterstaff). All have the following powers:

- 4th level thief abilities
- Disguise (can pass for human 50% of the time by wearing hoods, concealing cloaks, etc.)
- Telepathy with other kestrel-men

In addition, kestrel-men have magical powers based on their hit dice.

Hit Dice	1st Level	2nd Level	Other Powers
	Mage Spells	Mage Spells	
3d8	1	-	Shape change once every 30 days, lasts for 7 days
4d8	2	-	Invisibility at will
5d8	2	1	Call lightning once per day

All are innate powers; mage spells do not require spell books, and can be used once per day. Kestrel-men are considered persons for purposes of spells such as *charm person* and *hold person*.

Appearance: Kestrel-men are humanoid in appearance, but have the heads of great falcons, bodies covered in feathers, and bird-like claws instead of feet. They do not speak, relying solely on their telepathic abilities to communicate with other kestrel-men.



Ki-Rin

Number	1
Morale	+5
Hit Dice	12d10
Armor Class	-5
Move	240'/min., 480'/min. (flying - good)
Magic Resistance	R
No. of Attacks	3
Damage	2d4/2d4/3d6
Defenses	Magic use
Attacks	Magic use
Weaknesses	None
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 (the name is both singular and plural) 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 the air, they will almost always attack with their horn alone. 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:

- *Call lightning* (as per the spell)
- *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)
- *Psychic strike* 3 times per day
- *Summon weather* (as per the spell)
- *Wind walk* (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 look like 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.

Killer Frog

See frog, killer (p. 87)

Klakkker

Number	2d6
Morale	+3
Hit Dice	5d10
Armor Class	3
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d8/1d8
Defenses	Enemies get -4 to surprise rolls
Attacks	None
Weaknesses	None
Size	L (9')
Intelligence	6
Alignment	Neutral
Treasure Type	IX
Treasure Value	1d4x100
Magical Treasure	None
X.P. Value	150 + 6/h.p.

General: Klakkers are omnivores who inhabit deep underground passages and caves. They have poor eyesight but very acute hearing, and are thus very difficult to surprise.

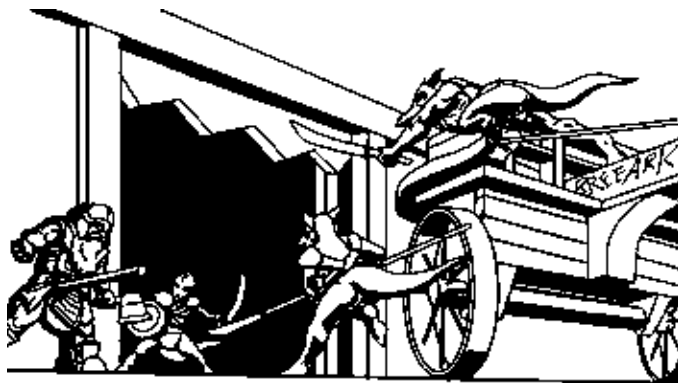
Combat: Klakkers fight with the sharp hooks they have instead of hands.

Appearance: Klakkers stand upright and have heads like vultures with long sharp beaks. Their bodies are covered with thick boney exoskeletons, but their most distinguishing feature is the curved hooks that serve as hands. They have no language *per se*, but communicate by tapping their claws on their exoskeletons, making a haunting and echoing "clacking" noise that gives the creatures their name.

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
Weaknesses	Sunlight	Sunlight
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	1	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
Weaknesses	Sunlight	Sunlight
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.

Kobolds can tunnel 80' per 8-hour shift in very soft rock, 60' in soft rock, and 30' in hard rock. This assumes a shaft 10' wide.

Kobolds get along well with goblins, but dislike orcs, hobgoblins, and bugbears to the point that they will attempt to desert if placed under the command of such creatures, should the opportunity present itself. They absolutely loathe



gnolls, but the latter usually don't think about kobolds enough to care.

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 each)	15%
66-75	Short sword	10%
76-80	Short sword and javelin	5%
81-90	Short sword and spear	10%
91-00	Spear	10%

Kobolds are considered persons for purposes of spells such as *charm person* and *hold person*.

Appearance: 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.

Spellcasters: Kobold shamans can rise as high as 5th level. Witch doctors can be as high as 2nd level.

Korred

Number	1d4
Morale	+3
Hit Dice	6d10
Armor Class	5
Move	90'/min.
Magic Resistance	C
No. of Attacks	1
Damage	1d2+4 or per weapon type
Defenses	None
Attacks	Hair
Weaknesses	None
Size	S (3')
Intelligence	11
Alignment	Chaotic neutral
Treasure Type	IV
Treasure Value	1d6+2x1,000
Magical Treasure	1d4 items (25%)
X.P. Value	900 + 8/h.p.



General: Korreds inhabit sylvan woodlands and conduct wild revels on at least a weekly basis in which dancing always plays an integral part. Any non-korred attempting to interrupt these revels much make a saving throw vs. spells or dance uncontrollably with wild abandon, suffering 1d4 h.p. per round from the exertion until they fall over dead, are forcibly restrained, or the korreds are somehow made to flee.

Each korred carries a pouch seemingly filled with inconsequential and nonsensical things; strands of hair, scissors, seashells, acorn lids, etc. If these things are sprinkled with holy water they will turn to hgold and be worth 5d4x10 g.p.

Combat: Korreds are usually armed with stout cudgels which they use to bash enemies for 1d6+4 h.p. of damage, or alternatively with sharp shears which can cause 1d4+4 h.p. They are immensely strong and can hurl boulders up to 100', which cause 2d8 h.p. of damage if they hit. They are also able to weave their hair into animated ropes which they can fling at foes to entangle them (AC 1, 5 h.p. each, can move 30'/min., victims must save vs. paralysis or be entangled and unable to move, attack, or cast any spell requiring anything other than an incantation).

Korreds are also able to perform the following magical feats, as indicated:

- *Animate rock* at will
- *Laugh* 3 times per day; anyone within 60' must make a charisma check or be stunned for 1d4 rounds
- *Shatter rock* at will
- *Stone door* at will
- *Stone shape* at will
- *Stone tell* at will
- *Transmute rock to mud* at will

Korreds are considered persons for purposes of spells such as *charm person* and *hold person*.

Appearance: Korreds are small humanoids with the legs of lambs and always sport wild and unkempt hair and beards. They speak the common tongue.

Kullen

Number	1d6
Morale	+10
Hit Dice	2d8
Armor Class	10
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d4+3
Defenses	Confusion
Attacks	None
Weaknesses	None
Size	L (8')
Intelligence	6
Alignment	Chaotic evil
Treasure Type	II
Treasure Value	9d6x100
Magical Treasure	1d3 (30%)
X.P. Value	73 + 2/h.p.

General: Kullens are jungle-dwelling humanoids that eschew armor in favor of brightly-colored war paint and animal skins. They are completely wild and aggressive, and cannot be befriended or parleyed within any way (*charm* spells and other methods of coercion will cause the affected kullen to die rather than act contrary to its nature; this happens when a contrary command is given, not when the spell first takes effect).

Combat: Kullens attack with specially-sharpened broadswords that are the equivalent of +3 weapons. The secret of their sharpening technique is something that no kullen has ever revealed. For each hit inflicted by the weapon, there is a 20% cumulative chance that its special edge will be blunted, reducing it to an ordinary broadsword. If a non-kullen picks up and uses such a blade, it will still retain its qualities, but will have the normal chance to become blunted.

Kullens radiate *confusion* in a 5' radius, which includes anyone within melee distance. All those within range must make a saving throw vs. magic or be confused:

Die Roll (d6)	Confusion Result
1-2	Stand still
3-4	Attack kullen
5-6	Attack friend

Those affected by confusion are entitled to a saving throw each round; if they fail, re-roll for the effect for that round. Those who move out of the effect's range automatically save on the following round. Kullens are considered persons for purposes of spells such as *charm person* and *hold person*.

Appearance: Kullens are humanoid in form, wearing animal skins and painting their flesh with brightly colored patterns that often accentuate their battle-scars. They speak their own language.

Lamia

Common Lamia

Number	1
Morale	+3
Hit Dice	9d8
Armor Class	3
Move	240'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	Per weapon type
Defenses	None
Attacks	Magic use, wisdom drain
Weaknesses	None
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. They have lions' tails. Lamias have their own language.



Lamia Matriarch / Patriarch

Number	1
Morale	+5
Hit Dice	10d10
Armor Class	6
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1 (males), 0 (females)
Damage	Per weapon type
Defenses	Magic use
Attacks	Magic use
Weaknesses	None
Size	M
Intelligence	14
Alignment	Chaotic evil
Treasure Type	VIII
Treasure Value	2d4+1x1,000
Magical Treasure	1d3 items (15%)
X.P. Value	2,550 + 12/h.p.

General: Lamia matriarchs rule over their common cousins and are given to outbursts of violence that even make the former quail. Unlike the commoners, these can be either male or female, and their respective abilities differ, as noted below. They are able to cast a web of illusion about themselves, appearing as humans. Characters 7th level and above have a 10% chance per level of penetrating this disguise and recognizing the lamia for what it truly is; clerics and their subclasses get a 15% bonus to this chance.

Combat: Males will be armed with short swords, while females will attack enemies solely with their magical abilities. All lamia matriarchs and patriarchs can use the following magical abilities once per round:

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

In addition, all lamia matriarchs and patriarchs are accomplished mages, with males being level 1d6 and females being level 2d4. They do not require spell books, but otherwise have the same limitations on the number and level of spells that can be cast.

As with common lamias, the touch of a lamia matriarch or patriarch will drain 1 point of wisdom from a victim (a successful "to hit" roll may be required). Once the wisdom of a victim dips to 2 or less, the victim will obey the commands of the lamia slavishly.

Appearance: Lamia matriarchs and patriarchs have the upper body of a human and the hindparts of a great serpent. They speak the language of all lamias.

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	F	H
No. of Attacks	2	2
Damage	1d6/1d6	2d6/2d6
Defenses	See below	See below
Attacks	See below	See below
Weaknesses	None	None
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:

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

In addition, greater lammasu have the following powers:

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

Lastly, all lammasu can cast clerical spells as if they were mystics 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.

Lamprey, Land

Number	2d6
Morale	-1
Hit Dice	1d10
Armor Class	7
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1
Defenses	None
Attacks	Blood drain, dexterity loss
Weaknesses	Fire
Size	S (3' long)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	36 + 2/h.p.

General: Land lampreys can be found in almost any climate or terrain save the driest deserts or coldest arctic tundras, but prefer areas which are both dark and wet. They move about as do snakes, attaching themselves to victims with mouths that constrict and latch on with terrible strength.

Combat: Land lampreys attack with their bite; once the initial "to hit" roll is successful, each lamprey will automatically drain 1 h.p. of blood from the victim for 3 rounds, maximum. While attached, each lamprey will also cause the victim to lose 1 point of dexterity due to the weight of the creature; this loss is restored when the lamprey either removes itself or is removed. They tend to attack in swarms.

If attacked with fire, as from a torch, they will release their hold on their prey.

Appearance: Land lampreys look much like their waterborne cousins; thick serpents some 3' long with tooth-filled funnel-like maws.

See also: lamprey (p. 269).

Landray

Number	1
Morale	+7 (although flees if dug out; see below)
Hit Dice	10d8
Armor Class	4
Move	30'/min., 60'/min. (burrowing)
Magic Resistance	Standard
No. of Attacks	1
Damage	See below
Defenses	Burrowing
Attacks	Smothering, poison
Weaknesses	None
Size	L (20' square)
Intelligence	14
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	1,000 + 14/h.p.

General: Landrays are related to trappers (see p. 232), and are found in most woodland areas and other locales with underbrush and fairly loamy soil. They primarily travel underground, burrowing beneath well-traveled paths where they will lie in wait near the surface with their dorsal spines protruding. Barbarians from wooded areas, rangers and druids each have a 5% chance per experience level of successfully identifying a landray's spines, as long as they are not surprised.

Combat: Landrays attack with their dorsal spines, lying in wait for some hapless creature to tread upon it. The spines are difficult to detect, looking like twigs or other bracken, and there is a 25% chance per creature passing over the landray that one of the spines will be stepped on. Those who step on the spines of the landray must make a saving throw vs. poison; failure indicates they will be paralyzed for 2d20x10 minutes. Once all movement in the vicinity has ceased, the landray will make its fatal attack: smothering.

Much like its cousin, the trapper, the landray causes damage by smothering and crushing its victims. The entire body of the landray will erupt through the soil, folding itself around those who have been paralyzed by the poison of its spines, and trapping them. Each victim thus trapped will take damage equal to 4 h.p. plus his armor class, as he is crushed by the action of the landray squeezing its body inward. The victims will automatically die of suffocation within 6 rounds unless the landray is slain or convinced to let its prey go free (which will only be done if imminent death is in the offing). Trapped victims are unable to use any weapons.

While it is underground, the landray is practically invulnerable to attack. Only by first digging it out can it be successfully engaged, and in such circumstances it is more likely to flee by burrowing underground.

Appearance: A landray appears as a large flat thin ray-like creature. It is colored a mottled brown and green, and has a row of 1d20+5 barbs along its spine. The front edge is hard and bony to accommodate moving through the forest loam.

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	Enemies get -1 to surprise rolls, rear claw rake
Weaknesses	None
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 foreclaws and bite. If both foreclaws 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	P
No. of Attacks	0
Damage	n/a
Defenses	Magic use
Attacks	Magic use
Weaknesses	None
Size	S (2')
Intelligence	16
Alignment	Neutral
Treasure Type	XII
Treasure Value	1d8+3x1,000
Magical Treasure	1d4+1 items, no weapons (10%)
X.P. Value	80 + 1/h.p.



General: Leprechauns tend to dwell in isolated green hills and dales, but they have been known to occasionally live 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. Rarely (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, mischievous and 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:

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

Appearance: Leprechauns look like 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	Vocal mimicry to lure prey
Weaknesses	None
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: A 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.



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. If the phylactery is destroyed, the lich will be permanently slain; otherwise, if the undead body is destroyed, it will re-form in 1d12 months. 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 spellcasting ability they had in life, liches are immune to the following:

- *Charm/enchantment* spells
- Cold-based attacks
- *Death* symbol or *death spell*
- Electricity-based attacks
- *Enteblement*
- *Insanity*
- *Polymorph*
- *Sleep*

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 are skeletal humanoids, usually wearing tattered robes and faded finery. Their eyes glow with a supernatural fervor.

See also: Demilich (p. 44).

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 harm
Attacks	Paralysis, magic use
Weaknesses	Holy water
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

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 to surprise rolls	+1 to surprise rolls
Attacks	Rake with rear claws	Rake with rear claws
Weaknesses	None	None
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 for 1d6+1 h.p. of damage each.

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. 303).

Living Boulder

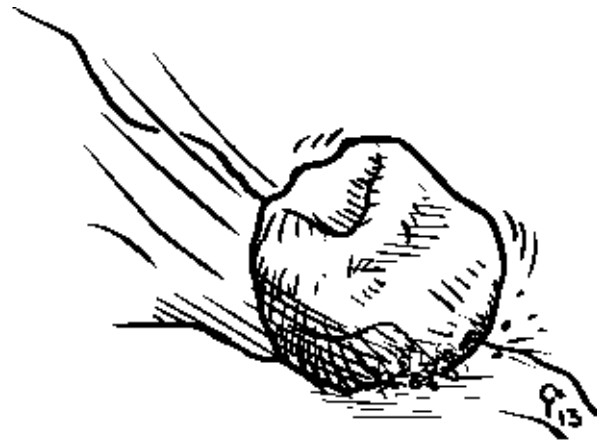
Number	2d6
Morale	+5
Hit Dice	1d6
Armor Class	4
Move	10-150'/min. (see below)
Magic Resistance	Standard
No. of Attacks	1
Damage	Equal to living boulder h.p.
Defenses	None
Attacks	Roll over victims
Weaknesses	None
Size	S-M (1' diameter/h.p.)
Intelligence	3
Alignment	Neutral
Treasure Type	XIII
Treasure Value	Varies - 1 hardstone (beryl), roll for size
Magical Treasure	None
X.P. Value	5 + 1/h.p.

General: Living boulders are found wherever there are loose rocks and boulders, both above and below ground. They are blind, but have excellent other senses to make up for the lack, attacking creatures based on vibration, scent, etc. up to 200' or more away. Once they have crushed a victim to death, they will roll on top of them and absorb the nutrients from the now-pulped flesh and bone. They weigh 28 lbs. per hit point, and their senses are

such that they will not roll into walls, off cliffs, into pits, etc. At the core of each living boulder is a beryl hardstone; consult the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit to determine size and value.

Combat: Living boulders attack by rolling into and over their victims, doing damage equal to the living boulder's original total (i.e., a wounded boulder still does the same amount of damage as it did before it was wounded). They will begin rolling towards a victim at a rate of 10'/min., gaining an additional 10'/min. each round until they reach a maximum speed of 150'/min. They are very quiet when rolling, and there is but a 50% chance that they will be spotted before they are within 40' of a victim.

Appearance: Living boulders look like ordinary boulders, between 1' and 6' in diameter depending on the number of hit points the creature has.



Lizard, Cave

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
Weaknesses	None
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: Cave 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: Cave 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: Cave 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, 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
Weaknesses	None
Size	L (30' long)
Intelligence	1
Alignment	Neutral
Treasure Type	V
Treasure Value	1d4+1x1,000
Magical Treasure	2d4 potions (40%)
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.

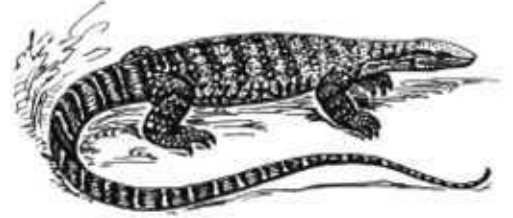
Combat: Fire lizards attack with their two claws and bite. They also have a breath weapon; a small gout of flame 15' long and 10' wide at the base. All creatures in the area of effect must make a saving throw vs. breath weapon or take 2d6 h.p. of damage. A successful saving throw indicates only 1d6 h.p.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

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

Lizard, Giant Monitor

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, enemies get -2 to surprise rolls
Weaknesses	None
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 less than 300 lbs., can be so grabbed.

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

Lizard, Monstrous

	Large	Huge	Giant
Number	2d8	2d6	2d4
Morale	±0	±0	±0
Hit Dice	2d10	3d10	4d10
Armor Class	6	5	4
Move	150'/min.	150'/min.	150'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	1d6	1d8	1d10
Defenses	None	None	None
Attacks	Double damage on jaw clamp	Double damage on jaw clamp	Double damage on jaw clamp
Weaknesses	None	None	None
Size	L (10' long)	L (15' long)	L (20' long)
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	60 + 3/.p.	85 + 4/h.p.	130 + 5/h.p.

General: Monstrous lizards inhabit swamps and marshes.

Combat: Monstrous 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: Monstrous lizards look just like ordinary lizards, save for their size. They can vary greatly in particulars and coloration.

Lizard Man

	Primitive	Evolved	Lizard King
Number	10d4	10d4	1
Morale	+2	+1	+4
Hit Dice	2d10	2d10	8d8
Armor Class	5	4	3
Move	60'/min., 120'/min. (swimming)	60'/min., 120'/min. (swimming)	150'/min., 120'/min. (swimming)
Magic Resistance	Standard	Standard	Standard
No. of Attacks	3	1	1
Damage	1d2/1d2/1d8	Per weapon type	5d4
Defenses	None	None	None
Attacks	None	None	None
Weaknesses	None	None	None
Size	M (7')	M (7')	L (8')
Intelligence	6	9	9
Alignment	Neutral	Neutral	Chaotic evil
Treasure Type	I	II	III
Treasure Value	2d4+1x1,000	2d4x1,000	1d6+2x1,000
Magical Treasure	1d3 items (15%)	1d3 items (15%)	1d4 items (25%)
X.P. Value	35 + 3/h.p.	50 + 3/h.p.	550 + 10/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. Some lizard man tribes (10%) 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.

Lizard kings are very rare hyper-evolved versions of their more primitive brethren; they will be served by 10d10 lizard men of either the primitive or evolved type, which the king requires to go out and provide human sacrifices on a regular basis.

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, but nonetheless effective, morning stars. Lizard kings use fearsome tridents which do 5d4 h.p. of damage; on a natural roll of 15 or better, the trident will do double damage, with a minimum of 15 h.p. It will only do so in the hands of a lizard king, however; in the hands of any other creature, it behaves as a regular trident. Lizard men are considered persons for purposes of spells such as *charm person* and *hold person*.

Appearance: Lizard men stand upright, with tails and reptilian heads. Both sorts speak the same language.

Lorn

Number	3d10
Morale	+2
Hit Dice	2d8
Armor Class	7
Move	60'/min., 90'/min. (in trees)
Magic Resistance	Standard
No. of Attacks	3 or 1
Damage	1d3/1d3/1d4 or per weapon type
Defenses	None
Attacks	Thrown rocks
Weaknesses	None
Size	M (6')
Intelligence	6
Alignment	Lawful evil
Treasure Type	I
Treasure Value	2d20x10
Magical Treasure	None
X.P. Value	28 + 2/h.p.



General: Lorns are cross-breeds of orcs and baboons, and can be found in most climates wherever woodlands are to be found. They dwell in the trees, and are actually more at home swinging from branch to branch than they are on the ground. They have infravision with 30' range. They have keen smell and hearing, and are often used by orcs as scouts.

Combat: Lorns attack with their claws and bite, or can hurl rocks up to 60' that do 1d4 h.p. of damage. Those that are in thrall to orc tribes, as opposed to simply living on their own in the woods, will have the use of clubs.

Appearance: Lorns are half-baboon, half-orc crossbreeds. Their jaws are prominent and possess jutting fangs, while their eyes are large but deeply set. They generally do not wear clothing, and speak a guttural, pidgin version of orcish.

See also: baboon (p. 163), orc (p. 174).

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	Enemies get -2 to surprise rolls, smothering
Weaknesses	None
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. It is able to slowly scuttle about on walls, floors, and ceilings, but generally moves 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, automatically 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 injuring those trapped beneath it for half damage as well as harming the creature itself.

Appearance: The lurker above is flat, with an underside that 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. Unless otherwise noted below, wolfsbane 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 spellcaster 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 spellcaster casting *remove curse* when the victim is in his animal form. Note that the lycanthrope will do everything in his power to escape, and will not suffer the spell to be 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)
- Being the subject of *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 due to the moon, 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 wolfbane blooms”. Player characters, in particular, might not realize they have been afflicted.

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.

Vixen

	Silver Fox Form	Humanoid Form	Elf form
Number	1	1	1
Morale	+2	+2	+2
Hit Dice	8d10	8d10	8d10
Armor Class	2	4	6
Move	240'/min.	180'/min.	120'/min.
Magic Resistance	Standard	Standard	None
No. of Attacks	1	1	1
Damage	1d2	2d6	Per weapon
Defenses	See below	See below	See below
Attacks	None	None	Charm
Weaknesses	None	None	None
Size	S	M	M
Intelligence	9-16	9-16	9-16
Alignment	Chaotic evil	Chaotic evil	Chaotic evil
Treasure Type		VI	
Treasure Value		1d6+3x1,000	
Magical Treasure	1d4 items (25%), 2d4 potions (40%)		
X.P. Value		1,700 + 12/h.p.	

General: Vixens suffer from a special types of lycanthropy that only affects elven and half-elven women. Males and non-elves of all types are immune. They dwell deep in isolated woodlands in comfortable cabins or caves. They are able to assume three separate forms; a silver fox, a humanoid half-fox, and their original elven (or half-elven) visage. Only in silver fox form can the disease be transmitted. They have infravision with 60' range in all forms.

Normally, the only companions a vixen has are those men she has charmed. There will be 1d4+1 such *charmed* slaves, all of whom will be armed and armored as appropriate to their class and level (including magical items) and who will fight to protect their mistress. First, roll to see the race of the charmed slave:

Die Roll (d%)	Race of Slave
01-19	Elf (single class)
20-29	Elf (2 classes)
30	Elf (3 classes)
31-50	Half-elf (single class)
51-65	Half-elf (2 classes)
66-00	Human

For each, roll to see the character class of the slave. If an inappropriate roll comes up (i.e., a class or multi-class combination not allowed for a particular race) re-roll until an appropriate selection comes up. The same rule applies to the choice of sub-classes.

Die Roll (d%)	Character Class of Slave
01-10	Bard level 1d4 (25% chance of jester)
11-15	Cavalier level 1d4 (25% chance of paladin)
16-25	Cleric level 1d4 (65% chance of druid)
26-75	Fighter level 1d4+1 (65% chance of ranger)
76-80	Mage level 1d4 (25% chance of illusionist or savant)
81-00	Thief level 1d4 (25% chance of jester or mountebank)

In addition, there is a 10% chance that the vixen has stolen an elven girl-child, her it with the disease, and is raising the child as her own. There is a 25% chance that this child will be 13 years of age or older; if so, treat her as a normal adult vixen. Otherwise she will be a non-combatant.

Note that a vixen may take damage if the elf form is wearing armor when the transformation to humanoid or silver fox form takes place. The amount of damage depends on the armor being worn and which form is being assumed:

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

Combat: In silver fox form, the vixen attacks with her bite. In this form, she is 90% undetectable when in underbrush and similar cover typical of the woods. She also cannot be tracked, even by magical means, when in this form.

In humanoid form, the vixen also attacks with her bite. It is in this form only that the vixen can spread her particular form of lycanthropy. Once bitten, a victim must have both a cure disease and a *remove curse* spell cast upon her by a 12th level cleric in order to reverse the course of the disease.

In elven form, a vixen will be armed with a dagger or similar weapon, and will possess the powers of a mage of level 1d4. In this form only, the vixen will be seen as achingly and unbelievably beautiful, to the point that any male with a wisdom score of 13 or less will act as if under the effects of a *charm* spell, albeit one that will not wear off on its own. Any male that does not fall victim to her looks, or any male of dwarven, gnomish, or halfling race, will be quietly disposed of when circumstances allow. In this form, she will be 90% resistant to *charm*, *sleep*, and *paralysis* (just like a normal elf).

Appearance: The silver fox form of the vixen appears to be a large fox with silver-gray fur. The humanoid form is covered in silver-gray fur and with the head of a large fox. The elven form is stunningly beautiful, and will have hair with a widow's peak of either silver color or dark hair with silver streaks. They speak both common and elvish.

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 +1 (or better) or silver weapon to harm
 Attacks Hug for 2d8
 Weaknesses None
 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. 15). 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 may 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 look like large brown bears. They speak the common tongue and can communicate with bears of all sorts.



Wereboar

Number 2d4
 Morale +5
 Hit Dice 5d10
 Armor Class 4
 Move 120'/min.
 Magic Resistance Standard
 No. of Attacks 1
 Damage 2d6
 Defenses +1 (or better) or silver weapon to harm
 Attacks None
 Weaknesses 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 aggressive 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. 21).

Note that a wereboar may 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. They speak the common tongue.



Werejackal

Number	1d4
Morale	-1
Hit Dice	4d8
Armor Class	4
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d4
Defenses	+1 (or better) or iron weapon to harm
Attacks	Sleep gaze
Weaknesses	None
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: Werejackals are shape-shifting creatures able to assume the form of either a human, jackal-man, or jackal. They seek to waylay travelers, slay them, take their belongings, and devour them. There is a 20% chance that werejackals will be accompanied by ordinary jackals (see p. 134).

Note that a werejackal will take damage if the human form is wearing armor when the transformation to jackal-man or jackal form takes place. The amount of damage depends on the armor being worn and which form is being assumed:

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

Combat: While in jackal or jackal-man form, werejackals 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. Silver weapons will not harm them unless they are enchanted as noted above. The gaze of the werejackal 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: Werejackals can assume three forms; a human, a jackal, or a jackal-man. The latter form is humanoid, with the head of a jackal and covered in fur. They speak the common tongue.

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	+1 (or better) or silver weapon to harm
Attacks	Enemies get -2 to surprise rolls
Weaknesses	None
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 or for 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. 190).

Note that a wererat may 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

No damage is incurred if transforming to giant rat form.

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, covered in fur, with a long tail and the head of a rat. It has hands and can grip weapons. Wererats speak the common tongue and can communicate with rats and mice of all sorts.

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	+1 (or better) or silver weapon to harm
Attacks	Rear claw rake for 1d4+1/1d4+1
Weaknesses	None
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 a majority are 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 any kind. They are 5% likely to be found in the company of other tigers (see p. 231).

Note that a weretiger may 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 look like large and supple tigers. They speak the common tongue as well as being able to communicate with all forms of cat.

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	+1 (or better) or silver weapon to harm	+1 (or better) or silver weapon to harm
Attacks	Enemies get -1 to surprise rolls	Enemies get -1 to surprise rolls
Weaknesses	None	None
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 may 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 several 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 look like wolves. Werewolves are likely to remain standing upright even in wolf form, while wolweres will always have four feet on the ground. They speak the common tongue and can communicate with wolves of all sorts.

Lynx, Ghost

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 to surprise rolls, rear claw rake
Weaknesses	None
Size	M
Intelligence	12
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	120 + 3/h.p.

General: Ghost lynxes can be found in cold forested places; the name refers to their coloration and ability to blend in with their surroundings, disappearing "like a ghost". They are adept at sneaking up on prey and avoiding danger, so they are able to conceal themselves with 90% effectiveness and to 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: Ghost 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: Ghost lynxes are merely larger and more intelligent versions of their regular cousins. They are thickly furred cats, mostly white, but striped and dappled in color, with tufts of fur on the tips of their ears. They speak their own tongue.

Maneating Orchid

Number	1d2
Morale	n/a
Hit Dice	4d8 - 9d8
Armor Class	6
Move	None
Magic Resistance	Standard
No. of Attacks	2 - 5
Damage	4d8 - 9d8 (see below)
Defenses	None
Attacks	Fragrance
Weaknesses	None
Size	L
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	275 + 6/h.p.

General: The maneating orchid is a large leafy plant that entices its victims into its fleshy leaves by means of a semi-hypnotic fragrance. It then dissolves their flesh and possessions to feed off the nutrients contained therein. It is found in tropical and sub-tropical jungles and rain forests. The exact size of the plant should be determined randomly if it is not already specified:

Die Roll (d6)	Hit Dice	Leaves	Size
1	4d8	2	12'
2	5d8	3	15'
3	6d8	4	18'
4	7d8	4	21'
5	8d8	5	24'
6	9d8	5	27'

Combat: The maneating orchid does not attack in a conventional sense. Rather, any creature within 60' must make a saving throw vs. poison. Any creature failing this save will be compelled to walk into one of the plant's leaf-traps, which will close around it and begin the digestive process. The prey will take a number of hit points of acid damage equal to its armor class each round (dexterity bonuses do not count). All possessions of the victim must make a saving throw vs. acid every 10 minutes (metal gets a +2 bonus to its saving throw). Victims cannot be rescued from the leaf traps until the plant is slain. The effect of the plant's perfume will persist after it is dead for 24 hours, or until the plant itself is burned, although the leaf traps will not close around their victims once the plant is dead.

Appearance: The maneating orchid looks like an enormous orchid with multiple brightly colored leaves that contain its digestive acids. The leaf traps lay upon the ground, all connected to the central plant by long winding vines. The size listed above refers the overall sprawling size of its leaves, vines, and flowers.

Mantari

Number	1d3
Morale	±0
Hit Dice	1d10
Armor Class	9
Move	180'/min. (flying - average)
Magic Resistance	Standard
No. of Attacks	1
Damage	19-CON (x4 if hit on prior round)
Defenses	None
Attacks	None
Weaknesses	None
Size	S (3')
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	65 + 2/h.p.

General: Mantari (the name is both plural and singular) inhabit most environments save the coldest or hottest, including underground: wherever their favored prey (giant rats and other similar vermin) can be found. They move about by flying, swooping down on victims with their venomous tail. They will attack 85% of the time.

Combat: Mantari attack with their tails, which sport an envenomed stinger. The venom of the mantari will cause damage equal to 19 minus the victim's constitution score (thus, a victim with a constitution of 11 would take 8 h.p. of damage from a hit). If a mantari strikes the same victim in two consecutive rounds, the second hit will do quadruple damage.

Appearance: Mantari are flying rays with 4' long tails which they keep beneath their bodies, aimed at the floor.

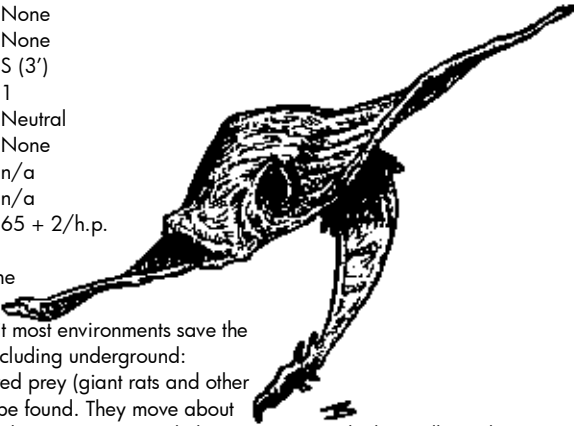
Manticore

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
Weaknesses	None
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. They speak their own language.



Mandragora

Number	3d6
Morale	-1
Hit Dice	1d12
Armor Class	5
Move	120'/min., 60'/min. (burrowing)
Magic Resistance	C
No. of Attacks	2
Damage	1d4/1d4
Defenses	Immune to sleep, fire does half damage
Attacks	Strangulation
Weaknesses	Bright light stuns
Size	S (1'-2')
Intelligence	7
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	50 + 3/h.p.

General: The mandragora is a mobile plant creature that dwells in the loam of the darkest forests, for sunlight disturbs them greatly. They burrow into the soil near the roots of great trees such as briars or willows, and wait for prey to come near, then wait until night to attack. They can sense animals within 120'.

Combat: Mandragoras attack with their upper appendages, which are not quite properly called arms, which are very long and wiry. A "to hit" roll of a natural 20 means the victim has been wrapped around the throat, which will cause 1d4 points of strangulation damage each round automatically thereafter. It is possible for the same mandragora to strangle the same victim with both appendages, causing double strangulation damage. They are immune to *sleep* spells, and because they are always moist and slimy they only take half damage from fire-based attacks. Sunlight or other equally bright light will stun the creatures for 1d4 segments (6-24 seconds); they will invariably wait until nightfall to attack unwary travelers.

Appearance: Mandragoras look like dark green roots or tubers in a rough caricature of a humanoid form. They have both "arms" and "legs" and their "faces" are composed of rough protrusions on their upper knobby surfaces. They in some sense resemble very large mandrake roots.

Mantis, Giant

Number	1
Morale	+15
Hit Dice	10d12
Armor Class	3
Move	60'/min., 120'/min. (flying - poor)
Magic Resistance	None
No. of Attacks	1 or 1
Damage	2d6 or 3d4
Defenses	Camouflage
Attacks	Holding, enemies get -3 to surprise rolls
Weaknesses	None
Size	L (12' tall)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	2,750 + 18/h.p.

General: Giant mantises are much like their ordinary cousins, and can be found in any terrain where the foliage is large enough to allow them to blend in due to their coloring. If a giant mantis spots a creature that it considers dangerous, it can avoid detection 75% of the time by standing stock-still.

Combat: Giant mantises attack with their massive serrated forelimbs. If an attack with its forelimbs is successful, a giant mantis will inflict 2d6 h.p. of damage and pin the victim so that dexterity and shield bonuses do not apply to subsequent attacks. Once that happens, the giant mantis will bite with its heavy mandibles, doing 3d4 h.p. of damage if it hits. Because of the giant mantis' coloring, enemies get a -3 penalty to surprise rolls.

Appearance: Giant mantises are much larger versions of their normal cousins. Their coloration ranges from bright green to brown and combinations thereof.

Mantodean

Number	2d6
Morale	+5
Hit Dice	6d10
Armor Class	5
Move	180'/min.
Magic Resistance	Standard
No. of Attacks	5 or 3
Damage	1d4/1d4/1d4/1d4/1d4+1 or per weapon type
Defenses	None
Attacks	Leap
Weaknesses	None
Size	M
Intelligence	13
Alignment	Chaotic neutral
Treasure Type	XIII
Treasure Value	1d10x10
Magical Treasure	None
X.P. Value	800 + 8/h.p.



General: Mantodeans, or mantis warriors, are an insectoid race found in arid climates, including dry scrublands and deserts. They dig underground burrows and inhabit small caves, but are not overly gregarious creatures. They are carnivorous, and are particularly fond of elf flesh.

Combat: Mantodeans attack either with four claws and a bite, or with weapons. Their bite is venomous; anyone bitten must make a saving throw vs. poison or be paralyzed for 2d8 rounds. When using weapons, they will have a large spear-like weapon with three triangular points, which does 1d6+2 h.p. of damage if it hits (it can also be thrown like a spear). In addition, they carry up to 10 triangular wedges which can be hurled up to 90' and which do 1d6+2 h.p. of damage if they hit. If these miss, they will return to the thrower like a boomerang and can be hurled again.

Appearance: Mantodeans are roughly humanoid, albeit with four arms, a chitinous exoskeleton, and the head of a large praying mantis. They speak their own language, which is impossible for non-insects to speak properly, although they can learn to understand it. Magical contrivances can, naturally, overcome this limitation.

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
Weaknesses	Gaze can be reflected
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. They are occasionally found in the company of the sightless grimlocks (see p. 116).

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 medusa'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.

Memory Moss

Number	2d6
Morale	n/a
Hit Dice	1d4
Armor Class	10
Move	None
Magic Resistance	Standard
No. of Attacks	None
Damage	n/a
Defenses	Memory theft
Attacks	Memory theft
Weaknesses	None
Size	S (1/2' x 1/2' square)
Intelligence	9
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	30 + 1/h.p.

General: Memory moss is a plant that can be found in most damp areas, but not underground, as it requires sunlight to survive. Intelligent itself, memory moss feeds on the memories of other intelligent creatures.

Combat: Memory moss does not attack conventionally. Any creature that comes within 60' must make a saving throw vs. spells. Failure indicates the moss has stolen all of the creature's memories for the last 24 hours, including any memorized spells. It will then use these spells against anything that threatens it (when doing so, it will form itself into a rough caricature of the creature whose memories it has absorbed). Once the moss has absorbed the memories of a creature, it will not do so again for 24 hours.

Memories (and spells) can be recovered only by eating the memory moss while it is still alive. It takes 1 minute to do so, and the creature eating the moss must make a saving throw vs. poison. Failure indicates it is violently ill for 3d6x10 minutes (but the memories and spells are still recovered). If a creature eats moss containing memories and spells not its own, they will gain those memories and the ability to cast those spells, but only for 24 hours, after which they will fade completely.

Appearance: Memory moss appears as a small patch of dark green moss. When casting spells it has absorbed, it will form itself into a shape roughly analogous to that of the creature from which the memories were taken.

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
Weaknesses	None	None
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 emulate 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.

Miner's Lamp

Number	4d10
Morale	n/a
Hit Dice	1d8
Armor Class	10
Move	0
Magic Resistance	Standard
No. of Attacks	None
Damage	n/a
Defenses	None
Attacks	Light
Weaknesses	None
Size	S (1')
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	10 + 1/h.p.



General: Miner's lamps are a form of bioluminescent fungus which are greatly prized by some subterranean races, and intensely loathed by others. They are often cultivated and placed in strategic points to provide light for activities such as mining or general living, and are also used to discomfit and provide defense against those races who are adversely affected by strong light such as drow and orcs.

Combat: Miner's lamps do not attack. They glow with a strong light, equivalent to a continual light spell, with a range of 60'. They will light for 1d6 hours, and then go dark for another 1d6 hours. For this reason they are often found in clumps, and 50% of them will be lit at any given time.

Appearance: Miner's lamps are multi-stalked mushrooms with ovoid heads. The light emanates from inside the heads, the skin of which is translucent.

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
Weaknesses	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).

Mite

Number	6d4
Morale	-2
Hit Dice	1d6
Armor Class	8
Move	30'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d3
Defenses	None
Attacks	None
Weaknesses	None
Size	S (2')
Intelligence	6
Alignment	Lawful evil
Treasure Type	III
Treasure Value	4d6x100
Magical Treasure	1d2 items (10%)
X.P. Value	5 + 1 /h.p.



General: Mites dwell in underground environments, where they set ambushes, traps, nets, pits, etc., to trap and disable unwary lone explorers or rear-guards. They never attack openly if it can possibly be avoided; they vastly prefer to work through their insidious traps and snares. They are related to jinx-midges and pesties (see pp. 137 and 179, respectively). Their scurrying and squeaking can sometimes be heard in the distance in dungeon corridors and deep tunnels. Those captured are stripped of their possessions and then dumped naked and bound into dungeon corridors to await the coming of hungry passers-by, while the mites watch from the shadows. The entrances to mite tunnels are well-hidden, and can only be discovered as if they were secret doors. The tunnels themselves are only 2 ½' tall, making them difficult for all but the smallest demi-humans to crawl through. They will sometimes combine forces with pesties, using their own trap-making skills in conjunction with the pesties' speed and agility.

Combat: Mites attack with their vicious bite. In addition, they use the same sort of leather clubs as jinx-midges; usable against prone victims, such clubs have a 2% chance of knocking out the victim with each blow (but not if the victim is wearing a great helm, plate armor, plated mail, or jousting plate). Mites are considered persons for purposes of spells such as *charm person* and *hold person*.

Appearance: Mites are short humanoids with bulbous heads and baleful countenances. Their skin ranges from light gray to light violet. Their twittering noises do not seem to be any coherent language.

Mold

There are a variety of different deadly and otherwise harmful molds that are found in underground (or other) environs. It should not be forgotten that most molds have non-dangerous cousins that are much the same in appearance, but which have no ill effects. Molds are immune to all mind-affecting magic.

Black Mold

Number	1
Morale	n/a
Hit Dice	n/a
Armor Class	9
Move	n/a
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	50% unnoticed, immune to fire- and electricity-based attacks
Attacks	Poison spores
Weaknesses	<i>Cure disease</i> , magical cold
Size	Varies
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	0

General: Black mold is a scourge found in many subterranean locales with high levels of moisture. It is black to very dark green in color, and always with a moist, slick appearance. Black mold colonies can grow as large as 500 square feet, and cover floors, ceilings, and walls.

Due to its color, black mold is difficult to spot when on conventional cave or dungeon walls. In such conditions, there is a 50% chance that it will go unnoticed.

Combat: Anyone coming within 20' of the black mold patch will trigger a release of its spores in a cloud 20' in diameter. Anyone in the area must make two separate saving throws: one vs. breath weapon and another vs. poison. If the first throw fails, the victim is covered in the spores of the black mold. Unless immediate steps are taken to thoroughly clean all the exposed surfaces (clothing, skin, hair, backpacks, pack animals, etc.), the mold will begin growing on the victim at a rate of 1 square inch per round. If ignored, the victim will become completely covered in the stuff in less than a day. Once that happens, the victim dies, covered in mold. (Note that after an hour, anyone approaching the victim will suffer an attack of spores themselves, requiring additional saving throws.)

Those who fail the saving throw vs. poison will contract a severe respiratory infection within 12 hours (roll 1d12 to determine onset time). Those suffering from the disease will lose one point each of strength and constitution for the duration, and will suffer hacking coughing attacks at random intervals (25% chance of one occurring when silence is desired, such as when hiding or sneaking up on an enemy). The infection will last 2d12 days.

A *cure disease* spell will cure either affliction, but two separate spells are required to heal both, if needed.

Black mold itself is immune to fire or electricity-based attacks. It can be killed by a *cure disease* spell or by magical cold, such as a *wand of frost*, etc.

Appearance: Black mold appears like any other sort of mold, and is dull black in color.

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	n/a
Defenses	Immune to weapons and most magic
Attacks	Drains heat
Weaknesses	Cold, ultraviolet light
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, arctic toads, etc.) are not affected by the mold's attack.

Only cold-based magic will affect it at all; weapons, acid, 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.

Faerie Mold

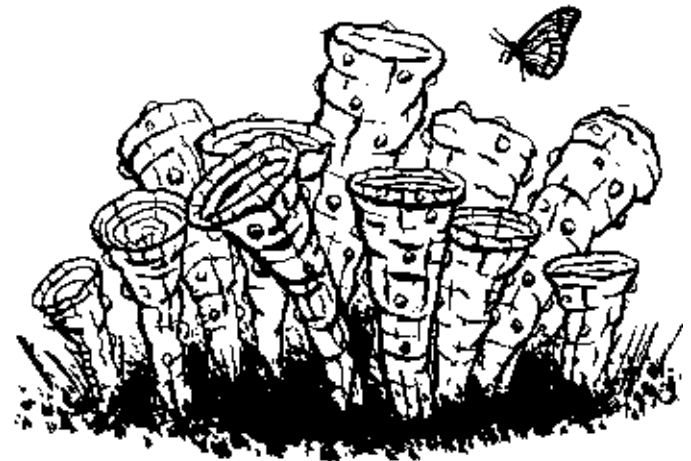
Number	1
Morale	n/a
Hit Dice	n/a
Armor Class	9
Move	n/a
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	None
Attacks	Limning
Weaknesses	Fire
Size	Varies
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	0

General: Faerie mold is both a boon and a bane to those who explore beneath the ground. On the one hand, the soft glow that it produces is a welcome sight, as it creates an illumination sufficient for most surface dwellers to see their environs for 60' in all directions from the mold. Large colonies thus can illuminate vast areas such as caverns and tunnels. On the other hand, if it comes in contact with skin or clothing, it can become a positive nuisance.

Combat: Faerie mold does not attack. However, if a creature rubs up against it accidentally, the mold will cling to them. Attempts to scrape, rub, or wash it off will simply smear the stuff over the victim, as will ordinary movement such as walking. This has the effect of rendering the victim much easier to see in darkness (similar to the effects of a *faerie fire* spell). Hiding in shadows is impossible, *invisibility* will not work, and enemies get a +2 bonus "to hit" because of the glowing outline created by the mold. The glowing effect will last for 1d12+4 hours once it is rubbed off the parent mold colony. If faerie mold is on a ceiling and something passes beneath it, there is a 50% chance that a piece of the mold will fall on that person, again creating the glowing effect. If the person is watching for such an occurrence, he may make a DEX check to avoid the falling mold.

Magical fire or very hot normal fire (as burning oil) will kill faerie mold, but it is impossible to apply such to a living creature or clothing without inflicting damage.

Appearance: Faerie mold appears as a patch of bumpy cylinders of blue, green, and violet. The whole thing glows with a soft yellow light.

**Russet Mold**

Number	1
Morale	n/a
Hit Dice	n/a
Armor Class	9
Move	n/a
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	Immune to weapons, fire, and cold
Attacks	Spores
Weaknesses	Alcohol, acid, salt, <i>cure disease</i> , <i>continual light</i>
Size	Varies
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	0

General: Russet mold is always found deep underground, for light harms it. At ranges of 30' or more, it is 70% likely to be mistaken for merely a large patch of rust.

Combat: Russet mold attacks by means of its spores. If any creature comes within 3', or if the mold itself is touched, it will release the spores in a cloud 3' in diameter. Any creature within the cloud will take 5d4 h.p. of damage immediately and must also make a saving throw vs. poison; failure indicates the spores have lodged in the tissues of the victim. Such victims will begin to sprout patches of mold and will die within 1d4+1x10 minutes unless a *cure disease* spell is used. After 1d4+20 hours the victim will be completely covered by the mold, and once this happens a vegepygmy will emerge from the rotting corruption (see p. 238). A *hold plant* spell will prevent the growth of the mold during its duration, but if the mold is allowed to grow for more than one hour total, only a full *wish* can restore the victim to life.

Russet mold is immune to all weapons, all fire-based attacks, and all cold-based attacks. It can be burned away by solvents such as acid and alcohol, and the spells *cure disease* and *continual light* will destroy it if cast directly upon the mold patch.

Appearance: Russet mold has a rust-red hue, and is covered in fine hairs that constantly and slowly wave.

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
Weaknesses	Fire and heat
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 5' in radius. 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 flaming 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.

Mongrelman

	Warrior	Leader
Number	1d100	1
Morale	-1 to +2	+3
Hit Dice	1d8 to 4d8	5d8
Armor Class	5	4
Move	90'/min.	120'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	Varies, or per weapon	1d12 or per weapon
Defenses	Camouflage	Camouflage
Attacks	Mimicry	Mimicry, +1 "to hit"
Weaknesses	None	None
Size	M	M
Intelligence	6 to 9	10
Alignment	Lawful neutral	Lawful neutral
Treasure Type	None	1
Treasure Value	n/a	4d6x100
Magical Treasure	None	1d2 items (10%)
X.P. Value	See below	170 + 5/h.p.



General: Mongrelmen are outcasts from most societies; unwelcome in lawful and good places, enslaved and bullied in chaotic and evil ones. They are misbegotten cross-breeds of nearly every strain of humanoid and demi-human imaginable; orc, kobold, dwarf, elf, bogwump, crabman, kestrel-man, etc.

When encountered, most mongrelmen will be of the 1d8 hit die variety. However, individuals of higher hit dice will be encountered as indicated below (additional leaders are cumulative):

Condition	Additional Leaders
For every 10 1d8 HD warriors	One 2d8 HD warrior
For every 30 1d8 HD warriors	One 3d8 HD warrior
For every 40 1d8 HD warriors	One 4d8 HD warrior
In their lair	One leader plus 4 4d8 HD bodyguards

Their statistics are as follows:

Hit Dice	Morale	Damage	INT	XP Value
1d8	-1	1d4	6	20 + 1/h.p.
2d8	±0	1d6	7	36 + 2/h.p.
3d8	+1	1d8	8	65 + 3/h.p.
4d8	+2	1d10	9	110 + 4/h.p.

All mongrelman have the following abilities:

- Camouflage creatures (80% chance of hiding self or other creature plus 1% per 10 minutes' preparation time)

- Camouflage buildings (80% chance of hiding building or some other structure plus 1% per week of preparation, not effective at ranges closer than 50')
- Mimicry (can perfectly imitate animal/monster sounds, except sonic attacks and other magical effects)
- Pick pockets (70% chance of success)

Mongrelmen are considered persons for purposes of spells such as *charm person* and *hold person*.

Combat: Mongrelmen attack either with their claws/hands or with weapons. Leaders get a +1 bonus on all "to hit" rolls. A few mongrelmen (5%) will be armed with blowguns which fire darts tipped with either deadly poison (50%) or paralyzing poison (50%, lasts 2d6 minutes).

Appearance: Mongrelmen, true to their muddied blood lines, have a monstrous appearance, often combining the worst and most horrific aspects of all creatures within their ancestry. They speak the common tongue.

Monitor Lizard, Giant

See lizard, monitor (p. 148).

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
Weaknesses	None	None	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.

See also: Banderlog (p. 12).

Monstrous Animal

See camel spider, monstrous (p. 30); centipede, monstrous (p. 34); dragonfly, monstrous (p. 65); frog, monstrous (p. 87); lizard, monstrous (p. 148); pseudoscorpion, monstrous (p. 185); scorpion, monstrous (p. 199); spider, monstrous (p. 220); tick, monstrous (p. 231); and whip scorpion, monstrous (p. 243).

Mottled Strangler

Number	1
Morale	-2
Hit Dice	4d8
Armor Class	8
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d4/1d4
Defenses	None
Attacks	Strangulation from behind
Weaknesses	None
Size	M
Intelligence	6
Alignment	Chaotic evil
Treasure Type	V (no gems)
Treasure Value	1d4x1,000
Magical Treasure	1 armor/shield (5%), 1 weapon (5%)
X.P. Value	85 + 4/h.p.

General: Mottled stranglers are thoroughly despised creatures, even by their own kind; they are thus solitary and never work in cooperation with others. They dwell in deep lightless tunnels where they prey on the unwary; orcs and kobolds in particular hate mottled stranglers and will go to great lengths to slay one if it takes up residence near one of their lairs. They are completely unaware of the value of gems, and their lairs will be filled with the bones of the unfortunates they have carted away to be devoured. They have infravision with 120' range.

Combat: Ordinarily a mottled strangler attacks with its claws. However, if it is able to strike a humanoid or smaller creature from behind and with surprise, they will do so using a crude garrote. A successful "to hit" roll means the victim will die of strangulation in 2 rounds unless the mottled strangler is slain or attacked by another creature from another side, thus forcing it to defend itself. They have the following thievery abilities:

- Pick pockets (45%)
- Move silently (33%)

- Hide in shadows (25%)
- Climb walls (88%)

Mottled stranglers are considered "persons" for purposes of such spells as *hold person* and *charm person*.

Appearance: Mottled stranglers are thin and lanky, with skin color anywhere from gray to dark green, usually with red splotches. The eyes are pitch black with burning red pinpricks and the three-toed feet are webbed.

Mouse, Giant White

Number	1d20
Morale	+3
Hit Dice	3d8
Armor Class	7 (cavaliers 2)
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d3 or per weapon type
Defenses	None
Attacks	Swordsmanship
Weaknesses	None
Size	S (3')
Intelligence	10
Alignment	Neutral evil
Treasure Type	Individuals XVIII, group IV
Treasure Value	Individuals 1d20, group 1d6+2x1,000
Magical Treasure	1d4 items (25%)
X.P. Value	35+3/h.p.



General: The giant white mouse, while a cousin of the more common variety, is actually an intelligent creature, and will almost certainly be found dressed in clothing befitting a nobleman or dandy (at least, one of some 3' in height). Though they typically eschew the company of wererats and their less intelligent cousins, thinking themselves belonging to a wholly superior class of personage, they will occasionally lower themselves to consort with such creatures, as long as their superior status is acknowledged and their demands for plush and luxurious quarters are met. They are found in any clime other than desert or arctic.

All pride themselves on their literacy. They also consider themselves excellent card players and have been known to while away hours in contests of plaques and the like with enemies whilst engaging in urbane conversation, as they consider such to be a more "gentlemanly" way to deal with their foes. They

are not above turning instantly hostile and treacherous, however, should the opportunity arise. True to their nature, if pressed they will flee, able to squeeze their body into any aperture large enough to accommodate their head (approx. 6").

They despise jinx-midges (see p. 137), whom they consider to be no more than savages.

Combat: Giant white mice normally attack with weapons. For their part, they are excellent swordsmen (swordsmice?), and are most often found wielding a very slender rapier that does damage equivalent to a dagger. Their prowess is such that if they are facing an opponent with a one-handed weapon, on any round where their opponent misses and they hit, there is a 25% chance that they have, in fact, disarmed their opponent, sending their weapon flying 3-8 (1d6+2) feet away in a random direction. This will only happen to opponents who are in front of the giant white mouse, and who are using a single-handed weapon in melee.

One in ten giant white mice is a cavalier of level 1d6, and will be found with a war dog as a mount (see p. 48). They use scaled-down spears (that do 2-5/2-4 h.p. damage) and charge at opponents. Such cavaliers will wear mouse-shaped plate mail armor, complete with plumed helmet and shield. Their mount will have studded leather armor as per a normal war dog.

Appearance: Giant white mice look like large white mice standing upright and wearing fancy human-like clothing of fine quality. They speak the common tongue and that of *zverts*, and can also communicate with all rodents.

Muckdweller

Number	5d4
Morale	+3
Hit Dice	1d4
Armor Class	6
Move	30'/min., 120'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d2
Defenses	None
Attacks	Blinding jet of water
Weaknesses	None
Size	S (2')
Intelligence	9
Alignment	Lawful evil
Treasure Type	XV
Treasure Value	1d10x10 + 5d6
Magical Treasure	None
X.P. Value	7 + 1/h.p.

General: Muckdwellers are tiny dinosaur-like creatures that dwell in swamps and other muddy waters. They lurk in the brown waters waiting for prey to stumble into their trap, at which time the swarm will attack and devour them if possible. On occasion, they are known to serve lizard men and other such creatures that share their aquatic habitat.

Combat: Muckdwellers attack with their tiny jaws. In addition, each is able to squirt a jet of muddy water at an enemy's eyes. This attack has a range of 10'; those struck must make a saving throw vs. wands. Failure indicates they are blinded; they lose any action they might otherwise have had in the round, and all attacks against them are made with a +2 bonus "to hit" and with no dexterity bonus for the victim's armor class. The other members of the swarm will attack such blinded victims with their multitude of bites.

Appearance: Muckdwellers are tiny bipedal dinosaurs with fans running from the back of their skull down to the base of their tail, gray-brown in color with

a dull yellow stomach. Their feet are webbed and their forelimbs are tiny like those of a tyrannosaur.

Mud-Man

Number	2d6
Morale	+3
Hit Dice	2d8
Armor Class	10
Move	30'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	None
Defenses	Immune to certain spells
Attacks	Mud, suffocation
Weaknesses	<i>Dispel magic, dig</i>
Size	S (4')
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	28 + 2/h.p.



General: Mud-men are created by magical waters pooling and forming muddy deposits. Even the slightest enchantment can create a mud-man pool given enough time (for instance, a stream that flowed over an enchanted statue, slowly eroding it). Mud-men can only sense creatures who physically enter their pool, and are themselves incapable of moving beyond the limits of their pool. Once a creature enters their pool, any mud-men within will form themselves up into their vaguely humanoid shape in one round and then attack, for they are motivated solely by jealous hatred of all creatures more mobile than themselves. If their pool becomes devoid of living and mobile creatures, they will sink back into it, losing their humanoid form until roused to anger once more.

Combat: Mud-men attack by hurling globs of mud at enemies, with a range of 60'. When doing so, their targets are treated as AC 10 (DEX bonuses to armor class still apply). For each glob that hits, the target's movement rate is lowered by 10'/min. When a mud-man gets within 10' of an enemy, it will hurl its entire body at them, slaying themselves if they hit, but dropping the enemy's movement rate down a full 40'/min. If the mud-man misses, it must spend the next round re-forming its body.

Once a victim is reduced to zero movement, it is completely immobile and will begin to suffocate, taking 1d8 h.p. of damage per round, and ultimately dying in 5 rounds unless aid is forthcoming. A comrade can spend a round clearing the mouth and nose, allowing the victim to breathe, and can spend 5 rounds

chipping off enough mud to restore 10'/min. movement. Of course, while this is going on, more mud-men may attack.

Mud-men can be affected by direct magical attacks (*magic missile, flame strike, etc.*), but if such attacks are directed against a pool before the individual mud-men have formed themselves into their humanoid shapes, the damage is divided evenly between them all, as their muddy substance is evenly distributed on the bottom of the pool. The spells *dispel magic* and *dig* each act on mud-men as if a fireball spell were cast upon them. *Transmute rock to mud* will slay all mud-men within its area of effect, with no saving throw. They are immune to poison and all mind-affecting spells.

Appearance: Mud-men have two forms: either undifferentiated mud at the bottom of their pool, or a roughly humanoid shape with at best two arms and the vague intimation of a face.

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
Weaknesses	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.

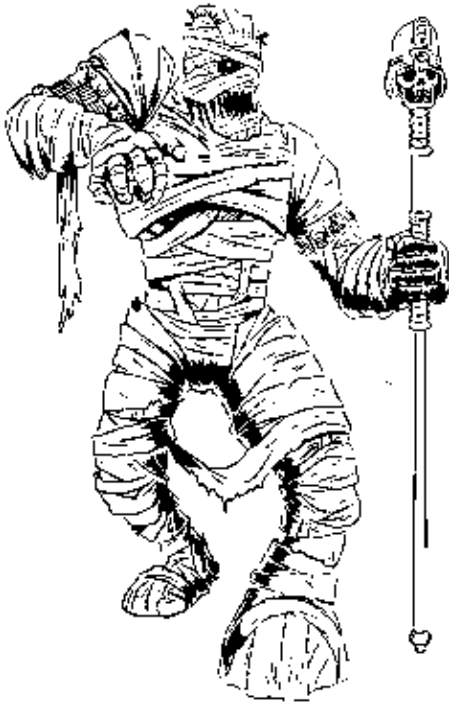
They cannot carry more than 600 lbs.

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

Appearance: Mules look like smallish horses with longer ears.

Mummy

	Mummy	Mummy Lord
Number	2d4	1
Morale	+4	+8
Hit Dice	6d10	16d10
Armor Class	3	-1
Move	60'/min.	60'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	1d12	1d12
Defenses	+1 (or better) weapon to harm, half damage, immune to <i>sleep</i> , <i>charm</i> , <i>hold</i> , <i>poison</i> , <i>paralyzation</i>	+2 (or better) weapon to harm, half damage, immune to <i>sleep</i> , <i>charm</i> , <i>hold</i> , <i>poison</i> , <i>paralyzation</i> , and non-magical fire
Attacks	Revulsion, mummy rot	Revulsion, mummy rot, spells
Weaknesses	Fire, holy water	Holy water
Size	M	M
Intelligence	6	6
Alignment	Lawful evil	Lawful evil
Treasure Type	VIII	VIII
Treasure Value	2d4+1x1,000	5d6x1,000
Magical Treasure	1d3 items (15%)	1d6 items (35%)
X.P. Value	750 + 8/h.p.	9,000 + 25/h.p.
Turn as Type	VIII	XIII



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 wasting 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.

Mummy Lord: Mummy lords are powerful spellcasters who are cursed to protect a particular place, person, etc. They are often set in their position as a punishment, and placed in a tomb that is not intended to ever be opened. In addition to the regular abilities of mummies, they function in all ways as if they were 16th level clerics, including spells and the ability to turn undead. Because of this power, they will usually be in command of any other undead in their particular location. They are only affected by magical fire; mundane fire does them no harm.

Mushroom Man

Number	1d12 (2d10x20 in lair)
Morale	+6
Hit Dice	1d8 - 6d8
Armor Class	10
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	See below
Defenses	Poison
Attacks	Spores
Weaknesses	Sunlight
Size	S - L
Intelligence	9
Alignment	Lawful neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	4d4 potions (40%)
X.P. Value	See below



General: Mushroom men, sometimes called agaricoids, are found exclusively in deep and dark places where they need fear no sunlight, which is intensely painful to them. There are neither plant nor animal, and thus certain spells specific to such creatures (*hold animal*, *charm plants*, etc.) will not affect them unless the spell descriptions explicitly state otherwise. Their mental processes and psychology are completely alien to that of any animal, and vice versa -

each sees the other as vile, disgusting, and baffling, and thus there is no love lost in either direction.

When encountered randomly, 1d12 individuals will be found. If a mushroom man community is discovered, it will contain up to 200 of the creatures, plus one king. Their society is based on “circles” of precisely 20 individuals, with each circle having 4 individuals of each hit die type. Circles are the basic social unit of mushroom man society, and members spend an entire third of their time in a telepathic gestalt, during which they are oblivious to all around them. Only a release of distress spores (see below) can pull a circle out of such a gestalt, and woe betide the animal-creature that forces them to do so!

A community will also have a 6d8 HD king, who sits above the regular social order of the circles, guides the circles, brews potions from rare spores, and keeps informed about doings outside the community that might impact the mushroom men. When the king dies, the strongest 5d8 HD mushroom man will become the next king, but this is seen as a pitiable role, as it removes him from the comforting life of the circles and the gestalt forever.

As they grow in size, they also grow in capabilities (the ability to emit certain types of spores is cumulative, and each may be emitted a number of times per day equal to the hit dice of the individual mushroom man):

Hit Dice	Damage	Spores	Size	X.P. Value
1d8	1d4	Distress	S (2')	14 + 1/h.p.
2d8	2d4	Reproduction	S (4')	28 + 2/h.p.
3d8	3d4	Rapport	M (6')	50 + 3/h.p.
4d8	4d4	Pacify	L (8')	150 + 4/h.p.
5d8	5d4	Hallucinate	L (10')	205 + 5/h.p.
6d8 (king)	6d4	Animate	L (12')	425 + 6/h.p.

Distress spores will spread out 40' per round to a maximum radius of 120'. They are used to signal danger to others or distress on the part of the one sending them forth.

Reproduction spores are used to replace slain mushroom men to bring the circle back up to a perfect 20 individuals. They are emitted automatically when one dies, but can be emitted at other times (such as when the king decides a new circle is needed for the well-being of the community at large).

Rapport spores are used to generate the telepathic gestalt, but are also used to enable non-agaricoids to enter into the gestalt and communicate telepathically with the circle. They have a range of 10', and any creature exposed to them must make a saving throw vs. poison (the throw may be deliberately failed, if desired). Failure indicates the creature has entered the gestalt and can communicate with the circle for 10 minutes per hit dice of the mushroom man that emitted the spores.

Pacify spores are used against a single creature within 20' of the mushroom man. If the target fails a saving throw vs. poison, it will become instantly pacified and won't even respond to attacks against it. The effect lasts for 10 minutes per hit dice of the emitter.

Hallucinate spores are used to enter the telepathic gestalt, but can also be used against enemies. Any single creature within 20' can be targeted, who must then make a saving throw vs. poison. Failure indicates they are beset by violent and bizarre hallucinations for 10 minutes per hit dice of the emitter. The reaction of each affected creature should be determined randomly:

Die Roll (d20)	Reaction
1-10	Curl into a fetal position, whimpering
11-15	Stare blankly into space
16-18	Run in blind panic, screaming, in a random direction
19-20	Attack the closest creature with deadly force

Animate spores are used by the king to bring the corpse of some animal creature to a shambling semblance of life. A likely corpse sprayed with spores will rise to life covered by purple fungus after 1d4 days. It will finally decay into a heap of corruption 1d4+1 weeks later. In the intervening time, however, the “animate” will behave like a zombie in all respects (see p. 251), save that it is not actually undead and cannot be turned, *disrupted*, etc. The creature will do 1d3/1d3 h.p. of damage if it hits.

Combat: Mushroom men attack with their spongy fists, but will also use their spores in combat to maximum effect. As a rule, they eschew violence themselves, and will use the animates of the king for combat unless direly threatened. Any potions they have will have been brewed by the king and will be actively used in defense against enemies. Sunlight causes them pain and they will avoid it. The skin of a mushroom man, other than its hands, is covered with a poison slime; any creature touching it must make a saving throw vs. poison or take 1d4 h.p. of damage.

Appearance: Mushroom men look like walking mushrooms, with spongy bodies, club-like legs and arms, and three-fingered hands. They vary in size depending on their hit dice, but all have the characteristic stipe and pileus (stalk and cap) associated with mushrooms. They can be of almost any hue or combination of colors. They do not speak, but only communicate with other creatures through the use of the rapport spores, as noted above.

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. 274).

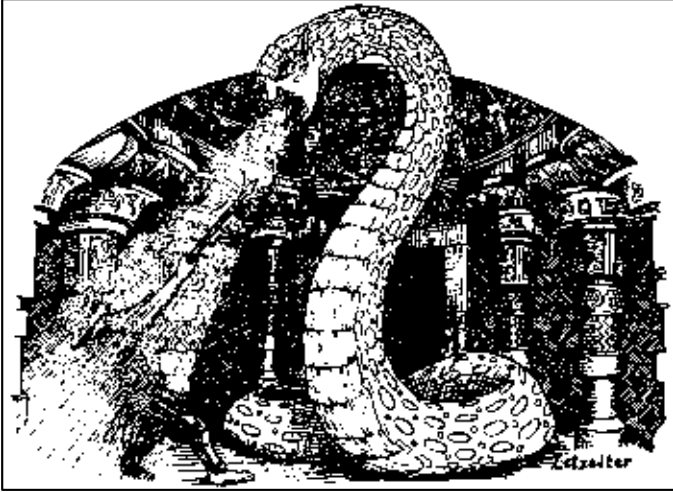
Guardian Naga

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
Weaknesses	None
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 the ability 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. They speak the shared language of all nagas, as well as the common tongue and that of shedus.



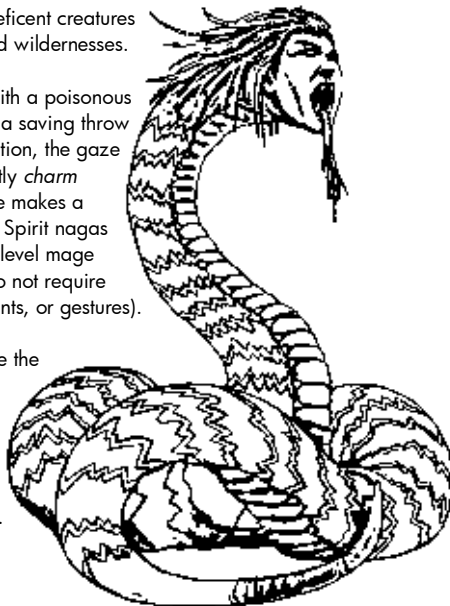
Spirit Naga

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, <i>charm</i>
Weaknesses	None
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 he makes a saving throw vs. paralyzation. 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 parts have black scales with red bands. They speak the shared language of all nagas, as well as the common tongue.



Necrophidius

Number	1
Morale	n/a
Hit Dice	2d8
Armor Class	2
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d8
Defenses	See below
Attacks	Dance of death, enemies get -2 to surprise rolls
Weaknesses	None
Size	L
Intelligence	9
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	118 + 2/h.p.



General: The necrophidius is a magical creation that is created for a single specific purpose (such as to guard a person or object, kill a specific person, etc.). Once that purpose is fulfilled the necrophidius becomes inactive and inert. Despite its appearance, it is not an undead creature and cannot be turned by clerics.

The necrophidius can be created in one of three ways. First, certain tomes exist which allow the possessor to create such a creature. Second, a mage of at least 14th level must cast the spells *charm person*, *geis*, and *limited wish* on a construct. Or, third, a cleric of at least 11th level must cast the spells *neutralize poison*, *prayer*, *silence*, *snake charm*, and *quest* on a construct. A construct itself costs 500 g.p. per hit point, and requires the complete skeleton of a giant snake, the skull of a murderer (dead not more than 24 hours), and 10 days to create.

Combat: The necrophidius attacks with its bite. Victims struck by the bite must make a saving throw vs. magic or be paralyzed for 1d4x10 minutes. Note that this is not a poison, but a magical, attack. The creature is immune to poison, *sleep*, *charm*, and other mind-affecting magic. It is able to move with complete silence, thus causing enemies to have a -2 penalty on their surprise

rolls. If an enemy is surprised, the creature is able to begin its “dance of death”, which is a hypnotic swaying that will cause those looking upon it to make a saving throw vs. magic. Failure indicates the victim is held in a hypnotic trance, allowing the necrophidius to strike and hit automatically.

Appearance: The necrophidius looks like the skeleton of a giant snake with a fanged human skull. The eyes glow with a preternatural light.

Nine Life Cat

	“Parent”	“Child”
Number	1	9
Morale	+5	Special - see below
Hit Dice	9d8	2d8 (but see below re: HP)
Armor Class	5	6
Move	90’/min.	120’/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	2d10	1d8
Defenses	Regeneration	Reassociation
Attacks	None	None
Weaknesses	None	None
Size	L	L
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	1,400 + 12/h.p.	1/9th the value of the parent

General: Nine life cats are carnivores found both in warm grasslands and in extensive underground caverns. They have infravision with 90’ range. They are able to split themselves into 9 identical “children”; there is a 90% chance that the nine life cat will do so prior to the beginning of combat, and a 100% chance that it will do so after 1 or 2 rounds; when this happens the parent loses one of its hit dice for every child that remains disassociated (the total hit points of the parent are split as evenly as possible amongst the children). The children are able to stay in telepathic contact with one another, and will coordinate their attacks, often using perfect wide encircling maneuvers. Reassociating is instant, much like the movement of a blink dog (see p. 20), and the children can still attack and then reassociate at the very end of a round.

Combat: Nine life cats strike with their long tails, which they arc over their heads to strike at opponents. If a child is wounded, there is a 25% chance per round that it will reassociate with the parent creature. Reassociation can only happen when the children are within 50’ of the parent. When all of the children are reassociated, the parent can regenerate 9 h.p. per round. If a child is slain, it will instantly reassociate with the parent, but that hit die will be forever lost.

Appearance: Nine life cats look like large black panthers. The children are no smaller than the parent. Their pelts can be worth up to 1,500 g.p.

Numblin

Number	1d4
Morale	-2
Hit Dice	1d4
Armor Class	2
Move	30’/min., 180’/min. (flying - good)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d2
Defenses	None
Attacks	Drain blood
Weaknesses	None
Size	S (6”)
Intelligence	9
Alignment	Chaotic evil
Treasure Type	1d3 gems
Treasure Value	Special
Magical Treasure	None
X.P. Value	30 + 1/h.p.



General: Numblins are usually found underground in middens and other heaps of offal and refuse. They will generally remain hidden, but if disturbed by light or sound they will attempt to sneak up and attack. Elves can detect these creatures 17% of the time, while most other creatures have a 13% chance of detecting them.

Combat: Numblins will only attack if they are undetected. They do so with their bite, which also has an anesthetic property allowing them to attack, latch on, and begin to drink the blood of the victim unnoticed. After the initial attack, they will each drain 1 h.p. of blood per round, for a maximum of 10 rounds. If the numblin remains on a victim for 4 rounds, the victim will lose 1 point of constitution. If it remains for 8 rounds, 2 points of constitution will be lost. The lost points of constitution will be regained in as many days as the numblin has drained hit points. Example: A numblin is on a victim for 8 rounds before it is discovered and driven off. The victim will lose 2 points of CON for 8 days.

Appearance: Numblins are tiny humanoids with bat-like wings and a mouthful of needle-sharp teeth. They are stone gray in color. They speak their own language.

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
Weaknesses	None	None	None
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
Weaknesses	None	None	None
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 types will also be encountered:

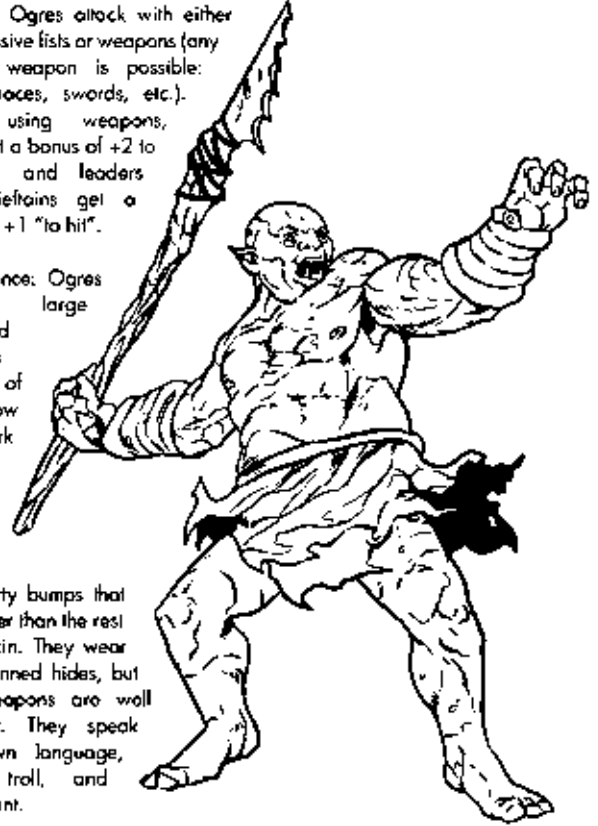
Number	Additional Leaders
11-15	1 leader
16-20	2 leaders, 1 chieftain

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 any slaves found will include demi-humans among their ranks. The rest will be human or humanoid.

Ogres can tunnel 150' per 8-hour shift in very soft rock, 100' in soft rock, and 50' in hard rock. This assumes a shaft 10' wide.

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".

Appearance: 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.



Spellcasters: Ogre shamans can rise as high as 3rd level.

See also: merrow (p. 273).

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
Weaknesses	None	None
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, the rest being human or humanoid.

Combat: Ogre magi attack with their fists. In addition, they have the following magical powers:

- *Charm person* once per day
- *Darkness* 10' radius at will
- *Fly* (12 hours per day)
- *Gaseous form* once per day
- *Invisibility* at will
- *Polymorph self* (only to a human, humanoid, demi-human, etc. form)
- *Ray of cold* once per day (60' long, 20' wide at the base, does 8d8 h.p. of damage, save for half damage)
- *Regenerate* 1 h.p. per round
- *Sleep* once per day

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, respectively. Their nails are black, and they wear brightly-printed clothing. They speak their own tongue, that of ordinary ogres, and the common tongue.



Ogrillon

Number	1d4 (5d6 in lair)
Morale	+4
Hit Dice	2d8
Armor Class	6
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d6+1/1d6+1
Defenses	None
Attacks	None
Weaknesses	None
Size	M
Intelligence	6
Alignment	Chaotic evil
Treasure Type	M,BS
Treasure Value	1d8 (individuals), 1d4x1,000 (group)
Magical Treasure	1 armor/weapon (10%), 2d4 potions (40%) (both apply to group)
X.P. Value	28 + 2/h.p.

General: Ogrillons are orc-ogre half breeds. They are usually found in the company of orcs.

Combat: Ogrillons strike with their fists. They do not use weapons. Ogrillons are considered persons for purposes of spells such as *charm person* and *hold person*.

Appearance: 90% of ogrillons look like burly orcs, and cannot be distinguished from them, complete 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. Some ogrillons (10%) look like small ogres, 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. All ogrillons speak orcish (only).

See also: ogre (p. 170) and orc (p. 174).

Old Man Willow

Number	1
Morale	n/a
Hit Dice	12d12 - 19d12
Armor Class	2
Move	3'/min.
Magic Resistance	Standard
No. of Attacks	7-12
Damage	1d4 each
Defenses	Regeneration
Attacks	Sleep, digestion
Weaknesses	None
Size	L
Intelligence	5-12
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	See below

General: Old man willows are evil, sentient, and mobile plants that can be found in most temperate and semi-tropical regions where water is plentiful. They are capable of (slow) movement, and will slowly move about a woodland in search of gnome, elf, or human victims. They are 90% indistinguishable

from normal willow trees, usually with solid-looking limbs or safe-appearing hollows in their trunks, both of which features are used to entice victims to their doom. Not even druids are able to detect a old man willow with greater precision, but tree men can spot them instantly. The size of any given old man willow should be determined randomly if it is not already known:

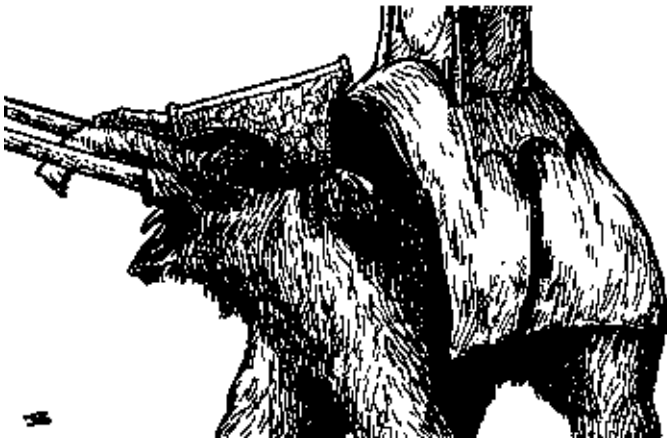
Die roll (1d8)	Trunk Dia.	Hit Dice	INT	No. of Attacks	X.P. Value
1	6'	12d12	5	7	2,400 + 20/h.p.
2	6 1/2'	13d12	6	8	3,000 + 25/h.p.
3	7'	14d12	7	9	3,000 + 25/h.p.
4	7 1/2'	15d12	8	10	4,000 + 30/h.p.
5	8'	16d12	9	10	4,000 + 30/h.p.
6	8 1/2'	17d12	10	11	5,000 + 35/h.p.
7	9'	18d12	11	11	5,000 + 35/h.p.
8	9 1/2'	19d12	12	12	5,000 + 35/h.p.

Combat: Old man willows attack with their many whip-like branches; the exact number of branches depends on the size of the willow itself (see above). They have a range of 30'. Old man willows regenerate 1 h.p. every 10 minutes.

In addition, if any creature is within 20' of the tree, the tree can engulf that creature with a deep drowsiness causing natural sleep (no saving throw possible). Sleeping creatures will then be engulfed by a great hole in the creature's trunk in order to be digested; the hole closes tight thereafter. Creatures asleep on the tree's limbs can be similarly tumbled straight into the trunk.

Once in the trunk, creatures are attacked by the digestive acids within, taking 1d4 h.p. of damage per round (death is automatic in 10 rounds regardless of hit points). Once a creature has reached -12 h.p., no raising or resurrection is possible. Creatures trapped within the trunk can only use weapons 3' in length or smaller, and only those which are edged or pointed will do any damage; only 1 h.p. of damage is possible, plus any magical and/or strength damage bonuses.

Appearance: Old man willows look like ordinary willow trees, usually with strong limbs and/or invitingly safe hollows.



Oliphant

	Domestic	Wild (Adult)	Wild (Young)
Number	1	See below	See below
Morale	+20	+15	+8
Hit Dice	10d12	8d10	4d10
Armor Class	4	4	4
Move	150'/min.	150'/min.	150'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	4	4	4
Damage	3d4/3d4/3d4/3d4	3d4/3d4/3d4/3d4	3d2/3d2/3d2/3d2
Defenses	None	None	None
Attacks	None	None	None
Weaknesses	Fire	Fire	None
Size	L (18' at shoulder)	L (8' at shoulder)	L (5' at shoulder)
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	1,800 + 18/h.p.	600 + 12/h.p.	90 + 5/h.p.

General: Oliphants are cousins of elephants, mammoths, and the like. They are highly aggressive, and the wild sort can be taken in and trained as engines of war if found at a young enough age. They can then be decked out with massive armor, fitted with howdahs carrying soldiers, etc. If fitted with armor, their armor class will necessarily improve; how much depends on the nature of the armor itself. They do not fear fire, but will avoid it if actively threatened by it. For wild oliphants, roll to determine number and type:

Die Roll (d8)	Number and Type
1	1 male adult
2	1 male, 1 female adult
3	1 male, 1 female adult, 1 calf (25%) or young (75%)
4	1 male, 1 female adult, 2 calves (25%) or young (75%)
5	1 male, 1 female adult, 3 calves (25%) or young (75%)
6	1 male, 1 female adult, 4 calves (25%) or young (75%)
7	1 male, 1 female adult, 5 calves (25%) or young (75%)
8	1 male, 1 female adult, 6 calves (25%) or young (75%)

Calves are non-combatants, and can be taken and trained as noted above.

Combat: Oliphants attack with their tusks and forelegs; up to 4 separate medium-sized enemies, 2 large-sized, or 1 giant can be attacked separately in a given round.

Appearance: Oliphants look like shaggy elephants, with small trunks and two large tusks that arc downward towards the ground. The tusks will be worth 1d4x100 g.p. each, and weigh 1/4 that (in pounds).

See also: elephant (p. 73), mammoth (p. 303), and mastodon (p. 304).

Ooze

Oozes, like their cousins the jellies, puddings, and slimes, are universally held to be the unwanted and misbegotten byproducts of the experiments of wizards and alchemists. The various elixirs, reagents, and other compounds and substances poured down the drain interact with microbial and other primitive creatures to form these shapeless horrors.

See also: crystal ooze (p. 276).

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	Immune to spells, cold, and heat
Attacks	Corrosive secretions
Weaknesses	Electricity
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: Gray 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.



Red Ooze

Number	1d2
Morale	n/a
Hit Dice	5d10
Armor Class	3
Move	10'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d12 plus 1d12 heat damage
Defenses	Healed by magical fire
Attacks	Heat
Weaknesses	Cold
Size	M to L
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	350 + 6/h.p.

General: Red oozes are generally found deep in the upper mantle far beneath the surface of the earth, but they are sometimes brought to the surface by volcanoes, lava flows, and the like. They are creatures of intense heat whose cherry-red incandescence gives them their name.

Combat: Red oozes attack by shooting globules of their substance at enemies. These small spheres inflict some damage by sheer force of impact, but also inflict additional damage because of their intense heat. Creatures immune to heat and fire only take 1d12 h.p. of damage.

Any creature within 10' of a red ooze will automatically take 1d4 h.p. of heat damage from the intense heat radiating from the creature. Red oozes themselves are healed by any sort of magical fire damage (such as a *fireball*), but can never attain more than the number of hit points with which they began the battle. Magical cold does double damage, and if more than 20 h.p. of cold damage are inflicted in a single round, acts as a *slow spell* for one round.

Appearance: A red ooze looks and acts like a coherent pool of lava, and can often be found in pools and rivers of molten rock, waiting to ambush prey. In such surroundings they are undetectable except by creatures native to the elemental plane of fire.

Quicksilver Ooze

Number	1
Morale	n/a
Hit Dice	7d8
Armor Class	0
Move	180'/min.
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	See below
Attacks	Suffocation
Weaknesses	Electricity
Size	M
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	400 + 8/h.p.

General: The quicksilver ooze is quite feared for its great speed and deadly manner. It most often lurks unseen in crevices and hidey-holes, then strikes without warning when a suitable victim passes by.

Combat: Quicksilver oozes do not attack conventionally. Rather, if they score a successful roll "to hit", they envelop the victim in a thin and flexible, but impermeable, shell. Cut off from sight, sound, and above all, air, the victim will asphyxiate in 1d4+1 minutes unless the ooze is driven off. Note that armor itself provides no protection against the attack of a quicksilver ooze, but any magical bonuses for armor, dexterity bonuses, *rings of protection*, etc. do count towards the target's AC. *Bracers of defense*, *cloaks of protection*, and shields (magical or not) are not counted.

Quicksilver oozes get a -3 bonus to initiative due to their great speed.

Quicksilver oozes are vulnerable only to electrical attacks, but any creature enveloped by the ooze will suffer 50% of the electrical damage inflicted upon the creature. Attacks by sharp or pointed weapons have no effect, but blunt weapons will inflict 1d6 h.p. on an enveloped victim, but no damage upon the ooze itself.

Appearance: Quicksilver oozes look like pools of living mercury. They flow and strike with an unnatural speed.

Ophidian

Number	3d4
Morale	+4
Hit Dice	3d8
Armor Class	5 (possibly better - see below)
Move	90'/min., 180'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	2
Damage	Per weapon type / 1d3
Defenses	None
Attacks	Venom
Weaknesses	None
Size	M
Intelligence	6-12
Alignment	Chaotic evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	125 + 4/h.p.

General: Ophidians are snake-men, usually encountered as servitors for more powerful reptilian masters such as spirit nagas, serpent men, and the like. They favor warm climates. Their arms allow them to use enchanted weapons, shields, and wondrous items which might otherwise be unusable by their serpentine masters.

Combat: Ophidians attack with a weapon (usually a scimitar, but any weapon is possible) and a venomous bite. Any human, demi-human, or humanoid creature bitten by an ophidian must make a saving throw vs. poison. Failure indicates the victim will, after 1d4+1 days onset, slowly transmogrify into an ophidian itself; the process takes 1d8+8 days after onset. Only a *heal* spell, *limited wish*, etc., can reverse the process. After the onset, the creature will still retain its memories, but will feel an overwhelming desire to find other ophidians and eventually congregate with them.

Appearance: Ophidians look like thick snakes rearing upright with human-like arms ending in four-fingered hands. They can be nearly any color an ordinary snake can be: black, green, blue-green, brown, or some combination thereof. They speak their own language as well as that of serpent men.



Opinicus

Number	1d2
Morale	+8
Hit Dice	7d10
Armor Class	-2
Move	210'/min., 300'/min. (flying - good)
Magic Resistance	E
No. of Attacks	4
Damage	1d3/1d3/1d6/1d6
Defenses	+6 to surprise rolls, magic use
Attacks	Enemies get -2 or -4 to surprise rolls, magic use
Weaknesses	None
Size	M
Intelligence	12-16
Alignment	Chaotic good
Treasure Type	VII
Treasure Value	9d6x1,000
Magical Treasure	1d3 items (30%)
X.P. Value	2,300 + 12/h.p.

General: Opinicuses dwell in arid places, usually in ruins, and are known both for being defenders of good and for their humorous, teasing good nature. To say they are not fond of evil creatures is an understatement.

Combat: Opinicuses attack with their foreclaws and rear claws. They function as 7th level clerics (including the ability to turn undead), and have the following powers in addition:

- Become *astral* or *ethereal* once per round
- *Sun sparkles* once every 10 minutes (a 5' x 10' x 20' cone; any creature from the lower planes caught in it will take 2d8 h.p. of damage; if it makes a saving throw vs. spells it takes half damage)
- *Psychic strike* 10 times per day
- *Heal* 3 times per day
- *Dimension door* twice per day
- *Holy word* once per day

Opinicuses get a +6 bonus to their surprise rolls and enemies get a -4 penalty to theirs when in the opinicus's home territory, and a -2 penalty in other locales.

Appearance: Opinicuses have the body of a lion, the wings of a great eagle, the head of a monkey, and the short tail of a camel. They can use their front claws as hands, picking up and manipulating objects. They speak the common tongue.



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
Weaknesses	Sunlight	Sunlight	Sunlight
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
Weaknesses	Sunlight	Sunlight	Sunlight
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. 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. 170), in addition to being 75% likely to have 1d10 baboons as pets/guards (see p. 163).

Orcs can tunnel 85' per 8-hour shift in very soft rock, 65' in soft rock, and 30' in hard rock.

Orcs can tunnel 85' per 8-hour shift in very soft rock, 65' in soft rock, and 30' in hard rock. This assumes a shaft 10' wide.

Orcs are organized into tribes, and different tribes are 75% likely to fight one another unless a strong leader is present. They are neutral towards gnolls and hobgoblins, but will tend to bully and harass goblins if given the opportunity, though they otherwise don't harbor any particular antipathy towards goblins. They actively dislike bugbears and will look for a chance to desert if put under bugbear command.

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 & light 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.

Orcs are considered persons for purposes of spells such as *charm person* and *hold person*.

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. They speak their own language as well as those of hobgoblins, goblins, and ogres.

Spellcasters: Orc shamans can become 5th level. Orc witch doctors can rise as high as 4th level.

See also: lorn (p. 149) and ogrillon (p.171).

Ostrich

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



General: Ostriches are a type of flightless bird, related to such species as the emu and rhea. They tend to live in warm climates in open grassy terrain. They are not aggressive unless cornered.

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

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

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
Weaknesses	None	None
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 detritus 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)	Hit Dice	Neo-otyugh		Otyugh	
		Width	X.P.	Hit Dice	Width
1	9d10	7'	1,100 + 14/h.p.	6d10	4'
2	10d10	7'	1,100 + 14/h.p.	7d10	5'
3	11d10	8'	1,500 + 16/h.p.	8d10	5'
4	12d10	8'	1,500 + 16/h.p.	8d10	6'

Otyughs and neo-otyughs which are 4-5' wide are M sized and those which are 6-8' wide are L sized. An otyugh is never surprised, as its 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 he will be infected with a disease (determine randomly).

Appearance: The ottyugh 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 trio of eyes placed atop one another, as well as hearing organs. 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	5
Move	10'/min., 240'/min. (flying - poor)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d2/1d2/1
Defenses	+3 to surprise rolls
Attacks	Plummet, enemies get +3 to surprise rolls
Weaknesses	None
Size	S
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	30 + 1/h.p.



General: Owls are nocturnal hunters that are found in most climates. Their senses are highly acute, especially in darkness; treat as 240' ultravision. If an owl is a spellcaster's familiar, it will grant him night vision (equal to ultravision with 60' range) and better than average hearing.

Combat: Owls attack with their two claws and beak. They can make a plummeting attack if they have 50' or more to build up speed; doing so gives them a +2 bonus "to hit" and double damage, but they cannot attack with their beak in the same round. Enemies get a -4 penalty to surprise, and they themselves get a +3 bonus to surprise rolls.

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 to surprise rolls
Weaknesses	None
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.

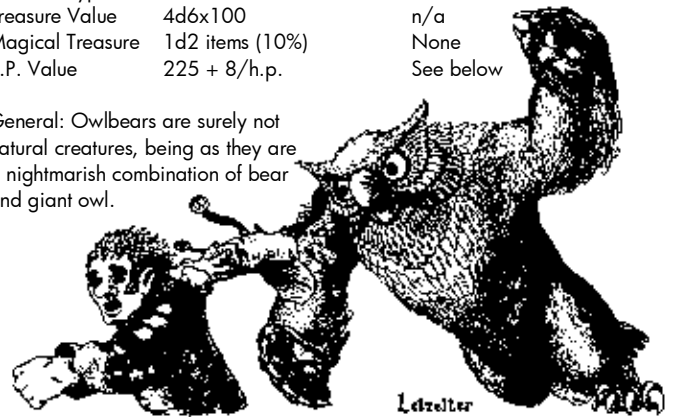
Combat: Giant owls attack with their two claws and their beak. They are able to fly silently, thus victims get a penalty of -4 to their surprise rolls.

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	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
Weaknesses	None	None
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 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 clawed paws and massive beak. They will invariably fight to the death. If either claw attack 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 heads. Their paws and claws are massive, and their eyes are red and fearsome.

Owlbear, Arctic

Number	1
Morale	+7
Hit Dice	10d10
Armor Class	5
Move	120'/min., 90'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d12/1d12/2d6
Defenses	Cold resistant
Attacks	Hug
Weaknesses	None
Size	L (16')
Intelligence	5
Alignment	Neutral
Treasure Type	IV
Treasure Value	5d6x100
Magical Treasure	1d2 items (15%)
X.P. Value	2,000 + 16/h.p.

General: The arctic owlbear is a particularly fierce cousin of the regular owlbear, the result of a crossing between a polar bear and a snow owl. They are found in snowy arctic regions, but are known to migrate down to more temperate climes during the winter before returning to their normal habitats. They are even more aggressive than their cousins, and will attack on sight.

The pelt of an arctic owlbear is worth 1d6x1,000 g.p. if undamaged.

Combat: Arctic owlbears attack with their two massive claws and beak. If either claw hits a victim with a natural roll of 18 or greater, the beast will hug the victim for an additional 2d10 h.p. of damage automatically per round until either the owlbear or the victim is dead. Only one victim can be hugged per round.

Arctic owlbears get a +2 bonus on all saving throws against cold-based attacks, and take -2 h.p. of damage per damage die (if applicable). Arctic owlbears will fight for 1d4 rounds after being brought to 0 or fewer hit points, but will drop immediately if brought to -12 h.p. or less.

Appearance: Arctic owlbears have the body of a massive white polar bear topped with the head of a huge white owl. The eyes are sparkling blue.

Panther

See jaguar, p. 135.

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
Weaknesses	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 much 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 either 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. In mid-air, they will attack only with their hooves.

Appearance: Pegasi look like beautiful horses with the wings of eagles. Despite popular myth that all pegasi are white, 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 harm
Attacks	+2 bonus "to hit"
Weaknesses	None
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 thought not 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.

Pestie

Number	1d8
Morale	-10
Hit Dice	1d6
Armor Class	-4
Move	210'/min.
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	Hiding, speed
Attacks	None
Weaknesses	None
Size	S (2 1/2')
Intelligence	6
Alignment	Neutral
Treasure Type	XVIII
Treasure Value	1
Magical Treasure	None
X.P. Value	7 + 1/h.p.



General: Pesties are reclusive dungeon-dwellers that inhabit small passages that parallel the regular corridors and chambers of many large dungeon complexes. They are related to mites (see p. 160) and the two will sometimes cooperate, with the pesties' speed complimenting the mites' trap-building skills. They live to steal smallish treasures and other objects, and will use their high speed and dexterity (each has a dexterity of 17) to swipe such objects from unsuspecting explorers. The entrances to their tunnels are extremely well hidden; if the area is being actively searched, there is a 25% chance of discovering them (33% for elves). Even so the tunnels themselves are very small, and only the smallest demi-humans would be able to enter.

Combat: Pesties do not engage in combat. They will flee if forcibly confronted.

Appearance: Pesties are diminutive humanoids with brown skin, large pointed ears, and gangly limbs. They have no language and seem able to simply work by silent consensus on whatever project or plan is at hand.

Phantom

Number	1
Morale	n/a
Hit Dice	n/a
Armor Class	n/a
Move	90' /min.
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	None
Attacks	Fear
Weaknesses	<i>Exorcism</i> spell
Size	M
Intelligence	0
Alignment	n/a
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	0

General: Phantoms are "psychic impressions" of the last moments of a creature's life prior to death. They are not properly classified as undead and thus cannot be turned, although they are often mistaken for ghosts, banshees, specters, etc. They are in and of themselves harmless, but can cause trouble because of their fear-inspiring visage. Any character who beholds a phantom must make a saving throw vs. spells with a -2 penalty. Failure indicates they will flee in panic for 2d6 rounds, and may drop anything held in their hands:

Hit Dice/Level	% of Dropping Held Item
1	60%
2	55%
3	50%
4	45%
5	40%
6	35%
7	30%
8	25%
9	20%
10	15%
11	10%
12	5%
13+	0%

Combat: Phantoms do not attack in a conventional sense and cannot themselves be harmed. An *exorcism* spell will dispel a phantom forever.

Appearance: Phantoms look like partially translucent three-dimensional images of their own last few minutes prior to death. They endlessly repeat the scene of their deaths.

Phase Panther

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," saves as 12th level fighter +2
Attacks	Constriction
Weaknesses	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 phase panther is a cat-like creature that uses special vibrations to confuse opponents into thinking that it is several feet away from its actual location. They are mortal enemies of blink dogs (see p. 20) and each will attack the other on sight. Its tentacles are prehensile, allowing it to grasp objects.

Combat: The phase panther attacks with two tentacles which issue from its shoulders. If a tentacle hits a small creature, it will wrap itself around the prey and squeeze, doing damage on subsequent rounds without needing to roll to hit. In addition, the phase panther's 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 phase panther is a large black cat much like its ordinary cousin, but has six legs and a pair of thick tentacles sprouting from its shoulders. It is sleek and muscular.

Phase Spider

See spider, phase (p. 221).

Phonypod

Number	1d10
Morale	n/a
Hit Dice	n/a
Armor Class	10
Move	n/a
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	None
Attacks	Duplication
Weaknesses	None
Size	Large pea-pod size, or size of victim
Intelligence	Unknown
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	0

General: It is not known whence phonypods come. They could hail from some alien world on the material plane, some weird plane of existence still undreamt-of by sages, or perhaps they are native to the world of men. What is known is that they are insidious and, if unchecked, can take over entire realms without anyone from the outside noticing.

Phonypod seeds lie dormant in the ground, often for centuries, waiting until an intelligent creature falls asleep within a few feet. As soon as a seed senses a sentient creature slumbering within range, it will sprout, growing in minutes to a length of 1'. A tendril will reach out from the pod and touch the intended victim; as soon as it does, it invades the nervous system and puts the victim in a deep sleep as it reads his memories. Thus does the duplication process begin.

Over the course of the next 1d6 hours, the pod will swiftly swell, growing slightly longer than the creature being duplicated. At the end of the gestation period the pod will split open, revealing a perfect duplicate of the victim; this is a pod person. Typically, the duplicate's first act is to kill the original, hide the body, take his clothing and belongings, and assume his identity.

Combat: Phonypods do not attack. They can be easily destroyed at a rate of one per round. While still in the phonypod, a pod person will also be so slain.

Appearance: Phonypods look like large pea-pods with a single curly tendril. The tendril creeps towards the victim as it sleeps, and the duplication process begins when the tendril touches the victim.

Pod Person

Number	1 or 1d100
Morale	+6
Hit Dice	As original
Armor Class	As original
Move	As original
Magic Resistance	As original
No. of Attacks	As original
Damage	As original
Defenses	Immune to mind-affecting magic
Attacks	See below
Weaknesses	None
Size	As original
Intelligence	4 (individual), 25 (collectively)
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	See below

General: A pod person is the end result of the process of duplication initiated by a phonypod (see above). The pod person retains all of the memories of the original victim, but is strangely devoid of normal emotion or feelings. Old interests will be ignored and loved ones avoided in favor of new friends with whom they have mysterious meetings. "Pod person" is something of a misnomer, as they will duplicate and replace any sort of intelligent creature, from dragons to cthonoids.

Once established in an area, the pod people will begin to replace influential individuals, eventually completely eradicating the original inhabitants and replacing them with their own. They will then move on to an adjacent area, and so on, until the entire world is filled with pod person duplicates or they are somehow wiped out.

Pod people are immune to mind-affecting magic of all sorts, including enchantment/charm spells, ESP, and the like. They are vulnerable to illusions, however. Anyone attempting to use *ESP*, *telepathy*, etc., on a pod person will not only fail, but will also become stunned for 1d4 rounds.

Combat: Pod people attack as their originals, but have no innate magical attacks. Thus, a pod person sphere of many eyes would look just like a normal sphere, but would lack any of the magical eye-beams of the original. Pod person spellcasters are able to memorize spells as normal, but clerics and their sub-classes can only gain spells of 1st or 2nd level (their deities recognize them for what they are, and will refuse to grant them spells). Paladin and druid pod people will lose their magical abilities, but learned skills such as those possessed by thieves and jesters are unaffected. Verbal patter of all sorts has a penalty of 20% when practiced by a pod person.

Appearance: Pod people look just like their originals, but those who are very tuned in to emotions will sense a certain emptiness inside them.

Phycomid

Number	1d4
Morale	n/a
Hit Dice	4d8
Armor Class	5
Move	30'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d4+2/1d4+2
Defenses	Resistant to fire
Attacks	Milk
Weaknesses	None
Size	S (2' diameter)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	280 + 5/h.p.



General: Phycomids are fungoid creatures capable of some movement, who exist in dark underground environments.

Combat: Phycomids attack by hurling spherules of alkaline "milk" from tubules that are generated for that specific attack, and which then dissolve back into the mass of the thing, which then generates two new ones for the next attack. In addition to the regular damage caused by the causticity of the milk, any creature hit must make a saving throw vs. poison. Failure indicates the victim will be infected with conidia carried by the milk; in 1d4+4 minutes the skin of the victim will erupt with capped fungi and slime, inflicting a one-time damage of 1d4+4 h.p. After this occurs, the fungi will continue to sprout at an impossible rate, slaying the victim in 1d4+4x10 minutes unless a *cure disease* spell is cast upon him. The spell will rid the victim of the fungal growths, but not restore the lost hit points, which must be cured through other means.

Phycomids are immune to all mind-affecting spells (being, effectively, mindless), and make saving throws vs. fire-based attacks with a +4 bonus. Any damage done will either be half of normal (if the save fails) or none at all (if the save is successful).

Appearance: Phycomids are whitish piles of fibrous corruption which continuously sprout mushroom-like growths which almost instantly dissolve back into the mass of the thing.

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	Enemies get -18 to surprise rolls
Weaknesses	None
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: While hanging waiting for prey, piercers are nearly indistinguishable from ordinary stalactites. Once on the ground and slowly moving back, a fleshy foot can be seen in the base, and an eye opens on the body to guide its movement.

Pixie

Number	5d4
Morale	-2
Hit Dice	1d4
Armor Class	5
Move	60'/min., 120'/min. (flying - good)
Magic Resistance	E
No. of Attacks	1
Damage	Per weapon type
Defenses	See below
Attacks	See below
Weaknesses	None
Size	S (2 ½')
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:

- Cause *confusion* (permanent) by touch; saving throw vs. magic applies
- *Dancing lights* once per day
- *Dispel magic* (as 8th level caster) once per day
- *ESP* once per day
- Create a visual and auditory *illusion* once per day that does not require concentration
- *Invisibility* at will (pixies can attack while invisible)
- *Irresistible dance* (10% chance) once per day
- *Know alignment* at will
- *Polymorph self* at will

Pixies are considered persons for purposes of spells such as *charm person* and *hold person*.

Appearance: When they choose to be seen, pixies look like tiny elves with wings. They speak their own language, *sprite*, and the common tongue.

Poisonous Frog

See frog, poisonous (p. 88)

Poltergeist

Number	1d8
Morale	±0
Hit Dice	1d4
Armor Class	10
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	Invisible, +1 (or better) or silver weapons to harm
Attacks	Fear
Weaknesses	Holy water
Size	M
Intelligence	6
Alignment	Lawful evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	34 + 1/h.p.
Turn as type	I or III; see below

General: Poltergeists are non-corporeal undead, the spirit of the deceased which stays in or near the location where they originally died.

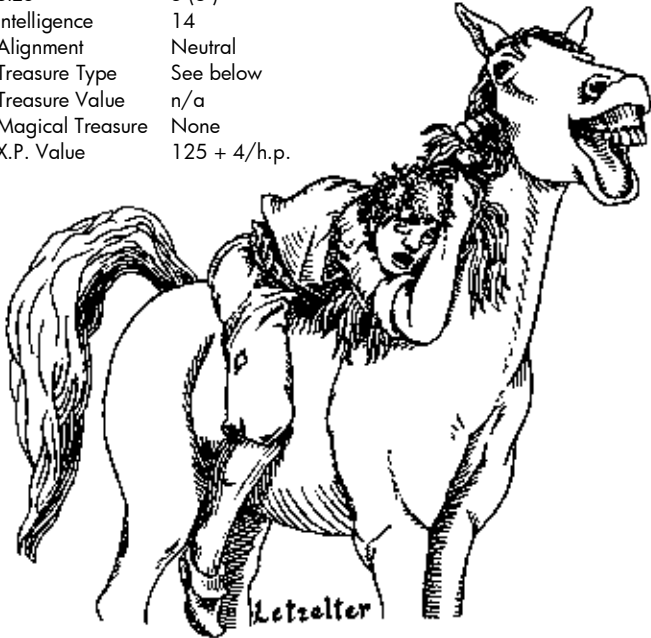
Combat: The poltergeist does not attack conventionally. Rather, it is able to hurl objects (anything that a normal human could pick up and throw), attacking as if it were a 5d8 hit die creature. Those struck must make a saving throw vs. magic or flee in total fear for 2d12 rounds. Those so affected have a 50% chance of dropping any item that was held in their hands at some point in their panic (roll 2d12 to determine in which round the object will be dropped, if applicable). Once a creature has successfully saved once in a given location, it need not make additional saving throws.

If the poltergeist is encountered in the same spot as it died originally, attempts to turn it are as a type III creature. If encountered more than 60' distant from the spot, it turns as a type I creature. Holy water and holy symbols will drive back a poltergeist, but not harm it. They can be harmed only by silver or enchanted weapons. Since it is invisible, enemies have a -4 penalty "to hit" against it.

Appearance: Poltergeists are invisible.

Pooka

Number	1
Morale	+3
Hit Dice	4d8
Armor Class	3
Move	120'/min.
Magic Resistance	C
No. of Attacks	1
Damage	1d6
Defenses	None
Attacks	Magic use
Weaknesses	None
Size	S (3')
Intelligence	14
Alignment	Neutral
Treasure Type	See below
Treasure Value	n/a
Magical Treasure	None
X.P. Value	125 + 4/h.p.



General: Pookas are shape-shifting fairies who are generally held to be merely mischievous, but who can demonstrate outright maliciousness if provoked. They are usually encountered in some animal form (horses being their favored form, but eagles, dogs, goats, and just about anything else, is possible). The pooka uses his *charm* power to entice others to ride him (in horse form); once the rider is atop him, the pooka will take him on a thunderous ride of many miles, exhausting the rider, who will then be dumped unceremoniously in a (preferably muddy) ditch. Once this is done there is a 25% chance that a golden cup worth 100 g.p. will be found in the rider's home the next day, if the rider was neither drunk nor on some malicious errand when he began his ride.

Combat: Pookas strike enemies with their fists, but will usually transform into some animal form to fight. They have the following powers:

- *Charm person* once per day (will be used to entice a rider onto the pooka's back while in horse form)
- *Faerie fire* three times per day
- *Polymorph self* four times per day (but any form taken will have sulfurous yellow eyes)
- *Prophecy* once per week

Appearance: In its natural form, the pooka resembles a diminutive elf with a large head. They tend to wear earthen tones. They speak Common, sidhe, and elvish.

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
Weaknesses	None
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 their quills to attack. A giant porcupine 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 practical 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	G
No. of Attacks	1
Damage	1d3
Defenses	Camouflage
Attacks	Poison
Weaknesses	None
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 which 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 complicated by the fact that the spell *find familiar* can sometimes provide a pseudo-dragon as a real familiar. If a pseudo-dragon is a spellcaster's actual familiar, it will grant the following powers:

- A telepathic link, through which the pseudo-dragon not only communicates, but shares its sight and hearing with its master; range 1 mile
- The magic resistance of the pseudo-dragon is extended to its master
- Master is increased by 1 experience level when the pseudo-dragon is within 1 mile; further than that, the master loses an experience level (not just the one gained by the pseudo-dragon's proximity)
- If the pseudo-dragon is killed, the master loses 4 experience levels
- *Commune* with the powers of Elysium once per week, 4 questions allowed

Upon the death of its master, the pseudo-dragon will mourn him while it waits for the arrival of an archon to gently guide the master's soul to the afterlife.

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 plus 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).

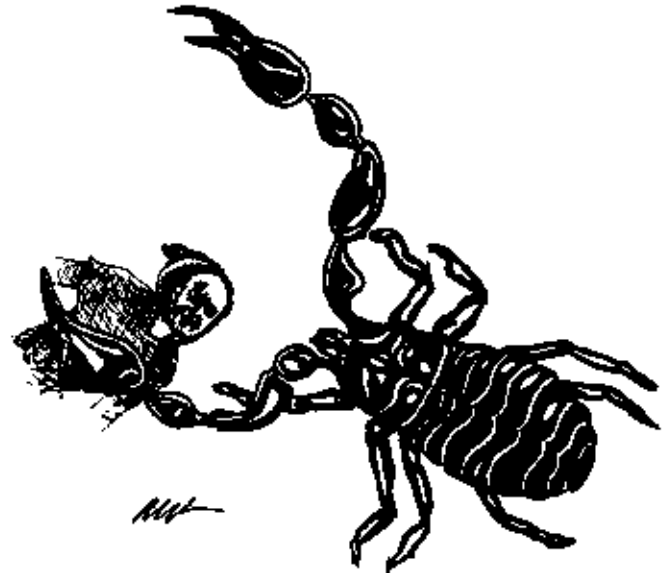
Pseudo-dragons are able to see invisible objects, and have an innate chameleon-like power that allows them to change color at will. This power allows them to be 80% undetectable to those unable to see *invisible* objects.

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. They speak the draconic and common tongues.



Pseudoscorpion, 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	None	None	None
Weaknesses	None	None	None
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	35 + 3/h.p.	90 + 5/h.p.	225 + 8/h.p.



General: Monstrous pseudoscorpions can be found in any climate save the very coldest, and are found both above and below ground. At ranges greater than 30' they are 50% likely to be mistaken for monstrous scorpions.

Combat: Pseudoscorpions will attempt to grab victims with their great claws. They can attack two different enemies in a single round.

Appearance: Monstrous pseudoscorpions look like monstrous scorpions in all respects, except they lack the feared tail and stinger.

Psi-Ape

	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	<i>Ego whip</i>	None
Weaknesses	None	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: Psi-apes 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 just as much 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: Psi-apes, as mentioned above, tend to hang from tree limbs by their prehensile tails, allowing them attacks with all four limbs, plus their bite attack. 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 psi-apes have the ability to deliver an *ego whip* once per day. The *ego whip* 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. Psi-apes are immune to the *psychic strike* attack.

Appearance: Psi-apes appear to be large apes with vicious claws and dead, pupilless eyes. Their fur is dark gray, the hairless tail and face black, and the paws red. They speak their own language.

Pudding

Puddings, like their cousins the jellies, oozes, and slimes, are universally held to be the unwanted and misbegotten byproducts of the experiments of wizards and alchemists. The various elixirs, reagents, and other compounds and substances poured down their drains interact with microbial and other primitive creatures to form these shapeless horrors.

	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
Weaknesses	None	None
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	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
Weaknesses	None	None
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	1,000 + 12/h.p.	1,200 + 12/h.p.

General: Puddings 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 creatures 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: A deadly pudding appears 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.



Purple Worm

See worm, purple (p. 248).

Pyrolisk

Number	1d4
Morale	+6
Hit Dice	4d10
Armor Class	6
Move	60'/min., 180'/min. (flying - average)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4
Defenses	Immune to fire
Attacks	Turn to fire, fireworks
Weaknesses	None
Size	S
Intelligence	6
Alignment	Neutral evil
Treasure Type	XV
Treasure Value	2d4+1x1,000
Magical Treasure	1d3 items (10%)
X.P. Value	240 + 5/h.p.

General: Pyrolisks are relatives of the cockatrice (see p. 37). However, they are even more feared than their cousins, as their gaze has the ability to turn victims not into stone but into living pillars of flame, which immediately and irreparably slays them. They are known to despise phoenixes (see p. 416), and the feeling is mutual.

Combat: Pyrolisks are able to attack by pecking with their beak, but they are much more feared for their gaze attack. Any creature meeting the gaze of the pyrolisk must make a saving throw vs. petrification. Failure indicates the victim bursts into flames on the spot, being consumed and utterly slain as a result. Success indicates the victim takes 3d6 h.p. of damage. Any creature which is either immune or resistant to fire-based attacks is immune to the attack of a pyrolisk, and any creature that successfully saves vs. its gaze can never be destroyed by that particular pyrolisk's gaze.

In addition, pyrolisks are able to cause any open flame within 30' to burst into fireworks. Doing so will last for 1 minute, engulf an area 10 times that of the original flame, and blind any creature within 120' for 1 minute. Pyrolisks love such pyrotechnics for their own sake, and will create them as often as possible, up to once per minute.

Appearance: A pyrolisk looks like a large rooster with a snake-like tail and bat-like wings. The tail is yellow-green with one single red feather, the beak and claws yellow, the wings are reddish-gray, and the body is a light brown. Wattle and comb are red. They are often mistaken for cockatrices.

Pyrotoad

Number	1d6
Morale	-2
Hit Dice	4d10
Armor Class	10
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	None
Attacks	Miniature <i>fireball</i>
Weaknesses	Liquid
Size	S (4')
Intelligence	6
Alignment	Chaotic neutral
Treasure Type	VI
Treasure Value	4d6x100
Magical Treasure	1d2 items (10%)
X.P. Value	165 + 5/h.p.

General: Pyrotoads dwell in hot, dry regions, and can be found both above and below ground. They are innocuous unless molested, ignoring intruders 80% of the time. Throwing liquid on them will cause the toads to retreat, but they will attack anyone doing so with a pair of *fireballs* (see below).

Combat: Pyrotoads do not attack normally. Rather, once per round they are able to belch forth a miniature fireball with a range of 30'. Any creature within 5' of the blast point will take fire damage equal to the number of hit points the pyrotoad has remaining. A saving throw vs. breath weapon is allowed for half damage.

Appearance: Pyrotoads look like large toads with red skin and purple warts.

Quanar

	Warrior	Leader
Number	2d12	1 per 12 warriors
Morale	+3	+4
Hit Dice	1d10	3d10
Armor Class	6	4
Move	120'/min.	120'/min.
Magic Resistance	Standard	Standard
No. of Attacks	2 or 1	1
Damage	1d4/1d4 or per weapon type	Per weapon type
Defenses	Immune to poison	Immune to poison
Attacks	Enraged	Enraged
Weaknesses	None	None
Size	L (7')	L (7')
Intelligence	6	7
Alignment	Neutral	Neutral
Treasure Type		III
Treasure Value		9d6x1,000
Magical Treasure		1d3 (30%)
X.P. Value	28 + 2/h.p.	50 + 3/h.p.



General: Quanars are unrelentingly warlike, with an especial hatred of elves (except those of the drow variety). In fact, they have been known to voluntarily become slaves of the drow in order to assist them in attacking surface elves. They will automatically attack any aggressive or retreating group, and will attack all others 75% of the time. For every 12 warriors encountered there will be one leader.

Combat: Quanars attack either with their claws or with weapons. To determine what a given group of quanars is armed with, use the following table (all quanars in a given group will be similarly armed). Quanar leaders always have weapons:

Die Roll (d%)	Armed with...
01-15	Battle axe
16-85	Claws only
86-00	Two-handed sword

Quanars are immune to poison of all types. They can fight at negative hit points; those reduced to between 0 and -5 h.p. will become enraged and fight with a +2 bonus "to hit" and to damage. They die at -6 hit points. Quanars are considered persons for purposes of spells such as *charm person* and *hold person*.

Appearance: Quanars are large humanoid creatures covered with shaggy white fur. They speak a sort of pidgin version of the common tongue, incapable of expressing anything but the simplest ideas.

Quickling

	Quickling	Fleetling	Meteor
Number	4d6	See below	See below
Morale	+3	+4	+5
Hit Dice	1d12	3d10	4d12
Armor Class	-3	-3	-3
Move	960'/min.	960'/min.	960'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	3	3	3
Damage	Per weapon	Per weapon	Per weapon
Defenses	See below	See below	See below
Attacks	Magic use	Magic use	Magic use
Weaknesses	None	None	None
Size	S (2')	S (2')	S (2')
Intelligence	13-18	13-18	13-18
Alignment	Chaotic evil	Chaotic evil	Chaotic evil
Treasure Type		IV	
Treasure Value		1d4+1x100 (group)	
Magical Treasure		1d2 items (60%)	
X.P. Value	175 + 3/h.p.	240 + 4/h.p.	550 + 6/h.p.



General: Quicklings are sylvan faerie creatures that have been corrupted and brought under the veil of evil. They are filled with malice towards not only humans and demi-humans but their faerie cousins as well. They live at an accelerated pace; their movement, their language, and their very life span is vastly hastened (they become mature at age 2, and have a lifespan that rarely exceeds a dozen years).

Every group of quicklings will include a fleetling. If 10 or more quicklings are encountered, there will be two fleetlings and a meteor who acts as leader.

Combat: Quicklings fight with daggers, but their incredible speed allows them to strike three times in each round. Their daggers are coated with sleep poison 75% of the time; those struck must make a saving throw vs. poison or fall into

a deep sleep for 3d6 rounds. In addition, all quicklings have the following powers, each of which is usable at will, once per round:

- *Ventriloquism*
- *Forget*
- *Levitate*
- *Shatter*
- *Dig*
- *Fire charm*

In addition, they are 90% likely to be invisible while they are in motion, as a result of their great speed (which is also responsible for their very good armor class). They cannot be surprised under any circumstances, and make all saving throws as if they were 19th level clerics. Quicklings are considered persons for purposes of spells such as *charm person* and *hold person*.

Appearance: Quicklings look like small faeries with especially long ears. They speak their own tongue and that of halflings, brownies, and pixies, as well as the common tongue. It is very difficult for others to understand them due to the extreme rapidity with which they speak.

Quickwood (Spy Tree)

Number	1 (90%), 1d3+1 (10%)
Morale	+4
Hit Dice	5d10 - 10d10
Armor Class	5
Move	10'/min. (trunk), 30'/min. (roots)
Magic Resistance	Standard
No. of Attacks	1
Damage	3d4
Defenses	Immune to fire and electricity, convert spells to <i>fear</i>
Attacks	Immobilization
Weaknesses	None
Size	L
Intelligence	12
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	350 + 10/h.p.

General: The quickwood is a sentient tree, most often used by other creatures as a guardian or early warning device; hence its other name, the spy tree. Quickwood senses are acute, and they can sound warnings to others up to a mile away by "booming" their trunks. They are found wherever oak trees can be found. Indeed, they can see, hear, and otherwise "feel" through any oak tree within 360'. The size of the quickwood should be determined randomly if not already stated:

Die Roll (d20)	Hit Dice
1-4	5d10
5-9	6d10
10-14	7d10
15-17	8d10
18-19	9d10
20	10d10

Combat: Quickwoods don't normally attack, but if a creature is brought (or is leaning, etc.) against the trunk, it can open up a mouth-like orifice and inflict 3d4 h.p. of damage. Their roots are used to hold other creatures; they have 1d6+12 such roots, which can only be harmed by sharp weapons. Each root has 10 hit points and is treated as a large creature. A successful hit by a root pins the victim, rendering them unable to move or use their arms. If 6 of the quickwood's roots are destroyed, it will withdraw the remainder.

Quickwoods are immune to fire, electricity, and most spells. The energy of any spell not specifically designed to affect plants (such as *charm plants*) will be converted into magical *fear* by the quickwood; the fear will have a 10' radius around the tree per level of spell energy absorbed. All creatures within the area of effect are entitled to a saving throw vs. spells; those that fail the saving throw will flee in blind panic for a number of minutes equal to the experience level of the caster, and have a chance of dropping any items carried which is based on their hit dice/level:

Hit Dice/Level	% of Dropping Held Item
1	60%
2	55%
3	50%
4	45%
5	40%
6	35%
7	30%
8	25%
9	20%
10	15%
11	10%
12	5%
13+	0%

Appearance: Quickwoods look like large oak trees with a parody of a human face formed out of boles and protrusions. However, the face of a quickwood will only be noticed 10% of the time at distances greater than 30'.

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	Magic use
Attacks	Magic use
Weaknesses	None
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 is 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 both to gull victims and to protect themselves:

- *Alter self* at will
- *ESP* at will
- Immune to all spells under 8th level

Rakshasas have the spellcasting 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 or mystic 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. They speak the common tongue, but can use their *ESP* and power of illusion to make it appear as if they are speaking any language.

Rat

	Normal	Giant
Number	1d100	5d10
Morale	-3	-2
Hit Dice	1d4 (max. 2 h.p.)	1d4
Armor Class	7	7
Move	150'/min., 90'/min. (swimming)	120'/min., 60'/min. (swimming), 10'/min. (burrowing)
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	1	1d3
Defenses	None	None
Attacks	None	Disease
Weaknesses	None	None
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. Rats are scavengers in general, but giant rats are in particular fond of the flesh of corpses, and are often found burrowing in graveyards and in tombs. Rats fear fire.

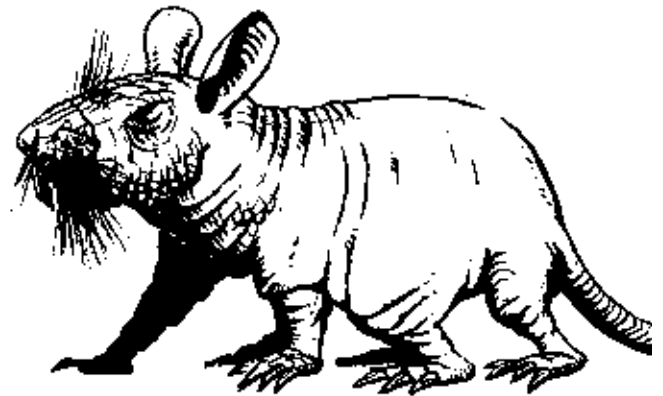
Attack: Rats attack with their bite. Those bitten by giant rats have a 5% chance per bite of contracting a disease unless a saving throw vs. poison is made.

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 of several.

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 bundle. The rat king is treated as a single creature, with as many hit points and attacks as the rats that make it up. Each rat still attacks as a 1d4 hit die creature, however.

Rat, Hairless

Number	2d12
Morale	+1
Hit Dice	3d10
Armor Class	7
Move	120'/min., 60'/min. (burrowing)
Magic Resistance	Standard
No. of Attacks	1
Damage	2d6
Defenses	None
Attacks	None
Weaknesses	None
Size	S (4' long)
Intelligence	1
Alignment	Neutral
Treasure Type	VII
Treasure Value	2d4x1,000
Magical Treasure	1d3 (15%)
X.P. Value	60 + 4/h.p.



General: Hairless rats inhabit the same sorts of areas as giant rats, but generally feed on the latter, as hairless rats are larger and tougher. They are known to associate sometimes with jinx-midges, mites, and pesties, but on other occasions will attack and feed upon such creatures. Their extensive tunnel complexes are too small for humans or most demi-humans to enter, and their entrances are well hidden (treat as a secret door to determine the chance of discovery).

Combat: Hairless rats attack with their powerful bite.

Appearance: Hairless rats look like pale yellow rodents, hairless and with multiple pairs of legs. The number of legs can be determined randomly, but has no impact on either combat or movement:

Die Roll (d%)	Pairs of Legs
01-70	3
71-95	4
96-00	5

Their jaws are quite oversized for their body size, and are filled with projecting spade-like teeth.

Rat, Vapor

Number	2d8
Morale	See below
Hit Dice	2d8
Armor Class	6
Move	120'/min., 60'/min. (swimming), 10'/min. (burrowing)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d2
Defenses	Vapor form
Attacks	Death fumes
Weaknesses	None
Size	S (1' long)
Intelligence	6
Alignment	Chaotic neutral
Treasure Type	XV
Treasure Value	2d20
Magical Treasure	1d2 items (10%)
X.P. Value	52 + 2/h.p.

General: Vapor rats are found nearly everywhere ordinary rats may be found (basically, anywhere), as well as in the magical cloud islands that serve as dwellings for cloud giants or cloud dragons. Their burrowing speed applies not only to loose soil but also to the magical aerosol substance of cloud islands. They are also able to assume vaporous form at will; while in this form they are able to guide their own course and speed, and can thus move around and travel from cloud island to cloud island. They are not particularly aggressive but will attack when pressed or cornered.

Combat: Vapor rats attack with their bite. If wounded, they will invariably switch to their vaporous form to escape (no morale check is necessary). While in vaporous form, they are only harmed by magical fire, lightning, and spells such as *gale* or *gust of wind*, which cause them 1d6 h.p. of damage per round the spell is in effect.

If slain, a vapor rat will release a final burst of death fumes, which will affect a single individual of the rat's choice within an 8' radius. That person must make a saving throw vs. poison or be overcome with nausea for 2-5 minutes, in effect helpless and unable to move, fight, cast spells, etc. If the saving throw is successful, the target is able to move out of the burst and will only be under its effect for a minute afterwards, as his eyes, nose, and throat are cleared of the fumes.

Appearance: Vapor rats look like ordinary rats. In vaporous form, they are vaguely rat-shaped.



Rat Man

Number	3d4 or 1d6x100
Morale	-2
Hit Dice	2d8
Armor Class	See below
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	3 or 1
Damage	1d2/1d2/1d4 or per weapon type
Defenses	None
Attacks	None
Weaknesses	None
Size	M
Intelligence	10
Alignment	Chaotic evil
Treasure Type	XV (individuals), II (group)
Treasure Value	1d6 (individuals), 3d6x1,000 (group)
Magical Treasure	1d3 items, 1d2 armor, 1d2 weapons (group)
X.P. Value	20 + 2/h.p.



General: Rat men are a ubiquitous scourge throughout the world, and can be found in any clime, all terrains, and in the deep caverns and tunnels beneath the surface of the world as well. They both fear and hate humans, preying upon them both for loot and as food, but are constantly beaten back by human raids and occasional genocidal wars. The latter have little lasting effect, as rat men are fecund in the extreme.

Rat men despise wererats, whom they don't view as "true" rodents. In turn, wererats look down on rat men, whom they view as inferior and chaotic inferiors. Rat men get along well with giant rats as well as normal rats, who are often used as spies, servants, and occasionally guards.

For every 10 rat men encountered, there will be a 5th level fighter as leader. In larger groups, there will be the following exceptional individuals:

Number	Exceptional Leaders
Every 25	2nd level mage
Every 50	3rd level cleric
Every 100	6th level mage
Every 200	9th level cleric
300 or more	10th level fighter, 7th level mage
500 or more	12th level cleric

Combat: Rat men normally fight with weapons, but *in extremis* can use their claws and bite to attack enemies. They will be armed and armored as follows:

Die Roll (d%)	Weapons and Armor	% Composition
01-10	Gambeson (AC 8), light crossbow, dagger	10%
11-45	Gambeson (AC 8), spear, short bow	35%
46-70	Leather cuirass (AC 8), short sword	25%
71-85	Leather scale armor (AC 7), hand axe, morning star	15%
86-00	Ring armor (AC 7), axe, and javelin	15%

Any magic items found as treasure will be used by the leaders if applicable.

Appearance: Rat men look like upright rats, with fur of gray, black, brown, tan, white, or a combination thereof. Rat men can communicate with all rodents, including wererats, and speak the common tongue. Those found in the world deep beneath the surface can also speak undercommon.

Raven (Crow)

	Ordinary	Giant	Huge
Number	4d8	2d4	4d4
Morale	-7	-3	-5
Hit Dice	1d4 (1 h.p.)	3d10	1d4
Armor Class	7	4	6
Move	10'/min., 360'/min. (flying - average)	30'/min. 180'/min. (flying - average)	10'/min., 270'/min. (flying - average)
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	1	1d4+2	1d2
Defenses	Never surprised	Never surprised	Never surprised
Attacks	Eye attack	Eye attack	Eye attack
Weaknesses	None	None	None
Size	S (2'-4' wingspan)	L (6'-10' wingspan)	M (4'-6' wingspan)
Intelligence	1	7	4
Alignment	Neutral	Neutral evil	Neutral evil
Treasure Type	None	XVII (1/6 chance)	XVII (1/6 chance)
Treasure Value	n/a	1d10x10	1d10
Magical Treasure	None	None	None
X.P. Value	0	60 + 4/h.p.	30 + 1/h.p.

General: Ravens, which include similar birds such as rooks and crows, are found in most climes save the most extreme. They are relatively intelligent creatures, and will often send forth scouts who will be able to warn the rest of the flock if danger is present. They are sometimes used as scouts and messengers by other creatures who are able to control, train, or otherwise influence them; they are easily trained if taken while young enough (the giant and huge varieties even more so than their ordinary cousins). Giant ravens can speak up to 100 words of the common tongue and communicate therein, huge specimens can do so with perhaps half that number. All varieties are known

for their love of "sparklies", which will often be found in their nest. Only 1 nest in 6 will have such treasures within. A crow that is a familiar for a spellcaster will grant him improved vision, equal to twice normal human sight.



Combat: Ravens attack with their sharp beaks. In addition, when they make a successful attack, there is a 10% chance that a raven will have struck the eye of an enemy, thereby permanently blinding the victim in one eye. Two such hits will, naturally, render any normal victim with two eyes permanently blind, with all the penalties that entails (note that the spell *cure blindness* will not avail the victim in such cases, as it is incapable of actually healing damaged tissue, but a *heal* spell would).

Appearance: Ravens are black birds with long beaks.

Remorhaz

Number	1
Morale	+8
Hit Dice	8d12-14d12
Armor Class	0 (body), 2 (head), 4 (belly)
Move	120'/min.
Magic Resistance	0
No. of Attacks	1
Damage	6d6
Defenses	Heat
Attacks	Swallow whole, heat
Weaknesses	None
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 (d8)	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 the 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 they strike 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.

Restless Spirit

Number	1
Morale	±0
Hit Dice	3d6
Armor Class	-1
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6
Defenses	Curse on treasure
Attacks	Fear
Weaknesses	Holy water
Size	M
Intelligence	12
Alignment	Neutral
Treasure Type	VI
Treasure Value	1d6x1,000
Magical Treasure	1d3 items (10%)
X.P. Value	75 + 2/h.p.
Turn as Type	IV

General: Restless spirits are non-corporeal undead of a relatively benign sort. They do not resent the living as do ghosts or specters, but rather are confined to the material plane because of some great unfinished deed, undelivered message, or the like. They seek to convince some mortal to complete whatever this task is, so that they may pass to the afterlife that awaits them.

The treasure of a restless spirit is *curse*. If so much as a single coin is taken without the spirit's leave, the thief will suffer a -1 penalty to all saving throws. After a week, the penalty increases to -2, then -3 the following week, and so on until the treasure is returned. Note that the fact that the treasure is no longer in the possession of the original thief is immaterial; if lost, stolen, or spent, the thief must recover each and every piece of treasure before the curse can be lifted. Note that only a *remove curse* spell cast by a 15th level cleric can undo the curse.

Combat: Restless spirits attack with their touch. Three times per day they can also utter a chill-inspiring moan. Any mortal creature within 60' of the restless spirit must make a WIS check. Failure indicates the victim is stricken by *fear*.

Die Roll (d6)	Fear Effect
1	Curl up in a ball with head covered for 1d6 minutes
2	Run in random direction at maximum speed for 1d3 minutes
3	Stand completely still with eyes wide open for 1d4 minutes
4	Won't let any creature approach within 10', attack any that try
5	Clutch at nearest comrade, sobbing, for 1d6 minutes; comrade cannot move, cast spells, etc.
6	Scream non-stop for 1d4 minutes

The same creature cannot be stricken by the restless spirit's *fear* effect more than once per day.

Appearance: Restless spirits are translucent images of the way they looked in life.

Retch Palm

Number	2d10
Morale	n/a
Hit Dice	5d8
Armor Class	8
Move	0
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	None
Attacks	Fruit
Weaknesses	None
Size	L (16'-24' tall)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	150 + 6/h.p.

General: Retch palms, also known as globe palms, are found in tropical or sub-tropical regions. Each plant will have 1d4+4 fruit, which are the basis for its name.

Combat: Retch palms do not attack in the conventional sense. Rather, any creature passing beneath one has a 20% chance of triggering the release of one of the plant's fruits. Any creature within 5' of the fruit's impact will be splashed with its noxious juice; any creature within 9' has a 25% chance of being splashed. Any creature splashed will be incapacitated with violent retching for the next 3 rounds, and will lose 50% of their strength for 1 hour. The odor of the juice is detectable at distances of up to 50', making hiding nearly impossible and drawing predators and other random encounters twice as often as normal. It will last for 1d4 hours unless washed off with alcohol. If someone attempts to climb the retch palm, or jostles it, 1d4+1 such globes will fall.

Appearance: Retch palms appear like ordinary palm trees. The fruits are about the size of a coconut, ranging from blue to violet in color depending on ripeness (the effect will not differ regardless of ripeness).

Rhea

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



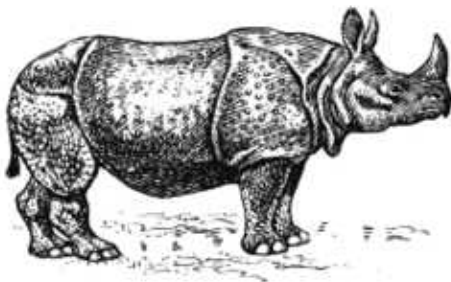
General: Rheas are a type of flightless bird, related to such species as the ostrich and rhea. They tend to live in warm climates in open grassy terrain. They are not aggressive unless cornered.

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

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

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
Weaknesses	None	None
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: rhinoceros, woolly (p. 308)

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
Weaknesses	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.



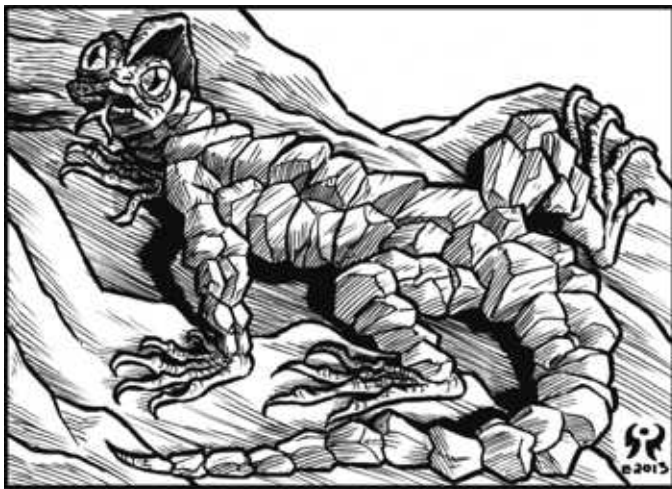
General: Rocs are enormous birds that nest on high mountain peaks in warm climates. Powerful giants such as storm or cloud giants will occasionally capture these birds and use them as mounts.

Combat: Rocs swoop down on victims, striking them with their huge talons. They do not normally attack with their beak unless the prey resists. Despite their enormous bulk, they can swoop down like eagles, braking their dive at the very last minute.

Appearance: Rocs somewhat resemble vast eagles.

Rock Reptile

Number	1d2
Morale	+5
Hit Dice	5d10 + 1 h.p./foot length
Armor Class	3
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4 + 1/foot length
Defenses	Camouflage
Attacks	Enemies get -1 to surprise rolls
Weaknesses	None
Size	M-L (5'-12' long)
Intelligence	1
Alignment	Neutral
Treasure Type	IV (25% chance)
Treasure Value	1d10x10
Magical Treasure	2d4 potions (10%), 1d4 scrolls (15%)
X.P. Value	225 + 6/h.p.



General: Rock reptiles are generally found in lightless undergrounds (they have infravision to 120') but will venture into lighted areas on occasion, such as when hunger forces them to. Their length is 1d4+8 feet.

Combat: Rock reptiles attack with their bite. Because of their stony exterior, they are able to surprise enemies more effectively; enemies get a -1 penalty to surprise rolls.

Appearance: Rock reptiles are large lizards with a stone-like skin. They are gray in color, and thus look like a pile of stones when immobile.

Roper

Number	1d3
Morale	+4
Hit Dice	10d10-12d10
Armor Class	0
Move	30'/min.
Magic Resistance	P
No. of Attacks	1
Damage	5d4
Defenses	Immune to lightning, half damage from cold
Attacks	Strands
Weaknesses	Fire and heat
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). The effect is not cumulative; a victim will only lose a maximum of half his original STR score. 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.

See also: storoper (p. 225).

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
Weaknesses	None
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 are 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
Weaknesses	None
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 objects 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 they have.

Appearance: Rust monsters look like large insect-like creatures with a small beak, two long fern-like antennae, and a curious blade-like tail (but the tail is not sharp).

Salaman

	Warrior	Elite
Number	10d10	1 per 10 warriors
Morale	+1	+2
Hit Dice	2d10	3d10
Armor Class	5	3
Move	90'/min.	90'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	Per weapon type	Per weapon type
Defenses	See below	See below
Attacks	Breath weapon	Breath weapon
Weaknesses	Cold	Cold
Size	M	M
Intelligence	6	6
Alignment	Neutral evil	Neutral evil
Treasure Type	XI	XI
Treasure Value	1d10	1d10
Magical Treasure	n/a	n/a
X.P. Value	90 + 3/h.p.	125 + 4/h.p.

	Priest	Overlord
Number	1 per 30 warriors	1
Morale	+2	+3
Hit Dice	3d10	4d12
Armor Class	5	3
Move	90'/min.	90'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	Per weapon type	Per weapon type
Defenses	See below	See below
Attacks	Breath weapon, magic use	Breath weapon
Weaknesses	Cold	Cold
Size	M	M
Intelligence	6	6
Alignment	Neutral evil	Neutral evil
Treasure Type	XI	II
Treasure Value	1d10	1d8+3x1,000
Magical Treasure	n/a	1d6 items (no weapons) (10%)
X.P. Value	90 + 3/h.p.	125 + 4/h.p.



General: Salamen are distantly related to lizard men, dwelling in hot, rocky, volcanic environments. One of every three warriors will be mounted on a trained scorch bird (see p. 199), while 90% of elite warriors and all priests will be so mounted. The scorch birds are trained to attack even if the rider dismounts. Salamen are fond of human and demi-human flesh, and are cruel to captives. When encountered, the following exceptional salamen may also be encountered:

- For every 10 warriors, 1 elite warrior
- For every 30 warriors, 1 priest

Elite warriors wear mail.

In their cave lair, there will be females equal to 70% of the males and young equal to 150% of the males. A clutch of eggs, equaling twice the number of males, will also be present, albeit well-hidden and controlled by the priests. The egg chamber will have 1d3 fire lizards as guards. The overlord will always be found in the salaman lair, along with 4 extra elite warriors as his bodyguard.

Combat: Salamen attack with weapons. Each will be armed as follows (for large groups, you may want to use the “% composition” column to determine weapons):

Die Roll (d%)	Armed with	% Composition
01-10	Battleaxe	10%
11-35	Long sword	25%
36-55	Pike and hand axe	20%
56-00	Pike and long sword	45%

Each salaman has a breath weapon: a jet of fire that can be spit forth once every ten rounds. It has a range of 5' directly in front of them, and will do 1d6 h.p. of damage (save vs. breath weapon for half damage). They themselves get a +3 bonus to all saving throws against heat or fire, and reduce damage done by 1 for each die. However, they are susceptible to cold; they get a -3 penalty to saving throws against cold, and take an extra 1 h.p. per die of cold damage. Salamen are considered “persons” for spells such as *charm person* or *hold person*.

Priests have access to the following spells, each once per day:

- *Animal friendship*
- *Faerie fire*
- *Heat metal*
- *Predict weather*
- *Produce flame*
- *Pyrotechnics*

Appearance: Salamen are humanoid, with smooth skin and large snouts. Their skin is dark yellow in color, with darker mottling particularly along the spine. They do not have tails. They speak their own language.

Sandling

Number	1
Morale	+3
Hit Dice	4d8
Armor Class	3
Move	120'/min., 60'/min. (burrowing in sand)
Magic Resistance	Standard
No. of Attacks	1
Damage	2d8
Defenses	Immune to mind-affecting spells, can't be spotted with infravision
Attacks	None
Weaknesses	Liquid
Size	L
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	85 + 4/h.p.

General: Sandlings are found exclusively in desert regions, caves with sandy floors, and large deserted beaches (but they stay away from the water, for reasons which will become apparent). They reproduce by budding, and the region inhabited by a sandling will normally swarm with thousands of tiny (6" or less) sandlings, but any sandling that grows larger than this will be slain by the parent. Only if the parent is itself slain will the young compete to take its place. A swarm of infant sandlings can cause the ground to be treacherous.

Combat: Sandlings attack by striking with a pseudopod formed of living sand. They are immune to all mind-affecting spells (such as enchantment/charm spells, illusions, etc.) and since they are the same temperature as their surroundings, will not be perceptible by infravision. They will avoid water and other liquids as a matter of course, unless pressed to defend their territory, and 10 gallons or more thrown on the sandling will cause it to move at half speed, only attacking every other round, for 1d6+3 rounds.

Appearance: Sandlings look like piles of living sand.



Satyr

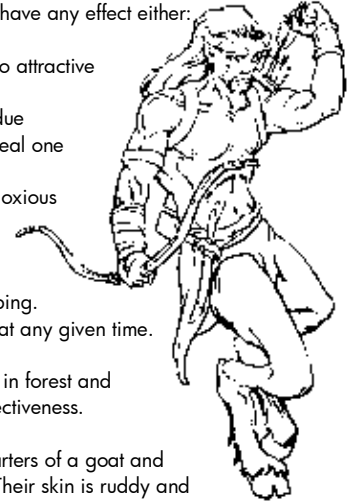
Number	2d4
Morale	+1
Hit Dice	5d8
Armor Class	5
Move	180'/min.
Magic Resistance	J
No. of Attacks	1
Damage	2d4
Defenses	+1 to all surprise rolls, camouflage
Attacks	Pipes
Weaknesses	None
Size	M
Intelligence	12
Alignment	Neutral
Treasure Type	XV
Treasure Value	3d8x1,000
Magical Treasure	2d4+1 potions (40%), 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, neither of the others will have any effect either:

- *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.

Scarecrow

Number	1d6
Morale	n/a
Hit Dice	5d8
Armor Class	6
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6
Defenses	None
Attacks	Fascination
Weaknesses	None
Size	M
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	165 + 5/h.p.

General: Scarecrows are created by clerics of 13th level or higher, or those with access to a *book of scarecrows* of the appropriate type. Without such a book, creation of a scarecrow requires the following:

- One g.p. per hit point for materials, which are used to build a structure of wood, rags, and other inexpensive ingredients.
- Casting an *animate object* spell
- Casting a *command* spell
- Casting a *prayer* spell
- Casting a *quest* spell

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



Combat: Scarecrows attack with their claws. In addition, anyone meeting the gaze of a scarecrow, or those who are struck by its claws, must make a saving throw vs. magic or be fascinated by the creature, incapable of taking their eyes off the creature's unnatural capering even to the point of being unable to move or otherwise attack or defend themselves. If the scarecrow is destroyed or leaves the area of the combat, the effect will end immediately.

Appearance: Scarecrows look just like regular scarecrows: wooden structures in roughly humanoid form, dressed in rags and sporting a head made of a large pumpkin, turnip, or other vegetable. Their appearance is uniformly sinister.

Scorch Bird

Number	1d6
Morale	n/a
Hit Dice	2d8
Armor Class	4
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d8 or 1d10
Defenses	Immune to all fire, heat heals them
Attacks	Fireball
Weaknesses	Cold, water
Size	L (7' at shoulder)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	73 + 2/h.p.

General: Scorch birds are featherless, flightless birds that are invariably found in warm, dry climates. They are sometimes used as steeds by salamen (see p. 196).

Combat: A scorch bird can attack either with its beak against targets in front of it, or with its feet, by kicking at targets on its flanks or rear; it cannot do both in the same round. They tend to attack in the direction they were last hit from. In addition, scorch birds are able to fire two small *fireballs* from their nostrils every hour. These *fireballs* have a range of 50', strike with a +4 "to hit" bonus, and do 1d6 h.p. of damage to all creatures within a 10' radius when they impact. They are fearless and do not need to check morale during combat.

Scorch birds are immune to fire of all sorts, and intense heat (fireball, lava, large fire) will act as if a *cure light wounds* spell were cast upon the creature once every 3 rounds. Cold-based attacks, on the other hand, will do an additional 1d6+1 h.p. of damage to a scorch bird, and water acts as poison to the creature (if drunk). Cold water, ale, etc., will do 1d2 h.p. of damage if splashed on the creature, but only if it is actually cold (lukewarm liquids do not hurt the creature).

Appearance: Scorch birds look like fat ostriches without feathers.

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
Weaknesses	None	None	None
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.	400 + 8/h.p.

General: Monstrous scorpions can be found in any climate save the very coldest, and are found both above and below ground.

Combat: A scorpions will attempt to grab victims with its great claws and then sting with its 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 are larger versions of their ordinary cousins.

Screaming Devilkin

Number	1d4
Morale	n/a
Hit Dice	3d8
Armor Class	2
Move	120'/min. (flying - poor)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6
Defenses	None
Attacks	Scream
Weaknesses	None
Size	S (3')
Intelligence	6
Alignment	Lawful evil
Treasure Type	XV
Treasure Value	1d8
Magical Treasure	None
X.P. Value	90 + 3/h.p.

General: Despite their name and appearance, screaming devilkins are native to the material plane, found in underground environments and desolate wildernesses. They cannot walk on their stunted legs, but only move by means of their wings.



Combat: Screaming devilkins attack with their barbed tail. When other creatures are present, the devilkin will begin its signature scream, which prevents all verbal communication. Each creature within 60' of the devilkin must make a saving throw vs. magic; failure means that they are incapable of attacking or casting any spells (even those without a verbal component). Each creature must make a new saving throw each round. If a spellcaster makes his saving throw, he is then able to cast spells that round, even if they have an incantation associated with them.

Appearance: The screaming devilkin looks like a tiny gargoyle, with disproportionately stubby arms and legs, 5' leathery wings, and a wickedly barbed tail.

Serpent Man

Number	1d4
Morale	+6
Hit Dice	6d8 - 9d8
Armor Class	4 (human parts), 0 (snake parts)
Move	120'/min. (if legs), 90'/min. (if snake body)
Magic Resistance	B
No. of Attacks	1
Damage	Per weapon type or see below
Defenses	Magic use
Attacks	Magic use
Weaknesses	None
Size	M
Intelligence	17
Alignment	Chaotic evil
Treasure Type	VIII
Treasure Value	4d6x100
Magical Treasure	1d2 items (10%)
X.P. Value	See below

General: Serpent men are degenerate creatures who mingled their bloodlines with reptilian elements through ancient demon-inspired blasphemies. They inhabit tropical rain forests, sometimes in the same ruined cities that their once-fully-human ancestors used to inhabit. When randomly encountered, 1d4 individuals will be found. The treasure given for each entry is for the whole group; do not roll separate treasure for each individual. They will often have ophidians (see p. 174) as minions and guards.

Serpent men will have varying degrees of serpent and human ancestry, which will determine their physical nature and also influence their combat and magical abilities:

Die Roll (d8)	Ancestry	Hit Dice	X.P. Value
1-2	Mostly human	6d8	225 + 6/h.p.
3-6	Mixed	7d8 - 8d8	Varies
7-8	Mostly reptile	9d8	Varies

Serpent men with mostly human ancestry are often used by the serpent men to interact with the world of men, for they are likely to be able to pass for human. All will have some tell-tale sign of their heritage, however, as determined below:

Die Roll (d12)	Feature	Can Pass for Human?
1	Forked tongue	90%
2	Pointed teeth	80%
3	Scaly patches (can be covered by clothing)	90%
4	Unhingeable jaw	90%
5	Snakelike eyes	70% (90% at 10' range or more)
6	Spit poison (see below for effects)	100%
7	Hissing lisp	80%
8	Flat, snakelike features	70%
9	Scales instead of hair	60%
10	Arms bend like snakes	60%
11	Snakes instead of hair	40%
12	Cobra-like hood opens when startled or angry	60% (0% if hood opens unexpectedly)



Those serpent men with mixed ancestry start off with a human body and add snake features as determined randomly:

Die Roll (d10)	Feature	Effect
1	Snake head	Bite for 1d10 h.p.
2	Snake-like torso (no arms)	8d8 HD
3	Snake tail instead of legs	Constrict for 1d4 h.p. per round, move 90'/min.
4	Snakes (complete with heads) instead of arms	Cannot use weapons, each arm bites for 1d6 h.p.
5	Body covered in scales	AC 0
6	Snake tail as well as legs	Constrict for 1d4 h.p. per round
7	Spit poison	Can spit poison 10', if hit save vs. poison or be blinded for 1d6 hours
8-10	Roll twice, re-rolling contradictory results	As above, cumulative effect

Those serpent men with mostly reptilian ancestry will have a body that starts as that of a large snake, to which is added one of the following features:

Die Roll (d6)	Feature	Effect
1	Human head	Can cast spells, no bite
2	Human arms	Can wield weapons
3	Human legs	Move 120'/min., no constrict
4-6	No human features	None

Combat: Serpent men with arms fight with weapons like humans; they can be armed with almost anything, but will often be found with swords, scimitars, blowguns, crossbows, etc.

Those serpent men with human heads can use the following spell-like abilities once per day:

- *Cause fear*
- *Darkness 15' radius*
- *Neutralize poison*
- *Polymorph other*
- *Snake charm*
- *Sticks to snakes*
- *Suggestion*

Serpent men with snake heads attack with a bite for 1d10 h.p., and those with a snake tail can also constrict with it for 1d4 h.p. per round (no "to hit" roll needed after the first successful roll).

Appearance: The exact appearance of a serpent man will differ from individual to individual, as determined in the tables above. All types of serpent men speak their own language; those with mostly human ancestry will also speak the common tongue. Those with mostly reptilian ancestry can communicate with all snakes and snake-like creatures. Those with mixed ancestry will speak the common tongue unless they have a snake head, in which case they will be able to communicate with all snakes and snake-like creatures.

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 harm, spell immunity
Attacks	Strength drain, 90% undetectable
Weaknesses	Holy water
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 paralyzation 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	Immune to crushing weapons and fire, most weapons do half damage
Attacks	Suffocation
Weaknesses	None
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 things 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	E
No. of Attacks	2
Damage	1d6/1d6
Defenses	Become <i>astral</i> / <i>ethereal</i>
Attacks	Magic use
Weaknesses	None
Size	L (6' high at shoulder)
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 Good, and they can be convinced to aid fellow travelers of that particular moral alignment. 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. If 6 or more shedu are encountered, they will be governed by a greater shedu (see below).

Combat: Shedu attack with their front hooves. In addition, they can use the following magical effects as indicated.

- Become *astral* at will
- Become *ethereal* at will
- *Psychic strike* twice per day
- *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:

# of spells	Spell Level			
	1	2	3	4
	3	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. They speak their own tongue and the common tongue, but normally communicate using their telepathic powers.



Shedu, Greater

Number	1d2
Morale	+11
Hit Dice	14d10
Armor Class	2
Move	150'/min., 300'/min. (flying - good)
Magic Resistance	H
No. of Attacks	1
Damage	3d6/3d6
Defenses	Magic use
Attacks	Magic use
Weaknesses	None
Size	L (6' high at shoulder)
Intelligence	18
Alignment	Lawful good
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	5,250 + 20/h.p.

General: Greater shedu can be found nearly anywhere, including the astral and ethereal planes, but are usually found in warmer climates if possible. They wander the world aiding the cause of lawfulness and goodness, while doing their utmost to combat chaos and evil. If encountered with regular shedu, they will be in a position of leadership, but are benevolent and wise rulers.

Combat: Greater shedu attack with their front hooves. In addition, they have the following spell-like abilities, as indicated:

- Become *astral* at will
- Become *ethereal* at will
- *Empathy* with any plant within 60' at will
- *Invisibility* at will
- *Protection from evil* 10' radius at will
- *Telepathy* with any intelligent creature within 60' at will
- *Teleport* at will

Greater shedu can cast mystic spells as if they were 14th level mystics. The number of spells they can memorize per level is as follows:

	Spell Level					
	1	2	3	4	5	6
# of spells	6	6	6	5	3	2

Appearance: Greater shedu have the bodies of bulls, wise-looking human heads (males invariably have beards) and the wings of falcons. They speak the shedu language, that of lammasu, and the common tongue, but normally communicate using their telepathic powers.

Sheep

	Normal	Giant
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 (rams only)	Charge (rams only)
Weaknesses	None	None
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: Sheep 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. Most encounters (75%) will be with an entire herd, rather than a single individual. A herd will consist of 1 male, 1d4 ewes, and 2d4 lambs. Lambs are non-combatants.

Combat: Sheep will attack by striking with their head; 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: Sheep are shaggy quadrupeds with curving horns of various sizes. In some species the ewes also have horns, but it is not universal. Those with and without horns still do the same amount of damage in combat.

Sidhe

Just as the outer planes are ruled by demons, angels, devils, devas, etc., so too was the material plane once ruled by the sidhe (pronounced "shee"), but they have been replaced over the millenia by various waves of mortal races. The sidhe are divided into two camps; the Seelie Court is, as a whole, indifferent to the rise of mortals, preferring to while away the millennia with their balls, masques, revels, and other diversions. The Unseelie Court, on the other hand, while no less dissolute, actively resents mortals and their ascendancy in the material plane, and will go out of their way to harm them and hold them back from further expansion.

The Courts have no fixed abode; each moves about the world in what is known as the Faerie Troop. They are filled with many courtiers, functionaries, soldiers, advisors, etc., just like the courts of mortal monarchs, and the entertainments given at the Courts are quite literally the stuff of legend. The majority of these courtiers are faeries, but within their ranks can also be found satyrs, leprechauns, brownies, pixies, and the like. They can be seen at night, but are always safely underground in their mounds by the break of day. This is not a physical excavation of hills and mounds, however, so much as a magical transformation of the mound; each night an enormous city is created beneath the hill in which each Court decides to settle, all trace of which is removed when the Faerie Troop makes its journey the following evening. Each time the

halls of the Courts are created, they are subtly different than they were the last time, so making a map of the place is quite impossible. The logic of their layout and daily reconstruction is something that only the minds of the sidhe and their courtiers can comprehend.

Not all faeries are associated with either the Seelie or Unseelie Courts. Many are independent, content to live their lives without meddling in the politics of the Courts. Few are able to maintain this neutrality indefinitely, however, and the Courts are always seeking ways to exert pressure on those independent faeries to take up their banner.

All sidhe listed below are treated as lesser deities, and have all of the powers thereof as listed in Appendix E. Note that the material plane is the home plane of these beings, and all have *soul objects* carefully secreted about the world. All speak their own lilting language, the common tongue, elvish, halfling, gnomish, and goblin, and can communicate telepathically with all sylvan races such as pixies, treants, satyrs, centaurs, etc.

Finvarra (King of the Unseelie Court)

Number	Unique
Morale	+12
Hit Dice	17d12 (180 h.p.)
Armor Class	-3
Move	120'/min.
Magic Resistance	P
No. of Attacks	3
Damage	1d6+4
Defenses	Magic use
Attacks	Magic use
Weaknesses	Iron
Size	M
Intelligence	25
Alignment	Neutral evil
Treasure Type	IX
Treasure Value	2d6x10,000
Magical Treasure	1d4+3 items (75%), 2d12 potions (80%), 1d8 scrolls (50%)
X.P. Value	66,000 (material form), 660,000 (permanently slain)

General: Finvarra is one of the most powerful beings on the material plane. Although he and Oberon harbor no enmity for one another, they do fundamentally disagree on their attitudes towards mortals, and this has in turn led to a hardening of their hearts towards one another. Although he is devoted to his queen, Oona, he knows that she is a scorpion he has by the tail, and love does not always lead to trust. He has a practiced air of cool disdain and boredom, but he is constantly closely observing everyone and everything around him. He has spies everywhere, often polymorphed into innocuous forms such as flowers and tree stumps.

For all that Finvarra claims to resent the rise of the mortal races, he has a weak spot for mortal women. There is a 10% chance that any human, elf, half-elf, or halfling woman with a charisma of 17 or higher with whom he comes into contact will be seduced. Such relationships only last a few days before he tires of the woman and releases her. His queen is aware of this habit, and if Oona discovers the identity of one of these mortal dalliances, she harasses her with great vigor and spite.

Finvarra owns a magical race horse that always wins whatever race it enters. He is known to enter mortal races in disguise and then make off with the winners' purse.

Combat: Finvarra wields a mighty *planar spear +4*, which will always return to him immediately after it is thrown (it can also be used in melee combat). When thrown, it has a range of one mile.

In addition, Finvarra has the following magical powers:

- *Charm person or mammal* once per round
- *Control weather* once per day
- *Earthquake* once per day
- *Faerie fire* nine times per day
- *Faerie summoning* nine times per day
- *Improved phantasmal force* nine times per day
- *Insect plague* three times per day
- *Lightning bolt* nine times per day
- *Pass without trace* once per round
- *Permanent illusion* three times per day
- *Plane shift* three times per day
- *Plant door* three times per day
- *Produce flame* nine times per day
- *Psychic strike* nine times per day
- *Spike growth* three times per day
- *Sunburst* three times per day
- *Transmute metal to wood* once per day
- *Wall of thorns* three times per day
- *Weather summoning* three times per day

Finvarra will always take maximum damage from iron weapons (not steel) if hit.

Appearance: Finvarra appears as a handsome young man with platinum blond hair and the horns and ears of a ram. He can alter his appearance at will, however.

Green Man (Captain of the Seelie Court)

Number	Unique
Morale	+9
Hit Dice	14d12 (for hit points see below)
Armor Class	2
Move	120'/min.
Magic Resistance	See below
No. of Attacks	1
Damage	2d12+3
Defenses	Magic use
Attacks	Magic use
Weaknesses	See below
Size	M
Intelligence	17
Alignment	Neutral
Treasure Type	XVIII
Treasure Value	2d6x1,000
Magical Treasure	1d3 items (20%), 1d6 potions (50%)
X.P. Value	42,500 (material form), 425,000 (permanently slain)

General: The Green Man is a unique magical being who comes to life after the death of the Winter King (see below). Also known as the Green Knight, he is a member of the Seelie Court, where he serves as captain of the guard (one of the reasons that the two Courts have never gone to war is that they never have their captains at the same time, and neither thinks it would be sporting to attack the other with such an advantage).

The Green Man will normally be born on the Spring Equinox, and will die on the Autumnal Equinox. During that time, his powers will wax as the year approaches Midsummer, and wane as it recedes into the past (the Game Master may need to adjust to meet the needs of his own campaign world, as applicable). His powers and abilities will change accordingly:

Month	Hit Points	Magic Res.	Strength	Variable Spell Powers
1	119	C	16	Once per day
2	159	E	18	Three times per day
3-4	199	G	20	Nine times per day
5	159	E	18	Three times per day
6	119	C	16	Once per day

Combat: The Green Man wields a large bearded axe called Summer's Finding. It acts as a *vorpal axe* +3. The Green Man himself is immune to any sort of loss of limb or beheading; he will simply pick up the detached member and reattach it.

In addition, the Green Man has the following magical abilities:

- *Barkskin* (variable)
- *Dancing weapon* (variable)
- *Fire storm* once per day
- *Insect plague* three times per day
- *Plant growth* (variable)
- *Produce flame* (variable)
- *Psychic strike* (variable)
- *Pyrotechnics* (variable)
- *Sunburst* (variable)
- *Volley of javelins* (variable)
- *Wall of thorns* three times per day

The Green Man will always take maximum damage from iron weapons (not steel) if hit.

Appearance: The green man appears as a skinny youth, a well-muscled young man, or a frail old man depending on the time of year. His hair and beard are made of vines and greenery; around Midsummer he sports bunches of grapes as sideburns as well. As he gets older the greenery turns gold and yellow, and finally brown and brittle at the end of his life. When changed into human form, he always wears armor of emerald green.

Oberon (King of the Seelie Court)

Number	Unique
Morale	+7
Hit Dice	22d12 (199 h.p.)
Armor Class	0
Move	120'/min.
Magic Resistance	L
No. of Attacks	2
Damage	2d6/2d6
Defenses	Magic use
Attacks	Magic use
Weaknesses	Iron
Size	M
Intelligence	23
Alignment	Neutral
Treasure Type	IX
Treasure Value	2d8x10,000
Magical Treasure	1d4+2 items (75%), 1 armor (30%), 1 weapon (30%), 2d4 potions (80%), 1d6 scrolls (50%)
X.P. Value	68,000 (material form), 680,000 (permanently slain)

General: Oberon, ruler of the Seelie Court, is king of those among faerie-kind who view humans and other mortals with neither particular love nor malice. He is well-practiced at seeming to be aloof from the intrigues of the Court, and yet is constantly and subtly playing one faction off another, dangling the fruits of his favor before them all as a reward, all without seeming to be aware that anything is going on at all.

Oberon is devoted to his wife Titania, but often feels that she is too affectionate towards mortals (or specific mortals), and designs lessons for her that usually involve not only her own humiliation, but those of random mortals who happen to get caught in the crossfire.

Combat: Oberon rarely engages in melee himself, but if forced will attack with slaps of his open hands, which inflict a surprising amount of pain and damage. He also has the Flowery Rod, which can be used as a weapon (see below). In addition, he has the following powers:

- *Animal growth* three times per day
- *Charm person or mammal* once per round
- *Creeping doom* once per day
- *Dispel magic* nine times per day
- *Distance distortion* nine times per day
- *Faerie fire* nine times per day
- *Faerie summoning* nine times per day
- *Finger of death* once per day
- *Grasping hand* nine times per day
- *Imprisonment* once per day
- *Improved phantasmal force* nine times per day
- *Improved ventriloquism* three times per day
- *Mirror image* once per round
- *Permanent illusion* three times per day
- *Plant growth* three times per day
- *Polymorph other* three times per day
- *Psychic strike* nine times per day
- *Shadow magic* three times per day
- *Statue* three times per day
- *Temporal stasis* three times per day

Oberon will always take maximum damage from iron weapons (not steel) if hit.

Appearance: Oberon appears as a tall and stately man of middle years with white hair and white and gray robes. His ears are pointed like those of an elf. He can, however, change his appearance at will.

Flowery Rod: Oberon wields a powerful magical artifact, the Flowery Rod. It appears as a thick and straight tree limb some three feet in length, topped by a single blooming flower. The type of flower will determine the effect that the rod produces:

- *Love-in-idleness*: any individual touched will act as under the effect of a *love potion* (permanent)
- *Oxlips*: will issue forth a *sonic blast* once per round
- *Sweet briar rose*: will *polymorph any object* with triple duration when touched
- *Thyme*: can cast either *improved fear* or *remove fear*
- *Violet*: causes *sleep* (as per the spell) in any single creature touched regardless of hit dice: magic resistance still applies
- *Woodbine* (honeysuckle): can cast a *dispel evil* spell

The flower atop the rod can be changed by the wielder once per round. As a new flower replaces an old one, the old flower falls to the ground. For the next 24 hours, the discarded flowers will have the following effects (only one of each flower can be used at any given time by the same person):

- *Love-in-idleness*: when carried, gives a +1 bonus to all reaction rolls
- *Oxlips*: when held to the ear, the listener can clearly hear conversations from up to 100' away
- *Sweet Briar Rose*: can cause *minor morphing* by touch, once



- Thyme: when on one's person, provides a +2 bonus to all saving throws vs. fear and all morale checks
- Violet: if placed beneath the head when resting, will heal 3 h.p.
- Woodbine (honeysuckle): acts as *protection from evil* spell for 1d6 minutes, after that time will shrivel and lose its effect

On rare occasions, Oberon will give such discarded flowers to mortals or his servants.

Oona (Queen of the Unseelie Court)

Number	Unique
Morale	+5
Hit Dice	16d12 (133 h.p.)
Armor Class	-2
Move	60'/min., 150'/min. (flying – perfect)
Magic Resistance	M
No. of Attacks	1
Damage	1d4
Defenses	Magic use
Attacks	Magic use
Weaknesses	Iron
Size	S (2')
Intelligence	22
Alignment	Neutral evil
Treasure Type	VI
Treasure Value	3d6x1,000
Magical Treasure	2d4 items (50%), 1d4+3 potions (70%), 1d6 scrolls (50%), 1d2 rings (25%)
X.P. Value	56,000 (material form), 560,000 (permanently slain)

General: Oona, queen of the Unseelie court, is a consummate expert in the arts of deception, illusion, scheming, and vengeance. She actively hates the mortal races, and is constantly urging her husband Finvarra to ever-greater acts of malice against them. It is said that her icy hatred is fueled by her husband's continuous dalliances with mortal women; it is certain that when she finds such paramours (former or current), she exacts cruel vengeance on each of them.

Combat: Oona is not physically impressive, to say the least. Her tiny hands barely can scratch an enemy in melee. She relies instead on her most formidable powers of magic:

- *Alter animal* once per round
- *Alter plant* once per round
- *Cause shadows* nine times per day
- *Charm person* nine times per day
- *Darkness 10' radius* nine times per day
- *Death fog* once per day
- *Dispel illusion* nine times per day
- *Entangle* nine times per day
- *Faerie summoning* three times per day
- *Flesh to stone* once per day
- *Hold monster* three times per day
- *Hold person* three times per day
- *Insect plague* three times per day
- *Massmorph* three times per day
- *Maze* three times per day
- *Non-detection* three times per day
- *Permanent illusion* three times per day
- *Phantasmal force* once per round
- *Phantasmal killer* three times per day
- *Polymorph other* three times per day
- *Polymorph self* once per round
- *Power word, stun* once per day

- *Programmed illusion* three times per day
- *Psychic strike* three times per day
- *Shadow monsters* three times per day
- *Shadow walk* once per day
- *Suggestion* once per round
- *Time stop* once per day
- *Wall of thorns* three times per day

In addition to the powers listed above, she is a 16th level illusionist.

Oona will always take maximum damage from iron weapons (not steel) if hit.

Appearance: In her true form, queen Oona is but 2' high, with dragonfly wings, pointed ears, and antennae, pale skin and dark hair. She is a mistress of illusion and false appearances, however, and can often be found in one of a thousand guises.

Puck / Robin Goodfellow (The Merry Prankster)

Number	Unique
Morale	+9
Hit Dice	20d12 (199 h.p.)
Armor Class	-1
Move	150'/min.
Magic Resistance	P
No. of Attacks	3
Damage	1d8/1d8/2d6 or per weapon type
Defenses	Magic use
Attacks	Magic use
Weaknesses	Iron
Size	M
Intelligence	23
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	1d3 items (80%), 1 ring (80%), 1d3 potions (70%)
X.P. Value	72,000 (material form), 720,000 (permanently slain)

General: This unique creature is known as Puck when in the Seelie Court, and Robin Goodfellow when attending the Unseelie Court. He is the only being who is able (and allowed) to attend both Courts; not only is his nature mercurial, but he is powerful enough that neither court wishes to alienate him by pressing the issue of divided loyalties. It is suspected that Puck pursues his own agenda, allowing himself to be commanded to action by either Court only when it suits his own mysterious purposes. Only the merry Puck really knows for certain, and his confidences are either self-contradictory, nonsensical, or both.

Puck's nature as a prankster and fool lends him to play jokes on mortals and faeries alike. His jests at the expense of mortals make him the delight of the Unseelie Court, while those in the Seelie court can likewise appreciate his hijinks, whether malicious or merely droll.

Combat: Puck strikes with his fist and can kick with his hooves. He is sometimes known to wield either a *longsword +3* or a *staff of striking*. However, his magical powers are much more impressive:

- *Animate rock* three times per day
- *Charm person* once per round
- *Earthquake* once per day
- *Emotion* nine times per day
- *Entangle* three times per day
- *Faerie fire* nine times per day
- *Faerie summoning* three times per day
- *Freezing sphere* three times per day

- *Fumble* nine times per day
- *Hallucinatory forest* three times per day
- *Locate animals* nine times per day
- *Monster summoning (all)* each once per day
- *Moonbeam* three times per day
- *Plant growth* three times per day
- *Polymorph any object* once per day
- *Produce flame* nine times per day
- *Psychic strike* nine times per day
- *Sleep* three times per day
- *Speak with plants* nine times per day
- *Sticks to snakes* three times per day
- *Summon insects* three times per day
- *Sunray* three times per day
- *Time stop* once per day
- *Volley of javelins* three times per day
- *Wall of thorns* three times per day
- *Warp wood* nine times per day
- *Weakness* three times per day

Puck will always take maximum damage from iron weapons (not steel) if hit.

Puck sometimes (60%) carries a ram's horn that can:

- Act as a *horn of blasting*
- Act as a *horn of fog*
- Create food and water as a 10th level cleric
- Summon 2d8 satyrs who will obey his commands

He can choose which effect is used in any given round. It may be used three times per day, regardless of which effects are used.

Appearance: Puck appears as a large satyr with long hair and beard. He always wears a sly grin and has deep brown eyes that are filled with mirth. His appearance does not change when he is in the Seelie or Unseelie Courts.

Titania (Queen of the Seelie Court)

Number	Unique
Morale	+5
Hit Dice	15d12
Armor Class	1
Move	120'/min.
Magic Resistance	K
No. of Attacks	1
Damage	Per weapon type
Defenses	Magic use
Attacks	Magic use
Weaknesses	Iron
Size	M
Intelligence	20
Alignment	Neutral
Treasure Type	XV
Treasure Value	3d6x1,000
Magical Treasure	1d4+1 items (60%), 2d4 potions (40%), 1d8 scrolls (50%), 1 ring (70%)
X.P. Value	57,000 (material form), 570,000 (permanently slain)

General: Titania, the Faerie Queen, rules over the Seelie Court with her husband Oberon. She is less concerned with the intrigues of the Courtiers than she is with her own agenda, which often involves using mortals to further some obscure motive in the mortal world. Because of this, she is often seen as being too affectionate towards mortals, which is a reputation she does not challenge, as it suits her to be seen as being soft rather than playing the millennia-long game that she plays in reality. She finds that potential enemies underestimate

her, to their considerable sorrow. She is expert at maneuvering others to do her bidding, and even Oberon's seemingly-humiliating "lessons" are often eventually seen to be yet more links in the Byzantinely complex chains of events that she forges.

Combat: In combat Titania wields the fearsome Faebrand, a *long sword +4* that always strikes first in a round, and which does double damage to any non-denizen of the sylvan woodlands (nymphs, satyrs, unicorns, etc.), and triple damage to any creature native to a plane other than the material. In addition, she has the following magical powers:

- *Charm person* once per round
- *Divination* three times per day
- *Elemental transformation* once per day
- *Eyebite* three times per day
- *Flame strike* three times per day
- *Flaming sphere* once per round
- *Light of truth* once per day
- *Prismatic sphere* once per day
- *Project image* three times per day
- *Prophecy* three times per day
- *Psychic strike* nine times per day
- *Ray of enfeeblement* nine times per day
- *Reflecting pool* three times per day
- *Shadow door* three times per day
- *Wall of force* three times per day
- *Wind wall* nine times per day
- *Word of knowledge* once per day

Titania will always take maximum damage from iron weapons (not steel) if hit.

Appearance: Titania appears as a beautiful gray elf with long blonde hair and delicate dragonfly wings.

Winter King (Captain of the Unseelie Court)

Number	Unique
Morale	+9
Hit Dice	14d12 (for hit points see below)
Armor Class	2
Move	120'/min.
Magic Resistance	See below
No. of Attacks	1
Damage	3d4+3
Defenses	Magic use
Attacks	Magic use
Weaknesses	Iron
Size	M
Intelligence	19
Alignment	Neutral evil
Treasure Type	XVIII
Treasure Value	3d4x1,000
Magical Treasure	1d4 items (25%), 1d4 potions (45%)
X.P. Value	42,500 (material form), 425,000 (permanently slain)

General: The Winter King is a unique magical being who comes to life after the death of the Green Man (see above). He is a member of the Unseelie Court, where he serves as captain of the guard (one of the reasons that the two Courts have never gone to war is that they never have their captains at the same time, and neither thinks it would be sporting to attack the other with such an advantage).

The Winter King will normally be born on the Autumnal Equinox, and will die on the Spring Equinox. During that time, his powers will wax as the year approaches Midwinter (sometimes known as Yule), and wane as Midwinter

recedes into the past (the Game Master may need to adjust to meet the needs of his own campaign world, as applicable). His powers and abilities will change accordingly:

Month	Hit	Magic	Strength	Variable Spell
	Points	Res.		Powers
1	119	C	16	Once per day
2	159	E	18	Three times per day
3-4	199	G	20	Nine times per day
5	159	E	18	Three times per day
6	119	C	16	Once per day

Combat: The Winter King wields a *frost brand mace +4*. He is immune to any sort of cold or frost damage, and any creature that comes within 10' of him will suffer 1d6 h.p. of cold damage per minute.

In addition, the Winter King has the following magical abilities:

- *Cone of cold* (variable)
- *Dancing weapon* (variable)
- *Freezing sphere* (variable)
- *Ice storm* once per day
- *Passwall* three times per day
- *Plant growth* (variable)
- *Psychic strike* (variable)
- *Turn wood* (variable)
- *Volley of icicles* (variable)
- *Wall of ice* three times per day

The Winter King will always take maximum damage from iron weapons (not steel) if hit.

Appearance: The Winter King appears as a skinny youth, a well-muscled young man, or a frail old man depending on the time of year. His skin is pale blue-white, and his hair and beard are made of ice. His eyes are piercing blue.

Skeleton

	Animal	Animated	Giant
Number	2d10	3d10	1d10
Morale	n/a	n/a	n/a
Hit Dice	1d6	1d8	2d12
Armor Class	8	7	6
Move	60'/min.	120'/min.	90'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	1d4	1d6 or per weapon	1d8
Defenses	Immune to certain spells, only blunt weapons do full damage		
Attacks	None	None	None
Weaknesses	Holy water	Holy water	Holy water
Size	S	M	L
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	10 + 1/h.p.	14 + 1/h.p.	60 + 4/h.p.
Turn as Type	I (see below)	I	III

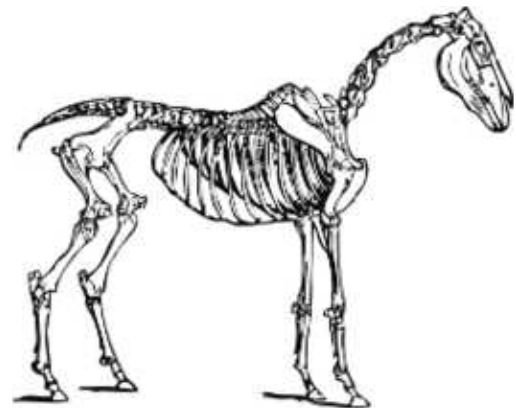


General: Animated skeletons of various types are a form of corporeal undead, usually (but not always) formed by the spell *animate dead*. They will operate completely under the power of their master, but will only comprehend simple instructions up to 20 or so words in length. They can be found anywhere, but especially in charnel places, mass graves, ancient battlefields, etc. If they arise spontaneously, they will simply attack any living creature.

Combat: Skeletons with a humanoid form attack using either a weapon (any sort is possible) but all can attack 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.

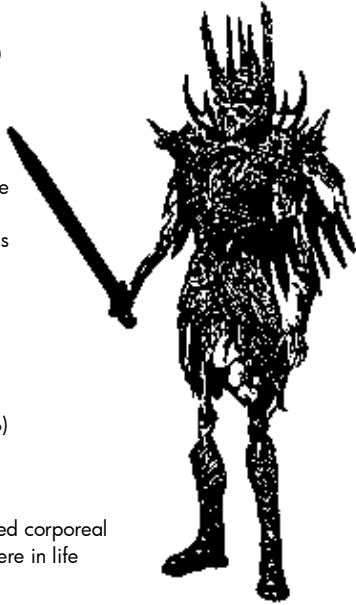
Animal skeletons, being less robust than those of humanoids, afford anyone attempting to turn them a +1 bonus. If successful, such attempts will affect 1d6+6 of the skeletons.

Appearance: Skeletons are literally animated skeletons, completely devoid of flesh but with a cold light burning in their eye sockets. Those which are humanoid in form usually wear tattered clothing and damaged armor.



Skeleton Warrior

Number	1
Morale	+15
Hit Dice	10d10 - 15d10
Armor Class	2
Move	60'/min.
Magic Resistance	R
No. of Attacks	1
Damage	Per weapon type
Defenses	None
Attacks	+3 "to hit" bonus
Weaknesses	Holy water
Size	M
Intelligence	16
Alignment	Neutral evil
Treasure Type	IX
Treasure Value	9d6x1,000
Magical Treasure	1d3 items (30%)
X.P. Value	See below
Turn as type	XII



General: Skeleton warriors are feared corporeal undead similar to liches, but who were in life powerful fighters or cavaliers.

Combat: Skeleton warriors fight with weapons, usually (75% chance) two-handed swords, but occasionally any sort of melee weapon appropriate to a fighter or cavalier. When they do so, they strike with a +3 bonus "to hit". Any creature with less than 5 hit dice or levels will automatically flee for 2d6 rounds if a skeleton warrior comes within 90'. They cannot be turned by clerics or paladins. They fight as fighters of the experience level they possessed in life, which can be determined randomly if it is not already determined.

Die Roll (d6)	Hit Dice	Fight as...	X.P. Value
1	10d10	10th level fighter	2,950 + 16/h.p.
2	11d10	11th level fighter	3,450 + 18/h.p.
3	12d10	12th level fighter	3,450 + 18/h.p.
4	13d10	13th level fighter	4,050 + 20/h.p.
5	14d10	14th level fighter	4,050 + 20/h.p.
6	15d10	15th level fighter	4,650 + 25/h.p.

As with all undead, they are immune to mind-affecting magic such as illusions, charm, hold, etc.

Appearance: Skeleton warriors are skeletons wearing armor and the other trappings of a mighty warrior, now rotting but still betraying their fine origins.

Golden circlet: Where the lich's phylactery is the repository of its fell will and key to maintaining its un-life, the skeleton warrior has a golden circlet that fulfills the same function. It will guard it with extraordinary care, for if some other creature possesses it, the circlet will afford the wearer complete control over the skeleton warrior to whom it belongs, as long as both are within 240' of one another. Outside of that range, the skeleton warrior will regain its free will, and will do everything in its power to slay the one who holds the circlet and recover it.

While controlling the skeleton warrior thus, the wearer cannot move, attack, defend himself or cast spells. The wearer of the circlet can also see through the dead eyes of the warrior within that range; if that is all he is doing (i.e., the skeleton warrior is not engaged in any real activity) the wearer is then able to move and act normally. If the circlet is ever removed from the wearer's head, the skeleton warrior will become immediately aware of that fact and rush at double speed to regain it before it can once more be put on the head of a mortal and the skeleton warrior put back into the thrall of another. It will

certainly take the opportunity to attempt to slay its one-time master. It cannot be used in connection with any other headgear, and the skeleton warrior will always be aware of its location and will do its utmost to recover it.

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
Weaknesses	None	None
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 can 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 victims 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

Slimes, like their cousins the jellies, oozes, and puddings are universally held to be the unwanted and misbegotten byproducts of the experiments of wizards and alchemists. The various elixirs, reagents, and other compounds and substances poured down their drains interact with microbial and other primitive creatures to form these shapeless horrors.

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.



Butter Slime

Number	1d6
Morale	n/a
Hit Dice	2d10
Armor Class	9
Move	n/a
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	None
Attacks	Enzymes
Weaknesses	<i>Cure disease</i>
Size	S
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	155 + 3/h.p.

General: Butter slime is found in woodland areas, often growing on fallen logs, rotting tree trunks, etc.

Combat: Butter slime can come into contact with flesh either by some creature rubbing up against it or walking through it, or by dropping on some poor unfortunate creature from above. If it comes into contact with skin or clothing (including leather) it will begin to grow at a remarkable rate, doubling in size every minute as it envelops the unfortunate host. On the first minute, the host will suffer 1 h.p. of damage as its enzymes are injected into the body. On the second, it will suffer 2 h.p., then 4, 8, 16, and so forth. A small creature will be completely covered in 8 minutes, a man-sized creature in 10 minutes, and a large creature in 12. Only a *cure disease* spell can destroy the slime, but the spell will not reverse any damage done. Once completely absorbed by the slime, the host creature will explode in 1d6 minutes, splattering slime in all directions. Anyone within 20' of the explosion must make a saving throw vs. paralyzation or find himself similarly under attack by a small patch of slime, which will begin to grow.

Appearance: Butter slime looks like a wet patch of pale yellow muck. It emits a faint scent like that of rancid butter.

Green Slime

Number	1d6
Morale	n/a
Hit Dice	2d8
Armor Class	9
Move	n/a
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	Immune to most weapons and spells
Attacks	Eats through metal, turn flesh to slime
Weaknesses	<i>Cure disease</i>
Size	S
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	120 + 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. Olive slime will neutralize green slime, and vice versa.

Appearance: Green slime is bright green in color, appearing as scum, attaching itself to floors, ceilings, and walls.

Olive Slime

Number	1d4
Morale	n/a
Hit Dice	2d10
Armor Class	9
Move	0
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	Immune to most weapons and spells
Attacks	Numbing
Weaknesses	<i>Cure disease</i> spell
Size	S
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	330 + 3/h.p.

General: Olive slime is found in most underground environments, where it clings to walls and ceilings waiting for some unfortunate creature to pass beneath.

Combat: Olive slime attacks by dropping on unsuspecting prey from above. If it hits, the victim must make a saving throw vs. poison; failure indicates that the numbing secretions of the slime have caused the victim to not realize he

has been hit (if in a group, there is a 50% chance that another member of the group will realize what has happened). If it is not noticed immediately and scraped off (causing 1d6 h.p. of damage to the victim), the slime's tendrils will enter the victim's body and it will become unnoticeable to outside inspection.

If the slime is allowed to remain on the victim, a metamorphosis will begin which lasts a total of 1d6+6 days. During that time the victim will double his food intake and become withdrawn, uninterested in his comrades, mission, or anything other than feeding and protecting himself (as host for the slime). If he is unable to double his normal food intake, he will lose 10% of his total h.p. for each day that such is the case. After the metamorphosis period, the victim will quietly die and become fully transformed into a slime creature (see below). The physical manifestation will not be apparent until the very end when it is too late; during the metamorphosis period, only a *cure disease* spell will halt the spread of the slime.

Only acid, cold-based attacks, or fire will harm olive slime. A *cure disease* spell will kill it. Conventional weapons, spells other than the types listed above, and the like will have no effect. Green slime will neutralize olive slime, and vice versa.

Appearance: Olive slime is gray-green in color.

Pink Slime

Number	1
Morale	n/a
Hit Dice	3d10
Armor Class	9
Move	0
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	Immune to weapons, fire, and electricity
Attacks	Infection, colonization
Weaknesses	None
Size	M
Intelligence	0
Alignment	Neutral
Treasure Type	III
Treasure Value	5d20
Magical Treasure	1 item (5%)
X.P. Value	125 + 4/h.p.

General: Pink slime is not a creature in and of itself, but rather the end result of a process by which animal matter is dissolved by a virulent bacterium and reduced to an undifferentiated mass of cells. Bone, muscle, and organs are all converted into a patch of slick pink goo.

Combat: Pink slime does not attack. If it comes into contact with bare skin, the bacteria in and on the slime will infect the person touching it. There will first be a burning sensation, followed by numbness. This sensation will spread from the area of contact all around the body (an average human body will be completely numb within 2 hours). Twenty-four hours after total numbness sets in, the body itself will quickly liquefy, becoming a new patch of pink slime. Any clothing, armor, weapons, etc. will be in the puddle of slime, and it will be impossible to extricate such without exposure. If 10' poles, sword tips, gloves, etc., come into contact with the slime, they will become infected by the bacteria and will need to be discarded. A *cure disease* spell will destroy the bacteria, but creatures transformed into pink slime cannot be *raised* or *resurrected*, only reincarnated.

Pink slime is immune to all weapons, fire, and electricity. Magical cold will render the bacteria inert for 1d6 rounds. Acid can kill the bacteria and the slime, but will run the risk of destroying any objects in the slime as well.

Appearance: Pink slime looks like a puddle of thick glistening pink goo. There may or may not be objects (clothing, weapons, etc.) in the pink muck.

Scarlet Slime

Number	1
Morale	n/a
Hit Dice	3d8
Armor Class	9
Move	0
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	Immune to most weapons
Attacks	Metal-eating
Weaknesses	None
Size	S
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	90 + 3/h.p.

General: Scarlet slimes are bizarre fungi-like amoeboid life-forms found in deep subterranean locales. Immobility, they grow along walls and ceilings, feeding on ferrous metals. Much like the green slime (see above) they can sense when metals pass beneath them and will drop on such and immediately consume them. The effect is almost instantaneous, with non-magical armor and weapons being reduced to a damp clump of rust in under a round. Magical metals are given a saving throw with a bonus equal to its magical "plus".

Combat: Scarlet slime does not attack conventionally. It will not affect flesh, stone, or wood. Conventional weapons do no harm to the slime, but fire- or cold-based attacks do full damage.

They are sometimes found in the vicinities of other types of slime.

Appearance: Scarlet slime appears as a patch of reddish rust on a wall or ceiling.

Slime Creature

	Small	Medium	Large
Number	1d20	1d20	1d20
Morale	+3	+5	+7
Hit Dice	3d10	5d10	8d10
Armor Class	9	9	9
Move	60'/min.	60'/min.	60'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	1d4	2d4	4d4
Defenses	Immune to many spells, most weapons		
Attacks	Olive slime	Olive slime	Olive slime
Weaknesses	None	None	None
Size	S	M	L
Intelligence	5	5	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	110 + 4/h.p.	300 + 6/h.p.	1,200 + 12/h.p.

General: Slime creatures are the end result of the infection of some other creature by olive slime (see above). They can be found in nearly any habitat save the coldest or driest. While they are relatively unintelligent, they have a certain brutish cunning and can set crude traps and ambushes. They communicate with one another by telepathy with a 200' range. The size of the slime creature is dependent on the size of the creature that was originally infected by the olive slime. If not known, it should be determined randomly:

Die Roll (d6)	Size
1-2	S
3-5	M
6	L

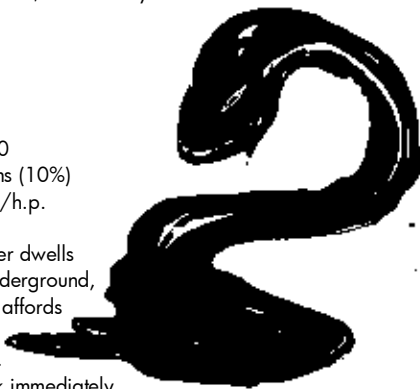
When they die, slime creatures collapse into a puddle of olive slime, which begins the life-cycle of the slime anew.

Combat: Slime creatures attack with their fists. Each time they strike, there is a 10% chance that the target will be infected with olive slime (see above). Only the following types of attacks will affect slime creatures: acid, cold-based attacks, fire (if the slime creature is found in water, only magical fire will affect it), and the spell *magic missile*. All other types of attack will prove ineffectual against them.

Appearance: Slime creatures are vaguely humanoid blobs of olive slime. They have this shape regardless of the form of their original host/victim.

Slithering Tracker

Number	1
Morale	n/a
Hit Dice	5d8
Armor Class	5
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	Transparent
Attacks	Paralyzation, followed by blood drain
Weaknesses	None
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).

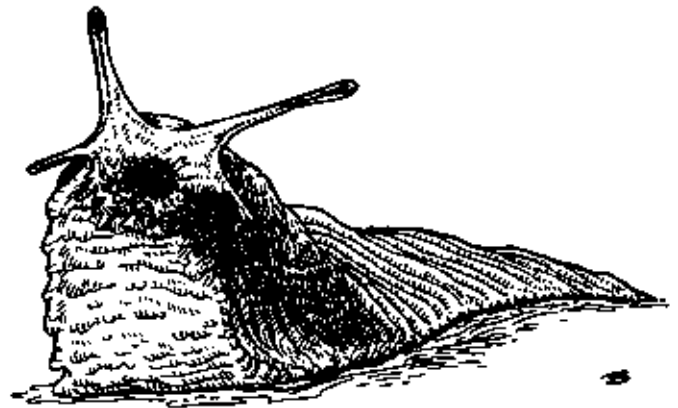
As a rule, they will not attack immediately (only a 10% chance) but will follow a creature around until it sleeps, and then attack. They are amorphous, and so are able to slither through very tight spaces; cracks under doors, etc.

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	Immune to blunt weapons
Attacks	Acid
Weaknesses	None
Size	L (25'+ long)
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 Second 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.

Snail, Giant

Number	1
Morale	+3
Hit Dice	3d10
Armor Class	8 (head), 0 (shell)
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6
Defenses	Stealth
Attacks	Poison
Weaknesses	None
Size	M (6' long)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	125 + 6/h.p.



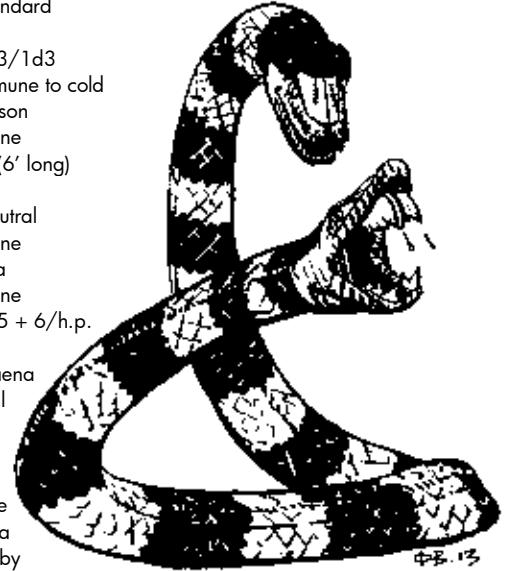
General: Giant snails are found in every climate and terrain save the coldest and most arid, as well as underground. They are utterly silent when moving, and prey has a -4 penalty to surprise rolls. They can move along walls and ceilings as easily as solid ground. Some species can be found in water as well as on land (see p. 285).

Combat: Giant snails attack with their poisonous bite. Any creature bitten by the giant snail must make a saving throw vs. poison or take an additional 2d4 h.p. of damage. Any creature attacked by the giant snail, or within 5' of someone who is, can in turn attack the head of the snail. All others can only attack the shell.

Appearance: Giant snails look like larger versions of their ordinary cousins. They are usually a mottled combination of browns, tans, grays, and whites, to aid in blending in with their surroundings.

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	Immune to cold
Attacks	Poison
Weaknesses	None
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.



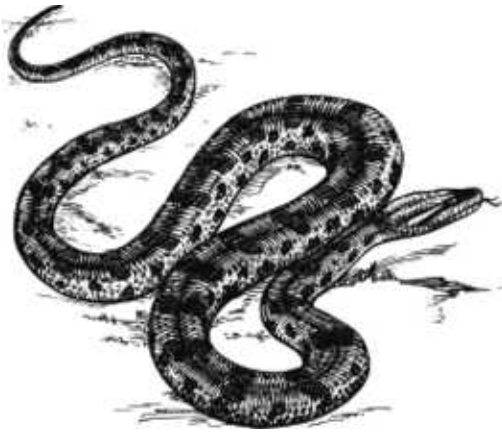
General: The amphisbaena is classified as a natural animal (for spells and the like), even though it is rather unnatural in appearance. They move either by slithering like a conventional snake, or by forming a hoop and rolling. They dwell in any climate except the arctic.

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
Weaknesses	None	None
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. There is a 25% chance that constrictor snakes will be found in the company of boalisks (see p. 21).

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.

Fire

Number	1d6
Morale	±0
Hit Dice	2d8
Armor Class	6
Move	40'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4
Defenses	Fire resistance
Attacks	Poison
Weaknesses	None
Size	S (3' long)
Intelligence	3
Alignment	Neutral
Treasure Type	XIII
Treasure Value	1d10x10
Magical Treasure	n/a
X.P. Value	73 + 2/h.p.

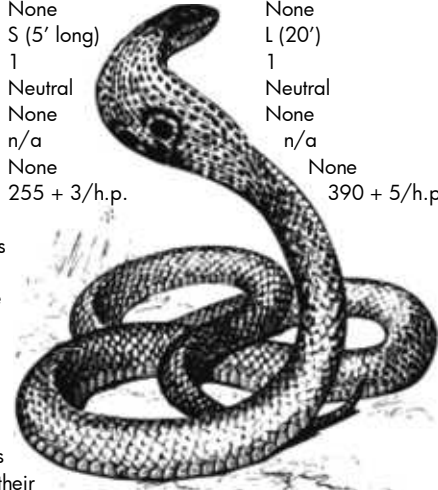
General: Fire snakes dwell in flame, and more of them will be found in large permanent fires, while smaller transient fires might have but one.

Combat: Fire snakes attack with their bite. The bite is also poisonous, and those who fail a saving throw vs. poison are paralyzed for 2d4x10 minutes. They are immune to fire and heat damage of all kinds.

Appearance: Fire snakes are red to orange serpents.

Venomous

	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
Weaknesses	None	None
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: Venomous snakes are greatly feared, and can be found in nearly every climate and terrain except the most frigid.

Combat: Venomous 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 venomous snakes (30%) 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: Venomous 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.

Son of Chaos

Number	1d3
Morale	n/a
Hit Dice	4d8
Armor Class	10
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d8
Defenses	Regeneration, immune to mind-affecting magic
Attacks	Worms
Weaknesses	Holy water
Size	M
Intelligence	6
Alignment	Chaotic evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	215 + 4/h.p.
Turn as type	VIII



General: Sons of chaos are greatly feared corporeal undead creatures. They are created by the worms that infest their putrid corpses and thus have the potential to spread like wildfire.

Combat: Sons of chaos attack with their fists. Anyone struck by a son of chaos has a 25% chance of contracting leprosy (see the Adventures Dark and Deep Game Masters Toolkit for details). They regenerate 2 h.p. per round, and this process will continue even after the creature is brought below 0 hit points; only the application of fire, acid, lightning, or holy water/objects will stop the regeneration. Severed limbs will move on their own and eventually regenerate into a new son of chaos if not checked. Like all undead they are immune to *charm*, *hold*, illusions, and other mind-affecting spells.

Any creature that comes within 30' of a son of chaos will be so repulsed by its appearance that it must make a saving throw vs. magic or flee in abject terror for 2d6 rounds.

In addition, each round the creature is in melee, one of the worms infesting the body of the son of chaos will attempt to leap onto it. The worm must roll "to hit" (this does not count as the son of chaos's normal attack); if successful, it will burrow into the skin of the victim in but a single round. During this time, the worm can be destroyed by cold steel, holy water, or some *blessed* object such as a holy symbol. Otherwise, it will burrow through the body into the brain of the victim, killing the victim within 1d4 rounds. During this time, only the spells *remove curse* or *cure disease* will destroy the worm. *Neutralize poison* or *dispel evil* will halt its progress for 1d6x10 minutes, after which time it will resume its journey. Once it slays its victim, they will rise immediately as

a son of chaos as the worm begins to spawn. If the worm misses its attack, it is easily destroyed (this destruction is automatic if the target is anything but unconscious or paralyzed).

Appearance: Sons of chaos are semi-skeletal in appearance, with just enough rotting flesh clinging to their bones to support the dozens of fat worms that constantly crawl in and on their bodies.

Sorber

Number	1d4
Morale	+4
Hit Dice	4d10
Armor Class	See below
Move	150'/min., 90'/min. (in trees)
Magic Resistance	C
No. of Attacks	2
Damage	1d2 (+ absorption bonus)
Defenses	Absorption
Attacks	Absorption bonus to damage
Weaknesses	None
Size	S (3')
Intelligence	3
Alignment	Neutral
Treasure Type	V
Treasure Value	1d6x100
Magical Treasure	1d2 items (60%)
X.P. Value	280 + 5/h.p.

General: Sorbers (the name is related to the word "absorb") are found in temperate and warmer climates, usually in woodlands. They are carnivorous, favoring the taste of human and demi-human flesh.

Combat: Sorbers attack with their claws. However, their most effective and feared power is their absorption power. Initially, sorbers are relatively weak and unprotected. However, once they are engaged in combat, they can absorb the properties of whatever substance they come into contact with, thus improving their AC and damage dramatically:

Substance	AC	Damage Bonus
(Initial)	10	±0
Earth, soil	7	+3
Wood	5	+5
Metal	3	+7
Stone	0	+10
Magical	As substance plus any defensive bonus	As substance

The properties of things can be absorbed through physical contact; if the sorber is attacked while in a stone cave, it will absorb the properties of the stone at the beginning of the following round. If the sorber successfully hits a target wearing armor or using defensive magical items, the sorber will absorb the qualities of 1 randomly-determined defensive item; such items are turned to dust (no saving throw). If a newly-absorbed item would worsen the Sorber's armor class, the item itself will be turned to dust, but the qualities will not be absorbed.

EXAMPLE: A sorber is attacked while in a tree. The next round, it absorbs the qualities of the wood, becoming AC 5. It then hits a fighter wearing *plated mail* +1. In addition to assuming the AC of the substance (metal), it also absorbs the magical property of the magical armor, thus becoming AC 2. It then jumps on a boulder and absorbs the qualities of the stone, but loses the qualities of the armor (including the magical qualities), becoming AC 0. Finally, it attacks a savant wearing a *ring of protection* +2 and a *cloak of protection* +1. There is a 50% chance that either device will be absorbed; the

game master rolls, and determines the ring is absorbed. The ring turns to dust, and the sorber absorbs its magical qualities, bringing its AC to -2. Should the sorber return to the tree, it will not absorb the quality of the wood, as that would worsen its armor class.

Appearance: Sorbers are roly-poly bear-like creatures, somewhat like a koala. However, they have sharp claws and tooth-filled jaws which tend to discourage such comparisons quickly.

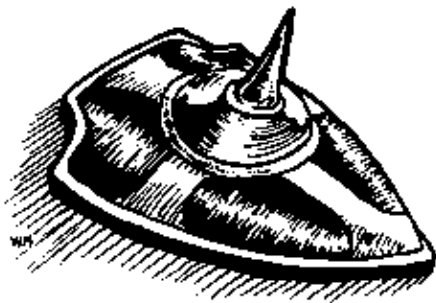
Specter

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	Level drain
Weaknesses	Holy water
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, he is considered to be slain, and will become a specter of half strength under the command of the specter who slew him. Being undead, specters are immune to mind-affecting spells such as *charm*, *sleep*, *hold*, etc. Being non-corporeal, they are also immune to poison and paralyzation. A vial of holy water will cause 2d4 h.p. of damage to a specter.

Appearance: Specters are translucent humans (or whatever race the specter was before its death).



Sphere of Many Eyes

Number	1
Morale	+10
Hit Dice	11d8
Armor Class	0 (body), 7 (eyes)
Move	30'/min. (floating)
Magic Resistance	Standard
No. of Attacks	1
Damage	2d4
Defenses	Magical eye beams
Attacks	Magical eye beams
Weaknesses	None
Size	L (4' 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 more powerful 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:

- *Anti-magic ray* (dispels all magic and nullifies other magical effects, with a 140' range)
- *Cause serious wounds* (as per the spell, but with a 50' range)
- *Charm monster* (as per the spell)
- *Charm person* (as per the spell)
- *Death* (as per the death spell, but with a 40' range)
- *Disintegrate* (as per the spell 20' range)
- *Fear* (as per the wand)
- *Flesh to stone* (as per the spell, but with a 30' range)
- *Sleep* (as per the spell)
- *Slow* (as per the spell)
- *Telekinesis*, maximum 250 lbs.

The *anti-magic ray* emanates from the large central eye above the mouth, which can impact targets within a 90° arc in front of the beast. All the other effects can be made to come out of any other eye, as long as each effect is not used more than once per round. The other eyes are able to affect any target within range, regardless of where the target is relative to the beast. No single eye may attack more than once per round, and, as each eye can only focus on a particular arc around the creature, no target may be attacked more than once, but if enough targets present themselves, each eye can attack each round.

When someone attacks the sphere of many eyes, he must first roll percentile dice to see what part of the creature he is able to attack, which will in turn decide what armor class he needs to hit:

Die Roll (d%)	Presented Target
01-75	Body; AC 0
76-90	Small eye; AC 7
91-00	Central eye; AC 7 (re-roll if attacking from rear)

The central eye can take 1/3 of its total h.p. of damage before the eye is destroyed. The body represents the remaining 2/3 of the creature's 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 regrow 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 mouth with many sharp teeth, above which is a large glaring eye. Below is a small "beard" of tendrils. Ten smaller eyes are found distributed along the surface of the creature, giving it a 360° field of vision. It floats in mid-air, propelling itself slowly via *telekinesis* (independent of the *telekinesis* power of its fourth eye). They speak their 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
Weaknesses	None
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
Weaknesses	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.



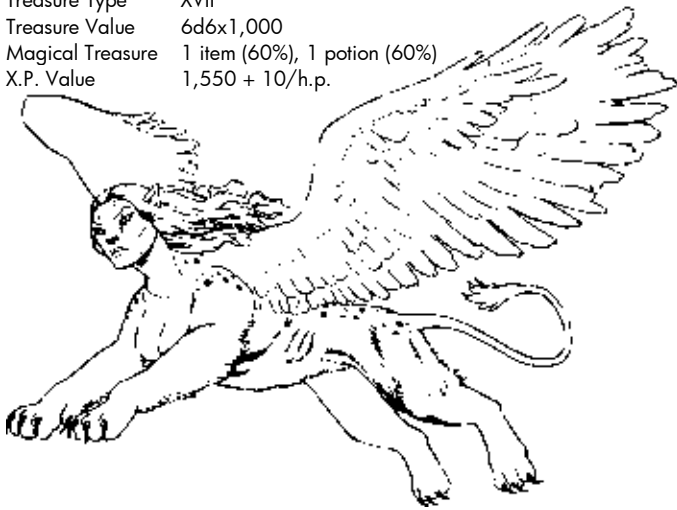
General: Criosphinxes are generally found in wooded areas or jungles. They are noted for their avarice and have no compunction against acts of banditry or extortion. Criosphinxes greatly lust after gynosphinxes, who do not share their affections, to say the least.

Combat: Criosphinxes attack with their front claws and bite. They do not bite against enemies while in mid-air, however.

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
Weaknesses	None
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: A gynosphinx attacks with their two front paws. In addition, they have the following magical powers:

- *Clairaudience* once per day
- *Clairvoyance* once per day
- *Detect invisibility* once per day
- *Detect magic* once per day
- *Dispel magic* once per day
- *Legend lore* once per day

- *Locate object* once per day
- *Read languages* once per day
- *Read magic* once per day
- *Remove curse* 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
Weaknesses	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. While in mid-air, however, they only use their claws.

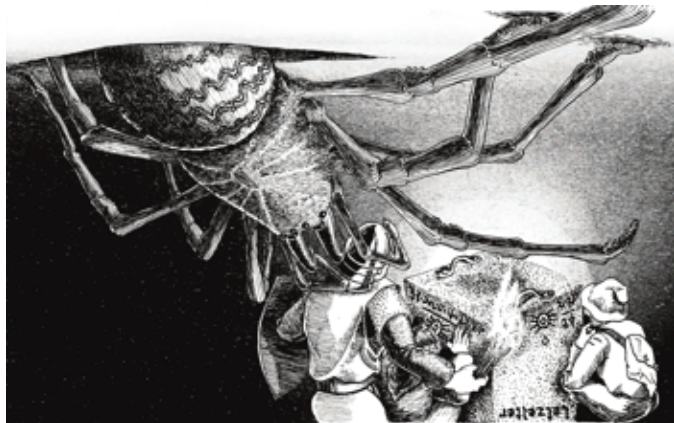
Appearance: Hieracosphinxes have the body of a lion and the head and wings of a hawk. They speak their own language.

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, enemies get -4 to surprise rolls		
Weaknesses	None	None	None
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. Hunters do not spin webs, but either roam about looking for prey or lurk in ambush. 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 monstrous spider can be determined randomly if desired. 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, but the venom's strength depends on the size of the spider:

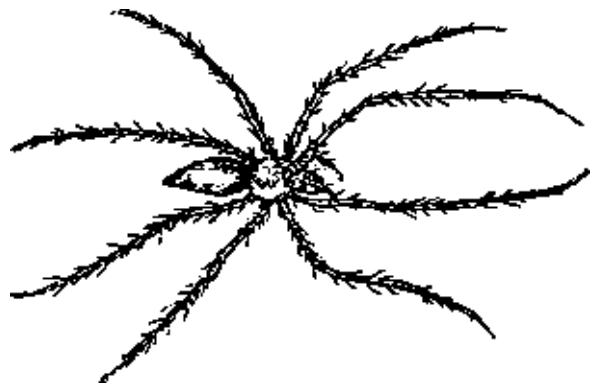
Size	Poison
Large	Victims get +2 saving throw bonus
Huge	Victims get +1 saving throw bonus
Giant	No saving throw bonus

Appearance: Monstrous spiders are merely larger versions of their mundane cousins.

Alternative Spider Poisons (Optional Rule)

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 one or the other rule; some small hunter spiders may have one type of poison, and others some other kind. The players will need to discover which are which through trial and error (game masters following this scheme are encouraged to give cues to their players such as different colors, markings, etc. to alert them as to the type of spider).

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
Weaknesses	None
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 look like little more than larger-than-ordinary monstrous spiders, but they are indeed much more. 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.

Spider, Titanic

Number	1d3
Morale	+8
Hit Dice	12d12
Armor Class	2
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	9
Damage	2d6/1d6/1d6/1d6/1d6/1d6/1d6/1d6/1d6
Defenses	None
Attacks	Venom
Weaknesses	None
Size	L (20' tall)
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	4,000 + 20/h.p.



General: Titanic spiders are a fearsome sight, and are often used as beasts of burden by drow and other unsavory races. They can be fitted with howdahs for carrying passengers and cargo, and some have been known to be fitted out with mounted weapons and used as walking war machines. In the wild, they are relatively benign creatures, rarely attacking humanoids unless provoked, and subsisting on such delicacies as purple worms, bulettes, etc.

Titanic spiders can carry 10,000 pounds of cargo without slowing. They can carry a maximum of 15,000 pounds, moving at half speed.

Combat: Titanic spiders attack with their giant envenomed mandibles and can kick with any of their legs as well. Only creatures in range of a leg can be attacked; small or medium sized creatures can only be realistically attacked by two legs in a given round, while large creatures could be attacked by three or more, depending on size. The venom of a titanic spider requires a saving throw vs. poison with a -4 penalty, or death is instant.

Appearance: Titanic spiders look like enormous tarantulas. They are often seen bearing large howdahs gaily decorated with spider-silk banners, and sometimes mounted crossbows or heavier siege engines.

Spriggan

	Small Form	Giant Form
Number	3d4	3d4
Morale	+6	+6
Hit Dice	4d8	8d10
Armor Class	3	5
Move	90'/min.	150'/min.
Magic Resistance	Standard	Standard
No. of Attacks	2	2
Damage	Per weapon type	2d4/2d4
Defenses	Magic use	Magic use
Attacks	Magic use	Magic use
Weaknesses	None	None
Size	S (3')	L (12')
Intelligence	9	9
Alignment	Chaotic evil	Chaotic evil
Treasure Type		V
Treasure Value		9d6x1,000
Magical Treasure		1d3 items (30%)
X.P. Value	1,000 + 10/h.p.	1,000 + 10/h.p.

General: Spriggans are loathsome relatives of gnomes, and despise their more genial cousins, as well as humans and the like. Their vile nature makes them unbearable to any creature other than their fellow spriggans. They dwell in either earthen burrows or ruined piles of masonry, and will victimize travelers or nearby settlements. They are able to assume either their small form or giant form at will, and it is not unheard-of for some members of a group to be giant-sized while others are in their small form, when encountered.

Combat: In small form, spriggans attack with weapons (daggers, axes, short swords, etc.). In giant form they do not use weapons but attack with their massive fists. When in small form (only) they can use any one of the the following magic powers once per round:

- *Affect normal fires*
- *Scare* (with a -2 penalty to the saving throw)
- *Shatter*

Also while in their small form, spriggans have the following thief-like abilities:

- Back stab for triple damage (usually done with a dagger)
- Climb walls (81%)
- Find and remove traps (70%)
- Hear noise (35%)
- Hide in shadows (64%)
- Move silently (77%)
- Open locks (78%)
- Pick pockets (75%)

Damage taken while in large form will be reduced, proportionally, if the spriggan returns to small form. If a wounded spriggan should then return to giant size, the original damage will return. However, damage taken while the spriggan is in small form will not "scale up" if it moves to giant size. Spriggans are considered persons for purposes of spells such as *charm person* and *hold person*.

Appearance: Spriggans are humanoid in appearance, bearded, with faces that are ugly in the extreme. No female spriggan has ever been discovered.



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
Weaknesses	None
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. If a sprite is a spellcaster's familiar, it will grant the following powers:

- A telepathic link, through which the sprite not only communicates, but shares its sight and hearing with its master; range 1 mile
- The ability to become *invisible* once per day
- Master is increased by 1 experience level when the sprite is within 1 mile; further than that, the master loses an experience level (not just the one gained by the sprite's proximity)
- If the sprite is killed, the master loses 4 experience levels
- *Commune with Nature* once per week, 4 questions allowed

Upon the death of its master, the sprite will remain and defend his soul until it leaves for its journey to the afterlife.

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:

- *Detect good/evil* 5' range at will
- *Invisibility* at will
- *Move silently* at will

Note that enemies will have a -4 penalty "to hit" against sprites while they are invisible. Sprites are considered persons for purposes of spells such as *charm person* and *hold person*.

Appearance: Sprites look like tiny elves with insect-like antennae on their foreheads. They favor bright greens, yellows, and browns. They speak their own language.

Squirrel, Dire

See dire squirrel (p 48)

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
Weaknesses	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.



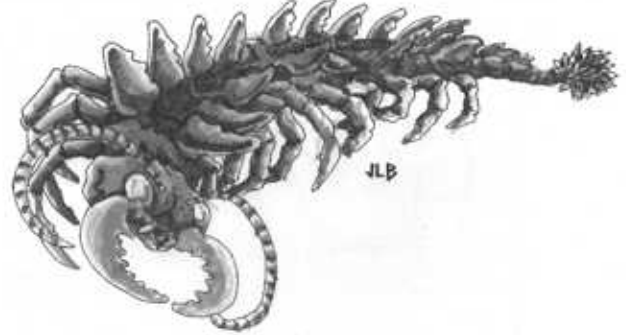
General: Stags are male deer, noted for their impressive rack of antlers. In addition to the numbers of stags above, there will be 1d6+3 times as many non-combatant does. The stags will defend the does fiercely if threatened. Both stags and does are herbivores. Does are non-combatants and will flee immediately if attacked.

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.

Stegocentipede

Number	1
Morale	+9
Hit Dice	9d12
Armor Class	3 (head), 6 (body)
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	2d4/3d4
Defenses	Spikey armor
Attacks	Venom
Weaknesses	None
Size	L (18' long)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	2,700 + 16/h.p.



General: Stegocentipedes can be found in nearly any climate save the coldest tundras or hottest deserts. They are ravenous hunters, and are constantly moving in search of prey. They are incredibly aggressive.

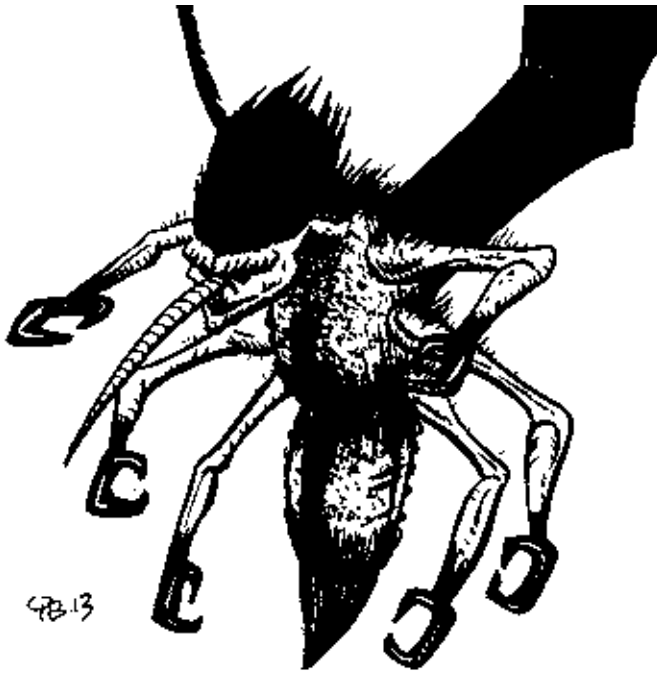
Combat: Stegocentipedes attack with their powerful poison-laden mandibles and heavy club-like tail, which contains venom that is injected through scores of spikes. Any creature struck by either the mandibles or tail must make a saving throw vs. poison or die immediately.

The creature is covered in thick armor plating that is covered in sharp spikes. In combat, this armor will reflexively be raised; when this is done, any creature striking the head of the stegocentipede (which includes any creature that is itself being attacked by the stegocentipede's bite that chooses to fight back) is subject to an additional attack. If the creature is successful, the target will take 1d6 h.p. of damage; up to three enemies can be so attacked per round.

Appearance: A stegocentipede is low to the ground (2' high) and carried on scores of fast-moving legs. The body is segmented and covered in spikey armor, and the head sports wicked mandibles. The tail ends in a heavily-armored spiked ball. Color ranges from green to tan to brown.

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
Weaknesses	None
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 areas. 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 stirge 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 stirge has drunk 12 h.p. worth of blood, it will detach itself and leave. A stirge cannot be removed from a victim without killing the stirge first.

Appearance: The stirge is an insect some 1' long with red to dark red chitin and black wings. The beak is gray at the base and pink at the tip. The feet, of which it has two pairs, are yellow.

Stone Guardian

Number	1
Morale	n/a
Hit Dice	4d10
Armor Class	2
Move	100'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d8+1/1d8+1
Defenses	Immune to many spells, most weapons
Attacks	None
Weaknesses	Certain earth-affecting spells
Size	M (75%) L (25%)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	135 + 5/h.p.



General: Stone guardians are magical constructs similar to golems, scarecrows, and the like. They are created by means of the following process:

- A heart of granite is sculpted (cost 1,000 g.p.) and *enchant an item* is cast upon it
- A humanoid statue up to ogre-size is created out of mud (4,000 g.p. cost)
- *Transmute mud to rock* is cast on the figure
- *Magic mouth* is cast on the figure
- *Detect invisibility* is cast on the figure (optional, but no substitution can be made)
- *Limited wish* or *wish* is cast on the figure

At the time the stone guardian is created, the creator has the option of creating a special ring as well. The ring will cost an additional 1,500 g.p. to have made, and will keep the wearer and all others within a 10' radius utterly safe from the attack of the particular stone guardian that was created at the same time. It will obey the instructions of its creator slavishly, even to the point of

self-destruction, but there is a 20% chance per activation that its commands will be ignored and it will simply attack any living creatures in the vicinity.

Combat: Stone guardians attack with their fists. They are immune to all missile weapons, and edged weapons will only do ¼ normal damage (round down). Cold, fire, and electrical attacks only do half normal damage, and they are completely immune to mind-affecting magic, enchantment/charm and illusion spells, and poison. The following spells will destroy a stone guardian instantly (no save): *stone to flesh*, *transmute rock to mud*, *stone shape*, and *dig*.

Appearance: Stone guardians are humanoid in form, made out of living stone.

Storoper

Number	1
Morale	+7
Hit Dice	6d8
Armor Class	0
Move	10'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d10
Defenses	Immune to non-magical missiles, camouflage
Attacks	Weakness, venom, tentacles
Weaknesses	None
Size	M
Intelligence	14
Alignment	Chaotic evil
Treasure Type	XIV
Treasure Value	5d10x10
Magical Treasure	None
X.P. Value	500 + 6/h.p.

General: Storopers are relatives of the roper (see p. 195). They are able to sense movement up to 200' distant and when they do, they will immediately become stock-still until they attack. This, combined with their stony exterior, means they are often mistaken for statues or stalagmites. They attack suddenly as soon as anything comes within 50'. Treasure is contained in their gizzard.

Combat: A storoper's initial attack will be with their six tentacles, which can whip out up to 50' away from the creature's body. A successful hit 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 storoper 10' per round; when the victim has been brought to the roper itself, it will be attacked by the tooth-filled maw. The strand can be broken on a successful open doors check (double the normal chance of success); they cannot be cut with weapons.

Twice per day, storopers can use their tentacles to inject victims with a particularly insidious venom; no saving throw is allowed. Those hit will become paralyzed on the first round. On the second round they will rouse from their stupor and will fight to defend the storoper; once all of its enemies have been vanquished, they will happily and peacefully walk into its jaws and be consumed. If the storoper is slain, victims of the venom will simply stand in place, stunned by the new lack of purpose. The venom will wear off 2 hours after it is injected.

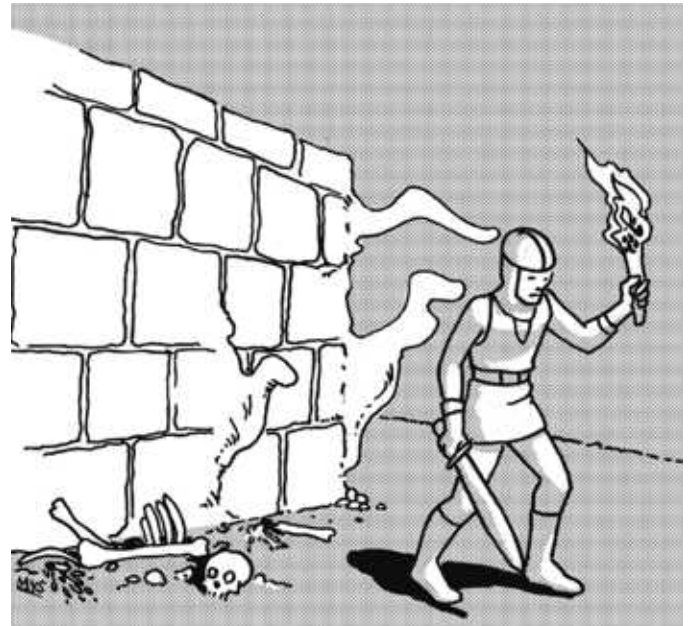
Storopers are immune to non-magical missiles due to their stoney exteriors. All other forms of attack are effective against them.

Appearance: Storopers look like stalagmites or stalactites; stoney outcroppings some 5' tall and 2' around. They have one eye and six tentacles; when the eye and mouth are closed, and the tentacles retracted, they look like natural stone.

See also: roper (p. 195).

Stunjelly

Number	1
Morale	n/a
Hit Dice	4d8
Armor Class	8
Move	30'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d4
Defenses	None
Attacks	Paralyzation
Weaknesses	None
Size	L
Intelligence	1
Alignment	Neutral
Treasure Type	XVI
Treasure Value	1d12x10
Magical Treasure	1 potion or 1 weapon (10%)
X.P. Value	125 + 4/h.p.



General: The stunjelly is related to the gelatinous cube, and is found in dungeons and other underground settings. The creature mimics the look and feel of worked stone walls, lying in wait until some unsuspecting creature passes near. The creature will have its treasure suspended inside its body, along with other indigestible flotsam.

Combat: The stunjelly attacks by forming a pseudopod and quickly lashing out. Those struck must make a saving throw vs. paralyzation or be paralyzed for 5d4 rounds. Those paralyzed will then be absorbed and digested by the jelly.

Appearance: Stunjellies look like sections of worked stone walls, and are usually 10'x10' in size, and between 3" and 6" in thickness. They are very slightly translucent, but this is only visible in bright light; torchlight will not reveal any anomalies.

Swan Maiden

	Human Form	Swan Form
Number	1	1
Morale	±0	±0
Hit Dice	See below	See below
Armor Class	7	7
Move	150'/min.	30'/min., 180'/min. (flying - poor)
Magic Resistance	Standard	See below
No. of Attacks	1 (or more)	3
Damage	Per weapon type	1/1/1d2
Defenses	None	+1 (or better) weapon to harm
Attacks	As ranger	None
Weaknesses	None	None
Size	M	M (8' wingspan)
Intelligence	13-18	13-18
Alignment	Any good	Any good
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	Swan token	n/a
X.P. Value	See below	See below

General: Swan maidens are solitary types who dwell deep in isolated woodlands. They are human rangers who, by means of a special swan token, can also transform themselves into the form of a great swan; the token itself will become part of the bird, and can be in the form of a ring, feathered cloak, etc. They are invariably women. In human form, swan maidens function as rangers; their level should be determined randomly if it is not already known:

Die Roll (2d6)	Ranger Level	Swan Hit Dice	Swan Form Magic Resistance	X.P. Value
2	1	2d8	A	28 + 2/h.p.
3	2	3d8	A	50 + 3/h.p.
4	3	4d8	A	85 + 4/h.p.
5	4	5d8	A	130 + 5/h.p.
6	5	6d8	A	225 + 6/h.p.
7	6	7d8	A	350 + 8/h.p.
8	7	8d8	A	550 + 10/h.p.
9	8	9d8	A	900 + 12/h.p.
10	9	10d8	B	1,350 + 14/h.p.
11	10	11d8	B	2,000 + 16/h.p.
12	11	12d8	C	2,700 + 16/h.p.

In human form, they function in all ways as a normal ranger of the appropriate level, but will never gain followers because of their solitary ways. They will cooperate on a one-time basis with good-aligned humans and demi-humans in order to protect their forest from evil creatures. They shun those who are noisy, brash, crude, and evil, but will be on friendly terms with sylvan creatures and druids in their area.

Combat: In human form, the swan maiden attacks and has all of the other powers of a ranger of her level. In swan form, they attack with two wing buffets and a beak-peck. Hit points for the swan maiden are the same in both human and swan form. While in swan form, the swan maiden has magic resistance as indicated above, and can only be harmed by weapons with an enchantment of +1 or better. Their own weapons and armor are rarely magic. Swan maidens are considered persons for purposes of spells such as *charm person* and *hold person*.

Appearance: In human form, swan maidens are beautiful women. In swan form they appear as ordinary swans. They speak the common tongue and can communicate with swans.

Sylph

Number	1
Morale	±0
Hit Dice	3d8
Armor Class	9
Move	120'/min., 360'/min. (flying - perfect)
Magic Resistance	J
No. of Attacks	0
Damage	n/a
Defenses	Invisibility, spells
Attacks	Spells, conjuring
Weaknesses	None
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. 169), 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 spellcasting abilities of a 7th level mage (no spell book, and no spell memorization needed). In addition, they have the following powers:

- *Conjure* an air elemental once per week
- Become *invisible* at will

Appearance: Sylphs are beautiful humanoids with delicate dragonfly wings. They speak their own language and the common tongue.

Sylvan Cat

Number	1
Morale	+3
Hit Dice	3d10
Armor Class	4
Move	180'/min.
Magic Resistance	B
No. of Attacks	3
Damage	1d2/1d2/1d3
Defenses	Silent, magic use
Attacks	Magic use
Weaknesses	None
Size	S
Intelligence	4
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	135 + 4/h.p.



General: Sylvan cats generally inhabit the same sort of idyllic temperate forests as wood elves and sylvan creatures. They are generally solitary creatures, but if encountered in their den there will be 1 adult molly and 1d4 kits. The male (or "tom") will be within 1d4 rounds' journey and will run to defend the kits. They are generally on good terms with good-aligned forest dwellers such as elves and wood gnomes; they will sometimes serve as guards or scouts for communities of sprites, gnomes, brownies, etc. They tend to avoid actual combat if they can.

Combat: Sylvan cats attack with their two claws and bite. In addition, they are able to move silently 99% of the time, and are able to conceal themselves in woods and brush with 90% effectiveness. They have the following magical powers:

- *Enlarge* once per day
- *ESP* at will (only to determine hostile or friendly intent)
- *Pass without trace* at will
- *Reduce* twice per day
- *Tree* (single limb only) twice per day
- *Trip* once per day

Enlarge will usually be used to intimidate enemies, while *reduce* will be used to appear to be no more than a harmless ordinary wild cat or lynx.

Appearance: Sylvan cats appear as very large cats, about the size of a large dog. As noted above, however, they can change their size according to their needs. The fur of a sylvan cat is gray or brown with dark stripes or spots. They have short tails.

Tabaxi

	Adult	Young
Number	2d3	1d3
Morale	+5	-6
Hit Dice	2d8	1d8
Armor Class	6	6
Move	150'/min.	150'/min.
Magic Resistance	Standard	Standard
No. of Attacks	3 or 1	3
Damage	1d3/1d3/1d3 or per weapon type	1d3/1d3/1d3
Defenses	None	None
Attacks	None	None
Weaknesses	None	None
Size	M	S
Intelligence	10	6
Alignment	Chaotic neutral	Chaotic neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	1 weapon 5%	n/a
X.P. Value	20 + 2/h.p.	10 + 1/h.p.



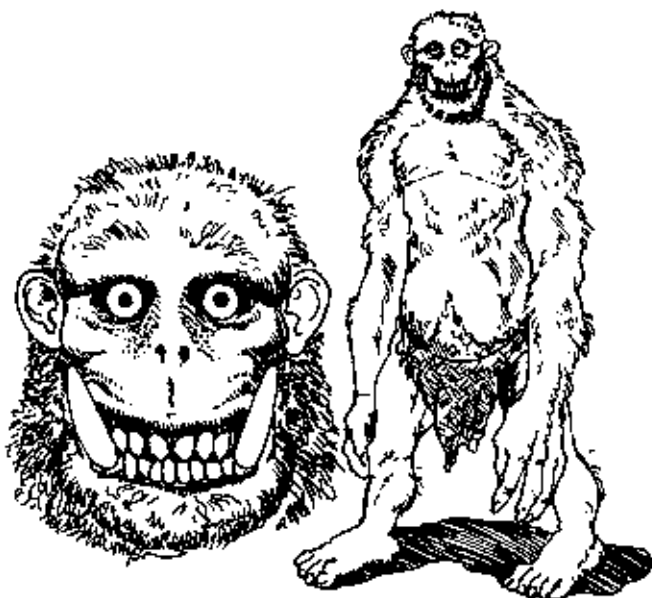
General: Tabaxi, also known as cat-men, are found in deep tropical jungles. They form small prides which have large ranges and little interaction with outsiders, whether they be human, demi-human, or even other tabaxi. They attack by ambush and are great hunters, attacking for sport, food, and to acquire weapons. A pride will consist of between 3 and 9 members, adults and young combined, and will hunt in a highly coordinated fashion. They have instincts when it comes to avoiding traps; any trap no matter how sophisticated has but a 10% chance of snaring a tabaxi. They are considered persons for purposes of spells such as *charm person*.

Combat: Tabaxi attack with their claws and bite, or with a weapon (50% of each). They have a facility with weapons that allows them to pick up their use almost instantly.

Appearance: Tabaxi look like humanoid cats. Their fur is tawny with black tiger-stripes and they have large golden eyes. Their fingers are tipped with retractable claws. They do not wear clothing. They speak their own language.

Taer

Number	1d20+10
Morale	+4
Hit Dice	3d10
Armor Class	4
Move	180'/min.
Magic Resistance	Standard
No. of Attacks	3 (50%) or 1 (50%)
Damage	1d6/1d4/1d4 or per weapon type
Defenses	Immune to cold-based attacks
Attacks	Stench
Weaknesses	None
Size	M (6 1/2')
Intelligence	6
Alignment	Neutral
Treasure Type	Sundries (75%) and art (25%)
Treasure Value	1d6x100
Magical Treasure	1 weapon (10%)
X.P. Value	150 + 4/h.p.



General: Taers inhabit cold regions, where they dwell in caves and hunt in the surrounding region voraciously. Any artwork they possess will be in the form of crude statues and idols.

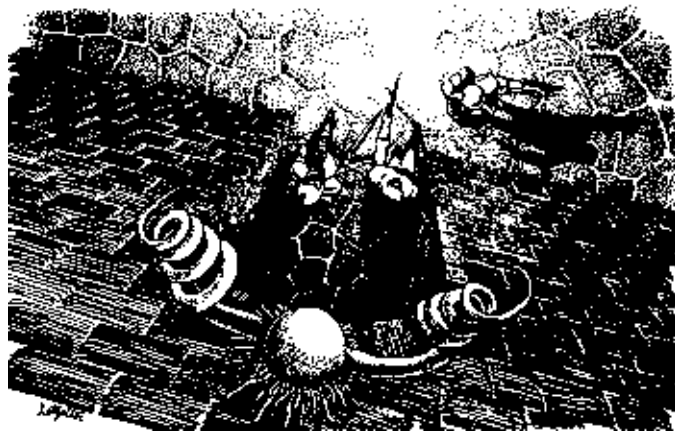
Combat: Taers attack with a kick, claw, and bite attack. Half (50%) of all taer groups encountered will be sufficiently advanced to use spears and then charge into melee; they receive a +1 bonus "to hit" and a +3 bonus to damage when throwing their spears. Taers are immune to all cold-based attacks.

In addition, taers secrete a noxious stench in a cloud 10' in every direction. Any creature other than their fellow taers within range must make a saving throw vs. breath weapon or be nauseated for 1d4+1 hours. Anyone so nauseated will suffer a -2 penalty on all "to hit" rolls and a -1 penalty on damage. Taers are considered persons for purposes of spells such as *charm person* and *hold person*.

Appearance: Taers are ape-men with greasy white fur and long arms. They are usually hunched over when not in battle.

Tentamort

Number	1d10
Morale	+10
Hit Dice	2d8 (each tentacle), 4d8 (body)
Armor Class	3 (tentacles), 1 (body)
Move	10'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d6/1d6
Defenses	None
Attacks	Constriction, paralysis
Weaknesses	None
Size	L (tentacles), S (body)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	475 + 6/h.p.



General: The tentamort is a horror that dwells in deep underground environments. It is capable of moving only by the small cilia attached to the central body.

Combat: The tentamort attacks with its two great tentacles; details are given below on the working of each. Each component of the tentamort's being - the central body and each of two large tentacles - has its own pool of hit points. Only when all three are reduced to 0 hit points is the creature actually killed. Each of the two tentacles has a different and specific function.

The first tentacle attacks by constriction. On a natural roll of 20, or 2 or more needed than the minimum roll "to hit" the tentacle has wrapped itself around its victim, pinning his arms against his sides, and automatically causing another 1d6 h.p. of constriction damage per round. Otherwise, it simply bashes enemies without grabbing them.

The second tentacle attacks in the same manner as the first, similarly wrapping itself around the arms of its victim and trapping his arms on a natural roll of 20, or 2 or more needed than the minimum roll "to hit". However, rather than doing automatic constriction damage, this tentacle is equipped with a hollow 6" spine. Those struck by the spine must make a saving throw vs. paralyzation or be paralyzed for 3d6x10 minutes. After two rounds, paralyzed victims will be injected with an enzyme that begins to liquefy their internal organs. The innards will then be slowly sucked out of the victim by the hollow spine. The amount of time this takes to kill the victim depends on his size:

Size	Rounds Until Death
S	1
M	2
L	4

If the creature is killed before the enzyme is fully injected into the victim (i.e., within the first 2 rounds after paralyzation), a *cure disease* spell will save the victim. Otherwise death will come in 1 hour. If the enzyme has already been administered, only the spell *heal*, or a combination of *regenerate* and *cure light wounds*, will save him.

Appearance: The tentamort has a small spherical body some 2' in diameter which has a number of small cilia used for movement. There are two 10' long tentacles depending from the body, one of which has a hollow bone spine at the end. The skin of the creature is dark green to gray in color, while the spine is stark white. It has no eyes or mouth, other than the spine.

Termite, Giant

	Worker	Soldier
Number	6d10	See below
Morale	-1	+1
Hit Dice	1d10	2d10
Armor Class	2 (head), 10 (body)	2 (head), 8 (body)
Move	90'/min.	90'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	1d2	1d4
Defenses	None	None
Attacks	None	Spit
Weaknesses	None	None
Size	S (3' long)	M (4 1/2' long)
Intelligence	1	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.	50 + 3/h.p.

	King	Queen
Number	1	1
Morale	+5	+7
Hit Dice	6d10	8d10
Armor Class	5	4
Move	60'/min.	30'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	5d6	5d6
Defenses	None	None
Attacks	Spit	None
Weaknesses	None	None
Size	L (8' long)	L (12' long)
Intelligence	3	3
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	500 + 10/h.p.	900 + 13/h.p.

General: Giant termites can be found in warm climates where there is plenty of cellulose and other vegetation for the termites to use as food. They are nocturnal creatures and shun sunlight, although it doesn't necessarily harm or

debilitate them. They are great enemies of formians (see p. 86) and the entire termite nest will rally to attack any encountered.

The termites will create a nest of mud, baked hard as stone some 100' in diameter and up to 500' high. Near the top will be numerous openings 1d4+4 feet wide, which lead to the interior of the nest through a series of passages, which range anywhere from horizontal to nearly vertical, leading to the underground chambers of the nest, including the egg chamber and royal chamber.

Any group of more than 30 workers will also have 3d6 soldiers. When a nest is encountered, there will be the following additional termites:

Where	What
Throughout the nest	Ten times as many workers and soldiers
Egg chamber	5d6 workers, 2d6 soldiers, eggs equal to all workers and soldiers combined
Royal chamber	4d6 workers, 2d4 soldiers, 1 king, 1 queen

The royal chamber will be at the bottom of the underground portion of the nest, while the egg chamber will be close by. If either is entered by intruders, all of the workers and soldiers not already found in either the egg or royal chamber will move towards the intruders.

Combat: Termites attack with their mandibles. Soldiers can also spit a flammable fluid once every 10 minutes, with a range of 10'. Any creature struck by the fluid must make a saving throw vs. poison or be blinded for 5d4 rounds. If the fluid is exposed to fire or intense heat it will ignite, causing 1d12+4 h.p. of damage. Any soldier or worker in the royal or egg chamber of the nest (see above) will receive a +1 bonus both "to hit" and to damage against intruders in those chambers.

Appearance: Giant termites are merely large versions of their ordinary cousins. They communicate via pheromones, which can spread incredibly quickly throughout a nest.

Thessalhydra

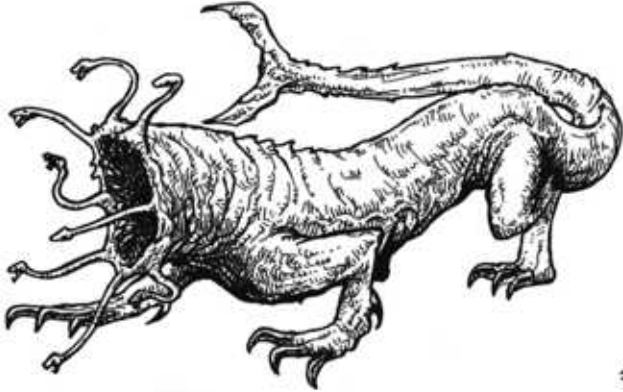
Number	1
Morale	+12
Hit Dice	12d12 (plus 12 h.p. per serpent-head)
Armor Class	0
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	10
Damage	1d6 (x8)/1d12/1d20
Defenses	Immune to acid
Attacks	Spitting, poison, acid
Weaknesses	None
Size	L (36' long)
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	10,600 + 20/h.p.

General: The thessalhydra is a true horror found in dark and wet places, sometimes underground, most often in desolate swamps and bogs.

Combat: Thessalhydrae attack with their eight serpent-heads, their pincer-tipped tail, and their tooth-filled central mouth. Any creature struck by one of the serpent-heads must make a saving throw vs. poison or take an additional 1d6 h.p. of damage. Serpent heads which are cut off will regenerate in 12 days; it takes 12 h.p. of damage per head to do so, but such damage does

not affect the creature's total hit points. Any creature struck by the pincer-tail will be popped into the central mouth in the same round and attacked (if the central mouth has already attacked, it will get a separate, additional, attack on this victim as well). Once per day, the creature can spit a gob of acid up to 30' distant; any creature within a 6' radius will take 12d6 h.p. of acid damage (save vs. poison for half damage). The thessalhydra is itself immune to acid of all kinds.

Appearance: A thessalhydra has a large reptilian body with four legs, a tail tipped with a pincer claw, and an enormous mouth ringed with eight large snakes which are constantly writhing around and which serve as its sensory apparatus. It is gray-green in color.



Thornie

Number	1d6+2
Morale	+2
Hit Dice	4d10
Armor Class	3
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4+1
Defenses	None
Attacks	Thorns
Weaknesses	None
Size	M (4' long)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	130 + 5/h.p.



General: Thornies are plant creatures, and are always found in the company of vegepygmies, where they are used by the latter as guards and companions.

Combat: Thornies attack with their bite. In addition, any creature attempting to attack with a weapon of less than 4' length will itself come under attack by the thornie's long wood-like thorns. Only one such creature can be attacked per round.

Appearance: Thornies look like large dog-like creatures, green in color and covered with long woody thorns.

See also: vegepygmie (p. 238).

Thunderherder

Number	10d10
Morale	-4
Hit Dice	7d8
Armor Class	3
Move	200'/min., 90'/min. (burrowing)
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	None
Attacks	Earthquake
Weaknesses	None
Size	L (5-10' long)
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	350 + 8/h.p.



General: These relatives of purple worms (see p. 247) are innocuous creatures that inhabit desert regions, where they burrow just below the surface of the sands in their throngs.

Combat: Thunderherders do not attack conventionally. Their only damage potential is incidental, as they create earthquakes and tremors as they pass; even a single one is able to cause a minor tremor, and a full herd can cause great destruction. See the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit for more information on earthquakes, landslides, and their effects. The potential strength of an earthquake caused by thunderherders depends on the number of creatures in the herd:

Number of Thunderherders	Maximum Earthquake Intensity
10-25	Light
26-75	Moderate
76-100	Strong

The game master is encouraged to use his judgment when determining the effects of the passage of a thunderherder herd, taking into account the specific type of terrain and other conditions.

Appearance: Thunderherders are large grubs with hard brown exteriors.

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
Weaknesses	None	None	None
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.

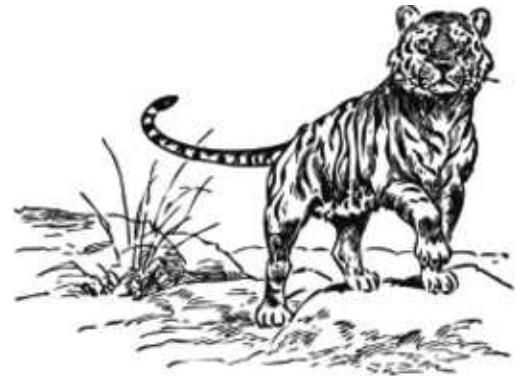
Combat: Ticks attack with their bite. Once a tick has attached itself to a victim with a successful attack, it will automatically drain 1d6 h.p. per round until it is sated. Satiation occurs when the tick has drained a number of hit points from the victim equal to its own (unwounded) total hit points. 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 their total hit points, or immersing them 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
Weaknesses	None
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 climes. 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 seen with an orange coat with black stripes and a white belly. They can vary greatly in coloration, however, from black to tan to white.

Titanic Spider

See spider, titanic (p. 221).

Toad, Giant

	Non-Venomous	Venomous
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
Weaknesses	None	None
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 coldest. They are aggressive hunters, and will attack creatures their own size or larger.

Combat: Giant toads attack with their bite. In addition, the bite of the venomous 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 venomous and non-venomous types.

Toad, Arctic

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
Weaknesses	None
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: Arctic 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: Arctic 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 arctic toad. Arctic toads are able to turn off this ability when in the presence of those whom they do not wish to harm, but cannot employ it more often than once every other round.

Appearance: Arctic toads appear like large white toads. They speak their own croaking language and none other.

Trapper

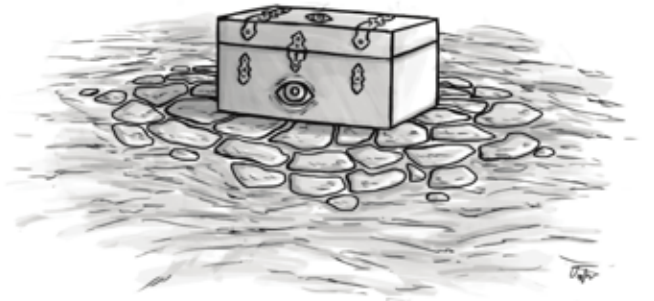
Number	1
Morale	+11
Hit Dice	12d12
Armor Class	3
Move	30'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	4 h.p. plus victim's AC
Defenses	Camouflage, half damage from fire and cold
Attacks	Smothering
Weaknesses	None
Size	L
Intelligence	14
Alignment	Neutral
Treasure Type	XV
Treasure Value	6d4+10x1,000
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. The entire body of the trapper will fold itself around its victims, trapping them. Each victim thus trapped will take damage equal to 4 h.p. plus his armor class, as he is crushed by the action of the trapper squeezing its body inward. The victims will automatically die of suffocation within 6 rounds unless the landrayer is slain or convinced to let its prey go free (which will only be done if imminent death is in the offing). Trapped victims are unable to use any weapons. Cold and fire only do half damage to trappers.

Appearance: Trappers are broad and flat, with a rock-hard exterior that they are able to manipulate to conform to the stone or rock around themselves. 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
Weaknesses	Fire
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'+	12d12	4d6/4d6	3,350 + 18/h.p.



Those with 7 or 8 hit dice are sometimes called "shrublings," 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. They can inflict 80 h.p. per round against wooden structures, 20 h.p. against earthworks and soft stone or brick, and 10 h.p. against hard stone.

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, which they share with granite men (see p. 114).

Treeeling

	Warrior	Chief
Number	10d10	1
Morale	-3	+1
Hit Dice	1d8	5d8
Armor Class	6 (5 with shield)	5
Move	90'/min., 150'/min. (in trees)	90'/min., 150'/min. (in trees)
Magic Resistance	Standard	Standard
No. of Attacks	2 or 1	2 or 1
Damage	1d3/1d3 or per weapon	1d3/1d3 or per weapon
Defenses	None	None
Attacks	Enemies get -2 to surprise rolls, hide in shadows	Enemies get -2 to surprise rolls, hide in shadows
Weaknesses	Daylight	Daylight
Size	S (3')	S (3')
Intelligence	7	8
Alignment	Chaotic evil	Chaotic evil
Treasure Type	None	I
Treasure Value	n/a	5d10x50
Magical Treasure	None	None
X.P. Value	10 + 1/h.p.	90 + 5/h.p.

General: Treeelings are wretched humanoids that dwell only in tropical jungles, attacking only those creatures they deem weak enough to be easily overcome. There is a 30% chance that any given band of treeelings will have a shaman

with them; if 70 or more are encountered there will be a chief. They are all very nimble climbers and can hide in shadows like a thief with 75% effectiveness. They are very fond of the flesh of humans and elves, and are particularly despised by wild elves (and vice versa).

Combat: Most treeelings will attack with weapons, although in extremis they can attack with their claws. The weapons of any given treeeling 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
01-40	Javelin and club	40%
41-45	Javelin and lasso	5%
46-60	Javelin and net	15%
61-80	Javelin and small shield	20%
81-90	Short sword and net	10%
91-00	Short sword and small shield	10%

Treeelings are stealthy in their jungle homes, and enemies get a -2 penalty to surprise rolls. They are used to the gloom of heavy forests, however, and get a -1 penalty when in full daylight or its equivalent. Treeelings are considered persons for purposes of spells such as *charm person* and *hold person*.

Appearance: Treeelings are small humanoids with bright green skin, sparse and coarse black hair, and long gangly limbs. They generally walk with a pronounced hunch. They speak the common tongue.

Spellcasters: Treeeling shamans can reach as high as 5th level.



Tri-Flower Frond

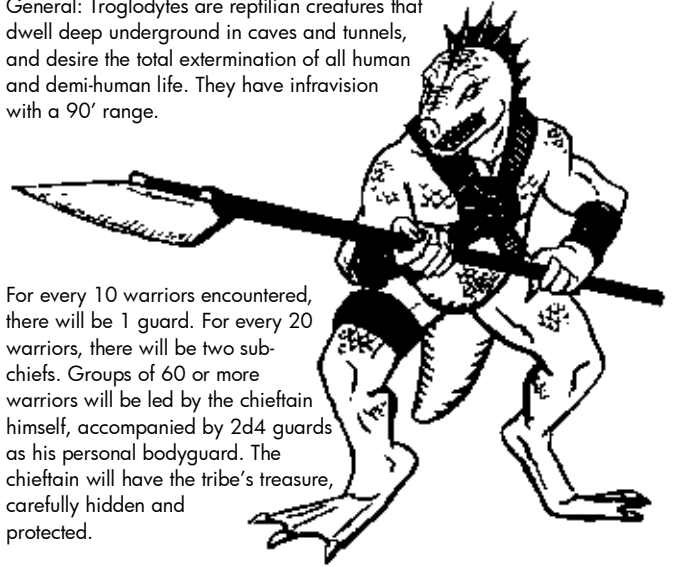
Number	1d10
Morale	n/a
Hit Dice	2d10
Armor Class	9
Move	0
Magic Resistance	Standard
No. of Attacks	2d4
Damage	0
Defenses	None
Attacks	Sleep pollen, enzymes, drain fluids
Weaknesses	None
Size	M
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	120 + 3/h.p.

General: Tri-flower fronds are plants found in temperate and subtropical locales.

Combat: The tri-flower frond has a very specific attack sequence, with each of its three flowers having a particular function in seizing and absorbing food. The first flower will shoot out 2d4 tendrils at any creature within 3'. Any creature struck must make a saving throw vs. poison or fall into a deep slumber for 1d4 hours. Almost immediately thereafter (the next round), the second flower will lean over the sleeping victim and release a highly caustic enzyme that will cause 2d4 h.p. of damage as the body rots at an accelerated rate. Finally, the third flower will send tendrils into the victim as this happens, draining an additional 1d6 h.p. from the victim each round as its fluids are drained, and then finally absorbing the last of the liquefied animal matter. For every flask of water poured on a victim, the damage from the second flower's enzymes will be reduced by 1; if the body is completely immersed in water, the enzyme's effect will cease entirely.

Appearance: A tri-flower frond has a thick green woody stalk and three flowers. The flowers themselves can be orange/yellow/red, white/silvery-gray/pink, or golden brown/dark brown/red-brown.

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. Groups of 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 its 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. Females are not typically armed, but can use weapons if the threat to the group is great.

Combat: Some troglodytes will attack with claws and a bite, while approximately half will use crude 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	Glaive	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. Troglodytes are considered persons for purposes of spells such as *charm person* and *hold person*.

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. They speak their own hissing language.

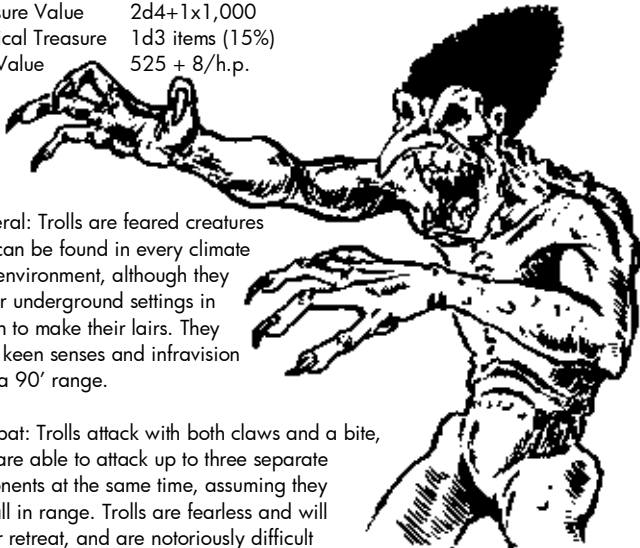
Troglodyte

	Warrior	Guard
Number	10d10	1 per 10 warriors
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)	
Defenses	Odor	Odor
Attacks	Chameleon skin, enemies get -3 to surprise rolls	
Weaknesses	None	None
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	2 per 20 warriors	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)		
Defenses	Odor	Odor	Odor
Attacks	Chameleon skin, enemies get -3 to surprise rolls		
Weaknesses	None	None	None
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.

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
Weaknesses	None
Size	L (9')
Intelligence	6
Alignment	Chaotic evil
Treasure Type	IV
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. They speak their own language, as well as that of ogres.

See also: scrag (p. 280).

Giant Two-Headed Troll

Number	1d3
Morale	+12
Hit Dice	10d10
Armor Class	4
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	4
Damage	1d6/1d6/1d10/1d10
Defenses	Regeneration, +1 to surprise rolls
Attacks	None
Weaknesses	Fire, acid
Size	L (10')
Intelligence	9
Alignment	Chaotic evil
Treasure Type	IV
Treasure Value	2d4+1x1,000
Magical Treasure	1d3 (15%)
X.P. Value	2,200 + 16/h.p.



General: Giant two-headed trolls are half-breeds of regular trolls and ettins (see p. 77). They are found in most climates and have infravision with a range of 60'. They are nocturnal and dwell in caves.

Combat: Giant two-headed trolls attack with two claws and two bites, but both bites must be directed at the same opponent. They regenerate 1 h.p. per round (except when wounded by fire or acid), and will come back from below 0 h.p. Their limbs do not re-attach themselves as do those of full-blooded trolls. They receive a bonus of +1 on all their surprise rolls.

Appearance: Giant two-headed trolls are huge trolls with two heads, and usually wear the same sorts of threadbare skins that ettins do. They speak either trollish or ogreish (a given group has a 50% chance of speaking either).

Hill Troll

Number	1d12
Morale	+10
Hit Dice	8d10
Armor Class	4
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1 or 2
Damage	2d8 or 1d6+1/1d6+1
Defenses	Regeneration
Attacks	None
Weaknesses	None
Size	L (10')
Intelligence	6
Alignment	Chaotic evil
Treasure Type	IV
Treasure Value	4d6x100
Magical Treasure	1d2 (10%)
X.P. Value	950 + 12/h.p.



General: Hill trolls are half-breeds of regular trolls and hill giants (see p. 98). They are found in most climates, and have infravision with a range of 60'.

Combat: 90% of the time, giant trolls will be armed with enormous spiked clubs. If they are without their clubs, they strike with both claws. They regenerate 2 h.p. per round (except when wounded by fire or acid), and will even come back from below 0 hit points. Their limbs do not re-join the body if severed, however. Like giants, they can hurl boulders 100' which inflict 1d8 h.p. if they hit, and can catch hurled boulders 25% of the time.

Appearance: Hill trolls look like enormous trolls with red-brown skin and large pot bellies. They speak the trollish tongue and that of hill giants.

Tunnel Worm

Number	1d6
Morale	See below
Hit Dice	9d10
Armor Class	4
Move	60'/min. (walking and burrowing)
Magic Resistance	Standard
No. of Attacks	1
Damage	2d8
Defenses	None
Attacks	Lunge, holding
Weaknesses	None
Size	L (30' long)
Intelligence	0
Alignment	Neutral
Treasure Type	XIV
Treasure Value	1d10x12
Magical Treasure	None
X.P. Value	1,350 + 14/h.p.

General: Tunnel worms are centipede-like creatures found beneath the ground, where they create intricate warrens of tunnels in walls, ceilings, and floors. They will wait at the camouflaged entrance to their tunnels before attacking. The tunnels themselves are 2' in diameter, and any treasure possessed by the creature will be left over from previous victims, in the nest somewhere in the maze of twisty passages.

Combat: Tunnel worms attack by lunging out of their hidden tunnels and biting with their mandibles. The initial lunge attack gets a +2 bonus "to hit". If the hit is successful, the prey is held fast but damage is not done until any armor is cleaved through by the creature's mandibles:

Armor Type	Rounds Until Damage is Taken
None	0 (damage is done on the round the hit occurs)
Leather	1
Mail	2
Metal, non-mail	3

Once the armor has been chewed through, damage is automatic every round. The tunnel worm can be driven off in one of two ways: by taking 15 or more points of fire damage, or by taking 60% of its total hit points. Once either of those thresholds are reached, the tunnel worm will release its prey and flee into its tunnels. Armor that has been breached is useless. Armor that has been chewed upon has a +1 penalty to the armor class for every round of chewing; only an armorer will be able to repair mail or metal armor (for 25% of the original cost per round of chewing); leather of any type will be beyond repair.

Appearance: Tunnel worms look like large black centipedes with wicked mandibles.

Two-headed Dog

See dog, two-headed (p. 49).

Undead Dragon

See dragon, undead (p. 60).

Underground 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
Weaknesses	None
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 underground goliath is a predator that lurks beneath the surface of the ground, where it preys on creatures such as purple worms, ankhhegs, 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: Underground goliaths attack with their powerful claws and bite with their enormous pincers. However, any intelligent creature that meets the 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 underground goliath has a barrel-shaped body covered with heavy bone plates, with a flat head sporting a great sideways-opening beak and incredibly hard and strong talons on its hands. It is dark brown in color, tending towards a light gray on the belly and lower part of the head. Its coloration makes it mistakable for a humanoid of some sort at distances greater than 40'.



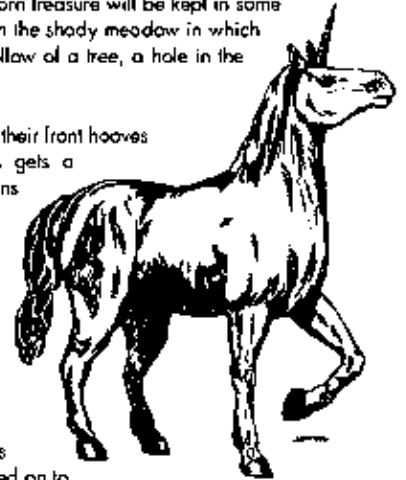
Unicorn

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, enemies get -2 to surprise rolls
Weaknesses	None
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 (virgins) 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:



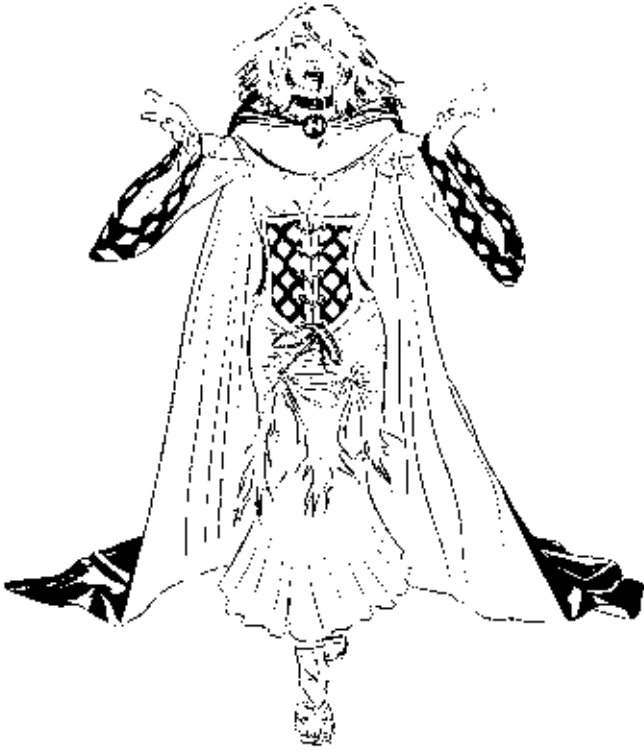
- Immunity to all poisons in all forms (this ability is passed on to anyone who possesses a unicorn horn)
- Sense enemies approaching, 240' radius
- Enemies get -4 on all surprise rolls
- Teleport up to 360' once per day (including rider, if applicable)
- Make saving throws as an 11th level mage
- Immune to charm, hold, and death spells

Appearance: Unicorns are striking white steeds with brilliant yellow manes, tails, and goat-like 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.

Vampire

	Vampire	Slave
Number	1	1d4
Morale	+16	+8
Hit Dice	8d10	4d10
Armor Class	1	1
Move	120'/min., 180'/min. (flying, in bat form - average)	
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	1d6+4	1d6+4
Defenses	+1 (or better) weapon to harm, spell immunity, poison immunity	
Attacks	Level drain, magic use	Level drain, magic use
Weaknesses	Garlic, sunlight, mirrors, holy symbols, holy water	
Size	M	M
Intelligence	16	16
Alignment	Chaotic evil	Chaotic evil
Treasure Type	VII	None
Treasure Value	1d8+3x1,000	n/a
Magical Treasure	1d4+1 items, no weapons (10%)	None
X.P. Value	3,800 + 12/h.p.	690 + 5/h.p.
Turn as Type	X	VI

General: Vampires are one of the most feared of the corporeal undead, and 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. Every master vampire will have 1d4 slaves in attendance. Although they are under his complete thrall and cannot even contemplate actively betraying him, each secretly longs for the destruction of the master, since when that happens, they will all instantly advance to the rank of masters themselves and be free of any sort of psychic slavery.



Combat: Vampires attack with their fists, and have the equivalent of 18/76 strength (+2 "to hit" bonus, +4 damage bonus). The vampire may attempt to bite any victim against whom 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 slave under the command of the one who created him thus one day after being buried. If the master vampire is destroyed, the slaves 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:

- *Charm person* with gaze (victims get -2 penalty to saving throw vs. magic)
- *Polymorph self* into large bat or a wolf
- *Regenerate* 3 h.p. per round
- *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 a vampire to delay attacking or approaching 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 vampire's 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, the vampire will return to un-life. Only decapitation and a *blessing* of the severed head will truly prevent such reanimation.

When brought to between 0 and -9 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.

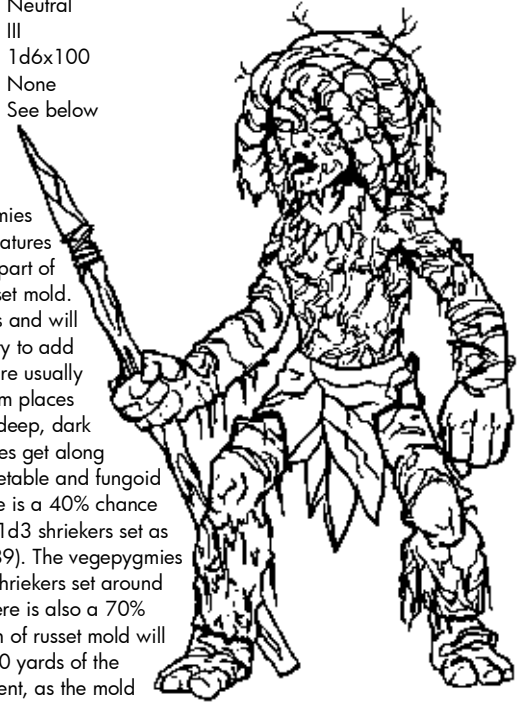
Appearance: Vampires appear much as they did in life, their appearance not betraying their undead state, except for their long fangs, which the vampire can hide or extend in order to bite a victim.

Vegepygmy

Number	3d10x10
Morale	See below
Hit Dice	1d8 - 6d8
Armor Class	4
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6 or per weapon type
Defenses	See below
Attacks	Enemies get -3 to surprise rolls
Weaknesses	None
Size	S
Intelligence	6
Alignment	Neutral
Treasure Type	III
Treasure Value	1d6x100
Magical Treasure	None
X.P. Value	See below

General: Vegepygmies are plant-based creatures that are formed as part of the life cycle of russet mold. They are carnivores and will take any opportunity to add to their diet. They are usually found either in warm places underground or in deep, dark forests. Vegepygmies get along well with other vegetable and fungoid creatures, and there is a 40% chance that they will have 1d3 shriekers set as guardians (see p. 89). The vegepygmies will not set off the shriekers set around their settlement. There is also a 70% chance that a patch of russet mold will be found within 200 yards of the vegepygmy settlement, as the mold is central to their life-cycle. Any vegepygmy group encountered has a 30% chance of having 1d6+2 thornies with it (see p. 230), and any settlement will have ten times that many. Vegepygmies vary in size, and the composition of any given group of them will be determined by size:

Hit Dice	Size	X.P. Value	% Composition
1d8	2'	53 + 1/h.p.	50%
2d8	2 1/2'	81 + 2/h.p.	25%
3d8	3'	120 + 3/h.p.	15%
4d8	3 1/2'	175 + 4/h.p.	10%
5d8	4'	245 + 5/h.p.	See below
6d8	4 1/2'	425 + 6/h.p.	See below



For every 50 vegepygmies encountered, there will be one 5d8 HD subchief with 1d4+1 3d8 HD bodyguards. Every group of vegepygmies will be led by a 6d8 HD chief with 2d4 4d8 HD bodyguards.

Combat: Vegepygmies attack with weapons, but can also strike with their hands for 1d6 h.p. of damage. They are usually armed with crude axes and spears. They are able to blend in with the foliage around them, giving enemies a -3 penalty to all surprise rolls.

Attacks from piercing weapons such as spears and arrows will only do 1 h.p. of damage, and they are immune to electrical damage. The only sorts of enchantment/charm type spells that affect them are those that affect plants, and even then, they are entitled to a saving throw, even when the spell description does not normally allow for such.

Appearance: Vegepygmies are humanoid in form, although they have foliage where most human types would have hair, most notably the small "top knot" of leaves at the crown of their head. The fingers are tipped with thorn-like claws. The exact coloration of vegepygmies will depend on the vegetation in their vicinity; they will adapt to their surroundings. They do not speak, but communicate by slapping and thumping their chests (although they are capable of vocalization as a generalized warning cry, for example).

See also: russet mold (p. 161), thornie (p. 230).

Vilstrak

Number	2d10
Morale	-4
Hit Dice	1d6
Armor Class	2
Move	90'/min. (walking, moving throw stone)
Magic Resistance	Standard
No. of Attacks	2
Damage	1d4+1/1d4+1
Defenses	Camouflage
Attacks	Enemies get -2 to surprise rolls
Weaknesses	None
Size	M
Intelligence	6
Alignment	Neutral evil
Treasure Type	V
Treasure Value	4d6x100
Magical Treasure	1d2 items (10%)
X.P. Value	7 + 1/h.p.



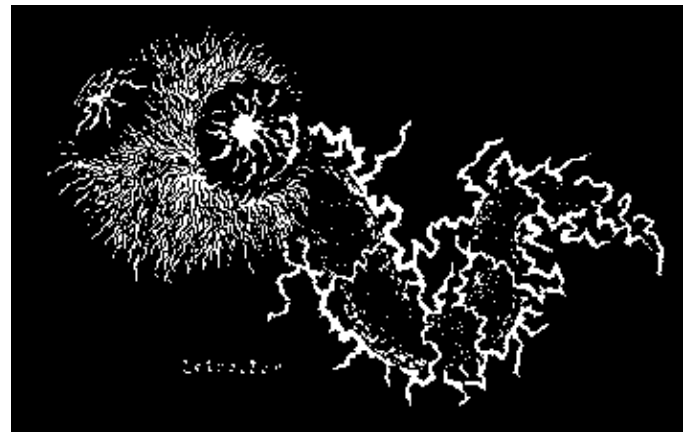
General: Vilstraks, also known as tunnel thugs, are creatures of living stone that inhabit deep underground regions where their stony exterior can hide them from enemies (they are 75% undetectable in a rocky environment, as close as 20' away). They can meld their bodies with the stone around them in order to travel; 95% of the time their lairs will be encased in solid stone.

Combat: Vilstraks attack with their fists. Because of the vilstraks' ability to meld with the stone around them, enemies get a -2 penalty on surprise rolls.

Appearance: Vilstraks are humanoid in form, but made of stone. Their heads vaguely resemble those of lobsters, and they have great black expressionless eyes. They speak their own language.

Volt

Number	2d12
Morale	+2
Hit Dice	2d10
Armor Class	3
Move	60'/min. (flying - poor)
Magic Resistance	Standard
No. of Attacks	2
Damage	1d4/2d6
Defenses	Immune to electricity
Attacks	None
Weaknesses	None
Size	S (2' diameter, 3' tail)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	50 + 3/h.p.



General: Volts are small creatures but extremely vicious. They will usually attack anything they see. They move by levitation, propelling themselves with movements of their tail.

Combat: The volt attacks by biting its victim and lashing with its electrically-charged tail. Once it scores a successful hit with the bite, it will continue to drain 1d4 h.p. of blood automatically. In addition, it will lash at its victim with its tail, hitting automatically. It does not get a tail-lash in its initial attack, but only once it has attached itself to a victim. Once that happens, it will not let go until either it or the victim has died. They are immune to any sort of electrical attack.

Appearance: Volts are bristly balls some 2' around, sporting two enormous eyes, and a 3' long tail trailing behind. They are gray in color.

Vulchling

Number	2d8
Morale	-1
Hit Dice	1d8
Armor Class	7
Move	60'/min., 300'.min. (flying - average)
Magic Resistance	Standard
No. of Attacks	1 or 2
Damage	1d4/1d4 or 1d4+1
Defenses	None
Attacks	None
Weaknesses	None
Size	M
Intelligence	6
Alignment	Chaotic evil
Treasure Type	XV
Treasure Value	1d10
Magical Treasure	None
X.P. Value	10 + 1/h.p.

General: Vulchlings are related to vultures (see below), but are significantly both more intelligent and evil. They are most often found in isolated wildernesses, although flocks have been reported in underground areas with large open caverns that allow flight. They are sometimes found with harpies or rocks (see pp. 119 and 363, respectively).

Combat: Vulchlings will initially swoop down on prey from above and attack with their two talons. Once that attack is done, they will alight and attack with their razor-sharp beak.

Appearance: Vulchlings look like large vultures with human-like features.

Vulture

	Regular	Giant
Number	4d6	2d6
Morale	-2	-1
Hit Dice	1d10	2d10
Armor Class	6	7
Move	30'/min., 270'/min. (flying - clumsy)	30'/min., 240'/min. (flying - poor)
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	1d2	1d4
Defenses	None	None
Attacks	None	None
Weaknesses	None	None
Size	M (6' wingspan)	L (12' wingspan)
Intelligence	1	1
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.

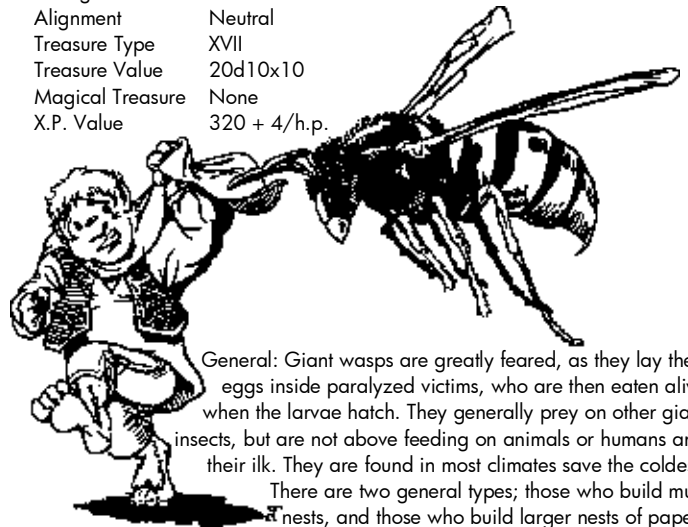
General: Vultures are scavengers and carrion eaters, found in most climates from temperate to tropical. Their eyesight is keen, and they typically fly at great heights searching for victims that are either dead or near death. If a potential victim is wounded or dead (or seems to be so - such as those who are sleeping, held, etc.), and predators are not within 20', vultures will appear within 1d6+6 rounds and finish off the prey.

Combat: Vultures attack with their beaks.

Appearance: Vultures are gangly birds, dark in color, some with unfeathered necks and heads.

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
Weaknesses	Fire
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).

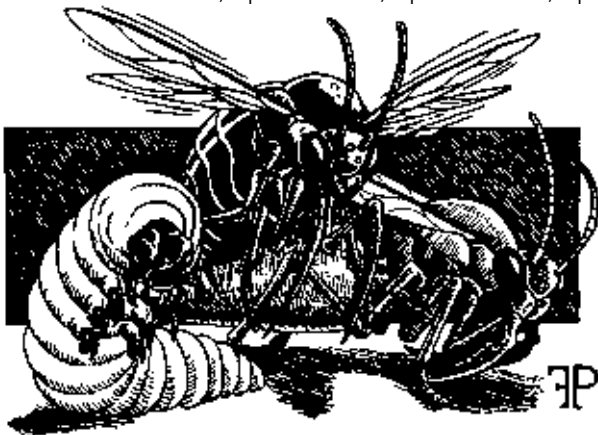
Combat: Giant wasps attack with their bite and sting. Anyone struck by the stinger must make a saving throw vs. poison or be paralyzed permanently. The paralysis can only be cured by a *neutralize poison* spell. If given a round with the victim unmolested, the wasp will then lay its eggs within the body, 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 are larger versions of their mundane cousins.

Wasp, Braconid, Giant

	Male	Female	Larva
Number	3d6	3d6	See below
Morale	+3	+1	-1
Hit Dice	6d8	4d8	1d6
Armor Class	4	4	9
Move	60'/min., 180'/min. (flying - average)	60'/min., 180'/min. (flying - average)	60'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	3	1	1
Damage	1d8/1d8/4d6	4d4	2d4
Defenses	None	None	None
Attacks	Poison, grab	Paralyzation, grab	None
Weaknesses	None	None	None
Size	M (5' long)	M (5' long)	S (3 1/2' long)
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	275 + 6/h.p.	125 + 4/h.p.	10 + 1/h.p.



General: While their smaller cousins are considered a boon to farmers, as they eradicate garden pests, the giant braconid wasp is a great danger to humankind, as they implant their eggs in humans and livestock rather than in caterpillars and hookworms. They are found in most temperate climates and are quite aggressive. There is an equal chance that any given wasp will be male or female.

Combat: Males will attack with their two sharp forelimbs. In addition, if either of these attacks succeed, the wasp will get another attack with its two regular arms (which do no damage). If both those attacks succeed, it will grab the victim and hang on until either the victim is dead or the wasp is slain. Only if the male has grabbed a victim can it use its stinger on the next round, which hits grabbed victims automatically. Creatures stung must make a saving throw vs. poison or die. The male can use its stinger 8 times per day.

Females attack only with their normal arms; if both hit (doing no damage), the victim is grabbed. Grabbed victims will then be stung on the next round automatically. The female's sting can be used 6 times per day. Those stung must make a saving throw vs. paralysis or be paralyzed for 1d6x10 minutes. Once a victim is paralyzed, the female will lay 1d3 eggs inside the victim's body and then move on to another victim.

Larvae will hatch 1d12+12 hours after they are laid in the body of the victim. Only a *heal* spell cast before the eggs hatch can kill the larvae without harming the host. If they do hatch, the host will die automatically and painfully as the

larvae burrow out from within the body. They are instinctively aggressive and will attack anything, including fellow larvae, in range.

Appearance: Giant braconid wasps are large wasps with four wings and large sickle-like forearms. The females are black in color while the males are brick red. Larvae are large white grubs with black heads with wicked mandibles.

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
Weaknesses	None	None
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. If a weasel is a spellcaster's familiar, it will grant its master better than average hearing (able to hear a whisper at 50') and sense of smell (able to smell nearby animals on the wind 30' away, for instance, but not as keen as a sense of smell as a bloodhound, so tracking by scent would not normally be possible).

Combat: Weasels attack with their bite. In addition, giant weasels will suck the blood from a victim automatically, as they latch onto the wound and drink: 2d6 h.p. will be drained each round this way.

Appearance: Weasels are low 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.



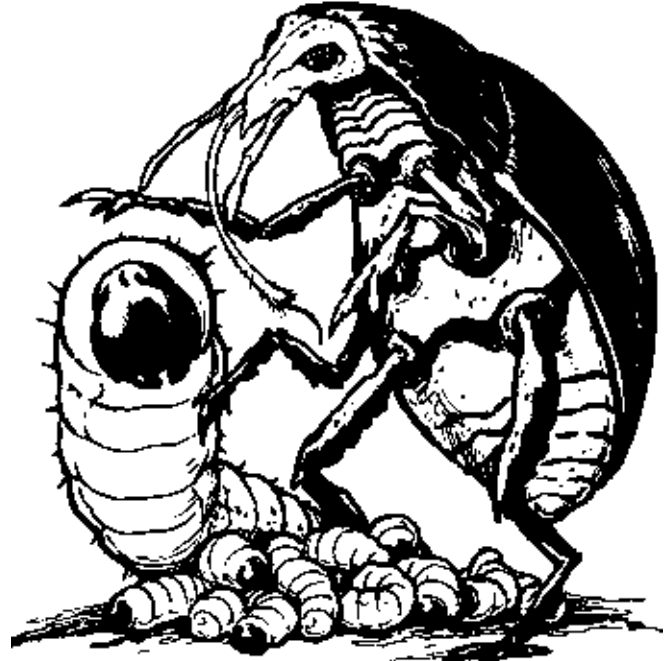
Weeping Wall

Number	1
Morale	n/a
Hit Dice	6d8
Armor Class	-4
Move	10'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d6
Defenses	Immune to acid, fire, electricity, most missiles
Attacks	Acid spray
Weaknesses	Bases (soda ash, ammonia, etc.)
Size	L
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	225 + 6/h.p.

General: The weeping wall is related to the trapper and is found underground in areas where stone walls are common. It has the outward appearance of a stone wall that is dripping with moisture. In reality, the stone "wall" is the body of the creature, and the dripping water is a powerful acid that it uses to attack.

Combat: Weeping walls attack by spraying acid on their victims. Any creature within 10' of a weeping wall when it attacks will take 2d6 h.p. of acid damage; all are entitled to a saving throw vs. dragon breath to take half damage. The hard stonelike exterior of the creature makes it nearly impervious to missile fire (hence its low armor class), and it is immune to acid, electricity, and fire. Magical cold acts as a *slow* spell had been cast on the creature. It is vulnerable to bases such as soda ash, ammonia, etc. which neutralize the acid and cause it damage as if it had been hit by a comparable amount of acid.

Appearance: Weeping walls look like stone walls (either natural stone or stonework, as appropriate) which are glistening with moisture.



General: Weevil-men dwell underground, in tunnel complexes they carve into rock or soil. There will be a series of 1d3 egg chambers, 1d3+1 granaries, 1d6 hatcheries (each with 1d10 larvae), and a large central chamber in which is found the cow of the colony. The tunnels themselves will only be 4' in height and will be protected not only by guards but by traps as well. There is a 10% chance that the nest will be shared with 10d10 giant ants. As a rule, weevil-men are reclusive creatures, and are only encountered by humans if they are raiding human farms.

The size of each larva should be determined randomly, if not otherwise specified:

Die Roll (d4)	Hit Dice	X.P. Value
1	2d8	28 + 2/h.p.
2	3d8	50 + 3/h.p.
3	4d8	85 + 4/h.p.
4	5d8	130 + 5/h.p.

Combat: Weevil-man drones use four of their six limbs in combat, attacking with two weapons while holding two shields in their other arms. They are immune to electrical and cold-based attacks, and fire-based attacks only do half damage.

Weevil-men larvae are blind and deaf, relying on vibration to sense other creatures. They attack with a bite, usually treating intruders as food.

Weevil-man cows are slow and bulky, but if someone gets near their mouth they can inflict a painful bite. In addition, their skin is covered with an acidic slime that does 1d8 h.p. of damage each round until removed (scraped or washed off) and which will eat through 1" of either metal or wood in but a single round.

Appearance: Weevil-men drones look like large upright black weevils, with a long proboscis, antennae, and six legs. They prefer to travel on all six legs, but will stand on their rear pair when in combat. They speak their own language, and 5% will speak the common tongue. Larvae are large grub-like creatures, and cows are simply enormous versions of the larvae, which are prevented from maturing into drones by being given a special diet in the hatchery.

Weevil-man

	Drone	Larva	Cow
Number	2d10	See below	1
Morale	+5	-1	-3
Hit Dice	6d8	See below	10d8
Armor Class	2	6	7
Move	150'/min.	10'/min., 60'/min. (burrowing)	30'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	2	1	1
Damage	1d4/1d4 or per weapon	1d6+1	3d6
Defenses	See below	Immune to acid	None
Attacks	None	None	Acidic slime
Weaknesses	None	None	None
Size	M	S (1 1/2' -3')	L (15')
Intelligence	12	0	6
Alignment	Neutral	Neutral	Neutral
Treasure Type		III	
Treasure Value		1d8+3x1,000	
Magical Treasure		1d4+1 items, no weapons (10% chance)	
X.P. Value	300 + 6/h.p.	See below	1,350 + 14/h.p.

Whip Scorpion, Monstrous

	Large	Huge	Giant
Number	1d4	1d4	1d2
Morale	-1	+1	+3
Hit Dice	1d10	2d10	4d10
Armor Class	7	4	2
Move	120'/min.	90'/min.	60'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	3	3
Damage	1d8	1d6/1d6/1d8	1d8/1d8/2d4
Defenses	None	None	None
Attacks	None	Grip	Grip, vapor
Weaknesses	None	None	None
Size	S	M	L
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	20 + 2/h.p.	50 + 3/h.p.	170 + 5/h.p.

General: Whip scorpions (also known as vinegaroons) are found in all climates save the coldest.

Combat: Whip scorpions attack with their foreclaws and bite; the large variety have no foreclaws, however. (The whip on the tail is not used to attack.) Giant and huge whip scorpions are able to grab onto prey if one of their claws score a successful hit; in subsequent rounds they get an automatic hit with both claws and a +3 bonus "to hit" with their bite. The grip can be broken by a successful open doors check.

Three times per day giant whip scorpions may emit a cloud of acidic vapor in a 20' radius. Any creature in the area must make a saving throw vs. poison; failure indicates the creature will get a -3 penalty "to hit" for 1d6 rounds.

Appearance: Whip scorpions are giant insects with six legs, two large forelimbs with pincers, and a large whip-like tail. They can vary in color from tan to brown to black.

Whipperstem

Number	1d2
Morale	n/a
Hit Dice	3d10 (stalks), 1d12 (stem)
Armor Class	6 (stalks), 4 (stem)
Move	30'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d10/1d10
Defenses	None
Attacks	Frenzy on death
Weaknesses	None
Size	L (stalks), S (stem)
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	120 + 4/h.p.

General: The whipperstem is a carnivorous plant that hates sunlight; it is found only in the deepest forests, where sunlight does not penetrate to the ground,

or in underground environments. It feeds on animals, planting itself on their carcasses in order to extract the nutrients it needs to survive.

Combat: The whipperstem attacks with its two 15' long stalks. The stalks are treated like independent creatures in terms of hit points, just as the stem is. If a given stalk is reduced to 0 hit points, it is "killed", although the other stalk can continue to function and attack. The plant only fully dies when the central stem is killed; when this happens both stalks will go into a violent frenzy for 1 round, each inflicting 3 hits, targeting any creature in range randomly. Slain stalks will regrow in but a few weeks' time, as long as the stem is still alive.

Appearance: The central stem of the whipperstem is a woody spherical structure with many small rootlets and two very long whip-like stalks with leafy appendages. The rootlets allow the creature not only to move (slowly) but also to feed on the bodies of animals it slays. It has no mouth or apparent sensory apparatus.

White Lady

Number	1
Morale	+1
Hit Dice	5d8
Armor Class	5
Move	90'/min., 120'/min. (flying – good)
Magic Resistance	C
No. of Attacks	2
Damage	2d4/2d4
Defenses	Immune to mind-affecting magic
Attacks	Dancing, overbearing
Weaknesses	None
Size	M
Intelligence	13
Alignment	Neutral evil
Treasure Type	IX
Treasure Value	1d6x500
Magical Treasure	1d2 items (20%)
X.P. Value	170 + 5/h.p.
Turn as Type	V

General: White ladies are non-corporeal undead which are the spirits of women who have died in childbirth. They haunt lonely bridges, roads, castle battlements, etc. They seek to lure the living to their doom by pretending to be in need of some sort of assistance (spinning a tale of having been beset by bandits, or looking for a lost child, or something else to play on the sympathies of her would-be samaritan); when the victim approaches, preferably in a dangerous spot such as the edge of a cliff or the side of a bridge, the white lady will attack.

Combat: White ladies attack with their hands. They can also overbear as if they had a strength of 17, and will attempt to do so in order to knock a victim off a bridge, cliff, etc. They can also cast the spell *irresistible dance* once per day, and can *summon* 1d6 cats and 1d3 owls to beset the living once per day (see pp. 30 and 177, respectively).

Appearance: White ladies appear as human, elven, or halfling women. They give the appearance of being flesh and blood creatures, but their insubstantial nature will be noticed at close distances (within 10').

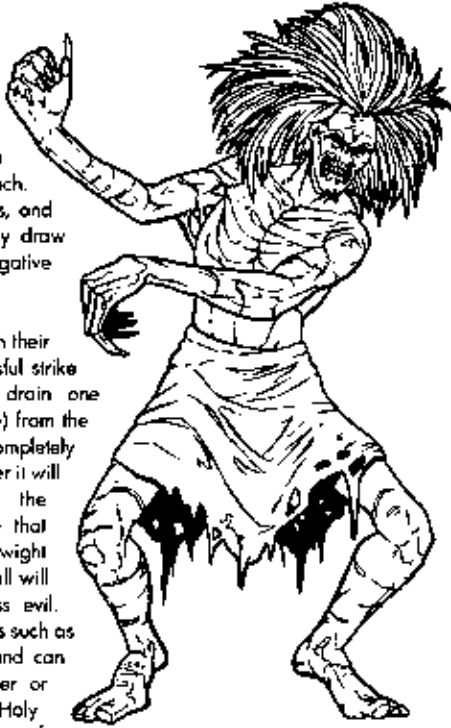
Wight

Number	2d8
Morale	+16
Hit Dice	4d10
Armor Class	5
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4
Defenses	+1 (or better) or silver weapon to harm, immune to some spells
Attacks	Energy drain
Weaknesses	Holy water, <i>raise dead</i> spell
Size	M
Intelligence	9
Alignment	Lawful evil
Treasure Type	V1
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, 1d4+1 rounds later it will become a wight under the command of the creature that slew it. Once the "master" wight is slain, those under its thrall will be free-willed, but no less evil. 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 look like 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
Weaknesses	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.

Winter Wolf

See wolf, winter (p. 246).

Witherweed

Number	1
Morale	n/a
Hit Dice	3d8 - 6d8
Armor Class	8
Move	n/a
Magic Resistance	Standard
No. of Attacks	See below
Damage	0
Defenses	Toxic smoke if burned
Attacks	Dexterity drain
Weaknesses	Flammable
Size	L
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	See below



General: Witherweed is a semi-mobile carnivorous plant that is often found clinging to ruined walls, along doorways, etc. The size of the plant varies, and should be determined randomly unless otherwise specified:

Die Roll (d%)	Hit Dice	Size	Fronds	X.P. Value
01-60	3d8	20'x20'	1d12+12	90 + 3/h.p.
61-75	4d8	27'x27'	2d12+12	125 + 4/h.p.
76-90	5d8	33'x33'	3d12+12	165 + 5/h.p.
91-00	6d8	40'x40'	4d12+12	275 + 6/h.p.

If the plant is burned (and it is relatively dry and burns easily), the smoke produced thereby is toxic. The smoke will cover an area 9 times that of the weed itself, and will last for 1 round per cubic foot of the weed. Anyone within that area must make a saving throw vs. poison or die.

Combat: Witherweed attacks with its many fronds, which dangle along likely paths of movement for victims (open doorways, etc.), and can move slightly in order to attack. Those struck by the fronds will lose 1d4 points of dexterity; they are allowed a saving throw vs. poison to only lose half the indicated number of dexterity points (round up). If victims have 4 points drained in a single round, they will suffer a seizure and be unconscious for 2 rounds. For five rounds thereafter, they will have a -2 penalty "to hit", lose all dexterity bonuses (if any), and only move at 75% of normal speed.

If anyone is reduced to a dexterity of 0, death will result. Anyone with a dexterity below 3 is incapacitated and must be carried. Up to half the lost dexterity points will be recovered at a rate of 1 per day, as long as the victim is resting. The remaining dexterity points can only be regained by the spell *cure disease*, which must be done after the maximum dexterity points have been recovered by resting.

Appearance: Witherweed appears as a dry vine-like growth with evenly spaced fronds that dangle down into open spaces or creep along floors and walls. It is brown-gray in color.

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
Weaknesses	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 from the arctic to the desert. They move and hunt in packs and are cunning hunters. The howl of wolves will panic herd animals, pack animals, etc., half (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	Immune to cold
Attacks	Frost
Weaknesses	Fire
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 look like 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.

Wolf-in-sheep's-clothing

Number	1
Morale	+7
Hit Dice	9d8 (body), 1d3+16 (roots), 1d4+12 (eyestalks)
Armor Class	5 (body), 3 (roots), 7 (eyestalks)
Move	10'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d4
Defenses	None
Attacks	Enemies get -5 to surprise rolls, entwining, bite
Weaknesses	None
Size	S
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	900 + 14/h.p.



General: The wolf-in-sheep's-clothing is a dangerous carnivorous plant that is found in temperate regions as well as (rarely) underground. It consists of a stump-like body, prehensile roots, and two long eyestalks. Atop the body, it is capable of producing a life-like growth that resembles a small furry animal such as a rabbit, squirrel, fox, etc. This growth is completely realistic and is used to lure prey within range of the roots.

Combat: The wolf-in-sheep's-clothing attacks with its roots, which have a range of 12'. Any creature struck by a root will not only take damage, but will be entwined by the root and pulled towards the body where the mouth will open to deliver its bite. The victim will automatically be drawn into the mouth and bitten for 1d6+6 h.p. of damage unless it breaks free of the root or the root takes damage sufficient to destroy it. Entangled victims cannot attack the root directly with weapons, but can attempt to use their strength to break free. The chance of breaking free depends on the strength of the victim:

Strength	Chance to Break Free
13	5%
14	10%
15	15%
16	20%
17	25%
18	30%
Exceptional strength	+1% per point of exceptional strength

Each part of the wolf-in-sheep's-clothing has its own hit point totals, but the creature is only slain if the body itself is destroyed. Severed roots or eye stalks will regenerate in 1d4 weeks.

Appearance: The body of the wolf-in-sheep's-clothing resembles an old, gnarled tree stump, with the characteristic small furry animal atop it. The mouth is toothy and vertically aligned; when closed, it is indistinguishable from the rest of the stump/body. The roots look just like tree roots, while the eye stalks are 10-15' long and resemble green-brown vines with eyes at the tips that resemble pink flowers.

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
Weaknesses	None	None
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. 210). 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 and lose half their STR and DEX for 1d6 minutes due to retching. Regardless of whether they save, the victim will also retreat out of the area automatically. 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.

Woodthorn

Number	1d6
Morale	n/a
Hit Dice	1d8 - 6d8
Armor Class	0 (carapace), 8 (underside)
Move	5'/min. (crawling)
Magic Resistance	Standard
No. of Attacks	1
Damage	1
Defenses	Spell immunity
Attacks	Leap, attack as 6d8 HD creature, lignification
Weaknesses	Easily flipped over
Size	S (2-3')
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	See below

General: A woodthorn is a plant that attacks those animals (including humans and humanoids) who harm the forest in which it dwells. They live on trees near frequented paths, and leap onto those whom their vegetative intuition informs them has committed some act inimicable to the forest within a mile of its location. The exact mechanism behind this intuition is unknown, as the creature is otherwise unintelligent, and no means of communication between it and the plants and trees around it, particularly those relatively far away, is known. Druids and rangers have a 4% +1% per level chance of recognizing a woodthorn for what it is; all others will assume it to be an ordinary tree burr.

Combat: Woodthorns get one attack; a surprise leap onto some creature which has harmed the forest as indicated above. The leap has a range of 20' and will always be made with surprise unless a druid or ranger has recognized the creature for what it is. The woodthorn always attacks as if it had 6d8 hit dice. The number of actual hit dice of the creature (to determine hit points) should be determined randomly:

Die Roll (d6)	Hit Dice	X.P. Value
1	1d8	45 + 1/h.p.
2	2d8	65 + 2/h.p.
3	3d8	90 + 3/h.p.
4	4d8	125 + 4/h.p.
5	5d8	165 + 5/h.p.
6	6d8	275 + 6/h.p.

If the attack is successful, the creature will attach itself to the victim, inserting its woody thorn, which introduces its poisonous sap into the victim's bloodstream. It will do no additional damage, but each round the woodthorn is attached to the victim, the victim must make a saving throw vs. poison (it will remain attached for a number of rounds equal to its hit dice). The creature can only be removed if it is slain, if up to three people apply their combined strength to pull it off (roll 5d10; if the roll is equal to or less than the combined strength, they have removed the creature), or if fire is applied to its woody carapace (15% cumulative chance per round that fire is applied, and the victim will certainly take as much damage as the woodthorn). Once it is removed, it becomes rather helpless; see below.

If the victim fails his saving throw on any round, he will begin to lignify. In but 10 minutes, the victim will be turned into a tree in roughly his former shape (arms becoming tree limbs, etc.), including all his possessions. Only magical items, precious metals, and gems will defy the process of lignification. Those items will be found embedded in the branches, bark, and root of the newly-made tree. Only the following spells will reverse the transformation once it has taken place: *wish*, *limited wish*, *polymorph other*, *turn wood*, or *neutralize poison* (the last only having a 30% + 5% chance per level of the caster of reversing the effect).

If the woodthorn misses its initial attack, it will land on the ground and attempt to crawl back onto a tree. It is extremely vulnerable during this time, and can be easily flipped over, revealing its unprotected underside which is easily damaged.

As they are mindless, woodthorns are immune to mind-affecting spells such as *illusions*, *charms*, *sleep*, etc.

Appearance: Woodthorns look like woody bark-covered protrusions on trees. Their undersides are pink and vulnerable. They have no apparent sensory apparatus.

Direthorn: A direthorn is the same as a woodthorn in all ways, except that it does not discriminate amongst its victims. It will simply attack any creature that passes within range. The trees formed by the direthorn will be especially warped, dry, and withered, and only a full *wish* will restore someone transformed after 1d6+1 hours has transpired.

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
Weaknesses	None
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

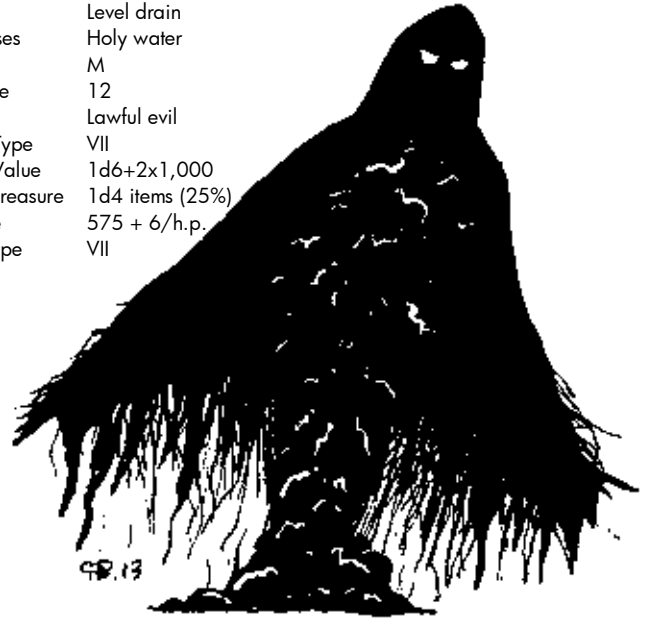
victim will be completely digested and thus beyond the power of magic such as *raise dead* to restore. If, however, the swallowed victim is able to cut its way out of the worm before the 6 rounds have elapsed, it can escape its fate. Only slashing or thrusting weapons can do damage, and the amount of 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: worm, sea (p. 291).

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	+1 (or better) or silver weapon to harm
Attacks	Level drain
Weaknesses	Holy water
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



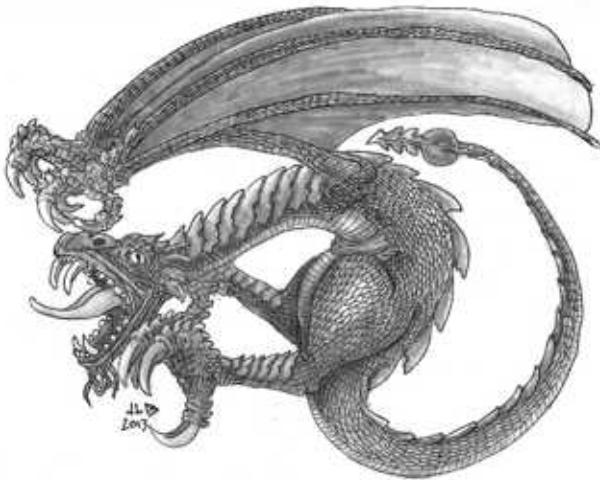
General: Wraiths are non-corporeal undead that have a strong link to the negative plane. They dwell in darkness, often far beneath the earth, for sunlight drains them of all their power.

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 look like 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
Weaknesses	None
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. Against opponents in mid-air, they will use either their bite or tail, not both.

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.

Yellow Musk Creeper

Number	1
Morale	n/a
Hit Dice	3d8
Armor Class	7
Move	0
Magic Resistance	Standard
No. of Attacks	2d6
Damage	0
Defenses	None
Attacks	Musk, intelligence drain
Weaknesses	None
Size	L (20' square)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	65 + 3/h.p.



General: The yellow musk creeper is a plant that is sometimes deliberately cultivated as a guardian for some treasure or location. It is also, of course, found in the wild, usually outdoors, but it can be found underground where there is soil for its roots. Each creeper will have 2d6 flowers, each of which is able to attack (see below). For every 2 flowers possessed by the plant, there will be 1 yellow musk zombie (see below).

Combat: If any creature with an INT greater than 2 comes within 10 feet of the creeper, its brightly-colored flowers will spray a puff of hypnotic musky pollen into their face. Any creature thus hit must make a saving throw vs. poison; failure indicates the victim is caught under the hypnotic spell of the creeper and will then walk directly into the middle of the plant, violently resisting any attempts to stop it. Once there, the tendrils of the creeper will attach themselves to the head and begin to devour the brain. Intelligence will be devoured, 1d4 points each round. It is not possible to remove the tendrils before the brain is completely consumed; the only way to stop the process is to kill the creeper itself. This is done by attacking the root ball, which will be 1' under the surface of the soil, deep in the heart of the plant.

Those whose brains are devoured by the creeper suffer one of two fates. If, in a given round, intelligence is brought to 0 or lower, the victim will immediately die and a new flower bud will grow where the tendrils had been attached to the head. If, on the other hand, intelligence is brought to 1 or 2 points exactly, the victim will become a yellow musk zombie (see below).

Those not slain by the plant or turned into zombies will regain 1 point of intelligence for every day of rest. A *heal* spell will restore all lost intelligence points without delay.

Appearance: The yellow musk creeper is a large climbing plant, resembling ivy. Its leaves and buds are dark green, and it has large-petaled flowers that are brightly colored yellow and purple. Each has 2d6 flowers and 1d4 buds.

Yellow Musk Zombie

Number	1d6
Morale	n/a
Hit Dice	2d8
Armor Class	As victim, or 1d4+2 if unknown
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	Per weapon type
Defenses	Spell resistance
Attacks	None
Weaknesses	None
Size	M
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	28 + 2/h.p.

General: Yellow musk zombies are the remains of unfortunate victims of the yellow musk creeper (see above). Once a victim is brought to 1 or 2 points of intelligence, the plant stops eating his brain, implants a seed in his skull, and the new zombie is now under the control of the plant. These zombies serve the interests of the plant, defending it from harm and seeking new victims to drag into its tendrils. After two months, the yellow musk zombie will wander away from the controlling plant and truly die as the seed in his brain germinates. A new yellow musk creeper is thus planted and will grow into a full-blown plant within an hour.

The zombie can be cured before this happens, however. If the controlling plant is slain, and then a *neutralize poison* and *heal* spell is cast on the zombie, it will be freed from the plant's control and his own memories and personality restored. A full 4 weeks of rest are required before he fully recovers, however.

Combat: Yellow musk zombies attack with whatever weapons they carried in life, as well as wearing any armor their former living selves wore. As they are mindless, they are immune to mind-affecting spells such as *sleep*, *charm*, *hold*, *illusion*, etc. They are not actually undead, however, and cannot be turned by clerics or paladins. They always strike as 2 HD creatures, regardless of their former experience level. Strength bonuses still apply (if any), but dexterity bonuses do not.

Appearance: Yellow musk zombies are human (or demi-human, humanoid, etc.) and wear the clothing and armor (and carry the other possessions) they had in life. Their skin takes on a yellow hue, the features a blank expression, and the eyes become glassy and unfocused.



Yeth Hound

Number	4d4
Morale	+4
Hit Dice	3d10
Armor Class	0
Move	150'/min., 270'/min. (flying - good)
Magic Resistance	A
No. of Attacks	1
Damage	2d4
Defenses	+1 (or better) or silver weapon to harm
Attacks	Baying
Weaknesses	None
Size	L (5' at shoulder)
Intelligence	6
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	235 + 4/h.p.

General: Yeth hounds are greatly feared, and are often seen as servants of creatures such as night hags, powerful evil humans, and the like. They dwell in remote regions in caves and the like, but travel abroad to hunt; they are never seen above ground in the daytime, as they despise sunlight (even though it does not harm them). They are pack hunters and carnivores, preferring the flesh of creatures such as brownies, pixies, gnomes, etc.

Combat: Yeth hounds attack with their bite. In addition, the baying of a yeth hound will cause any creature within 90' to make a saving throw vs. magic or flee in fear; the howl itself can be heard up to a mile away (creatures allied with the yeth hound will be used to the baying and will remain unaffected). Only magical or silver weapons can harm a yeth hound.

Appearance: Yeth hounds look like large dogs with oddly human-like faces. They are dull black in color with glowing red eyes and ears that resemble horns, especially when seen in shadow or silhouetted against the moon.

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
Weaknesses	None
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 release it. Those looking into the pale, colorless eyes of the yeti must make a saving throw vs. paralysis 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.

Zombie

	Humanoid	Giant
Number	3d8	1d6
Morale	n/a	n/a
Hit Dice	2d8	6d8
Armor Class	8	6
Move	60’/min.	60’/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	1d8	4d4
Defenses	Spell immunity	Spell immunity
Attacks	None	None
Weaknesses	Holy water	Holy water
Size	M	L
Intelligence	0	0
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	20 + 2/h.p.	150 + 6/h.p.
Turn as Type	II	VI



General: Zombies are undead creatures, usually (but not always) created by the spell *animate dead* (see the **ADVENTURES DARK AND DEEP™** Players Manual for details). They are under the complete command of the spellcaster or other who created them, and are able to follow simple commands, usually about a dozen words. Humanoid zombies are created from the corpses of humans, elves, dwarves, etc. Giant zombies are created from bugbears, ettins, ogres, etc.

Combat: Zombies attack with their fists, but because of their slow nature, they always strike last in the round. Zombies take half damage from blunt weapons. Like all other undead, they are immune to spells such as *hold*, *charm*, and *sleep*. Cold-based attacks and poison do not affect them. A vial of holy water will cause 2d4 h.p. of damage to a zombie.

Appearance: Zombies look like 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.

Zombie, Juju

Number	1d4
Morale	n/a
Hit Dice	6d8 (see below)
Armor Class	6
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	3d4
Defenses	+1 (or better) weapon to harm, blunt and piercing weapons do half damage
Attacks	Climb walls
Weaknesses	Holy water
Size	M
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	300 + 6/h.p.
Turn as Type	IX

General: Juju zombies are created when humans, demi-humans, etc., are slain by an *energy drain* spell (see the **ADVENTURES DARK AND DEEP™** Players Manual for details). They have a 92% chance of successfully climbing walls like a thief, and function as well underwater as they do on dry land.

Combat: Juju zombies normally attack with their claw-like hands, but are capable of fighting with weapons if they are instructed to do so (even missile weapons). Juju zombies are immune to non-magical weapons, and only slashing weapons will do full damage; piercing and blunt weapons only do half. Being undead, they are immune to all mind-affecting spells such as illusions, charms, etc., and are further immune to poison, electricity, *magic missile* spells, *death* spells, and cold-based attacks. Fire-based attacks only do half damage.

Appearance: Juju zombies look like regular zombies, with partially decomposed graying flesh (although usually not quite as decomposed as a regular zombie). They move normally and without the slowness usually associated with zombies, and their eyes burn with a preternatural light.

Zvert

	Warrior	Lieutenant	Leader
Number	4d10x10	See below	1
Morale	-2	-1	±0
Hit Dice	1d6	2d6 (8 h.p.)	3d6 (11 h.p.)
Armor Class	7	7	7
Move	60'/min.	60'/min.	60'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage		1d4+1 or per weapon type	
Defenses	None	None	None
Attacks	None	None	None
Weaknesses	None	None	None
Size	S (3')	S (3 1/2')	S (4')
Intelligence	9	9	9
Alignment	Chaotic evil	Chaotic evil	Chaotic evil
Treasure Type	XI	XI	XI
Treasure Value	1	1	1
Magical Treasure	None	None	None
X.P. Value	5 + 1/h.p.	18	42



General: Zverts are among the weakest of those races generally called humanoids. They will not attack humans or demi-humans unless their numbers give them an excellent chance of success. They make their homes in twisty underground passages and caves, sometimes in the middle of dense forests. On occasion, they work in tandem with were-rats, as they have an affinity for rats of all sorts.

For every 100 zverts encountered, there will be one lieutenant leading them. In their lair, the following will also be found:

- One leader
- One shaman (75%) or two (25%)
- Non-combatant females equal to 120% of the number of warriors
- Non-combatant children equal to twice the number of warriors
- 3d10 giant rats (used as guards)

Zverts delight in bullying kobolds, but they tend to despise any sort of humanoid that is stronger and more capable than they.

Combat: Zvert warriors usually attack with small swords that do 1d4+1 h.p. of damage. For every 20 encountered, 1 will be armed with a net. Lieutenants and leaders will be armed as follows:

Die Roll (d%)	Weapon Type
01-25	Hand axe
26-50	Mace
51-75	Flail
76-00	Morning star

Zverts are considered persons for purposes of spells such as *charm person* and *hold person*.

Appearance: Zverts are short, blue-skinned humanoids with oversized heads. They tend to wear loose-fitting vests. They speak goblin and kobold, as well as their own tongue.

Spellcasters: Zvert shamans can rise as high as 5th level. Witch doctors can rise as high as 2nd level.

Underwater and Waterborne Monster Descriptions

Aboleth

Number	1d4
Morale	+9
Hit Dice	8d12
Armor Class	4
Move	30'/min., 180'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	4
Damage	1d6/1d6/1d6/1d6
Defenses	Mucus
Attacks	Transform skin, illusion, enslave
Weaknesses	None
Size	L (20' long)
Intelligence	14
Alignment	Lawful evil
Treasure Type	IX
Treasure Value	1d8+3x1,000
Magical Treasure	1d6 items (10%)
X.P. Value	2,550 + 14/h.p.
Evasion	+2



General: Aboleths are amphibious, but spend most of their time in fresh water deep underground. They despise air-dwelling creatures and will seek them out to enslave and degrade. Such slaves are invariably kept underwater, their skin having been transformed by the tentacles of the creature and given the ability to breathe underwater through the agency of the aboleth's mucus (see below). They have a life-span said to be longer than that of elves, and thus as a race possess vast secret knowledge of the world and its origins and workings. They are said to dwell in fantastic underwater cities deep beneath the earth.

Combat: Aboleths attack with their four tentacles. Anyone struck by a tentacle must make a saving throw vs. spells or find that his skin is transformed into a clear and slimy membrane within 1d4+1 rounds. Before the transformation is complete, a *cure disease* spell will halt the effect. Once the transformation has taken place, however, only a *cure serious wounds* spell will reverse the process. Creatures with transformed skin will suffer 1d12 h.p. of damage every 10 minutes unless they are kept wet (or are themselves underwater).

When in water, aboleths are surrounded by a cloud of mucus in a 1' radius around their bodies. Any creature coming in range must make a saving throw vs. poison or breathe it in accidentally, granting them the ability to breathe water, but removing any ability to breath air. Such creatures will suffocate in 2d6 rounds if not in water. The effect will last for 1d3 hours, or until the creature's mouth has been rinsed out with soap or wine.

In addition, aboleths are able to create visual and auditory illusions by concentrating on that and nothing else. If their concentration is broken, the illusion will disappear. Three times per day, the aboleth may attempt to mentally enslave one creature within 30'. The victim is entitled to a saving throw vs. spells; failure indicates it is enslaved and will serve the aboleth; not to the point of fighting or dying, but in most other capacities. If the slave is ever more than a mile away from its aboleth master, it is entitled to a new saving throw each day. The spell can also be broken by the spells *remove curse* or *dispel magic*, or by the death of the aboleth in question. Aboleths are able to communicate telepathically with their slaves.

Appearance: An aboleth has the body of a great fish with a whale-like tail, covered in slime, mottled turquoise and gray. Its three eyes are set one above the other, three long purple slits protected by ridges of bone. On the top of its head are four tentacles, each 10' long and impossibly capable of moving the bulky creature even on land. The mouth is on the underside of the head. They weigh up to 6,500 lbs. They speak their own ancient and alien language.

Afanc

Number	1
Morale	+8
Hit Dice	15d12
Armor Class	8
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	1 or 2
Damage	5d4 or 3d4/3d4
Defenses	None
Attacks	Whirlpool
Weaknesses	None
Size	L (50')
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	6,500 + 30/h.p.
Evasion	+1

General: The afanc is an enormous, whale-sized fish found in warm shallow salt waters. It can breathe both water and air.

Combat: Afancs attack either with their bite or by slapping enemies with their two great fins, but not both in the same round. However, their much more feared tactic is to swim in ever-tightening circles around a ship on the surface, traveling faster and faster as they do so. This creates a whirlpool which will draw smaller ships and boats (max. 60' l length) down to the bottom. It begins at a distance of 100' from the target, moving in 20' per round for three rounds. By the time it is 40' from the target, it is swimming at twice its normal rate (but it can only swim this fast when creating a whirlpool). Ships are drawn down by the whirlpool at a rate of 10' per round. Ships that are less than 30' in length will be rammed and overturned, allowing the afanc to gobble up their crews in the water.

Appearance: The afanc is an enormous fish, with a body like that of a whale, the head of an enormous carp, and a vertical tail. It is blue-gray in color.

Alloid

Number	1d6
Morale	+2
Hit Dice	5d8
Armor Class	5
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d10/1d10
Defenses	Resistance to edged weapons, immune to fire and electricity
Attacks	Control trees
Weaknesses	<i>Part water, lower water</i>
Size	M
Intelligence	3
Alignment	Chaotic neutral
Treasure Type	1d4+1x1,000
Treasure Value	VII
Magical Treasure	1d3 items (15%)
X.P. Value	280 + 5/h.p.

General: Alloids are colony creatures, composed of millions of tiny algae-like organisms. The creature is but a temporary form that arises spontaneously from the scummy shallow waters in which it dwells.

Combat: An alloid attacks with its massive fists. Edged or pointed weapons do no harm to the creature, passing right through without resistance. Only those with an enchantment of +2 or better will harm it, and even then only do half damage. Blunt weapons do normal damage.

Alloids are immune to both fire and electrical attacks (including *fireball* and *lightning bolt*). *Part water* and *lower water*, on the other hand, will each do 1d6 h.p. of damage per level of the caster. Alloids can use the *psychic strike* once per day.

Alloids are able to animate and control trees, similar to the power that tree-men have (see p. 232). Each can animate two such trees, which must remain within 60' of the creature. The trees will move 30'/min. and can attack twice with their limbs for 1d10/1d10 h.p. of damage. They are AC 8.

Appearance: Alloids appear to be green humanoids with almost rudimentary features on their faces.

Alligator

See crocodile (p. 257).

Anglerfish, Giant

Number	1
Morale	+13
Hit Dice	8d10
Armor Class	5
Move	180'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	3d6
Defenses	Camouflage
Attacks	Swallow whole, enemies get -2 to surprise rolls
Weaknesses	None
Size	L (15' -25' long)
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	None
Magical Treasure	None
X.P. Value	900 + 10/h.p.
Evasion	+3



General: Giant anglerfish are found in salt waters, but contrary to popular conception can be found in waters of nearly any depth. Their most striking feature is their "lure"; a fleshy protrusion on the face that is used to attract prey into striking distance of the mouth. Those giant anglerfish which are found in deep waters will have a lure that can be made to shine with the equivalent of a *light* spell; such specimens are sometimes known as "sea will-o'-wisps". Generally speaking, the deeper the anglerfish is found, the larger it will be.

Combat: Giant anglerfish attack with their bite. In addition, if their modified "to hit" roll is 4 or more greater than the minimum needed to hit, they will swallow their prey whole; the mouth and body can expand to enable to fish to swallow prey up to twice as large as the fish itself! Swallowed creatures will suffer 2d4 h.p. of damage per round and will die automatically in 1d3+2 rounds. Those swallowed by the fish may attempt to cut their way out by rolling to hit armor class 6. Only edged weapons will do full damage; piercing weapons such as spears will only do 1 h.p. of damage per hit (plus magical, but not strength, bonuses). Attacks from outside will have a 25% chance of doing damage to both the fish and those who have been swallowed whole. Their natural coloration gives their enemies a -2 penalty on surprise rolls.

Appearance: Giant anglerfish are roundish fish with great toothy mouths and a characteristic lure protruding from the head. Deep sea anglerfish will have a glowing lure, while those found in shallower waters will have a lure resembling some smaller creature or bit of floating plant life. They are found in a variety of different color patterns, all of which serve to help camouflage the creature in whatever depth of water they are found.

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
Weaknesses	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
Evasion	+4

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	X.P. Value
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.

Behemoth

	Bull	Cow
Number	1	1d3
Morale	+16	+8
Hit Dice	10d10	10d10
Armor Class	4	4
Move	60'/min., 120'/min. (swimming)	60'/min., 120'/min. (swimming)
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	6d4	4d4
Defenses	None	None
Attacks	Overturn small boats	None
Weaknesses	None	None
Size	L (15')	L (13')
Intelligence	1	1
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	n/a	n/a
X.P. Value	1,600 + 15/h.p.	1,600 + 15/h.p.

General: Behemoths are relatives of hippopotami (see p. 265), and are found exclusively in rivers and lakes in tropical climates. Bulls are aggressive and will attack most creatures on sight. For each cow present there is a 25% chance

that there will also be a calf; if this is the case, the cow will be as aggressive as the bull. They are able to remain underwater for up to 30 minutes.

Combat: Behemoths attack with their great bite. In addition, bulls are able to capsize small boats (20' in length or less) by surfacing beneath them, and will do so if such craft pass above them.

Appearance: Behemoths are larger-than-normal hippopotami with large tusks jutting out from their lower jaws.

Bunyip

Number	1
Morale	+4
Hit Dice	5d8
Armor Class	10
Move	120'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6
Defenses	None
Attacks	Sever limbs, fear roar
Weaknesses	None
Size	M (6')
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	90 + 5/h.p.

General: Bunyips inhabit fresh water with little or no current. They are playful creatures, but can inadvertently capsize small boats. They are able to sense when humans and demi-humans approach; they are 50% likely to surface suddenly and bellow forth a great roar. Anyone under 4th level (or creatures with fewer than 4 hit dice) hearing the roar must make a saving throw vs. wands with a -2 penalty or flee in fear for 1d6 rounds.

Combat: The bunyip attacks with its bite, but will not attack any creature larger than a dwarf unless it is in self-defense. They will attack small creatures struggling in the water 80% of the time. A successful bite will sever a limb on a natural roll of 20.

Appearance: Bunyips look like large seals with thick black fur.



Catfish, Giant Electric

Number	1
Morale	+8
Hit Dice	7d12 - 10d12
Armor Class	7
Move	180'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	3d12
Defenses	None
Attacks	Poison spines, swallow whole
Weaknesses	None
Size	L (16'-24' long)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	650 + 12/h.p.
Evasion	+3

General: Giant electric catfish are found in warm freshwater lakes and rivers large enough to accommodate their size. They are bottom-feeders, but will attack anything small enough to be swallowed. The exact size of a giant electric catfish should be determined if it is not already known:

Die Roll (d4)	Hit Dice	Length	Can Swallow
1	7d12	16'	Gnome, halfling
2	8d12	19'	Dwarf
3	9d12	21'	Elf
4	10d12	24'	Human

Combat: Giant electric catfish attack by biting their prey. Any creature that can be swallowed will be. Swallowed creatures will take 1 h.p. of damage automatically and have a 5% chance of suffocating per round. Creatures within the catfish can attack normally to try to cut their way out, but only slashing or cutting weapons can be so used. Once internal damage equal to 50% of the total hit points of the catfish has been inflicted, the trapped victim has cut his way out and can escape (such damage counts normally against the fish). If a catfish has swallowed a victim, 20% of all attacks against it, made with piercing or slashing weapons, will harm the swallowed victim as well as the fish.

The "whiskers" of a catfish are electrically charged. Up to two targets other than the one bitten can be struck by the catfish's whiskers if they are close to the head. Those struck must make a saving throw vs. poison; success means they take 1d4 h.p. of damage, failure indicates they take the full 2d4 h.p.

Appearance: Giant electric catfish are enormous versions of their ordinary cousins; large, flat fish with whiskers near the mouth. They are ordinarily gray in color.

**Clam, Giant**

Number	1d6 (giant mussels 3d6)
Morale	n/a
Hit Dice	6d8
Armor Class	0
Move	0
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6
Defenses	None
Attacks	Clamp
Weaknesses	None
Size	L (6' diameter)
Intelligence	0
Alignment	Neutral
Treasure Type	None (giant oysters, pearls, 1 in 8 chance)
Treasure Value	100 g.p.
Magical Treasure	None
X.P. Value	85 + 4/h.p.
Evasion	n/a

General: Giant clams are found in most types of water, fresh and salt, cold and warm.

Some varieties can burrow under the mud and sand below the water, for safety and camouflage.



Combat: Giant clams attack by clamping their shells on enemies who get too close. Once closed, the shell of a giant clam cannot be opened until the creature is slain. Creatures that are captive will take 1d4 h.p. of damage each round. Note that most fish will perish in 1d4+1 rounds, and others may run the risk of drowning.

Appearance: Giant clams are merely large versions of their ordinary cousins. The shells can be found in a variety of different shapes and colors, and they generally rest on the bottom of the ocean with their shells open, waiting for prey to swim inside.

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
Weaknesses	None
Size	Varies
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	0
Evasion	n/a

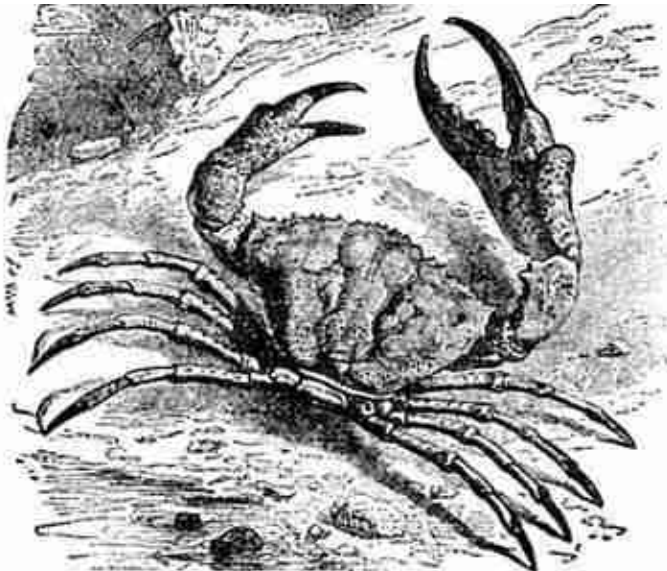
General: Poisonous coral can be found in shallow salt waters. It can range in size from a small ball-sized growth to a colony miles in length. It is sometimes found intermingled with the non-poisonous varieties.

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	Enemies get -2 to surprise rolls
Weaknesses	None
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.
Evasion	-1



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	Enemies get -1 to surprise rolls
Weaknesses	None
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.
Evasion	±0

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 foreclaws. They usually hide, rushing to attack potential prey; enemies therefore get a -1 penalty on their surprise roll (if applicable).

Appearance: Giant crayfish are larger versions of their smaller cousins.

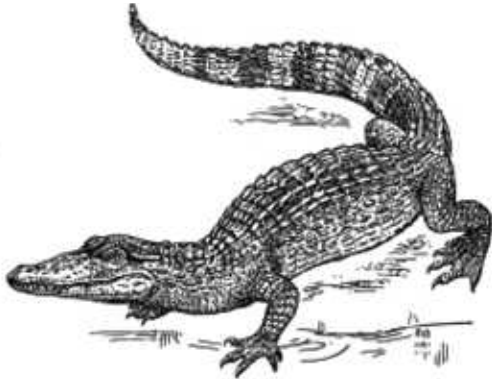
Crocodile (Alligator)

	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	Enemies get -1 to surprise rolls	Enemies get -1 to surprise rolls
Weaknesses	Cold	Cold
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.
Evasion	±0	±0

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.



Crusher Fish

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
Weaknesses	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.
Evasion	-1

General: Crusher fish 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 crusher fish 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 crusher fish 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 the spines hit, the poison will cause the victim to die unless a saving throw vs. poison is made.

Appearance: Crusher fish are large fish shaped something like a snake. They have long spines projecting out in all directions save beneath and directly in front.

Deep Goliath

	Fresh Water	Salt Water
Number	1d3	1d2
Morale	+6	+10
Hit Dice	8d12	12d12
Armor Class	2	0
Move	60'/min.	60'/min.
Magic Resistance	Standard	Standard
No. of Attacks	3	3
Damage	3d4/3d4/1d10	4d4/4d4/1d10+2
Defenses	Summon eels	Summon eels
Attacks	None	None
Weaknesses	None	None
Size	L (8' tall, 5' wide)	L (12' tall, 7' wide)
Intelligence	9	6
Alignment	Chaotic evil	Chaotic evil
Treasure Type	XV	XV
Treasure Value	6d4+10x1,000	6d4+10x1,000
Magical Treasure	1d6 items (30%)	1d6 items (30%)
X.P. Value	1,500 + 14/h.p.	4,000 + 20/h.p.
Evasion	-2	-2



General: Deep goliaths are water-dwelling cousins of the underground goliath (see p. 236). They are found in deep waters, both fresh and salt. They are very territorial and will attack any creatures coming near their lair (usually an undersea cave or grotto).

Combat: Deep goliaths attack with their two claws and bite with their mandibles. Their great strength allows them to overturn small boats, and once per day they have a 50% chance of summoning 1d20 electric eels to assist them (see p. 261).

Appearance: Deep goliaths are large, barrel-chested creatures with great webbed claws and enormous mandibles. Their skin is varying shades of mottled green, and slimy.

Deep Wraith

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
Weaknesses	None
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.
Evasion	+2



General: The deep wraith inhabits deep salt waters, but contrary to its name is not an undead creature at all. 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 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 deep wraith. The entrance to the lair is almost always small enough to prevent the entrance of creatures larger than man-sized.

Attack: The deep wraith attacks with its sharp beak. Once a creature enters the lair of the deep wraith, 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. Deep wraiths 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 with some other spell will the magic have a chance to affect the deep wraith, and then only 50% of the time.

Appearance: Deep wraiths look like a cross between a giant octopus 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.

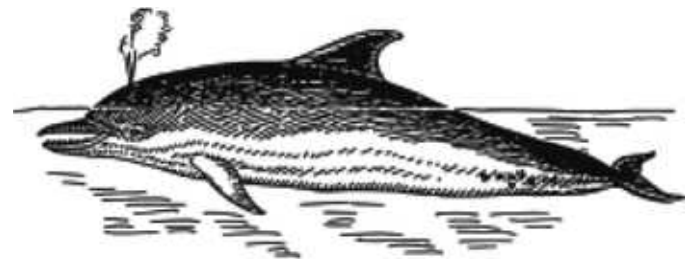
Dolphin

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
Weaknesses	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.
Evasion	+4

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 blowhole. 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. They communicate with a very sophisticated language that can be transmitted long distances underwater.



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
Weaknesses	None
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
Evasion	-1



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 a dragon turtle surfaces directly beneath a ship, there is a 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:

Length	Beam				
	1'-5'	6'-10'	11-15'	16-20'	21'+
1'-10'	100%	90%	-	-	-
11-20'	90%	80%	70%	60%	-
21-40'	-	70%	60%	50%	40%
40'-80'	-	60%	50%	40%	30%
80'+	-	50%	40%	30%	20%

Appearance: Dragon turtles look like large green turtles with long snaky necks and draconic heads. They have green/gold heads and a crest going down along their necks. They speak their own language.

Dragonfish

Number	1
Morale	-2
Hit Dice	2d6
Armor Class	4
Move	60'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6
Defenses	Camouflage
Attacks	Poison
Weaknesses	None
Size	S
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	45 + 1/h.p.
Evasion	-2

General: Dragonfish are freshwater fish that lurk on the bottom of lakes or slow-moving streams and rivers.

Combat: Dragonfish are able to inflict a nasty bite. However, their more feared attack is with their poisonous spines, which project from the fish's back, so that if it is stepped on or grabbed, one or more spines will penetrate the flesh. They are strong enough to go through leather, such as boots. The poison is strong; anyone stuck by a spine must make a saving throw vs. poison with a -1 penalty, or die.

In addition, the natural coloring and flat body of the fish make it 85% invisible when it is resting on the bottom.

Appearance: Dragonfish are shaped like flounders, but with several rows of hard spines projecting up from their body. They are mottled brown in color, which allows them to lurk in muddy bottoms undetected.

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
Weaknesses	None	None	None
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.
Evasion	±0	-1	+1



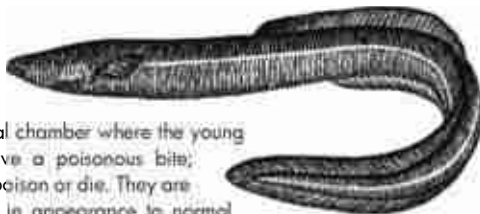
General: All eels are aggressive if approached or threatened. They are found in warm water, with electric eels being freshwater creatures, and giant and weed eels being able to dwell in either salt or fresh water.

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.



Appearance: Eels are long, narrow fish with bullet-like heads and sharp teeth.

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	Enemies get -2 to surprise rolls in seaweed or reefs
Weaknesses	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.
Evasion	±0

General: Sea elves (also known as aquatic 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 sea elves are 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 multi-classed level 2 fighter / level 1 cleric (67%) or a multi-classed level 3 fighter / level 2 cleric (33%). Larger groups of sea elves, including settlements, will have the following higher-level individuals (additional figures are cumulative):

Number	Additional Figures
100+	One multi-classed 5th level fighter / 8th level cleric, two multi-classed 4th level fighter / 5th level clerics, one multi-classed 4th level fighter / 4th level cleric / 4th level thief
160+	One multi-classed 6th level fighter / 9th level mage, one multi-classed 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 multi-classed 2nd level fighter / 2nd level cleric / 2nd level thief per 40 elves
- One multi-classed 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. 258) and a 20% chance of 1d2 trained swordfish (see p. 287).

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:

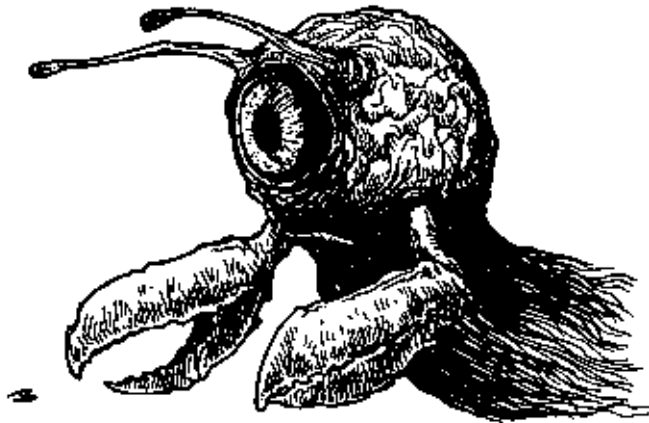
Die Roll (d%)	Weapons
01-10	Spear
11-30	Trident
31-55	Spear and net
56-85	Trident and net
86-00	Net

Sea elves are considered persons for purposes of spells such as *hold person* and *charm person*.

Appearance: Sea elves look like 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	Magic use (see below)
Weaknesses	None
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.
Evasion	-2



General: It is thought that the eye of the deep and the sphere of many eyes (see p. 217) are related, as they share a number of traits. The eye of the deep inhabits deep salt water regions. It is 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

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:

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 creature's hit points; if those are lost, the creature is slain. The two 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 eyes will re-grow in a week.

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. It speaks a dialect of the language spoken by the sphere of many eyes.

Fish Man

See p. 82.

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
Weaknesses	None
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.
Evasion	+4

General: Floating eyes are saltwater fish that are almost always accompanied by predators such as sharks (30%), barracuda (40%), or giant moray 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.

Froghemoth

Number	1
Morale	+20
Hit Dice	16d12 (body), 1d4+18 h.p. (each tentacle), 1d6+10 h.p. (tongue)
Armor Class	4 (body), 2 (tentacles), 6 (tongue)
Move	20'/min., 80'/min. (swimming), 30'/min. (walking in swamp or marsh)
Magic Resistance	Standard
No. of Attacks	5
Damage	1d4+8/1d4+8/1d4+8/1d4+8/5d4
Defenses	Resistant to fire and electricity
Attacks	Swallow whole
Weaknesses	None
Size	L (18' long, 10' wide)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	11,100 + 30/h.p.
Evasion	-3



General: A froghemoth is a batrachian horror that dwells in large but shallow (100' or less) freshwater lakes and rivers where there is an ample supply of prey. While they dwell in the water most of the time, they breathe air and are able to walk on land. They will often lie in wait near the banks of rivers and marshes, with just their eyestalks and nostrils above the water, hoping to ambush prey. Young froghemoths are known as tadhemoths; see below.

Combat: A froghemoth attacks with its four 20'-long tentacles and their tongue. While the tongue does not do any damage in and of itself, it will attempt to instantly (the same round, regardless of initiative) carry prey back to the mouth; if it hit with a natural roll of 19 or 20, the prey will be swallowed whole immediately. Otherwise, it will be chewed for 5d4 h.p. of damage.

If the froghemoth surprised its enemy, the tongue can carry the prey back to the mouth automatically, as noted above. If not, the prey can resist; prey with 18/50 strength can hang on to a stationary object such as a tree, if such is

available. Those with less than 18/50 strength have a 30% chance of holding on each round, again assuming there is something solid to hold on to. Any round they fail to do so, they will be popped into the froghemoth's mouth automatically. Note that creatures that are held fast by the froghemoth's tongue cannot attack, but others can do so; if they succeed in severing the tongue, the creature will go berserk, attacking with its tentacles and doing 2d4+8 h.p. of damage if it hits, finally submerging after 1d4+1 rounds.

Those swallowed by the froghemoth will take 4d6 h.p. of damage per round, and will become unconscious after 2 rounds. Only very short stabbing weapons (less than 2 1/2' in length) can harm the froghemoth from the inside.

Froghemoths are immune to ordinary fire such as flaming oil, but very large or magical fires will do half damage to the creature and drive it back for 1 round (*burning hands* will only do so if it generates 10 or more h.p.). Lightning bolts and other electrical attacks only do 1 h.p. per die of damage, but will slow the creature to half speed for a round.

Appearance: Froghemoths are great frog-like creatures with bowed legs and webbed feet. In place of arms they have four great tentacles, a 10' long tongue projects from the tooth-filled maw, and its eyes (they have three) and nostrils are on retractable stalks. The belly is yellow, turning to dark green along the creature's back.

Tadhemoth

Number	10d10
Morale	-5
Hit Dice	See below
Armor Class	4
Move	160'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	See below
Defenses	None
Attacks	None
Weaknesses	None
Size	S
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	See below
Evasion	+1

General: Tadhemoths are the tadpole stage of the froghemoth. Originally found in vast numbers after the tadhemoths spawn in the spring, predation and their own cannibalistic tendencies bring their ultimate survival rate below 5%. If unknown, the size of any given tadhemoth should be determined randomly:

Die Roll (d%)	Hit Dice	Damage	X.P. Value
01-60	1d8	2d4	10 + 1/h.p.
61-80	2d8	3d8	65 + 2/h.p.
81-90	3d8	4d8	90 + 3/h.p.
91-00	4d8	5d8	125 + 4/h.p.

Tadhemoths are aquatic, breathing through gills and having a tail instead of legs. The final transformation into a froghemoth takes but 24 hours.

Combat: Tadhemoths attack with their bite.

Appearance: Tadhemoths look like yellow-green fish with three eyes. Their fins will eventually turn into the tentacles and legs of the froghemoth.

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
Weaknesses	None
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.
Evasion	+4

General: These aggressive hunters dwell in deep freshwater 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 (regardless of how many hit points the fish currently has), 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
Weaknesses	None
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.
Evasion	+1

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. 281) 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

They can inflict 30 h.p. of damage against wooden structures per round, 10 h.p. against soft stone or brick, and 5 h.p. against hard stone. 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.

See also: giant (p. 94).

Giant Animal

See anglerfish, giant (p. 254); catfish, giant electric (p. 256); clam, giant (p. 256); crab, giant (p. 257); crayfish, giant (p. 257); gar, giant (p. 264); jellyfish, giant (p. 266); leech, giant (p. 269); mantis shrimp, giant (p. 272); oyster, giant (p. 276); pike, giant (p. 277); sea horse, giant (p. 281); sea urchin, giant (p. 281); spider, giant water (p. 285); squid, giant (p. 285); turtle, giant sea (p. 288); turtle, giant snapping (p. 289).

Golden Fish

Number	1
Morale	-3
Hit Dice	5d8
Armor Class	1
Move	360'/min. (swimming)
Magic Resistance	D
No. of Attacks	1
Damage	1d4
Defenses	Invisibility, grant <i>limited wish</i>
Attacks	None
Weaknesses	None
Size	M (5' long)
Intelligence	16
Alignment	Chaotic good
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	165 + 5/h.p.
Evasion	+13

General: The golden fish is a remarkable creature, known for its urbane manners, witty conversation, and cheerful disposition. It cannot stand captivity in any form, however, and will go so far as to grant a *limited wish* to its captor in exchange for its freedom. They are found in shallow seas and oceans, and are on friendly terms with most non-evil sea creatures. If forced to grant a *limited wish*, it will attempt to use it to teach a moral lesson, such as the evils of greed, to the wisher. If treated well and politely, and if the wish is not overly greedy, the fish will grant the wish without trickery. Kapoacinths are

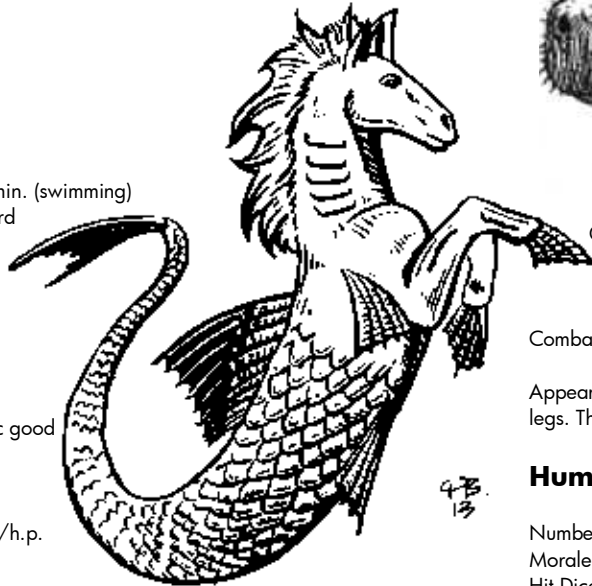
particularly fond of their flesh. Full x.p. should be awarded if the fish is captured and a *limited wish* granted.

Combat: The golden fish attacks with its bite, but will always seek to avoid combat by fleeing if possible. It can become *invisible* twice per day.

Appearance: The golden fish appears as a large golden sturgeon. It speaks the common tongue as well as the language of mermen and (sea) elves.

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
Weaknesses	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.
Evasion	+4



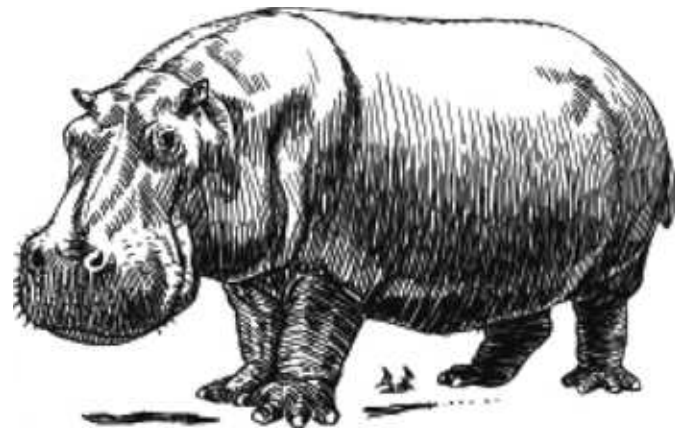
General: Hippocampuses are often used as steeds by certain underwater races such as tritons. They are swift, intelligent, and hardy.

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. They can vary in color greatly, from white to black to green to brown. They have their own language.

Hippopotamus

	Bull	Cow
Number	1 for every 4 cows	2d6
Morale	+4	+3
Hit Dice	8d12	8d12
Armor Class	6	6
Move	90'/min., 120'/min.	90'/min., 120'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	3d6	2d6
Defenses	None	None
Attacks	Capsize boats	Capsize boats
Weaknesses	None	None
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.
Evasion	±0	±0



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.

Human, 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
Weaknesses	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.
Evasion	See evasion bonus of ship

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. 125 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.

The pirates will be onboard a ship if encountered at sea. The exact type of ship will be dependent on the particular campaign and the locale, but should be large enough to hold them all. If needed, they will be aboard several smaller ships.

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.

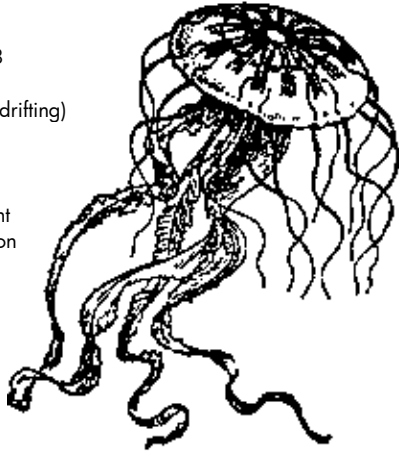
Die Roll (d%)	Armed with...	% Composition
01-10	Leather cuirass & shield (AC 7), cutlass	10%
11-30	Leather cuirass (AC 8), battle axe	20%
31-40	Leather cuirass (AC 8), heavy crossbow	10%
41-60	Leather cuirass (AC 8), light crossbow	20%
61-90	Leather cuirass (AC 8), spear	30%
91-95	Mail & shield (AC 4), scimitar, 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: Human (p. 125).

Jellyfish, Giant

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
Weaknesses	None
Size	S to L
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	See below
Evasion	-4



General: Giant jellyfish 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 giant jellyfish 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: Giant jellyfish attack with their poisonous tentacles. The touch of each tentacle will cause 1d4 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. A small creature can be attacked by 1d3 tentacles per round, a medium-sized creature can be attacked by 2d3 tentacles per round, and a

large creature will be attacked by 2d6 tentacles per round, assuming the jellyfish has that many tentacles left.

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 only a few days.

In addition, giant jellyfish 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.)

Appearance: Giant jellyfish are larger versions of their ordinary cousins.

Kapoacinth (Sea Gargoyle)

Number	2d8
Morale	+5
Hit Dice	4d10
Armor Class	5
Move	90'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	4
Damage	1d3/1d3/1d6/1d4
Defenses	+1 (or better) weapon needed to harm
Attacks	None
Weaknesses	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.



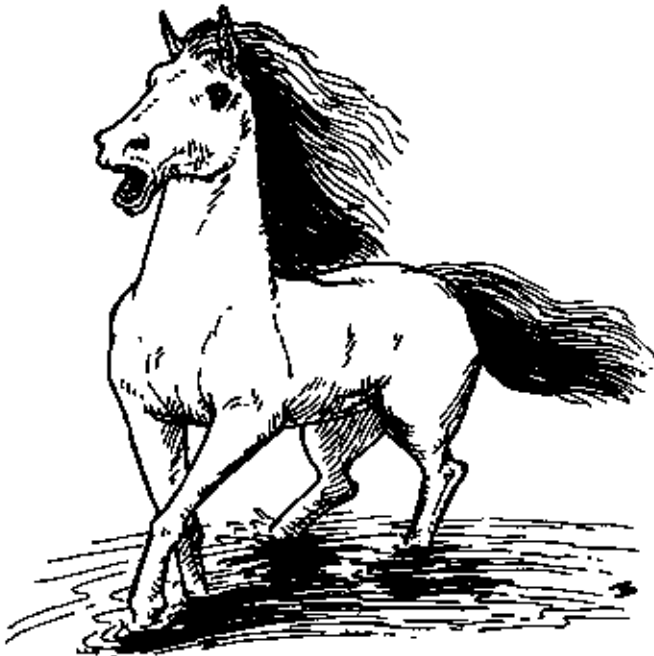
General: Kapoacins are underwater cousins of gargoyles (see p. 90), and are found in salt waters. They are very aggressive, and will attack any creature 90% of the time. They are known to sometimes work as servants of powerful evil masters. Their wings are used like the fins of a great skate to glide through the water.

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

Appearance: Kapoacins have skin like coral, tails, and bat-like wings that they use to glide through the water. They will often have horns, although there is considerable variation. Their skin is gray-green. Kapoacins, gargoyles and margoyles share the same guttural language.

Kelpie

Number	1d4
Morale	+1
Hit Dice	5d8
Armor Class	3
Move	90'/min., 120'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	Half or no damage from fire
Attacks	Charm
Weaknesses	None
Size	M
Intelligence	7
Alignment	Neutral evil
Treasure Type	VII
Treasure Value	2d4+1x1,000
Magical Treasure	1d3 items (15%)
X.P. Value	165 + 5/h.p.
Evasion	±0



General: Kelpies are intelligent water plants that attempt to lure male victims into the water to their deaths. They can be found in both salt and fresh water, and are able to walk about on dry land for up to 3 hours before needing to go back to the water.

Combat: Kelpies do not attack in a conventional sense. They do, however, attempt to use their *charm* ability to convince a victim (always male; females are immune) to enter the water. They get close to their intended victim by being able to alter their form at will: they will most often take the shape of a beautiful woman or fabulous horse. Once a victim has been charmed, he will enter the water with the kelpie and drown, being pulled under by its charm-filled embrace (or riding with the steed into the sea). If the kelpie is slain before the victim drowns, the spell will be instantly broken and the victim will attempt to return to the surface. Kelpies will usually attack lone travelers, scouts, rear guards, etc.

Due to their wet and slimy nature, fire only does half damage (no damage if a successful saving throw is made, if applicable).

Appearance: Kelpies are able to change their form into anything they desire, but most often choose the form of a beautiful woman or wondrous steed. In their natural state, they look like a pile of seaweed. This ability to change shape is not an illusion, but a physical change. They speak the common tongue.

Koalinth (Marine Hobgoblin)

	Warrior	Sergeant	Sub-chief / Bodyguard
Number	20d10	3/20 warriors	1 / 100 warriors
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
Weaknesses	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.
Evasion	-1	-1	-1

	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	Spells
Attacks	None	Spells
Weaknesses	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.
Evasion	-1	-1

General: Koalinths are a marine sub-race of hobgoblin, tribal humanoids who dwell in shallow salt water, making their lairs 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.

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. Koalinths are considered persons for purposes of spells such as *hold person* and *charm person*.

Appearance: Koalinths resemble other hobgoblins. They 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 hobgoblin, sahuagin, and merrow. Some koalinths (20%) will also speak the common tongue.

Spellcasters: Koalinth shamans can advance to 7th level. Witch doctors can rise as high as 4th level.

See also: hobgoblin (p. 121).



Kraken

Number	1
Morale	+20
Hit Dice	20d12
Armor Class	0 (body), 5 (tentacles and head)
Move	30'/min. (swimming), 210'/min. (jetting backwards)
Magic Resistance	Standard
No. of Attacks	9
Damage	2d6/2d6/2d4 (x6)/5d4
Defenses	Spells, ink
Attacks	Spells, attack ships, constriction
Weaknesses	None
Size	L (60-70' long, including tentacles)
Intelligence	18 or greater
Alignment	Neutral evil
Treasure Type	IX (plus I if slaves present)
Treasure Value	10d4+10x1,000 (plus 9d6x1,000 if slaves present)
Magical Treasure	1d8 items (35%), 2d4 potions (40%)
X.P. Value	20,000 + 35/h.p.
Evasion	+7



General: Krakens are an insidious and wholly evil race that dwells in deep oceans, generally lairing more than a thousand feet below the surface in a partially air-filled cave (they can breathe both air and water). Half will have human and demi-human slaves in these lairs, where they store their plunder from wrecked ships. They are active hunters and will take on even the greatest of undersea creatures without hesitation.

Combat: A kraken attacks with its two long barbed tentacles, six of their eight sucker-covered tentacles (the other two are used to help anchor the creature), and a great beaked mouth. The barbed tentacles will be used to draw prey towards the mouth (in addition to their normal damage); the mouth gets an attack against a victim held in one of the barbed tentacles (not both) on the following round. The tentacles will simply attack and constrict enemies. On the first round, a tentacle that hits does its normal 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 (d4)	Limbs Pinned	Combat Effect
1	1 arm	-3 "to hit"
2	2 arms	Cannot attack
3-4	None	-1 "to hit"

Each tentacle has 16 h.p. (over and above the total hit points for the kraken); sharp or piercing weapons attacking the tentacle can sever a tentacle,

smashing weapons cannot. If four tentacles have grasped prey, and the kraken is taking damage from others, it will attempt to dive down to its cavern to make those within its grasp slaves for the rest of their days.

If three or more tentacles are severed, the kraken will flee by issuing a large cloud of ink 80'x80'x120' to cover its escape and then "jetting" away. Any creature in the ink cloud will take 1d4 h.p. of damage per round, and the ink will remain for 1d4+1 rounds.

Krakens 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, if grasped by six or more tentacles, treated as if it were rammed if 6 or more tentacles grasp it (soon foundering and sinking). Ships with 60' length or less will founder in 2d4 rounds, and can then be drawn to the bottom for the kraken to loot at its leisure. Victims can also be plucked off the deck of ships and dragged below the surface to their doom.

Krakens have the following magical powers:

- *Airy water* at will (128' diameter sphere or 240' diameter hemisphere); lasts for a whole day
- *Faerie fire* one per round (lasts 8 hours)
- *Control temperature* once per round (40' radius, lasts 1 day)
- *Control winds* once per day
- *Weather summoning* once per day
- *Fish summoning III* once per day (like animal summoning, but only for fish, and no command is afforded the kraken)

Appearance: Krakens look like large squids with baleful, human-like eyes. They speak their own ancient language and the common tongue.

Lacedon (Sea Ghoul)

Number	2d12
Morale	+10
Hit Dice	2d8
Armor Class	6
Move	90'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d3/1d3/1d6
Defenses	Immune to <i>sleep</i> , <i>charm</i>
Attacks	Paralyzation
Weaknesses	Holy water
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: Lacedons, or sea ghouls, are corporeal undead, arising a day after a living creature is slain by another ghoul (a *bles* spell cast upon the corpse will prevent this). They feed on drowned corpses from wrecked ships.

Combat: Lacedons 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 *protection from evil* will work.

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

See also: ghoul (p. 94).

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)
Weaknesses	None	None
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.
Evasion	±0	-1

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.

See also: lamprey, land (p. 144).

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, disease
Weaknesses	None
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.
Evasion	-3

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 the leech possesses. However, the prey will not normally notice the attack unless it is being very vigilant, or until it has lost 50% of its 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 it 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
Weaknesses	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.
Evasion	±0	±0

	Captain	Chief
Number	1 per 40 warriors	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
Weaknesses	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	60 + 4/h.p.	90 + 5/h.p.
Evasion	±0	±0



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 giant jellyfish (see pp. 261 and 265, 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. 261 for details) and these creatures will also attack in combat.

Combat: Locathah attack with weapons. The weapons 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 (medium)	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. They speak their own language.

Lycanthrope

Lycanthropes are creatures which can (or must) transform themselves from human to animal form and back again. For full information on lycanthropes in general and the progression of the disease of lycanthropy, please see p. 150.

Nanaue (Wereshark)

	Shark form	Human form
Number	1	1
Morale	+10	+10
Hit Dice	10d10	10d10
Armor Class	0	0
Move	210'/min. (swimming)	120'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	5d4	Per weapon type
Defenses	+1 (or better) or silver weapons to harm	None
Attacks	None	None
Weaknesses	None	None
Size	L (16'+ long)	M
Intelligence	6-16	6-16
Alignment	Neutral evil	Neutral evil
Treasure Type	IV	IV
Treasure Value	1d8+3x1,000	1d8+3x1,000
Magical Treasure	1d6 items (10%)	1d6 items (10%)
X.P. Value	1,500 + 14/h.p.	1,500 + 14/h.p.
Evasion	+9	n/a

General: Nanaues (pronounced "nan-ay-yoo-ays") are evil creatures found in warmer oceans. They are only able to assume their shark form at night, and so will mostly spend their days in an underwater lair (caves or the like), where they have hidden the treasure they have looted from sunken ships. Note that if any of the treasure indicated for the nanaue would have been spoiled by water, that treasure is not present. Nanaue lairs will be guarded by 1d4+1 sharks at all times (see p. 284).

Combat: Nanaues attack with their powerful bite in shark form, and with a weapon in human form. Creatures who lose 50% of their total h.p. to the bite of a nanaue will be afflicted with that form of lycanthropy.

Appearance: In shark form, nanaues look like great white sharks. In human form they appear normal, but will be cruel and domineering as a rule. They speak the common tongue, that of sahuagin, and can communicate with sharks.

Wereseal

	Seal Form	Human Form
Number	3d6	3d6
Morale	+2	+2
Hit Dice	2d10	2d10
Armor Class	6	7
Move	300'/min. (swimming)	120'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	2d4	Per weapon type
Defenses	None	None
Attacks	None	None
Weaknesses	None	None
Size	M (6' long)	M (6' long)
Intelligence	9	9
Alignment	Neutral good	Neutral good
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	50 + 3/h.p.	50 + 3/h.p.
Evasion	+10	n/a

General: Wereseals are generally found in colder waters, but are not unknown even in tropical seas. They are not generally harmful creatures, but they are incredibly social, and seek to spread their lycanthropy in order to increase their own community's numbers in a desire for more company rather than malice. Those who take 50% or more of their total h.p. in damage from the bite of a wereseal will contract that particular form of lycanthropy.

Combat: In seal form, wereseals attack with their bite. In human form, they attack with weapons.

Appearance: In seal form, wereseals are indistinguishable from humans except for their eyes, which remain human in appearance. They speak the common tongue and can communicate with seals.

Werewolf, Marine

	Seawolf Form	Human Form
Number	4d4	4d4
Morale	+10	+10
Hit Dice	9d10	9d10
Armor Class	5	5
Move	270'/min. (swimming)	90'/min.,
Magic Resistance	Standard	Standard
No. of Attacks	1	2
Damage	3d4	1d2/per weapon type
Defenses	+1 (or better), silver, or cold iron weapon to harm	None
Attacks	None	None
Weaknesses	None	None
Size	L (12'-15' long)	M
Intelligence	6-14	6-14
Alignment	Chaotic evil	Chaotic evil
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.
Evasion	+9	n/a



General: Marine werewolves are vicious sea-hunters who roam waters of all sorts in packs looking for ships to attack. Once one is spotted, the wolves will board the vessel and attack in human form, seizing weapons from the slain to aid them. Those who are bitten by a marine werewolf for 50% or more of their total h.p. in damage, will turn into a marine werewolf in 1d4+1 days, either going overboard (if still at sea) or heading straight for the water (if inland) and searching out a marine werewolf pack to join.

Marine werewolves breathe air, but are capable of holding their breath for 1d8+16 minutes before needing to surface once more.

Combat: In seawolf form, the creatures attack with their powerful jaws. In human form, they will use weapons and also bite if possible. Biting in either form will transmit the disease of lycanthropy.

Appearance: In seawolf form, they appear almost seal-like, with the head of a wolf and long hair going down their backs. In human form, they will have a slightly wolf-like appearance, with tiny ears and much hair, often worn long like a mane. They speak the common tongue.

Mantis Shrimp, Giant

Number	1
Morale	+8
Hit Dice	10d10
Armor Class	-2
Move	150'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	2
Damage	3d6/3d6
Defenses	None
Attacks	Shockwave, always moves first, spearing
Weaknesses	None
Size	L (20' long)
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	2,150 + 16/h.p.
Evasion	-1



General: The fearsome giant mantis shrimp is found in shallow warm salt waters. They are inveterate predators, and no sea creatures are safe from their attacks. Giant mantis shrimp have both ultravision and infravision, and can see invisible objects.

Combat: Giant mantis shrimp attack with their two forelegs, both of which must attack the same victim in a round. The forelegs move so quickly that the mantis shrimp always strikes first in a round. If either foreleg hits a victim with a natural roll of 20 on the "to hit" die, it will have speared the victim, who then cannot move away from the creature, which will then get a +4 bonus "to hit" with its

other foreleg on subsequent combat rounds. If the giant mantis shrimp misses with both forelegs, the victim must still make a saving throw vs. paralyzation or be struck by a shock wave from the force and speed of the blows in the water. Failure means the victim will take 2d6 h.p. of damage.

Appearance: Giant mantis shrimp have dazzlingly colored exoskeletons of various brightly colored hues, particularly turquoise, green, and orange. They sport two long spike-like forelegs which are used to attack.

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	None
Weaknesses	None
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.
Evasion	+2



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. A few (10%) 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. 255). Merman communities will also have females and children each equal to the number of males.

Combat: Mermen fight with weapons. The weapons 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. Ten 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 look like 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.

Merrow (Aquatic Ogre)

	Warrior	Sub-chief	Chief
Number	2d12	See below	See below
Morale	+5	+6	+7
Hit Dice	4d10	5d10	6d10
Armor Class	4	3	3
Move	60'/min., 120'/min. (swimming)	60'/min., 120'/min. (swimming)	60'/min., 120'/min. (swimming)
Magic Resistance	Standard	Standard	Standard
No. of Attacks	3 or 1	3 or 1	3 or 1
Damage	1d6/1d6/2d8 or per weapon	1d6+1/1d6+1/ 2d8+1 or per weapon +1	1d6+2/1d6+2/ 2d8+2 or per weapon +2
Defenses	Camouflage	Camouflage	Camouflage
Attacks	Enemies get -1 to -3 to surprise rolls	Enemies get -1 to -3 to surprise rolls	Enemies get -1 to -3 to surprise rolls
Weaknesses	None	None	None
Size	L (9')	L (9')	L (9')
Intelligence	6	6	6
Alignment	Chaotic evil	Chaotic evil	Chaotic evil
Treasure Type	None	None	III
Treasure Value	n/a	n/a	9d6x1,000
Magical Treasure	None	None	1d3 items (30%)
X.P. Value	130 + 5/h.p.	225 + 6/h.p.	350 + 8/h.p.
Evasion	+2	+2	+2

	Female	Young
Number	See below	See below
Morale	+2	-1
Hit Dice	3d10	2d10
Armor Class	5	6
Move	60'/min., 120'/min. (swimming)	60'/min., 120'/min. (swimming)
Magic Resistance	Standard	Standard
No. of Attacks	3	3
Damage	1d2/1d2/1d6	1d2/1d2/1d4
Defenses	Camouflage	Camouflage
Attacks	Enemies get -1 to -3 to surprise rolls	Enemies get -1 to -3 to surprise rolls
Weaknesses	None	None
Size	L (9')	L (9')
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	85 + 4/h.p.	50 + 3/h.p.
Evasion	+2	+2



General: Merrows are much like their land-based cousins, ogres, but are tougher and more ferocious. They are found in salt water between 50 and 250 feet deep, but can survive on land for up to two hours, and will often use that to their advantage as they raid and pillage coastal villages. They are sometimes found in the company of scraggs (see p. 280), just as their land-based cousins often associate with trolls. When a lair of merrows is encountered, the following additional figures will be present:

- 2d12 females
- 1d12 young
- 2 sub-chiefs
- 1 chief
- 1 shaman (level 1d3)

Their natural coloration allows merrows to hide in seaweed and against most natural stone formations with up to 80% effectiveness (as low as 10% if against a bright background). In such circumstances, enemies get a -1 to -3 penalty to their surprise rolls.

Combat: Merrow warriors generally attack first with a large spear (doing 2d6 h.p. of damage, and usually in a charge) and then fall to with their talons and teeth.

Appearance: Merrows are large brutes, humanoid in form, with mottled green scales and enormous tooth-filled mouths. Their hands and feet are webbed, and their necks are both long and thick. They speak a dialect of ogrish.

Spellcasters: Merrow shamans can reach as high as 3rd level.

See also: ogre (p. 170).

Mussel, Giant

Number	3d6
Morale	n/a
Hit Dice	4d8
Armor Class	0
Move	0
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6
Defenses	None
Attacks	Clamp
Weaknesses	None
Size	L (4' diameter)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	85 + 4/h.p.
Evasion	n/a

General: Giant mussels are found in most types of water, fresh and salt, cold and warm. Some varieties can burrow under the mud and sand below the water, for safety and camouflage.

Combat: Giant mussels attack by clamping their shells on enemies who get too close. Once closed, the shell of a giant mussel cannot be opened until the creature is slain; captive creatures will take 1d2 h.p. of damage per round. Note that most fish will perish in 1d4+1 rounds, and other creatures may run the risk of drowning.

Appearance: Giant mussels are merely large versions of their ordinary cousins. The shells are usually and black, and they generally rest on the bottom of the ocean with their shells open, waiting for prey to swim inside.

Naga, Water

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
Weaknesses	none
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.
Evasion	+2

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. They speak the shared language of all nagas, as well as the common tongue.

See also: nagas, p. 167.

Nixie

Number	2d4x10
Morale	-1
Hit Dice	1d4
Armor Class	7
Move	60'/min., 120'/min. (swimming)
Magic Resistance	E
No. of Attacks	1
Damage	Per weapon
Defenses	None
Attacks	Charm
Weaknesses	Light
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.
Evasion	±0



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. 264 and 277,

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 enchantment; 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. Nixies are considered persons for purposes of spells such as *charm person* and *hold person*.

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.

Nymph

Number	1d4
Morale	-1
Hit Dice	3d8
Armor Class	9
Move	120'/min.
Magic Resistance	J
No. of Attacks	0
Damage	n/a
Defenses	Save versus blindness or death
Attacks	Magic use
Weaknesses	None
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 spellcasting power of a 7th level druid (spells do not require material components), though 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

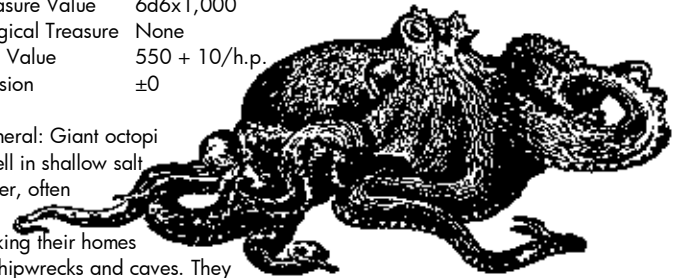
Appearance: Nymphs look like beautiful young human girls. They speak their own language and the common tongue.

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, enemies get -3 to surprise rolls
Weaknesses	None
Size	L
Intelligence	1
Alignment	Neutral evil
Treasure Type	III
Treasure Value	6d6x1,000
Magical Treasure	None
X.P. Value	550 + 10/h.p.
Evasion	±0

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: A giant octopus attacks with 6 tentacles and its large beak (the remaining two tentacles are used to anchor the creature as it attacks). Due to its ability to change color to match its 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.

Ooze

Oozes are usually the result of the by-products of wizardly experimentation gone awry. See p. 173 for more general information on oozes.

Crystal Ooze

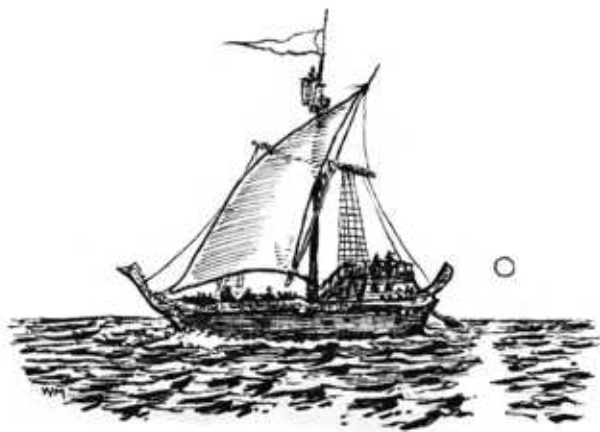
Number	1d2
Morale	n/a
Hit Dice	4d8
Armor Class	8
Move	10'/min., 30'/min. (in water)
Magic Resistance	Standard
No. of Attacks	1
Damage	4d4
Defenses	See below
Attacks	Corrosive paralysis poison
Weaknesses	None
Size	L
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	225 + 4/h.p.
Evasion	+5 (n/a if unseen when immersed; 75% chance)

General: Crystal oozes are found in any shallow water that is not brightly lit; usually underground lakes and rivers, but not exclusively. They can be found in either salt or fresh water. While in water they are 75% undetectable, but they can survive out of water for up to 4 hours if needed.

Combat: Crystal oozes attack by flowing over and around a victim and releasing an acidic poison with paralytic properties. In addition to the damage noted above, any creature attacked by a crystal ooze must make a saving throw vs. poison or become paralyzed. Paralyzed victims are then continually attacked by the acidic poison and slowly dissolved. Once a victim reaches -20 h.p., he is completely dissolved and cannot be raised from the dead. Note that any wooden objects (including weapons) exposed to the acid must make saving throws or be dissolved.

Crystal oozes are immune to acid, fire, cold, and heat. Weapons will only cause 1 h.p. of damage per hit, plus any magical (but not strength) bonuses.

Appearance: Crystal oozes are transparent, formless blobs.



Otter, Giant

	Adult	Kit
Number	1d4+1	0-3 in lair
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
Weaknesses	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.
Evasion	+2	+2

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 are larger versions of their normal kin.

Oyster, Giant

Number	1d6
Morale	n/a
Hit Dice	8d8
Armor Class	0
Move	0
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6
Defenses	None
Attacks	Clamp
Weaknesses	None
Size	L (6' diameter)
Intelligence	0
Alignment	Neutral
Treasure Type	Pearls (1 in 8)
Treasure Value	100 g.p.
Magical Treasure	None
X.P. Value	550 + 10/h.p.
Evasion	n/a

General: Giant oysters are found in most types of water, fresh and salt, cold and warm. Some varieties can burrow under the mud and sand below the water, for safety and camouflage. 1 in 8 will contain a pearl of 100 g.p. value.

Combat: Giant oysters attack by clamping their shells on enemies who get too close. Once closed, the shell of a giant oyster cannot be opened until the creature is slain. Captive creatures will take 1d6 h.p. of damage per round. Note that most fish will perish in 1d4+1 rounds, and others may run the risk of drowning.

Appearance: Giant oysters are merely large versions of their ordinary cousins. The shells can be found in a variety of different shapes and colors, and they generally rest on the bottom of the ocean with their shells open, waiting for prey to swim inside.

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 to surprise rolls
Weaknesses	None
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.
Evasion	+4



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.

Piranha (Quipper)

Number	5d10 (95%) or 10d10 (5%)
Morale	±0
Hit Dice	1d4
Armor Class	8
Move	90'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d2
Defenses	None
Attacks	None
Weaknesses	None
Size	S (3"-6")
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	5 + 1/h.p.
Evasion	-1

General: Piranha are a variety of carnivorous fish who inhabit warm fresh water lakes and streams. Quippers are a variety of piranha who dwell in cold fresh water lakes and streams. Quippers are identical to piranha, except for their color and the fact that they are not influenced by the phase of the moon.

Combat: Piranha attack with their sharp bite. Up to 20 fish can attack a submerged man-sized target at any given time. Initially, members of the school will attack 75% of the time (90% during a full moon or two days immediately preceding or after). If they do, roll percentile dice to see how many members of the school will attack (subject to the size maximum given above). If one of them successfully hits and draws blood, the entire school will enter a frenzy and attack on the following round (again subject to the size limit). If no fish successfully hits on the first round, there is only a 40% chance that members of the school will continue to attack on the following round.

Appearance: Piranha are fish some 6-12" in length, with sharp teeth. They are generally silver in color with red undersides, and are tall and flat in shape. Quippers are green instead of silver, but are otherwise identical to piranha.

Pirate

See human, pirate (p. 265).

Poisonous Coral

See coral, poisonous (p. 256).

Pungi Skate

Number	1d3
Morale	-5
Hit Dice	4d10
Armor Class	7
Move	120'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	See below
Damage	1 or 2d4 (see below)
Defenses	Camouflage
Attacks	Poison
Weaknesses	None
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.
Evasion	±0

General: Pungi skates 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 skates do not attack directly, but they are sometimes inadvertently trod upon or fallen or trodden upon as they lie on the sea bottom. Someone stepping on a pungi skate 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 skate must make a saving throw vs. poison or die. Pungi skates will flee if disturbed.

Appearance: Pungi skates 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.

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, paralyzation
Weaknesses	None
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.
Evasion	+2

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 paralyzation 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.

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, paralyzation
Weaknesses	None
Size	S
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	90 + 1/h.p.
Evasion	-1

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.

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
Weaknesses	None	None	None
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.
Evasion	+4	+4	+4

	Baron	Prince	Female
Number	1	1	3d4x10 in lair
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
Weaknesses	None	None	None
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.
Evasion	+4	+4	+4



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 and will have 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. 284)

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.

One 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 warriors, 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 weapons 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%

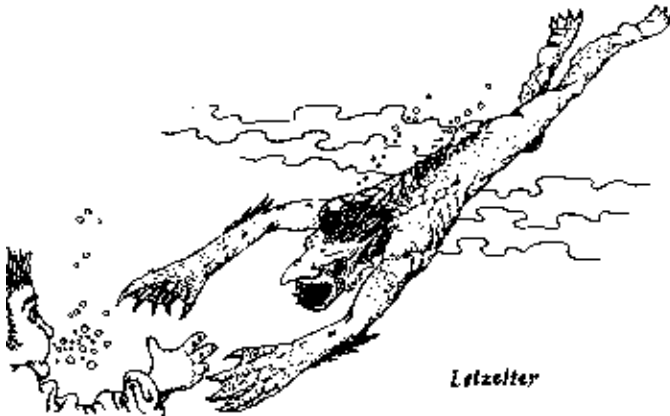
The crossbows used by sahuagin are specially designed for use underwater. When raiding on land, sahuagin bring 3 javelins instead of nets. Nets are barbed, and can only be escaped by creatures with a strength of 16 or more, who can tear them off.

Appearance: Sahuagin are humanoid, with dark green (almost black) scales which are somewhat lighter on the belly. Their fins and eyes are black. They speak their own language.

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.

Scrag (Marine Troll)

	Fresh Water	Salt Water
Number	1d6	1d8
Morale	+7	+9
Hit Dice	5d10	6d10
Armor Class	3	2 (or 1)
Move	30'/min., 150'/min. (swimming)	30'/min., 120'/min. (swimming)
Magic Resistance	Standard	Standard
No. of Attacks	3	3
Damage	1d4+1/1d4+1/3d4	1d4/1d4/1d8+8
Defenses	Regeneration	Regeneration
Attacks	None	None
Weaknesses	None	None
Size	L (7')	L (10')
Intelligence	5	8
Alignment	Chaotic evil	Chaotic evil
Treasure Type	III	III
Treasure Value	4d6x100	2d4+1x1,000
Magical Treasure	1d2 items (10%)	1d3 items (15%)
X.P. Value	400 + 8/h.p.	900 + 12/h.p.
Evasion	+1	+1



General: Scraggs are cousins of trolls, adapted for life beneath the water. They come in two varieties, as noted above; the salt water species is much tougher and hardier than the fresh water variety, but both are to be feared. They are water-breathers, and can survive in air only a brief period (up to 10 minutes).

Combat: Scraggs attack with two claws and a bite. Three rounds after being wounded, scraggs will begin to regenerate 3 h.p. per round, including the regeneration of severed limbs. Only acid or fire will completely destroy a scrag.

A few salt water scraggs (10%) are civilized enough (if the term can even be used in such a context) to use armor made of coral, shark hide, and the like, giving them an effective armor class of 1.

Appearance: Scraggs are humanoid in appearance, tall and wiry, with coloration varying from mottled turquoise to dark olive, and a mass of dark hair that waves in the water even when there is no current. They have large mouths filled with sharp teeth, and their claws and feet are webbed. They speak a mutually-intelligible dialect of trollish.

See also: troll (p. 235).

Sea Elf

See elf, sea (p. 261).

Sea Hag

Number	1d4
Morale	+3
Hit Dice	3d8
Armor Class	7
Move	150'/min. (swimming)
Magic Resistance	J
No. of Attacks	1
Damage	Per weapon type
Defenses	None
Attacks	Weakness, gaze causes death
Weaknesses	None
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.
Evasion	+1



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 its 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. They speak the language of all hags and the common tongue.

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
Weaknesses	None
Size	L
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	20 + 4/h.p.
Evasion	+3



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
Weaknesses	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.
Evasion	+2



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 foreclaws and powerful bite.

Appearance: Sea lions have the torso, head, and foreclaws of a lion, with scales and webbed claws. Their rear half is that of a great fish.

Sea Serpent

There is no single "sea serpent" that can be used in all cases. Rather, the game master is encouraged to use the term to encompass a variety of different sorts of large, sinuous, reptilian-like creatures that threaten shipping and sailors. The following creatures would be excellent candidates for the role:

- Elasmosaurus (p. 299)
- Mosasaurus (p. 305)
- Nothosaurus (p. 306)
- Plesiosaurus (p. 307)
- Giant sea snake (p. 285)
- Sea worm (p. 291)
- Tanystropheus (p. 310)
- Temnodontosaurus (p. 310)

Sea Snake

See snake, sea (p. 285).

Sea Urchin, Giant

Giant sea urchins are sea-dwelling creatures that attack by firing their spines at enemies, with a range of 120'. They are sometimes (10%) found on land (albeit always within half a mile of the sea), and move by rolling their entire body. Each has a gem inside that can be gotten by breaking up the body once it is dead (an easy enough prospect). All have the power of *clairvoyance*, but

are not generally hostile to humans unless threatened. They come in a variety of types, described below.

Giant Black Sea Urchin

Number	1d6
Morale	-1
Hit Dice	1d10
Armor Class	4
Move	90'/min., 150'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6
Defenses	None
Attacks	None
Weaknesses	None
Size	S (3' diameter)
Intelligence	3
Alignment	Neutral
Treasure Type	Gem
Treasure Value	1d10x10 g.p.
Magical Treasure	n/a
X.P. Value	28 + 2/h.p.
Evasion	+1

General: Giant black sea urchins are the most common sort of urchin.

Combat: Giant black sea urchins fire 1 spine per round, with a +1 bonus "to hit".

Appearance: Giant black sea urchins are spherical in shape, approximately 3' in diameter, and covered with sharp spines. They are black or dark gray in color.

Giant Green Sea Urchin

Number	1d4
Morale	±0
Hit Dice	2d10
Armor Class	3
Move	90'/min., 180'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	2
Damage	1d6+1/1d6+1
Defenses	Camouflage in water
Attacks	None
Weaknesses	None
Size	S (3' diameter)
Intelligence	3
Alignment	Neutral
Treasure Type	Gem
Treasure Value	4d10x10 g.p.
Magical Treasure	n/a
X.P. Value	50 + 3/h.p.
Evasion	+2

General: Giant green sea urchins, by virtue of their coloring, are very difficult to spot in water (only a 5% chance of spotting one).

Combat: Giant green sea urchins fire 2 spines per round, with a +2 bonus "to hit".

Appearance: Giant green sea urchins are spherical in shape, approximately 3' in diameter, and covered with sharp spines. They are pale green in color.

Giant Red Sea Urchin

Number	1d4
Morale	+1
Hit Dice	3d10
Armor Class	2
Move	90'/min., 180'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d4+1/1d4+1/1d4+1
Defenses	None
Attacks	Sleep poison
Weaknesses	None
Size	S (3' diameter)
Intelligence	3
Alignment	Neutral
Treasure Type	Gem
Treasure Value	9d10x10 g.p.
Magical Treasure	n/a
X.P. Value	85 + 4/h.p.
Evasion	+1

General: Giant red sea urchins are one of the more uncommon sorts of urchin.

Combat: Giant red sea urchins fire 3 spines per round, with a +3 bonus "to hit". Anyone struck by a spine must make a saving throw vs. poison or be put to sleep for 1d4 rounds.

Appearance: Giant red sea urchins are spherical in shape, approximately 3' in diameter, and covered with sharp spines. They are dark red in color with black-tipped spines.

Giant Silver Sea Urchin

Number	1d2
Morale	+3
Hit Dice	5d10
Armor Class	0
Move	120'/min., 210'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	5
Damage	1d4+1/1d4+1/1d4+1/1d4+1/1d4+1
Defenses	None
Attacks	Coma-inducing poison
Weaknesses	None
Size	S (3' diameter)
Intelligence	3
Alignment	Neutral
Treasure Type	Gem
Treasure Value	25d10x10 g.p.
Magical Treasure	n/a
X.P. Value	400 + 6/h.p.
Evasion	+4

General: Giant silver sea urchins are the rarest sort of urchin.

Combat: Giant silver sea urchins fire 5 spines per round, with a +5 bonus "to hit". Any creature hit must make a saving throw vs. poison or be put into a coma for 1d3 days.

Appearance: Giant silver sea urchins are spherical in shape, approximately 3' in diameter, and covered with sharp spines. They are dark silver in color with black-tipped spines.

Giant Yellow Sea Urchin

Number	1d3
Morale	+4
Hit Dice	4d10
Armor Class	1
Move	120'/min., 180'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	4
Damage	1d6/1d6/1d6/1d6
Defenses	Camouflage in water
Attacks	Paralysis poison
Weaknesses	None
Size	S (3' diameter)
Intelligence	3
Alignment	Neutral
Treasure Type	Gem
Treasure Value	16d10x10 g.p.
Magical Treasure	n/a
X.P. Value	205 + 5/h.p.
Evasion	+2

General: Giant yellow sea urchins are the second rarest sort of urchin. They are very difficult to spot in water; there is only a 5% chance of doing so.

Combat: Giant yellow sea urchins fire 4 spines per round, with a +4 bonus "to hit". Any creature hit must make a saving throw vs. poison or be paralyzed for 1d4x10 minutes.

Appearance: Giant yellow sea urchins are spherical in shape, approximately 3' in diameter, and covered with sharp spines. They are dark yellow in color with light green tips on the spines.

Sea Worm

See worm, sea (p. 291).

Selkie

Number	1 (1d12+18 in community)
Morale	+1
Hit Dice	3d10
Armor Class	5
Move	120'/min., 360'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6 or per weapon
Defenses	None
Attacks	None
Weaknesses	None
Size	M
Intelligence	9-16
Alignment	Neutral good
Treasure Type	V
Treasure Value	6d6x1,000
Magical Treasure	1d3 items (30%)
X.P. Value	75 + 4/h.p.
Evasion	+3



General: Selkies are good-natured creatures that can change into human form for up to 3 days. They are mostly found in cold waters, and make their homes in underwater grottoes and caverns; these will be partially air-filled, however, as young selkies cannot breathe water until their first birthday, on average. They will sometimes show up unexpectedly on the doorstep of some human fishing village or other port, wanting to trade some of their treasures from the deep for items unavailable in their normal habitat, such as wine (of which they are inordinately fond). Every selkie community will be led by an elder with the following magical powers:

- *Augury* once per day
- *Control weather* once per week
- *Cure disease* once per day
- *Cure light wounds* once per day
- *Weather summoning* once per week

The weekly powers are only used in extremis, as they are very taxing for the elder.

Combat: Selkies attack with their bite if in their natural form, or by weapon in human form (although they do not ordinarily carry weapons with them while swimming underwater, for doing such slows them down).

Appearance: In their natural form, selkies look like half-human half-seals, with webbed hands instead of flippers and legs instead of a tail. In human form, they are generally attractive and bright-eyed. They speak their own language and the common tongue.

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
Weaknesses	None
Size	M to L
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	See below
Evasion	+4



General: Sharks inhabit salt water seas in almost every clime 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. 304).

Shellycoat

Shellycoats are greenhags that dwell in or under water; they are otherwise indistinguishable from their land-dwelling cousins. See p. 114 for details.

Siren

Number	1 (70%), 2d4 (30%)
Morale	+4
Hit Dice	4d8 - 7d8
Armor Class	3
Move	120'/min., 240'/min. (swimming)
Magic Resistance	D
No. of Attacks	1
Damage	Per weapon type
Defenses	Immune to gas, bonuses to saving throws
Attacks	Magic use, drain intelligence
Weaknesses	None
Size	M
Intelligence	14-18
Alignment	Any
Treasure Type	XVII
Treasure Value	1d10+3x10 (individual)
Magical Treasure	2 items (60%, if in group) plus weapons; see below
X.P. Value	See below
Evasion	+5

General: Sirens are beautiful creatures that dwell in either salt or fresh water. Most (70%) of all encounters with sirens will be with individuals, but 30% will be with groups; in either case, they shun the company of humans and their ilk and will be found only in isolated areas. If encountered singly, the siren will have either 6d8 or 7d8 hit dice (50% chance of either). If encountered in a group, roll randomly for each siren if the hit dice are not already known:

Die Roll (d4)	Hit Dice	X.P. Value
1	4d8	150 + 4/h.p.
2	5d8	205 + 5/h.p.
3	6d8	350 + 6/h.p.
4	7d8	625 + 8/h.p.

Each group of sirens has an equal chance of being either good, neutral, or evil. Any given group could have lawful, neutral, or chaotic members, however. Determine alignment randomly for each siren encountered.

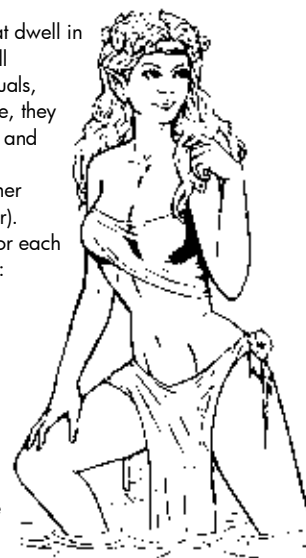
Sirenes can operate in or out of water equally well. They have both infravision and ultravision with 120' range. They have the equivalent of an 18 DEX score.

Combat: Sirens attack with weapons, if needed, but they much prefer to use their magical powers. The weapons carried by any given siren should be determined randomly:

Die Roll (d%)	Armed with...
01-70	Short sword and dagger
71-82	Short sword, dagger, and 3 javelins
83-00	Short sword, dagger, and sling

Sirens also have the following magical powers:

- *Charm person* (by song), 30' range, once per day
- *Fog cloud* once per day
- *Improved invisibility* once per day
- *Polymorph self* once per day
- *Suggestion* (by the same song), 120' range, once per day



The song of the siren can be used to *charm* some creatures within the appropriate range and cast *suggestion* upon others, both at the same time; the siren's song can only be sung once per day in any event. In addition, the touch of a siren will reduce any intelligent creature's intelligence to 2: babbling idiocy, inability to cast spells or fight, etc. A *dispel magic* spell will undo the effect, as can the siren herself (by touch), if she can be persuaded or compelled to do so.

Sirens are immune to gasses of all sorts, and make all saving throws as if they were 11th level mages, with an additional +2 bonus to saving throws vs. poison. Sirines are considered persons for purposes of spells such as *charm person* and *hold person*.

Appearance: Sirens look like beautiful elven females. They speak the common tongue.

Skate

See pungi skate (p. 278).

Snail, Giant

Giant snails can be found underwater in both fresh and salt waters. Other than being able to swim as well as crawl, they are exactly like their land-dwelling cousins. (See p. 214 for details.)

Snake, Sea

	Regular	Giant
Number	1d6	1d8
Morale	+3	+12
Hit Dice	2d10	9d12
Armor Class	6	5
Move	150'/min. (swimming)	120'/min. (swimming)
Magic Resistance	Standard	Standard
No. of Attacks	1	2
Damage	1	1d6/3d6
Defenses	None	None
Attacks	Poison	Poison
Weaknesses	None	None
Size	S (5' long)	L (100')
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.	1,000 + 12/h.p.
Evasion	+9	+0

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 hit points per round until it is destroyed.

Appearance: Sea snakes look like any other sort of snake, but have paddle-like tails that are flattened vertically. They are generally very brightly colored.

See also, snake (p. 214).

Spider, Giant Water

	Freshwater	Saltwater
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
Weaknesses	None	None
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.
Evasion	+1	+1

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: spider, monstrous (p. 220).

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
Weaknesses	None
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.
Evasion	+2

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, if grasped by 8 or more tentacles, treated as if they were rammed (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.

Storm Giant

See giant, storm (p. 264).

Strangle Weed

Number	1
Morale	n/a
Hit Dice	4d8
Armor Class	6
Move	n/a
Magic Resistance	Standard
No. of Attacks	3d4 (1 per frond)
Damage	See below
Defenses	None
Attacks	Strangling
Weaknesses	None
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.
Evasion	n/a

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 Weed's 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.

Swan

Number	1 (25%) or 2d8 (75%)
Morale	+3
Hit Dice	1d10
Armor Class	7
Move	30'/min., 180'/min. (flying - poor)
Magic Resistance	Standard
No. of Attacks	3
Damage	1/1/1d2
Defenses	+3 to surprise rolls
Attacks	Disorientation
Weaknesses	None
Size	M (8' wingspan)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	0



General: Swans are large aquatic birds that are found in marshes, wetlands, slow rivers, freshwater lakes, and the like. If more than one is encountered, the group will consist of a mated pair, plus 1d2 non-combatant cygnets. If their territory or nest is disturbed, they will aggressively defend it.

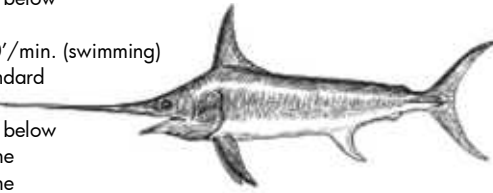
Combat: A swan attacks by buffeting enemies with its wings and striking with its beak. If both wing attacks are successful, there is a 50% chance that the victim will be disoriented and unable to attack for the remainder of the round.

Appearance: Swans are large white waterfowl with long necks. Exceedingly rare black specimens have been reported.

See also: swan maiden (p. 226).

Swordfish

Number	1d8
Morale	+6 (but see below)
Hit Dice	See below
Armor Class	6
Move	240'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	See below
Defenses	None
Attacks	None
Weaknesses	None
Size	M to L (see below)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	See below



General: Swordfish are large fish normally found in warm ocean waters. They are sometimes trained by aquatic elves and others for use as guards. As a rule, they are inoffensive and even skittish creatures, more often fleeing from predators. However, if attacked or specially trained, swordfish can be deadly animals. The exact size of the swordfish should be determined randomly if it is not already known:

Die Roll (d6)	Hit Dice	Damage	Size	X.P. Value
1-2	1d10	2d6	M (6' long)	20 + 2/h.p.
3-4	2d10	3d4	L (7' long)	35 + 3/h.p.
5-6	3d10	4d4	L (8'+ long)	60 + 4/h.p.

Combat: Swordfish attack with their long sword-like nose, which is used to impale enemies.

Appearance: Swordfish are large fish with prominent sails on their backs. Their most well-known feature is the large bone spear on the tip of their nose.

Throat Leech

Number	1d6
Morale	n/a
Hit Dice	1d4 (1 h.p.)
Armor Class	10
Move	10'/min. (crawling and swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d3
Defenses	None
Attacks	Choke
Weaknesses	None
Size	S (1" long)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	6

General: Throat leeches are found in fresh water. Unless water is carefully filtered and strained, there is a 10% chance that anyone drinking from a water source in which throat leeches live will swallow one by accident.

Attack: Once swallowed, the throat leech will, as the name implies, attach itself to the back of the throat of the one who ingested it, sucking 1d3 h.p. worth of blood each round for 10 rounds. For each round it is in the throat of the victim, there is a 50% chance the victim will choke as it begins to swell, doing an additional 1d4 h.p. of damage. If the victim chokes 3 successive rounds, he will die.

A heated metal implement may be used to burst the engorged leech, killing it and saving the victim. However, there is only a 5% chance of success per point of dexterity of the person attempting to impale the leech. A miss means the victim will take 1d4 points of additional damage as the heated metal finds his own flesh rather than the engorged leech.

Appearance: Throat leeches are approximately 1" long and look like nothing more than twigs. Once engorged, they can swell to many times their original diameter and twice their length.

Triton

	Warrior	Sergeant
Number	10d6	1 per 10 warriors
Morale	+2	+3
Hit Dice	3d8	5d8
Armor Class	4	4
Move	150'/min. (swimming)	150'/min. (swimming)
Magic Resistance	R	R
No. of Attacks	1	1
Damage	Per weapon type	Per weapon type
Defenses	None	None
Attacks	None	None
Weaknesses	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%)	205 + 5/h.p.
X.P. Value	105 + 3/h.p.	205 + 5/h.p.
Evasion	+1	+1

	Lieutenant	Captain
Number	1 per 20 warriors	1
Morale	+4	+5
Hit Dice	7d8	9d8
Armor Class	4	4
Move	150'/min. (swimming)	150'/min. (swimming)
Magic Resistance	R	R
No. of Attacks	1	1
Damage	Per weapon type	Per weapon type
Defenses	None	Conch horn
Attacks	None	Conch horn
Weaknesses	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%)	1,300 + 12/h.p.
X.P. Value	525 + 8/h.p.	1,300 + 12/h.p.
Evasion	+1	+1



- Calm rough waters
- 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
- *Summon* 5d4 hippocampi
- *Summon* 5d6 giant sea horses
- *Summon* 1d10 sea lions (see p. 281)

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. They speak their own language, as well as that of sea elves and locathah.

Turtle, Giant Sea

Number	1d3
Morale	-2
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
Weaknesses	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.
Evasion	+1

General: Tritons originally hailed from the elemental plane of water, but are now 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 those races 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. 264 and 281, 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 weapons 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:

General: Giant sea turtles are gentle giants that live in shallow seas that will only attack if attacked. Tales tell of a sub-species that is so large that its back can be mistaken for an island as it floats in the sea.

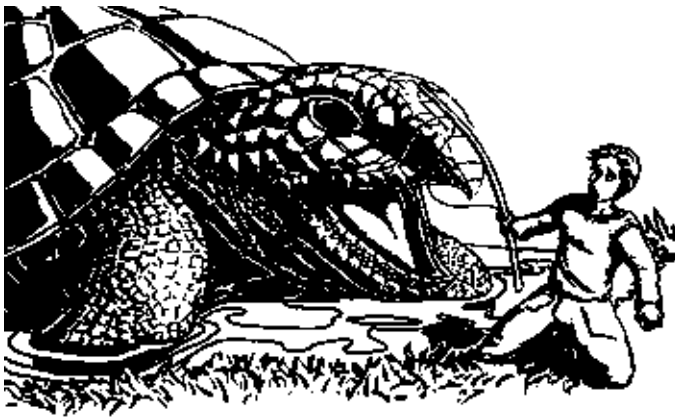
Combat: Giant sea turtles attack with their bite. However, it is possible that they will surface beneath a boat or ship, inadvertently capsizing it. A fishing boat would have a 90% chance of being so overturned, while a typical small merchantman would have but a 10% chance. Giant sea turtles can draw 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	Enemies get -3 to surprise rolls
Weaknesses	None
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.
Evasion	±0



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.



Vampire Ray

	Regular	True Vampire
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	Spellcasting	Level drain
Weaknesses	None	None
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.
Evasion	±0	±0

	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	Spellcasting	Spellcasting
Weaknesses	None	None
Size	M	M
Intelligence	13	14
Alignment	Chaotic evil	Chaotic evil
Treasure Type		VI
Treasure Value		6d6+1x1,000
Magical Treasure		1d4+1 items, see below for type (70%)
X.P. Value	50 + 3/h.p.	85 + 4/h.p.
Evasion	±0	±0

General: Vampire rays are an evil race that inhabits shallow tropical waters. Despite their name, only a relatively few are truly vampires. Their lairs are usually very well-hidden cave complexes inside coral reefs. Larger groups or communities will have the following extraordinary individuals:

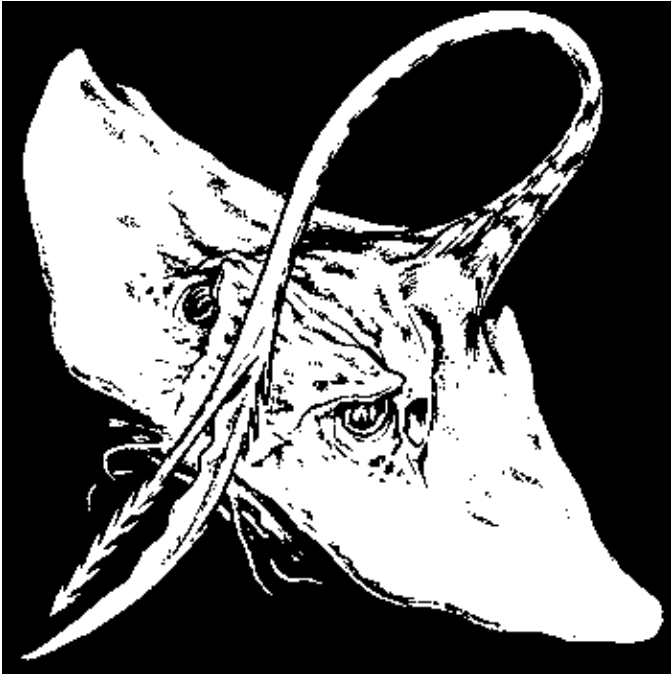
Number Encountered	Additional Leaders
Every 10 individuals	2nd level cleric
Every 20 individuals	3rd level cleric
Every 20 individuals	50% chance of true vampire
Every 50 individuals	5th level cleric
50 or more	Leader, 2 guards

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 magic boots, etc.).

Combat: Vampire rays attack with their barbed tails. Leaders are also the equivalent of an 8th level cleric, while guards are always 6th level clerics. Note that diaboloida clerics never need material components or gestures to enact their spells.

True vampires 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: Vampire rays look like large stingrays with wickedly barbed tails, but their eyes are full of fiendish intelligence. They speak their own language.

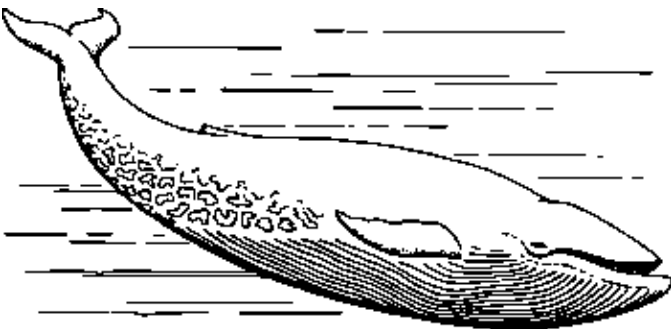


Water Naga

See naga, water (p. 274).

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. All whales can communicate across immense distances underwater in a slow and graceful language that is mutually intelligible across all whale species.



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
Weaknesses	None
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.
Evasion	+4

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 instead.

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
Weaknesses	None
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.
Evasion	+2

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.

Narwhal

Number	1d6
Morale	+7
Hit Dice	6d10
Armor Class	6
Move	210'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	2d12 (male), 1d6 (female)
Defenses	None
Attacks	None
Weaknesses	None
Size	L (20' long plus tusk)
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	225 + 8/h.p.
Evasion	+3

General: Narwhals are found in the coldest regions of the ocean, at home under pack ice for long periods of time. They are carnivores, but not generally hostile towards humans.

Combat: Male narwhals attack with their great single tusk, which can reach lengths of up to 10'. Females attack by ramming targets with their head.

Appearance: Narwhals are much like other whales, with the notable exception of the males, who sport a single enormous tusk which juts from the head.

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, swallow
Weaknesses	None
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.
Evasion	+4

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.

Appearance: Sperm whales are enormous sea-creatures with blunt heads and horizontal flukes. They are blue-gray in color.

Worm, Sea

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
Weaknesses	None
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.
Evasion	-1

General: Sea 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: Sea 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: Sea 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: worm, purple (p. 247).

Prehistoric Monster Descriptions

Although dinosaurs and many other creatures 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 did not exist at the same time as one another. Of course, given the nature of time in a magical world such as that posited in the game, 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 creature 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
Paleogene	65 million BCE	- 23 million BCE
Neogene	23 million BCE	- 2.5 million BCE
Pleistocene	2.5 million BCE	- 12,000 BCE
Holocene	12,000 BCE	- Present

All dinosaurs (and creatures that are like 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.

Dinosaurs with Feathers?

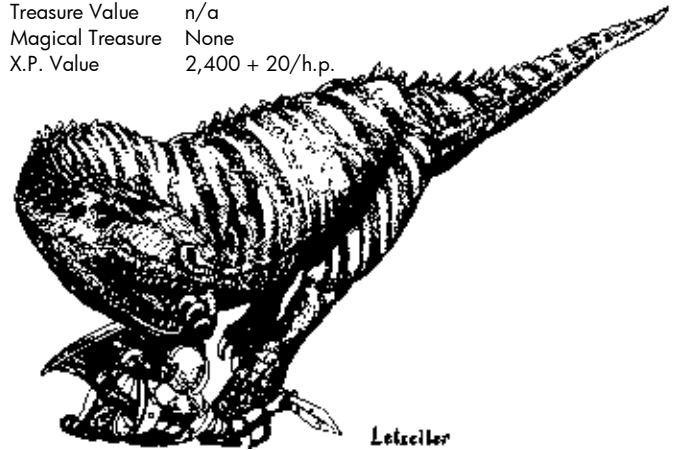
In recent years, archaeologists and paleontologists have concluded that many species of dinosaurs sported feathers. While it would certainly be more historically accurate for a game master to declare some or all of his dinosaurs to bear feathers, such would run counter to the image of the dinosaur in the public imagination, from books and films.

The game is thus agnostic on the question of whether or not dinosaurs found within it should be feathered or not. The question is left for each game master to decide, and hinges on whether historical accuracy, or indulging the imaginative expectations of the players, is considered to be of greater importance.

Of course, it is also possible to play on those expectations and present players with enormous giant flightless birds with claws and teeth, figuring that if the characters don't know what a dinosaur is, you might not feel obligated to clue in the players as to what, exactly, it is that they're facing...

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
Weaknesses	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 foreclaws 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.

Amebelodon

Number	1d10
Morale	+7
Hit Dice	10d12
Armor Class	6
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	5
Damage	2d10/2d10/2d4/2d6/2d6
Defenses	None
Attacks	None
Weaknesses	None
Size	L (9' tall)
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	1,800 + 18/h.p.

General: Amebelodons are elephant-like creatures that were found in most climates from the Miocene through the Pleistocene eras. They are leaf-eaters and can dig up roots with their large lower tusks.

Combat: Amebelodons 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: Amebelodons look like elephants with broad, spade-like tusks protruding from their lower jaw.

See also: elephant (p. 73), mammoth (p. 303), mastodon (p. 304), and oliphant (p. 171).

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
Weaknesses	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 an herbivorous dinosaur of the Cretaceous period. It will flee from any sign of danger.

Combat: Anatosaurus attacks with its long tail.

Appearance: Anatosaurus is a bipedal duck-billed dinosaur.

Anchisaurus

Number	2d10
Morale	-2
Hit Dice	2d8
Armor Class	7
Move	120'/min., 30'/min. (climbing trees)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4
Defenses	Climbing
Attacks	None
Weaknesses	None
Size	M (7' long)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	20 + 2/h.p.

General: Anchisaurus is an herbivorous dinosaur of the early Jurassic period.

Combat: Anchisaurus attacks with its bite. It is not normally aggressive, however. It will climb trees to escape predators, if available.

Appearance: Anchisaurus is a bipedal dinosaur with a relatively small head and long tail.

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
Weaknesses	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.

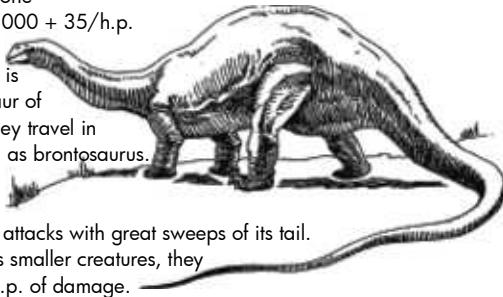
Apatosaurus

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
Weaknesses	None
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: Apatosaurus is an herbivorous dinosaur of the Jurassic period. They travel in herds. It is also known as brontosaurus.

Combat: Apatosaurus attacks with great sweeps of its tail. However, if it tramples smaller creatures, they will each take 4d10 h.p. of damage.

Appearance: Apatosaurus is an immense quadruped with a long neck and tail, thick legs, and relatively small head.



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
Weaknesses	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
Weaknesses	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 found during the Pleistocene era. 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.

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
Weaknesses	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 found in the late Paleogene period. If two are encountered, they will be a mated pair. A third will be a young non-combatant young. 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 hornless rhinoceros with very long legs.

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
Weaknesses	None
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 era.

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 for 2d8 h.p. of damage. 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. 15).

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
Weaknesses	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.

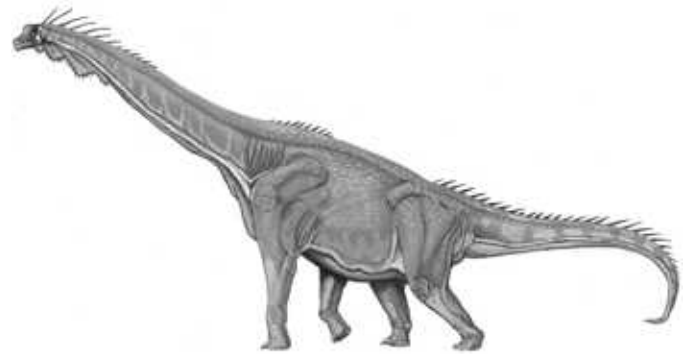
Combat: Giant boars attack with their large slashing tusks. Adults are able to fight 1d4 rounds past the point of reaching negative hit points. As soon as they reach -11 hit points, however, they will collapse.

Appearance: Giant boars look like enormous versions of their ordinary cousins.

See also: boar (p. 21).

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
Weaknesses	None
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 an 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.

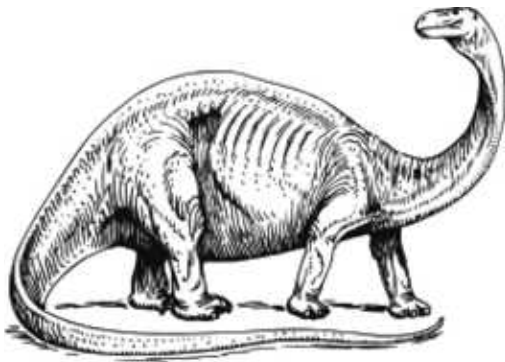
Appearance: Brachiosaurus is an immense quadruped with a long neck and tail, thick legs, and relatively small head.

Brontosaurus

See Apatosaurus (p. 294).

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
Weaknesses	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: 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.

Camel, High Arctic

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

General: High arctic camels are found in cold forests in the Pleistocene period. If trained from birth, high arctic camels can be used as beasts of burden, and can carry loads as indicated below:

Burden	Speed
0-400 lbs.	210'/min.
401-500 lbs.	150'/min.
501-600 lbs.	90'/min.

They can also go for up to two weeks without food or water, utilizing the stores of fat in their hump. They can endure cold conditions well.

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

Appearance: High arctic camels are large quadrupeds with a single large hump. They have shaggy white-brown coats.

See also: camel (p. 29).

Camptosaurus

Number	2d8
Morale	+3
Hit Dice	1d8 - 3d8
Armor Class	7
Move	90'/min., 180'/min. (stampede)
Magic Resistance	Standard
No. of Attacks	0
Damage	n/a
Defenses	None
Attacks	None
Weaknesses	None
Size	M - L
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	5 + 1/h.p.

General: Camptosaurus is an herbivorous dinosaur of the Jurassic period known for its stupidity. They travel in herds, and it is possible to be caught in a stampede of these creatures. Roll to determine the size of each member of the herd unless already known:

Die Roll (d6)	Hit Dice	Size
1-2	1d8	M (8' long)
3-4	2d8	L (12' long)
5-6	3d8	L (18' long)

Combat: Camptosaurus does not attack conventionally. However, if one of the members of the herd is slain, the rest will stampede in a random direction. Anyone caught in the stampede must make a saving throw vs. death or be trampled to death.

Appearance: Camptosaurus is a bipedal dinosaur with a thick body, relatively small tail, and slight fringe running down the neck.

Cave Bear

See bear, cave (p. 295).

Cave Lion

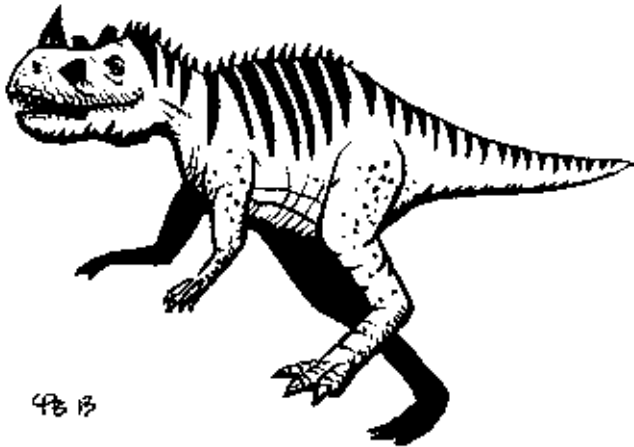
See lion, cave (p. 303).

Caveman

See human, caveman (p. 301).

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
Weaknesses	None
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 foreclaws and large tooth-filled bite.

Appearance: Ceratosaurus is bipedal, with a long tail and short fore arms. It is noted for the blade-like horn 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
Weaknesses	None
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.

Coelophysis

Number	3d4
Morale	See below
Hit Dice	2d10
Armor Class	4
Move	210'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1/1/1d4+1
Defenses	None
Attacks	None
Weaknesses	None
Size	S (3' long)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	35 + 3/h.p.

General: Coelophysis is a pack-hunting carnivorous dinosaur of the Triassic period. It will flee from larger predators but will tenaciously pursue prey, worrying larger animals to death over long courses of time.

Appearance: Coelophysis attacks with its two rear claws and its bite.

Appearance: Coelophysis is a tiny bipedal dinosaur with a long neck and tail.

Compsognathus

Number	1d12
Morale	-3
Hit Dice	1d6
Armor Class	5
Move	100'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d3
Defenses	None
Attacks	Enemies get -1 to surprise rolls
Weaknesses	None
Size	S (1 1/2')
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	5 + 1/h.p.

General: Compsognathus is a carnivorous dinosaur of the Jurassic period. They hunt in packs and are nocturnal.

Combat: Compsognathus attacks with its bite. Due to its size, it is more likely to surprise prey, even when hunting in packs.

Appearance: Compsognathus is a small bipedal dinosaur with a long neck and tail.

Deinonychus

Number	1d6
Morale	+5
Hit Dice	4d10
Armor Class	4
Move	210'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d2/1d2/2d4
Defenses	None
Attacks	Jump and rake
Weaknesses	None
Size	L (12' long)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	130 + 5/h.p.



General: Deinonychus is a carnivorous dinosaur of the Cretaceous period.

Combat: Deinonychus attacks with its foreclaws and bite. If it is able to jump at an opponent (with 10' distance and a running start) it will attack with its rear raking spurs, getting a +2 bonus "to hit" and doing 2d6 h.p. of damage if it hits. Once the jump/rake attack has been made, however, it would need to disengage from melee in order to do it again.

Appearance: Deinonychus is a bipedal dinosaur with relatively long arms and tail, a large head, and large spurs on its rear feet for ripping into the vitals of its prey.

Dilophosaurus

Number	1d3
Morale	+7
Hit Dice	8d10
Armor Class	5
Move	180'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	2d6/2d6/1d6
Defenses	None
Attacks	None
Weaknesses	None
Size	L (20' long)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	600 + 12/h.p.

General: Dilophosaurus is a carnivorous dinosaur of the Jurassic period.

Combat: Dilophosaurus attacks with its rear claws and bite.

Appearance: Dilophosaurus is bipedal with a crest on its skull between the eyes. It has a long tail and relatively long arms.

Dimetrodon

Number	1d2
Morale	+5
Hit Dice	4d10
Armor Class	4
Move	120'/min., 60'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d10+5
Defenses	None
Attacks	None
Weaknesses	None
Size	L (9' long)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	90 + 5/h.p.

General: Dimetrodon is often mistaken for a dinosaur, but is actually related to both reptiles and mammals. Whatever its ancestry, is a voracious predator of the Permian period.

Combat: Dimetrodon attacks with its powerful bite.

Appearance: Dimetrodon is a quadruped, with its most notable feature being the sail-like fin along its back.

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
Weaknesses	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.
Evasion	+7

General: Dinichthys is a prehistoric saltwater fish found in the Devonian period.

Combat: Dinichthys attacks with its bite. On a natural roll of 20 "to hit" it swallows its prey whole. If that happens, death will occur automatically in 1d3 rounds unless the dinichthys is slain and cut open to release the prey. Once swallowed, no weapons may be used, nor spells cast that require gestures.

Appearance: Dinichthys is an enormous fish with bony armored plates covering its head.

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
Weaknesses	None
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.

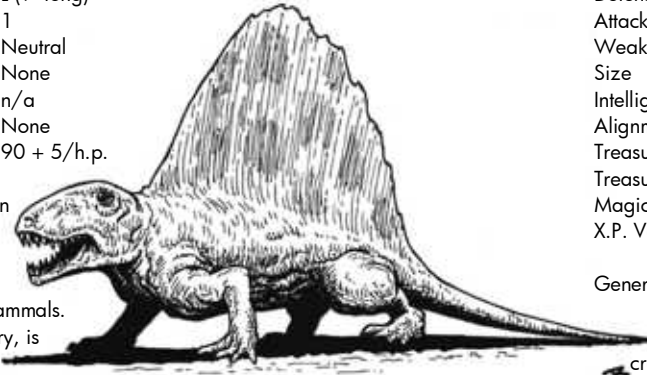
General: Diplodocus is an herbivorous dinosaur of the Jurassic period.

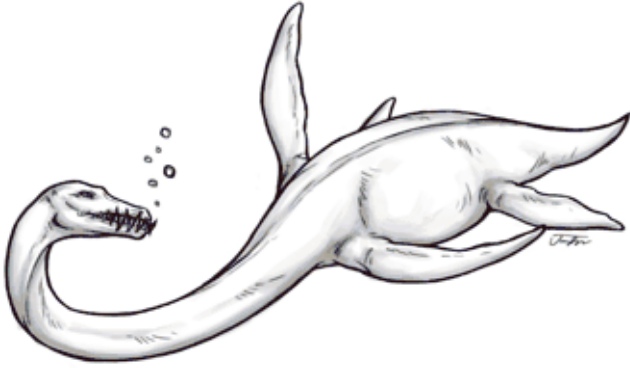
Combat: Diplodocus attacks with its great tail. If it tramples smaller creatures, it will do 3d10 h.p. of damage to each.

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
Weaknesses	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.
Evasion	±0





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.

Euparkeria

Number	2d4
Morale	+1
Hit Dice	1d10
Armor Class	5
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4+1
Defenses	None
Attacks	None
Weaknesses	None
Size	S (2' long)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	20 + 2/h.p.

General: Euparkeria is a small carnivorous reptile of the Triassic period. It is semi-upright, usually moving on all four limbs but using only its two hind legs when running.

Combat: Euparkeria attacks with its bite.

Appearance: Euparkeria is a quadruped, about the size of a dog, but can run on its hind legs.

Giant Boar

See boar, giant (p. 295).

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
Weaknesses	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 forearms, and a long tail.

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
Weaknesses	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. 132).

High Arctic Camel

See camel, high arctic (p. 296).

Human, Caveman

	Neanderthal	Cro Magnon
Number	1d10x10	1d10x10
Morale	±0 (see below)	±0 (see below)
Hit Dice	2d10	2d8
Armor Class	7	7
Move	120'/min.	120'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	Per weapon type, +1 due to strength	Per weapon type
Defenses	None	None
Attacks	None	None
Weaknesses	None	None
Size	M	M
Intelligence	6	8
Alignment	Neutral	Neutral
Treasure Type	Special	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	None
X.P. Value	28 + 3/h.p.	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 shaman
- 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	Stone 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. Neanderthals and Cro-Magnons each speak their own language.

See also: human (p. 125).

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
Weaknesses	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.

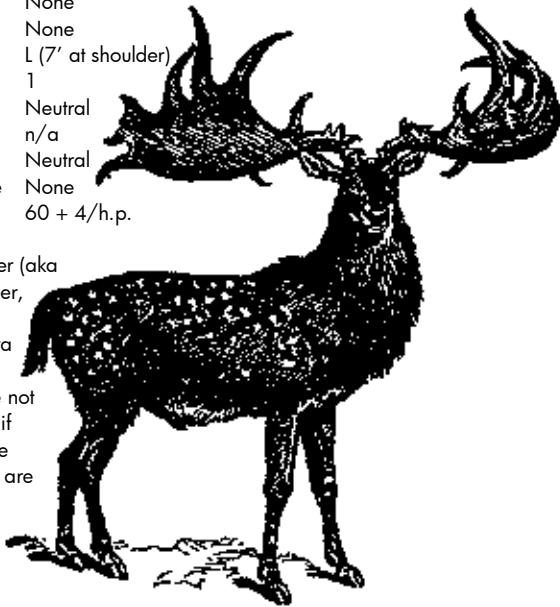
Combat: Iguanadon attacks with its thumb-spikes and tail.

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.

Irish Deer

Number	1d8
Morale	+6
Hit Dice	4d8
Armor Class	7
Move	180'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	2d6/2d6
Defenses	None
Attacks	None
Weaknesses	None
Size	L (7' at shoulder)
Intelligence	1
Alignment	Neutral
Treasure Type	n/a
Treasure Value	Neutral
Magical Treasure	None
X.P. Value	60 + 4/h.p.

General: Irish deer (aka irish elk, giant deer, etc.) are found in the Pleistocene era in temperate regions. They are not aggressive, save if attacked, or in the spring when they are rutting.



Combat: Irish deer attack with their enormous antlers. They can attack up to two targets, as long as both are within 10' of one another.

Appearance: Irish deer look like large elks with enormous horns that spread more than 10' from tip to tip.

Kentrosaurus

Number	1d6
Morale	+10
Hit Dice	11d10
Armor Class	2 (bone plates), 6 (underside)
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	4d4
Defenses	Spike attack
Attacks	None
Weaknesses	None
Size	L (16' long)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	2,750 + 18/h.p.

General: Kentrosaurus is a herbivorous dinosaur of the Jurassic period.

Combat: Kentrosaurus attacks with its massive, spike-covered tail. Any attacks against the creature are 80% likely to be made against its bone plates, as it is expert at turning and adjusting its posture to present them to enemies. In addition, any creature attacking the rear of the creature has a 25% chance of being attacked by the spikes along that quarter; a successful hit will inflict 1d8 h.p. of damage.

Appearance: Kentrosaurus is a quadruped with a series of large bony plates along its spine that give way to large spikes about halfway down its back. It has a small head, large body, and relatively long tail.

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
Weaknesses	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.

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 to surprise rolls
Attacks	Rake with rear claws for 1d8/1d8
Weaknesses	None
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 foreclaws and bite. If both foreclaws hit, they can also attack with their rear claws.

Appearance: Cave lions are large cats with tawny spotted coats.

See also: lion (p. 147).

Mamenchisaurus

Number	1d6
Morale	+20
Hit Dice	18d12
Armor Class	7
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d8
Defenses	None
Attacks	None
Weaknesses	None
Size	L (80' long)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	5,000 + 35/h.p.

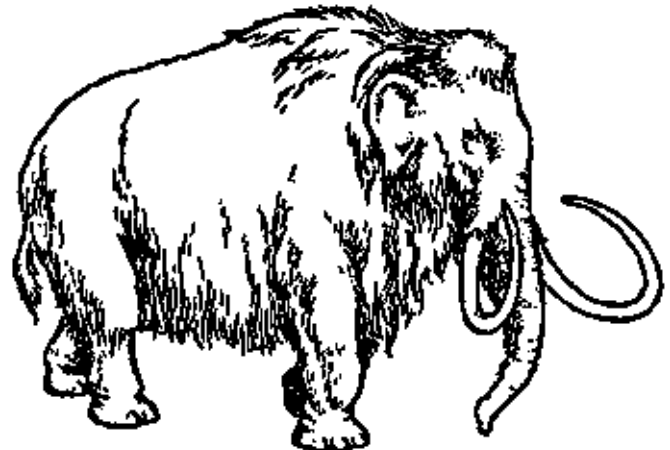
General: Mamenchisaurus is an herbivorous dinosaur of the Jurassic period.

Combat: Mamenchisaurus attacks by rearing up and attacking with its forelegs. However, if it should accidentally trample a man-sized creature, that creature will take 3d8 h.p. of damage.

Appearance: Mamenchisaurus is a quadruped with a large body, thin tail, and enormously long (30') neck.

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
Weaknesses	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 found 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 long shaggy fur. Their tusks are larger than those of the elephant, and they have large ridges on the tops of their skulls.

See also: aemelodon (p. 292), elephant (p. 73), mastodon (p. 304), and oliphant (p. 171)

Massospondylus

Number	4d4
Morale	-3
Hit Dice	7d8
Armor Class	5
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	3d4
Defenses	None
Attacks	None
Weaknesses	None
Size	L (18' long)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	225 + 8/h.p.

General: Massospondylus is an omnivorous dinosaur of the Jurassic period. It is not aggressive, however, and will generally retreat after biting an attacker once.

Combat: Massospondylus attacks with its bite.

Appearance: Massospondylus is a bipedal dinosaur with a long tail and neck.

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
Defenses	None
Attacks	None
Weaknesses	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: 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.

See also: amebelodon (p. 292), elephant (p. 73), mammoth (p. 303), and oliphant (p. 171)

Megalodon (Giant Shark)

Number	1d3
Morale	+20
Hit Dice	10d12-15d12
Armor Class	5
Move	180'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	See below
Defenses	None
Attacks	Swallow whole
Weaknesses	None
Size	L
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	See below
Evasion	+6

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 megaladon 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. If the creature is killed from the outside, it will take but one round to cut through into the stomach with a sharp weapon to free someone trapped within.

Appearance: Megalodons look like giant versions of normal sharks.

See also: shark (p. 284).

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
Weaknesses	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.

Megatherium

Number	2d4
Morale	+2
Hit Dice	6d10
Armor Class	5
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	2d6/2d6
Defenses	None
Attacks	None
Weaknesses	None
Size	L (20' long)
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	225 + 8/h.p.



General: The megatherium, or giant sloth, is a large land mammal found from the Pleiocene through the Pleistocene periods. Although it is primarily an herbivore, it will sometimes take over kills from large predators to supplement its diet. It is aggressive only when threatened or very hungry.

Combat: Megatheriums attack with their heavy foreclaws.

Appearance: Megatheriums are large furred mammals with large claws and thick tails. Although they primarily stand on four legs, they can stand upright to feed on tall tree branches and will use their tails as a counter-balance. They are thick and well-muscled.

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
Weaknesses	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 has not only 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
Weaknesses	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.

Nothosaurus

Number	1
Morale	+5
Hit Dice	6d8
Armor Class	6
Move	30'/min., 180'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d6
Defenses	None
Attacks	None
Weaknesses	None
Size	L (13' long)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	150 + 6/h.p.

General: Nothosaurus is a semi-aquatic reptile from the Triassic period.

Combat: Nothosaurus attacks with its bite.

Appearance: Nothosaurus is a quadruped with flippers instead of legs. It has a long tail and a flat head with needle-like teeth.

Ornitholestes

Number	2d6
Morale	+2
Hit Dice	2d8
Armor Class	4
Move	240'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d4
Defenses	None
Attacks	None
Weaknesses	None
Size	M (7' long)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	20 + 2/h.p.

General: Ornitholestes is a carnivorous dinosaur of the Jurassic period. They are pack hunters and will attack larger creatures if they can reasonably take them down.

Combat: Ornitholestes attacks with its bite.

Appearance: Ornitholestes is a bipedal dinosaur with a long tail and short neck.

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
Weaknesses	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 an 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.

Phororhacos

Number	2d6
Morale	+8
Hit Dice	7d10
Armor Class	6
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d4/1d4/2d6
Defenses	None
Attacks	Jump
Weaknesses	None
Size	L (8' tall)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	

General: Phororhacos is a flightless bird of the early Neogene period. It is an aggressive carnivore.

Combat: Phororhacos attacks with its two legs and beak. When initially attacking, it will leap towards its prey (up to 10') and the legs, if they hit, will do double damage.

Appearance: Phororhacos is a large flightless bird with a large beak (which sports a down-pointing spike on the tip, for puncturing the skulls of prey) and vestigial wings.

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
Weaknesses	None
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
Weaknesses	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.
Evasion	+3



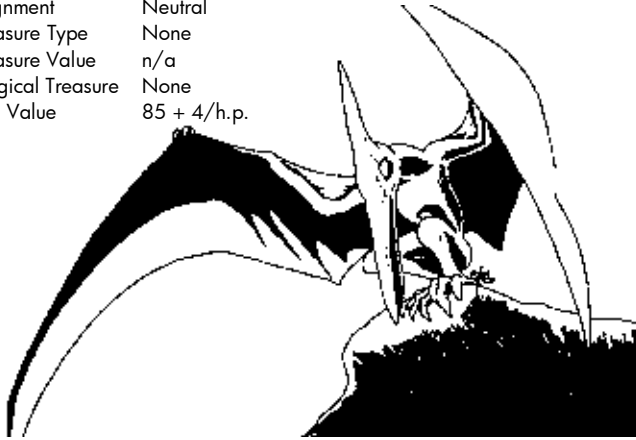
General: Plesiosaurus is a marine dinosaur, and a carnivore from the Jurassic period.

Combat: Plesiosaurus attacks with its 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
Weaknesses	None
Size	L (20' wingspan)
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	85 + 4/h.p.



General: Pteranodon (pronounced "ter-on-oh-don") is a flying carnivorous reptile from the Cretaceous period. It normally hunts in water, attacking fish and other creatures in shallow water, but it will attack other 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). It prefers to impale grounded creatures on its long beak, take them up into the air, and then drop them to their deaths.

Appearance: Pteranodon is very delicate with great wings with a thin membrane. It has a large crest on its skull which aids in stabilizing flight.

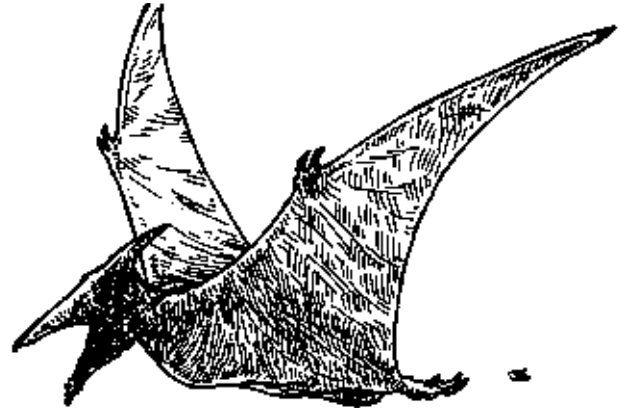
Pterodactyl

Number	4d6
Morale	-2
Hit Dice	1d8
Armor Class	6
Move	30'/min., 210'/min. (flying - average)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d3
Defenses	None
Attacks	None
Weaknesses	None
Size	S (4' wingspan)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	10 + 1/h.p.

General: Pterodactyl (pronounced "ter-oh-dack-till") is a flying reptile from the Jurassic period. They fly in flocks and can hunt over water as well as land.

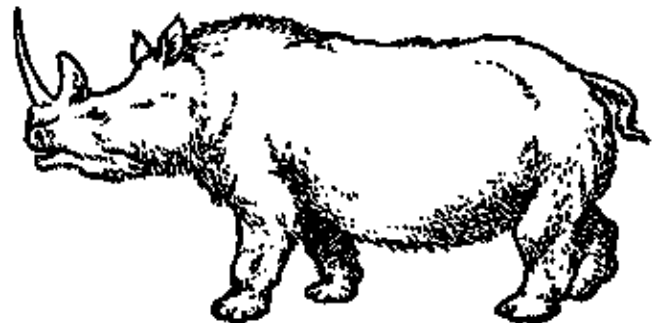
Combat: Pterodactyl attacks with its bite.

Appearance: Pterodactyl is a delicate animal with webbed wings and a small crest at the base of its skull.



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
Weaknesses	None
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. 194).

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
Weaknesses	None
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.

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
Weaknesses	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 bony 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.

Struthiomimus

Number	1d6
Morale	+7
Hit Dice	6d10
Armor Class	6
Move	180'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d2/1d2/2d4
Defenses	None
Attacks	None
Weaknesses	None
Size	L (14' long)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	225 + 8/h.p.

General: Struthiomimus is an omnivorous dinosaur from the Cretaceous period.

Combat: Struthiomimus attacks with its two front claws and bite.

Appearance: Struthiomimus is a bipedal dinosaur with large legs and a long neck. The forelimbs are relatively large as well.

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
Weaknesses	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.

Tanystropheus

Number	1
Morale	+5
Hit Dice	6d10
Armor Class	5
Move	60'/min., 180'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d8+4
Defenses	None
Attacks	Enemies get -3 to surprise rolls when in water
Weaknesses	None
Size	L (40' long)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	375 + 10/h.p.
Evasion	-1

General: Tanystropheus is a semi-aquatic dinosaur from the Triassic period that feeds mostly on fish.

Combat: Tanystropheus attacks with its bite. When it is lying in wait in the water, with only its head visible, land-based prey will get a -3 penalty to surprise rolls.

Appearance: Tanystropheus is a quadrupedal dinosaur with an incredibly long neck and tail. The neck is not overly flexible, however, and the body is flat (unlike other long-necked dinosaurs such as apatosaurus, for example).

Temnodontosaurus

Number	1
Morale	+10
Hit Dice	10d12
Armor Class	4
Move	240'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	2
Damage	5d4/2d6
Defenses	None
Attacks	None
Weaknesses	None
Size	L (40' long)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	1,800 + 18/h.p.
Evasion	+4

General: Temnodontosaurus is a carnivorous marine reptile (an "ichthyosaur") of the Jurassic period. It is an aggressive hunter.

Combat: Temnodontosaurus attacks with its massive bite and can also lash enemies with its tail. Naturally, creatures must be near the rear quarter of the creature to receive the tail attack.

Appearance: Temnodontosaurus looks like a large fish or dolphin, albeit one with a long mouth full of sharp teeth. It has enormous eyes (8" around) which allow it to see clearly at great depths.

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
Weaknesses	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.

Titanotheres

	Adult	Young
Number	1d12	0-4 (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
Weaknesses	None	None
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.

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
Weaknesses	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
Weaknesses	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. It is often called Tyrannosaurus Rex or simply T-Rex.

Combat: Tyrannosaurus attacks with its two claws and massive jaws.

Appearance: Tyrannosaurus is bipedal with a large head, small arms, and long tail.

Velociraptor

Number	3d6
Morale	+7
Hit Dice	3d8
Armor Class	5
Move	180'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d10/1d10/1d4
Defenses	None
Attacks	None
Weaknesses	None
Size	L (2' high, 5' long)
Intelligence	4
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	35 + 3/h.p.

General: Velociraptor is a carnivorous dinosaur of the Cretaceous period. They are sometimes called just "raptors". They are very effective pack hunters and can display problem-solving intelligence.

Combat: Velociraptor attacks with its two rear claws (which sport wickedly sharp saber claws) and bite.

Appearance: Velociraptor is bipedal and has a long tail. The head is medium-sized and filled with razor-sharp teeth.

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
Weaknesses	None
Size	M (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.

Woolly Rhinoceros

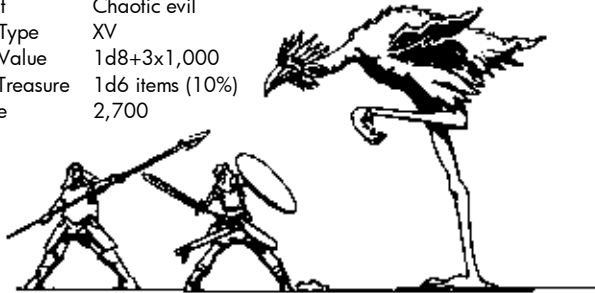
See rhinoceros, woolly (p. 308).

Extraplanar Monster

Descriptions

Achaierai

Number	1d8
Morale	Special - see below
Hit Dice	Special - see below
Armor Class	8 (body), -1 (legs)
Move	180'/min., 90'/min. (2 legs), 20'/min. (1 leg)
Magic Resistance	G
No. of Attacks	3
Damage	1d8/1d8/1d10
Defenses	Smoke
Attacks	None
Weaknesses	Holy water
Size	L (15')
Intelligence	9
Alignment	Chaotic evil
Treasure Type	XV
Treasure Value	1d8+3x1,000
Magical Treasure	1d6 items (10%)
X.P. Value	2,700



General: Achaierai are native to the plane of Acheron, although they are sometimes summoned to the material plane as guards or servants. They do not fly, instead relying on their incredibly long legs to stride about the landscape.

Combat: Achaierai attack with two of their claws and their beak; however they will not be able to reach man-sized creatures with their beak under most circumstances. Concomitantly, man-sized creatures cannot usually reach the more vulnerable body, being forced to attack the legs instead. Unlike most creatures, an achaierai has a set number of hit points; the body has 40 h.p. and each of the 4 legs has 15 h.p. When it attacks with its legs, it attacks as a 4d12 HD creature, while a beak attack is made as if it were a 12d12 HD creature.

Achaierai never check morale under normal circumstances. However, if one of the legs is severed, they will immediately attempt to flee. If two legs are severed, the creature will be reduced to half speed movement. Severed legs will re-grow in 2 days.

If the creature loses three legs, or suffers great damage to its body, it will spew forth a cloud of smoke in a 10' radius. Any non-achaierai within the cloud will automatically take 2d6 h.p. of damage and must make a saving throw vs. poison. Failure means the victim will be reduced to the mental capacity of a dull child (including losing all spellcasting ability) for three hours. The achaierai will attempt to flee during this time.

Appearance: An achaierai looks like a round bird on enormous stilt-like legs of metal. The body is dull red, with vestigial wings of metallic turquoise. The face is rimmed with a brightly-colored crest, the exact color of which varies from individual to individual.

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 harm
Attacks	Enemies get -2 to surprise rolls
Weaknesses	None
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.

Agathion

Number	1
Morale	+7
Hit Dice	7d8
Armor Class	0
Move	180'/min.
Magic Resistance	G
No. of Attacks	2
Damage	Per weapon type
Defenses	Magic use, +1 (or better) weapon to harm
Attacks	Magic use
Weaknesses	Unholy water
Size	M
Intelligence	11-18
Alignment	Neutral good
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	1,800 + 10/h.p.

General: Agathia (plural) are native to the plane of Elysium, but can be found in the Twin Paradises and the Happy Hunting Grounds as well. When on the material plane, they are found singly. They are beneficent creatures, dedicated

to the cause of Good, and are often used on missions by good deities and other powerful creatures.

An agathia can assume a variety of different forms. When on the material plane, roll to determine which form it takes, unless otherwise specified:

Die Roll (d%)	Form
01-60	Human
61-70	Lammasu
71-80	Shedu
81-90	Unicorn
91-00	Non-corporeal

When in non-corporeal form, the agathion will inhabit some physical object such as a gem, ring, bottle, etc. In this form, the agathion is able to bestow upon the possessor of the object the following powers:

- Spellcasting abilities as a 1st level cleric
- Turn undead as a 6th level cleric
- *Detect evil* at will

If slain on the material plane, the agathia must remain in Elysium for 1d6x10 years before it can return. If it voluntarily leaves the material plane before being killed, that restriction does not apply, obviously.

Combat: When in human form, agathia attack with a weapon two times per round. They will have spells equal to a 7th level cleric with a wisdom of 18. In the form of a good creature, the agathion will have all of the physical attacks and magical powers of the creature in question. In addition, the agathion has the following powers and abilities no matter what its form:

- *Astral spell* at will (but only the agathia can travel thus)
- *Become ethereal* at will
- *Clairaudience* at will
- *Clairvoyance* at will
- *Detect evil* at will
- Speak and comprehend any language

Only weapons of +1 or better enchantment can harm an agathion. They make saving throws as if they were 14th level clerics, and are immune to energy-draining attacks, *death* spells, disintegration, and the effects of energy from the positive material plane.

Appearance: Agathia can assume any appearance desired. Their native form is humanoid, with delicate limbs and features, luminous skin and bright shining eyes.

Angel

Angels inhabit the Seven Heavens, and are paragons of both lawfulness and goodness. They are known to serve lawful good deities when their interests coincide, and are exacting and rigid in their acceptance of orders from their superiors in the angelic hierarchy. They look down on those who do not share their desire for order, which is just as great as their desire for good. However, while they will sometimes act in concert with archons, or even devas in thwarting evil plots, it has been millennia since they acted in concert with the devils to further the cause of lawfulness. The circumstances behind that alliance, and the reasons for its breaking, are sore subjects among angels, and they will not discuss it willingly. They are on good terms with powerful lawful good creatures of the material plane, such as lammasu and shedu.

Angels are able to travel from one layer to another within their home plane, as well as any of the Upper Planes from Arcadia to Gladsheim. They can also enter the astral plane from the top layer of any of those planes and will often monitor events on the material plane while in astral form. 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.

All angels have individual names, which can be used to summon, *gate*, conjure, and possibly control them. A magic circle will keep lesser and greater angels at bay, but will have no effect on arch-angels.

All angels, of whatever choir, have the following abilities:

- Half damage from acid-based attacks
- Half damage from electrical attacks and lightning
- Immunity to fire (including magical fire and dragon's breath)
- Immunity to gas attacks
- Immunity to poison
- *Infravision* (constant)
- *Teleport without error* at will
- *Telepathy* allowing them to understand all languages, but not to read minds

In addition, most choirs of angels have other magical and non-magical powers, as described in their specific entry below. Remember also that all Arch-Angels are treated as lesser deities, and have all of the powers ascribed to such beings as listed in Appendix E, as well as those powers listed below.

All angels can speak the angelic language, in addition to their telepathic abilities.

Many angels are able to *gate* in others of their kind when in distress, as described below. Opening such a *gate* counts as the angel's action for that round, and those who enter through it (if any) are fully able to function on the following round. Angels entering through a *gate* may, of course, *gate* in others of their kind...

All angels share the angelic language, and will speak the common tongue as well.

Anima (Least Angel)

Number	1 (material plane), 10d10 (Seven Heavens)
Morale	±0
Hit Dice	2d8
Armor Class	9
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	Per weapon type
Defenses	None
Attacks	None
Weaknesses	Unholy water
Size	M
Intelligence	9
Alignment	Lawful good
Treasure Type	XV
Treasure Value	1d20
Magical Treasure	None
X.P. Value	28 + 2/h.p.
Turn as Type	XIII

General: The countless souls who lived a lawful and good life are transformed into animas and journey to the angelic realms upon their death. It is from the ranks of the anima that the other orders of angels are created. On rare occasions, anima will be sent to the material plane to undertake a task to prove their worthiness to be transformed into an archangel. This is sometimes referred to as the anima "earning its wings," as they do not themselves possess such.

Combat: Animas attack with weapons, usually swords, but they can use any weapon that is appropriate to their situation. In addition, animas can become invisible at will; if they are on some mission to protect or give guidance to a mortal, they can selectively become visible only to him.

Appearance: Animas look like idealized versions of what they looked like in life. They dress in white.

Archangel (Lesser Angel)

Number	1 (material plane), 1d4+1 (Seven Heavens)
Morale	+8
Hit Dice	4d8
Armor Class	2
Move	120'/min., 240'/min. (flying - good)
Magic Resistance	C
No. of Attacks	2
Damage	Per weapon type
Defenses	+1 (or better) weapons to harm
Attacks	Magic use
Weaknesses	Unholy water
Size	M
Intelligence	12
Alignment	lawful good
Treasure Type	XV
Treasure Value	1d6x100
Magical Treasure	None
X.P. Value	125 + 4/h.p.

General: Archangels are the second-least powerful of the angelic choirs. It should be remembered that the angelic choir of archangels is different from the individual Arch-Angels that are detailed below. Archangels are among the lowest ranking and least powerful choirs of angels; the Arch-Angels stand at the same level as lesser deities and are the rulers of all the angels of all choirs.

Combat: Archangels attack with weapons (usually a sword, but they can be armed with any sort of weapon that would be appropriate), and are able to attack twice per round. In addition, they have the following magical powers:

- Bless once every ten minutes
- Cure light wounds once every ten minutes
- Cure serious wounds once per day
- Gate in another archangel once per day (35% chance of success)
- Light once every ten minutes
- Protection from evil at will

Archangels can only be harmed by enchanted weapons with a +1 or better bonus.

Appearance: Archangels are beautiful humans (they can appear to be either male or female) with large feathered wings. They wear metal cuirasses of gleaming silver, but their armor class is not dependent on these.

Cherubim (Greater Angel)

Number	1 (material plane), 1d3 (Seven Heavens)
Morale	+16
Hit Dice	11d8
Armor Class	-4
Move	150'/min., 270'/min. (flying - good)
Magic Resistance	J
No. of Attacks	4
Damage	Per weapon type +4
Defenses	+3 (or better) weapon to harm, never surprised, +6 to surprise rolls
Attacks	Magic use
Weaknesses	Unholy water
Size	L (9')
Intelligence	18
Alignment	Lawful good
Treasure Type	XV
Treasure Value	1d6x1,000
Magical Treasure	1d3 items (25%)
X.P. Value	32,850 + 16/h.p.

General: The cherubim (the term is both singular and plural) are among the most powerful of all the angelic choirs. They are sometimes used as guardians of very important treasures or locations. The chief of all cherubim is named Kerubiel.

Combat: Cherubim attack with weapons; they will invariably be armed with *flame tongue broad swords* +4 and will also have a *long bow* +1 and 20 arrows. They themselves can only be harmed by weapons with a +3 or better enchantment, and have the following magical powers:

- Atonement once per day
- Blade barrier once per day
- Cause fear once per round
- Change self once per round
- Cure light wounds once per round
- Detect invisibility at will
- Detect lie at will
- Detect magic at will
- Gate in other angels once per day:

Die Roll (d%)	Result of Gate
01-50	1d6 Powers
51-80	1d4 Dominions
81-00	1 Cherubim

- Heal once per day
- Hold person once every 3 rounds
- Prophecy once per day
- Protection from evil 10' radius at will
- Psychic strike 4 times per day
- Sunrise once per hour
- Wind walk once per day

Cherubim have the equivalent of 18/76 strength (+2 bonus "to hit", +4 bonus to damage). They can never be surprised, and get a +6 bonus on all surprise rolls.

Appearance: Cherubim have the bodies of humans, but four faces; a human, a lion, an ox, and an eagle. They have four wings which are covered with "eyes" like the plumage of a peacock, and their feet have cloven hooves like those of a cow.

Dominion (Greater Angel)

Number	1 (material plane) 1d3 (Seven Heavens)
Morale	+10
Hit Dice	9d8
Armor Class	2
Move	120'/min., 240'/min. (flying - good)
Magic Resistance	H
No. of Attacks	2
Damage	3d6/3d6
Defenses	Magic use
Attacks	Magic use
Weaknesses	Unholy water
Size	M
Intelligence	16
Alignment	lawful good
Treasure Type	XV
Treasure Value	2d6x100
Magical Treasure	1 item (15%)
X.P. Value	1,300 + 12/h.p.

General: Dominions are the officers of the angelic choirs; they regulate the lower orders of angels and detail their duties and specific assignments. As such they are an integral, if somewhat administrative, group, and are rarely seen on the material plane. They will often be set up as guardians and watchers over particular mortal realms, responsible for thwarting major incursions of evil therein and coordinating responses.

Combat: Dominions attack with flashes of lightning (which are wholly different from and can be used in addition to their *lightning bolt* power). In addition, dominions have the following powers and abilities:

- *Change self* once per round
- *Cure serious wounds* once every 5 minutes
- *Demand* once per round
- *Detect invisibility* at will
- *Detect lie* at will
- *Detect magic* at will
- *Gate* once per day:

Die Roll (d%)	Result of Gate
01-50	1d3 powers
51-00	1d2 virtues

- *Legend lore* once per hour
- *Lightning bolt* once per round
- *Measure* once per round
- *Penetrate disguise* at will
- *Protection from evil* at will
- *Psychic strike* 3 times per day

Dominions can only be harmed by weapons with a +2 or better enchantment.

Appearance: Dominions look like coherent clouds of vapor that flash with lightning, with a lion's head that is visible in its center. If they take human form using their *change self* power, they will appear as winged humans with glowing orbs somewhere on their person (as a sword pommel, the head of a staff, etc.).

Gabriel (Arch-Angel)

Number	Unique
Morale	+20
Hit Dice	18d12 (146 h.p.)
Armor Class	-5
Move	150'/min., 270'/min. (flying - good)
Magic Resistance	Q
No. of Attacks	4
Damage	1d8+10/1d8+10/1d8+10/1d8+10
Defenses	+3 (or better) weapon to harm, magic use
Attacks	Magic use
Weaknesses	Unholy water
Size	M
Intelligence	19
Alignment	lawful good
Treasure Type	XV
Treasure Value	8d6x1,000
Magical Treasure	1d6+5 items (50%)
X.P. Value	35,510 (material form), 355,100 (permanently slain)

General: Gabriel is often used as a messenger or intermediary between powerful lawful good deities and mortals. Gabriel is a transmitter of revelations both profound and small, and is often used to herald the birth of mortals who will (or can) be significant later on in life. Gabriel is known as "the angel of truth".

Combat: Gabriel attacks with a sword, which itself has a +4 enchantment and is a *broad sword of disruption*. Gabriel's strength is 18/00 (+3 bonus "to hit" and +6 bonus to damage). Gabriel can only be harmed by weapons of +3 or better enchantment. In addition, Gabriel has the following powers and abilities:

- *Change self* once per round
- *Charm person* once per round
- *Cure critical wounds* once per round
- *Detect lie* at will
- *Gate* once per day:

Die Roll (d%)	Result of Gate
01-30	1d3 dominions
31-60	1d3 thrones
61-85	1 cherubim
86-00	1 seraph

- *Heal* once per day
- *Neutralize poison* once per round
- *Psychic strike* 7 times per day
- *Purify food and water* once per round
- *Raise dead* fully once every ten minutes
- Regenerate 2 h.p. per round
- *Suggestion* at will

Appearance: Gabriel is a stylized human with great eagle-like wings. He wears a gleaming silver breastplate, but his armor class is not dependent on this armor. Gabriel is quite androgynous in appearance, and it is unknown if the category male or female truly applies (or whether the category is even relevant).

The Trumpet of Gabriel: Gabriel is never seen without his silver trumpet. When it is sounded (which takes an entire round), it can cause the following effects (Gabriel is able to choose which effects are activated):

- *Deathness* in all creatures under 6 HD in a 100 yard radius (lasts 3d6 rounds)



- *Earthquake*
- *Enthrall* in 100 yard radius
- *Exorcise* once per day
- *Fear* in all creatures under 8 HD in a 100 yard radius
- *Resurrection* once per week
- Once per year, Gabriel may sound the trumpet in such a way that it is heard everywhere, by every creature, on every plane. When this power is used, no other powers may be used for one hour thereafter, but every being of lawful good alignment acts as if a *bless* spell had been cast upon him

Gabriel's trumpet is in and of itself a paradox in a physical sense; it is literally made of an infinite amount of silver (thus, it has an infinite surface area), yet it has a finite volume. It is thought this quality is integral to its ability to be heard throughout the multiverse when it is sounded.

Metatron (Arch-Angel)

Number	Unique
Morale	+18
Hit Dice	20d12 (177 h.p.)
Armor Class	-4
Move	150'/min., 240'/min. (flying - good)
Magic Resistance	S
No. of Attacks	3
Damage	1d8+7/1d8+7/1d8+7
Defenses	+3 (or better) weapon to harm, magic use
Attacks	Magic use
Weaknesses	Unholy water
Size	M
Intelligence	19
Alignment	Lawful good
Treasure Type	XV
Treasure Value	3d6x1,000
Magical Treasure	1d3 items (65%)
X.P. Value	53,795 (material form), 537,950 (permanently slain)

General: Metatron is the chief of all the Angelic choirs, the liaison between the angels and the deities of lawful good who rely on their services to interact with the mortal world. He is known as the Prince of the World and High Priest of the Gods, and serves as the scribe of the highest deities of law and goodness. He is, however, neither a servant of, nor beholden to, the deities who share the Seven Heavens with the angels, and is careful to ensure that the angelic choirs are not committed to any action which they themselves do not deem in the best interests of the multiverse and those who dwell within it.

Combat: Metatron attacks with a *two-handed sword of sharpness +3* and wields a *longbow +3* whose arrows cause the wounds to bleed for an additional 1d6 h.p. per round for 3 rounds. His quiver can also make appear an *arrow of slaying* of a type according to metatron's desire once every ten minutes. He can only be harmed by +3 or greater enchanted weapons. As his strength is 18/76 he gets a +2 bonus "to hit" and a +4 bonus to damage when using his sword. In addition, he has the following powers and abilities:

- *Change self* once per round
- *Cone of cold* once per round
- *Continual light* once per round
- *Cure critical wounds* once per round
- *Detect invisibility* at will
- *Detect lie* at will
- *Detect magic* at will
- *Friends* once per round
- *Gate* once per day:

Die Roll (d%)	Result of <i>Gate</i>
01-30	1d6 dominions
31-60	1d4 thrones
61-85	1d3 cherubim
86-00	1 seraph

- *Geis* once per day
- *Heal* three times per day
- *Lightning bolt* once per round
- *Neutralize poison* once per round
- *Protection from evil 10' radius* at will
- *Psychic strike* 7 times per day
- *Purify food and water* once per round
- *Raise dead fully* once every ten minutes
- *Read languages* at will
- Regenerate 3 h.p. per round
- *Suggestion* at will
- *Weakness* to all within 77' once per round (save vs. magic or strength is reduced to half for 1 hour, round down)

Appearance: Metatron is an idealized human figure with skin of alabaster and fiery silver eyes. He wears a gleaming silver breast-plate, but this armor does not directly impact his armor class. He has the wings of a great eagle.

Michael (Arch-Angel)

Number	Unique
Morale	+16
Hit Dice	17d12 (160 h.p.)
Armor Class	-2
Move	120'/min., 240'/min. (flying - good)
Magic Resistance	P
No. of Attacks	3
Damage	1d6+8/1d6+8/1d6+8
Defenses	+3 (or better) weapon to harm, magic use
Attacks	Magic use
Weaknesses	Unholy water
Size	M
Intelligence	19
Alignment	Lawful good
Treasure Type	XV
Treasure Value	2d8x1,000
Magical Treasure	1d4 items (65%)
X.P. Value	44,600 (material form), 446,000 (permanently slain)

General: Michael is the general of the Heavenly Hosts, the armies of the angels that are sent forth to do battle with the forces of evil and chaos. He and Asmodey have a deep-rooted hatred of one another that spans nearly the entirety of time, as Michael defeated the Arch-Devil in personal combat at the final falling-out between the two oppositely-aligned armies of Law.

Combat: Michael strikes with his great *scafeoe spear +4*, but can strike no less than 3 times with it. In addition, when he hurls the weapon, it will return to his hand in the same round that it strikes, whether or not it hits; when thrown this way the spear can only strike once per round and has a range of half a mile. Michael has a strength of 18/77 (+2 bonus "to hit", +4 bonus to damage). He himself is only harmed by weapons with a +3 or greater enchantment, and has the following powers and abilities as well:

- *Change self* once per round
- *Continual light* once per round
- *Cure serious wounds* once per round
- *Detect invisibility* at will
- *Detect lie* at will
- *Detect magic* at will

- Gate once per day:

Die Roll (d%)	Result of Gate
01-30	1d4 dominions
31-60	1d3 thrones
61-85	1d2 cherubim
86-00	1 seraph

- Geis once per day
- Heal once per day
- Hold monster once per round
- Hold person once per round
- Polymorph any object once per day
- Protection from evil 10' radius at will
- Psychic strike 7 times per day
- Raise dead fully once per day
- Read languages at will
- Song of war once per round
- Suggestion at will
- Tongues at will
- Wall of fire once per round

Appearance: Michael is a perfectly-formed human being with long brown hair and great eagle-like wings. He wears a silver breast-plate, but this has no effect on his armor class.

Power (Lesser Angel)

Number	1 (material plane), 1d6 (Seven Heavens)
Morale	+9
Hit Dice	7d8
Armor Class	2
Move	120'/min., 180'/min. (flying - good)
Magic Resistance	E
No. of Attacks	2
Damage	Per weapon type +3
Defenses	Magic use
Attacks	Magic use
Weaknesses	Unholy water
Size	M
Intelligence	16
Alignment	lawful good
Treasure Type	XV
Treasure Value	2d6x200
Magical Treasure	1 item (10%)
X.P. Value	1,125 + 8/h.p.

General: Powers not only form the backbone of the armies of the Heavenly Hosts, but they are specifically tasked with ensuring that the measure of power, wealth, and ability meted out to each mortal is distributed fairly and with justice. They are also recorders of history, and maintain the great libraries and record-books in the Seven Heavens that detail the virtues and sins of every mortal, that they be properly judged when the time comes.

Combat: Powers attack with long swords, and have 18/51 strength (+2 bonus "to hit", +3 bonus to damage). They get two attacks per round with this weapon, and get a +3 bonus to all surprise rolls. In addition, they have the following powers and abilities:

- Detect invisibility at will
- Detect lie at will
- Detect magic at will
- Gate once per day:

Die Roll (d%)	Result of Gate
01-70	1d3 archangels
71-00	1d2 principalities

- Know name once per day
- Mage sword once per day
- Protection from evil 10' radius at will
- Read languages at will
- True seeing once per day

Appearance: Powers look like muscular and beautiful humans with great eagle wings. They wear shining silver breast-plates, but their armor class is not derived from those.

Principality (Lesser Angel)

Number	1 (material plane), 1d6 (Seven Heavens)
Morale	+8
Hit Dice	6d8
Armor Class	3
Move	120'/min., 180'/min. (flying - good)
Magic Resistance	D
No. of Attacks	2
Damage	1d6+3/1d6+3
Defenses	Magic use
Attacks	Magic use
Weaknesses	Unholy water
Size	M
Intelligence	15
Alignment	Lawful good
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	750 + 6/h.p.

General: Principalities are angels who provide inspiration to mortals in such areas as art, science, literature, etc. They are teachers and mentors.

Combat: Principalities strike with glowing scepters of copper, which themselves have an enchantment of +1. This, combined with their own 17 strength, gives them a +3 bonus to damage (and a +1 bonus "to hit"). These scepters are used to chasten the stupid; when one strikes any creature with an intelligence between 6 and 13, it does double damage. Those below 6 are not considered to be responsible for their ignorance. In addition, principalities have the following powers:

- Answer once per hour
- Detect invisibility at will
- Detect lie at will
- Detect power once per hour
- Dispel illusion once per round
- Prophecy once per day
- Protection from evil 10' radius at will

Appearance: Principalities look like beautiful human beings with golden crowns on their heads, and carrying their copper scepters. They wear robes of white.

Raphael (Arch-Angel)

Number	Unique
Morale	+20
Hit Dice	19d12 (170 h.p.)
Armor Class	-3
Move	180'/min., 240'/min. (flying - good)
Magic Resistance	Q
No. of Attacks	4
Damage	1d6+5 (x4)
Defenses	Magic use
Attacks	Magic use
Weaknesses	Unholy water
Size	M
Intelligence	20
Alignment	lawful good
Treasure Type	XV
Treasure Value	4d4x10,000
Magical Treasure	2d3 items (65%)
X.P. Value	48,195 (material form), 481,950 (permanently slain)

General: Raphael is one of the greatest of the arch-angels, noted as a great healer and bestower of cures. He will sometimes wander the material plane healing the sick and injured.

Combat: Raphael strikes with his staff, and is able to attack four times per round. Due to his 18/91 strength, he gets a bonus of +2 "to hit" and +5 to damage. In addition, Raphael has the following powers and abilities:

- *Change self* once per round
- *Continual light* once per round
- *Cure animal wounds* once per round
- *Cure blindness* once per round
- *Cure critical wounds* once per round
- *Cure disease* once per round
- *Detect invisibility* at will
- *Detect lie* at will
- *Detect magic* at will
- *Gate* once per day:

Die Roll (d%)	Result of Gate
01-30	1d4 dominions
31-60	1d3 thrones
61-85	1d2 cherubim
86-00	1 seraph

- *Geis* once per day
- *Heal* once every ten minutes
- *Neutralize poison* once per round
- *Protection from evil 10' radius* at will
- *Psychic strike* 7 times per day
- *Purify food and water* once per round
- *Raise dead fully* once every ten minutes
- Regenerate 3 h.p. per round
- *Restoration* once every ten minutes
- *Suggestion* at will

Appearance: Raphael is a flawlessly handsome human with the wings of a great eagle. He wears a simple robe of brown homespun.

Samael (Arch-Angel)

Number	Unique
Morale	+20
Hit Dice	18d12 (148 h.p.)
Armor Class	-3
Move	150'/min.
Magic Resistance	Q
No. of Attacks	1
Damage	Special
Defenses	Magic use
Attacks	Magic use
Weaknesses	Unholy water
Size	L (50')
Intelligence	18
Alignment	lawful good
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	50,795 (material form), 507,950 (permanently slain)

General: Samael is the Angel of Death, whose dwelling is in the 7th and highest layer of Heaven, but who rules over the 5th layer therefrom. He is often thought of in bad terms, as one of his chief duties is to test the faithful (those who are considered paragons of the lawful good ethos) and determine whether or not they are truly worthy. He grieves for his own role as enforcer and tempter, but understands its necessity.

Combat: Samael strikes with his simple rod. Anyone struck by the rod while it is held by Samael must make a saving throw or die, instantly and irrevocably. Only Samael, Raphael, or Metatron can restore one slain by the rod to life; even a full wish will be ineffective. In addition, Samael has the following powers and abilities:

- *Change self* once per round
- *Darkness 15' radius* once per round
- *Death spell* once per round
- *Detect invisibility* at will
- *Detect lie* at will
- *Detect magic* at will
- *Gate* once per day:

Die Roll (d%)	Result of Gate
01-40	1d4 dominions
41-75	1d3 thrones
76-90	1d2 cherubim
91-00	1 seraph

- *Protection from evil 10' radius* at will
- *Psychic strike* 7 times per day
- Regenerate 3 h.p. per round
- *Suggestion* at will

Appearance: Samael appears as a large human with bright glaring eyes covering his entire body.

Seraph (Greater Angel)

Number	1
Morale	+18
Hit Dice	12d8
Armor Class	-5
Move	150'/min., 270'/min. (flying - good)
Magic Resistance	K
No. of Attacks	6
Damage	Per weapon type +5
Defenses	Magic use
Attacks	Magic use
Weaknesses	Unholy water
Size	L (8')
Intelligence	20
Alignment	lawful good
Treasure Type	XV
Treasure Value	3d6x1,000
Magical Treasure	1d3 items (25%)
X.P. Value	3,000 + 16/h.p.

General: Seraphim (singular Seraph) are the most powerful of all the angelic choirs. In addition to their other powers, seraphim have the powers of 10th level clerics and 7th level mystics.

Combat: Seraphim attack with weapons, although they are able to strike six times in a single round. They shine so brightly, it is impossible for anyone to look directly at them for more than a brief instant; thus anyone attempting to hit them receives a -2 penalty "to hit". They can only be harmed by weapons with a +3 or greater enchantment, and have the following powers and abilities:

- *Atonement* once per day
- *Cause fear* once per round
- *Change self* once per round
- *Cure serious wounds* once per round
- *Detect invisibility* at will
- *Detect lie* at will
- *Detect magic* at will
- *Gate* in other angels once per day:

Die Roll (d%)	Result of Gate
01-45	1d3 dominions
56-75	1d2 thrones
76-00	1 cherubim

- *Heal* once per day
- *Hold person* once per round
- *Prophecy* once per day
- *Protection from evil 10' radius* at will
- *Psychic strike* 5 times per day

Seraphim have the equivalent of 18/99 strength (+2 bonus "to hit", +5 bonus to damage).

Appearance: Seraphim have the bodies of humans and six great eagle wings, which are covered with "eyes" like the plumage of a peacock. As noted above, they glow with an intense bright light, making them painful to look upon directly.

Throne (Greater Angel)

Number	1 (material plane), 1d4 (Seven Heavens)
Morale	+11
Hit Dice	10d8
Armor Class	1
Move	480'/min. (flying - perfect)
Magic Resistance	H
No. of Attacks	0
Damage	n/a
Defenses	Magic use
Attacks	Magic use
Weaknesses	Unholy water
Size	M (5' diameter)
Intelligence	17
Alignment	lawful good
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	2,150 + 14/h.p.

General: Thrones, also known as Ophanim or the Wheels of Galgallin, are one of the more powerful choirs of angels. They serve as the keepers of the laws and the harmony of the universe that obedience to those laws brings. Thrones are often used as transportation for lawful good deities (each can hold a single man-sized individual within its ever-turning wheels, suspended, as it moves about the cosmos). They are peaceful creatures as a rule, but are totally submissive to their masters within the angelic hierarchy.

Combat: Thrones do not attack conventionally. They do, however, have the following powers and abilities:

- *Become astral* once per round
- *Become ethereal* once per round
- *Blink* once per round
- *Chain lightning* once per round
- *Cure light wounds* once per round
- *Detect astral* at will
- *Detect ethereal* at will
- *Detect invisibility* at will
- *Detect lie* at will
- *Detect magic* at will
- *Gate* in a cherubim once per day
- *Lightning bolt* once per round
- *Protection from evil 10' radius* at will
- *Psychic strike* 4 times per day
- *Teleport without error* once per round
- *Wind walk* once per hour

Thrones get a +10 bonus to surprise rolls.

Appearance: Thrones appear as two wheels which intersect one another at right angles, with the wheels constantly turning around their mutual center. The wheels have spokes like those of a wagon, and the exterior "rims" are covered with gleaming eyes.

Uriel (Arch-Angel)

Number	Unique
Morale	+19
Hit Dice	18d12 (128 h.p.)
Armor Class	-1
Move	120'/min., 240'/min. (flying - good)
Magic Resistance	N
No. of Attacks	3
Damage	Per weapon type +3
Defenses	See below
Attacks	See below
Weaknesses	Unholy water
Size	M
Intelligence	18
Alignment	Lawful good
Treasure Type	XV
Treasure Value	3d6x1,000
Magical Treasure	1d4 items (50%)
X.P. Value	42,595 (material form), 425,950 (permanently slain)



General: Uriel, the Angel of Light, is one of the rulers of the angelic choirs, a warrior who is absolutely merciless in battle, but who is also charged with guiding those who genuinely repent of their wicked ways and embrace the ethos of lawful good. Through ancient tradition that pre-dates the split between devils and angels, he also technically holds the title of Prince of Tartarus, although the demodands would dispute the validity of the claim.

Combat: Uriel wields a *flame tongue broadsword* +4, striking three times per round. He also has a strength of 18/50, giving him a +1 bonus "to hit" and a +3 bonus to damage. Only weapons with a +2 or better enchantment can harm him, and he has the following additional powers:

- *Change self* once per round
- *Continual light* once per round
- *Cure serious wounds* once per round
- *Detect invisibility* at will
- *Dispel evil* once per round
- *Gate* once per day:

Die Roll (d%)	Result of Gate
01-60	1d3 thrones
61-85	1d2 cherubim
86-00	1 seraph

- *Lightning bolt* once per round
- *Protection from evil* 10' radius at will
- *Psychic strike* 7 times per day
- *Sunburst* once per round
- *Sunrise* once per round

Appearance: Uriel is a handsome human being with great eagle-like wings. He wears a robe of white and a cloak of brown.

Virtue (Lesser Angel)

Number	1 (material plane) 1d6 (Seven Heavens)
Morale	+10
Hit Dice	8d8
Armor Class	2
Move	120'/min., 180'/min. (flying - good)
Magic Resistance	F
No. of Attacks	1
Damage	Per weapon type +14
Defenses	+1 (or better) weapon to harm, magic use
Attacks	Magic use
Weaknesses	Unholy water
Size	M
Intelligence	16
Alignment	Lawful good
Treasure Type	XV
Treasure Value	2d6x500
Magical Treasure	None
X.P. Value	825 + 10/h.p.

General: Virtues are among the most attuned to Nature of all the angelic choirs, having control over weather, animals, and plants. They are also immensely strong (25 STR) and are able to lend this strength to mortals, both in a literal and figurative sense. A virtue in astral form can "touch" a mortal and temporarily grant him a bonus of +4 to STR as well as a bonus of +4 (or 20%, as applicable) to morale, saving throws vs. fear, etc.

Combat: Virtues attack with long swords, but because of their 25 strength, get a +7 bonus "to hit" and a +14 bonus to damage. They are only wounded by weapons with a +1 or better enchantment, and have the following powers:

- *Call lightning* once every 5 minutes
- *Call woodland beings* once every 5 minutes
- *Change self* once per round
- *Cloudburst* once per round
- *Control weather* once per day
- *Cure light wounds* once per round
- *Detect invisibility* at will
- *Detect lie* at will
- *Detect magic* at will
- *Gate* once per day:

Die Roll (d%)	Result of gate
01-50	1d3 principalities
51-00	1d2 powers

- *Hold animal* once per round
- *Hold plant* once per round
- *Protection from evil* 10' radius at will
- *Summon insects* once every 5 minutes
- *Weather summoning* once every 10 minutes

Appearance: Virtues look like handsome humans with eagles' wings, but their bodies appear blurry when directly seen. They wear white robes.

Animal Lord

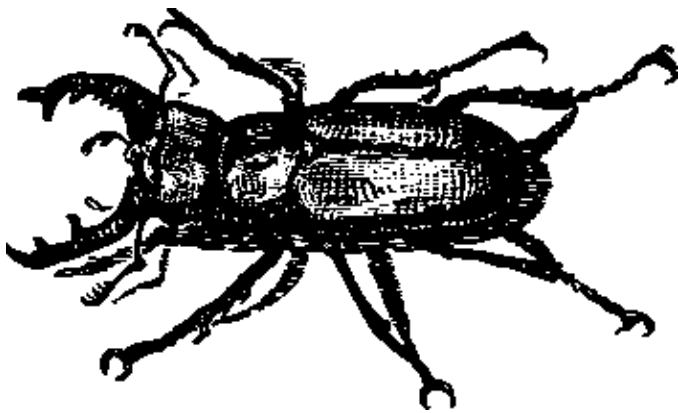
For every type of animal, there is a single lord of its kind. These animal lords are concerned with the welfare of their given animal, and will intervene if some great event occurs that would result in the harm of a large number thereof, and especially when extinction of the species (or sub-species) is threatened. As a rule, animal lords will not concern themselves with a single member of their folk, unless that individual is special indeed. They will likewise not resent (mostly) those who hunt or otherwise cull their kind for food, clothing, or other materials, as this is a natural function. They will look kindly on those who favor their folk, should they encounter such in their travels.

Each animal lord has its own realm, usually a demi-plane within the astral plane. There they are surrounded by the nobility of their kind, usually represented by exemplars of the various sub-types of each animal, with maximum hit points and the ability to polymorph into human and animal form at will. There are also various animals of ordinary type but high intelligence, as well as servants, guards, etc. as appropriate for the type of animal lord in question.

Each animal lord has at least two forms: animal and human. They are all treated as lesser deities, with all of the powers listed for such in Appendix E in addition to those listed below. All are treated as being native both to the material plane and to their particular home realm.

The animal lords listed below are representative of their kind, but the listing is far from exhaustive. The game master is encouraged to develop lords of other animal races for his own campaign.

It will be noted that the spheres of influence of the animal lords overlap with those of various deities, demon lords, and other powerful entities. Such deities differ from animal lords in a few respects. First, animal lords do not grant spells, as they have no worshippers. Second, animal lords have no interests beyond their animal subjects, and thus have no use for, or would pay no attention to, any worshippers outside their species. Third, such deities have interests and spheres of influence beyond a single animal species, and thus lack the focus of their animal lord counterparts (the deities would say that the animal lords lack a broader perspective, naturally). Whether such beings get along with the animal lords will depend on the specific individuals involved; certainly there are both rivals and great friends to be found amongst their ranks.



Beetle Lord

	Insect Form	Human Form
Number	Unique	Unique
Morale	+7	+7
Hit Dice	19d8 (129 h.p.)	19d8 (129 h.p.)
Armor Class	-4	6
Move	60'/min., 120'/min. (flying – poor)	120'/min.
Magic Resistance	N	N
No. of Attacks	1	1
Damage	3d8	Per weapon type
Defenses	Magic use	Magic use
Attacks	Magic use, mind-control pellets	Magic use, mind-control pellets
Weaknesses	None	None
Size	L	M
Intelligence	18	18
Alignment	Neutral	Neutral
Treasure Type		VI
Treasure Value		3d8x10,000
Magical Treasure	1d3 items (35%), 1d4+1 scrolls (60%), 1d6 potions (70%)	
X.P. Value	57,000 (material form), 570,000 (permanently slain)	

General: The beetle lord is sovereign over all coleopterans, and is counted as among the most powerful of all the animal lords, by dint of his followers' diversity and immense numbers. As with all animal lords, he cares little for anything outside the sphere of his followers, although he does recognize that the spread of civilization is beneficial to his kind.

The beetle lord has STR 21, INT 18, WIS 20, DEX 11, CON 24, and variable CHA. His charisma is 25 to all beetles, 20 to other sorts of insects and insect-like creatures, and 9 to all others. He functions as a 20th level fighter and a 12th level cleric.

The beetle lord's demesne is a plentiful garden of giant plants, beneath which is a warren of chambers and passages. It is said that he owns a golden ship that can travel beneath the surface of the sea, but this is only rumored, as it has never been seen by mortal men.

Combat: In insect form, the beetle lord attacks with his enormous mandibles. In human form, he attacks with a *man catcher* +3. The beetle lord is also able to hurl a pellet at any single creature within 100' once per round. If it hits, it enters the skull and acts as a *charm person or mammal* spell; victims get a -2 penalty to their saving throw against the effect. The pellet can be removed by means of a *cure disease* spell, which also removes the charm effect immediately. He can control those under the influence of his mind-control pellet telepathically at a range of 6 miles.

Once per round the beetle lord can *summon* his followers. Those *summoned* will obey him to the death:

Die Roll (d%)	Follower Summoned
01-25	1d8 bombardier beetles
26-45	1d10 boring beetles
46-70	2d6 fire beetles
71-85	1d2 rhinoceros beetles
86-00	1d4 stag beetles

The beetle lord also has the following powers:

- *Animal growth* six times per day (insects only)
- *Creeping doom* once per day
- *Insect plague* four times per day
- *Irritation* once per round (insect form only)
- *Plant growth* six times per day
- *Shout* once per round (insect form only)
- *Summon insects* six times per day
- *Telepathy* once per round

Appearance: The beetle lord can appear as a huge scarab or a human with dusky skin, black hair, and a hook nose.

Cat Lord

	Feline Form	Human Form
Number	Unique	Unique
Morale	+6	+6
Hit Dice	19d8 (81 h.p.)	19d8 (81 h.p.)
Armor Class	-9	-9
Move	270'/min., 60'/min. (climbing)	270'/min., 60'/min. (climbing)
Magic Resistance	Q	Q
No. of Attacks	3	1
Damage	1d6+6/1d6+6/1d8+8	Per weapon type
Defenses	Magic use	Magic use
Attacks	Yowl, spit, magic use	Magic use
Weaknesses	None	None
Size	M	M
Intelligence	19	19
Alignment	Neutral	Neutral
Treasure Type		VI
Treasure Value		2d4x10,000
Magical Treasure	2d4 potions (40%), 1d4 scrolls (50%), 1d3 items (60%)	
X.P. Value	51,200 (material form), 512,000 (permanently slain)	

General: The cat lord rules over all types of felines: domestic, wild, and monstrous. He holds the interests of all felines at heart, and cares little for the affairs of other creatures, except when and as they impinge on those of his beloved cats.

The cat lord has STR 20, INT 19, WIS 17, DEX 23, and CON 16. His charisma score is variable: 25 to all cats, 22 to weretigers and other catlike lycanthropes, 18 to creatures which are part cat (such as sphinxes and sea lions) or those who are cat fanciers, 7 to those who especially dislike cats, and 13 to all others. He functions as a 19th level thief and a 13th level monk. He needs no special tools to use his thieftly skills.

The cat lord's domain is a demiplane containing a comfortable mansion filled with porticoes that provide dappled sunlight, well-tended gardens, and woods with excellent hunting of small game.

Combat: In feline form, the cat lord attacks with his two front claws and bite. He is also able to spit prior to his bite every other round. No "to hit" roll is needed; the spit causes *blindness* in any single target who fails a saving throw vs. spells. In addition, instead of making any melee or magical attack, he can yowl; any non-feline creature within 19' must make a saving throw vs. spells or be stunned for 1d4 rounds.

In human form, he usually uses a *long sword +3/+5 vs. canines* (which includes wolves, werewolves, dogs, jackals, coyotes, etc., and also affects gnolls).

Regardless of form, the cat lord can spring 30' in all directions, and always lands on his feet, ready for action. Because of his great speed, the cat lord

automatically gets initiative in any round of combat. He moves silently with 99% effectiveness, and has infravision with 300' range and ultravision with 120' range.

Once per round, the cat lord can *summon* some of his subjects, who will fight on his behalf and will be loyal unto death. The result will depend on the form which the cat lord is in at the time of the *summoning*:

Die Roll (d%)	Feline Form	Die Roll (d%)	Human Form
01-07	1d4 smilodons	01-15	1d2 weretigers
08-15	1d4+1 cave lions	16-30	1d4+4 sylvan cats
16-25	1d4+2 tigers	31-45	1d6+6 ghost lynxes
26-34	1d4+2 lions	46-00	1d20+30 domestic cats
35-43	1d4+3 jaguars		
44-52	1d4+4 leopards		
53-61	1d4+4 cheetahs		
62-70	1d4+5 cougars		
71-00	1d4+5 wildcats		

In addition, the cat lord has the following powers, regardless of form:

- *Blur* once per round
- *Dimension door* nine times per day
- *Haste* twice per day (only in feline form, or when cast on someone else)
- *Hypnotism* once per round
- *Speed* once per round
- *Telepathy* once per round

Finally, the cat lord is able to *lick his wounds* nine times per day. Each such lick cures 2d4 h.p. of damage.

Appearance: The cat lord can appear either as a large black panther or a human. In human form, he appears either with pale or dark skin and always with black hair. The cat lord speaks the common tongue and can communicate with felines and semi-felines of all sorts. All felines will recognize him on sight.

Dinosaur Lord

	Dinosaur Form	Human Form
Number	Unique	Unique
Morale	+10	+10
Hit Dice	19d8 (120 h.p.)	19d8 (120 h.p.)
Armor Class	5	9
Move	120'/min.	120'/min.
Magic Resistance	D	D
No. of Attacks	3	1
Damage	1d6/1d6/2d4	Per weapon type
Defenses	Magic use	Magic use
Attacks	Magic use	Magic use
Weaknesses	None	None
Size	L (15' long)	M
Intelligence	22	22
Alignment	Neutral	Neutral
Treasure Type		XIII
Treasure Value		3d6x10,000
Magical Treasure	2d4 potions (80%), 1d4 items (50%)	
X.P. Value	24,000 (material form), 240,000 (permanently slain)	

General: There used to be many dinosaur lords, millions of years ago when those tremendous creatures dominated the material plane in their billions. Now, as they survive in isolated pockets here and there, a brief shadow of their former glory, there remains but a single dinosaur lord to shepherd them

all. He is weary from his millions of years of existence and slow decline, filled with sorrow at seeing so many of his folk perish over the eons, and content to protect those few of his folk who still remain. His days of global dominance are behind him, and he knows it.

The dinosaur lord has STR 25, INT 18, WIS 19, DEX 18, CON 20, and a variable CHA. To dinosaurs, lizards, and reptiles he has a CHA of 25. To birds and bird-like creatures, it is 22. To humans and other humanoids it is 14. He functions as a 16th level ranger and a 16th level savant. Any dinosaur or reptile will instantly recognize him. Although non-dinosaurs will not necessarily pay him homage, all will be respectful.

The dinosaur lord's realm is an enclosure of swamps, shallow seas, grasslands, and tropical forests all surrounded by high peaks.

Combat: In dinosaur form, the dinosaur lord attacks with both claws and a bite. In human form, he attacks with a *spear +3/+5 vs. mammals*. The spear will look like a normal staff, but will sprout an obsidian speartip at his command. Any mammal struck by the spear on a natural roll of 20 "to hit" will be impaled, and will be unable to flee unless the dinosaur lord removes it. While a creature is impaled on the spear, it cannot be used to attack another creature, but the impaled creature will suffer 1d4 h.p. of bleeding damage automatically each round.

The dinosaur lord can *summon* his subjects once every other round. Those *summoned* will obey him to the death:

Die Roll (d%)	Dry Land	Die Roll (d%)	Water
01-05	1 allosaurus	01-20	1 elasmosaurus
06-15	1d4 ankylosaurus	21-60	1d3 mosasaurus
16-30	1d3 apatosaurus	61-70	1 nothosaurus
31-35	1 iguanodon	71-95	1d3 plesiosaurus
36-45	1d3 pteranodons	96-00	1 temnodontosaurus
46-60	2d4 pterodactyls		
61-70	1d3 stegosaurus		
71-85	1d3+1 triceratops		
86-90	1 tyrannosaurus		
91-00	1d6 velocoraptors		

In addition, the dinosaur lord has the following powers, regardless of form:

- *Animal growth* twice per day
- *Flesh to stone* four times per day (creates fossilized version of target)
- *Logs to euparkeria* four times per day (as *sticks to snakes* spell)
- *Meteor strike* once per day
- *Resist cold* four times per day
- *Telepathy* once per round

Appearance: The dinosaur lord can appear in three forms. The first is a bipedal dinosaur with a long tail, small head, and two arms with claws. The second is a more humanoid form that is thickly muscled, covered with gray-green leathery skin, and with a large beaked head sporting a large bone fringe. The third is an aged human, with white hair and beard, and a perpetual look of exhaustion on his face. This guise is deceptive, however, as he can still move and fight very effectively even in this form. He wears leather garments of gray-green. The dinosaur lord can speak the common tongue as well as those of lizard men, ophidians, serpent men, and troglodytes. He can communicate telepathically with dinosaurs and reptiles of all sorts to a distance of ten miles.

Archon

Archons are natives of the plane of Elysium. There they work towards the triumph of Good and the ultimate defeat of Evil, while balancing the interests

of their allies in the other Upper Planes. All archons have the following powers and abilities, in addition to those listed for individual types:

- *Continual light* at will
- *Teleport without error* at will
- *Protection from evil*, 10' radius at will
- *Tongues* at will

All archons are immune to poison and petrification, and get a +4 bonus to all saving throws vs. poison. They have both infravision and ultravision with 120' range. All archons speak the archonic language, in addition to their magical power of *tongues*.

There are no individual archon lords or princes; the archons rule themselves by means of a consensus-driven system of assemblies.

Blade Archon (Lesser Archon)

Number	1d4
Morale	+10
Hit Dice	12d10
Armor Class	-5
Move	120'/min., 240'/min. (flying - good)
Magic Resistance	L
No. of Attacks	4
Damage	2d4/2d4/2d4/2d4 or per weapon type (x4)
Defenses	+2 (or better) weapon to harm
Attacks	Magic use, <i>gate</i>
Weaknesses	Unholy water
Size	L (7 1/2')
Intelligence	16
Alignment	Neutral good
Treasure Type	XV
Treasure Value	1d8+3x1,000
Magical Treasure	1d6 items (10%)
X.P. Value	3,000 + 18/h.p.

General: Blade archons are the officers of the archon armies, commanding the legions of hounds as required. Blades will often be found in command of individual units of hounds when they are sent on missions to the material plane or elsewhere.

Combat: Blade archons attack with either their fists or weapon; either way they are able to strike 4 times in a single round. In addition, blade archons are only harmed by weapons with a +2 or better enchantment, and are either the equivalent of 15th level mages or clerics (50% chance of either). If mages, they do not need to rely on spell books.

Blade archons are also able to *gate* in other archons once per day. Results of the *gate* should be determined randomly:

Die Roll (d%)	Result of Gate
01-50	1d6 hound archons
51-00	1d3 keeper archons

Appearance: Blade archons look like idealized humans with the heads of cats and large hawk-like wings.

Hound Archon (Lesser Archon)

Number	1d6
Morale	+7
Hit Dice	9d8
Armor Class	1
Move	150'/min.
Magic Resistance	F
No. of Attacks	3 or 1
Damage	1d4/1d4/1d8 or per weapon type
Defenses	+1 (or better) weapons to harm
Attacks	Magic use
Weaknesses	Unholy water
Size	M
Intelligence	9
Alignment	Neutral good
Treasure Type	XV
Treasure Value	4d6x100
Magical Treasure	1d2 items (10%)
X.P. Value	1,300 + 12/h.p.

General: Hound archons are the foot soldiers of archon society. They form the basis of the archon legions as well as the ordinary members of archon society.

Combat: Hound archons attack with their claws and bite, but are capable of using weapons, if available. Only enchanted weapons of +1 or greater value can harm hound archons. In addition, hound archons have the following abilities:

- *Shape change* into dog or wolf form at will
- *Detect invisible, astral, or ethereal* creatures at will

Appearance: Hound archons look like beautiful human beings with the heads of large dogs.

Keeper Archon (Greater Archon)

Number	1 (material plane) 1d6 (Elysium)
Morale	+10
Hit Dice	10d10
Armor Class	-1
Move	120'/min.
Magic Resistance	H
No. of Attacks	3 or 2
Damage	1d8/1d8/2d6 or per weapon type
Defenses	+2 or better weapon to harm
Attacks	Magic use
Weaknesses	Unholy water
Size	L (8')
Intelligence	14
Alignment	Neutral good
Treasure Type	XV
Treasure Value	1d4x1,000
Magical Treasure	1 item (10%)
X.P. Value	2,150 + 16/h.p.



General: Keeper archons are the warders and protectors of the archons, known for their protective instincts. Keepers are able to cast all divination-type spells, no matter the class to which they are normally limited. Each different spell can be cast once per day.

Combat: Keeper archons attack either with their massive fists and bite, or with a weapon of some sort. If attacking with a weapon, they are able to attack twice per round. All keeper archons are harmed only by weapons with an enchantment of +2 or better.

Appearance: Keeper archons look like large black bears with human-like hands. Their eyes are sparkling with intelligence, and they wear no clothing.

Lantern Archon (Proto-Archon)

Number	2d10
Morale	-4
Hit Dice	1d4
Armor Class	10
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d3/1d3
Defenses	+1 (or better) weapon to harm
Attacks	None
Weaknesses	Unholy water
Size	S (2' diameter)
Intelligence	6
Alignment	Neutral Good
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	3 + 1/h.p.
Turn as Type	XIII

General: The souls and spirits of the dead who arrive in Elysium for their final reward form the numberless ranks of the lantern archons. It is from these beings that the higher archons are created. They are almost never encountered outside of their home plane, and in any event are innocuous.

Combat: Lantern archons attack with beams of light that burn their enemies. They can only be harmed by enchanted weapons.

Appearance: Lantern archons are floating spheres of pure light some 2' across. The brightness of their glow is approximately the same as that of a torch.

Trumpet Archon (Greater Archon)

Number	1d3
Morale	+10
Hit Dice	10d10
Armor Class	-5
Move	120'/min., 240'/min. (flying - average)
Magic Resistance	M
No. of Attacks	2
Damage	1d10/1d10
Defenses	+2 (or better) weapon to harm
Attacks	Magic use, radiance, undead turning
Weaknesses	Unholy water
Size	L (8')
Intelligence	18
Alignment	Neutral good
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	3,850 + 16/h.p.

General: Trumpet archons are great paragons of virtue, dedicated to the fight against evil in all its forms.

Combat: Trumpet archons attack with their two fists. They are also able to use their silver trumpets to send forth a cone-shaped beam of radiance 60' long and 30' wide at the base that will do 2d10 h.p. of damage to anyone in the area of effect (no save). They are harmed only by weapons of +2 or better enchantment, and can turn undead and other creatures as if they were 20th level clerics:

Creature Type	Roll to Turn on d20
I - IV	Automatic, 1d6+6 creatures, disintegrated)
V - VII	Automatic, 1d6 creatures, disintegrated
VIII - IX	Automatic, 1d6 creatures turned
X	1d6 creatures turned on a 4 or better
XI	1d6 creatures turned on a 7 or better
XII	1d6 creatures turned on a 10 or better
XIII	1d6 creatures turned on a 13 or better

In addition, trumpet archons are able to use each spell of the divination, alteration, or necromantic (healing/beneficial spells only) types once per day.

Appearance: Trumpet archons look like handsome humans with large hawk heads. Each carries a long (6' long) silver trumpet that cannot be damaged or destroyed by non-magical means.

Azer

Number	1d4 (material plane), 3d10 (elemental plane of fire)
Morale	+3 to +6
Hit Dice	2d10 - 5d10
Armor Class	2
Move	120'/min.
Magic Resistance	See below
No. of Attacks	1
Damage	Per weapon type
Defenses	Immune to fire and heat
Attacks	Heat
Weaknesses	Cold
Size	M (5')
Intelligence	8 - 12
Alignment	Lawful neutral
Treasure Type	XIII (on the elemental plane of fire only)
Treasure Value	1d10x10 (on the elemental plane of fire only)
Magical Treasure	None
X.P. Value	See below



General: The race of azers is native to the elemental plane of fire. Azers rarely come to the material plane unless summoned by some magical means. They dwell in great basalt towers on their home plane. If 20 or more are encountered in their home tower, there will be a noble (see below) and 1d4+3x10 non-combatant females present as well. Their towers will be guarded with ingenious devices for combating fire-based creatures, such as great bellows to blast cold air, and vast vessels that allow them to pour water on attackers.

The azer are, generally speaking, an unfriendly and taciturn race. However, they are greedy and will accept red or purple gems as payment for sensible requests. They will always keep their word, once given.

Sometimes, young azers (those with 2 hit dice) will be sent to the material plane to act as the familiar of a spellcaster. This is seen as a sort of apprenticeship, and is viewed as a duty that must be endured. In such cases, having an azer familiar grants the spellcaster the following powers:

- Gain one experience level when the familiar is within one mile
- Lose one experience level when the familiar is more than one mile distant (not the level that is gained when the azer is close by)
- The spellcaster is able to see and hear through the azer when they are within 100' of one another
- If the azer is slain, the spellcaster loses 4 experience levels (minimum 1st level)

- When the azer is within 10' of the spellcaster, the caster gains the same magic resistance as the azer

When serving as a familiar (only), azers are able to transform themselves into small bronze statuettes some 1' high that can move and speak.

Combat: Azers attack with large mattocks (treat as a footman's mace) and large metal javelins (treat as spears), with the heat of the metal weapons doing +1 to damage to those not immune to fire. Azer are themselves, naturally, immune to fire and heat. Their specific combat statistics will depend on their size (determine randomly unless otherwise specified):

Die Roll (d%)	Hit Dice	STR	INT	Magic Resistance	X.P. Value
01-40	2d10	17	6	A	50 + 3/h.p.
41-70	3d10	18	8	B	85 + 4/h.p.
71-90	4d10	18/50	10	D	130 + 5/h.p.
91-00	5d10	18/75	12	D	225 + 6/h.p.
n/a	7d10	18/90	16	E	825 + 10/h.p.
n/a	9d10	18/00	18	G	1,950 + 14/h.p.

Those azer with 7d10 hit dice are the nobles; there are only approximately 30 of them at any given time. Their king, Amaimon, has 9d10 hit dice. Both the nobles and Amaimon himself are known to have special powers not shared by the rest of the azer race, but the specifics are unknown. The nobles and king will never be encountered randomly; they should be deliberately placed by the game master.

If an azer grapples with an enemy, they will take 1d4+1 h.p. of damage from the heat of the creature's body. Azers can only survive in temperate climates (less than 200° F) for an hour at most. Cold attacks do double damage against azer. Azers are considered "persons" for spells such as *charm person* or *hold person*.

Appearance: Azer are short, stocky humanoids with coppery skin and flames for hair and beard. They wear kilts made of beaten copper, bronze, or brass. They speak their own language as well as the Firey Speech common to those who dwell on the elemental plane of fire.

Barghest

	Goblin Form	Dog Form
Number	1d6 (material plane), 1 (Gehenna)	
Morale	See below	See below
Hit Dice	6d10 to 12d10	6d10 to 12d10
Armor Class	2 to -4	2 to -4
Move	150'/min.	
Magic Resistance	See below	See below
No. of Attacks	2	1
Damage	2d8 + bonus	1d12 + bonus
Defenses	See below	See below
Attacks	See below	See below
Weaknesses	Holy water	Holy water
Size	M	L
Intelligence	13-18	13-18
Alignment	Lawful evil	Lawful evil
Treasure Type	VII (Gehenna only)	VII (Gehenna only)
Treasure Value	5d4x1,000	5d4x1,000
Magical Treasure	1d4 items (30%)	1d4 items (30%)
X.P. Value	See below	See below

General: Barghests are native to the plane of Gehenna, where they are generally solitary creatures, each ruling its own palace and coterie of servants. When they mate, however, their offspring will be sent to the material plane to

grow. Such offspring will often be found with goblin tribes, whom they greatly resemble, and feed upon human sacrifices until they reach maturity. The goblins fear such barghest visitors, but realize that there is nothing that can really be done except to serve them, make use of their superior abilities, and hasten the day they grow sufficiently strong to return to their native Gehenna.

Barghest young begin at the weakest level, and 8 human sacrifices are sufficient to raise them up one hit die (with all the attendant benefits – their damage modifier increases as their strength grows from 18/00 to 24 as they grow). Once they reach 12d10, they are able to will themselves back to Gehenna where they will found a stronghold of their own and rule over it. The progression of barghest powers is as follows:

Hit Dice	Morale	Armor Class	Magic Res.	Dam. Adj.	INT	X.P.
6d10	+3	2	-	+6	13	1,275 + 10/h.p.
7d10	+4	1	-	+7	14	2,000 + 12/h.p.
8d10	+5	0	A	+8	15	3,450 + 14/h.p.
9d10	+6	-1	B	+9	16	3,600 + 14/h.p.
10d10	+7	-2	C	+10	17	6,100 + 16/h.p.
11d10	+8	-3	D	+11	18	6,250 + 16/h.p.
12d10	+9	-4	E	+12	18	7,300 + 18/h.p.

While on the material plane, barghests do not keep treasure for themselves (although the goblin tribe they are with, if any, will certainly prosper). They will, however, have treasure in their strongholds in Gehenna.

Combat: Barghests attack with their two claws. They can only be harmed by weapons with a +1 or better enchantment, and fire does not harm them. In addition, they have the following magical abilities:

- *Change self* once per round
- *Charm person or charm monster* once per day
- *Dimension door* once per day
- *Emotion* once per day
- *Levitation* once per round
- *Misdirection* once per round
- *Projected image* once per round

In addition, barghests are able to *shape change* between their goblin form and that of a large dog once per round. When in dog form, they are able to stop moving and be 75% undetectable when in any sort of cover (foliage, for instance), can *pass without trace* (as per the spell), and enemies get a -3 penalty to surprise.

Appearance: In their normal form, barghests look like large goblins. The immature forms have skin that ranges from yellow to purple, while the adults have blue skin. In dog form, they look like large black mastiffs. They speak their own language and that of goblins.

Bodak

Number	1
Morale	+6
Hit Dice	9d10
Armor Class	5
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	Per weapon type
Defenses	See below
Attacks	Gaze
Weaknesses	Sunlight, holy water
Size	M
Intelligence	6
Alignment	Chaotic evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	1,950 + 14/h.p.



General: Bodaks are found in the various layers of the Abyss, being created through unknown processes and circumstances when a mortal human is exposed to some weird energy of the place and transformed into a bodak. They barely remember their former lives, intent now on destroying everything that does not derive from the Abyss. They are only very rarely encountered on the material plane, and then only after some spellcaster has summoned them. In such a circumstance, the bodak's cunning allows it to turn the tables on the caster on occasion and control him. When appropriate, roll 1d20 to determine the bodak's intelligence for purposes of resisting and controlling the summoner. They are not, strictly speaking, demons, and have none of the normal abilities of demonkind.

Combat: Bodaks use weapons in combat, but rarely do so. Rather, their gaze will cause death in any creature that meets it, in a 30' range. In addition, they can only be harmed by weapons with a +1 or greater enchantment or those made of special cold-wrought iron (similar to those which will harm demons). Direct sunlight will cause 1 h.p. of damage per round. They are resistant to many forms of attack:

- 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
- Immune to poison
- Immune to enchantment/charm spells, *hold spells*, *sleep*, and *slow*

Appearance: Bodaks are hairless humanoids with smooth, dark gray skin. Their eyes are large milky ovals. They speak the language of demons and a few words of the common tongue, remembered from their former life.

Crystal Craver

Number	1d6
Morale	+1
Hit Dice	6d10
Armor Class	-4 (edged/piercing/non-metal weapons), 0 (blunt metal weapons)
Move	60'/min. (walking and burrowing)
Magic Resistance	Standard
No. of Attacks	1
Damage	3d4 (2d4 after missile attack)
Defenses	See below
Attacks	Missile
Weaknesses	See below
Size	M-L
Intelligence	15
Alignment	Neutral
Treasure Type	XIII
Treasure Value	Special: 4d8 gems
Magical Treasure	None
X.P. Value	825 + 10/h.p.



General: Crystal cravers are creatures of living crystal, inhabitants of the elemental plane of earth, but are sometimes encountered on the material plane as they burrow through the ground in search of crystals and crystalline forms of all sorts. They will become aggressive only when thwarted from obtaining (and ingesting) these crystals. The treasure of a crystal craver will be in the form of uncut gemstones in its gullet. They despise xorns, as the latter view crystal cravers as succulent morsels.

Crystal cravers 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 end encounters that are going badly against them. While doing so, a crystal craver will be slain if a *passwall* spell is cast upon it.

Combat: Crystal cravers attack with a sharp, rotating spear that hangs from their upper portion and can jab like the sting of a scorpion. In extremis, the crystal craver can fire the tip of this spear like a projectile up to 20', doing 1d8+8 h.p. of damage if it strikes. It can only do so once, however, and once the tip is fired the creature can only do 2d4 h.p. of damage with the now-club-like appendage.

The armor class of the creature depends on the type of weapon being used. Sharp, pointed, or non-metal weapons strike as if attacking AC -4. Blunt metal weapons (such as maces, iron-shod staves, etc.) strike as if attacking AC 0.

Crystal cravers are immune to fire- and cold-based attacks, as well as poison and gasses of all sorts. Electrical and lightning attacks do a maximum of half

damage (quarter damage if a saving throw is successful). The spell *shatter* will cause 3d6 h.p. of damage to a crystal craver, *glasse* will blind it for 1d4+1 rounds, and *stone to flesh* will temporarily reduce its armor class to 6 (against all weapons) for one round.

Appearance: Crystal cravers are large sheets of living crystal, with various irregular protrusions along their surfaces. They move about on six stumpy legs when not moving through solid earth, and sport a single large projection on top which is used to attack enemies as noted above. They speak their own language and that of xorns. The exact size of the crystal craver depends on its hit points:

Hit Points	Size
6-16	M (3 ½' high, 6' long, 1' wide)
17-27	L (3 ½' high, 9' long, 2' wide)
28+	L (3 ½' high, 14' long, 3' wide)

Daemon

Daemons inhabit the plane known as Hades, over which they rule with an iron fist, but other races that dwell there (the hags, for instance) do not always recognize this authority. There is much convoluted maneuvering between the various powers involved as a result.

Daemons have a special form of magic resistance, which is based not on the level of the caster, but on the level of the spell being cast. The first magic resistance percentage listed is that possessed by the daemon against 1st-level spells. For each spell level higher than 1st, the daemon's magic resistance decreases by 5%. Thus, if a daemon has a 100% resistance to 1st-level spells, it would have a 95% resistance to 2nd-level spells, 90% to 3rd level spells, etc.

Daemons are able to move between any of the lower planes from the Nine Hells to the Abyss, and can enter the astral or ethereal planes as they wish. They may not, however, enter the material plane unless *summoned*, *conjured*, *gated*, etc. All daemons, regardless of type, have individual names that can be used to summon and, theoretically, control them. Pentagrams will keep daemons at bay. They greatly resent serving others, but if offered proper inducements and flattery by a sufficiently powerful summoner, they may enter into an alliance with such, as long as the terms favor the daemon.

Lesser daemons are slain normally. Greater daemons and daemon lords, on the other hand, can only be permanently slain on the layers of Hades itself; if slain elsewhere, their foul spirits will return to Hades and reform (one year per hit die before they are fully recovered).

All daemons have the following magical abilities, in addition to those listed for each individual type:

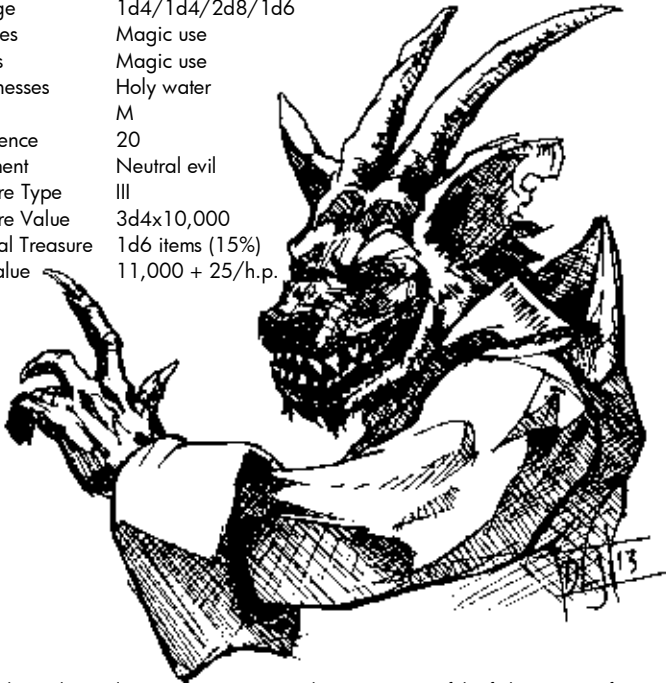
- *Comprehend languages* at will
- Half damage from acid, fire-based, or cold-based attacks
- Immune to poison, paralysis, enchantment/charm spells, and *suggestion*
- *Infravision* (120' range)
- *Invisibility* at will
- Non-enchanted weapons do no damage
- *Telepathy* at will (only with creatures with an intelligence of 5 or above)
- *Ultravision* (120' range)
- *Word of recall* once per day (returns them to their home on Hades from any other plane or place)

All daemons speak the daemoniac tongue, in addition to their telepathic powers.

All daemon lords have the powers of lesser deities, as listed in Appendix E, in addition to those powers listed herein.

Andromodaemon (Greater Daemon)

Number	1 (material plane), 1d3 (Hades)
Morale	+17
Hit Dice	13d12
Armor Class	-2
Move	120'/min., 180'/min. (flying - good)
Magic Resistance	100% (1st level spells) - 60% (9th level spells)
No. of Attacks	4
Damage	1d4/1d4/2d8/1d6
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
Size	M
Intelligence	20
Alignment	Neutral evil
Treasure Type	III
Treasure Value	3d4x10,000
Magical Treasure	1d6 items (15%)
X.P. Value	11,000 + 25/h.p.



General: Andromodaemons are among the most powerful of the races of daemons, and their kind rule vast tracts of the layers of Hades from iron fortresses. Each such fortress will have 1d4 lesser daemons (of various kinds) and 1d3 hags. They pride themselves on their civility and even urbanity, but that veneer can be tossed aside in but a moment and the viciousness that lies beneath, exposed.

Combat: Andromodaemons attack with their two claws, horns, and bite. In addition, they have the following powers and abilities:

- *Burning hands* once per round, causes 13 h.p. of damage, can be used while attacking with claws
- *Darkness, 20' radius* once per round
- *Detect evil/good* once per round
- *Dimension door* once per day
- *Feather fall* once per round
- *Fly* at will (speed, etc. as noted above)
- *Hypnosis* once per round
- *Obscure alignment* once per round
- *Psychic strike* 5 times per day
- *Shape change* into any humanoid form once per round
- *Telekinesis* (325 lb. limit) once per round
- *Teleport* once per day

All andromodaemons are the equivalent of a mage of level 1d8+10. They are able to cast such spells despite their magic resistance, as well as being able

to use magic scrolls and wands. Any other type of magic item will need to check the andromodaemon's magic resistance before it can be used.

Appearance: Andromodaemons are humanoid in appearance, with the heads of wild dogs. They have a pair of white horns on the top of their heads and typically wear elaborate robes.

Charon (Daemon Lord)

Number	Unique
Morale	+20
Hit Dice	17d12 (140 h.p.)
Armor Class	-5
Move	180'/min. (in all circumstances)
Magic Resistance	120% (1st level spells) - 80% (9th level spells)
No. of Attacks	1
Damage	2d4
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
Size	M
Intelligence	21
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	22,200 + 35/h.p.



General: Charon (pronounced "kay-ron") is the Boatman of the River Styx, the magical watercourse that flows from the planes of Acheron to Pandemonium. No manner of summoning, gate, etc., will be able to bring Charon, except one that is cast on the banks of the River Styx. He will also come immediately if one of the following spells is cast while in/on or at the banks of the Styx: *holy/unholy word, conjure elemental, invisible stalker, phantom stalker, or unseen servant.*

As dead spirits and souls arrive on the banks of the Styx, Charon will ferry them to their destination for the customary fee of 1 c.p. (this is why bodies are buried/burned/etc. with a copper piece over each eye or in the mouth). The living may also buy passage, but their price is more dear: a magic item, 100 platinum pieces, or a pair of gems worth 500 g.p. or more. This fee, whether paid by the dead or the living, is known as Charon's Obol. No one who fails to pay his price will be transported across the river. Charon's black skiff can hold up to ten passengers at a time. If he is paid for passage, he is a taciturn but non-hostile host.

As he has a very distinct function, Charon holds himself aloof from the machinations of the other Daemon lords, and traditionally rebuffs those who would seek to involve him in the politics of the lower planes.

Combat: Charon attacks with his boatman's pole, which also forces anyone struck by it to make a saving throw vs. paralysis or become paralyzed for 2d4x10 minutes. His gaze will cause *fear* (as per the spell) in all who meet it. In addition, Charon has the following magical powers:

- All energy-based attacks (fire, electricity, cold, etc.) do no damage
- *Call up the Styx:* The river itself will rise up, striking as a 17d12 HD creature, doing 5d6 h.p. of damage, and forcing a saving throw to retain memory on anyone hit (see below)
- *Feather fall* once per round
- *Psychic strike* 6 times per day
- *Water walk* at will

Charon can never actually be permanently killed. If Charon is slain, he will automatically reform instantly, but cannot re-enter the plane on which he was slain until 24 hours later.

Appearance: Charon is a skeletal human wearing dark robes. His eyes can be seen to glow a dull red beneath his hood. His robes are made of the finest materials.

The River Styx: This river forms a barrier between the astral plane and all of the various lower planes between Acheron and Pandemonium. Mortals from the material plane who land on the top layer of any of the lower planes will find themselves on the far side of the River Styx, a deep and raging torrent. Anyone touching, entering, or drinking water from the River Styx must immediately make a saving throw vs. magic or lose all memory of his life (treat as a *forget* spell cast by a 15th level mage). Each subsequent contact will require additional saving throws.

Charonodaemon (Lesser Daemon)

Number	1
Morale	+11
Hit Dice	10d10
Armor Class	-1
Move	180'/min.
Magic Resistance	80% (1st level spells) - 40% (9th level spells)
No. of Attacks	1
Damage	2d4
Defenses	None
Attacks	<i>Fear</i> gaze
Weaknesses	Holy water
Size	M (5')
Intelligence	16
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	5,300 + 16/h.p.

General: Charonodaemons are the servants of the Daemon lord Charon, often sent by him or other of the daemon lords to act as surrogates, messengers, etc. They are mostly found manning a boat on the River Styx somewhere in the lower planes, but can travel with their boat to the material, ethereal, or astral plane at their master's behest. A charonodaemon can be summoned by any conjuration/summoning spell cast along the banks of the Styx.

The living may buy passage across the Styx for 10 p.p., a magic item, or a pair of 50 g.p. (or greater) gems. Charonodaemons cannot be coerced into

providing such passage, and if threatened will teleport away with their boat. All charonodaemons are in constant telepathic contact with one another, and if one is slain, no others of his race will answer a summons before a suitable supplication is made (a sacrifice of a good-aligned mortal and a powerful magic item in the ruins of a desecrated good temple, for example).

Even if properly paid, there is a 15% chance that sheer malice will drive a charonodaemon to deliver his passengers to the wrong location, such as the topmost layer of the Abyss rather than Hades, for example, or many miles away from the intended destination on the proper plane. This does not apply to those acting directly on behalf of Charon, or under orders from one of the other daemon lords.

Combat: Charonodaemons attack with their skiff poles. In addition, they are able to cause *fear* with the gaze of their glowing red eyes; anyone meeting the gaze must make a saving throw vs. magic or flee in terror for 10 minutes, with a chance of dropping anything held in their hand of 60% minus 5% per experience level. Charonodaemons can also summon 1d6 hydrodaemons (see p. 335) out of the murky waters of the Styx. They themselves are immune to the memory-robbing effects of the waters of the river.

Appearance: Charonodaemons are gaunt humanoid figures wearing dark robes. Their faces are nearly skeletal and their skin is a sickly gray.



Cholerix (Daemon Lord)

Number	Unique
Morale	+20
Hit Dice	22d12 (183 h.p.)
Armor Class	-2
Move	150'/min.
Magic Resistance	100% (1st level spells) - 60% (9th level spells)
No. of Attacks	2
Damage	2d10/2d10
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
Size	L (7')
Intelligence	19
Alignment	Neutral evil
Treasure Type	IX
Treasure Value	10d6x10,000
Magical Treasure	1d6 items (65%)
X.P. Value	28,205 (material form), 282,050 (permanently slain)

General: Cholerix, The Parched One, is one of the most powerful of daemonkind, serving as ambassador from the court of the Oinodaemon to the various rulers of the lower planes. He is invariably accompanied by his personal guard of 6 nufanodaemons of greatest size (see p. 337).

Combat: Choleric attacks with his fists. In addition, anyone struck by him must make a saving throw vs. spells or suffer additional dehydration damage equal to the amount of damage inflicted by the strike itself. Any hit points lost as a result of dehydration are then transferred to Choleric. He can absorb as many hit points as needed to bring him to a total of 223; any hit points in excess of his normal total will (literally) drain away at a rate of 1 per minute starting 30 minutes after they were absorbed. In addition, Choleric has the following powers:

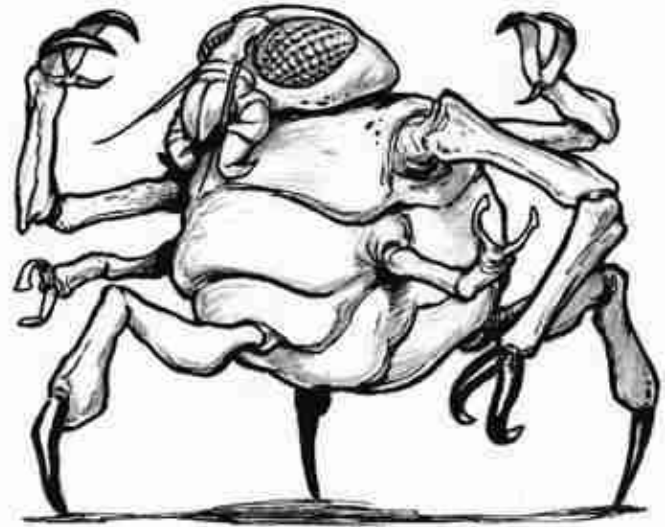
- *Airy water* once per round
- *Cancellation* (as per the rod) once per day
- *Create water* once per round
- *Delude* once per round
- *ESP* once per round
- *Feather fall* at will
- *Feeblemind* once per day
- *Forceful hand* once per round
- *Gate* in 1d3 daemons of any type (his choice) with 85% chance of success, once per round
- *Hold monster* once per round
- *Hold person* once per round
- *Minor globe of invulnerability* once per day
- *Prismatic spray* once per day
- *Psychic strike* 6 times per day
- *Putrefy food and drink* once per round
- *Pyrotechnics* once per round
- *Shape change* once per round
- *Transmute water to dust* once per round
- *Wall of fog* once per day
- *Wall of ice* once per day
- *Water breathing* at will
- *Water walk* at will

Choleric is immune to all enchantment/charm type spells, as well as *sleep*, *hold*, and *ESP*. The spell *purify food and drink* will not work within 1 mile of the daemon lord.

Appearance: Choleric appears as a humanoid figure with tight, sallow skin, sunken eyes, and a rictus grin. His bald head sports a series of down-pointing horns in a ring. He wears rich clothing of scarlet and purple.

Derghodaemon (Lesser Daemon)

Number	1d4
Morale	+12
Hit Dice	11d10
Armor Class	0
Move	120'/min.
Magic Resistance	80% (1st level spells) - 40% (9th level spells)
No. of Attacks	5
Damage	1d4+8/1d4+8/1d4+8/1d4+8/1d4+8 or per weapon type +8
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
Size	L (8')
Intelligence	6
Alignment	Neutral evil
Treasure Type	VII (in lair), XIII (gizzard)
Treasure Value	6d4+10x1,000 (in lair), 1d4-1x100 (gizzard)
Magical Treasure	1d6 items (30% - in lair)
X.P. Value	5,800 + 16/h.p.



General: Derghodaemons are native to Hades, but can be found in great numbers in the neighboring planes of Tarterus and Gehenna as well. They are stupid, but both strong and stubborn, making them difficult to control if summoned. In addition to any treasure they have in their cave-lairs near the banks of the Styx, they will have several gems in their gizzard, as noted above.

Combat: Derghodaemons strike with their clawed forearms, which are equally spaced around their bodies. However, there is also a chance that one or more of these clawed forearms will be holding a weapon:

Die Roll (d%)	Armed with...
0-60	No weapons
61-85	1 weapon
86-95	2 weapons
96-00	3 weapons

Weapons will be swords, axes, maces, morning stars, etc. If a clawed forearm is holding a weapon, it will do damage appropriate to that weapon +8, due to the great strength (20) of the creature, which also gives them a +3 bonus "to hit". If a clawed forearm has a weapon, it can be used to parry against a single opponent, giving the creature an effective AC of -8 against that one enemy. Other claws may strike, of course. If two claws successfully strike an opponent, that opponent has been grabbed, and other attacks get a bonus of +2 against it. Grabbed enemies can attack normally, but are unable to move or break off from melee unless they have a strength greater than 20, or the derghodaemon is slain.

Derghodaemons have the following powers:

- *Darkness* one per round (10' range)
- *Fear* once per round (20' range)
- *Sleep* (twice per day)
- *Teleport without error* once per round

Appearance: Derghodaemons are rotund creatures with three legs and five arms ending in claws. Their heads are insect-like in appearance, and are capable of rotating 360°. Their skin is gray-green.



Diptherius (Daemon Lord)

Number	Unique
Morale	+20
Hit Dice	22d12 (180 h.p.)
Armor Class	-1
Move	150'/min.
Magic Resistance	100% (1st level spells) - 60% (9th level spells)
No. of Attacks	4
Damage	2d6/2d6/2d12/2d12
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
Size	L (16')
Intelligence	20
Alignment	Neutral evil
Treasure Type	VII
Treasure Value	4d6x10,000
Magical Treasure	1d4 items (45%)
X.P. Value	31,205 (material form), 312,050 (permanently slain)

General: Diptherius is the general of the armies of Hades, but is no less caught up in the politics of the gloomy realm than any of the other daemon lords. The personal power that he would ordinarily wield because of his command of the armies is offset by the fact that those armies are under his theoretical command, but actually owe their fealty to one or another of the other daemon lords or other powerful entities and daemons in Hades. The forces under his direct personal command and authority are no larger than any of the other daemon lords.

Combat: Diptherius attacks with his massive fists and two great horns. Anyone struck by either horn with a roll of a natural 20 will not only be gored by the horns, but will be flung 2d6x10' in a random direction and suffer an additional 2d6 h.p. of damage from the toss. Anyone in melee with Diptherius must make a saving throw vs. poison each round or be splattered with the ichor from his

open sores. Anyone so struck will suffer 1d10 h.p. of damage from the burning fluid on the first round and 1d6 h.p. on the second. Only weapons with a +3 or greater enchantment will harm Diptherius, and he has the following abilities and powers as well:

- *Burning hands* once per round
- *Cause disease* once per round
- *Delude* once per round
- *ESP* once per round
- *Flaming sphere* once per round
- *Gate* in 1d3 daemons of any type (his choice) with 85% chance of success, once per round
- *Globe of invulnerability* once per day
- *Lightning bolt* once per round
- *Meteor swarm* once every 10 minutes
- *Psychic strike* 4 times per day
- *Pyrotechnics* once per round
- *Shape change* once per round
- *Song of war* once per round (240' range)
- *Wall of fire* once per day
- *Wall of force* once per day
- *Wall of ice* once per day

Diptherius is immune to all enchantment/charm type spells, as well as *sleep*, *hold*, and *ESP*. He has the equivalent of the generalship skill with a level of 13.

Appearance: Diptherius appears as a massive minotaur, but his skin is marred by massive lesions which ooze ichor. He wears nothing but a loincloth and metal greaves and bracers.

Guardian Daemon (Lesser Daemon)

Number	1d3
Morale	n/a
Hit Dice	8d8
Armor Class	1
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d6/1d6/1d12
Defenses	+2 (or better) weapon to harm, immunities (see below)
Attacks	Fire breathing
Weaknesses	Holy water
Size	Varies
Intelligence	12
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	1,275 + 10/h.p.

General: Guardian daemons are usually encountered on the material plane as guards for some treasure, chamber, portal, etc. They will never leave the object of their protection unless slain, and thus never need check morale. They have no treasure of their own (on the material plane, at least); they will always be encountered in the role of a guard of some other treasure.

Combat: Although their forms are not fixed, guardian daemons will almost always have a form that allows them to attack with two claws and a bite. In addition to the normal powers of daemons, guardian daemons have the following powers:

- Able to speak and comprehend all languages

- Breathe a cone of fire 30' long and 10' wide at the base; all those within the area must save vs. breath weapon or take 5d6 h.p. of damage (those who save take half damage), but this cannot be used against enemies within 10'
- Can only be harmed by weapons with an enchantment of +2 or better
- Immune to *charm*, *hold*, *sleep*, *polymorph*, and *fear* spells
- Immune to one other form of attack (determine randomly):

Die Roll (d%)	Immune to...
01-20	Nothing else
21-27	Blunt weapons
28-34	Cold
35-41	Edged weapons
42-48	Electricity
49-56	Fire
57-63	Gas
64-70	Illusions
71-77	Missiles
78-84	Paralyzation
85-93	Poison
94-00	Water

Appearance: Guardian daemons can be encountered in a variety of forms; the exact form is set by the cleric who summons the creature from Hades. It will almost always be something with at least claws and a mouth: a bear, cat, frog, lizard, or a combination of many different creatures.

Hydrodaemon (Lesser Daemon)

Number	10d3 (in or near the Styx), 2d4 (elsewhere)
Morale	+9
Hit Dice	9d12
Armor Class	2
Move	60'/min. (walking and flying - poor), 360'/min. (swimming)
Magic Resistance	70% (1st level spells) - 30% (9th level spells)
No. of Attacks	3
Damage	1d8/1d8/1d10
Defenses	Magic use, half damage from water-based attacks
Attacks	Magic use, level drain, gliding
Weaknesses	Holy water
Size	L (10')
Intelligence	6
Alignment	Neutral evil
Treasure Type	VI
Treasure Value	4d8x1,000
Magical Treasure	1 item (15%)
X.P. Value	5,100 + 16/h.p.

General: Hydrodaemons spend most of their time sporting throughout the River Styx, and can thus be found on all of the lower planes, even though they can be found throughout Hades even quite far from the river itself. They are immune to the memory-robbing effects of the river. They are sometimes sent to the material plane to wreck havoc and advance the causes of their masters; in such cases they will usually be found in watery environs.

Combat: Hydrodaemons attack with two claws and a bite. In addition to the damage caused, the bite of a hydrodaemon drains one energy level from the victim. Due to the great flaps of skin connecting their arms and legs, they are able to launch themselves into the air and glide quite swiftly for up to 10 minutes at a time like a flying fish. When flying they can also attack with two rear claws for 1d4 h.p. each. Hydrodaemons have the following abilities:

- *Create water* once per round

- *Darkness* once per round (10' range)
- *Dimension door* once per round (used to gain altitude for their gliding attack)
- *Gate* in another hydrodaemon once per day (50% chance of success)
- *Teleport without error* once per round
- *Water walking* at will

On the material plane (only), hydrodaemons may *gate* in a 12 HD water elemental once per day who will fight on the daemon's behalf.

Hydrodaemons take half damage from water-based attacks (no damage if they make a successful saving throw, if applicable).

Appearance: A hydrodaemon has a distinctively batrachian appearance, looking like nothing so much as a large upright frog. It has large skin flaps connecting its arms and legs, which are used to allow it to glide. Skin is yellow on the underside and green on the dorsal side.



Jaundix (Daemon Lord)

Number	Unique
Morale	+15
Hit Dice	20d12 (90 h.p.)
Armor Class	-6
Move	90'/min.
Magic Resistance	80% (1st level spells) - 40% (9th level spells)
No. of Attacks	2
Damage	5d4/5d4
Defenses	See below
Attacks	Cold, paralyze
Weaknesses	Fire, holy water
Size	L (15')
Intelligence	18
Alignment	Neutral evil
Treasure Type	VII
Treasure Value	3d4x10,000
Magical Treasure	2d10 items (45%)
X.P. Value	28,000 (material form), 280,000 (permanently slain)

General: Jaundix is a powerful daemon lord known to have good relations with the various hags that inhabit Hades. He is distrusted by most of the other powerful daemons, but none can contest the fact that he is one of the most powerful of their number. His palace stands in the midst of a great glacier whose runoff feeds into the river Styx.

Combat: Jaundix attacks with his two tentacles. Those struck must make a saving throw vs. paralyzation or be frozen stiff for 3d4x10 minutes. In addition, he radiates cold, causing all those within 15' to suffer 1d6 h.p. of damage per round (no saving throw, but those with a resistance to cold only

take half damage). Jaundix is immune to any weapon with less than a +2 enchantment. Any weapon striking Jaundix will shatter from the cold 10% of the time; if this happens, the strike will not inflict any damage. Jaundix has the following powers:

- *Cone of cold* (15 HD) once per day
- *Hold person* 3 times per day
- *Ice storm* (4d10 h.p.) 3 times per day
- *Psychic strike* 5 times per day
- *Summon* one of the following (his choice) once per day:
 - 1d4 white dragons
 - 1d4 frost giants
 - 1d6 yeti
- Triple-strength *wall of ice* 3 times per day

Jaundix is vulnerable to fire and heat. Fire-based attacks against him strike with a +2 bonus "to hit" and do an additional 1 h.p. of damage per die. He is immune to poison and petrification, and cold-based attacks actually heal him, up to his original maximum number of hit points.

Appearance: Jaundix appears as a giant yeti with yellow fur and white tentacles instead of arms.



Malariax (Daemon Lord)

Number	Unique
Morale	+20
Hit Dice	25d12 (233 h.p.)
Armor Class	-6
Move	180'/min.
Magic Resistance	120% (1st level spells) - 80% (9th level spells)
No. of Attacks	2
Damage	2d6/2d6
Defenses	Spell immunity
Attacks	Disease, magic use
Weaknesses	Holy water
Size	L (9')
Intelligence	23
Alignment	Neutral evil
Treasure Type	VIII
Treasure Value	2d4+3x10,000
Magical Treasure	1d3 items (10%)
X.P. Value	29,555 (material form), 295,550 (permanently slain)

General: Malariax, the current holder of the title of Oinodaemon, rules over the various races of daemons through cunning, subtlety, and savagery. The political machinations of the lower planes are Machiavellian at the best of

times, but the art of political intrigue is brought to a high art form when practiced among the super-elite of the daemonic hordes.

Combat: Malariax attacks with his two fists, and his touch will also cause disease in any creature from the material plane (save vs. spell or contract a disease that will be fatal in 1 week, making healing of any type impossible during that time). Only a *heal* spell, *limited wish*, or *wish* will remove the affliction. In addition, Malariax has the following powers:

- *Burning hands* once per round
- *Cancellation* (as per the rod) once per day
- *Delude* once per round
- *Dominate* (as per the circlet) once per round
- *Enlarge* (on himself only) once per round
- *ESP* once per round
- *Feather fall* at will
- *Feeblemind* once per day
- *Flaming sphere* once per round
- *Gate* in 1d3 daemons of any type (his choice) with 85% chance of success, once per round
- *Minor globe of invulnerability* once per day
- *Psychic strike* 9 times per day
- *Pyrotechnics* once per round
- *Shape change* once per round
- *Transfixing gaze* (save vs. spells or be locked in place until Malariax chooses to release the victim) once per round
- Turn any metal into platinum once per day (300 lbs. maximum)
- *Wall of fire* once per day
- *Wall of force* once per day
- *Wall of ice* once per day
- *Water breathing* once per round
- *Water walk* at will

Malariax is immune to all enchantment/charm type spells, as well as *sleep*, *hold*, and *ESP*.



Appearance: Malariax appears as a gaunt humanoid figure in threadbare gray robes. He has the head of a ram, but one rotting with various diseases and afflictions. The hair on his head comes off in nauseating clumps, his hands and face are marked with open lesions that ooze stinking effluvia, and if he remains in one place for more than a few minutes, he will leave a ring of rotting flesh that has sloughed off his body. His voice is a hoarse whisper.

The Staff of the Lower Planes: The badge of office of the Oinodaemon is the Staff of the Lower Planes, a powerful artifact that is greatly coveted by the various daemon lords. Any non-daemon grasping the staff will take 10d8 h.p.

of electrical damage and lose 2 energy levels per round. The staff cannot be used by any other daemon as long as the current Oinodaemon still lives. It grants its wielder the following powers:

- *Beguilement* (as per the rod) once per round
- *Geis* once per round
- *Mass charm* once per round
- Grant another being's *wish* once every 10 minutes

The effects of the Staff will be felt even by daemons, as it ignores their innate magic resistance.

Mediodaemon (Greater Daemon)

Number	1 (material plane), 1d3 (lower planes)
Morale	+10
Hit Dice	10d12
Armor Class	-3 or better
Move	150'/min.
Magic Resistance	95% (1st-level spells) - 55% (9th level spells)
No. of Attacks	2 or 1
Damage	1d6+6/1d6+1 or per weapon type +6
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
Size	L (7')
Intelligence	15
Alignment	Neutral evil
Treasure Type	XVII
Treasure Value	1d10x50
Magical Treasure	1 item, 1 potion (60%)
X.P. Value	2,700 + 14/h.p.



General: Mediodaemons are fond of traveling to the material plane where they can wreak havoc in general and aid those of evil intent, so long as the mediodaemon is acknowledged to be in charge. Each mediodaemon has a unique name, but is loath to reveal it, as such knowledge would put them under the power of those who know it.

Combat: Mediodaemons attack either with their two great fists, or with some massive magical weapon (their 18/00 strength giving them a +3 bonus "to hit" and a +6 bonus to damage). If armed, their weapons should be determined randomly.

Die Roll (d%)	Armed with...
01-12	Battleaxe +1 and shield +1
13-20	Battleaxe +2 and shield +1
21-25	Battleaxe +2 and shield +2
26-37	Flail +1 and shield +1
38-45	Flail +2 and shield +1
46-50	Flail +2 and shield +2
51-62	Bastard sword +1 and shield +1
63-70	Bastard sword +2 and shield +1
71-75	Bastard sword +2 and shield +2
76-87	Two-handed sword +1
88-95	Two-handed sword +2
96-00	Two-handed sword +3

In addition to the powers normally possessed by daemons, mediodaemons have the following powers and abilities, as indicated (only one such power can be used in any given round):

- Become *ethereal* once per day
- *Comprehend languages* once per round
- *Detect invisibility* once per round
- *Detect magic* once per round
- *Dimension door* twice per day
- *ESP* once per round
- *Invisibility* once per round
- *Levitate* once per round
- *Passwall* four times per day
- *Polymorph self* once per round
- *Possession* once per day (see "demon" entry for details)
- *Read magic* once per round
- *Repulsion* once per day
- *Wind walk* once per day

Mediodaemons also have infravision and ultravision. They are able to communicate telepathically with any creature with an intelligence of 7 or less.

Appearance: Mediodaemons are humanoid in appearance, a dull brown in color, heavily muscled and with three-toed claws for feet. Their heads are a mix of piscine and reptilian, and they have two prominent fin-like crests on the top of their head running down the back of their skull. Their mouths are large and sucker-like, with fangs.

Nufanodaemon (Greater Daemon)

Number	1 (on Material plane), 1-2 (in Hades)
Morale	+20
Hit Dice	12d12
Armor Class	-4
Move	120'/min., 360'/min. (flying - poor)
Magic Resistance	100% (1st level spells) - 60% (9th level spells)
No. of Attacks	2 or 1
Damage	1d8+8/1d8+8 or per weapon type+8
Defenses	+1 (or better) weapon to harm, regenerate
Attacks	Magic use
Weaknesses	Holy water
Size	L (8')
Intelligence	17
Alignment	Neutral evil
Treasure Type	XVII
Treasure Value	1d10x100
Magical Treasure	1 item, 1 potion (60%)
X.P. Value	6,800 + 16/h.p.



General: Nufanodaemons are among the mightiest inhabitants of Hades, and are able to enter any of the various Lower Planes at will. They are greatly feared and hated by most of the inhabitants of the Lower Planes, and only the mightiest devils or demons do not pay them deference when they are around. They will often cooperate with other evil beings, always with an eye towards maximizing their own power and well-being. They have personal names that they keep most secret, lest the name be used to force the nufanodaemon to submit.

Combat: Nufanodaemons strike either with their great fists or with a magical weapon (if such is available). When striking with a weapon, they receive a +3 bonus "to hit" and a +8 bonus to damage due to their great strength (equal to a strength score of 20). In addition, they are able to use the following powers as indicated. For those powers that are usable once per round, only one can be used in any given round:

- *Command* 3 times per day
- *Comprehend languages* once per round
- *Detect invisibility* once per round
- *Detect magic* once per round
- *Dimension door* 3 times per day
- *Dispel magic* 2 times per day
- *Enlarge (shrink)* once per round
- *Fear* (by touch) once per round
- *Gaseous form* once per day
- *Invisibility 10' radius* once per round
- *Mirror image* (4 images) 2 times per day
- *Polymorph self* once per round
- *Project image* once per round
- *Read magic* once per round
- *Reverse gravity* 2 times per day
- *Telepathy* (with creatures of intelligence 5 or higher) once per round
- *Wind walk* 3 times per day

Nufanodaemons are immune to any weapon with less than a +2 enchantment, and have the same special magic resistance as do all daemons. They regenerate 1 h.p. every 3 rounds, and are immune to paralysis, beguiling, charm, and paralysis. Gasses of all types are ineffectual against them. They

have ultravision and infravision, and can see into the x-ray and gamma ray spectrums as well.

While flying, nufanodaemons will smash into opponents, doing 2d6 h.p. of damage from such a strike, or 3d6 if an enemy is hit head-on (doing so will inflict 1d4 h.p. on the nufanodaemon as well, however). They prefer to grapple with opponents after forcing them to the ground, since their full strength is easier to employ when in a normal melee situation.

Appearance: Nufanodaemons are large and vaguely humanoid in form, albeit with immense bat-like wings, three-toed feet with claws, and bullet-shaped heads with large fanged mouths. They are gray-green in color and heavily muscled.

Piscodaemon (Lesser Daemon)

Number	3d4
Morale	+6
Hit Dice	6d8
Armor Class	-1
Move	60'/min., 180'/min. (swimming)
Magic Resistance	60% (1st level spells) - 20% (9th level spells)
No. of Attacks	2
Damage	2d8/2d8
Defenses	See below
Attacks	Stinking cloud
Weaknesses	Holy water
Size	M (5')
Intelligence	11
Alignment	Neutral evil
Treasure Type	XV
Treasure Value	1d6+2x1,000
Magical Treasure	1d4 items (25%)
X.P. Value	455 + 6/h.p.



General: Piscodaemons can be found throughout the central lower planes, where they are favored as laborers by stronger evil creatures. They are themselves resentful and hateful creatures, and will take out their own frustrations at their indignity on anything weaker within range. They are also

to be found on the material plane where they are likewise used as lower-rung servants, and likewise resent such treatment.

Combat: Piscodaemons attack with their great lobster-like claws. If both claws hit, the victim has been "seized". Seized creatures get a -1 penalty on all "to hit" rolls and are then subject to further attack by the setae around the creature's mouth. On the following round, the seized creature must make a successful saving throw vs. poison. Failure indicates the victim has been injected, and death is certain (and instantaneous). Such victims are often carried off to the piscodaemon's lair for later consumption.

Piscodaemons are able to release a *stinking cloud* once per day, and get a +5 bonus to all surprise rolls due to their bulging, stalked eyes. All water-based attacks against piscodaemons get a -1 penalty per die for damage.

Appearance: Piscodaemons are a nightmare agglomeration of many different sorts of sea-creatures. They have the heads and foreclaws of great lobsters, tentacles which they use for movement, and a fluke-like tail.

Servodaemon (Lesser Daemon)

Number	1d6
Morale	+13
Hit Dice	13d10
Armor Class	1
Move	180'/min.
Magic Resistance	75% (1st level spells) - 35% (9th level spells)
No. of Attacks	1
Damage	Per weapon type
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
Size	L (12')
Intelligence	6
Alignment	Neutral evil
Treasure Type	VII
Treasure Value	6d6x1,000
Magical Treasure	None
X.P. Value	7,050 + 18/h.p.



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General: Servodaemons make up large contingents of the armies of Hades, and for good reason. They are immensely strong (24 STR score), not overly bright, and completely dedicated to their masters.

Combat: Servodaemons attack with a unique type of polearm that is studded with blades and has a barbed point, which can only be wielded by a creature with a strength of 24 or above. If it hits successfully, there is a 50% chance that the blades will do 1d8 h.p. of damage on the first round and automatically do 2d8 h.p. the next round as it is ripped out of the victim's body. Half of the time (50%) the barbed point will hit, doing 1d10 h.p. on the first round and 1d6 h.p. when it is pulled out. Due to their strength, servodaemons get a +6 bonus "to hit" and a +12 bonus to damage. The strength bonus to damage only applies on the round that the weapon hits, not on the following round when it does damage as it is removed. On a natural roll of 20, the servodaemon will have hit the enemy with the shaft of the weapon, knocking him unconscious for 2d6 minutes unless he makes a successful saving throw vs. paralyzation. In addition, servodaemons have the following powers and abilities:

- *Shocking grasp* three times per day (does 1d8+13 h.p.)
- Take half damage from earth-based attacks
- *Teleport* once per round

Note that the *shocking grasp* ability of the servodaemon can be used through the pole arm that it wields, making it even more deadly.

If a servodaemon knocks out an enemy, and no others are around to directly threaten it, it will attempt to draw forth a portion of his life force. The process requires 5 minutes of uninterrupted contact, and will result in 1d10x10% of the victim's life force being drained (which applies to experience points, statistics such as strength and intelligence, etc.). Any fractions should be rounded up. These losses are permanent unless the servodaemon is slain within 24 hours, or a *restoration* spell is cast upon the victim.

Appearance: Servodaemons are humanoid in form, covered in scales and with large tooth-filled mouths and wide trumpet-like ears. Their left arm is three times the size of their right, and allows them to wield their strange polearm with great deftness.

Soul Worm (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
Weaknesses	None
Size	M
Intelligence	6
Alignment	Neutral evil
Treasure Type	Holy water
Treasure Value	n/a
Magical Treasure	None
X.P. Value	10 + 1/h.p.
Turn as Type	XIII



General: Soul worms 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, and are also used by liches to sustain themselves. They are thus valuable commodities.

Combat: Soul worms attack with a bite.

Appearance: Soul worms are long sickly worms of ivory hue with human faces distorted by evil, greed, and anguish.

Surodaemon (Greater Daemon)

Number	1
Morale	+17
Hit Dice	14d12
Armor Class	-5
Move	150'/min. (walking, swimming, and flying -average)
Magic Resistance	110% (1st level spells) - 70% (9th level spells)
No. of Attacks	2
Damage	2d4/2d4
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
Size	M
Intelligence	19
Alignment	Neutral evil
Treasure Type	VIII
Treasure Value	6d4+12x10,000
Magical Treasure	1d6 items (30%)
X.P. Value	9,000 + 25/h.p.



General: Surodaemons are the most powerful form of daemon aside from the daemon lords themselves. They can be found anywhere in the lower planes and are universally feared. Inscrutable creatures, it is rarely known what errand drives their comings and goings.

Combat: Surodaemons attack with their claws. Any creature meeting the gaze of a surodaemon must make a saving throw vs. spells or be held (as per the spell *hold person*, *hold monster*, etc. as applicable). A successful saving throw indicates the victim is not held, but rather sees the surodaemon as a loved one or trusted companion, rather than as the daemon truly appears. In addition, surodaemons have the following powers:

- *Blade barrier* once per day
- *Charm person or monster* once per round
- *Clairaudience* once per round
- *Clairvoyance* once per round
- *ESP* once per round
- *Fear* (by touch) once per round
- *Illusion* (as a wand of illusion) once per round
- *Mislead* once per round
- *Possession* once per round (see "demon" entry for more details)
- *Suggestion* once per round
- *Symbol of persuasion, insanity, or hopelessness* once per day
- *Telekinesis* (600 lb. limit) once per round
- *Teleport without error* once per round
- *Wall of fire* once per day

Appearance: Surodaemons are humanoid in form with blank faces and large eyes swirling with colors. They wear dark cloaks, but nothing else.

Death, Minor

Number	1
Morale	n/a
Hit Dice	8d8 (always 33 h.p.)
Armor Class	-4
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d8
Defenses	Immune to electricity, cold, fire, some spells
Attacks	Always strikes first, telekinesis
Weaknesses	None
Size	M
Intelligence	10
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	1,405



General: Minor deaths are servants of the force of Death itself. They have no fixed abode, but constantly roam the multiverse to take care of those who, through some contrivance, have cheated Death. They are capable of traveling through any plane of existence, including the astral and ethereal, at will. They do not normally attack their targets directly, preferring to use their powers of *telekinesis* (1,000 lb. limit) to cause convenient "accidents." They can also become *invisible* at will, and can use their *telekinesis* power while unseen.

Combat: Minor deaths strike with a scythe. They always strike first in a round, and are immune to mind-affecting spells such as enchantment/charms, *hold*, *sleep*, etc. Attacks based on electricity, cold, and fire do them no harm.

Appearance: Minor deaths are skeletal beings that wear black robes, often with the hood pulled up to obscure their face.

Demodand

Demodands are native to the plane of Tarterus, where their power is demonstrated by the mere fact that they have remained independent despite constant incursions and machinations from both demons and daemons. They are both cruel and powerful as a race, and are rarely found outside their domain. On occasion, they will be found on the material plane, wither they are summoned to serve as a guardian or enforcer for some very powerful being.

Demodand society is split into three distinct castes, and this hierarchy is rigidly enforced by those above, even if those below are constantly scheming to overthrow its boundaries. Raw power is the ultimate determining factor.

All demodands are immune to acid and poison. All are also resistant to fire and cold-based attacks; such attacks will do half normal damage against a demodand. They are not affected by fear of any sort, and are immune to all illusion/phantasm type spells. They speak their own language as well as those of both daemons and demons.

Shaggy Demodand

Number	1 (material plane), 1d8 (Tarterus)
Morale	+16
Hit Dice	15d8
Armor Class	-3
Move	90'/min., 150'/min. (flying - poor)
Magic Resistance	H
No. of Attacks	3
Damage	1d8+10/1d8+10/5d4
Defenses	+3 (or better) weapon to harm, magic use
Attacks	Magic use
Weaknesses	Holy water
Size	M (6')
Intelligence	16
Alignment	Chaotic evil/Neutral evil
Treasure Type	VIII
Treasure Value	1d6x10,000
Magical Treasure	1d3 items (50%)
X.P. Value	5,250 + 20/h.p.

General: Shaggy demodands are the rulers of Tarterus and make up the officers of its vast armies. They are the most powerful of the demodand race, and their might is such that few will risk their wrath. They have both infravision and ultravision with 120' range, and their other senses are excellent as well.

Combat: Shaggy demodands attack with their claws and bite. They have a strength score of 21 and thus get a +4 bonus "to hit" and a +9 bonus to damage. They are capable of using large weapons (such as a two-handed sword), but when doing so only get one attack per round. They also have the following powers:

- *Beguile* once per day
- *Cloudkill* once per day
- *Detect good* once per round
- *Detect invisibility* once per round
- *Detect magic* once per round
- *Dispel magic* three times per day

- *ESP* once per round
- *Fog cloud* three times per day
- *Gaseous form* once per round
- *Invisibility* once per round
- *Ray of enfeeblement* once per day
- *Stinking cloud* once per day
- *Summon* 1d8 shaggy demodands once per day (60% chance of success, only in Tarterus, maximum of 8 total can be summoned by the group of shaggy demodands as a whole)
- *Tongues* once per round
- *Weakness* three times per day

Only weapons with a +3 or greater enchantment can harm a shaggy demodand, and their great folds of skin make them resistant to edged weapons; long swords, pole axes, etc. get a -1 penalty "to hit" against a shaggy demodand (short swords do not receive this penalty, as they can stab as well as slash).

Appearance: Shaggy demodands are relatively short and squat for demodands. Their most prominent feature is their wrinkled and sagging skin, which gives them the appearance of old age even though they are, essentially, ageless. They also sport wings, wide mouths, and long claws.



Slime Demodand

Number	1 (material plane), 1d10 (Tarterus)
Morale	+14
Hit Dice	13d8
Armor Class	-2
Move	120'/min., 240'/min. (flying - poor)
Magic Resistance	D
No. of Attacks	3
Damage	2d4+8/2d4+8/4d4
Defenses	+2 (or better) weapon to harm, magic use
Attacks	Magic use
Weaknesses	Holy water
Size	M (6 1/2')
Intelligence	16
Alignment	Chaotic evil/Neutral evil
Treasure Type	VI (Tarterus only)
Treasure Value	9d6x1,000
Magical Treasure	1d3 items (30% - Tarterus only)
X.P. Value	3,950 + 18/h.p.



General: Slime demodands are the vast middle class of demodand society and form the non-commissioned officers of its army. They have infravision with 120' range and ultravision with 60' range.

Combat: Slime demodands attack with their claws and bite. They have a strength score of 20, and thus get a bonus of +3 "to hit" and +8 to damage. The slime demodand also secretes an acidic slime all over its body; any hit will do an additional 1d6 h.p. of acid damage due to this substance splashing on the victim (save vs. poison to be unaffected by the slime). If a slime demodand hits with all three of its attacks against the same target in a single round, it has grappled the victim and will inflict an additional 4d6 h.p. of acid slime damage; a saving throw is entitled to the victim in this case, which will reduce the damage from the acidic slime to half, if the throw is successful. Slime demodands also have the following powers:

- *Detect good* once per round
- *Detect invisibility* once per round
- *Detect magic* once per round
- *Dispel magic* three times per day
- *ESP* once per round
- *Fascinate* once per round
- *Fog cloud* three times per day
- *Gaseous form* once per round
- *Invisibility* once per round
- *Ray of enfeeblement* once per day
- *Summon* 1d2 slime demodands (50% chance of success, only in Tarterus, maximum of 10 total can be summoned by the group of slime demodands as a whole)
- *Tongues* once per round
- *Weakness* three times per day

Slime demodands are only wounded by weapons with a +2 or greater enchantment.

Appearance: Slime demodands are humanoid, but almost pyramidal in outline; their lower portions are thicker than their upper ones. They are winged, and have flat heads with wide mouths and large dull-looking eyes. Their black skin glistens with the acidic slime that gives them their name.

Tarry Demodand

Number	1 (material plane), 2d6 (Tarterus)
Morale	+12
Hit Dice	11d8
Armor Class	-1
Move	150'/min., 300'/min. (flying - poor)
Magic Resistance	B
No. of Attacks	3
Damage	1d6+8/1d6+8/3d4
Defenses	+1 (or better) weapon to harm, magic use
Attacks	Magic use
Weaknesses	Holy water
Size	L (7')
Intelligence	8-16
Alignment	Chaotic evil/Neutral evil
Treasure Type	VI (Tarterus only)
Treasure Value	9d6x1,000
Magical Treasure	1d3 items (30% - Tarterus only)
X.P. Value	2,850 + 16/h.p.



General: The race of tarry demodands are the weakest of the three demodand castes, but weakness is a relative term. These wiry creatures are individually quite powerful compared to most other creatures, and form the backbone of the multitudinous demodand armies that fight against daemon and demon alike. They have infravision and ultravision with 120' range.

Combat: Tarry demodands attack with their long talons and bite. As they have a strength score of 19, they get a +3 bonus "to hit" and a +7 bonus to damage. The skin of the tarry demodand oozes a black, tar-like substance which has an impact in combat. Any creature struck by or successfully hitting a tarry demodand has a 5% chance of becoming stuck to it. If that occurs, it has the following effects:

- If the demodand was attacking, it automatically and instantly gets an additional sequence of attacks (talons/talon/bite).
- If someone else was attacking, there is a 25% chance that the weapon will be stuck to the demodand and ripped out of the

wielder's hand. If this happens, the wielder gets a +1d6 penalty to initiative on the following round.

- If someone else was attacking, and the demodand has already struck in the round, the demodand gets a -1d6 bonus to initiative on the following round.

Tarry demodands can only be struck by weapons with an enchantment of +1 or better. In addition, they have the following powers:

- *Detect good* once per round
- *Detect invisibility* once per round
- *Detect magic* once per round
- *Dispel magic* twice per day
- *ESP* once per round
- *Fascinate* once per round
- *Fog cloud* three times per day
- *Gaseous form* once per round
- *Invisibility* once per round
- *Summon* 1d2 tarry demodands once per day (40% chance of success, only in Tarterus, maximum of 12 total can be summoned by the group of tarry demodands as a whole)
- *Tongues* once per round
- *Weakness* three times per day

Appearance: Tarry demodands are tall and lanky, with pointed heads, large tooth-filled fish-like mouths, and great bulging eyes. They are winged, and their gray-green skin is covered with a black, tar-like substance that gives them their name.

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 those planes 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, 120' range)
- *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 cold-wrought 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 non-magical 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 Appendix E, as well as those powers listed below. Demons share a common language.

All but the most mindless demons can speak the demonic tongue, in addition to their telepathic powers.

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, and 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 will not stop demon princes and lords.

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 possess mortals 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; possession is 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 pangs 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:

Circumstance	Saving Throw Modifier
GQ 9 or greater	+4
GQ 6 to 8	+3
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

Circumstance	Saving Throw Modifier
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 traveling 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, he is 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, tormenting them as they use their bodies to wreak woe.

While possessing a mortal, 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 were 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 a demon will generally serve the possessor of the amulet for no longer than 24 hours, at the end of which time the amulet 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 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.

Alu-demon (Semi-demon)

Number	1
Morale	+5
Hit Dice	6d10
Armor Class	5 (or better)
Move	120'/min., 120'/min. (flying - average)
Magic Resistance	D
No. of Attacks	1
Damage	Per weapon type (+ strength bonus, if applicable)
Defenses	+1 (or better) or cold iron weapon to harm, magic use
Attacks	Magic use, drain h.p.
Weaknesses	Holy water, cold iron
Size	M
Intelligence	11-18
Alignment	Chaotic evil (80%), chaotic neutral (20%)
Treasure Type	VIII
Treasure Value	8d12x1,000
Magical Treasure	2d4 potions (40%), 1d4 scrolls (50%), 1d6 items (60%)
X.P. Value	3,000 + 14/h.p. (non-mage), 4,050 + 14/h.p. (mage)

General: Alu-demons are the offspring of succubi (see p. 362) and mortals. They are invariably female, and there is a 25% chance that any given alu-demon will have an intelligence of 17 or 18, and will be a mage of level 1d12. They are mostly treated as outsiders and renegades by regular demonkind, and fully 20% of them are actually chaotic neutral in alignment.

Combat: Alu-demons strike with weapons. They may wear enchanted armor for protection greater than their natural AC of 5, but only the magical bonuses will count in their favor unless the armor is of a type that would naturally be better than AC 5. Example: An alu-demon wearing a +2 gambeson would be AC 3, while one wearing a suit of +2 mail would be AC 2. High dexterity may also improve an alu-demon's AC, if applicable. Alu-demons also have the following powers (all are done as if the alu-demon were 12th level):

- *Charm person* three times per day
- *Dimension door* once per day
- *ESP* three times per day
- *Shape change* three times per day (only to a humanoid form roughly the same size as the alu-demon)
- *Suggestion* three times per day

Alu-demons are also able to drain hit points from victims they are able to touch. This requires a successful "to hit" roll on the part of the alu-demon, and will drain 1d8 h.p. from the victim (which can be recovered normally). Half of these hit points (rounded down) are then added to the h.p. total of the alu-demon. Such hit points can never exceed her original total.

Alu-demons are harmed only by cold iron weapons or those with an enchantment of +1 or better.

Appearance: Alu-demons are humanoid in appearance, with tiny horns and relatively small wings that don't seem able to bear their weight, but do.

Arachnia (Demon Lady)

	Spider Form	Drow Form
Number	Unique	Unique
Morale	+16	+16
Hit Dice	16d12 (66 h.p.)	16d12 (66 h.p.)
Armor Class	-10	-2
Move	10'/min., 90'/min. (in webs)	150'/min.
Magic Resistance	N	N
No. of Attacks	1	1
Damage	4d6	Per weapon type
Defenses	+1 (or better) weapon to harm, magic use	
Attacks	Poison, web, magic use	
Weaknesses	Holy water, cold iron	
Size	L	M
Intelligence	21	21
Alignment	Chaotic evil	Chaotic evil
Treasure Type	VIII	XV
Treasure Value	7d6x1,000	7d6x1,000
Magical Treasure	1d6 items (60%)	1d6 items (60%)
X.P. Value	12,470 (material form), 124,700 (permanently slain)	



General: Arachnia is the Demon Queen of Spiders and patron goddess of the dark elves. She is sometimes invoked on the material plane by her worshippers in order to receive some horrific living sacrifice. She has two main forms: that of a disgusting enormous spider with a hideous humanoid head, and that of an incredibly beautiful dark elf. Each has different abilities, as noted below.

Combat: In spider form, Arachnia attacks with her poisonous stinger; those struck by it must make a saving throw vs. poison with a -4 penalty or die instantly. In addition, she is able to cast forth webs from her abdominal spinnerets. These webs act as a web spell, can be cast up to 30', and those stuck within them must take 1d4 h.p. per round from the noxious nature of the strands themselves. She may also use the following powers as indicated.

- *Confusion* (by gaze) at will
- *Darkness*, 10' radius at will
- *Gate* once per day:

Die Roll (d%)	Result of Gate
01-33	Fails; must wait 24 hours to try again
34-63	Vrock demon
79-86	Hezrou demon
87-00	Glabrezu demon

- *Psychic strike* 6 times per day
- *Phase door* twice per day

- *Shape change* twice per day
- *Summon* once per day:

Die Roll (d%)	Result of Summoning
01-20	1d8+8 large spiders
21-50	1d6+2 huge spiders
51-90	2d4 giant spiders
91-00	1d4 phase spiders

- *True seeing* once per day

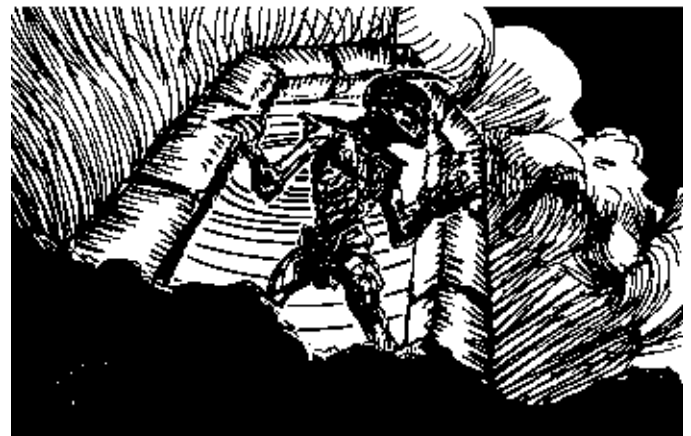
While in the form of a drow female, Arachnia not only has all the powers accorded to such, but is also a 16th level cleric/14th level mage. She does not wear armor in this form, but will wield a magical weapon of some sort.

In either form, Arachnia is immune to all weapons without at least a +1 magical bonus and has both infravision and ultravision, with a range of 120'. Holy water will cause her 3d6+3 h.p. of damage if it hits, and 6 h.p. if it splashes her.

Appearance: Arachnia appears either as an enormous (20' long) spider with the head of a monstrous drow, or as a beautiful dark elf female. It is unknown which, if either, is her true form.

Babau (Lesser Demon)

Number	1d3 (material plane), 1d6 (Abyss)
Morale	+8
Hit Dice	7d12
Armor Class	-3
Move	150'/min.
Magic Resistance	H
No. of Attacks	3 or 1
Damage	1d4+1/1d4+1/2d4 or per weapon type +7
Defenses	Magic use, resistance to cutting/stabbing weapons
Attacks	Magic use, gaze
Weaknesses	Cold wrought iron does +2 damage, holy water
Size	M
Intelligence	12
Alignment	Chaotic evil
Treasure Type	VIII
Treasure Value	4d6x1,000
Magical Treasure	1d2 items (10%)
X.P. Value	2,000 + 12/h.p.



General: Babaus are found in great numbers in certain regions of the Abyss, and are despised by weaker sorts of demons such as vrock, hezrou, and glabrezu. Large packs of babau are even known to take down nalfeshnee for

food, thus not endearing them to a large portion of the demonic races. As all demons, they are cruel and cunning, and will try to take out whomever they perceive to be the most powerful enemy first.

Combat: Babaus will attack with either two claws and a bite or with a weapon of some sort. They will vastly prefer the latter, as it allows them to use their 19 strength (+3 bonus "to hit", +7 bonus to damage) to best advantage. The skin of the babau is covered with a gelatinous red slime which helps deflect weapons; those which rely on cutting or stabbing (such as swords, axes, spears, etc.) will only do half damage. The creature is fully susceptible to non-magical weapons, however, and those made of cold iron will do an additional 2 h.p. of damage per hit against it. In addition, they have the following abilities:

- *Darkness* 5' radius at will
- *Dispel magic* once per round (as a 12th level caster)
- *Fear* once per round (by touch)
- *Fly* once per round
- *Gate* in one additional babau demon (25% chance of success) per round
- *Heat metal* once per round (as a 14th level caster)
- *Levitate* once per round (1,000 lb. limit)
- *Polymorph self* once per round
- *Psychic strike* 3 times per day

In addition, every babau demon has the same abilities as a 9th level thief:

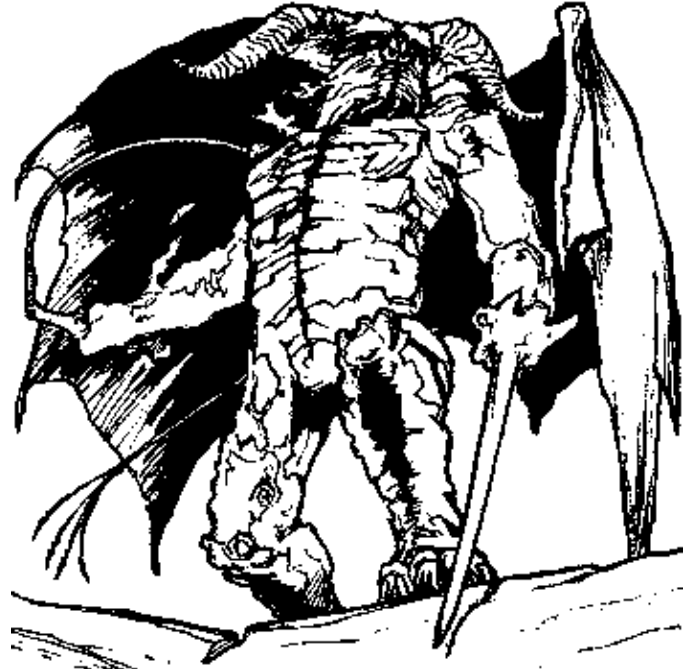
- Climb walls (98%)
- Find/remove traps (60%)
- Hide in shadows (56%)
- Listen at doors (30%)
- Move silently (70%)
- Open locks (62%)
- Pick pockets (70%)
- Read languages (45%)

Finally, the gaze of a babau demon acts as a *ray of enfeeblement* spell. Any creature within 20' who meets the demon's gaze must make a saving throw vs. spells or become *enfeebled*.

Appearance: Babau demons are skeletal, with slick black skin stretched taut over their bony frames. Their skin is covered with red slime as noted above, and they have a distinctive single hook-like horn on the backs of their skulls. Their hands, feet, and heads are also quite oversized for their bodies.

Balor (Greater Demon)

Number	1
Morale	+8
Hit Dice	8d12
Armor Class	-2
Move	60'/min., 150'/min. (flying - poor)
Magic Resistance	O
No. of Attacks	1
Damage	1d12+1
Defenses	+1 (or better) weapon to harm, magic use
Attacks	Magic use, fire
Weaknesses	Holy water
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):

- *Cause fear* (60' range; save or flee at maximum speed for 2d6 minutes) once per round
- *Darkness* 10' radius once per round
- *Detect invisibility* once per round
- *Detect magic* once per round
- *Dispel magic* once per round
- *Gate* once per round:

Die Roll (d%)	Result of Gate
01-80	1 glabrezu
81-00	1 marilith

- *Psychic strike* 6 times per day
- *Pyrotechnics* once per round
- *Read languages* once per round
- *Read magic* once per round
- *Suggestion* once per round
- *Symbol (discord, fear, sleep, or stunning)* once per round
- *Telekinesis* (600 lbs.) once per round

Balors can only be hit by non-iron weapons of +1 or greater enchantment. Iron weapons will affect them normally.

In the air, a balor will attempt to bring an enemy to the ground, where its large bulk and superior strength can be brought to bear.

Appearance: These creatures are 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.

Baphomet (Demon Lord)

Number	Unique
Morale	+20
Hit Dice	17d12 (106 h.p.)
Armor Class	-4
Move	240'/min.
Magic Resistance	M
No. of Attacks	3
Damage	2d6/1d4+4/per weapon type
Defenses	Magic use
Attacks	Magic use, spit
Weaknesses	Holy water
Size	L (12')
Intelligence	18
Alignment	Chaotic evil
Treasure Type	VII
Treasure Value	3d4+2x10,000
Magical Treasure	2d4 potions (40%), 1d4 scrolls (50%), 1d4 items (50%)
X.P. Value	45,000 (material form), 450,000 (permanently slain)

General: Baphomet, demon lord of minotaurs, Master of Mazes, is a fearsome prince of the Abyss, ruling an entire layer of the plane. He is revered by all minotaurs as their deity, and there is a great hatred between him and Yainarchoy, the demon lord of gnolls. When encountered, there is a 75% chance that 1d4+1 minotaurs of largest size and ferocity will be present as well. He has infravision with 120' range and his hearing is twice that of an average human.

Combat: Baphomet attacks with a head-butt with his massive horns, a bite, and then with his weapon; a great +4 *unholy bardiche* which does 3d4+8 h.p. of damage. Any armor, shields, or parrying weapons struck by the bardiche must make a saving throw vs. crushing blow or be sundered. In addition, he has the following powers:

- *Bellow* once per day (any creature within 300' must save vs. spells or flee in blind panic for 6 rounds)
- *Darkness 10' radius* once per round
- *Dispel magic* once per round
- *Gate* in a glabrezu once per day (85% chance of success)
- *Levitate* once per round
- *Maze* three times per day
- *Passwall* three times per day

- *Phantasmal force* once per round
- *Shape change* three times per day
- Spit a gout of unholy water six times per day (1 quart each, range 10', does 1d4 h.p. of damage to creatures from the upper or positive energy planes)
- *Summon* 1d4+4 minotaurs once per day
- *Telekinesis* (7,500 lbs. maximum)
- *Wall of stone* three times per day

Appearance: Baphomet is a minotaur of monstrous size, with great forward-sweeping horns atop his massive head. His face tends to being moer human-like, but is still bestial in aspect. He speaks the language of minotaurs as well as the common tongue and that common to all demonkind, and can communicate with any non-magical animal through telepathic contact.



Bornean (Lesser demon)

Number	1d3 (material plane), 1d6 (Abyss)
Morale	+7
Hit Dice	6d10
Armor Class	-3
Move	90'/min., 150'/min. (in trees)
Magic Resistance	G
No. of Attacks	3
Damage	1d6/1d6/2d6
Defenses	Magic use
Attacks	Magic use, jump
Weaknesses	Holy water
Size	M (5')
Intelligence	13
Alignment	Chaotic evil
Treasure Type	VII
Treasure Value	4d6x100
Magical Treasure	1d2 items (10%)
X.P. Value	1,725 + 10/h.p.

General: Bornean demons inhabit the vast stinking jungles that cover many of the layers of the Abyss. They are bred to such conditions, and can travel at great speed when in trees or similar places (rafter-filled attics, for instance). They tend to stick to their own kind, finding no real pleasure in tormenting weaker demons, but merely annoyance. Where they are forced to act in

concert with others (such as when pressed into service in the armies of one or another of the demon princes and lords), they tend to dominate the less intelligent and slyly undermine the authority of those more powerful than they. They are able to change the color of their fur in but a single minute to any color save blue or yellow. Bornean demons have infravision with 120' range.

Combat: Bornean demons strike with their wicked talons and bite. In addition to their normal movement, they are able to jump up to 40' from a standing position, and will often do this to initiate an attack against an enemy. They have the following magic powers:

- *Cause fear* (by touch) once per round
- *Change self* twice per day
- *Create water* once per round
- *Darkness 10' radius* once per round
- *Detect illusion* once per round
- *Detect invisibility* once per round
- *Dispel magic* once per round
- *Entangle* once per round
- *Gate* in another bornean demon once per day (25% chance of success)
- *Invisibility* twice per day
- *Plant growth* once per round
- *Spectral force* twice per day
- *Telekinesis* (250 lb. maximum) once per round
- *Teleport without error* once per round

Appearance: Bornean demons look like large and muscular orangutans, albeit with evil faces and long talons.

Cambion (Semi-demon)

Number	1
Morale	See below
Hit Dice	See below
Armor Class	See below
Move	150'/min.
Magic Resistance	See below
No. of Attacks	2
Damage	Per weapon type
Defenses	See below
Attacks	See below
Weaknesses	Holy water
Size	M-L
Intelligence	See below
Alignment	Chaotic evil
Treasure Type	See below
Treasure Value	See below
Magical Treasure	See below
X.P. Value	Variable

General: Cambions are the offspring of mortals and male demons. Unlike their cousins the alu-demons (see above), the abilities and statistics of cambions vary greatly depending on the type of demon that sired them. Cambions as described below will be sired by either a lesser or greater demon (75% chance or 25% chance, respectively).

It is of course possible for a demon lord or prince to father offspring. In such cases, the cambions should not be used as random encounters, but rather each should be crafted as a protagonist NPC against whom the player characters can struggle. The statistics and powers of the cambion should likewise be determined specially, bearing in mind the particular qualities of the cambion's sire. Such a figure could conceivably become a major figure in a campaign setting, and should be quite rare indeed.

Like player characters and NPCs, cambions should have statistics generated for them. The range of possible scores depends on the parentage of the cambion:

	Cambion was Sired by a...	
	Lesser Demon	Greater Demon
Intelligence	1d8+8	1d6+12
Wisdom	1d4+4	3d6
Dexterity	1d6+12	1d6+14
Constitution	1d6+12	1d4+14
Charisma	1d6	2d12

Strength, magic resistance, and hit dice are determined specially (all cambions with a strength score of 18 have exceptional strength regardless of whether or not they are actually classified as fighters):

Die Roll (d12)	Cambion was Sired by a...					
	Lesser Demon			Greater Demon		
	STR	MR	HD	STR	MR	HD
1	17	A	5d8	18/10	E	9d8
2	17	A	5d10	18/20	E	9d10
3	17	A	5d12	18/30	E	9d12
4	18	B	6d8	18/40	F	10d8
5	18	B	6d10	18/50	F	10d10
6	18	B	6d12	18/60	F	10d12
7	18/01	C	7d8	18/70	G	11d8
8	18/51	C	7d10	18/80	G	11d10
9	18/76	C	7d12	18/90	G	11d12
10	18/91	D	8d8	18/00	H	12d8
11	18/00	D	8d10	19	H	12d10
12	19	D	8d12	20	H	12d12

Cambions sired by lesser demons are automatically fighters with a level equal to their hit dice. They can become mages if their intelligence score is 14 or above, or they can become thieves (or assassins, if that optional class is allowed in the campaign) of a level equal to their hit dice. Any career as mage, thief, or assassin must be earned just as for a normal NPC, earning experience points and rising in level. Only one class other than fighter may be taken.

Cambions sired by greater demons are far more powerful. They begin life as fighters of a level equal to their hit dice. If their wisdom is 9 or above, they may then become clerics with a maximum level equal to their hit dice (with suitable training, of course - this goes for all cambions in classes other than fighter, in which they begin by default), and may then go into the profession of assassin (or thief, if the assassin class is not allowed in the campaign). Cambions sired by greater demons will also get 1d4 of the following powers:

- *Cause fear* (by touch) once per round
- *Detect magic* once per round
- *Levitate* once per round (as a mage of a level equal to half its hit dice)
- *Polymorph self* once per round

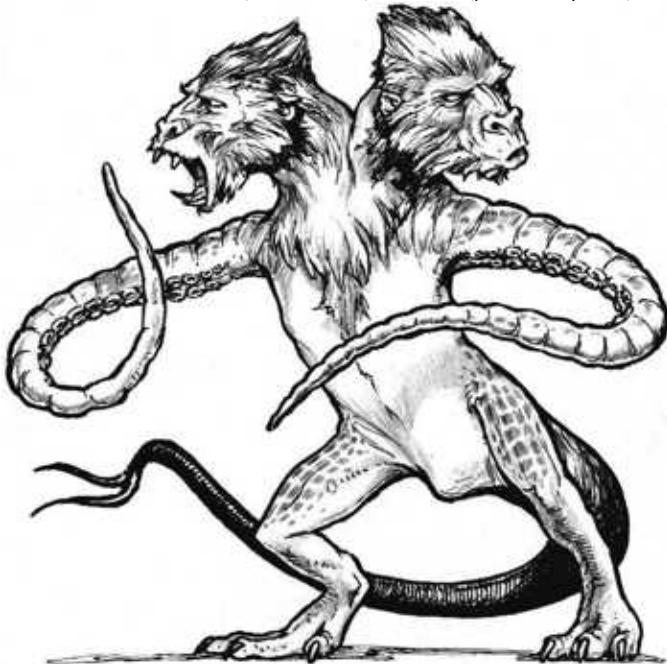
It is impossible to determine set experience point values for cambions, as there are so many variables.

Combat: Cambions attack with weapons, but always get two attacks per round. Those sired by lesser demons have a base AC of 6 while those sired by greater demons have a base AC of 2. Any armor worn which would normally afford an AC less effective than the base AC will only benefit the cambion according to its magical properties. Example: A cambion born of a greater demon who wears mail +2 would have an AC of 0, because the mail does not afford any protection in and of itself, but the magical bonus still applies.

Appearance: Cambions are humanoid in appearance, but can have demonic features such as scales, forked tongues, horns, wings, fangs, etc. There is infinite variation amongst cambions when it comes to such demonic features.

Demoniarch (Demon Lord)

Number	Unique
Morale	+20
Hit Dice	22d12 (200 h.p.)
Armor Class	-8
Move	150'/min.
Magic Resistance	S
No. of Attacks	3
Damage	Special
Defenses	+2 (or better) weapon to harm, magic use
Attacks	Magic use
Weaknesses	Holy water
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: Demoniarch, 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, those creatures 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.

Demoniarch'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 1d6 minutes after the hit, and will drop off in a withered husk 1d6 minutes after that. Once the limb drops off, the victim will permanently lose 25% of his total hit points. A *cure disease* spell will be effective only if it is cast before the limb drops off; if so, the limb will heal within 1d4 weeks. Multiple hits will affect multiple limbs, and total hit point loss will be cumulative.

In addition, Demoniarch is able to cast the following spells, and activate the following magical powers, as indicated:

- *Cause fear* (60' range; save or flee at maximum speed for 2d6 minutes) at will
- *Charm monster* once per round
- *Charm person* at will
- *Clairaudience* once per round
- *Clairvoyance* once per round
- *Continual darkness* at will
- *Create illusion* (visual and/or auditory; no concentration required) at will
- *Dispel magic* once per round
- *ESP* at will
- *Feeblemind* once per day
- *Gate* once per round:

Die Roll (d%)	Result of Gate
01-15	Fails, must wait until next round to try again
16-26	1 vrook
27-37	1 hezrou
38-48	1 glabrezu
49-59	1 nalfeshnee
60-80	1 marilith
81-90	1 grunntar
91-00	1 balor

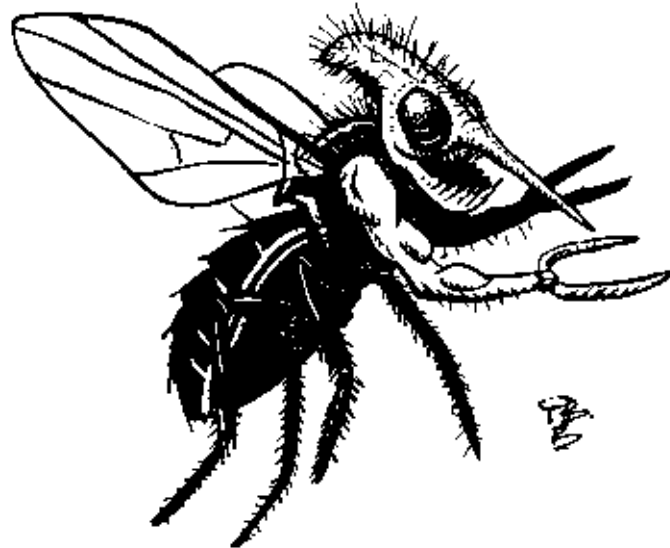
- *Levitate* (5,000 lbs. weight) at will
- *Power word: stun* once per day
- *Psychic strike* 6 times per day
- Regenerate 3 h.p. per minute
- *Sticks to snakes* at will
- *Suggestion* once per round
- *Symbol* (any) once per day
- *Telekinesis* (700 lb. weight) once per round, with each head
- *Wall of ice* once per round
- *Water breathing* once per round

In addition, Demoniarch can only be harmed by non-iron weapons with an enchantment of +2 or better. Iron weapons will affect him normally.

Appearance: 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 simian 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.

Dipteran (Minor Demon)

Number	1d3 (material plane), 1d6 (the Abyss)
Morale	+8
Hit Dice	7d10
Armor Class	-1
Move	60'/min., 210'/min. (flying - poor)
Magic Resistance	F
No. of Attacks	3
Damage	2d4/2d4/1d4
Defenses	Magic use, immune to poison
Attacks	Magic use, buzzing drone
Weaknesses	Holy water
Size	M (7')
Intelligence	11
Alignment	Chaotic evil
Treasure Type	XV
Treasure Value	1d4x1,000
Magical Treasure	1 item (10%)
X.P. Value	1,275 + 10/h.p.



General: Dipterans, also known as fly demons, are half-human, half-fly monstrosities. They are able to walk on walls and ceilings like a normal fly. The dipterans have an especial dislike of vrocks and hezrou, whom they regard as mere dumb brutes. They view themselves as more intelligent by far, and will generally avoid senseless combat with other demons unless they have a clear advantage in doing so. Dipterans dislike, but are generally tolerant of, rumpleskin, as the latter are often used as pawns by the cunning dipterans. Dipterans have infravision with a 60' range.

Combat: Dipterans attack with their two forward pincer-claws and their sharp proboscis. They are immune to poison, but can be harmed by ordinary weapons. They have the following magical powers:

- *Darkness*, 5' radius at will
- *Detect good* once per round
- *Detect invisibility* once per round
- *Fear* by touch
- *Gate* in another dipteran once per round (15% chance of success)
- *Telekinesis* (150 lb. maximum)
- *Teleport* once per round

In addition, dipterans are able to sound a low buzzing drone that will cause those within 60' of the creature to fall into a deep sleep for 2d4 hours.

Creatures have a base 100% chance of falling asleep because of the buzzing, minus 10% for each experience level or hit die they possess. Those who fall asleep because of the buzzing can be woken up if vigorously shaken, if water is splashed upon them, etc. Dipterans will use their proboscis to drain the blood of sleeping victims (no "to hit" roll required); once 1d4 h.p. has been drained this way, the victim will awaken.

Appearance: Dipterans are half-fly, half-human. Their bodies and wings are those of flies, while their forearms are humanoid (albeit with pincer-like claws for fingers) and their heads are vaguely humanoid in appearance, with large multi-faceted eyes and a long sharp proboscis. They are blue-black in color and covered with thick and bristly hairs.

Dretch (Least Demon)

Number	2d4 (material plane), 5d4 (Abyss)
Morale	-2
Hit Dice	4d8
Armor Class	2
Move	90'/min.
Magic Resistance	D
No. of Attacks	3
Damage	1d4/1d4/1d4+1
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
Size	S (3 1/2')
Intelligence	5
Alignment	Chaotic evil
Treasure Type	II
Treasure Value	2d6+2
Magical Treasure	None
X.P. Value	175 + 4/h.p.
Turn as type	XIII



General: Dretch (the name is both singular and plural) inhabit the Abyss in untold billions. Lower even than the manes, dretch rely on their almost infinite numbers to stand up to even the weaker lesser demons. Endless mobs of dretch form the forefront of many Abyssal armies, whose generals think nothing of throwing a million of these weak creatures at an enemy merely as a diversion.

Combat: Dretch attack with two claws and a bite. Non-enchanted weapons will harm dretch. In addition, they have the following powers:

- *Darkness* 5' radius once per round
- *Gate* in a vrock once per day (5% chance of success)

- *Scare* once per round
- *Stinking cloud* once per day
- *Telekinesis* (50 lb. maximum) once per round
- *Teleport* once per day

Appearance: Dretch are humanoid in appearance, with round bodies and long spindly arms and legs. Their faces are ugly in the extreme, and their ears are pointed, long, and drooping.

Fraz-Urb'luu (Demon Lord)

Number	Unique
Morale	+18
Hit Dice	20d12 (233 h.p.)
Armor Class	-2
Move	120'/min., 180'/min. (flying - poor)
Magic Resistance	L
No. of Attacks	3
Damage	1d6+12/1d6+12/1d12
Defenses	Magic use, immune to detection, enchantment, and charm
Attacks	Magic use
Weaknesses	Holy water
Size	L (18')
Intelligence	20
Alignment	Chaotic Evil
Treasure Type	VII (on his home plane only)
Treasure Value	1d6+4x10,000
Magical Treasure	2d4 items (60%)
X.P. Value	50,000 (material form), 500,000 (permanently slain)



General: Fraz-Urb'luu is the Demon Prince of Deceit, ruler of an entire layer of the Abyss (it is known that most magic items of less than artifact or relic status will immediately and permanently lose any enchantment if brought to this layer). Although he is enormously physically powerful himself (see below), his preferred means of combating enemies is through trickery and deception. His prowess in this area is such that even his fellow Demon Lords will find themselves tricked into appearing at his summons, only to find him gone. In fact, he is only 25% likely to *gate* in vrocks to assist in battle, and 75% likely to attempt to deceive a demon lord to fight on his behalf. Such notables will

invariably vent their anger at having been duped on whatever creatures happen to be in the vicinity.

Combat: Fraz-Urb'luu attacks with his two massive fists and barbed tail. He has the strength of a storm giant (25; +7 "to hit", +14 to damage). His prehensile tail is capable of two different kinds of attack: the first is the normal strike as noted above. The second is a grabbing attack: the tail whips around an enemy and lifts him off the ground. Anyone grabbed by the tail is immediately brought up and subject to a bite attack which, if successful, will inflict 3d6 h.p. of damage. In addition, he has the following magical powers:

- *Darkness 30' radius* once per round
- *Dispel magic* once per round
- *Gate* in 1d4 vrocks once per round (60% chance of success) or a demon lord (75% chance of success)
- *Hypnotic pattern* once per round
- *Misdirection* once per round
- *Plane shift* once per day
- *Power word: blind* once per day
- *Prismatic spray* once per day
- *Programmed illusion* once per round
- *Psychic strike* 6 times per day
- *Suggestion* once per round
- *Telekinesis* (1,000 lbs. maximum) once per round
- *Veil* once per round

Fraz-Urb'luu is himself immune to all detection and enchantment/charm type spells.

Appearance: Fraz-Urb'luu has the stooped body of a great ape, covered in light blue hair. His bullet-shaped head is bald and sports two great floppy ears; his mouth is filled with sharp teeth. He has black draconic wings and his hairless tail is some 15' long and barbed. His skin, where visible, is light gray. He speaks all human and demi-human tongues, and uses *telepathy* to communicate with other creatures.

The Staff of Fraz-Urb'luu: The Prince of Deceit wields a mighty artifact; a staff which combines the powers of a *staff of command*, a *rod of beguiling*, and a *rod of rulership*.

Glabrezu (Lesser Demon)

Number	1d3 (material plane), 1d6 (Abyss)
Morale	+5
Hit Dice	10d10
Armor Class	-4
Move	90'/min.
Magic Resistance	L
No. of Attacks	5
Damage	2d6/2d6/1d3/1d3/1d4+1
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
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



Grunntar (Greater Demon)

Number	1
Morale	+8
Hit Dice	20d12
Armor Class	-2
Move	150'/min.
Magic Resistance	K
No. of Attacks	3
Damage	2d10+10/2d10+10/5d8
Defenses	Magic use, regeneration, +1 (or better) weapon to harm
Attacks	Magic use
Weaknesses	Holy water
Size	L
Intelligence	7
Alignment	Chaotic evil
Treasure Type	XVIII
Treasure Value	1d6x1,000
Magical Treasure	1d2 items (10%), 1 armor/weapon (10%)
X.P. Value	16,200 + 35/h.p.



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 serving in the courts of the Lords of the Abyss as guards and servants.

Combat: Glabrezu attack with their pincers, human-like hands, 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
- *Gate* once every 10 minutes:

Die Roll (d%)	Result of Gate
01-30	Fails, must wait 10 minutes to try again
31-54	1 vrook
55-77	1 hezrou
78-00	1 glabrezu

- *Levitate* (3,000 lbs.) at will
- *Polymorph self* at will
- *Pyrotechnics* at will
- *Telekinesis* (400 lbs.) at will

Appearance: These fearsome creatures tower more than nine feet in height. They have the torso of a muscular human, topped with a horned dog's head with ears the shape of bats' wings, and lizard-like legs and a tail. Where their hands would normally be, they have wicked pincers, but they also have a pair of ordinary human arms coming out of their pectorals.

General: Grunntars are greatly feared and immensely powerful creatures, serving as both bodyguards and shock troops for the most powerful lords of the Abyss. They are savage engines of destruction, and unless closely supervised will tend to go on rampages, destroying and slaying all around them in their mindless fury.

Combat: Grunntars attack with their two hands and a stomp. The stomp attack can only be made against creatures that are 6' or less in height. Anything struck by the hand of a grunntar must make a saving throw vs. crushing blow or be ruined. In addition, grunntars have the following powers:

- *Cause fear* once per round
- *Darkness* 60' radius once per round
- *Detect illusion* once per round
- *Detect invisibility* once per round
- *Levitation* once per round
- Regenerate 1 h.p. per round
- *Spider climb* once per round
- *Teleport without error* once per day

All grunntars have both infravision and ultravision with 60' range. When rolling hit points for grunntars, re-roll any roll of 6 or less. Their resistance to weapons depends on their total number of hit points:

Hit Point Total	Height	Harmed Only by...
140 – 165	21'	+1 or better weapons
166 – 190	22'	+1 or better weapons
191 – 215	23'	+2 or better weapons
216 – 240	24'	+3 or better weapons

Appearance: A grunntar appears as a huge, well-muscled and thickly furred humanoids with the head of a large yak. Its hands and feet are disproportionately large. Most (90%) will be in the service of a prince or king of the Abyss, and will wear a token of their servitude such as a jeweled collar, arm ring, embedded gem, etc. This symbol also conveys the telepathic commands of their master to the brutish Grunntar.

Hezrou (Lesser Demon)

Number	1d6 (Abyss), 1d3 (elsewhere)
Morale	+3
Hit Dice	9d10
Armor Class	-2
Move	60'/min., 120'/min (swimming)
Magic Resistance	K
No. of Attacks	3
Damage	1d3/1d3/4d4
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
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)
- *Detect invisibility* at will
- *Cause fear* (60' range; save or flee at maximum speed for 2d6 minutes) at will
- *Gate* once every 10 minutes:

Die Roll (d%)	Result of Gate
01-20	Fails, must wait 10 minutes to try again
21-70	1 hezrou

- *Levitate* (2,400 lbs.) at will
- *Telekinesis* (300 lbs.) at will

Appearance: Hezrou are monstrous crosses between humans and frogs. They have large tooth-filled mouths and human-like arms and hands.

Incubus

See succubus (p. 362).

Juiblex (Demon Lord)

Number	Unique
Morale	+15
Hit Dice	14d12 (88 h.p.)
Armor Class	-7
Move	30'/min.
Magic Resistance	M
No. of Attacks	1
Damage	4d10
Defenses	+2 (or better) weapon to harm, magic use
Attacks	Magic use, slime jet
Weaknesses	Holy water
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-bleks") 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:

- *Cause disease* once per round
- *Cause fear* (60' range; save or flee at maximum speed for 2d6 minutes) once per round
- *Charm monster* once per round
- *Circle of cold* (like a *cone of cold*, but in a 10' radius around him) once per round
- *Darkness* (15' radius) once per round
- *Dispel magic* once per round

- *ESP* once per round
- *Fly* once per round
- *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

- *Hold monster* once per round
- *Invisibility 10' radius* once per round
- *Locate object* once per round
- *Phase door* once per round
- *Project image* once per round
- *Psychic strike* 6 times per day
- *Putrify food and water* once per round
- *Regenerate* 2 h.p. per round
- *Speak with monsters* once per round
- *Telekinesis* (1,500 lbs.) once per round
- *Unholy word* once per day

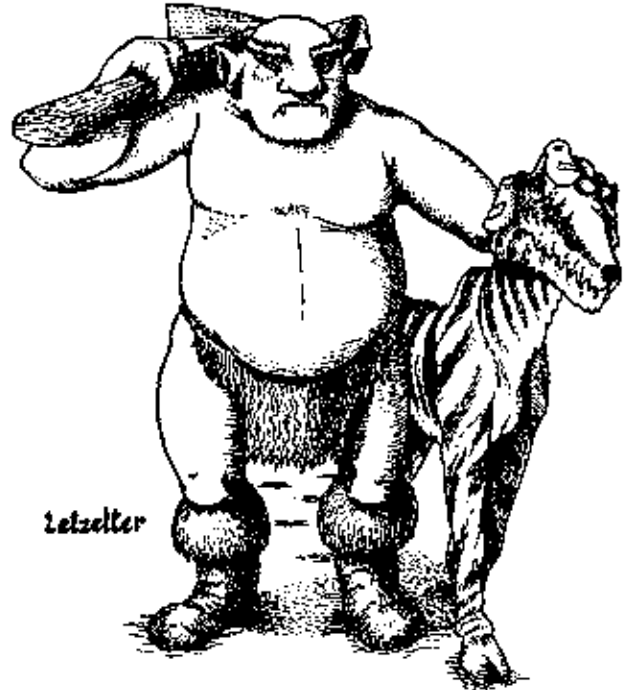
In addition, only non-iron weapons with an enchantment of +2 or better can damage Juiblex. Iron weapons will affect him normally.

Appearance: 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.



Kostchtchie (Demon Lord)

Number	Unique
Morale	+20
Hit Dice	16d12 (96 h.p.)
Armor Class	-3
Move	60'/min.
Magic Resistance	J
No. of Attacks	1
Damage	Per weapon type (+10)
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
Size	L (7')
Intelligence	20
Alignment	Chaotic evil
Treasure Type	VII
Treasure Value	10d6x1,000
Magical Treasure	1d4 items (25%), 2d4 potions (40%), 1d4 scrolls (50%)
X.P. Value	42,500 (material form), 425,000 (permanently slain)



General: Kostchtchie is a great brute of a demon lord. Although he does not command an entire layer of the Abyss himself, he is nonetheless both hated and feared by many powerful demons. He is at home in cold climes, and will usually be found with a bodyguard of 4d6 frost giants and 2 leucrotta of largest size. Frostmane, an ancient white dragon, serves as his steed.

Combat: Kostchtchie strikes with his great mattock of cold-forged iron, which does 2d6 h.p. of damage plus his strength bonus (he has a strength of 22, giving him a +4 bonus "to hit" and a +10 bonus to damage). Anyone struck by the mattock must make a saving throw vs. paralysis or be stunned for the rest of the round and the next. In addition, he has the following powers (if applicable, he uses these powers as if he were a 20th level spellcaster):

- *Command* once per round
- *Curse* once per round
- *Darkness 15' radius* once per round
- *Dispel good* once per round
- *Gate* in other demons once per round (100% chance of success):

Die Roll (d%)	Result of Gate
01-35	1d4 babau
36-00	1d4+1 borneans

- Harm once per day
- Protection from good 10' radius once per round
- Speak with monsters once per round
- Telekinesis once per round (500 lbs. maximum)
- Poison twice per day
- Psychic strike 6 times per day
- Unholy word once per day
- Wind walk twice per day

Appearance: Kostchtchie appears as a giant with great bowed legs. He is hairless (save for his great bushy eyebrows over his squinty eyes) with sallow skin, and sweats profusely and stinkingly in anything but the coldest weather. He wears a loincloth and boots of fur and little else. He can speak most mortal languages, but uses *telepathy* for most communication.

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 harm
Attacks	None
Weaknesses	Holy water
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. While cold-wrought iron affects them as it does any other demon, 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 look like 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	P
No. of Attacks	7
Damage	6 by weapon, 2d4 (tail)
Defenses	+1 (or better) weapon to harm, magic use
Attacks	Constrict, magic use
Weaknesses	Holy water
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.

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:

- Charm person at will
- Darkness (5' radius)
- Detect invisibility 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 vrook
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)

- Levitate (3,300 lbs.) at will
- Polymorph self at will
- Project image once per round
- Psychic strike 3 times per day
- Pyrotechnics at will
- Read languages at will

In addition, Mariliths can only be struck by non-iron weapons with an enchantment of +1 or better. Iron weapons will affect them normally.

Appearance: The upper portion of mariliths are those of 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.

Nabassu (Greater Demon)

Number	1
Morale	+7
Hit Dice	7d12
Armor Class	-5
Move	150'/min. (walking and flying - average)
Magic Resistance	A
No. of Attacks	3
Damage	2d4/2d4/3d4
Defenses	+1 (or better) weapon to harm, magic use
Attacks	Death-stealing gaze, magic use
Weaknesses	Holy water
Size	M (7')
Intelligence	14
Alignment	Chaotic evil
Treasure Type	VIII
Treasure Value	3d4x10,000
Magical Treasure	1d6 items (15%)
X.P. Value	3,300 + 12/h.p.

General: Nabassu (pronounced nah-BAH-soo; the name is both plural and singular) are known as "death stealers" and are greatly feared on both the material plane and within the Abyss. They will spend part of their youth on the material plane, where they feed on the lives of mortals in order to grow strong enough to return to the Abyss and thrive in relative strength and safety. In the

Abyss they rule their own territories and have demons of their own as vassals and slaves.

Combat: Nabassu attack with their large claws and massive bite. They can only be harmed by iron weapons or weapons with an enchantment of +1 or better. They have a strength score of 18/00 (+3 bonus "to hit", +6 bonus to damage) and can hide in shadows as a thief with 90% success. In addition, they have the following powers:

- Become *ethereal* twice per day
- Cause shadows (centered on themselves) once per round
- Darkness 5' radius once per round
- Death stealing gaze once per round (see below for full effects)
- Energy drain once per round
- Paralyzation 10' radius once per day
- Reflected attack once per day (any attack, magical or physical, against the nabassu is reflected back on the attacker)
- Regenerate up to 20 h.p. per day
- Silence 10' radius once per day
- Summon 1d4+1 ghastrs per day (only if in the Abyss)
- Teleport once per round

The *death stealing gaze* is a special attack form. Anyone within 20' meeting the gaze of the nabassu must make a saving throw vs. death> if he fails, he will become a ghost (if human) or ghoul (if demihuman or humanoid) upon his death and will be completely in the thrall of the nabassu. The *death-stealing gaze* does not actually kill the victim, however. Should it so desire, the nabassu can, immediately after the victim's failed saving throw, attempt to "bestow the death" on some other person within 10'. The victim of the bestowing must also make a saving throw vs. death. Failure means they are instantly slain and brought back to unlife as a shadow (see p. 201). This bestowal of death can only be performed if the nabassu has successfully used its *death-stealing gaze*, and the victim of that gaze has not yet died and returned as a ghoul or ghost.

Appearance: Nabassu are bipedal, tall and thin, with bat-like wings and elongated skulls. They are covered with scales over their whole body (even the wings) and have long, sharp talons. Their ears are like those of a bat. They can alter their color from black to light gray as they desire.



Nalfeshnee (Greater Demon)

Number	1d6 (Abyss), 1d3 (elsewhere)
Morale	+6
Hit Dice	11d10
Armor Class	-1
Move	90'/min., 120'/min. (flying - poor)
Magic Resistance	M
No. of Attacks	3
Damage	1d4/1d4/2d4
Defenses	+1 (or better) weapon to harm, magic use
Attacks	Magic use
Weaknesses	Holy water
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:

- *Cause fear* (60' range; save or flee at maximum speed for 2d6 minutes) once per round
- *Darkness 10' radius* at will
- *Detect magic* once per round
- *Dispel magic* once per round
- *Gate* once every 10 minutes:

Die Roll (d%)	Result of Gate
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

- *Illusion* (visual and/or auditory; no concentration required) once per round
- *Levitate* (3,600 lbs.) once per round
- *Polymorph self* once per round
- *Project image* once per round
- *Psychic strike* 3 times per day
- *Read languages* once per round
- *Symbol (fear or discord)* once per round
- *Telekinesis* (500 lbs.) once per round

In addition, nalfeshnee can only be struck by non-iron weapons with an enchantment of +1 or better. Iron weapons will affect them normally.

In the air, a nalfeshnee will attempt to bring an enemy to the ground, where its large bulk and superior strength can be brought to bear.

Appearance: 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.

Obsidiax (Demon Lord)

Number	Unique
Morale	+19
Hit Dice	20d12 (186 h.p.)
Armor Class	-9 (-6 without shield)
Move	120'/min.
Magic Resistance	L
No. of Attacks	2 (4 without shield)
Damage	Per weapon type
Defenses	Magic use
Attacks	Fear, magic use
Weaknesses	Holy water
Size	L (8')
Intelligence	20
Alignment	Chaotic evil
Treasure Type	IX
Treasure Value	1d6+4x10,000
Magical Treasure	2d4 items (60%)
X.P. Value	60,000 (material form), 600,000 (permanently slain)

General: Obsidiax is one of the most powerful, if not the most powerful, lords of the Abyss, and is a deadly enemy of both Orcus and Demoniarch, who compete with him for the title. He is intensely sensual and has a palpable sexual magnetism (and an effective charisma score of 23). When displeased, however, his furious visage is sufficient to cause *fear* in all who behold him, within a 60' range.

When encountered, he will have 1d3 lamias with him at all times. If in his palace (or whatever is passing for his residence at the time) he will also have 1d3 succubi (50% chance) or a marilith (50% chance) with him.

Combat: Obsidiax fights with either his great acid-dripping bastard sword and shield, or a *guisarme +1* made of black iron. When hit by the sword, victims will suffer an additional 1d4+4 h.p. of acid damage. If Obsidiax gets a natural 20 on his "to hit" roll, the victim must have his belongings (armor, shields, etc.) make a saving throw vs. acid from the spraying droplets. If Obsidiax uses the

guisarme, his armor class worsens, but he gets 4 attacks per round. In addition, he has the following magical powers:

- *Alter reality* once per round (always in the sense of granting the desire of some mortal, and usually with devastating unintended consequences)
- *Chaos* once per round
- *Continual darkness* once per round
- *Disintegrate* once per day
- *Dispel magic* once per round
- *Duo-dimension* once per round
- *Emotion* once per round
- *Gate* in 1d3 balors (60% chance) or 1d4+1 babau (40% chance) with 100% chance of success
- *Magic missile* once per round (5 missiles)
- *Mirror image* once per round
- *Polymorph any object* once per day
- *Psychic strike* 6 times per day
- *Telekinesis* once per round (1,500 lbs. maximum)
- *Trap the soul* once per week
- *Vanish* once per round
- *Veil* once per day
- *Water breathing* once per round

Appearance: Obsidrax appears as an incredibly handsome human with jet-black skin and hair. His eyes are green, and his ears are slightly pointed. He has small fangs (noticeable only when he wants them to be) and six digits on each hand and foot.

The Orb of Beguilement: Obsidrax is the possessor of a powerful artifact, the Orb of Beguilement. It appears as a large (9" across) sphere of smoky quartz. Anyone holding it is able to generate a *permanent illusion* (as per the spell) over an area of 100 square miles (centered on any point within line of sight). Thus, a horde of orcs could be made to look like a horde of hill giants, a lake could be made to appear as a castle, etc. Only minimal concentration is required to maintain the effect; movement, speech, etc. are allowed while it is in use, but not while in melee or spellcasting. It will also allow the operator to cast *mass invisibility* once every 10 minutes, as if the spell were cast by a 19th level caster. It will also send forth a *prismatic spray* once per hour.



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	Q
No. of Attacks	3
Damage	2d6+1/2d6+1 or by weapon/2d4
Defenses	+2 (or better) weapon to harm, magic use
Attacks	Magic use
Weaknesses	Holy water
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 Demoniarch, 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 strike either 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:

- *Animate dead* (as a 19th level mage) once per round
- *Charm person* once per round
- *Clairaudience* once per round
- *Clairvoyance* once per round
- *Continual darkness* once per round
- *Dispel magic* once per round

- *ESP* once per round
- *Feeblemind* 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 vrook
37-42	1 hezrou
43-68	1 glabrezu
69-84	1 nalfeshnee
85-92	1 marilith
93-00	1 balor

- *Illusion* (visual and/or auditory; no concentration required) once per round
- *Lightning bolt* (12 HD) once per round
- *Polymorph any object* once per day
- *Project image* once per round
- *Psychic strike* 15 times per day
- *Pyrotechnics* once per round
- *Shape change* once per day
- *Speak with dead* (as 20th level cleric) once per round
- *Suggestion* once per round
- *Summon undead* once per minute:

Die Roll (d%)	Result of <i>Summoning</i>
01-25	4d12 skeletons
26-50	4d8 zombies
51-75	4d6 shadows
76-00	2d4 vampires

- *Symbol* (any) once per day
- *Telekinesis* (1,200 lbs.) once per round
- *Time stop* once per day
- *Wall of fire* once per round

In addition, Orcus can only be hit by non-iron weapons of +3 or better enchantment. Iron weapons will affect him normally.

Appearance: 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.) even with 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 fates. However, anyone attempting to use it will instantly and irredeemably be changed from their previous alignment to chaotic evil.



Pazuzu (Demon Lord)

Number	Unique
Morale	+18
Hit Dice	20d12 (155 h.p.)
Armor Class	-9
Move	120'/min., 360'/min. (flying - perfect)
Magic Resistance	P
No. of Attacks	1
Damage	Per weapon type +8
Defenses	+2 (or better) weapon to harm, magic use
Attacks	Magic use
Weaknesses	Holy water
Size	M (7')
Intelligence	20
Alignment	Chaotic evil
Treasure Type	VIII
Treasure Value	4d4+3x10,000
Magical Treasure	2d4 potions (40%), 1d4 scrolls (50%),
X.P. Value	2d6 items (75%)



General: Pazuzu, king of the demons of the wind, prince of the Abyssal skies, is unique among the ranks of demon lords in that he does not rule a given layer, or piece of a layer, of the Abyss, but rather calls all of the skies of the lower planes his demesne. He is on good terms with most demon princes as well as with daemon lords, hags, and arch-devils, but he considers Ninlil, the princess of the air galas, as a rival. He can travel through the skies of any of the lower planes at will, and can also travel to the material plane whenever he chooses. He has both ultravision and infravision with 120' range.

Pazuzu can be summoned by speaking his name three times, at which time he will offer his aid to whomever was bold (or desperate) enough to beg for his assistance. Doing so puts the seeker in Pazuzu's debt, however, and he will ask for a service in return for his aid. Pazuzu especially delights in tricking paladins and lawful good clerics into accepting such deals, for it will immediately change their alignment to chaotic evil.

Pazuzu has a great sense of humor, and has been known to see times when he is outwitted by a mortal not as an affront, but as a great joke. He is usually accompanied by a retinue of 6 balors, and will generally avoid direct combat himself. Even then, he will only employ overwhelming force if pressed, preferring to play "cat and mouse" with victims before annihilating them.

Combat: Pazuzu attacks with a weapon, if needed. He has a strength score of 20 (+3 bonus "to hit", +8 bonus to damage). He can also attack with his scorpion's tail; a successful hit from the tail not only inflicts 2d6 h.p. of damage, but the victim must make a saving throw vs. poison or die. Only weapons of a +2 or greater enchantment can harm him, and he regenerates 1 h.p. per round. Any flying creature of 4 HD or less will obey his commands if they are within line of sight. In addition, he has the following powers:

- Breathe poison gas in a cloud 50'x40'x30'; anyone within the cloud must make a saving throw vs. poison or die; 3 times per day
- *Call lightning* once per round
- *Control weather* once per round
- *Creeping doom* once per day
- *Darkness 20' radius* once per round
- *Flesh to stone* once per round
- *Gate* in 1d4 succubi once per day (75% chance of success)
- *Insect plague* once per day
- *Psychic strike* 6 times per day (and he himself is immune to the effects of a *psychic strike*)
- *Shape change* once per round
- *Statue* once per round
- *Summon* flying creatures once per round:

Die Roll (d%)	Result of <i>Summoning</i>
01-10	Fails
11-54	4d4 harpies
55-77	3d4 perytons
78-00	3d4 gargoyles

- *Symbol of death* once per round
- *Symbol of hopelessness* once per round
- *Symbol of pain* once per round
- *Unholy word* once per round
- *Wind walk* once per round

Appearance: Pazuzu's true form is a mix of animal and human. His body and limbs are those of a powerfully-built human, with four feathered wings and the talons of a bird instead of feet. His face is a mixture of lion and dog, handsome but with a tinge of evil to his countenance, and his eyes glow red. He also has a scorpion's tail. He is also able to assume the form of any sort of flying creature he desires, and will sometimes visit the material plane in the guise of a large bird accompanied by six smaller ones.

Quasit (Least Demon)

Number	1
Morale	-1
Hit Dice	3d6
Armor Class	2
Move	150'/min.
Magic Resistance	E
No. of Attacks	3
Damage	1d2/1d2/1d4
Defenses	+1 (or better) weapon to harm, magic use
Attacks	Magic use
Weaknesses	Holy water
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 soul worms (see p. 335). 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 animal. 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:

- *Fear 30' radius* once per day
- *Invisibility* at will
- *Regenerate* 1 h.p. per round

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.



Rumplekin (Lesser Demon)

Number	1d4 (material plane), 3d4 (Abyss)
Morale	+3
Hit Dice	5d10
Armor Class	1
Move	120'/min.
Magic Resistance	F
No. of Attacks	2 or 1
Damage	1d6+1/1d6+1 or per weapon type
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
Size	M (6')
Intelligence	9
Alignment	Chaotic evil
Treasure Type	XV
Treasure Value	1d10+2x10
Magical Treasure	None
X.P. Value	425 + 6/h.p.



General: Rumplekin are near the bottom of the demonic social structure, having naught but the dretch and manes to bully, and being bullied and tormented by all the other sorts of demons in their turn. Many demonic armies make use of vast legions of rumplekins wielding their strange polearms (see below).

Combat: Rumplekin can either attack with their fists or with one of the strange weapons they favor. There is an equal chance of any given rumplekin having each type of weapon:

Die Roll (d4)	Weapon	Description
1	Double-crescent polearm	Does 1d10/1d12 h.p. of damage against small-medium/large creatures.
2	Saw-toothed broad sword	Gets a +1 bonus to damage against opponents not wearing armor.
3	Snap tongs	Does 2d4 h.p. of damage initially, then holds the victim and does automatic damage until the victim specifically declares his intention to break free and making a successful "to hit" roll. No damage is done by such an attempt, but the victim will be free of the weapon's grasp.
4	Triple-bladed missiles	Hurled from a launching stick (like an atlatl), these whirling blades do 1d6+2/1d4+2 h.p. of damage against small-medium/large creatures, and have a range of 150'.

In addition, rumplekin have the following powers:

- *Darkness* 5' radius once per round
- *Fear* by touch
- *Fly* once per round
- *Gate* in a dipteran demon once per round (15% chance of success)
- *Telekinesis* once per round (100 lbs. maximum)

Appearance: Rumplekin are humanoid, with elongated skulls and long and misshapen arms and legs. They are hairless, ugly, and pale. They speak the language common to all demonkind.

Shadow Demon (Greater Demon)

Number	1
Morale	+8
Hit Dice	7d10
Armor Class	9, 5, or 1
Move	120'/min., 180'/min. (half-gliding)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d8/1d6/1d6
Defenses	Magic use, immune to fire, lightning, and cold-based attacks
Attacks	Magic use
Weaknesses	Light, holy water
Size	M
Intelligence	12
Alignment	Chaotic evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	825 + 10/h.p.
Turn as Type	XIII



General: Shadow demons are a rare type of demon that are themselves without physical form, being in the shape of a living shadow (much like the undead creature of the same name; see p. 200 for more information). Despite the similarities in appearance, shadow demons are not undead, however.

Combat: Shadow demons attack with their claws and bite. They have the regular demonic abilities, as well as being 100% immune to fire, lightning, and cold-based attacks. In addition, they have the following magical abilities, as indicated:

- *Darkness* 10' radius once per day
- *Fear* 30' radius once per day

Shadow demons are strongest in darkness and decidedly weaker and more vulnerable in bright light. Its armor class gets worse as the amount of light increases, and its natural resistance to damage and bonus "to hit" is lessened:

Light	AC	Damage Rec'd	Bonus "to hit"
Darkness	1	Half	+2
Torchlight	5	Normal	+1
Sunlight	9	Double	n/a

Thus, a shadow demon in total darkness is AC 1, only takes half damage from attacks, and gets a +2 bonus when attempting to hit others. The same shadow demon in bright light is AC 9, takes double damage from attacks against it, and gets no bonus to hit its enemies.

Light spells cast against the shadow demon count as *fireballs*, doing a number of d6's of damage equal to the level of the caster.

The creature's vestigial wings allow it to leap up to 30' onto enemies (in which case it is able to use its lower claws for an additional 1d6/1d6 of damage, if they hit). In addition, these wings allow it to take off in a loping half-run/half glide at 180'/min., but it can only sustain this speed for one minute out of every ten.

Appearance: Shadow demons appear as vaguely humanoid shadows, with claws and vestigial wings, if a shadow demon can be discerned at all. In normal circumstances, it will only be seen 10% of the time, and only noticed for what it is 50% of the time, even when it is seen. When seen, their translucent nature makes them appear as if they are but a shadow on a wall or ceiling, which optical illusion they use to their advantage.

Succubus (Greater Demon)

Number	1
Morale	+4
Hit Dice	6d8
Armor Class	0
Move	120'/min., 180'/min (flying - average)
Magic Resistance	N
No. of Attacks	2
Damage	1d3/1d3
Defenses	+1 (or better) weapon to harm, magic use
Attacks	Magic use
Weaknesses	Holy water
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, beguile, or otherwise deal with 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 he remains in the demon's amorous embrace. In addition, succubi have the following magical powers:

- 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
- *Clairaudience* at will
- *Darkness* (5' radius) at will
- *ESP* at will
- *Gate* once every 10 minutes:

Die Roll (d%)	Result of Gate
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)

- *Shape change* at will (to anything of general human/demi-human/humanoid form and size)
- *Suggestion* at will

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	J
No. of Attacks	5
Damage	1d4/1d4/1d8/1d8/1d6
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
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 foreclaws, rear claws, and vicious beaks. They can be wounded by any sort of weapon. 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
- *Gate* once every 10 minutes:

Die Roll (d%)	Result of Gate
01-90	Fails, must wait 10 minutes to try again
91-10	1 vrock

- *Telekinesis* (200 lbs.) at will

Appearance: Vrocks look like a mix of man and vulture. They have muscular human torsos and arms, but the head, feet, tail, and wings of a great vulture.

Yainarchoy (Demon Lord)

Number	Unique
Morale	+20
Hit Dice	16d12 (100 h.p.)
Armor Class	-5
Move	180'/min.
Magic Resistance	P
No. of Attacks	1
Damage	3d6 (plus see below)
Defenses	+1 (or better) weapon to harm, magic use
Attacks	Magic use
Weaknesses	Holy water
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: Yainarchoy is the demon lord of gnolls, but is also (due to the intricacies of the politics of the Abyss) overlord of all ghouls and ghouls. 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: Yainarchoy wields his dreaded flail in combat (see below for details). In addition, he can invoke the following magical powers as indicated:

- Able to see into the astral and ethereal planes
- *Cause fear* (60' range; save or flee at maximum speed for 2d6 minutes) once per round
- *Darkness* 10' radius once per round
- *Dispel magic* once per round
- *Fly* once per round
- *Gate* once every round:

Die Roll

(d%)	Result of Gate
01-20	Fails, must wait until next round to try again
21-00	1d4+1 v rocks

- *Hold person* once per round
- *Magic missile* once per round, 3 times per day, 6 missiles each, each doing 2d4 h.p. of damage
- *Mass charm* once per round
- *Psychic strike* 6 times per day
- *Suggestion* once per round
- *Telekinesis* (1,000 lbs.) once per round
- *Telepathy* so others can hear his thoughts if he desires (120' range) at will
- *Transmute rock to mud* once per round

Only non-iron weapons of +1 or greater enchantment can harm Yainarchoy. Iron weapons will affect him normally, whether they are enchanted or not.

Appearance: Yainarchoy appears as an enormous gnoll, with even more pronounced hyena-like features.

The Flail of Yainarchoy: This dreaded weapon is never outside the possession of its master. Its 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.

Yocharach

	Cloud	Pillar	Spider	Humanoid
Number		1d4 (Abyss),	1 (elsewhere)	
Morale	+8	+8	+8	+8
Hit Dice	6d10	6d10	6d10	6d10
Armor Class	-10	10	10	10
Move	120'/min.	90'/min.	30'/min., 120'/min. (in web)	90'/min.
Magic Resistance	H	H	H	H
No. of Attacks	0	8	1	1
Damage	n/a	1d4+4 (x8)	2d4	Per weapon
Defenses	See below	See below	See below	See below
Attacks	See below	See below	See below	See below
Weaknesses	See below	Holy water	Holy water	Holy water
Size	M	M	L	M
Intelligence	14	14	14	14
Alignment		Chaotic evil		
Treasure Type	None	None	None	None
Treasure Value	n/a	n/a	n/a	n/a
Magical Treasure	None	None	None	None
X.P. Value		1,275 + 10/h.p.		



General: The yocharachs (pronounced "yock-ahr-ahks") are the handmaidens of Arachnia, and none has been found to be in the service of any other demon lord (or lady). In a yocharach's natural state, she is nearly incorporeal, being only a cloud of gas which is only seen (if at all) as a patch of stinking haze. She can also assume three other forms: a semi-gelatinous pillar with eight tentacles, a giant spider, and a beautiful human, drow, or high elf. She is sometimes found on the material plane in attendance of ceremonies or sacrifices in honor of her mistress, Arachnia.

Combat: When in cloud form, yocharachs cannot attack (although holy water splashed upon them will still harm them). In their pillar form, they strike with their eight tentacles, with each tentacle doing 1d4+4 h.p. of damage (in this form, they have a STR of 18/50). In spider form, they attack like giant spiders (see p. 220), while in humanoid form they fight like 6th level fighters. The transformation from one form to another takes but a single segment, and can happen before or after the yocharach moves or attacks, but she can only change once in any given round. If the yocharach is wearing armor, she must first transform to cloud form to shed it before assuming spider or pillar form.

While in cloud form, the following special cases apply:

- Only harmed by weapons with a +1 or greater enchantment
- A *stinking cloud* spell will heal 3d4 h.p. of damage
- A *gust of wind* spell will inflict 6d6 h.p. of damage (magic resistance applies)
- A *wind walk* spell will slay her (no magic resistance), and if the caster could carry 2 beings by means of the spell, 2 yocharachs can be slain

Yocharachs also have the following powers:

- Become *astral* once per round
- *Cure disease* once per day (humanoid form only)
- *Cure serious wounds* once per day (humanoid form only)
- *Delude* once per round

Appearance: In cloud form, yocharachs are barely noticeable wisps of stinking vapor. In pillar form, they look like half-melted wax pillars with one great eye and eight tentacles. In spider form they are giant spiders some 12' across. In humanoid form they can appear as either a beautiful human, drow, or high elf.

Zagrobiga

	Human Form	Fungoid Form
Number	Unique	Unique
Morale	+6	+6
Hit Dice	20d12 (222 h.p.)	20d12 (222 h.p.)
Armor Class	0	0 (body), -2 (head)
Move	120'/min.	150'/min., 60'/min. (climbing)
Magic Resistance	P	P
No. of Attacks	1	5
Damage	Per weapon type	2d4/2d4/2d4/2d4/2d6
Defenses	Magic use	Magic use
Attacks	Magic use	Magic use, trample
Weaknesses	Holy water	Holy water
Size	M	L
Intelligence	19	19
Alignment	Chaotic evil	Chaotic evil
Treasure Type		VIII
Treasure Value		3d4x10,000
Magical Treasure	1d8 items (15%), 2d4 potions (40%), 1d4 scrolls (40%)	
X.P. Value	45,170 (material form), 451,700 (permanently slain)	

General: Zagrobiga, demon queen of fungi, is a truly terrible opponent, and one of the most powerful rulers of the Abyss. She claims all of fungi, slimes, molds, and the like as her demesne, and is a strong ally of Juiblex.

In her fungoid form, Zagrobiga is able to ooze along walls and ceilings, albeit at a slower rate of speed.

Combat: In human form, Zagrobiga attacks with a weapon or, more likely, magic. In fungoid form she can attack with her thick arms, up to two attacks per target. If two attacks strike the same target, they do an additional 1d4+4 h.p. of crushing damage. She can also trample enemies who are small in size or who are prone, doing 2d6 h.p. of damage if successful. She can trample but a single enemy per round.

In addition, Zagrobiga has the following powers:

- *Anti-plant shell* once per round
- *Charm plants* once per round
- *Continual darkness* once per round
- *Entangle* once per round
- *Fear 15' radius* once per round
- *Gate* once per day (70% chance of success):

Die Roll (d%)	Result of <i>Gate</i>
01-50	1d4 vrocks
51-75	1d3 hezrou
76-90	1d2 glabrezu
91-00	1 babau

- *Hold plant* once per round
- *Locate plants* once per round
- *Pass plant* once per round
- *Plant door* once per round
- *Plant growth* once per round
- *Programmed illusion* once per round
- *Putrefy food and drink* once per round
- *Silence 15' radius* once per round
- *Snare* once per round
- *Speak with plants* once per round
- *Summon fungi* once per day (fungi appear from Zagrobiga's own body within one round):

Die Roll (d6)	Result of Summoning
1	1d2 ascomoids
2	1d3+1 basidironds
3	1d4+2 brain smuts
4	1d3+3 glomeroms
5	1d4+4 phycomids
6	1d4+4 violet fungi

- *Telekinesis* (1,000 lbs.) once per round
- *Transport via plants* once per round
- *Trip* once per round

Appearance: In human form, Zagrobiga appears as either as a wizened and feeble old crone or a voluptuous young woman with dark hair. In her natural fungoid form, she is the stuff of nightmares. Her body is a 3' diameter puffball mushroom supported by four thick trunks for legs. She can form up to four arms from her body at will (with hands and structures resembling fingers, if desired), and her head is a toadstool with rudimentary humanoid facial features and a chillingly blank expression. Her coloration is mutable; she can change it to fit her environment or her whim. She weighs 2,000 lbs.

Deva

Devas are one of the races that dwell in the Upper Plane known to men as Olympus. They are also to be found on the surrounding planes of Gladshheim and the Happy Hunting Grounds, but in lesser numbers. Many act as servants for the various deities and near-deities that dwell on those planes, and they respect and often heed the wisdom of the planetars and solars. They are staunch individualists, however, and the decision of a given deva to serve a more powerful being is a jealously guarded privilege. It would be unthinkable for one to attempt to force another into such service.

It is this staunch (some might say stubborn) individualism that renders them so dangerous when summoned to the material plane and forced into servitude. While they are good creatures, they will greatly resent any sort of forced servitude. This should not be taken to mean that the forces of Olympus are not puissant in battle. Once they take the field, the devas will strive to outdo one another in acts of individual valor.

They distrust angels and their rigid hierarchical way of thinking, but devas will not treat with any evil creature under any circumstances.

All devas are able to travel to Elysium, Limbo, and all the Outer Planes between them, at will. They can become ethereal at will, but only astral devas can enter the astral plane except when commanded by a deity. When on the material or elemental planes, devas cannot be permanently slain; only their material form is destroyed, at which time their spirit returns to Olympus, where it must recover for a decade before once more being able to form a material body.

All devas save the lares have the following powers:

- Become *ethereal* once per round
- *Cure disease* three times per day
- *Cure light wounds* seven times per day
- *Cure serious wounds* three times per day
- *Detect evil* once per round
- *Detect illusion* once per round
- *Detect magic* once per round
- *Detect traps* seven times per day
- *Dispel magic* seven times per day
- *Heal* once per day
- *Infravision* 120' range
- *Invisibility 10' radius* once per round
- *Invisibility* once per round

- *Know alignment* once per round
- *Polymorph self* once per round
- *Protection from evil* once per round
- *Read magic* once per round
- *Remove curse* once per round
- *Remove fear* once per round
- *Teleport without error* once per round
- *Tongues* once per round
- *Ultravision* 120' range

Devas, except the least sort, take no damage from normal fire, half damage from magical fire (including red dragon breath). They are immune to gas, magic missile, petrification, and poison.

Devas are equally at home on the ground, in the air, and underwater. They share a language with planetars and solars called the Celestial Tongue as well as speaking the common tongue.

There are no outstanding individuals among the devas, but solars and planetars will often attempt to assume leadership positions when they mix together. Generally speaking, the devas do not appreciate their doing so.

Astral Deva

Number	1d3
Morale	+10
Hit Dice	9d12
Armor Class	-6
Move	180'/min., 420'/min. (flying - perfect), 150'/min. (swimming)
Magic Resistance	K
No. of Attacks	2
Damage	Per weapon type +6
Defenses	See below
Attacks	Magic use
Weaknesses	Unholy water
Size	M (7')
Intelligence	18
Alignment	Chaotic good
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	10,100 + 25/h.p.

General: Astral devas are the most powerful of their kind. They are usually encountered on some mission for a deity or on some quest that will advance the cause of individualism and good. Vacuum does them no harm, and they are able to become astral at will (although they still cannot enter the material plane without the assistance, or at least the sufferance, of some more powerful being).

Combat: Astral devas wield enormous maces which do 1d12+3 h.p. of damage per hit (they have a strength of 18/00 which gives them an additional +3 bonus "to hit" and +6 to damage). An astral deva can strike twice per round with the mace; if it hits the same creature twice in one round, that creature must make a saving throw vs. spells or be stunned for 1d4 rounds. It also acts as a *mace of disruption* when wielded by a deva. In addition, astral devas have the following powers:

- *Blade barrier* once per day (lasts 7 rounds)
- *Dispel illusion* once per round
- *Dispel invisibility* once per round
- *Light* up to 40' radius once per round
- *Polymorph self* once per round

- *Protection from evil* 10' radius once per round (evil creatures get a -2 penalty when attempting to breach it)
- *Psychic strike* 3 times per day
- *Remove curse* once per round

Astral devas get a +7 bonus to surprise rolls. Only weapons with a +1 or better enchantment can hurt an astral deva, and they are immune to energy loss (such as that from a vampire, *energy drain* spell, etc.). Their souls cannot be imprisoned by any means, rendering them immune to *mirrors of life trapping*, *soul jar* spells, etc.

Appearance: Astral devas look like incredibly beautiful humans with golden skin and large white wings with golden highlights. Their hair is lustrous blonde, and their eyes glow with an amber light. They have an effective charisma of 20.

Lar

Number	1 (material plane), 3d6 (Olympus)
Morale	±0
Hit Dice	1d6
Armor Class	8
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	Per weapon type
Defenses	None
Attacks	None
Weaknesses	Unholy water
Size	M
Intelligence	9
Alignment	Chaotic good
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	7 + 1/h.p.

General: Those dead spirits and souls of chaotic good alignment that are destined to spend their afterlife in Olympus do so as lares (singular lar). Theirs is a benign existence, spent in an idyllic state where a version of their mortal life is spent in eternal, and never-boring, bliss. On occasion, certain lares are selected to be advanced to the rank of deva. Lares can also, under the right circumstances (the exact formula is left to the game master) return to the material plane in order to assist their mortal descendants or a particular place that was of great significance to them in life. Continued adoration can improve their stature and the chances that they will be elevated beyond their station, and it is not completely unknown for them to merge with a genius loci (see p. 92).

Combat: When pressed, lares fight with whatever weapon they possess. While they do not possess any of the "standard" powers of devas, they do have the following abilities:

- *Bless* once per day
- *Cure light wounds* once per week
- *Purify food and drink* once per week

Appearance: Lares look like youthful versions of their mortal selves. Those who are on the mortal plane will sometimes carry a cornucopia as a symbol of their protective nature.

Monadic Deva

Number	1d4
Morale	+10
Hit Dice	8d12
Armor Class	-4
Move	150'/min., 360'/min. (flying - perfect), 180'/min. (swimming)
Magic Resistance	J
No. of Attacks	2
Damage	Per weapon type +4
Defenses	+1 (or better) weapon to harm, immune to level drain, magic use
Attacks	Magic use
Weaknesses	Unholy water
Size	M (6')
Intelligence	18
Alignment	Chaotic good
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	8,100 + 20/h.p.

General: Monadic devas can be found throughout the astral and ethereal planes, as well as Olympus and those planes adjacent to it. They are equally at home in the air, on the ground, or under water. They are often sent on missions on the elemental planes.

Combat: Monadic devas strike with a metal rod that does 1d10 h.p. of damage, and has an enchantment of +2; the rod can be used either to strike blows or to pierce a foe up to 10' away. In addition, they possess a strength of 18/76 and thus get an further bonus of +2 "to hit" and +4 to damage. Any creature struck by the rod twice in one round, if it is either very dense (such as an earth elemental) or wearing metal armor will take double damage from the second strike. They also have the following powers:

- *Hold elemental* three times per day (lasts for 8 rounds)
- *Light* once per round (up to 30' radius)
- *Project image* once per day
- *Protection from evil 15' radius* (evil creatures get a -1 penalty when opposing)

Monadic devas are harmed only by weapons with a +1 or greater enchantment, and are immune from losing energy levels by such attacks as a vampire's touch or a *sword of life stealing*.

Appearance: Monadic devas look like handsome humans with alabaster skin, milky white hair, and gleaming silver eyes. Their feathered wings are white with silver highlights. They have an effective charisma of 19.

**Movanic Deva**

Number	1d6
Morale	+8
Hit Dice	7d12
Armor Class	-5
Move	120'/min., 300'/min. (flying - perfect), 210'/min. (swimming)
Magic Resistance	I
No. of Attacks	3
Damage	Per weapon type +5
Defenses	Magic use
Attacks	See below
Weaknesses	Unholy water
Size	M (6 1/2')
Intelligence	16
Alignment	Chaotic good
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	7,850 + 18/h.p.

General: Movanic devas tend to be proud creatures, due in no small part to the fact that they are the weakest of the three true types of deva. They are immune to the harmful effects of both the positive and negative energy planes, and for this reason are often sent there on missions.

Combat: Movanic devas attack with *flame tongue long swords +1*. They can strike three times per round with this weapon, and have a strength of 18/99 (+2 bonus "to hit", +5 to damage). They also have the following powers:

- *Cause blindness* once per round
- *Cure blindness* once per round
- *Detect traps* once per round
- *Light* once per round (up to 20' radius)
- *Neutralize poison* three times per day
- *Protection from evil 15' radius* (evil creatures get a -1 penalty when opposing)

Movanic devas can only be harmed by weapons with a +1 or better enchantment. Plants and non-magical animals (except reptiles) will not harm them. They are immune to all forms of life-force draining.

Appearance: Movanic devas look like handsome humans with rosy skin and coppery hair. Their wings are light pink and their eyes are solid copper. They have an effective charisma of 18.

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 and cunning. 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 they have more than one attack listed. All devils possess the following powers and abilities.

- *Animate dead* once per round
- *Charm person* once per round
- Half damage from cold-based attacks
- Half damage from gas attacks
- *Illusion* once per round
- Immune to fire-based attacks, both magical and mundane
- *Infravision* (constant)
- *Know alignment* once per round
- *Suggestion* once per round
- *Telepathy* used to converse with any intelligent creature
- *Teleport without error* once per round

Silver weapons will harm all devils, including those only normally affected by enchanted weapons.

All devils speak the Infernal Tongue as well as having telepathic powers, as described above.

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 are summoned (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.

All arch-devils have the powers of lesser deities, as listed in Appendix E, in addition to those powers listed herein. Those individuals noted as dukes of Hell have the powers listed for demigods, as well as those listed below.

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 most 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 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 airtight 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 or above, 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 are 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.

Abaddon (Arch-Devil)

Number	Unique
Morale	+20
Hit Dice	20d12 (188 h.p.)
Armor Class	-6
Move	150'/min., 180'/min. (flying - average)
Magic Resistance	0
No. of Attacks	2
Damage	Per weapon type +9
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
Size	L (9')
Intelligence	20
Alignment	Lawful evil
Treasure Type	VIII
Treasure Value	1d6+3x10,000
Magical Treasure	1d6 items (60%)
X.P. Value	49,000 (material form), 490,000 (permanently slain)

- *Raise dead fully* once per round
- *Rulership* once per day (as per the rod)
- *Shape change* once per day
- *Summon* 1d3 ice devils once per round (90% chance of success)
- *Unholy word* once per day
- *Wall of ice* once per round
- *Wish* once per round (fulfilling another's)

Appearance: Abaddon is a large and imposing figure with dark blue skin and scales on his shoulders and other heavily-muscled parts of his body which are true black. His wings and horns are cobalt blue, and his voice is a haunting whisper that sends chills down the spines of those who hear it.

Amon (Duke of Hell)

Number	Unique
Morale	+16
Hit Dice	20d12 (126 h.p.)
Armor Class	-2
Move	180'/min.
Magic Resistance	L
No. of Attacks	2
Damage	Per weapon type +7/3d4
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
Size	L (9')
Intelligence	18
Alignment	Lawful evil
Treasure Type	VIII
Treasure Value	6d4+12x1,000
Magical Treasure	1d6 items (35%)
X.P. Value	30,000 (material form), 300,000 (permanently slain)



General: Abaddon (pronounced ah-BAD-don) is one of the mightiest of the arch-devils, ruling over the eighth layer of Hell with an iron fist. He and his vassals command great legions of horned devils and pit fiends.

Combat: Abaddon attacks with a *trident* +3, plus he has a strength score of 21 (+4 bonus "to hit", +9 to damage). The trident allows him to inflict an additional 3d4 h.p. of cold, electrical, or fire damage with each hit, each type of damage being able to be used three times per day. He can choose which function (if any) is used on any hit, and can wait to see if a hit is successful before employing the power. In addition, he has the following powers:

- *Beguile* once per round
- *Cone of cold* once per round
- *Dispel magic* once per round
- *Fear* once per round (by gaze)
- *Ice storm* once per round
- *Produce flame* once per round
- *Psychic strike* 9 times per day



General: Amon is an oathed servant of Geryon, commander of numerous regiments of bone devils. He has a particular affinity for wolves and werewolves, and many of the latter pay him homage. He is always accompanied by a winter wolf (see p. 246) of maximum h.p. which gets a +3 bonus both "to hit" and to damage and itself has a magic resistance of C.

Combat: Amon attacks both with his weapon, a great *two handed mace +3* and a bite attack. He has a strength score of 19 (+3 "to hit" bonus, +3 damage bonus) and has the following powers:

- *Charm monster* once per round
- *Dispel magic* once per round
- *Fear* with his gaze (save vs. spells applies)
- *Fly* once per round
- *Limited wish* (fulfilling someone else's) once per round
- *Produce flame* once per round
- *Psychic strike* 5 times per day
- *Regenerate* 1d12 h.p. every ten minutes
- *Summon* 1d4 bone devils once per round (60% chance of success)
- *Summon and command* all wolves within 1 mile (on the material plane only)
- *Symbol of hopelessness* once per day
- *Wall of ice* once per round

Appearance: Amon appears as a well-muscled human with the head of a wolf.

Asmoday (Arch-Devil)

Number	Unique
Morale	+20
Hit Dice	21d12 (199 h.p.)
Armor Class	-7
Move	120'/min., 240'/min. (flying - good)
Magic Resistance	R
No. of Attacks	1
Damage	2d12+12
Defenses	+3 (or better) weapon to harm, magic use
Attacks	Magic use
Weaknesses	Holy water
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: Asmoday is the Arch Fiend, the Prince of the Hells, and the Overlord of all devils. The various arch-devils and dukes of Hell vie constantly for his throne, but over the millennia Asmoday 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 layer of Hell with pit fiends as his servitors. Once per year Asmoday demands the other arch-devils present themselves at his court and make obeisance to him.

Combat: Asmoday has a strength of 24 (+6 bonus "to hit", +12 bonus to damage); 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):

- *Beguile* once per round (as per the rod)
- *Continual light* once per round
- *Dispel magic* once per round
- *Fly* at will
- *Gaze* causes *chill* at will (50% movement, -5 or -25% penalty on all die rolls) (save vs. magic is allowed)
- *Gaze* causes *fear* at will (60' range; flee at maximum speed for 2d6 minutes unless successful saving throw vs. magic is made)
- *Gaze* causes *weakness* at will (save vs. magic or strength is reduced by half for 1d6x10 minutes)
- *Hold monster* once per round
- *Hold person* once per round
- *Ice storm* once per round
- *Locate object* once per round
- *Mass charm* once per round
- *Produce flame* once per round
- *Psychic strike* 9 times per day
- *Pyrotechnics* once per round
- *Raise dead fully* once every ten minutes
- *Restoration* once per round
- *Rulership* once per round (as per the rod)
- *Shape change* once per round
- *Summon devils* once every round; 2 lesser or 1 greater (his choice)
- *Symbol (pain, insanity, or hopelessness)* once per day
- *Unholy word* once per day
- *Wall of fire* once per round
- *Wall of ice* once per round

Non-silver weapons can only harm Asmoday if they have a +3 or better enchantment. Silver weapons will harm him regardless of their enchantment or lack thereof.

Appearance: Asmoday 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 Asmoday: 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)

Bael (Duke of Hell)

Number	Unique
Morale	+18
Hit Dice	20d12 (106 h.p.)
Armor Class	-3
Move	120'/min.
Magic Resistance	L
No. of Attacks	2
Damage	Per weapon type +6
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
Size	L (8')
Intelligence	16
Alignment	Lawful evil
Treasure Type	VII
Treasure Value	6d4+12x1,000
Magical Treasure	1d6 items (35%)
X.P. Value	35,000 (material form), 350,000 (permanently slain)



General: Bael is a sworn vassal of the arch-devil Mammon, and commands numerous legions of barbed devils on behalf of his master.

Combat: Bael wields a *two-handed sword* +2. He has a strength of 18/00 (+3 bonus "to hit" and +6 to damage) and has the following powers:

- *Cause serious wounds* once per round
- *Dispel magic* once per round
- *Fear* 20' radius at will
- *Invisibility* once per round
- *Limited wish* (fulfilling someone else's) once per round
- *Produce fire* once per round
- *Psychic strike* 6 times per day
- *Pyrotechnics* once per round
- *Regenerate* 1 h.p. per round
- *Shape change* twice per day
- *Summon* 1d4 barbed devils once per round (65% chance of success)
- *Symbol of stunning* once per day
- *Wind walk* once per round

Appearance: Bael is humanoid in appearance, with a muscular human body. His head, on the other hand, is monstrous: protruding ears, a bovine snout, small horns, and protruding tusks. He is generally found wearing fine armor and clothing.

Barbed Devil (Lesser Devil)

Number	3d4 (Nine Hells), 1d2 (elsewhere)
Morale	+4
Hit Dice	8d10
Armor Class	0
Move	120'/min.
Magic Resistance	J
No. of Attacks	3
Damage	2d4/2d4/3d4
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
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 Buer.

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:

- *Hold person* once per round
- *Produce flame* once per round

- *Pyrotechnics* 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 gray-green in color.

Bearded Devil (Lesser Devil)

Number	1d2 (material plane) 2d4+2 (Hell)
Morale	+7
Hit Dice	6d10
Armor Class	1
Move	150'/min.
Magic Resistance	G
No. of Attacks	3 or 1
Damage	1d8/1d2/1d2 or per weapon type
Defenses	Magic use
Attacks	Magic use, tine attack
Weaknesses	Holy water
Size	M (6 1/2')
Intelligence	11
Alignment	Lawful evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	1,125 + 10/h.p.



General: Bearded devils are known for their quick tempers and cruel natures. While this sometimes makes them difficult to command, they are often used as assault troops in war.

General: Bearded devils attack with their claws and by thrusting their spiny beard at enemies, or with their weapon. Anyone struck by both claws will automatically take maximum damage from the beard attack (no "to hit" roll required). Anyone taking maximum beard damage (either after being grabbed or from a regular attack) must make a saving throw vs. poison; failure means they will lose 1 point of dexterity per round for 1d4 rounds. Alternatively, bearded devils wield a glaive in battle which is equipped with special backwards-facing tines which can be used to attack opponents who attempt to flee or who are closing to melee range. If successful, the tine attack inflicts an additional 1d3 h.p. of damage. The tine attack is in addition to the glaive's normal blade attack; anyone hit is stuck fast and is unable to flee unless he spends an entire round making a successful open doors check. In addition, bearded devils have the following powers:

- *Affect normal fires* once per round
- *Command* once per round

- *Fear* by touch
- *Produce flame* once per round
- *Summon* a bearded devil once per round (35% chance of success)

Appearance: Bearded devils are vaguely humanoid in appearance, with long tails, clawed feet and hands, and, most notably, a "beard" of long metallic spikes which are used to impale opponents. They have a generally sinister demeanor.

Beelzebub (Arch-Devil)

Number	Unique
Morale	+20
Hit Dice	19d12 (166 h.p.)
Armor Class	-5
Move	90'/min., 240'/min. (flying - good)
Magic Resistance	Q
No. of Attacks	1
Damage	2d6 (+ poison)
Defenses	+3 (or better) weapon to harm
Attacks	Magic use
Weaknesses	Holy water
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: Beelzebub (pronounced bee-EL-zuh-bub), titled both Lord of Flies and Lord of Lies, is generally regarded as the second-most powerful of the dukes of Hell, behind Asmoday. He rules over both the sixth and seventh layers of Hell.

Combat: In combat, Beelzebub 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:

- *Beguile* once per round (as the rod)
- *Charm monster* once per round
- *Continual light* once per round
- *Dispel magic* once per round
- *Fly* once per round
- *Hold person* once per round
- *Locate object* once per round
- *Produce flame* once per round

- *Psychic strike* 9 times per day
- *Pyrotechnics* once per round
- *Raise dead fully* once every ten minutes
- *Restoration* once per round
- *Rulership* once per round (as the rod)
- *Shape change* once per round
- *Summon* 1d4 horned devils once per round
- *Symbol (pain or insanity)* once per day
- *Unholy word* once per day
- *Wall of fire* once per round

Non-silver weapons can only harm Beelzebub if they have a +3 or better enchantment. Silver weapons will harm him regardless of their enchantment or lack thereof.

Appearance: Beelzebub appears as a giant human with the horns of a bull and enormous eyes like those of a fly. His teeth are sharply pointed.

Bone Devil (Lesser Devil)

Number	2d4 (Nine Hells), 1d2 (elsewhere)
Morale	+5
Hit Dice	9
Armor Class	-1
Move	150'/min.
Magic Resistance	H
No. of Attacks	1
Damage	3d4
Defenses	Magic use
Attacks	Magic use, poison
Weaknesses	Holy water
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:

- *Detect invisibility* once per round
- *Fear* (5' radius) once per round
- *Fly* once per round
- *Illusion* (audio and visual) once per round
- *Invisibility* 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)

Appearance: 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.

Buer (Arch-Devil)

Number	Unique
Morale	+19
Hit Dice	20d12 (154 h.p.)
Armor Class	-4
Move	90'/min., 150'/min. (flying - good)
Magic Resistance	N
No. of Attacks	2
Damage	Per weapon type +7
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
Size	L (10')
Intelligence	18
Alignment	Lawful evil
Treasure Type	XIII
Treasure Value	10d6x1,000
Magical Treasure	1d3 items (30%), 2d4 potions (40%), 1d4 scrolls (50%)
X.P. Value	30,000 (material form), 300,000 (permanently slain)

General: Buer is the ruler of the fourth layer of Hell. He is responsible for determining the various manners of torments and tortures that the damned souls who populate Hell suffer.

Combat: Buer attacks with a great *military fork* +4, and has a strength of 19 (+3 bonus "to hit" and +7 to damage). Anyone struck by his weapon must make a saving throw vs. spells or suffer excruciating pain of such a debilitating nature as to cause a -4 penalty on all "to hit" rolls and a temporary -2 to dexterity. The pain lasts for 20-200 (2d10x10) minutes. In addition, he has the following powers:

- *Beguile* once per round
- *Cause fear* once per round (by gaze)
- *Dispel illusion* once per round
- *Dispel magic* once per round
- *Light* once per round
- *Produce flame* once per round
- *Psychic strike* 9 times per day

- *Pyrotechnics* once per round
- *Raise dead fully* once per round
- *Shape change* once per round
- *Summon* devils once per round:

Die Roll (d%)	Result of <i>Summoning</i>
01-15	Fails
16-36	1d4 scaled devils
37-57	1d3 barbed devils
58-00	1d4 bearded devils

- *Symbol of pain* 3 times per day
- *Unholy word* once per day
- *Wall of fire* once per round
- *Wish* (fulfill another's) once per round

Appearance: Buer is a devilishly handsome human, with pointed ears and small horns. His eyes glow with an infernal red light.



Cocytus Devil

Number	1d2
Morale	+5
Hit Dice	6d12
Armor Class	-1
Move	60'/min., 150'/min. (flying - average)
Magic Resistance	J
No. of Attacks	1
Damage	2d4
Defenses	+1 (or better) weapon to harm
Attacks	<i>Imprisonment</i>
Weaknesses	Holy water
Size	M
Intelligence	14
Alignment	Lawful evil
Treasure Type	XVI
Treasure Value	6d6x1,000
Magical Treasure	None
X.P. Value	1,275 + 8/h.p.

General: Cocytus devils are native to the fifth level of Hell. They are occasionally found on the material plane on some errand of destruction and woe.

Combat: Cocytus devils attack with their touch. In addition, the touch of a cocytus devil has a 50% chance of having the same effect as an *imprisonment* spell, with no saving throw allowed, as if the devil had a perfect knowledge of the victim, and at the 22nd level of experience. A *holy word* will send a cocytus devil back to their home plane.

Appearance: Cocytus devils are humanoid in form, but their heads are enormously long. They have black and silver feathered wings.



Diabolos (Arch-devil)

Number	Unique
Morale	+20
Hit Dice	17d12 (144 h.p.)
Armor Class	-2
Move	150'/min.
Magic Resistance	P
No. of Attacks	1
Damage	4d6
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
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: Diabolos rules the second layer of the Nine Hells from his cruel capital city Dis.

Combat: In combat, Diabolos hits opponents with his staff, detailed below. In addition, he is able to employ the following magical powers, as indicated:

- *Beguile* once per round (as per the rod)
- *Light* once per round
- *Produce flame* once per round
- *Psychic strike* 6 times per day
- *Pyrotechnics* once per round

- *Raise dead fully* once every ten minutes
- *Restoration* once per round
- *Shape change* once per round
- *Summon* other devils once per round:

Die Roll (d%)	Result of <i>Summoning</i>
01-10	Fails; must wait until next round
11-33	1 pit fiend
34-00	1d3 erinyes

- *Wall of fire* once per round

Appearance: Except for his small horns, pointed ears, and the goat's hoof in place of his left foot, Diabolos appears like a handsome human.

The Staff of Diabolos: The staff wielded by Diabolos combines the effects of a *rod of rulership* with a double-strength *staff of striking*.



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)

When fighting against a flying enemy, they will attempt to use their *ropes of entanglement* to cause them to fall.

Appearance: Erinyes look like 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.

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	F
No. of Attacks	1
Damage	2d4
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
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

Geryon (Arch-Devil)

Number	Unique
Morale	+20
Hit Dice	16d12 (133 h.p.)
Armor Class	-3
Move	30'/min., 180'/min. (flying - good)
Magic Resistance	O
No. of Attacks	3
Damage	3d6/3d6/2d4
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
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)

- *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

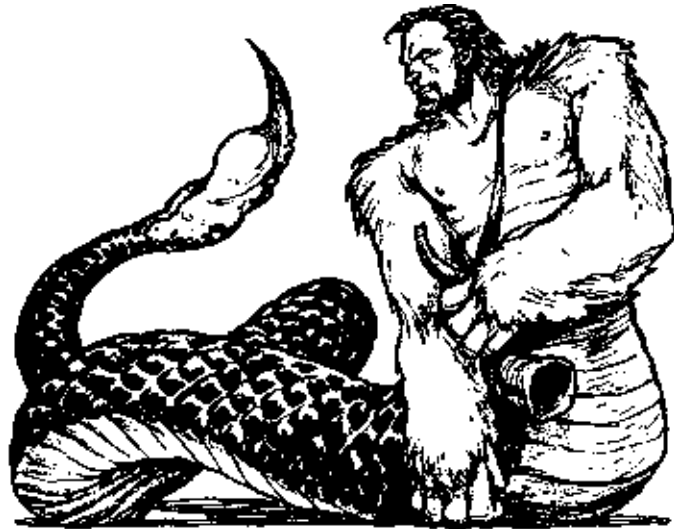
- *Symbol (pain)* once per day
- *Unholy word* once per day
- *Wall of ice* once per round

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	J
No. of Attacks	4 or 1 plus by weapon type
Damage	1d4/1d4/1d4+1/1d3 or 1d3 plus weapon
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
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: Geryon, the Wild Beast, rules the fifth layer of the Nine Hells. He has a reputation for being both immensely powerful and easily manipulated. If he realizes he has been used as a catspaw or pawn by some other being, he will lash out in rage.

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:

- *Beguild* once per round
- *Cause fear* by his gaze (60' range; save vs. spells or flee at maximum speed for 2d6 minutes)
- *Dispel magic* once per round
- *Ice storm* once per round
- *Light* once per round
- *Locate object* once per round
- *Psychic strike* 5 times per day
- *Raise dead fully* once per round
- *Shape change* once per round



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 devils will wield either a military fork (75%) or a whip (25%). The fork is a wicked two-tined weapon, 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 it successfully makes a saving throw vs. magic. If unarmed, the horned devil strikes with its claws and bite. Either way, it 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 requiring a separate melee round to bind to prevent bleeding. In addition, horned devils have the following magical powers:

- *Detect magic* once per round
- *ESP* once per round
- *Fear* 5' radius (constant, but saving throw vs. wands applies)
- *Phantasmal force* once per round
- *Produce flame* once per round
- *Pyrotechnics* 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)

Appearance: 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.

Hutijin (Duke of Hell)

Number	Unique
Morale	+15
Hit Dice	20d12 (111 h.p.)
Armor Class	-4
Move	90'/min., 180'/min. (flying - poor)
Magic Resistance	K
No. of Attacks	2
Damage	Per weapon type +8
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
Size	L (13 1/2')
Intelligence	18
Alignment	Lawful evil
Treasure Type	IX
Treasure Value	6d4+10x10,000
Magical Treasure	1d6 items (35%)
X.P. Value	30,000 (material form), 300,000 (permanently slain)

General: Hutijin is a general in service to Abaddon; he is considered one of the most powerful of the many dukes of Hell and those pit fiends under his command are among the best regarded within the infernal hierarchy.

Combat: Hutijin wields a *net of snaring* and a *trident* +3, and has a strength score of 20 (+3 bonus "to hit" and +8 to damage). He has the following powers:

- *Fear* once per round (by voice)
- *Heal* twice per day
- *Hold monster* once per round
- *Invisibility* once per round
- *Limited wish* (fulfill another's) once per round
- *Produce flame* once per round
- *Psychic strike* 9 times per day
- *Pyrotechnics* once per round
- *Ray of enfeeblement* once per round

- *Shocking grasp* once per round
- *Suggestion* once per round
- *Summon* one pit fiend once per round (75% chance of success)
- *Symbol of persuasion* once per day
- *Wall of fire* once per round

Appearance: Hutijin resembles a pit fiend; he is humanoid in form, but has bat-like wings (smaller than a normal pit fiend's). He has enormous fangs, horns, and bat-like ears. He is dark red in color.



Ice Devil (Greater Devil)

Number	1d4 (Nine Hells), 1 (elsewhere)
Morale	+6
Hit Dice	11d10
Armor Class	-4
Move	60'/min.
Magic Resistance	K
No. of Attacks	4
Damage	1d4/1d4/2d4/3d4
Defenses	+2 (or better) weapon to harm, magic use
Attacks	Magic use
Weaknesses	Holy water
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. paralyzation. 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:

- *Detect invisibility* once per round
- *Detect magic* once per round
- *Fear* 10' radius (constant, but saving throw vs. wands applies)
- *Fly* once per round
- *Ice storm* once per day
- *Polymorph self* once per round
- *Summon* other devils once every round:

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

- *Wall of ice* once per round

Non-silver weapons can only harm an ice devil if they have a +2 or better enchantment. 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. It has a tail studded with barbs. Its body and limbs are encased in gleaming white chitin, while it has a head like that of an enormous mantis with wicked mandibles.



Imp (least devil)

Number	1
Morale	+1
Hit Dice	2d10
Armor Class	2
Move	60'/min., 180'/min. (flying - average)
Magic Resistance	E
No. of Attacks	1
Damage	1d4
Defenses	+1 (or better) weapon to harm, magic use, immune to cold, fire, and electrical-based attacks
Attacks	Magic use
Weaknesses	Holy water
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	Regeneration, can only be slain by <i>blessed</i> objects
Attacks	None
Weaknesses	Holy water
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 who staunchly followed the lawful evil ethos, 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 used as fodder for the infernal armies. The best of them 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 or substances 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.

Lilitu (Duchess of Hell)

Number	Unique
Morale	+13
Hit Dice	12d12 (69 h.p.)
Armor Class	-2
Move	150'/min., 300'/min. (flying - good)
Magic Resistance	J
No. of Attacks	2
Damage	Per weapon type +4
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
Size	L (9')
Intelligence	16
Alignment	Lawful evil
Treasure Type	XV
Treasure Value	4d8x1,000
Magical Treasure	2d4 potions (40%)
X.P. Value	20,000 (material form), 200,000 (permanently slain)



General: Lilitu, daughter of Asmodeus, is a potent force within the political machinations of the Nine Hells despite the fact that she is not among the most personally powerful members of the infernal hierarchy. She has been consort to most of the arch-devils at one point or another, and she wields incredible influence belying her station. She is passionately loyal only to her father, and serves his purposes in the bedchambers of the Hells more than many of his other agents do in its throne rooms and battlefields.

Combat: Lilitu generally eschews combat, but when pressed, she possesses a *short sword* +3 that causes anyone struck by its blade to make a saving throw vs. poison or die instantly. She has a strength of 18/76 (+2 bonus "to hit", +4 bonus to damage) and has the following powers, which she uses as if she were a 20th level caster:

- *Charm monster* once per round
- *Dispel magic* once per round
- *Fear* once per round (by speaking)
- *Finger of death* once per day

- *Limited wish* (fulfill another's) once per round
- *Poison* once per round
- *Produce flame* once per round
- *Psychic strike* 4 times per day
- *Regenerate* 1 h.p. every 5 minutes
- *Summon* 1d2 horned devils once per round (70% chance of success)

Appearance: Lilitu appears as an incredibly beautiful human with demure horns and a forked tail. Her skin has a copper hue to match her auburn hair. She has an effective charisma of 23.

Manu (Arch-Devil)

Number	Unique
Morale	+18
Hit Dice	20d12 (139 h.p.)
Armor Class	-3
Move	60'/min., 120'/min. (flying - poor)
Magic Resistance	M
No. of Attacks	2
Damage	Per weapon type +7
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
Size	L (12')
Intelligence	18
Alignment	Lawful evil
Treasure Type	XII
Treasure Value	5d4x10,000
Magical Treasure	1d6 items (15%)
X.P. Value	32,000 (material form), 320,000 (permanently slain)



General: Manu rules the third layer of Hell and is allied with both Abaddon and Diabolos, but still retains a nominal loyalty to Asmoday. He is a famed hunter, and rides a nightmare of maximum hit points and uses a pack of 20 hell hounds to hunt rare creatures native to the infernal realms, those who are foolish enough to intrude into his demesne, and those poor few who attempt escape from its torments (see pages 414 and 399, respectively).

Combat: Manu wields a military fork in combat, and has a strength score of 19 (+3 bonus "to hit", +7 bonus to damage). Although his fork does not grant him any bonuses to hit or damage, it does function as a *fork of wounding* if it hits. In addition, he has the following powers:

- *Beguile* once per round
- *Fear* once per round (by gaze)

- *Fool's gold* once per round
- *Produce flame* once per round
- *Psychic strike* nine times per day
- *Pyrotechnics* once per round
- *Raise dead fully* once per round
- *Shape change* once per round
- *Summon* once per round:

Die Roll (d%)	Result of <i>Summoning</i>
01-20	Summoning fails, try again next round
21-60	1d4 scaled devils
61-80	1d3 barbed devils
81-00	1d3 bearded devils

- *Symbol of hopelessness* once per day
- *Unholy word* once per day
- *Wall of fire* once per round
- *Wish* once per round (fulfill another's)

Appearance: Manu appears as a quintessential devil; glittering ruby wings, horns, and a tooth-filled mouth. Although he appears soft and cherubic, that is a deceptive impression, which he deliberately cultivates.

Moloch (Arch-Devil)

Number	Unique
Morale	+18
Hit Dice	20d12 (126 h.p.)
Armor Class	-3
Move	120'/min.
Magic Resistance	L
No. of Attacks	3 or 1
Damage	1d4+7/1d4+7/4d4 or per weapon type
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
Size	L (14 1/2')
Intelligence	16
Alignment	Lawful evil
Treasure Type	VII
Treasure Value	10d6x1,000
Magical Treasure	2d4 potions (40%), 1d4 scrolls (50%), 1d3 items (25%)
X.P. Value	42,000 (material form), 420,000 (permanently slain)

General: While Moloch holds the rank of an arch-devil, he is generally considered to hold the title of Grand Duke, as he does not rule a level of the Hells in his own name, but as a vassal to Beelzebub. He rules the sixth layer of hell as viceroy, but his influence and power are vast nonetheless. He absolutely despises Geryon, and it is all Beelzebub can do to keep the two from open battle.

Combat: Moloch usually strikes with his sharp talons and bite. He has a strength score of 19 (+3 bonus "to hit", +7 bonus to damage). He also wields a much-feared whip; each of its six strands rolls separately to see if it hits; Moloch may choose whether each does 1, 2, or 4 h.p. of damage. As devils suffer full damage from electricity, this weapon is a potent weapon when disciplining other devils, as they are not immune to its effects. In addition, he has the following powers:

- *Affect normal fires* once per round
- *Beguile* once per round
- *Burning hands* once per round (16 h.p. of damage)
- *Fear breath* once per round (affects 1d8 creatures within 30', save vs. breath weapon or drop anything in hands and flee for 2d6 rounds)

- *Fire charm* once per round
- *Flame strike* once per day
- *Fly* once per round
- *Limited wish* once per round (fulfill another's wish)
- *Produce flame* once per round
- *Psychic strike* six times per day
- *Pyrotechnics* once per round
- *Raise dead fully* once per round
- *Summon* 1d3 horned devils once per round (80% chance of success)
- *Symbol of stunning* once per day
- *Unholy word* once per day
- *Wall of fire* once per round

Appearance: Moloch appears as a hairless, muscular human with prominent upswept horns and the teeth of a shark. His skin is red-orange and his feet are cloven.



Nupperibo (Least Devil)

Number	10d10
Morale	-4
Hit Dice	1d8
Armor Class	9
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	2 or 1
Damage	1d2/1d2 or per weapon type
Defenses	Regenerate
Attacks	None
Weaknesses	Holy water
Size	M
Intelligence	3
Alignment	Lawful evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	18 + 1/h.p.
Turn as type	XIII

General: The untold millions of souls who followed the ethos of lawful evil in life, but were not sufficiently wicked or regimented to become lemures (see p. 379), wind up as nupperibos in the afterlife. They endure the suffering inflicted upon them by other devils over the millennia in silence, for they are deaf, blind, and dumb. They do, however, respond to the mental commands of other devils, and can vaguely sense their own kind. A very few nupperibos that are slain (1%) will reform as a lemure within a year; the rest will return once more to their former state and form.

Combat: Nupperibos normally attack with their two weak claws. However, when the Infernal Legions are formed for war, they are given crude weapons (clubs, spears, pole arms) and commanded to the field in their hundreds of thousands. If not commanded, they will simply attack everything within range that is not diabolical in nature. When in any of the lower planes, they will regenerate 1 h.p. per round, but if struck by a *blessed* or holy weapon (including holy water), they will not be able to regenerate such damage and must heal normally.

Appearance: Nupperibos are vaguely humanoid blobs of flesh. Their skin is fish-belly white.

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	M
No. of Attacks	3
Damage	1d4+4/1d6+6/2d4
Defenses	+2 (or better) weapon to harm, magic use
Attacks	Magic use
Weaknesses	Holy water
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 Duke; 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 Asmoday himself.

Combat: Pit fiends wield two weapons in combat; the first is a bladed pick much like an ankus (elephant-goad), 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:

- *Detect invisibility* once per round
- *Detect magic* once per round
- *Fear* 20' radius (constant, but saving throw vs. wands applies)
- *Hold person* once per round
- *Polymorph self* once per round
- *Produce flame* once per round
- *Psychic strike* 6 times per day
- *Pyrotechnics* once per round
- *Summon* other devils once every round:

Die Roll (d%)	Result of <i>Summoning</i>
01-30	Fails
31-72	1d3 barbed devils
73-00	1 pit fiend

- *Symbol (pain)* once per day
- *Wall of fire* once per round
- *Wall of ice* once per round

Non-silver weapons can only harm a pit fiend if they have a +2 or better enchantment. A pit fiend can be harmed by silver weapons regardless of their enchantment or lack thereof.

Pit fiends prefer to attempt to force flying enemies to the ground in order to deal with them with their superior strength and weapons. However, they can use their tails in the air, causing 2d4 h.p. of damage, as well as their great clubs, which can batter a flying opponent into the ground.

Appearance: Pit fiends are humanoid in form, but have great bat-like wings and tails. Their bat-like heads are most ugly, having enormous fangs, horns, and pointed ears.



Scaled Devil (Lesser Devil)

Number	1d3 (material plane), 3d4 (Hell)
Morale	+7
Hit Dice	6d8
Armor Class	3
Move	150'/min., 150'/min. (flying - poor)
Magic Resistance	D
No. of Attacks	2
Damage	Per weapon type/1d2
Defenses	Regeneration
Attacks	See below
Weaknesses	Holy water
Size	M (6')
Intelligence	9
Alignment	Lawful evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	550 + 6/h.p.



General: Scaled devils are known as the Children of Tāmtu, and are found in greatest numbers on the first layer of Hell, but can be found throughout the Hells in the service of any arch-devil or duke of Hell. There are in fact five types of scaled devil, one corresponding to each color of Tāmtu's five heads; black, blue, green, red, and white. There is great rivalry between scaled devils of different colors, but when encountered, there is a 10% chance that 1d4 scaled devils of a different color will be encountered as well.

Combat: Scaled devils are able to attack with a weapon and their barbed tail. The weapon wielded by any given scaled devil will differ according to its color, and each type has a bonus to damage determined by their strength:

Color	Weapon	Damage Bonus
Black	Halberd	+4
Blue	Trident	+3
Green	Guisarme-voulge	+2
Red	Short sword	+1
White	Footman's flail	+2

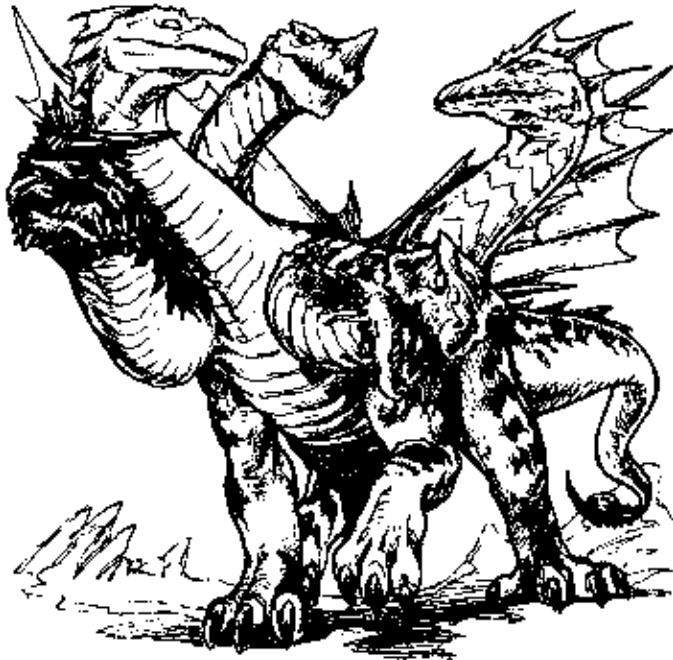
While grappling, all scaled devils will inflict 1d4 h.p. of damage plus their strength bonus. They can regenerate 1 h.p. per round from all wounds except those inflicted by silver, *blessed*, or holy weapons (including holy water). In addition, scaled devils have the following powers:

- *Change self* once per round
- *Command* once per round
- *Produce flame* once per round
- *Pyrotechnics* once per round
- *Scare* once per round
- *Summon* another scaled devil once per day (same color, 20% chance of success)

Appearance: Scaled devils have a distinctly draconian appearance, with leathery wings, long claws, barbed tails, and scales over their body. The color of their scales and wings will differ depending on the color as described above.

Tāmtu (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	Magic use
Attacks	Magic use, breath weapon
Weaknesses	Holy water
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: Tāmtu, 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: Tāmtu'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 envenomed 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. Please see the main entry on dragons on p. 51 for details. Her tail sports a poison stinger, and will slay any target struck unless it makes 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 Tāmtu'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: Tāmtu 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. She speaks the draconic tongue as well as that common to all devils.

Thorned Devil (Least Devil)

Number	1d4+1 (material plane), 5d4 (Hell)
Morale	-1
Hit Dice	3d10
Armor Class	3
Move	60'/min., 180'/min. (flying - average)
Magic Resistance	C
No. of Attacks	1
Damage	Per weapon type
Defenses	Magic use
Attacks	Thorns, magic use, talons
Weaknesses	Holy water
Size	S (3')
Intelligence	8
Alignment	Lawful evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	240 + 4/h.p.

General: Thorned devils are found throughout Hell, used as messengers, servants, and so forth. They are often used to guide the vast ranks of lemures and nupperibos found in Hell.

Combat: Thorned devils attack with a military fork. In addition, when airborne, they are able to attack with their two rear claws as well, causing 1d4/1d4 h.p. of damage if they hit. Their bodies are also covered with sharp thorns which can be fired at enemies as they fly above them. As many as 12 thorns can be so sent against an enemy, each attacking as a dart. The thorns burst into flame on contact, so any flammable material must make a saving throw or catch fire. The thorned devil may, in lieu of its standard melee attack, simply hurl itself at an enemy. If it does so, 1d4 thorns will automatically strike the target, but the thorned devil can make no other attacks that round. They also have the following magical abilities:

- *Affect normal fires* once per round
- *Change self* once per round
- *Command* once per round
- *Produce flame* once per round
- *Summon a barbed devil* once per day (5% chance of success)

Appearance: Thorned devils are small, humanoid creatures with tails, batlike wings, and green scales. Their bodies are studded with scores of sharp thorn-like protrusions, which give them their name.



Titivilus (Duke of Hell)

Number	Unique
Morale	+12
Hit Dice	14d12 (86 h.p.)
Armor Class	-2
Move	150'/min., 300'/min. (flying - poor)
Magic Resistance	M
No. of Attacks	2
Damage	Per weapon type +3
Defenses	Magic use, regeneration
Attacks	Magic use
Weaknesses	Holy water
Size	M (5 1/2')
Intelligence	20
Alignment	Lawful evil
Treasure Type	VII
Treasure Value	6d4+10x1,000
Magical Treasure	2d4 potions (40%), 1d4 scrolls (50%), 1d6 items (40%)
X.P. Value	29,000 (material form), 290,000 (permanently slain)

General: Titivilus, the Herald of Diabolos, is not noted for his physical strength, his size, or his magical might. However, he is still widely acknowledged as one of the most powerful of the dukes of Hell because of his infallible ability to confuse, confound, and twist words with subtleties of meaning. It is precisely these talents which have led him to being the mouthpiece of Diabolos who is often sent on the most sensitive of diplomatic missions.

Combat: Titivilus attacks twice per round with a *sword of wounding* +2 which is made of silver. He also has a strength of 18/01 (+1 bonus "to hit", +3 bonus to damage) and regenerates 1 h.p. per round. He also has the following abilities (where applicable, he should be treated as a 20th level spellcaster):

- *Bestow curse* once per round
- *Chaos* once per round
- *Charm person or mammal* once per round

- *Emotion* once per round
- *Fear* once per round (by touch)
- *Feeblemind* once per day
- *Forget* once per round
- *Fumble* once per round
- *Hypnotism* once per round
- *Illusionary script* once per round
- *Improved invisibility* once per round
- *Message* once per round
- *Misdirection* once per round
- *Nondetection* once per round
- *Psychic strike* 9 times per day
- *Symbol of sleep* once per day (19 levels/hit dice or 99 h.p. worth of creatures affected)
- *Ventriloquism* once per round
- *Whispering wind* once per round

Appearance: Titivilus appears as a satyr with pale skin and bat wings. His horns are slightly larger and sharper, and his ears are slightly more pointed, than an ordinary satyr.



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
Weaknesses	None	None
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, and are classified as “genies” (along with other creatures such as efreet, etc.). They are able to enter those quasi- and meta-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 metal items (100 lbs.) once per day; will last a maximum of 24 hours, with harder metals lasting a mere hour
- Create permanent soft items (16 cu. feet) once per day
- Create permanent wooden items (9 cu. feet) once per day

Djinn think little of creatures that require wings in order to fly, and even less of those that need magical assistance to do so, such as humans and efreet.

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:

- Gaseous form once per day
- Create visual and auditory illusions once per day (no concentration required)
- Invisibility once per day
- Whirlwind once per day (cone-shaped tornado 10'x30'x70'; lasts 1 minute, but takes 10 minutes to 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.

Djinn are masters of the air, and they are nearly impossible to catch therein. If attacked in the air by some charging/diving creature, they will simply move out of the way at the last minute. They will themselves dive on terrestrial creatures from the sky.

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. They also speak the tongue common to all genies as well as the Breezy Speech spoken by all those native to the elemental plane of air.

Dragon

All dragons, even those found on other planes, share a number of powers and characteristics. Please see the main entry on dragons on p. 51 for details.

Behemot

Number	Unique
Morale	+20
Hit Dice	21d12 (177 h.p.)
Armor Class	-3
Move	90'/min., 300'/min. (flying - average)
Magic Resistance	Standard
No. of Attacks	5
Damage	2d6/2d6/6d8/2d6/2d6
Defenses	See below
Attacks	See below
Weaknesses	None
Size	L (72' long)
Intelligence	20
Alignment	Lawful good
Treasure Type	IX
Treasure Value	6d4x10,000
Magical Treasure	3d6 items (40%), 2d4 potions (40%), 1d4 scrolls (50%)
X.P. Value	58,080 (material form), 580,800 (permanently slain)

General: Behemot the Golden, ruler of all good dragonkind, dwells in a vast castle in a hidden plane somewhere near the Seven Heavens, along with his court of seven electrum dragons of greatest size and age. He is an implacable enemy of the arch-devil Tāmtu, and he and his court work tirelessly to thwart her schemes to see the ascendancy of evil dragonkind over the world.

He can become astral or ethereal at will, and will often be found wandering the material plane in the guise of a mortal, gathering intelligence and fighting evil. One of his favored forms is that of an enormous fish hundreds of feet in length. In this guise he is known as Behemoth (not to be confused with the river-dwelling animal of the same name). Even when traveling the material plane,

he is only 10% likely to be without his court close at hand, in some appropriate guise.

Behemot and his court will never be encountered sleeping.

Combat: Behemot attacks as a normal dragon (see p. 51 for full details), including all of the special standard draconic abilities such as *dragonfear*, etc. He has three different breath weapons from which he can choose:

- A cloud of vapor 120' in diameter and 30' high which will cause anyone in the area of effect to lose their physical substance and assume gaseous form for 2 hours unless they make a successful saving throw vs. dragon breath.
- A *cone of frost* some 80' long and 30' wide at the base.
- A *sonic beam* 100' long and 10' wide which will disintegrate 150 h.p. worth of creatures and/or structures per blast.

All saving throws made against Behemot's breath weapons are made with a -3 penalty. In addition, he is able to cast any cleric, mystic, mage, or savant spell, up to 7th level, each once per day. He can also *polymorph self* at will.

Appearance: Behemot is an enormous dragon with golden scales and a dark gold mane along the top of his head and back of his neck. He has two spiraled horns that sweep back from his temples.



General: Maju and Mari are the king and queen of neutral dragonkind. They dwell in a fantastic froud castle that floats along the borders of the elemental plane of air, touching on the planes of smoke, steam, lightning, etc. They are each attended by a pair of each sort of neutral dragon: cloud, fog, mist, steam, and vapor, each of which is huge and ancient. They are on good terms with most denizens of the elemental plane of air, except the gallas, who are allied with Tāmtu (see p. 383). They are never found sleeping.

Combat: Maju and Mari each attack with two front claws, a bite, and two rear claws. Maju has a breath weapon of a gout of superheated steam in a cone 70' long and 20' wide at the base. Any creature caught in the area of the weapon will take damage equal to its current hit point total (save vs. dragon breath for half damage). Mari has a breath weapon that consists of a cloud of freezing mist some 50' in diameter (with her head on one edge of the cloud). Any creature within the area will become frozen solid for 3d6 minutes (it is entitled to a saving throw vs. dragon breath; success means it is merely *slowed* for the same period of time). Creatures which are frozen will emerge at the end of the time unharmed, but will be slowed for an additional 1d6 minutes.

Maju functions as a 16th level savant, and Mari as a 16th level cleric. Both can become ethereal at will.

Appearance: Maju and Mari have translucent bodies of living mist in the forms of two long and sinuous dragons. They can also *polymorph self* three times per day, and when they do usually appear as a frail elderly human couple. If threatened, they will return to their true forms.

Tāmtu

Tāmtu, queen of evil dragonkind, is both a dragon and an arch-devil. See p. 383 for details.

Umbral Dragon

Number	1 (25% chance of a mated pair)
Morale	See p. 51
Hit Dice	4-6
Armor Class	-2
Move	180'/min., 240'/min. (flying- clumsy)
Magic Resistance	B
No. of Attacks	6
Damage	1d4+1/1d4+1/3d4/2d4/1d4+1/1d4+1
Defenses	Hide in shadows, +1 (or better) weapon to harm
Attacks	Breath weapon, dragonfear, spells
Weaknesses	Sunlight
Size	L (20' - 30' long)
Intelligence	18
Alignment	Neutral evil
Treasure Type	XIII (dark colored gems only)
Treasure Value	Special - 1d8x10 gems, determine value randomly
Magical Treasure	1d2 items (15%)
X.P. Value	Variable

Maju and Mari

Number	Unique (pair)
Morale	+15
Hit Dice	20d12 (150 h.p. each)
Armor Class	0
Move	180'/min., 480'/min. (flying - good)
Magic Resistance	D
No. of Attacks	5
Damage	1d6/1d6/3d8/1d6/1d6
Defenses	See below
Attacks	See below
Weaknesses	None
Size	L (59' long, 55' long)
Intelligence	20
Alignment	Neutral
Treasure Type	IX
Treasure Value	4d6x10,000
Magical Treasure	3d4 items (50%), 2d6 potions (70%), 2d6 scrolls (70%), 1d2 weapons (40%), 1d2 wands (40%)
X.P. Value	51,300 (material form), 513,000 (permanently slain)



General: Umbral dragons are native to the plane of shadow, but are often found on the material plane in gloomy underground lairs. When found in the latter plane, they are invariably nocturnal, if they stray out from their underground environs at all. They abhor very hot or very cold conditions. They are usually solitary creatures, but there is a 25% chance that a mated pair will be found, in which case there will also be a clutch of 1d4+4 eggs in the nest. When the eggs hatch, the first one to emerge will devour the others before they have a chance to become rivals for their parents' affections.

While umbral dragons can fly, they prefer to walk, as flying tires them after half an hour or so. They have both infravision and ultravision to 180', and can see as well in starlight as humans see in daylight. When umbral dragons are in full sunlight, however, their vision is poor and they tend to crankiness. Spellcasting umbral dragons cast spells as illusionists, but will never have spells that deal with flame or light. Umbral dragons will only hoard dark colored gemstones, prizing black sapphires above all others.

Combat: Umbral dragons attack as indicated under the general section on dragons. Their breath weapon can be used at will; a cloud of solid darkness 40' long, 30' wide, and 20' high. Anyone caught in this cloud must make a saving throw vs. breath weapon or suffer the following effects:

- All memorized spells are lost, until they are re-memorized through the normal rest and memorization process
- Blinded (even infravision is rendered useless) for 10 minutes per age category of the dragon
- Brought down to ¼ of normal hit dice or levels for 10 minutes per age category of the dragon

Umbral dragons are themselves immune to all life energy draining attacks (such as those of vampires, wights, etc.) and can only be harmed by weapons with a +1 or greater enchantment. They have a 63% chance of successfully hiding in shadows like a thief.

Appearance: Umbral dragons are semi-transparent creatures with smoky black scales. They have a small ridge going down their spine from their head to their tail, and their eyes are solid orbs of swirling gray.

Drelb

Number	1
Morale	+9
Hit Dice	5d10
Armor Class	2
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	3d4
Defenses	Illusion, +1 (or better) weapons to hit
Attacks	Chill touch
Weaknesses	Enchanted silver
Size	M
Intelligence	11
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	800 + 6/h.p.



General: Drelbs are native to the negative energy plane, and are found on the material plane only when they have been summoned there to guard some location or treasure. They are indistinguishable from wraiths, and will often be mistaken for them.

Combat: Drelbs attack with their chill touch. Any creature struck by a drelb will, in addition to taking damage, immediately fall to the ground, dropping anything held, shivering with the intense cold that instantly befalls them. They will be thus helpless through the entire round following that in which they were struck. If a cleric attempts to turn a drelb (thinking it is a wraith), the creature will create an illusion of itself retreating; this illusion will fool 90% of those viewing it.

Only enchanted weapons will harm a drelb; enchanted weapons of silver will do double damage.

Appearance: Drelbs look like vaguely humanoid clouds of darkness with glowing eyes.

Dust Devil

Number	1
Morale	+1
Hit Dice	2d8
Armor Class	4
Move	180'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4
Defenses	None
Attacks	Whirlwind
Weaknesses	Enchanted weapons do double damage
Size	L
Intelligence	5
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	28 + 2/h.p.

General: Dust devils are native to the quasi-elemental plane of dust, and can be summoned to the material plane by the spell *dust devil* (consult the spell description in the **ADVENTURES DARK AND DEEP™** Players Manual for details)

on how a dust devil will behave on the material plane when summoned via that spell). They are creatures of living air which pick up dust to form a small whirlwind.

Combat: Dust devils attack by buffeting a foe with their winds. Any creature within the vortex of a dust devil is effectively blinded, and spellcasters within it must make a saving throw vs. spells to cast any spells themselves; failure indicates the spell is ruined and lost as they lose their concentration. The creature can extinguish small open flames such as torches and open lanterns, can hold or push back gas clouds or creatures in *gaseous form*, but cannot do damage to such beyond their normal 1d4 h.p. attack.

Appearance: Dust devils look like small whirlwinds filled with dust and debris some 15' tall, 10' wide at the top, and 5' wide at the bottom.

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	Immune to normal fire, magic use
Attacks	Magic use
Weaknesses	None
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, and are ruled by an emir of enormous power. They are classified as "genies" along with other creatures such as jann, etc. They are able to enter those quasi- and meta-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
751-1,049	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.)

Efreet 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 their masters. An efreet despises 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:

- *Detect magic* once per day
- *Enlarge* (as a 10th level mage) once per day
- *Gaseous form* once per day
- Create visual and auditory *illusions* once per day (no concentration required)
- *Invisibility* once per day
- *Polymorph self* once per day
- *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: Efreet look like muscular humanoids with fearsome features, fangs, horns, and flames for hair. From the waist down they are creatures of living flame. They speak the language common to all genies, as well as the Firey Speech common to all natives of the elemental plane of fire.

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 takeover 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.

See also: meta-elemental (p. 410), quasi-elemental (p. 418).

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	+2 (or better) weapon to harm
Attacks	Whirlwind
Weaknesses	None
Size	L
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	2,850 + 15/h.p.



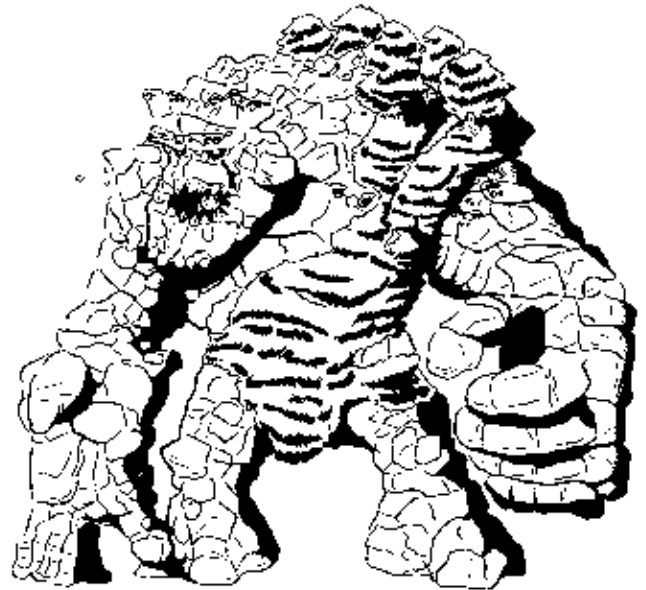
General: Air elementals are native to the elemental plane of air.

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, and are able to simply evade most aerial opponents by moving out of the way of a dive. 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. They speak the Breezy Speech common to all creatures on the elemental plane of air, and can understand common.

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	+2 (or better) weapon to harm
Attacks	Smash
Weaknesses	Unable to cross water
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 buildings and other constructions. They do 20 h.p. of damage against wooden structures per round, 100 against earthworks, 20 against soft stone or brick, and 10 against hard stone.

Appearance: Earth elementals appear on the material plane as vaguely humanoid figures of living rock. They speak the Earthen Tongue common to all

those who are native to the elemental plane of earth and can understand common even though they cannot speak it.

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	+2 (or better) weapon to harm
Attacks	Set fire
Weaknesses	Unable to cross water
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 are living flames. They speak the Firey Speech common to all those who are native to the elemental plane of fire, and can understand common even though they do not speak it.

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	+2 (or better) weapon to harm
Attacks	Stop or capsize ships
Weaknesses	None
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. They speak the Watery Tongue common to all those who are native to the elemental plane of water, and can understand common but cannot speak it.

Entropoid / Extropoid

	Entropoid	Extropoid
Number	1	1
Morale	+9	+9
Hit Dice	8d8	8d8
Armor Class	0	0
Move	60'/min.	60'/min.
Magic Resistance	A	A
No. of Attacks	1	1
Damage	1d6+6	1d6+6
Defenses	None	None
Attacks	Entropic touch	Energy burn
Weaknesses	Extropoids	Entropoids
Size	M	M
Intelligence	14	14
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	1,100 + 10/h.p.	1,100 + 10/h.p.

General: Entropoids are the only known native inhabitants of the negative energy plane, just as extropoids are the only inhabitants of the positive. They are rarely encountered on the material plane, sometimes mistakenly summoned there by someone attempting to bring a quasi-elemental, very occasionally brought there as a guardian of some treasure or valuable location.

If an entropoid and an extropoid should ever be within 500' of one another, they will immediately close with one another at double normal speed. When they meet, they will both be destroyed in a great explosion that causes 4d6+24 h.p. of damage to everything within 30'.

Combat: Entropoids attack with their tentacles, inflicting a touch of pure entropy. This touch causes rotting, aging, and death-like damage to flesh, metal, wood, leather, cloth, etc. All items (including magic items) are entitled to a saving throw vs. lightning; failure indicates they lose their magical properties and shatter, shred, or are otherwise destroyed by the entropic touch.

Extropoids attack with their tentacles, inflicting a touch of pure energy. This touch causes severe burns and heat damage to flesh, metal, wood, leather, cloth, etc. All items (including magic items) are entitled to a saving throw vs. lightning; failure indicates they lose their magical properties and shatter, shred, or are otherwise destroyed by the influx of pure energy energy. Metal that makes its saving throw will still be superheated and must be dropped or removed; contact with such metal will cause 1d4 h.p. per segment (6 seconds) for 1d4+1 segments.

If an entropoid or extropoid is slain, it will explode in a burst of negative energy, inflicting 2d6+12 h.p. to all creatures within 10', and inflicting damage to items and belongings as if they had been touched directly.

Appearance: Entropoids and look like dull black spheres with numerous tentacles or tendrils around the middle. Extropoids are similar, but shimmering silver in color. Both types have eyes that glow with a dull metallic sheen.

Flame Bat

Number	1d10+10
Morale	See below
Hit Dice	2d8
Armor Class	8
Move	60'/min., 200'/min. (flying - good)
Magic Resistance	Standard
No. of Attacks	1
Damage	2d4
Defenses	Immune to fire
Attacks	Blood drain
Weaknesses	None
Size	S (4' wingspan)
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	28 + 2/h.p.

General: Flame bats are native to the elemental plane of fire, but are occasionally found on the material plane, having come there through magical or natural gates between the two planes. Occasionally one or more will accidentally be brought to the material plane when a fire elemental is conjured thence and remain behind when it returns, as they are not under the control of the conjurer, unlike the elemental with whom they shared the journey. In the material plane they are found in very hot places such as volcanic caves and tunnels.

Flame bats are efficient pack hunters and will attack in great coordination. If 25% of their number are slain or incapacitated, the rest will retreat automatically. They are capable of moving in lava as easily as air. When they die they explode in a burst of flame and are then reborn on their native plane.

Combat: Flame bats attack with their bite; half of the damage done by the bite is due to the heat of their bodies in contact with the victim, so those who are themselves immune to fire will only take 1d4 h.p. of damage from the bite of a flame bat. Once they hit the first time, they will attach themselves to the victim and drink its blood, getting automatic hits on subsequent rounds. After three rounds the bat will be sated and release its victim, flying away.

They are immune to fire and heat of all sorts, but can be extinguished by 10 gallons of water. An extinguished bat will not do fire damage when it strikes, and cannot reignite itself for 10 minutes.

Appearance: Flame bats look like large ordinary bats completely engulfed in fire.

Foo Creature

	Dog	Lion
Number	2d4	1d4
Morale	+8	+12
Hit Dice	7d10	11d10
Armor Class	0	-1
Move	270'/min.	210'/min.
Magic Resistance	G	I
No. of Attacks	3	3
Damage	1d4+1/1d4+1/1d12	2d4/2d4/2d8
Defenses	Roar	Roar
Attacks	Bonuses vs. evil	Bonuses vs. evil
Weaknesses	None	None
Size	M	L
Intelligence	12	16
Alignment	Chaotic good	Chaotic good
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	None	None
X.P. Value	1,200 + 12/h.p.	2,850 + 16/h.p.

General: Foo creatures are native to the planes of the Happy Hunting Grounds, Olympus, and Gladshiem. They are able to become ethereal or astral at will, and will sometimes journey to the material plane to assist those who champion individualism and the good ethos.

Combat: Foo creatures attack with their front claws and bite. When attacking creatures of evil alignment, foo dogs and foo lions attack as if they were 10d10 and 15d10 hit die creatures, respectively. When attacking lawful evil enemies, they receive an additional bonus of +1 "to hit" and to damage. In turn, evil creatures get a -1 penalty on all "to hit" and damage rolls when attacking foo creatures.

The roar of a foo creature is used to both threaten evil and warn good creatures. If maintained for 7 consecutive minutes, there is a 20% chance per minute that 1d6 foo dogs or 1d2 foo lions will come in answer.

Appearance: Foo creatures are all of similar shape: a squat lion's body with a large round head with flowing mane and bulging eyes. Foo lions are larger than foo dogs, and have a more pronounced mane. They can be found in almost any color. They speak the common tongue.

Gallu

Gallas (singular gallu) are evil elemental creatures that are native to the various elemental planes. They are sometimes summoned or otherwise conjured to the material plane for a variety of purposes, and each type can be sent there at the behest of their respective prince (see below). They despise the various djinn, efreeti, etc. and will never cooperate with such willingly. They see regular elementals as will-less slaves fit only to serve them.

Gallu Princes

Each of the four races of gallas is ruled by a prince (or princess). These rulers are treated as lesser deities in and of themselves, and are thus able to bestow spells upon clerics. In addition to the regular powers attributed to lesser deities, as described in Appendix E, each of the gallu princes has the following powers (as well as those powers listed in their individual descriptions):

- *Dispel magic* (as 20th level) at will
- *Infravision* (duration 1 day) at will
- *Suggestion* (duration 12 hours) at will
- *Telekinesis* (600 lbs.) 3 times per day

- *Telepathy* allowing them to converse with all intelligent creatures, but not to read minds

If a gallu prince is slain on the material plane, he will re-form on his native elemental plane immediately, but will not be able to leave there for 99 years.

Air Gallu

Number	1 (material plane), 2d4 (elemental plane of air)
Morale	+6
Hit Dice	4d8
Armor Class	2
Move	30'/min. (as roiling fog), 240'/min. (flying - perfect)
Magic Resistance	Standard
No. of Attacks	1
Damage	3d4
Defenses	+2 (or better) weapon to harm, immune to air/wind spells
Attacks	Enemies get -4 to surprise rolls, initiative, disrupt some magic
Weaknesses	None
Size	M
Intelligence	7-12
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	245 + 5/h.p.

General: Air gallas are native to the elemental plane of air, and all swear fealty to their princess Ninlil (see below). In its natural state an air gallu is nearly invisible, being made up of naught but air and wisps of vapor. However, it can coalesce into a more substantive fog; it is only in the latter form that it can attack. They can be *summoned* to the material plane by the same spells and spell-like abilities used to summon air elementals, but with the addition of a sacrifice of a topaz of at least 500 g.p. value. They resent such summonings, however, and will pervert the intentions of their masters by sticking to the letter of their instructions. Magic items which are used to summon air elementals cannot be used to summon a gallu.

Combat: Air gallas strike with vapor-tentacles which contain myriad fine abrasive particles picked up from the ground. Due to their insubstantial nature, they can only be harmed by weapons with a +2 or greater enchantment. Air-based magic of any sort is useless against an air gallu, and such will also cease to function if the gallu is within 50'. Magical items will function normally once the gallu is out of range, but previously-permanent magical effects will not. Enemies get a -4 penalty to surprise rolls, and air gallas always have an initiative roll of "1" in combat.

Appearance: Air gallas are mostly insubstantial clouds, but can coalesce into a more substantive form as described above. They have three triangular eyes of orange, red, or scarlet hue. They speak the language known to all gallu as well as the Breezy Speech of the elemental plane of air.

Earth Gallu

Number	1 (material plane), 1d4+1 (elemental plane of earth)
Morale	+7
Hit Dice	5d10
Armor Class	4
Move	120'/min., 30'/min. (burrowing)
Magic Resistance	Standard
No. of Attacks	2
Damage	1d4+2/1d4+2
Defenses	+1 (or better) weapon to harm, immune to earth-based spells
Attacks	Grip, quills, disrupt some magic, enemies get -5 to surprise rolls
Weaknesses	None
Size	S (but very heavy for its size)
Intelligence	7-10
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	425 + 6/h.p.

General: Earth gallas are native to the elemental plane of earth, and are the servants of their prince Terranday (see below). They can be summoned to the material plane by the same spells and spell-like abilities used to summon earth elementals, but with the addition of a sacrifice of a raw nugget of gold of at least 500 g.p. in value. They resent such summonings, however, and will pervert the intentions of their masters by sticking to the letter of their instructions. Magic items which are used to summon earth elementals cannot be used to summon a gallu.

Combat: Earth gallas attack with their foreclaws (they will usually be found in hedgehog form). If both claws hit, the gallu can grip the victim, causing an automatic 1d6+6 h.p. of damage until it is slain. Contact with the quills of the gallu in hedgehog form inflict an additional 1d4 h.p. of damage. They are immune to non-enchanted weapons, and all earth-based magics (*dig*, *earthquake*, etc.) will not only have no effect on them, but will cease to function while the gallu is within 40'. Magical items will function normally once the gallu is out of range, but previously-permanent magical effects will not.

When in living-clay form (only) it can merge with the earth around it and jump out to surprise enemies. When doing so enemies get a -5 penalty to surprise rolls. While doing so, they can only be discerned with careful examination of the surface in which they are hiding, which will reveal a slightly damp spot with a roughly humanoid outline.

Appearance: Earth gallas can assume several different forms at will; that of a hedgehog with a skull-like face, a mole, or a vaguely humanoid lump of soft wet clay. The latter is their true form, and that which will inevitably be seen when on the elemental plane of earth. On the material plane they will almost always be found in hedgehog form, but will transform into mole shape in order to burrow into the ground. They speak the language of all gallas and the Earthen Speech.

Eblis (Prince of the Fire Gallas)

Number	Unique
Morale	+15
Hit Dice	20d12 (90 h.p.)
Armor Class	-4
Move	180'/min.
Magic Resistance	P
No. of Attacks	1
Damage	6d6
Defenses	Magic use
Attacks	Magic use
Weaknesses	Water and cold
Size	L (18')
Intelligence	18
Alignment	Neutral evil
Treasure Type	VI
Treasure Value	20d12x1,000
Magical Treasure	1d6 items (70%)
X.P. Value	25,900 (material form), 259,000 (permanently slain)

General: Eblis (pronounced "eblee") dwells on the border between the elemental plane of fire and the quasi-elemental plane of ash in an enormous active volcano. He and Leviathan share a great hatred for one another, but he does hold the emir of the efreets as an ally.

Combat: Eblis attacks with a giant gout of flame formed from his own body. His body radiates an intense heat, causing all those within 10' to take 1d20 h.p. of heat damage (no saving throw, but those with a resistance to fire or heat take only half damage). Eblis is immune to any weapon with less than a +2 enchantment. He has the following powers, as indicated:

- *Continual light* 3 times per day
- *Fireball* (20 HD) once per day
- *Psychic strike* 5 times per day
- *Pyrotechnics* 3 times per day
- *Summon* one of the following (his choice) once per day:
 - 1d6 fire gallas
 - 1d4 efreets
 - 1d3 fire elementals (16 HD)
 - 1d3 salamanders
- *Wall of fire* (triple strength) 3 times per day

Eblis is vulnerable to water and cold. Water-based attacks made against him are made with a +1 bonus "to hit", while those based on cold have a +2 bonus "to hit" and a +1 bonus to damage. He is immune to paralysis and poison. Fire-based attacks actually heal him, up to his original number of hit points.

Appearance: Eblis appears as a towering pillar of living flame. He speaks the language of all gallas as well as common and the Firey Speech.

Fire Gallu

Number	1 (material plane), 2d4 (elemental plane of fire)
Morale	+6
Hit Dice	4d10
Armor Class	3
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4+4
Defenses	+1 or better weapon to harm, immune to fire based spells
Attacks	Blink, disrupt some magic
Weaknesses	None
Size	M
Intelligence	9-14
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	245 + 5/h.p.

General: Fire gallas are native to the elemental plane of fire, and are ruled by their prince Eblis. They are able to assume several guises, all of which are fire-related. They can be summoned to the material plane by the same spells and spell-like abilities used to summon fire elementals, but with the addition of a sacrifice of a ruby of at least 500 g.p. value. They resent such summonings, however, and will pervert the intentions of their masters by sticking to the letter of their instructions. Magic items which are used to summon fire elementals cannot be used to summon a gallu.

Combat: Fire gallas attack by sending out a jet of flame 3' wide and 6' long; any creature in the area of effect will take damage. They themselves are immune to harm by any non-enchanted weapon, and are able to *blink* once per round. They are immune to all fire and heat-based attacks (both mundane and magical fire, including red dragon breath), and fire-based magics will not function within 20' of a fire gallu. Magical items will function normally once the gallu is out of range, but previously-permanent magical effects will not.

Appearance: In their natural state, fire gallus are pillars of living flame. When on the material plane, however, they will almost always be found in a humanoid form, wreathed in fire, with a skull-like visage and a cone of fire instead of legs and lower body. They can also assume the form of a large bonfire or a bronze statue of a human. They function normally in any of those guises. They speak the language of all gallas, and the Firey Speech.

Leviathan (Prince of the Water Gallas)

Number	Unique
Morale	+15
Hit Dice	20d12 (90 h.p.)
Armor Class	-5
Move	60'/min., 180'/min. (in water)
Magic Resistance	M
No. of Attacks	1
Damage	2d12
Defenses	Magic use
Attacks	Magic use
Weaknesses	Fire
Size	L (20' diameter)
Intelligence	18
Alignment	Neutral evil
Treasure Type	VIII
Treasure Value	5d4x10,000
Magical Treasure	1d10 items (45%), 2d4 potions (40%)
X.P. Value	23,000 (material form), 230,000 (permanently slain)

General: Leviathan lives in a great castle on the border of the elemental plane of water and the quasi-elemental plane of salt. He despises Eblis, and the feeling is mutual.

Combat: Leviathan attacks with a watery pseudopod. In addition, he can attack five creatures with an enveloping attack; targets of the envelopment attack are considered AC 6, plus any magical or dexterity modifiers. Those enveloped cannot cast spells or fight, will take 2d6 h.p. of damage each round, and will drown in 2d4 rounds automatically. If Leviathan moves while he has enveloped a victim, that victim does not move with him, so forcing him to move is one of the few ways of freeing such victims. All non-magical fires



within 10' of Leviathan are automatically extinguished. He is immune to non-magical weapons, and edged or pointed weapons do half damage. In addition, Leviathan has the following powers, as indicated:

- *Ice storm* 3 times per day
- *Lower water* (as 20th level) 3 times per day
- *Part water* (as 20th level) 3 times per day
- *Psychic strike* 5 times per day
- *Summon* one of the following (his choice) once per day:
 - 1d6+1 water gallas
 - 1d3 water elementals (16 HD)
 - 1d2 sea hags
 - 1d4+1 water verms
 - 20d10 sahuagin (only in salt water)
- *Transmute rock to mud* 3 times per day
- *Wall of fog* (triple strength) 3 times per day

Leviathan is vulnerable to magical fire. Fire-based attacks have a +2 bonus "to hit" and a +1 bonus to damage per die. He is immune to cold-based attacks, but if he suffers more than 20 h.p. of cold damage in a single round, he will suffer as if under the effects of a *slow* spell (magic resistance counts for the initial cold attacks, but not for their slowing effect). He is immune to poison and paralyzation.

Appearance: Leviathan is a great mass of living water. He speaks common, gallu, and the Watery Tongue.

Ninlil (Princess of the Air Gallas)

Number	Unique
Morale	+15
Hit Dice	19d12 (85 h.p.)
Armor Class	-6
Move	480'/min. (flying)
Magic Resistance	Q
No. of Attacks	2
Damage	2d10/2d10
Defenses	Invisible, magic use, immune to magic attacks
Attacks	Magic use
Weaknesses	Fire
Size	L (10' diameter)
Intelligence	18
Alignment	Neutral evil
Treasure Type	VIII
Treasure Value	2d6x10,000
Magical Treasure	1d8 items (75%)
X.P. Value	25,650 (material form), 256,500 (permanently slain)

General: Ninlil is the princess of the air galas, and dwells in a magnificent palace made of cloud on the elemental plane of air near the border with the quasi-elemental plane of vacuum. She and the demon lord Pazuzu are known to be great rivals, as each claims dominion over the skies.

Combat: Ninlil strikes with twin gusts of air directed at her enemies. If she hits with a roll 5 or more above the minimum needed to hit, Ninlil will stun the target for 1d6 rounds. In addition, there is a percentage chance that the stunned victim will in actuality be slain instantly, equal to the victim's armor class minus 1. Bear in mind that Ninlil should be treated as an invisible creature, even when attacking, and enemies must thus roll to see if they detect her. She has the following powers, as indicated:

- *Control winds* (as 20th level) 3 times per day
- *Gust of wind* (as 20th level) 3 times per day
- *Psychic strike* 5 times per day
- *Summon* one of the following (her choice) per day

- 2d4 air gallas
- 1d3 air elementals
- 1d4 cloud giants
- 1d4 invisible stalkers
- 1d3 wind walkers
- 1d3 aerial servants
- *Wind walk* 3 times per day
- *Wind wall* (triple strength) 3 times per day

At will, Ninlil can form a whirlwind from her own body; it takes 1 round to form, and another round to dissipate, and the whirlwind itself can be sustained for 1d4+1 rounds. The whirlwind is 20' across at the bottom, 60' across at the top, and 160' high. Those caught in the whirlwind will be instantly slain if they have 2 HD or fewer, and will do 4d8 h.p. of damage per round to all other creatures. If there is insufficient room to form the full-sized whirlwind, it will only cause half damage.

Ninlil is vulnerable to fire; such attacks against her are made with a +1 bonus "to hit" for every 4 levels of the attacker. She is immune to lightning and electricity, as well as poison and petrification. No object hurled or fired through the air (such as an arrow, spear, etc.) can harm her.

Appearance: Ninlil is made of air. She is thus invisible. She speaks the common tongue, gallu, and the Breezy Speech.

Terranday (Prince of the Earth Gallas)

Number	Unique
Morale	+17
Hit Dice	24d12 (119 h.p.)
Armor Class	-7
Move	90'/min.
Magic Resistance	P
No. of Attacks	2
Damage	5d10/5d10
Defenses	+3 (or better) weapon to harm, magic use, immune to fire and poison
Attacks	Magic use
Weaknesses	None
Size	L (10')
Intelligence	16
Alignment	Neutral evil
Treasure Type	VII
Treasure Value	6d4x10,000
Magical Treasure	2d10 items (55%)
X.P. Value	39,450 (material form), 394,500 (permanently slain)

General: Terranday dwells on the border of the elemental plane of earth and the quasi-elemental plane of dust, on an enormous flat-topped mountain.

Combat: Terranday attacks with his two massive fists. He is immune to weapons with less than a +3 enchantment. Terranday has the following powers, as indicated:

- *Earthquake* (100' diameter) once per day
- *Flesh to stone* 3 times per day
- *Move earth* (with double the normal area of effect) 3 times per day
- *Psychic strike* 5 times per day
- *Summon* one of the following (his choice) once per day:
 - 2d4 earth gallas
 - 1d3 earth elementals (16 HD)
 - 1d6 khargra
 - 1d4 xorn
- *Wall of stone* (triple strength) 3 times per day

Terranday is immune to mundane fire and poison. Attacks based on cold, magical fire, or poison subtract 1 h.p. of damage per die.

Appearance: Terranday appears as a vaguely humanoid pile of stone and earth. He speaks common, gallu, and the Earthen Speech.

Water Gallu

Number	1d3 (material plane), 1d4+1 (elemental plane of water)
Morale	+8
Hit Dice	6d10
Armor Class	5
Move	60'/min., 180'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	2 (material plane), 1 (elemental plane of water)
Damage	1d4/1d4 (material plane), 4d4 (plane of water)
Defenses	+1 (or better) weapon to harm, immune to water-based spells
Attacks	Blinding, drowning, combining, disrupt some magic
Weaknesses	None
Size	M
Intelligence	4-10
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	650 + 8/h.p.

General: Water gallas are native to the elemental plane of water, where they serve their prince Leviathan (see above). They can be summoned to the material plane by the same spells and spell-like abilities used to summon water elementals, but with the addition of a sacrifice of a pearl or aquamarine of at least 500 g.p. value. They resent such summonings, however, and will pervert the intentions of their masters by sticking to the letter of their instructions. Magic items which are used to summon water elementals cannot be used to summon a gallu.

Combat: Water gallas attack with jets of water with a range of 6'. Any creature struck has a 1 in 6 chance of being blinded for 1d4 rounds by the force of the water. Those blinded will then be subject to a special drowning attack as the gallu forces one of its many water jet tubes down their throat or nose; drowning takes place in a single round if such an attack is successful.

Water gallas are immune to all water-based attacks, and any water-based magic will cease functioning as long as the gallu is within 30'. Magical items will function normally once the gallu is out of range, but previously-permanent magical effects will not.

Three or more water gallas who combine their forms are able to form an enormous multi-segmented creature. Such combination will take but a single round. Once complete, the single creature will have all of the hit points of the combined individual gallas, will strike as a 12d10 HD creature, and have 1d4+2 tubes which can spout water up to 10' and do 1d6 h.p. of damage, in addition to the regular blinding and drowning attacks described above.

Appearance: Water gallas in their natural state resemble living masses of greenish water, and can usually hide in larger bodies of water, but their slight coloration can be used to identify them if carefully examined. On the material plane a water gallu will usually assume the form of a squishy, jelly-like blob with numerous tubes depending from its circumference and four bird-like claws. It can also assume the form of a pool or fountain, as desired.

Garm'laqi

Number	See below
Morale	+4 +1 per level
Hit Dice	See below
Armor Class	See below
Move	90'/min., 960'/min. (astral plane)
Magic Resistance	Standard
No. of Attacks	1 (or more, per class ability)
Damage	Per weapon type
Defenses	See below
Attacks	Psychic strike
Weaknesses	None
Size	M
Intelligence	15-18
Alignment	Neutral evil
Treasure Type	XVII (individual), IV (lair)
Treasure Value	1d20 (individual), 2d6x10,000 (lair)
Magical Treasure	1d4+6 items (50% - lair)
X.P. Value	Variable



General: Garm'laqi are a hateful breed of human that dwell in the astral plane in great fortresses carved out of chunks of rock floating in the void. On occasion they will establish outposts on the material plane as well. They are warlike and violent against all creatures, but hold especial hatred towards both cthonoids and garm'zeni, and will attack them in preference to all others (once their preferred foes are obliterated, they will turn their attention to any other creatures in the vicinity). Due to the highly variable nature of garm'laqi individuals, the game master should calculate the x.p. value of each specially using the formulae in Appendix A.

Garm'laqi can rise to the 11th level of experience as fighters, cavaliers, mages, illusionists, or fighter/mage multi-classed characters. A typical garm'laqi raiding party will consist of two garm'laqi of levels 1d3, one fighter level 1d3+3, and one multi-classed fighter level 7/mage level 6. There is a 10% chance that such a party will have but two lower-level individuals and will be led by a cavalier of 8th level. Stronger war parties are rarely encountered, and should be made up as deemed appropriate by the game master. Raiding parties will be armored with *plated mail* +4 (AC 0) when appropriate, while ordinarily they will wear various sorts of armor appropriate

to their class (average of AC 3). The class of ordinary garm'laqi should be determined as follows (each will be of level 1d3):

Die Roll (d%)	Character Class
01-25	fighter
26-50	cavalier
51-75	mage
76-80	illusionist
80-00	fighter/mage

In their strongholds on the astral plane, the following individuals will be present:

- Leader (multi-classed fighter/mage level 11/9)
- Captains (multi-classed 8th level fighter and fighter/mage level 7/6)
- Lieutenants (two multi-classed fighter/mages, each of level 4/4)
- Knights of the guard (40 x 9th level cavaliers)
- Mages (mage level 1d4+3 and illusionist level 6)
- Sergeants (three fighters, each of level 1d4)
- 1,000 ordinary garm'laqi (determine class and level as above)

Outposts on the material plane will have the following individuals present:

- Leader (fighter 11 (50%) or multi-classed fighter/mage 7/8 (50%))
- Captains (multi-classed 8th level fighter and fighter/mage level 7/6)
- Lieutenants (two multi-classed fighter/mages level 4/4)
- Knight (8th level cavalier)
- Mages (two mages level 1d4+3)
- Sergeants (three fighters, level 1d4)
- 1d10+9 ordinary garm'laqi (level 1d3; determine class as above)
- 1d4+2 red dragons, used as mounts (each can carry 5-11 garm'laqi depending on size and age)

Combat: Garm'laqi attack with weapons and magic, as befits whatever character class and level they possess.

Garm'laqi silver swords are *two-handed swords* +3 that will, if used on the astral plane, cut the silver cord of a target 20% of the time if it successfully hits (garm'zeni are immune to this effect). Leaders of settlements in the astral plane will have special swords which are *two-handed vorpal swords* +5 that will automatically cut the silver cord of a target if they hit. If such a sword is ever lost, they will go to any extreme to recover it.

Each garm'laqi can send forth a *psychic strike* 7 times per day (see Appendix B for details). They are able to travel between the astral and material planes at will. Garm'laqi are considered "persons" for spells such as *charm person* or *hold person*.

Appearance: Garm'laqi look like gaunt humans whose features are slightly warped by their constant exposure to the astral plane's weird radiations, making their ears pointed and their noses tending to be mere slits. They wear armor and bear weapons of great baroque decoration, and tend to wear lots of gaudy jewelry.

Garm'zeni

Number	See below
Morale	+4 +1 per level
Hit Dice	See below
Armor Class	See below
Move	90'/min.
Magic Resistance	H
No. of Attacks	1 (or more, per class ability)
Damage	Per weapon type
Defenses	Magic use
Attacks	Psychic strike
Weaknesses	None
Size	M
Intelligence	16
Alignment	Chaotic neutral
Treasure Type	III
Treasure Value	9d6x1,000
Magical Treasure	2d8 items (30%)
X.P. Value	Variable

General: The garm'zeni are related to the garm'laqi (see above) and despise them as much as they are themselves despised by them. They do not share the garm'laqi hatred of the cthonoids, but are known to attack the latter when it is convenient. They are native to the plane of Limbo, but will occasionally establish outposts on the material plane for their own inscrutable purposes. They tend towards a personal asceticism, eschewing gaudy adornments for plain and deadly accoutrements. Due to the highly variable nature of garm'zeni individuals, the game master should calculate the x.p. value of each specially using the formulae in Appendix A.

Garm'zeni can rise as high as 9th level as fighters, mystics, mages, illusionists, and fighter/mages. Naturally, mystics need not be of good alignment. A typical garm'zeni raiding party will consist of two garm'zeni of levels 1d3 (level 1d3+5 if a mystic), a fighter of level 1d3+2, and a multi-classed fighter/mage of level 5/5. Stronger war parties are rarely encountered, and should be made up as deemed appropriate by the game master. Raiding parties will be armored with *plated mail* +4 (AC 0) when appropriate, while ordinarily they will wear various sorts of armor appropriate to their class (average of AC 3). The class of ordinary garm'zeni should be determined as follows (each will be of level 1d3):

Die Roll (d%)	Character Class
01-33	fighter
34-66	mage
67-71	mystic
72-00	fighter/mage

In Limbo, they garm'zeni will establish strongholds with walls of adamantium and moats flowing with the force of pure chaos. In such strongholds, the following individuals will be present:

- Leader (fighter 9 (50%) or multi-classed fighter/mage 4/7 (50%))
- Captain (fighter 6 (50%) or multi-classed fighter/mage 5/5 (50%))
- Lieutenants (two multi-classed fighter/mages of level 3/3)
- Mages (three mages level 1d3+2)
- Sergeants (three fighters level 1d4+2)
- 500 ordinary garm'zeni (level 1d3 (mystics level 1d3+3; determine class as above))

When temporary strongholds are established on the material plane, they will contain much the same population as above, but there will only be 1d10+10 ordinary garm'zeni.

Combat: Garm'zeni attack with weapons and magic, as per whatever class abilities they may have. Garm'zeni mystics are not limited in the kinds of armor they may wear.

All garm'zeni have the following powers:

- Become *astral* at will
- *Psychic strike* 6 times per day

They are immune to all enchantment/charm spells, *sleep*, *telepathy*, *ESP*, *empathy*, *feeblemind*, *magic jar*, and *possession*. Garm'zeni are considered "persons" for spells such as *hold person*.

Appearance: Garm'zeni look like ordinary humans, usually wearing plain armor and robes.

Gloomwing

Number	1
Morale	+2
Hit Dice	5d10
Armor Class	1
Move	120'/min. (flyig - poor)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d3/1d3/1d8
Defenses	Confusion, camouflage
Attacks	Pheromones, enemies get -4 to surprise rolls
Weaknesses	None
Size	M (8' wingspan)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	525 + 6/h.p.

General: Gloomwings are natives of the plane of shadow who occasionally make their way to the material plane through natural or magically created gates between the planes. They are aggressive predators, and the mature form of the tenebrous worm (see p. 437).

Combat: Gloomwings attack with their front claws and mandibles. The wings of the gloomwing are covered with a dazzling pattern which causes *confusion* (as per the spell) in any creature that sees it from above, as well as providing camouflage (-4 on enemies' surprise rolls).

One round after combat begins, the gloomwing will emit a strong pheromone which will cause weakness in animals (including humans, demi-humans, etc.); those within 30' of the gloomwing must make a saving throw vs. poison each round or lose 1 point of strength. Strength loss is cumulative each round, and will only be restored 1d6 rounds after the creature is slain. If the saving throw is successful on the first round, additional saving throws are not required, and if more than one gloomwing is within range and emitting pheromones, only one saving throw is needed. The emission of pheromones have a 20% chance per round of attracting 1d4 additional gloomwings, if such are to be found within half a mile.

Creatures slain by gloomwings will be used to house their eggs (33% chance that any given gloomwing will be a gravid female). If this happens, not only will the corpse not be able to be resurrected until a *cure disease* spell is first cast upon it, but 12 days later 2d4+2 tenebrous worms will emerge, utterly destroying the corpse.

Appearance: Gloomwings look like large moths with convoluted patterns on their wings and bodies. The creatures are only colored in black and grays.

Hellcat

Number	1
Morale	n/a
Hit Dice	7d10
Armor Class	6
Move	120'/min.
Magic Resistance	D
No. of Attacks	3
Damage	1d4+1/1d4+1/2d6
Defenses	See below
Attacks	See below
Weaknesses	Holy water
Size	L (7')
Intelligence	9
Alignment	Lawful evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	1,000 + 10/h.p.

General: Hellcats are native to the Nine Hells, although they are sometimes found on the material plane, where they serve powerful lawful evil creatures and individuals, but never for more than a year and a day, after which time the hellcat returns to its native plane. Its reaction depends on the alignment of those it encounters:

Party Members' Alignment	Reaction: Hellcat...
All non-evil	Attacks
At least some evil, but no LE	Flees
At least one LE character	May serve (see below)

A hellcat will serve the most powerful character or intelligent creature of lawful evil alignment that it encounters (assuming the service of the hellcat is accepted, of course). The hellcat will base its selection on hit dice or level first. If two lawful evil characters of the same level are available, it will select among them in the following order: clerics, mages, cavaliers, fighters, thieves.

When its master is within 90', the hellcat can communicate with him via *telepathy*. It will serve and protect him loyally until a suitable new master presents himself; they never need check morale.

Combat: Hellcats attack with their claws and bite. In addition to their magic resistance, they are completely immune to all mind-affecting spells. They are naturally invisible, except in total darkness. They can only be harmed by weapons with an enchantment of +1 or better, but the magical bonuses do not apply against it (example: if attacked by a long sword +1, the creature would only take 1d12 h.p. of damage, rather than 1d12+1). Holy water will do 1d6+1 h.p. of damage.

Appearance: Hellcats are not normally visible. In total darkness, however, they can be seen as a faint glowing outline of an impossibly large domestic cat (the size of a tiger) with red glowing eyes.

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	+1 to surprise rolls
Attacks	Breathe fire, enemies get -2 to surprise rolls
Weaknesses	Holy water
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 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 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. When they use their breath weapon, their front paws crackle with hellfire.

Invisible Stalker

Number	1
Morale	+20
Hit Dice	8d8
Armor Class	3
Move	120'/min. (flying - perfect)
Magic Resistance	F
No. of Attacks	1
Damage	4d4
Defenses	Invisible
Attacks	Enemies get -4 to surprise rolls
Weaknesses	None
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 an invisible stalker from doing so except its 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 and the Breezy Speech.

Khargra

Number	1d6
Morale	+3
Hit Dice	6d8
Armor Class	-3
Move	30'/min., 150'/min. (burrowing)
Magic Resistance	Standard
No. of Attacks	1
Damage	3d6
Defenses	Immune to fire and cold, concealment
Attacks	Enemies get -4 (dwarves and gnomes) or -6 to surprise rolls
Weaknesses	Certain spells (see below)
Size	S (3 1/2')
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	300 + 6 / h.p.

General: Khargra are native to the elemental plane of earth, although they are occasionally found on the material plane, looking for exotic minerals to consume. That, in fact, is their entire motivation; they will attack others only if disturbed, but will go after refined minerals and metals (such as armor, weapons, coins, jewelry, etc.) without regard for the well-being of creatures who might be holding or wearing such. Outside of solid rock, wherein they are able to "swim" like a fish does in water, khargra must pull themselves along the floor with their arms.

Combat: Khargra attack with their foot-wide mouths, but must first score a hit (as a 12d8 HD creature) with their claws. Once that is done, they have fastened themselves onto their objective (whether a creature or a metallic object) and will not let go until the objective has been devoured or the creature is slain. The claws themselves do no damage.

Khargra often attack by springing forth from walls, ceilings, floors, etc. into passages and other spaces in solid rock, flying through the air like a fish jumping out of water. Because of this, they will cause enemies to get a -6 penalty on their surprise rolls, except dwarves and gnomes, who get a -4 penalty. While they can leave stone instantly, they require a full round (1 minute) to re-enter stone.

Khargra are immune to fire and cold-based attacks, but can be slain either by a *transmute metal to wood* spell or a *phase door* spell cast upon it while it is attempting to re-enter stone. *Heat metal* will cause maximum damage, and *move earth* will stun the creature for 1d3 rounds.

Appearance: A khargra is shaped like an amphora, tapering away from the mouth. They sport three fins and three claws, and two eyes to either side of the "top" fin. Their mouths are large and full of teeth. If cut open, they will have 1d4+1x10 lbs. of undigested metal within them; there is a 10% chance this will be gold, 20% chance of silver, and a 70% chance of some base metal.

Lava Worm

Number	1d2
Morale	+3
Hit Dice	3d8
Armor Class	2
Move	120'/min., 30'/min. (burrowing)
Magic Resistance	Standard
No. of Attacks	1
Damage	2d6
Defenses	Healed by fire attacks
Attacks	Charge, Heat
Weaknesses	Cold does double damage
Size	S
Intelligence	6
Alignment	Neutral
Treasure Type	1d6x10 gems
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	65 + 3/h.p.

General: Lava worms are native to the meta-elemental plane of magma, possibly the larva of some creature native to either that plane or one of the adjacent elemental planes. It is occasionally found in the depths of the material plane, burrowing through solid rock at a rate of 30' per minute in search of tasty minerals. As it does so, it leaves behind round tunnels which are so hot that they glow red and inflict 1d12+2 h.p. of damage if touched with bare skin. After 10 minutes, the color will return to normal but the walls of the tunnel will still inflict 1d6+1 h.p. of damage for a further 10 minutes. Twenty minutes after being bored, the tunnels will be cool enough to touch.

Combat: Initially, the lava worm will charge for 4d8 h.p. of damage from both its momentum and body heat, moving at 480'/min. as it does so, up to 30'. Once it has completed its initial charge, it relies on its body heat to inflict 2d6 h.p. of damage on those it touches. Note that those struck by a lava worm must have their equipment and belongings make saving throws vs. normal fire. If the save is a result of the creature's initial charge attack, the saving throw is made with a -4 penalty. Fire-based attacks will actually add to the lava worm's hit point total, even beyond its original total, for 1d4x10 minutes. It takes double damage from cold-based attacks, however.

Appearance: The lava worm is shaped like an earthworm, some 3' in diameter and 5' long. It is silver with red highlights.

Lexon

Lexons are the inhabitants of the plane of Nirvana, the champions of pure law across the multiverse. Lexon society is highly ordered, with each individual knowing its place, attention to the rules and laws inviolate, and dissenting unthinkable (at least in theory). Taken together they are an enormous military/police force which views its mission as the maintenance of law and order throughout the multiverse. They do not view themselves as the source of

those laws; rather, they believe that whatever laws exist in any given pocket of the cosmos (including laws of nature), no matter how trivial or absurd, must be observed to the letter.

Lexons are divided into two sorts: lesser and greater, roughly analogous to commoners and lords, each of which is further divided into various ranks. They are ruled by Daena, an individual unique to the Lexon race and who is said to be the foundation of all law and order in the multiverse.

The rigidity of the Lexon race means that, when faced with a situation that is beyond their orders, they will report to a superior to request instruction. How far up the chain of command they go depends on how unique the situation is.

It is not the case that Lexons are without individual personalities. It is simply that it would never occur to one of them to express themselves individually.

Whenever more than one Lexon is present, they will all speak completely in unison, as long as they are within 100' of one another and attending to the same issue. All Lexons, regardless of type or rank, are immune to the following:

- Detrimental effects of the positive or negative energy planes, or effects that draw on those planes
- Enchantment/charm magic
- *Energy drain*
- *Fear* and any other emotion-affecting magic (as they have no emotions)
- *Illusions*
- Mind-affecting spells (*hold*, *hypnosis*, *sleep*, etc.)

Greater Lexons have the following powers:

- Become *astral* or *ethereal* once per round (but this power will never be exercised without explicit instruction from Daena)
- Choose which segment in a round they will act, with no penalties for surprise
- *Clairaudience* once per round
- *Clairvoyance* once per round
- *Command* once per round
- *Dimension door* once per round
- *Teleport without error* once per round
- *Wall of force* once per round

All Lexons speak their own, highly logical, language.

Whenever a Lexon is slain, it returns to Nirvana and reforms in 9 days. Lexons are advanced or reduced in rank according to the needs and exact mathematical precision of the Lexon hierarchy; promotions and demotions are initiated by the immediate superior. Lexons never check morale; they retreat when they are ordered to do so, and never before.

Occasionally, Lexons will "go rogue" and escape the rigid boundaries imposed upon them by their social hierarchy. If such "defective" Lexons manage to escape Nirvana, they are hunted down by special squads and thus returned to the great pool from which lesser Lexons are created, to be given another attempt to obey their nature and follow the Law.

All Lexons are identical in appearance with one exception. They look like well-muscled, golden-skinned humanoids with oddly geometric features and large-domed bald heads, impossible to differentiate from one another by any creature other than a fellow Lexon. Each rank of Lexon is differentiated by the number of fingers and thumbs on each hand, as described below. Each has a pair of fan-like wings. They are without gender, reproducing only by means of the great pool whence all of their life essences emerge.

The Lexons below are presented in order of rank, from least to greatest.

1st Rank Lexon (Lesser Lexon)

Number	1d100
Morale	n/a
Hit Dice	1d10
Armor Class	7
Move	60'/min. (walking, swimming), 180'/min. (flying - poor)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4 or per weapon type
Defenses	See above
Attacks	None
Weaknesses	None
Size	M
Intelligence	3
Alignment	Lawful neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	28 + 2/h.p.

General: 1st rank lexons form the lowest rung of the lexon social order, and serve as the front-line troops of their armies. They are only capable of conversing on topics directly related to their specific function, and then only in limited capacities. They are organized in groups of 12, each group supervised by a 2nd rank lexon. They have senses inferior to those of humans, and infravision with a 30' range.

Combat: 1st rank lexons are usually unarmed, but those in military units will be armed with fauchard-fork and heavy crossbow.

Appearance: 1st rank lexons are identical to all other lexons with the exception of their hands. Each hand has 1 finger and 1 thumb.

2nd Rank Lexon (Lesser Lexon)

Number	1d12
Morale	n/a
Hit Dice	2d10
Armor Class	6
Move	90'/min. (walking, swimming, and flying - poor)
Magic Resistance	Standard
No. of Attacks	2
Damage	1d4+1/1d4+1 or per weapon type
Defenses	See above
Attacks	None
Weaknesses	None
Size	M
Intelligence	6
Alignment	Lawful neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	50 + 3/h.p.



General: 2nd rank lexons are the non-commissioned officers of the lexon armies, handle tasks beyond the simple minds of the 1st ranks, and commanding all groups of 1st ranks. They have some limited ability to converse, but are excellent at observing and reporting their observations to their superiors. Some are organized into special units of shock troops. They have senses equal to most humans, and infravision with a 90' range.

Combat: 2nd rank lexons are armed with two-handed maces or military forks.

Appearance: 2nd rank lexons are identical to all other lexons with the exception of their hands. Each hand has 2 fingers and 1 thumb.

3rd Rank Lexon (Lesser Lexon)

Number	1d4
Morale	n/a
Hit Dice	3d10
Armor Class	5
Move	120'/min. (walking, swimming, and flying - poor)
Magic Resistance	Standard
No. of Attacks	2
Damage	1d4+2/1d4+2 or per weapon type
Defenses	See above
Attacks	None
Weaknesses	None
Size	M
Intelligence	9
Alignment	Lawful neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	85 + 4/h.p.

General: 3rd rank lexons are supervisors and company commanders. They are capable of evaluating changing circumstances (in limited ways) and adapting existing orders to fit them. They are sometimes organized into special guard units. They command groups of 2nd rank lexons and their respective 1st ranks.

Combat: 3rd rank lexons are armed with javelins (3 of them) when in combat.

Appearance: 3rd rank lexons are identical to all other lexons with the exception of their hands. Each hand has 3 fingers and 1 thumb.

4th Rank Lexon (Lesser Lexon)

Number	1d4
Morale	n/a
Hit Dice	4d10
Armor Class	4
Move	150'/min. (walking, swimming, and flying - poor)
Magic Resistance	Standard
No. of Attacks	2
Damage	1d4+4/1d4+4 or per weapon type
Defenses	See above
Attacks	None
Weaknesses	None
Size	M
Intelligence	12
Alignment	Lawful neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	165 + 5/h.p.

General: 4th rank lexons are able to make plans and adjust orders to suit unexpected events. They have infravision and ultravision (both 180' range).

Combat: 4th rank lexons are armed with longbows when in combat.

Appearance: 4th rank lexons are identical to all other lexons with the exception of their hands. Each hand has 4 fingers and 1 thumb.

5th Rank Lexon (Lesser Lexon)

Number	1
Morale	n/a
Hit Dice	5d10
Armor Class	3
Move	180'/min. (walking, swimming, and flying - poor)
Magic Resistance	Standard
No. of Attacks	2
Damage	2d4+2/2d4+2 or per weapon type
Defenses	+1 (or better) weapon to harm, fire- and cold-resistant
Attacks	Paralysis gas
Weaknesses	None
Size	M
Intelligence	12
Alignment	Lawful neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	350 + 7/h.p.

General: 5th rank lexons are the internal police of the lexon race. In the armies they are regimental commanders and headquarters aides. They are sent forth to destroy rogue lexons, if needed, so they are most likely to be encountered on the material plane. Their senses are twice as acute as those of humans, and they have infravision and ultravision both with 180' range.

Combat: 5th rank lexons are generally armed with broadswords. They can only be harmed by weapons with a +1 or greater enchantment, and any fire- or cold-based attacks against them suffer a -2 penalty to damage per die. Once every 55 minutes, five times per day, 5th rank lexons are able to breathe out a cloud of paralyzing gas 2' wide and 5' long. Any creature caught in this cloud must make a saving throw vs. paralysis or be paralyzed for 5 minutes.

Appearance: 5th rank lexons are identical to all other lexons with the exception of their hands. Each hand has 5 fingers and 1 thumb.

Knight Lexon (Greater Lexon)

Number	1
Morale	n/a
Hit Dice	10d10
Armor Class	2
Move	150'/min. (walking, swimming, and flying - poor)
Magic Resistance	A
No. of Attacks	2
Damage	5d4/5d4
Defenses	See above; magic use, +2 (or better) weapon to harm
Attacks	Magic use
Weaknesses	None
Size	M
Intelligence	14
Alignment	Lawful neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	2,550 + 14/h.p.

General: There are always 100 lexon knights, the least of the lordly ranks of the lexons. If one is slain or promoted, a 5th rank lexon is raised up to fill the gap. Each is responsible for a given sector of the plane of Nirvana, and especially for the physical well-being of those lexon lesser ranks that dwell within.

Combat: Lexon knights do not need weapons. Rather, they attack with an intricate martial art that can inflict terrible damage with the hands alone. In addition, they function as if they were 10th level clerics (albeit without the ability to turn undead), and have the following powers in addition:

- *Cure* 1 h.p. of damage on all lexons within 144', once per round
- *Cure disease* in all lexons within 12', once per round
- *Heal* any modron by touch, once per round
- *Remove paralysis* by touch, once per round

Only weapons with a +2 or greater enchantment can harm a lexon knight.

Appearance: Lexon knights are identical to all other lexons with the exception of their hands. Each hand has one finger and two thumbs.

Baronet Lexon (Greater Lexon)

Number	1
Morale	n/a
Hit Dice	11d10
Armor Class	0
Move	180'/min. (walking, swimming, and flying - poor)
Magic Resistance	B
No. of Attacks	2
Damage	4d6/4d6
Defenses	See above; magic use, +2 (or better) weapon to harm
Attacks	Magic use
Weaknesses	None
Size	M
Intelligence	14
Alignment	Lawful neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	5,250 + 16/h.p.

General: Baronet lexons are always exactly 81 in number; if one is slain, a knight is promoted. They are the commanders of the 5th rank police forces, and 9 are the special assistants to the dukes, while 8 serve Daena directly.

Combat: Baronets attack with their hands, using the same sort of martial arts that the knights practice. They are also the equivalent of 12th level clerics, and have the following powers in addition:

- *Detect charm* once per round
- *Detect evil* or *detect good* once per round
- *Detect lie* once per round
- *ESP* once per round
- *Mirror image* once per round
- *Power word, stun* once per day
- *Psychic strike* ten times per day
- *Slow* once per round
- *Web* once per round

Only weapons with a +2 or greater enchantment can harm a baronet.

Appearance: Lexon baronets are identical to all other lexons with the exception of their hands. Each hand has two fingers and two thumbs.

Baron Lexon (Greater Lexon)

Number	1
Morale	n/a
Hit Dice	12d12
Armor Class	1
Move	180'/min. (walking, swimming, and flying - poor)
Magic Resistance	D
No. of Attacks	2
Damage	4d8/4d8
Defenses	See above; also magic use, +2 (or better) weapon to harm
Attacks	Magic use
Weaknesses	None
Size	M
Intelligence	16
Alignment	Lawful neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	5,250 + 16/h.p.

General: There are always 64 barons; if one is slain or promoted, a baronet is promoted to fill the void. They are the governors of the 64 chief administrative sectors of Nirvana, responsible for the maintenance of law and order within them, and the never-ending gathering of information from their underlings and the forwarding of constant reports to their superiors.

Combat: Baron lexons attack with their hands, using the same martial arts as others of their kind. Each functions as a 14th level cleric, albeit without the ability to turn undead. Each also has the following powers:

- *Detect good* or *detect evil* once per round
- *Haste* once per round
- *Telekinesis* once per round (350 lbs. maximum)
- *Water walking* once per round

Barons are immune to the *psychic strike* attack, but cannot perform it themselves. Only weapons with a +2 or greater enchantment can harm them.

Appearance: Baron lexons are identical to all other lexons with the exception of their hands. Each hand has three fingers and two thumbs.

Viscount Lexon (Greater Lexon)

Number	1
Morale	n/a
Hit Dice	13d10
Armor Class	-1
Move	180'/min. (walking, swimming, and flying - poor)
Magic Resistance	F
No. of Attacks	2
Damage	4d10/4d10
Defenses	See above; also magic use
Attacks	Magic use
Weaknesses	None
Size	M
Intelligence	16
Alignment	Lawful neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	8,250 + 18/h.p.

General: Viscount lexons (pronounced “vy-count”) always number 49, and if one is slain or promoted, a baron will be promoted to fill its place. They serve as administrators and assistants to various higher-ranked lexons, including Daena himself. They are inspectors of records from those below them, as well as gatherers of information and preparers of reports to their superiors.

Combat: Viscounts attack with their hands, using the same sort of martial art other greater lexons use. They function as both 16th level clerics (although they are unable to turn undead) and 12th level mages, being able to cast both mage and savant spells. In addition, they have the following powers:

- *Detect magic* (always functioning)
- *ESP* (always functioning, 30' range)

They are immune to the *psychic strike*, and only weapons with a +2 or greater enchantment will harm them.

Appearance: Viscount lexons are identical to all other lexons with the exception of their hands. Each hand has four fingers and two thumbs.

Count Lexon (Greater Lexon)

Number	1
Morale	n/a
Hit Dice	14d10
Armor Class	-2
Move	180'/min. (walking, swimming, and flying - poor)
Magic Resistance	H
No. of Attacks	2
Damage	3d12+3/3d12+3
Defenses	See above; also magic use, +3 (or better) weapon to harm
Attacks	Magic use
Weaknesses	None
Size	M
Intelligence	18
Alignment	Lawful neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	8,250 + 18/h.p.

General: There are always 36 lexon counts, and if one is slain or promoted a viscount will be promoted to fill its place. They are the generals of the armies of Nirvana, which occasionally falls under threat from the adjacent planes (such disputes are invariably over disputed interpretations of the volumes-long treaties which exist between the various powers on the planes of law). Others are military attachés to the princes, viceroys, or Daena himself. When encountered, there is a 75% chance that a count will be accompanied by a special force of 4d12 5th rank lexons, which serve as his adjutant staff and personal guard. An elite force of 36 knights serves as the personal bodyguard of each count.

Combat: Lexon counts attack with their hands using the same martial art as the other greater lexons. They function as 18th level clerics, but without the ability to turn undead. They are only harmed by weapons with a +3 or greater enchantment, and are immune to *psychic strike* attacks.

Appearance: Count lexons are identical to all other lexons with the exception of their hands. Each hand has five fingers and two thumbs.

Marquis Lexon (Greater Lexon)

Number	1
Morale	n/a
Hit Dice	15d10
Armor Class	-3
Move	180'/min. (walking, swimming, and flying - poor)
Magic Resistance	J
No. of Attacks	2
Damage	3d8+3/3d8+3
Defenses	See above; also magic use, +3 (or better) weapon to harm
Attacks	Magic use
Weaknesses	None
Size	M
Intelligence	18
Alignment	Lawful neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	10,950 + 20/h.p.

General: There are 25 marquis lexons (they use the pronunciation “MAR-quiss” exclusively, and will invariably correct anyone using the alternate “markee” pronunciation, consigning other lexons to the great pool for such an infraction); if one is slain or promoted, a count will be promoted to fill its place. They are the record-keepers of Nirvana, and all of the myriad reports and other streams of information make their way inexorably to the various marquises. They each have an extensive staff of numerous lesser-ranked lexons to assist with their record-keeping duties.

Combat: Marquis lexons attack with their hands, as all greater lexons. They function as 20th level savants, and have the following additional powers:

- *Detect evil* or *detect good* once per round
- *Legend lore* once per round (as if the object were in hand, and lasting 1d4 rounds)

They are immune to weapons with less than a +3 enchantment, and are immune to the *psychic strike*.

Appearance: Marquis lexons are identical to all other lexons with the exception of their hands. Each hand has six fingers and two thumbs.

Duke Lexon (Greater Lexon)

Number	1
Morale	n/a
Hit Dice	16d10
Armor Class	-4
Move	180'/min. (walking, swimming, and flying - poor)
Magic Resistance	L
No. of Attacks	2
Damage	4d12+4/4d12+4
Defenses	See above; also magic use, +3 (or better) weapon to harm
Attacks	Magic use
Weaknesses	None
Size	M
Intelligence	20
Alignment	Lawful neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	10,950 + 20/h.p.

General: There are always 16 Dukes; if one is slain or promoted, a marquis is promoted to take his place. They are the chief administrators of the provinces of Nirvana, and each has a special guard of 36 5th rank lexons.

Combat: Dukes attack with their hands using the same martial art as other greater lexons. They function as 22nd level clerics (without the ability to turn undead) and are unharmed by any weapon with less than a +3 enchantment. They are immune to the *psychic strike*.

Appearance: Duke lexons are identical to all other lexons with the exception of their hands. Each hand has seven fingers and two thumbs.

Prince Lexon (Greater Lexon)

Number	1
Morale	n/a
Hit Dice	17d10
Armor Class	-5
Move	180'/min. (walking, swimming, and flying - poor)
Magic Resistance	N
No. of Attacks	2
Damage	7d8/7d8
Defenses	See above; also magic use, +4 (or better) weapon to harm
Attacks	Magic use
Weaknesses	None
Size	M
Intelligence	20
Alignment	Lawful neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	15,200 + 25/h.p.

General: There are always nine princes among the lexons; those who are slain or promoted will be replaced by a duke. They are the judges of Nirvana, in whose courts rogue lexons are sentenced and outsiders are tried for violation of the numerous laws and regulations that ensure conformity and harmony within Lexon society. Each viceroy supervises two princes, and Daena itself supervises the 9th.

Combat: Princes use the same martial art as the other greater lexons, attacking with their hands. Any creature struck by their hands must make a saving throw vs. paralysis with a -4 penalty or be *stunned* for 3 rounds. They function as both 24th level clerics (although unable to turn undead) and 20th level mages (able to memorize and cast savant spells). They are immune to weapons with an enchantment of less than +4, and are immune to the *psychic strike*. They have all of the powers of demigods as described in Appendix E.

Appearance: Prince lexons are identical to all other lexons with the exception of their hands. Each hand has eight fingers and two thumbs.

Viceroy Lexon (Greater Lexon)

Number	1
Morale	n/a
Hit Dice	18d10
Armor Class	-6
Move	180'/min. (walking, swimming, and flying - poor)
Magic Resistance	P
No. of Attacks	2
Damage	6d12/6d12
Defenses	See above; also magic use, +4 (or better) weapon to harm
Attacks	Magic use
Weaknesses	None
Size	M
Intelligence	21
Alignment	Lawful neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	15,200 + 25/h.p.

General: There are always four viceroys of the lexons; if one is slain or promoted (on the death of Daena), a prince will be elevated to take its place. Each is responsible for a quarter of Nirvana, and administer it with fairness and adherence to The Law. Should Daena be slain, the four viceroys will compete to see who among them is the strongest; the winner will be advanced to the uttermost position among the lexons, for that is also within The Law.

Combat: Viceroys attack using their hands, with the same martial art as all greater lexons. By touch (including striking someone during combat), a viceroy can set up a *circadian vibration* which will cause the victim to simply die at some point within the next 18 days. The viceroy must specify the time of death when the vibration is set up. It will not work on undead creatures, automatons such as golems, etc. Viceroys function as 26th level clerics (without the power to turn undead) and 22nd level mages (able to use savant spells as well as mage spells). They also have all the powers of lesser deities as described in Appendix E.

Viceroy lexons are not harmed by any weapon with less than a +4 enchantment. They are immune to the *psychic strike*.

Appearance: Viceroy lexons are identical to all other lexons with the exception of their hands. Each hand has nine fingers and two thumbs.

Daena (First Lord of the Lexons)

Number	Unnique
Morale	+20
Hit Dice	20d12 (220 h.p.)
Armor Class	-10
Move	240'/min. (every mode, when flying - perfect)
Magic Resistance	R
No. of Attacks	1
Damage	2d8x10
Defenses	See below
Attacks	See below
Weaknesses	None
Size	M or L (20')
Intelligence	21
Alignment	Lawful neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	32,500 (material form), 320,500 (permanently slain)

General: Daena (pronounced "dynah") dwells in the immense Tower of the Law which rises above the vast pool of energy at the heart of the plane of Nirvana, from which all lexons are created. It is unknown whether Daena is a proper name or a title; if the former, it would be unique among the entire lexon race. Daena is almost never encountered outside of Nirvana, but can do so on those rare occasions when the very stability and existence of the multiverse requires his personal presence. As the occupier of the top of the lexon social structure, his rule is absolute, and his decisions are obeyed without question, forming as they do the basis of The Law. Those who disobey The Law are cast back into the pool to be reformed as the least of the lesser lexons, beginning once again the long struggle of lexon existence, rising slowly through the ranks by selfless and immediate obedience to The Law.

Daena is in constant telepathic communication with every member of the Lexon race, and thus has perfect knowledge of everything that goes on in all of Nirvana.

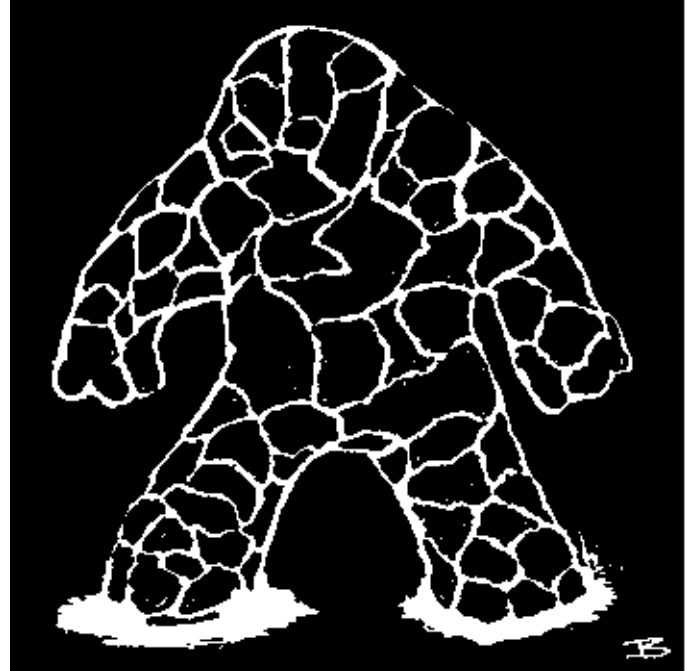
Combat: Daena attacks with his fists. The right fist is covered in a cloud of bright rainbow hues; any creature struck by this hand must make a saving throw vs. spells or be instantly transported to the top layer of Arcadia (as well as taking damage as noted above). The left fist is covered by a black cloud of crackling energy; any creature struck by it must make a saving throw vs. spells or be transported to the topmost layer of Acheron, again also taking damage.

In addition to having all of the powers of a lesser deity as described in Appendix E, Daena is both a 25th level mage (able to cast savant spells as well as mage spells) and a 30th level cleric (but without the ability to turn undead). He can only be harmed by weapons with a +5 or greater enchantment.

Appearance: Daena can appear in two forms: that of a regular man-sized lexon, and a towering giant of a figure. In both forms, his hands are obscured by clouds of energy as noted above.

Magma Imp

Number	2d12
Morale	See below
Hit Dice	2d8
Armor Class	6
Move	90'/min., 60'/min. (in lava)
Magic Resistance	Standard
No. of Attacks	1
Damage	3d8
Defenses	+1 (or better) weapon to harm, immune to heat/fire, melt weapons
Attacks	Fire
Weaknesses	None
Size	S (3')
Intelligence	6
Alignment	Chaotic neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	97 + 2/h.p.



General: Magmaimps are native to the meta-elemental plane of magma. They will often come to the material plane in order to feast on the unique flavors of molten rock to be found there. They are normally found in molten lava itself, but can emerge for up to 6 hours before they harden and are trapped. They will often be found in volcanoes prior to eruption, for after being flung far and wide by the explosion, they can then wander the countryside, setting fires, before returning to their home plane.

Magmaimps are not malicious creatures per se, but they are impulsive and mischievous, and delight in setting fire to things (and creatures) for the sake of doing so. This is not done with evil intent, however; the magma imp simply cannot conceive of fire being harmful in any way.

Combat: Magmaimps attack with their fists. Creatures resistant to fire and heat only take half damage. Any sort of combustible material (maps, clothing, flasks of oil) will automatically be set ablaze (guideline for burning clothing and other accouterments; 1d8 h.p. of damage for 1d4+2 rounds). Magic items that are flammable (cloaks, scrolls, etc.) are entitled to a saving throw vs. normal fire. If cornered, magmaimps will fight, but if they take damage they will immediately seek to flee.

Magmaimps are themselves harmed only by weapons with a +1 or greater enchantment. However, any weapon striking one that has anything less than a +2 enchantment must make a saving throw vs. magical fire or melt, becoming useless. They are themselves totally immune to all fire- and heat-based attacks.

Appearance: Magmaimps are small humanoid creatures formed of living molten rock. They radiate an uncomfortably high level of heat in their immediate vicinity, and their skin is black with glowing orange cracks revealing their inner core. They speak both the Firey Speech and the Earthen Speech.

Marid

Number	1
Morale	+15
Hit Dice	13d8
Armor Class	1
Move	90'/min., 150'/min. (flying - good), 240'/min. (swimming)
Magic Resistance	C
No. of Attacks	1
Damage	8d4
Defenses	Magic use
Attacks	Magic use
Weaknesses	None
Size	L (18')
Intelligence	14-18
Alignment	Chaotic neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	5,000 + 18/h.p.



General: Marids are genies native to the elemental plane of water (thus similar to djinn, efreet, etc.). They can travel between the elemental and material planes at will, and can become both astral and ethereal. Marids are both capricious and egotistical, making them even more difficult to press into service than their cousins (each and every one will claim to be a noble of their kind). They dislike efreet and qarin, but will tolerate djinn and jannee. They can breathe water and are unaffected by water pressure at any depth. They have both infravision and ultravision with 120' range.

Combat: Marids attack with their fists, but will more often use their formidable magical powers in combat. Once per round they can shoot forth a blast of water up to 60' long. Any creature struck by the jet will take 1d6 h.p. of damage and must make a saving throw vs. spells. Failure indicates they are blinded until the end of the following round. They have the following additional powers, used as if they were a 26th level spellcaster, if applicable:

- *Alter reality* once per year

- Bestow *water breathing* on another creature (duration 24 hours) 7 times per day
- *Create water* once per round
- *Detect evil* or *detect good* twice per day
- *Detect invisible* twice per day
- *Detect magic* twice per day
- *Gaseous form* 7 times per day
- *Invisibility* twice per day
- *Liquid form* twice per day
- *Lower water* 7 times per day
- *Part water* 7 times per day
- *Polymorph self* twice per day
- *Purify water* twice per day
- *Wall of fog* 7 times per day
- *Water walk* once per round

Appearance: Marids look like large muscular humans with blue skin, pointed ears, and a sinister cast to their features. They can communicate with nearly any creature through a special ESP power they possess, but also speak the language common to all genies as well as the Watery Tongue.

Mastiff, Shadow

Number	4d4
Morale	+4
Hit Dice	4d8 (4d6 in bright light)
Armor Class	6
Move	180'/min., 90'/min. (in bright light)
Magic Resistance	Standard
No. of Attacks	1
Damage	2d4
Defenses	Hide in shadows
Attacks	Baying
Weaknesses	Bright light
Size	M
Intelligence	3
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	185 + 4/h.p.



General: Shadow mastiffs are native to the plane of shadow, although they are sometimes brought to the material plane as guards, hunters, etc. They roam

in packs (there is a 50% chance that any given pack will also have with it 1d4+1 whelps, who can be captured and sold in more cosmopolitan markets for 1d4+1x100 g.p. each).

Combat: Shadow mastiffs attack with their bite. In shadowy conditions, including moonlight, they can blend in with the surrounding shadows 40% of the time, making them impossible to see. If the pack as a whole starts baying, the sound will cause any creature within a quarter mile to flee in panic unless they make a successful saving throw vs. spells. Failure means they will flee, dropping anything held in their hands. If the pack numbers 12 or more, enemies get a -1 penalty to their saving throw, but if the pack is 9 or less, enemies get a +1 bonus to their saving throw (a roll of 1 always fails, however).

Appearance: Shadow mastiffs look like large black dogs, inky as shadows.

Mephit

Mephits are a race of evil creatures native to all of the lower planes; the creatures can be found with all permutations and shades of evil alignment found between Pandemonium and Acheron. They serve the rulers of those planes as messengers and minor functionaries; when encountered on the material plane or elsewhere, they will be on some errand or other for their dark masters. As a rule, they are gross and vulgar in their tastes and humor, and tend to the garish when wearing clothing. They will speak the languages appropriate to their home plane (Infernal, Demonic, etc.) as well as the common tongue.

Fire Mephit

Number	1
Morale	+1
Hit Dice	3d10
Armor Class	5
Move	120'/min., 240'/min. (flying)
Magic Resistance	Standard
No. of Attacks	2
Damage	1d3/1d3 + 1 h.p. heat damage
Defenses	Heat
Attacks	Breath weapon, spells
Weaknesses	Holy water
Size	M (5')
Intelligence	9
Alignment	Any evil
Treasure Type	Platinum coins
Treasure Value	2d6x5
Magical Treasure	None
X.P. Value	150 + 4/h.p.



General: Fire mephits are evil creatures of living flame.

Combat: Fire mephits attack with their claws, and will inflict an additional point of fire damage to those who are struck. In addition, they are able to generate one of two different breath weapons (their choice). First, they can spew forth flames from their mouth in a jet 1' x 15', automatically striking one creature in range, doing 1d8+1 h.p. of damage (saving throw vs. breath weapon is allowed for half damage). Second, three times a day they can breathe forth flames in a fan some 5' x 5', striking all creatures in range for 4 h.p. of damage (saving throw is also allowed). Touching one will automatically cause 1 h.p. of fire damage per round.

In addition, fire mephits can use the following magical effects as indicated:

- *Gate* in another mephit (roll d4 for type) once per day, 25% chance of success
- *Heat metal* once per day
- *Magic missile* (2 missiles) once per day

Appearance: Fire mephits are humanoid creatures of living flame, with wings, long ears, and streaks of black visible in the fire.

Lava Mephit

Number	1
Morale	+1
Hit Dice	3d8
Armor Class	6
Move	120'/min., 240'/min. (flying - average)
Magic Resistance	Standard
No. of Attacks	2
Damage	1/1 + 1d8 h.p. heat damage
Defenses	Heat, regeneration
Attacks	Breath weapon, spells
Weaknesses	Holy water
Size	M (5')
Intelligence	9
Alignment	Any evil
Treasure Type	Platinum coins
Treasure Value	1d10x5
Magical Treasure	None
X.P. Value	105 + 3/h.p.

General: Lava mephits are evil creatures of living molten rock.

Combat: Lava mephits attack with their claws, and strikes will also inflict heat damage as indicated above. In addition, lava mephits are able to use a breath weapon once every three rounds; a blob of molten lava that can hit any single creature within 10', causing 1d6 h.p. of damage with no saving throw. The mephit can spit out 8 such blobs total before it needs to "recharge" by contact with molten lava outside of its own body.

The touch of a lava mephit causes 1d8 h.p. of damage, and will destroy wood at a rate of 1" per minute, while metals such as plate armor will be consumed in but three minutes. Once per day they can change their shape into a pool of lava, and can *gate* in another mephit once per day (roll d4 for type).

Appearance: Lava mephits are creatures of living lava, and exude droplets of molten rock the way other creatures perspire. They have wings, long noses, and pointed ears. They are black or brick red in color.

Smoke Mephit

Number	1
Morale	+1
Hit Dice	3d8
Armor Class	4
Move	120'/min., 240'/min. (flying - average)
Magic Resistance	Standard
No. of Attacks	2
Damage	1d2/1d2
Defenses	None
Attacks	Breath weapon, spells
Weaknesses	Holy water
Size	M (5')
Intelligence	9
Alignment	Any evil
Treasure Type	Platinum coins
Treasure Value	1d10x5
Magical Treasure	None
X.P. Value	105 + 3/h.p.

General: Smoke mephits are creatures of living dark smoke, and will avoid brightly-lit areas whenever possible.

Combat: Smoke mephits attack with their claws. In addition, they are able to use a breath weapon every other round, indefinitely. They can exhale a ball of soot with a range of 20', which hits automatically. Those struck take 1d4 h.p. of damage (no saving throw allowed) and are blinded for 1d2 rounds.

In addition, smoke mephits are able to use the following powers and abilities as indicated:

- *Invisibility* once per day
- *Dancing lights* once per day
- *Gate* in 1d2 other mephits (roll 1d4 to determine type, if 2 are indicated both will be of the same type) once per day, 20% chance of success

When they die, smoke mephits will explode, doing 1 h.p. of fire damage to all those within 10' (no saving throw).

Appearance: Smoke mephits are creatures of living smoke, their bodies humanoid in form with wings, pointed ears, and long noses. They are black or dark gray in color.

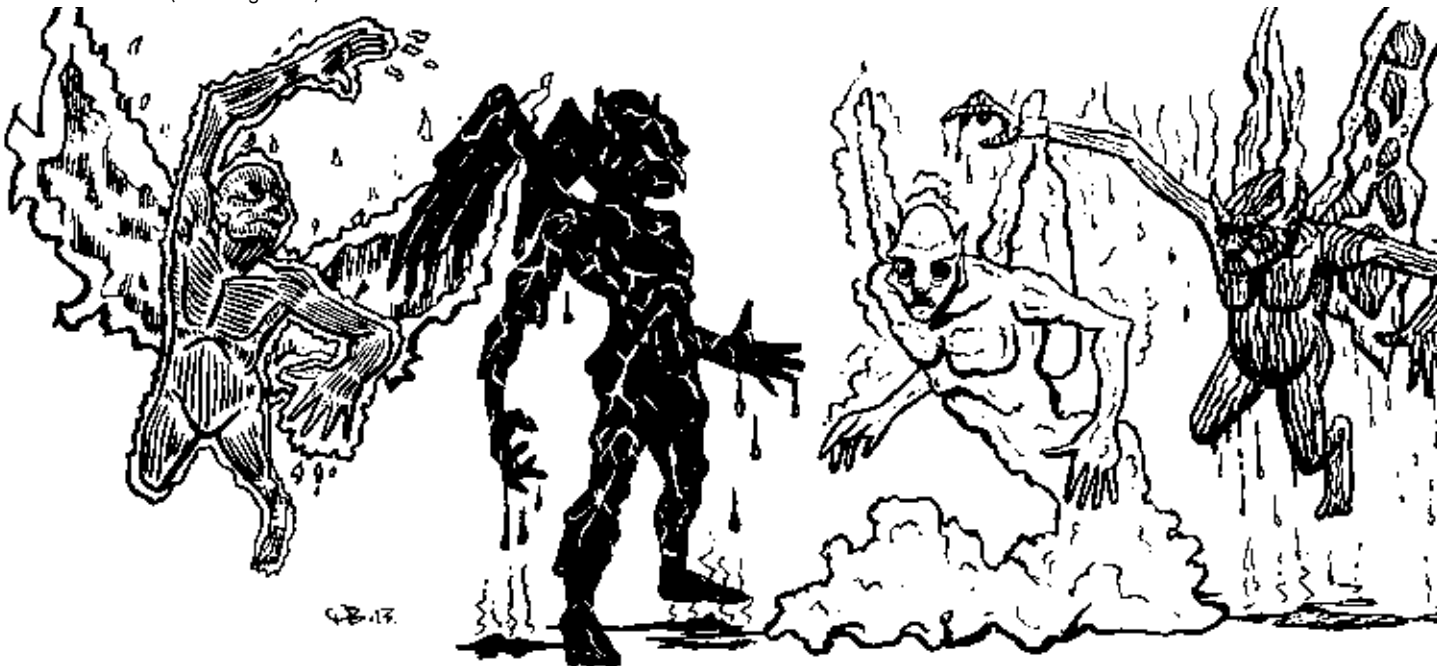
Steam Mephit

Number	1
Morale	+1
Hit Dice	3d10
Armor Class	7
Move	120'/min., 240'/min. (flying - average)
Magic Resistance	Standard
No. of Attacks	2
Damage	1d4/1d4
Defenses	Heat
Attacks	Breath weapon, spells
Weaknesses	Holy water
Size	M (5')
Intelligence	9
Alignment	Any evil
Treasure Type	Platinum coins
Treasure Value	3d6x5
Magical Treasure	None
X.P. Value	175 + 4/h.p.

General: Steam mephits are creatures of living vapor that leave a trail of hot water behind them as they move.

Combat: Steam mephits attack with their claws. In addition, they are able to attack with a breath weapon. Every other round, the mephit is able to shoot a stream of scalding water with a range of 20', with the target victim being hit automatically with no saving throw, and taking 1d3 h.p. of damage. There is also a 50% chance that the victim will be stunned for 1 round. Any creature touching a steam mephit will take 1 h.p. of damage from the heat, as well as having a 50% chance of being stunned for 1 round.

In addition, steam mephits have the following powers, as indicated:



- *Boiling rainstorm* once per day (40' diameter, does 2d6 h.p. of damage to those within the area, no saving throw)
- *Contaminate water* once per hour
- *Gate* in 1d2 mephits (roll 1d4 to determine type, if 2 are indicated both will be of the same type), 30% chance of success

Appearance: Steam mephits are tiny humanoid creatures, gray in hue, with wings who are constantly dripping water from their body. They leave a trail of warm sulfurous water behind them whenever they walk.

Meta-Elemental

Meta-elementals hail from the four meta-elemental planes: ice, ooze, magma, and smoke, which are found between the four elemental planes (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 meta-elemental is; spells bring 16d10 hit die meta-elementals, staves bring ones with 8d10 hit dice, and other devices bring 12d10 hit die meta-elementals.

Meta-elementals can be summoned by the same means as elementals native to either of the adjoining panes are. Thus, a *staff of summoning air elementals* could also be used to attempt to summon either an ice or smokle meta-elemental. When someone attempts to summon a meta-elemental, there is a 5% chance per level of the summoner that the attempt will be successful. Otherwise, the regular elemental usually summoned by such means will come instead (if applicable, he must declare which sort of elemental will come in place of the meta-elemental, should the attempt fail).

Like regular elementals, meta-elementals brought to the material plane will resent being so summoned, and will actively seek to escape. Thus, the one summoning the meta-elemental must concentrate on controlling it. Failure to do so will mean the meta-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 meta-elemental, if the caster explicitly states he is using the spell to disrupt the conjurer's control rather than the meta-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 meta-elemental in question will also be boosted in power to 10 h.p. per hit die.

Ice Meta-Elemental

Number	1
Morale	+3
Hit Dice	8d10 - 16d10
Armor Class	3
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	3d12
Defenses	+1 (or better) weapon to harm, resistant to cold
Attacks	Cold
Weaknesses	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: Ice meta-elementals are native to the meta-elemental plane of ice. They can be summoned by any means usually used to summon air or water elementals.

Combat: Ice meta-elementals attack with their fists. Any creature within 10' of an ice para-elemental will take 1d4 h.p. of cold damage each round. They themselves only take half damage from cold or ice-based attacks, but when in contact with ordinary ice, snow, sleet, etc. will heal 1d8 h.p. per round. Fire- and heat-based attacks do double damage to them. They are able to freeze water by touch; 100 square feet per round, to a depth of 6 inches (or, alternatively, a block 3' on a side).

Appearance: Ice meta-elementals are vaguely humanoid in appearance, but made of solid, living ice covered with frost. They speak their own language, but can understand the common tongue.

Magma Meta-Elemental

Number	1
Morale	+3
Hit Dice	8d10 - 16d10
Armor Class	3
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	4d6
Defenses	+1 (or better) weapon to harm
Attacks	Heat
Weaknesses	None
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: Magma meta-elementals are native to the meta-elemental plane of magma. They can be summoned by any means usually used to summon earth or fire elementals. Magma meta-elementals see magma imps as pests (see p. 406).

Combat: Magma meta-elementals attack with their great fists. They radiate intense heat from their bodies, which will affect anyone within 20' as follows:

	Creatures with Metal	Creatures without Metal
Round	Armor and/or Weapons	Armor or Weapons
1	Items grow hot	n/a
2	1d4 h.p. damage	Heat becomes oppressive
3+	2d4 h.p. damage	1d4 h.p. damage

The touch of a magma meta-elemental, or metal heated by proximity to one, will cause flammable objects such as wood, cloth, etc., to burst into flame. Magma elementals are immune to fire or heat-based attacks.

Appearance: Magma elementals are vaguely humanoid masses of living lava with a black cracked exterior. Through the cracks in its skin and its mouth and eyes, the glowing cherry-red molten rock that forms its core can be seen. They speak their own language, but can understand the common tongue.

Ooze Meta-Elemental

Number	1
Morale	+3
Hit Dice	8d10 - 16d10
Armor Class	3
Move	360'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d8
Defenses	+1 (or better) weapon to harm
Attacks	Constriction
Weaknesses	None
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: Ooze meta-elementals are native to the meta-elemental plane of ooze. They can be summoned to the material plane by the same means as are normally used to summon earth or water elementals. Because of their amorphous nature, ooze meta-elementals can flow under doors, through cracks, etc.

Combat: Ooze meta-elementals attack with their slimy tendrils. If one hits successfully, it will automatically inflict 2d8 h.p. of constricting damage on subsequent rounds. The tendril cannot be severed, and the ooze meta-elemental can carry away victims that it is constricting. While only one tendril can attack in any given round, if one or more are constricting an opponent, a new tendril can easily be formed to attack a new victim. Victims that are being constricted may attack normally.

Moving outside the 20' radius of the meta-elemental's effect will immediately reduce any damage caused to 1 h.p. on that round, and to no damage on the following round.

Appearance: Ooze meta-elementals are masses of slimy muck that form into writhing tendrils. They are brownish-green in color. They speak their own language, but can understand the common tongue.

Smoke Meta-Elemental

Number	1
Morale	+3
Hit Dice	8d10 - 16d10
Armor Class	3
Move	60'/min., 180'/min. (flying - clumsy)
Magic Resistance	Standard
No. of Attacks	Multiple (see below)
Damage	2d8 or 4d8
Defenses	+1 (or better) weapon to harm, resistance to air attacks
Attacks	Blinding
Weaknesses	None
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: Smoke meta-elementals are native to the meta-elemental plane of smoke. They can be summoned by any means usually used to summon air or fire elementals.

Smoke meta-elementals can assume one of two forms: either a loose cloud of smoke (which moves along the ground at 60'/min., as if it were walking) or a dense cloud of soot (which can fly at 180'/min.). When they are first



summoned, they will have the loose cloud form, and must spend 10 minutes gathering themselves to assume the dense cloud form.

Combat: Smoke meta-elementals attack by surrounding victims and choking them with their soot and smoke. They can attack any targets that are within a 10' radius. When in their dense cloud form, they do 4d8 h.p. of damage, while when in their loose cloud form, they only do 2d8. Any creature in range must also make a saving throw vs. poison. Failure indicates they are blinded by the choking black smoke of the meta-elemental. Any air-based attacks (including those of a djinni or air elemental) will suffer a penalty of -1 damage per die.

Appearance: Smoke meta-elementals are living clouds of black smoke. They can be dense or loose, as noted above. They speak their own language, but can understand the common tongue.

Mihstu

Number	1d4
Morale	+10
Hit Dice	8d8
Armor Class	-2
Move	60'/min., 60'/min. (flying - good)
Magic Resistance	A
No. of Attacks	4
Damage	1d6+1/1d6+1/1d6+1/1d6+1
Defenses	+2 (or better) weapons to harm
Attacks	Constitution drain
Weaknesses	None
Size	M (6' diameter)
Intelligence	14
Alignment	Neutral evil
Treasure Type	IX
Treasure Value	3d8x1,000
Magical Treasure	1 item (15%)
X.P. Value	1,700 + 12/h.p.

General: Mihstu (the name is both singular and plural) are native to the elemental plane of air, but can be found on the material plane in cool locales that are both dim and humid. Occasionally they will be found in the service of some powerful spellcaster, in return for rewards of wealth and magic items.

Combat: Mihstu attack with four barb-tipped tendrils they form of their own essences for the purpose. In addition, they can envelop one medium-sized creature per round. For each round they have enveloped the creature, it loses 1 point of constitution. If the victim's constitution reaches 0, it dies. Constitution can be restored at a rate of 1 per day, during which time natural healing of hit points will not take place.

Mihstu are immune to any weapons with less than a +2 enchantment. Electricity does them no harm, and all missile attacks (including *magic missile*) will simply pass through them harmlessly. Cold-based attacks do not do them damage, but will stun them for 1d6 rounds.

Appearance: Mihstu look like swirling clouds of vapor. They are able to form themselves into a ghostly visage that is sometimes used to frighten intruders. They speak the Breezy Speech.

Minor Death

See death, minor (p. 340).

Moon Dog

Number	1 (material plane), 2d4 (evil regions), 3d10 (Elysium)
Morale	+10
Hit Dice	8d12
Armor Class	2 (bright light), 0 (twilight), -2 (darkness)
Move	300'/min., 90'/min. (standing upright)
Magic Resistance	C
No. of Attacks	1
Damage	3d4
Defenses	Magic use
Attacks	Magic use
Weaknesses	None
Size	M (3' at shoulder)
Intelligence	15
Alignment	Neutral good
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	2,000 + 12/h.p.

General: Moon dogs are native to Elysium, and are known as staunch enemies of evil and often serve those powerful deities and other creatures which are similarly inclined. They will normally appear alone on the material plane, but packs are sometimes sent to places where evil is particularly strong, in order to root it out. They will not associate with humans or demi-humans for prolonged periods past the time when the threatening evil has been vanquished. On their home plane, they roam in great packs. They have vision equal to twice that of an ordinary human, as well as such keen smell and hearing as to effectively duplicate the following powers:

- *Detect evil* (100% chance)
- *Detect illusion* (90% chance)
- *Detect improved invisibility* (80% chance)
- *Detect invisibility* (100% chance)
- *Detect magic* (70% chance)
- *Detect snares and pits* (100% chance)

Combat: Moon dogs attack with their bite. Their armor class depends on the light; in bright light they are AC 2, in dim light or moonlight they are AC 0, while in total or near-total darkness they are AC -2. They can only be harmed by weapons with an enchantment of +2 or greater. All moon dogs get a +6 bonus to their own surprise rolls, and enemies get a -3 penalty to theirs. Saving throws vs. electricity, cold, or fire are made with a +2 bonus, and damage is only ½ or ¼ of normal, as applicable. They are immune to *fear*. They also have the following powers:

- *Change self* once per round
- *Cure light wounds, cure disease, or slow poison* once per round, but only effective on the same person once per day
- *Dancing lights* once per round
- *Darkness* once per round
- *Dispel evil* once per round
- *Dispel illusion* once per round
- *Improved invisibility* once per round
- *Light* once per round
- *Mirror image* once per round
- *Non-detection* once per round
- *Shades* once per day
- *Wall of fog* once per round

In deep shadows or moonlight, moon dogs are able to *shadowdance*; this is a way of subtly shifting movement and manipulating shadows in such a way as to have the effects listed below, depending on the alignment of the viewer. The effect will last as long as the the moon dog can continue shadowdancing

(max. 1 hour), and all those affected must be within a 15' radius of the moon dog:

- Evil creatures are mesmerized; up to a total of 24 hit dice worth of creatures, as long as they are all within a 30'x30' area. Each individual is entitled to a saving throw vs. spells; success indicates the *shadowdance* has no effect (only one saving throw is needed, even though the *shadowdance* continues).
- Good aligned creatures are immune to physical attack from, and receive a +2 bonus to all saving throws from attacks caused by evil creatures and any magical *fear* effects are nullified.
- Neutral creatures are unaffected by the *shadowdance*.

Appearance: Moon dogs are large dogs resembling short-haired wolfhounds. Their front paws are more hand-like, however, to the point where they can pick up and manipulate objects with them. They can stand upright for prolonged periods, but move slower when doing so. They are very dark gray with black spots and/or stripes. They speak the common tongue, and can also communicate with all canines or wolves.

Nereid

Number	1d4
Morale	+4
Hit Dice	4d8
Armor Class	10
Move	120'/min. (swimming)
Magic Resistance	H
No. of Attacks	0
Damage	n/a
Defenses	Water control, spit
Attacks	Kiss, mesmerization
Weaknesses	Shawl
Size	M
Intelligence	12
Alignment	See below
Treasure Type	None
Treasure Value	n/a
Magical Treasure	1d2 items (60%)
X.P. Value	200 + 4/h.p.



General: Nereids are native to the elemental plane of water, but can be found on the material plane in nearly any sea, river, lake, underground spring, or similar body of water, either water or salt. They come to the material plane in order to pursue their playful antics; regardless of their alignment, all nereids are capricious, flighty, and embody chaos. Their actual alignment should be determined randomly for each group of nereids encountered, unless already known:

Die Roll (d8)	Alignment
1-2	Chaotic good
3-6	Chaotic neutral
7-8	Chaotic evil

Nereids are known far and wide as bringers of ecstasy; the kiss of a nereid will bring the height of bliss to any man who can manage to get one. This is difficult in the extreme, however, as they are quite unwilling to give out such kisses, and even if one can be forced, the recipient of the kiss must make a saving throw vs. breath weapons with a -2 penalty or die from drowning. However, he will die with a smile on his face. Tales are told of men who seek to force nereids to be their brides. Such tales never end happily.

Nereids all possess a white shawl, which is their great weakness. If the shawl is somehow wrested from the nereid, she will do nearly anything to ensure its safe return, for the shawl holds her soul. If it is destroyed, the nereid will dissolve into a puddle of water forever.

Most nereids (85%) will have a pet/companion in their lair. The type of pet should be determined randomly:

Die Roll (d8)	Companion
1	Giant eel
2	Giant otter
3	Giant poisonous water snake
4	Giant octopus
5	Giant squid
6	Dolphin
7	Giant leech
8	Stingray

Combat: Nereids do not attack conventionally. Rather, they can spit a jet of water at anyone within 20'. A successful hit means the target is blinded for 2d6 rounds, although sight can be restored before then if the eyes are rinsed out with water.

In addition, a nereid can control any water within 30'. The water may be commanded to do any one of the following, once per round:

- Form great waves, slowing all swimming speeds to ¼ of normal
- Make the water froth and churn, making any character treading water have a -2 penalty on his STR check to avoid drowning
- Form crashing waves, deafening all within 60' for 3d4 rounds
- Form a water snake which strikes as a 4d8 HD creature, doing 1d4 h.p. of damage if it hits

That last power can also be used to create amusing shapes in the water of a non-threatening nature. Nereids are considered persons for purposes of spells such as *charm person* and *hold person*.

Males of any race looking upon a nereid will find themselves unable to harm them. Anything she does, even if hostile, will be interpreted as flirtatious advances. If a nereid is caught, she is entitled to a saving throw vs. poison. Success means she can transform herself into water and flow from her captor's hands.

Appearance: Nereids appear most often as beautiful nude, or mostly-nude, women with golden hair and musical voices. Underwater they are 95% undetectable, seen only as a shimmer of golden seaweed. They speak common and the Watery Tongue.

Night Hag

Number	1 (Material Plane), 2d6 (Hades)
Morale	+3
Hit Dice	8d8
Armor Class	9
Move	90'/min.
Magic Resistance	M
No. of Attacks	1
Damage	2d6
Defenses	See below
Attacks	See below
Weaknesses	Holy water
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 sometimes have yeth hounds as servants while on the material plane (see p. 250).

They will occasionally come to the material plane in search of victims of neutral evil alignment; those who are brought back to Hades become soul worms (see p. 335). 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-soul-worm self 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:

- *Gate* with 50% chance of success, once per day:

Die Roll (d%)	Result of <i>Gate</i>
01-11	Annis
12-17	Derghodaemon
18-27	Fire mephit
28-38	Greenhag

Die Roll (d%)	Result of <i>Gate</i>
39-44	Hydrodaemon
45-54	Lava mephit
55-60	Nightmare
61-66	Piscodaemon
67-72	Servodaemon
72-82	Smoke mephit
82-92	Steam mephit
93-00	Tarry demodand

- *Know alignment* at will
- *Magic missile* (2d8 h.p. damage) 3 times per day
- *Polymorph self* at will
- *Ray of enfeeblement* 3 times 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. They speak common, the language known by all hags, and daemonic.

Periapt

Each night hag possesses a special periapt that allows her to travel on the astral plane from either her own home of Hades or the material plane. If this periapt 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 periapt 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

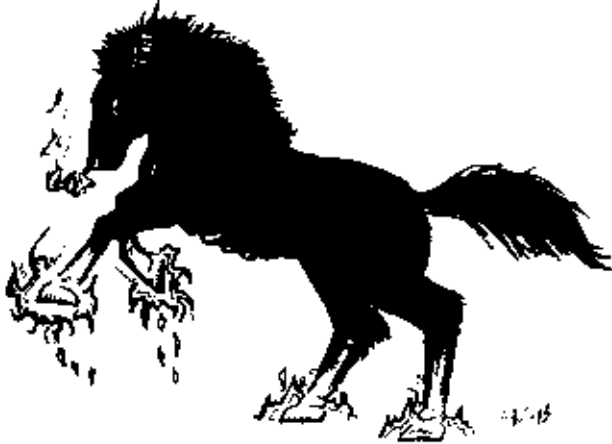
Number	1
Morale	+5
Hit Dice	6d12
Armor Class	-4
Move	150'/min., 360'/min. (flying - average)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d6+4/1d6+4/2d4
Defenses	Smoke, become astral or ethereal
Attacks	None
Weaknesses	Holy water
Size	L
Intelligence	14
Alignment	Neutral evil
Treasure Type	None
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 look like large black steeds with flaming hooves, fangs, fan-like ears, and unkempt tails and manes. Their eyes glow red with hate and fury.



Pech

Number	1d20
Morale	+5
Hit Dice	4d8
Armor Class	3
Move	90'/min.
Magic Resistance	C
No. of Attacks	1
Damage	Per weapon type +3
Defenses	Magic use
Attacks	Magic use
Weaknesses	None
Size	S (4')
Intelligence	10-16
Alignment	Neutral good
Treasure Type	XVII plus 5d10x10 gems
Treasure Value	3d6x100 plus value of gems
Magical Treasure	None
X.P. Value	240 + 4/h.p.

General: Pech (the name is both singular and plural) are natives of the elemental plane of earth. On occasion they will come to the material plane in search of various rare gemstones and ores. They are found only deep beneath the surface and, while generally good-natured if not threatened, prefer to be left alone. They despise open spaces. When encountered in an outpost on the material plane, they will be accompanied by a number of females equal to the males (who function just as do the males) and children equal to 50% of the total number of males. The jewelry indicated as treasure will actually be plates, bowls, cups, and the like, made from precious and semi-precious materials. They have infravision and ultravision, both with 90' range.

Combat: Pech attack with whatever weapons are at hand, usually pick-axes, hammers, and the like (treat as military picks or war hammers). In addition, they have the following powers:

- *Stone shape* 4 times per day
- *Stone tell* 4 times per day

A group of 4 pech can, acting together, cast a *wall of stone* spell as if they were collectively a 16th level spellcaster. A group of 8 can cast *stone to flesh*. They are such expert miners and workers of stone that any sort of stone-based enemy can be attacked with maximum damage, even if it is normally only harmed by enchanted weapons (such as a stone golem or earth elemental). They themselves cannot be petrified. Pech are considered persons for purposes of spells such as *charm person* and *hold person*.

Appearance: Pech are short humanoids with long muscular arms and legs. Their skin is pale yellow and their large eyes are like white saucers. Their hair is red or reddish brown. They speak only the Earthen Speech.



Phantom Stalker

Number	1
Morale	n/a
Hit Dice	6d8
Armor Class	3
Move	120'/min., 240'/min. (flying)
Magic Resistance	Standard
No. of Attacks	2
Damage	1d4/1d4
Defenses	Immune to fire
Attacks	<i>Fireball</i>
Weaknesses	Cold
Size	S-L
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	375 + 6/h.p.

General: Phantom stalkers are native to the elemental plane of fire, and can be found on the material plane as the result of spells such as *phantom stalker* and similar magic.

When summoned, a phantom stalker will defend its master until slain, and will obey simple instructions in furtherance of that mission, but it will obey the very

letter of its instructions, seeking to return to its native plane through any perversion of its master's orders it can manage. They are thus excellent, if treacherous, bodyguards.

Combat: Phantom stalkers attack with their claws. They are immune to fire-based attacks, with magical fire healing them for 1 h.p. per die of damage that would have been inflicted. They have a -2 penalty to all saving throws vs. cold-based attacks, however, and suffer an additional h.p. of damage per die.

If its master is slain, the phantom stalker will be forced to the ethereal plane, where it will track its master's killer and attack within 1d4 hours. This ethereal tracking ability only manifests after the death of its master, caused by the sheer shame and rage of having failed in its duty, and disappears when the vengeance has been wrought, at which time the phantom stalker returns to its home plane.

As an absolute last resort, the phantom stalker can coalesce into a 6d6 fireball, which explodes and causes damage just like the spell. It will not do so in circumstances where its summoner would be injured or slain by the blast, unless the summoner was directly and knowingly responsible for the stalker's own imminent death.

Appearance: Phantom stalkers can *polymorph* themselves into any form desired. Most commonly, they will appear as a tall humanoid form with reddish skin and large fire-filled eyes. Their flying maneuverability is dependent on their form. They speak the Firey Speech, but can understand common.

Phoenix

Number	1 (material plane) 1d4 (Elysium)
Morale	+20
Hit Dice	20d8
Armor Class	-3
Move	60'/min., 390'/min. (flying - poor)
Magic Resistance	H
No. of Attacks	1 (on the ground), 2 (in flight)
Damage	2d6 (on the ground), 1d8/1d8 (in flight)
Defenses	Magic use, +3 (or better) weapon to harm
Attacks	Magic use, initiative, blood fire, flame cloud
Weaknesses	None
Size	M
Intelligence	18
Alignment	Neutral good
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	8,600 + 30/h.p.

General: Phoenixes are native to the plane of Elysium, although they are sometimes found in idyllic woodlands on the material plane. They are immune to cold, heat, and vacuum, but prefer quietude and natural beauty for their surroundings. The body of the phoenix is in great demand from mages and alchemists, who use the feathers, blood, and other parts for various magic items such as scrolls and potions. They loathe pyrolisks (see p. 187) and will attack them whenever possible.

Combat: Phoenixes will strike with their sharp beak if on the ground, and with both talons if in the air. In addition, they have the following powers (as a 20th level spellcaster, if applicable, unless otherwise noted):

- -3 bonus to all initiative rolls (always)
- *Absorb energy attack* (fire, cold, electricity, etc.) 3 times per day
- *Affect normal fires* once per round
- *Audible glamor* once per round
- Become *astral* once per round

- Become *ethereal* once per round
- *Blindness* once per round
- *Blink* once per round
- *Blur* once per round
- *Call woodland beings* once per day
- *Color spray* 3 times per day
- *Continual light* once per round
- *Control temperature* (10' radius) once per round
- *Cure disease* twice per day
- *Cure light wounds* once per round (only usable twice per day on the same person, by touch)
- *Dancing lights* once per round
- *Detect charm* always
- *Detect evil* always
- *Detect magic* always
- *Dispel illusion* once per round (as 40th level spellcaster, by spreading its wings and crying aloud)
- *Dispel magic* once per round (as 40th level spellcaster, by spreading its wings and crying aloud)
- *Duo-dimension* once per day
- *Exorcise* once per round (as 40th level caster, by dancing, effective against anything except powerful artifacts and relics)
- *Find the path* once per day
- *Find traps* once per round
- *Fire charm* once per round
- *Fire quench* once per day
- *Fire seeds* once per day
- *Fire shield* once per round
- *Fire storm* once per day
- *Heat metal* 3 times per day
- *Improved invisibility* once per round
- *Incendiary cloud* once per week
- *Misdirection* once per round
- *Neutralize poison* once per day
- *Polymorph self* 3 times per day
- *Produce fire* once per round
- *Protection from evil* 10' radius always
- *Pyrotechnics* once per round
- *Reincarnate* once per day
- *Remove curse* once per round
- *Remove fear* (10' radius) once per round
- *Snake charm* once per round
- *Veil* once per day
- *Wall of force* once per day

A phoenix can cause droplets of blood that it has shed to explode in flames; each will cause 1d8 h.p. of damage to all creatures and ignite flammable materials in a 5' radius. One such blood droplet will exist in the area of the melee for every 5 points of damage the phoenix has taken.

As an act of last resort, a phoenix can cause itself to burst into flames in a vast cloud some 20' high, 50' wide, and 80' long. Any creature within that area will take 2d6+40 h.p. of damage. In addition, any creature who remains in the area of the explosion will take 20 h.p. on the first round following it, 40 h.p. on the following round, 20 h.p. on the round after that, and then the cloud will obscure vision for 1d6 rounds. Each creature in the area of effect is entitled to a saving throw vs. spells every round; success indicates they only take half damage on that and all subsequent rounds (once a successful saving throw is made, no further saves take place). Once the dust settles from the explosion, all that will be left of the phoenix is a ruby egg, from which a new phoenix will hatch in 20 days. Phoenixes will always cause such an explosion before they die, if they are at all able. If they are slain before being able to initiate the explosion, they do not burst into flames on their own.

Phoenixes can only be harmed by weapons with a +3 or greater enchantment. They are immune to the *psychic strike*.

Appearance: Phoenixes look like large peacocks, with longer beaks and purple, red, and orange plumage. Their talons and claws are blue. They speak their own language, that of any bird or avian creature, and can communicate with other creatures with a limited sort of telepathy/empathy.

Planetar

Number	1
Morale	+20
Hit Dice	20d12 (144 h.p.)
Armor Class	-7
Move	150'/min. , 240'/min. (swimming), 480'/min. (flying - good)
Magic Resistance	M
No. of Attacks	3
Damage	Per weapon type +3
Defenses	Magic use
Attacks	Magic use
Weaknesses	Unholy water
Size	L (8 1/2')
Intelligence	20
Alignment	Chaotic good
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	60,000 + 35/h.p.

General: Planetars inhabit the plane of Olympus, where they are second only to solars and true deities in power. There are at least 100 planetars. They are active in the fight to spread both individual freedom and good throughout the cosmos, fighting the forces of evil and law (or as they refer to it, oppression). They will sometimes combine forces with the devas in order to combat some great threat, but each planetar is his own master. This does not prevent them from voluntarily entering into service with some deity, either on a permanent or short-term basis, when they deem it worthy and/or necessary to do so.

If slain on the material plane, they will return to Olympus to reform a material body, which is a process that takes 40 years. They have an effective CHA score of 21.

Combat: Planetars attack with weapons, usually a *bastard sword defender* and of *wounding +4* which can only be wielded by a planetar. Each has the equivalent of a 19 STR score (+3 "to hit" and +7 to damage), a 21 WIS score, and a 21 DEX score (-4 to initiative, +4 "to hit" with missiles). They function as both 7th level clerics and 7th level druids (with appropriate bonuses for their 21 WIS) and have the following additional powers:

- *Animate object* once per day
- Become *astral* once per round
- Become *ethereal* once per round
- *Blade barrier* 3 times per day
- *Commune* once per round
- *Continual light 10' radius* once per round
- *Control weather* once per day
- *Cure blindness* once per round
- *Cure deafness* once per round
- *Cure disease* once per round
- *Cure light wounds* once per round
- *Detect evil* automatically
- *Detect illusion* automatically
- *Detect invisibility* automatically
- *Detect lie* automatically

- *Detect magic* automatically
- *Detect traps* automatically
- *Dispel evil* 3 times per day
- *Dispel illusion* 7 times per day
- *Dispel magic* 3 times per day
- *Earthquake* once per day
- *Empathy* once per round
- *ESP* once per round
- *Feather fall* once per round
- *Feeblemind* once per day
- *Fire storm* once per day
- *Flame strike* 3 times per day
- *Gate* once per day:

Creature Gated (planetary's choice)	Number
Astral deva	1d3
Monadic deva	1d4
Movanic deva	1d6

- *Heal* 3 times per day
- *Holy word* once per day
- *Improved invisibility 10' radius* once per round
- *Insect plague* once per day
- *Know alignment* automatically
- *Limited wish* once per day
- *Polymorph any object* once per round
- *Polymorph self* once per round
- *Protection from evil 40' radius* automatically
- *Psychic strike* 7 times per day
- *Raise dead* 3 times per day
- *Read magic* once per round
- *Remove curse* once per round
- *Remove fear* once per round
- *Resist cold* once per round (with twice normal effectiveness)
- *Resist fire* once per round (with twice normal effectiveness)
- *Restoration* once per day
- *Shape change* once per day
- *Speak with animals* once per round
- *Speak with dead* once per round
- *Summon* 1d2 androsphinxes once per day
- *Symbol (any)* once per day
- *Telekinesis* once per round (600 lbs. limit)
- *Teleport without error* once per round
- *Tongues* once per round
- *True seeing* 3 times per day
- *Water walk* once per round
- *Weather summoning* once per day
- *Wind walk* 7 times per day

Planetars are immune to gas, *magic missile*, petrification, and poison. They are further immune to energy level loss, *beguilement*, *charm*, *confusion*, *domination*, *feeblemind*, or having their souls imprisoned or trapped in any way. Only weapons with a +4 or greater enchantment can harm them, and they regenerate 4 h.p. per round. They get a +5 bonus to all surprise rolls.

Appearance: Planetars look like handsome and muscular humans with great falcon-like wings. They are hairless, their skin is gleaming milky white, and their eyes are bright and shining orbs. They speak common as well the Celestial Tongue.

Qarin

Number	1 (90% chance), 1d4+1 (10% chance)
Morale	+9
Hit Dice	8d10
Armor Class	3
Move	90'/min., 150'/min. (flying - good), 60'/min. (burrowing)
Magic Resistance	Standard
No. of Attacks	1
Damage	3d6
Defenses	Magic use, immune to earth magic
Attacks	Magic use
Weaknesses	Holy water
Size	L (8-11' tall)
Intelligence	5-12
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	1,600 + 12/h.p.

General: Qarins come from the elemental plane of earth, and are classified as "genies" along with djinn, marids, etc. They hate most other races of genies, but get along tolerably with efreeti. Qarins are sometimes found on the material plane, where they come to work mischief, or to which they have been summoned and forced to serve some master. They are wicked in the extreme and will resent any service to which they are forced, trying to undo their master through the most literal interpretation of his commands.

Qarins are able to carry great loads when flying or walking, but are prone to tiring and must rest for 1 hour before continuing:

Weight (lbs.)	Carrying Time Before Rest is Needed
0 - 500	n/a
501 - 600	80 min.
601 - 700	70 min.
701 - 800	60 min.
801 - 900	50 min.
901 - 1,000	40 min.
etc.	etc.

Qarins can move through natural earth (but not worked stone) as mortals move through the air, but are unable to bring living creatures with them as they do so.

Combat: Qarins attack with their hands. In addition, they have the following powers:

- *Change self* once per day
- *Detect good* once per day
- *Detect magic* once per day
- *Dig* 6 times per day
- *Gaseous form* once per day
- *Invisibility* once per day
- *Limited wish* once per day (granting someone else's wish, but always in such a way as to harm the wisher through unintended consequences)
- *Misdirection* once per day
- *Passwall* once per day
- *Rock to mud* 3 times per day
- *Spectral force* once per day
- *Wall of stone* once per day

Qarins take double damage from holy water (2d6+2 h.p. for a direct hit, 4 h.p. from a splash). They are immune to all earth-based attacks or spells which affect the earth (such as earthquake, etc.).

Appearance: Qarins appear human, although taller than normal, muscular and attractive, although with a somewhat sinister cast to their expression. They speak the languages of genies and the Earthen Tongue, as well as the common tongue.

See also: djinni (p. 384), efreet (p. 388), jann (p. 135), and marid (p. 406).

Quasi-Elemental

Quasi-elementals hail from the eight quasi-elemental planes: lightning, steam, radiance, mineral, vacuum, salt, ash, and dust, which are adjacent to either the positive or negative energy planes and one of the four elemental planes (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 quasi-elemental is; spells bring 16d10 hit die quasi-elementals, staves bring quasi-elementals with 8d10 hit dice, and other devices bring 12d10 hit die quasi-elementals.

Quasi-elementals can be summoned by the same means as elementals native to either of the adjoining planes are. Thus, a *staff of summoning air elementals* could also be used to attempt to summon either a lightning or vacuum quasi-elemental. When attempting to summon a quasi-elemental, there is a 5% chance per level of the summoner that the attempt will be successful. Otherwise, there is a 50-50 chance that either an entropoid or extropoid (as appropriate to the sort of quasi-elemental being summoned), or the regular elemental usually summoned by such means used will come instead. Example: A 11th level mage is attempting to conjure a salt elemental using the spell *conjure elemental*. He has a 55% chance of success. He rolls a 76, and fails to summon the salt elemental. The game master then rolls to determine whether an entropoid or water elemental appears in its place. Note that extropoids and entropoids are not subject to control by the same sort of magic that summons and controls elementals.

Like regular elementals, quasi-elementals brought to the material plane will resent being so summoned, and will actively seek to escape. Thus, the one summoning the quasi-elemental must concentrate on controlling it. Failure to do so will mean the quasi-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 quasi-elemental, if the caster explicitly states he is using the spell to disrupt the conjurer's control rather than the quasi-elemental itself. If he fails, however, the elemental in question will become aware of the attempted takeover and will seek out that caster if it becomes uncontrolled. The quasi-elemental in question will also be boosted in power to 10 h.p. per hit die.

Quasi-elementals are immune to poison.

Ash Quasi-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	+1 (or better) weapon to harm, half damage from fire/heat
Attacks	Suffocation, scorching
Weaknesses	Water
Size	L
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	5,850 + 15/h.p.



General: Ash quasi-elementals are native to the quasi-elemental plane of ash. They can be summoned by any of the means that would normally summon a fire elemental; failure could result in an entropoid arriving instead. They are occasionally drawn to the material plane by immense forest fires and certain volcanic eruptions.

Combat: Ash quasi-elementals attack by enveloping their prey in their own bodies, choking them with the burning hot ashes that make up their being. Once struck, suffocation damage (2d8) is automatic on subsequent rounds unless the victim leaves the range of the quasi-elemental (roughly a 10' radius around a central point) or makes a saving throw vs. breath weapon. A new saving throw is required every round. All creatures within the body of the ash quasi-elemental take 1d8 h.p. of scorching damage per round. Being within the body of the creature is required in order to be "in melee".

Ash quasi-elementals take half damage from all fire and heat-based attacks. Water-based attacks do double damage against them. They are harmed only by weapons with a +1 or greater enchantment.

Appearance: Ash quasi-elementals are swirling clouds of burning embers, partly red-hot, partly black, partly white-gray. They speak their own language but can understand common.

Dust Quasi-Elemental

Number	1
Morale	+3
Hit Dice	8d10 - 16d10
Armor Class	2
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d6
Defenses	+1 (or better) weapon to harm, immune to earth and normal missiles
Attacks	Choking
Weaknesses	Water
Size	L
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	5,850 + 15/h.p.



General: Dust quasi-elementals are native to the quasi-elemental plane of dust. They can be summoned by any of the means that would normally be used to summon an earth elemental; failure could result in an entropoid arriving instead.

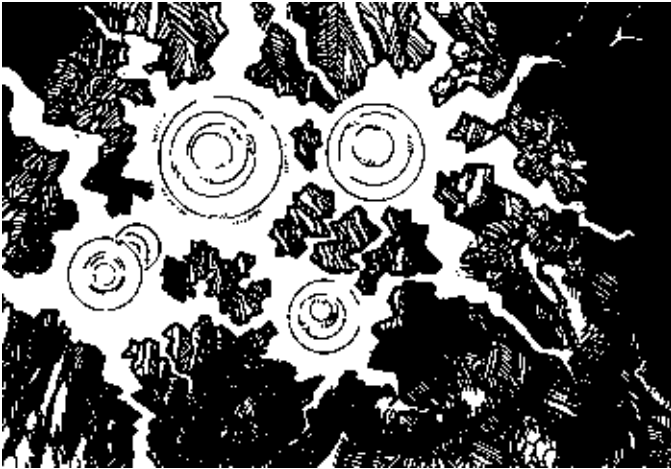
Combat: Dust quasi-elementals attack by sending forth plumes of dust from their own bodies, slamming into enemies with great force. Any creature that requires air to breathe must also make a saving throw vs. breath weapon; failure indicates they have breathed in a lungful of the cloying dust and will spend the next 1d3+1 rounds coughing and retching, essentially incapacitated (no movement beyond 10'/min., no spellcasting, and no attack possible). If the same creature is successfully choked three rounds in a row, it will suffocate and die at the end of the third round.

Dust quasi-elementals take half damage from earth-based attacks. Non-magical missiles will simply pass through them, doing no damage. Water-based attacks do double damage. Only weapons with a +1 or greater enchantment can harm a dust quasi-elemental.

Appearance: Dust quasi-elementals are great clouds of swirling dust. They speak their own language but can understand common.

Lightning Quasi-Elemental

Number	1
Morale	+3
Hit Dice	8d10 - 16d10
Armor Class	2
Move	180'/min. (flying - perfect)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6+1 per hit die
Defenses	+1 (or better) weapon to harm
Attacks	Ball lightning
Weaknesses	Water
Size	L
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	5,850 + 15/h.p.



General: Lightning quasi-elementals are native to the quasi-elemental plane of lightning. They can be summoned by any of the means that would normally summon an air elemental; failure could result in an extropoid arriving instead. They will occasionally enter the material plane on their own during violent thunderstorms, which they use as opportunities to reproduce and feed.

Combat: Lightning quasi-elementals attack with blasts of electricity. In addition, they can discharge a globe of ball lightning which will last for a number of rounds equal to the number of hit dice the lightning quasi-elemental possesses. The globe will move towards the nearest creature with either 200 lbs. in weight or greater, or with a large quantity of conductive metal on his person (such as armor or weapons). Once per round, it will discharge a bolt of electricity doing either 1d4, 1d6, or 1d8 h.p. of damage, depending on the number of hit dice the quasi-elemental possesses.

Lightning quasi-elementals can only be harmed by weapons with an enchantment of +1 or greater. Any metallic weapon striking one will convey an additional 1d4 h.p. of electrical damage to the wielder. They are immune to electrical and lightning attacks and suffer half damage from fire and acid. Water-based attacks (including snow and ice), on the other hand, will automatically inflict double damage on a lightning quasi-elemental, and each gallon of water poured on them will cause 1d8 h.p. of damage. Even ordinary rain will cause 2 h.p. of damage per round.

Appearance: Lightning quasi-elementals are crackling orbs surrounded by discharges of electricity. They speak their own language but can understand common.

Mineral Quasi-Elemental

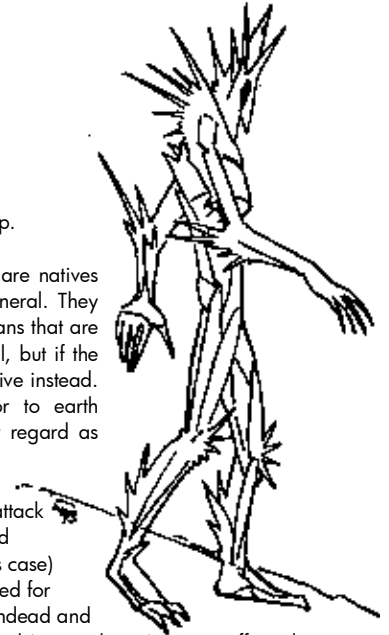
Number	1
Morale	+3
Hit Dice	8d10 - 16d10
Armor Class	2
Move	90'/min., 150'/min. (burrowing)
Magic Resistance	Standard
No. of Attacks	1
Damage	3d6
Defenses	+1 (or better) weapon to harm, immune to electricity and water, half damage from earth-based attacks
Attacks	Cutting
Weaknesses	Sound
Size	L
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	5,850 + 15/h.p.

General: Mineral quasi-elementals are natives of the quasi-elemental plane of mineral. They can be summoned by the same means that are used to summon an earth elemental, but if the attempt fails an entropoid could arrive instead. They consider themselves superior to earth elementals of all sorts, whom they regard as "debased lumps of rock."

Combat: Mineral quasi-elementals attack with their sharp fists. Any unarmored creature (shields do not count in this case) struck will suffer a gash that will bleed for 1d6 h.p. on the following round. Undead and other creatures that do not have blood (or circulation) are not affected.

Mineral quasi-elementals take half damage from earth-based attacks and are immune to electricity and water-based attacks. Sound-based attacks cause them double damage. Like earth elementals, mineral quasi-elementals cannot cross water; they must tunnel beneath the bottom of any body of water and come up on the other side.

Appearance: Mineral quasi-elementals are vaguely humanoid in appearance, consisting of a brilliant array of crystals, many with very sharp edges, in a myriad of colors. They speak their own language but can understand common.



Radiance Quasi-Elemental

Number	1
Morale	+3
Hit Dice	8d10 - 16d10
Armor Class	2
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	3d6
Defenses	+1 (or better) weapon to harm, immune to heat and electricity, half damage from cold
Attacks	Heat, blinding
Weaknesses	Water
Size	L
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	5,850 + 15/h.p.

General: Radiance quasi-elementals are native to the quasi-elemental plane of radiance. They can be summoned by the same means used to summon a fire elemental. If the attempt fails, however, an entropoid may come through instead.

Combat: Radiance quasi-elementals attack enemies with a blast of pure heat and intensely bright light. An attack from a radiance quasi-elemental will set flammable objects ablaze, and magic items must make a saving throw vs. normal fire. Any creature attacked by a radiance quasi-elemental must make a saving throw vs. wands or be blinded for 3d4 rounds. Any creature attacking a quasi-elemental must either have some shielding for its eyes (fighting blind, with all the penalties attendant thereto) or it must make a similar saving throw with a +1 bonus, with failure meaning it must or suffer the same effect.

Radiance quasi-elementals are not affected by heat- or electrical-based attacks. Cold-based attacks do half damage against them, but water-based attacks will have full effect and will douse their ability to blind enemies for 1d6 rounds. 30 gallons of water in a single round is required to do so; the attack of a water elemental, water galla, etc. will do so as well.

Appearance: Radiance quasi-elementals are solid balls of flame that are incredibly bright, far brighter than any conventional flame. They speak their own language but can understand the common tongue.



Salt Quasi-Elemental

Number	1
Morale	+3
Hit Dice	8d10 - 16d10
Armor Class	2
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	3d6
Defenses	+1 (or better) weapon to harm, immune to water
Attacks	Dehydration
Weaknesses	None
Size	L
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	5,850 + 15/h.p.



General: Salt quasi-elementals are native to the quasi-elemental plane of salt. They are summoned to the material plane by the same means as water elementals, but if the attempt fails, an entropoid may arrive in its place.

Combat: Salt quasi-elementals attack with their fists. Any water-based creature (water elemental, water galla, etc.) will automatically suffer maximum damage as the salt quasi-elemental draws out its water. Living creatures must make a saving throw vs. poison or suffer an additional 1d6 h.p. of damage as water is drained from their cells. Non-living creatures such as undead, golems, etc. are not affected by this dehydration attack, nor are elemental creatures other than those of water.

Salt quasi-elementals are only harmed by weapons with a +1 or greater enchantment. Water-based attacks do them no harm.

Appearance: Salt quasi-elementals are humanoid crystalline creatures made of rock salt. They speak their own language but can understand common.

Steam Quasi-Elemental

Number	1
Morale	+3
Hit Dice	8d10 - 16d10
Armor Class	2
Move	180'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	4d8
Defenses	+1 (or better) weapon to harm, immune to heat and water
Attacks	Scalding
Weaknesses	Cold
Size	L
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	5,850 + 15/h.p.

General: Steam quasi-elementals are native to the quasi-elemental plane of steam. They are summoned in the same way that water elementals are, but if the attempt fails an extropoid may be summoned instead.

Combat: Steam quasi-elementals attack by shooting great gouts of steam from their own bodies at enemies. Creatures which are immune to fire only take 1d8 h.p. of damage. Creatures without armor, heavy clothing, or a notably tough hide (like an elephant, giant turtle, etc.) must make a saving throw vs. breath weapon. Failure means that all 1's and 2's rolled for the elemental's damage become 3's, due to the scalding nature of its attack.

Steam quasi-elementals can only be struck by weapons with a +1 or better enchantment. Heat- or water-based attacks do no damage to them, but cold-based attacks will do maximum damage.

Appearance: Steam quasi-elementals are coherent clouds of steam. They speak their own language but can understand common.

Vacuum Quasi-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	+1 (or better) weapon to harm, immune to cold and sound
Attacks	Asphyxiation, chill
Weaknesses	None
Size	L
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	5,850 + 15/h.p.



General: Vacuum quasi-elementals are native to the quasi-elemental plane of vacuum. They can be summoned by the same means used to summon air elementals, but if the attempt fails an entropoid may come in its stead.

Combat: Vacuum quasi-elementals attack by enveloping enemies in their bodies, exposing them to both hypoxia and the icy chill of space. They will most often move with one target creature, keeping it within their own body; a successful "to hit" roll is only required each round if the victim is attempting to escape (by running, zig-zagging, etc.). Living creatures will asphyxiate according to the rules for holding one's breath in the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit. Undead and other non-living constructs such as golems are not affected by this attack. No speech can take place within a vacuum quasi-elemental, so spells requiring incantations cannot be cast, magic items requiring command words cannot be used, etc., by those trapped within it.

Vacuum quasi-elementals are unharmed by weapons with less than a +1 enchantment, and are immune to all sound and cold-based attacks.

Appearance: Vacuum quasi-elementals appear as an undulating zone of darkness which radiates a chill in the air. They speak their own language but can understand common.

Ranian

The ranians are native to the plane of Limbo, and are mostly batrachian (frog-like) in form and appearance. They can be found on the material plane on some mission for their inscrutable and chaotic masters, or having been summoned there by some magical effect. Ranian masters, if summoned to the material plane, will simply swallow the summoner and return to Limbo. All ranians speak a common language and refuse to recognize any other, preferring to use their innate telepathic powers to communicate with "lesser" beings. Each ranian has a unique name that can be used to control or command it via various spells.

Ranian lords have all the powers of lesser deities, as detailed in Appendix E.

Ranian symbols: Each ranian (with the exception of the masters) has embedded in its forehead a special sort of jewel, instantly identifiable by any ranian, who will attempt to slay any non-ranian who holds it. If it is removed from a given ranian, the symbol can be used to compel it to service, fulfilling three tasks, at the end of which time the symbol will instantly and magically return to its proper place in the ranian's forehead (except for pearl ranians; see below). When that happens, the ranian will attempt to destroy the one who was so impudent as to attempt to command it, unless it is immediately provided with some great payment (either humans or demi-humans to take back to Limbo in slavery, or a great magical or mundane treasure). The symbol jewels may be removed from the forehead of a ranian by means of one of the following spells (the ranian in question must be within 90' for the process to work, or 180' for a wish spell):

- *Alter reality* (68% chance of success, otherwise the ranian in question will be enraged and attack the caster)
- *Holy word*
- *Limited wish* (45% chance of success, and if it fails the ranian who was targeted will attack the caster with berserk fury)
- *Mind blank*
- *Power word: stun*
- *Trap the soul*
- *Wish*

All ranians speak their own language as well as the common tongue.

Emerald Ranian

Number	1d6
Morale	+8
Hit Dice	9d10
Armor Class	3
Move	90'/min.
Magic Resistance	J
No. of Attacks	3
Damage	1d6+2/1d6+2/2d8
Defenses	+1 (or better) weapon needed to harm
Attacks	Magic use
Weaknesses	None
Size	L (7')
Intelligence	9
Alignment	Chaotic neutral
Treasure Type	VII
Treasure Value	4d8+15x1,000
Magical Treasure	1d12 items (20%)
X.P. Value	4,350 + 14/h.p.

General: Emerald ranians are frequent travelers in the various planes, and can be found throughout the material, astral, and ethereal planes. If a emerald ranian is slain, but its symbol is not destroyed, 24 hours later it will be reborn as a sapphire ranian. It will remain in that form for a year and a day, after which time it will return to its green form.

Combat: Emerald ranians attack with their two clawed forelimbs and bite. They have the equivalent of 18/76 strength, and only weapons with a +1 or greater enchantment can wound them. In addition, they can use the following magical powers, as indicated:

- *Continual darkness 15' radius* once per round
- *Delayed blast fireball* (12d6) once per day
- *Detect invisibility* once per round
- *Detect magic* once per round
- *ESP* once per round
- *Fear* once per round
- *Gate* in other ranians once per hour:

Die Roll (d%)	Result of Gate
01-17	Sapphire ranian
18-33	Emerald ranian
34-50	Ruby ranian
51-00	No effect

- *Locate object* once per round
- *Polymorph self* once per round
- *Produce flame* once per round
- *Telekinesis* (125 lbs.) once per round

Appearance: An emerald ranian appears as a humanoid frog with razor-sharp talons. The skin is pale green with gray streaks. Note that it can change its form into that of a human should it desire to do so. The gem-symbol is an emerald worth 5,000 g.p.

Moonstone Ranian

Number	1d2
Morale	+10
Hit Dice	10d10
Armor Class	1
Move	120'/min.
Magic Resistance	K
No. of Attacks	3 or 2
Damage	2d4+2/2d4+2/2d8
Defenses	+1 (or better) weapon needed to harm, magic use
Attacks	Magic use
Weaknesses	None
Size	M (6')
Intelligence	14
Alignment	Chaotic neutral
Treasure Type	Special
Treasure Value	5d6 g.p. (70%) or p.p. (30%)
Magical Treasure	1d2 items
X.P. Value	6,200 + 16/h.p.

General: Moonstone ranians, sometimes called "the executioners" are often found on the material plane undertaking some mission for their masters. When on the material plane they will be in human form (see below) and have a minimum charisma of 12.

Combat: In ranian form, moonstone ranians attack with their two clawed forelimbs and bite. When in human form, they get two attacks per round with a sword. There is a 25% chance they will be armed with a powerful magical weapon such as a *sword of wounding* or a *flame tongue*. They have 18/00 strength, and thus get a bonus of +3 "to hit" and +6 to damage when they strike with a sword. In addition, they can employ the following magical powers, as indicated:

- *Advanced Illusion* once per round
- *Astral spell* at will (themselves only)
- *Darkness 15' radius* (or less) once per round
- *Enchant an item*
- *Fear* once per round
- *Flame strike* once per round
- *Gate* in other ranians once per day:

Die Roll (d%)	Result of Gate
01-60	1d3 moonstone ranians
61-00	No effect

- *Infravision* (60' range) once per round
- *Invisibility* once per round
- *Know alignment* once per round



- *Lightning ball* (8d6+6 h.p. of damage) once per round
- *Power word: blind* once per day
- *Shape change* (into human form) once per round
- *Psychic strike* 3 times per day
- *Symbol of pain or fear* once per day
- *Wind walk* once per round

They are only harmed by magical weapons and are immune to cold-based attacks and *disintegration*.

Appearance: Moonstone ranians look like humanoid frogs with sharp talons. Their skin is a light gray. In human form they will be handsome and eschew armor; they will always be in human form when on the material plane. The gem-symbol is a moonstone worth 100 g.p.

Onyx Ranian

Number	1d2
Morale	+12
Hit Dice	15d10
Armor Class	-4
Move	120'/min.
Magic Resistance	○
No. of Attacks	3 or 2
Damage	3d6/3d6/2d10 or per weapon type
Defenses	+2 (or better) weapon needed to harm
Attacks	Magic use, level drain
Weaknesses	None
Size	M (6')
Intelligence	18
Alignment	Chaotic neutral
Treasure Type	VIII
Treasure Value	4d6x10,000
Magical Treasure	4d3 items (50%)
X.P. Value	13,250 + 20/h.p.

General: The onyx ranians are, aside from the masters, the most powerful and feared amongst the ranians. They are sometimes referred to as "the lesser masters" because they are so powerful. When on the material plane they will be in human form (see below).

Combat: When in ranian form, onyx ranians attack with their two clawed forelimbs and bite. The bite of an onyx ranian will drain 1d3 experience levels from the victim (the victim is entitled to a saving throw vs. magic to avoid this). When in human form (see below) they will fight with some powerful enchanted sword (*sword of sharpness*, *frost brand*, etc.) twice per round. They are wounded only by weapons with a +2 or greater enchantment. In addition, they can use the following magical powers as indicated.

- *Advanced Illusion* once per round
- *Astral spell* once per round (but no one else can be brought along on the journey)
- *Cloudkill* at will
- *Darkness 15' radius* once per round
- *Detect invisibility* once per round
- *Detect magic* once per round
- *ESP* once per round
- *Fear* once per round
- *Gate* in one other ranians once per round:

Die Roll (d%)	Result of Gate
01-23	Sapphire ranian
24-45	Emerald ranian
46-67	Moonstone ranian
68-90	Ruby ranian
91-00	No effect

- *Psychic strike* 4 times per day
- *Fireball* (8d6 damage) once per day
- *Flame strike* once per round
- *Invisibility* once per round
- *Locate object* once per round
- *Phantasmal killer* once per day
- *Power word: stun* once per day
- *Shape change* at will (into human form)
- *Symbol (any)* once per day
- *Unholy word* once per day
- *Weakness* at will
- *Wind walk* at will

Appearance: Onyx ranians are, like most ranians, humanoid frogs with sharp claws. Their skin is a uniform dark gray in color. When encountered on the material plane, however, they are invariably in human form. The gem-symbol is an onyx worth 100 g.p.

Pearl Ranian

Number	1
Morale	-1
Hit Dice	2d8
Armor Class	3
Move	60'/min., 90'/min. (jump)
Magic Resistance	E
No. of Attacks	3
Damage	1d2/1d2/1d4
Defenses	Magic use, regeneration, +1 (or better) weapon to harm
Attacks	Magic use
Weaknesses	None
Size	S (2')
Intelligence	6
Alignment	Chaotic neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	110 + 3/h.p.

General: Pearl ranians (also known as "white ranians") are found in untold numbers in Limbo, where they are used as messengers and minor servitors for more powerful ranians. They are usually found on the material plane in the role of a familiar for some spellcaster. In such cases, the mage or cleric has the pearl gem-symbol embedded in his own forehead (an outcome of the *find familiar* spell), which compels the pearl ranian to serve as a familiar until its own death or that of its master. Pearl ranians afford their masters the following powers:

- A telepathic link, through which the spellcaster can see and hear everything the ranian does, within a range of 1 mile
- Magic resistance the same as that of the ranian, when within 10'
- When the ranian is within 1 mile, the master gains one experience level. When further away, the master loses an experience level (an actual level, not just the one gained when the familiar is close)
- If the pearl ranian is slain, the master loses 4 experience levels (bringing him to a minimum of 1st level)

- Master becomes insane when the familiar is within 50' (choose type randomly, but it will be the same type each time), as a result of its chaotic nature impacting the psychic link between master and familiar
- Once per week, the master can commune (as per the spell) with the lords of Limbo through his familiar; 5 questions are allowed

As a familiar, the pearl ranian can *change self* into the form of either an ordinary looking frog or lizard, but in all cases will be pale in color. When the master is slain, the pearl ranian will snatch the pearl, containing his former master's soul, instantly and return to Limbo with it.

Combat: Pearl ranians attack with their clawed forelimbs and bite. They can only be harmed by weapons with a +1 or greater enchantment. They can regenerate 1 h.p. per round, and have the following powers:

- *Darkness 10' radius* once per round
- *Detect law* once per round
- *Detect magic* once per round
- *Invisibility* once per round

Appearance: Pearl ranians are humanoid, with notably batrachian features and pale fishbelly-white skin. The gem-symbol is a pearl worth 50 g.p.

Ruby Ranian

Number	3d6
Morale	+4
Hit Dice	7d8
Armor Class	6
Move	60'/min., 90'/min. (hopping, max. 1 hour)
Magic Resistance	G
No. of Attacks	3
Damage	1d4/1d4/2d8
Defenses	Regeneration
Attacks	Magic use
Weaknesses	None
Size	L (8')
Intelligence	6
Alignment	Chaotic neutral
Treasure Type	XV
Treasure Value	1d8+3x1,000
Magical Treasure	1d6 items, no weapons (10%)
X.P. Value	875 + 8/h.p.

General: Ruby ranians are at the bottom of the ranian social structure, and are often sent to the material plane on missions for their betters, often in search of humans and demi-humans to enslave and return to Limbo.

Combat: Ruby ranians attack with their claws and bite. In addition, their claws are envenomed; venom will be injected into a victim on a successful claw attack 40% of the time. If that happens, the victim must make a saving throw vs. poison or die in 3d12 hours. The venom can be neutralized for 2d6 days by means of an *alter reality*, *barkskin*, *cure disease*, or *slow poison* spell. It can be removed entirely by means of a *limited wish* or *wish*. *Cure poison* will not affect it. In addition, ruby ranians can use the following magical powers as indicated.

- *Gate* in other ranians twice per day

Die Roll (d%)	Result of Gate
01-35	1d2 ruby ranians
36-00	No effect

- *Power word: stun* once per day

Ruby ranians regenerate 3 h.p. per round.

Appearance: Ruby ranians look like humanoid frogs with brick-red skin with gray spots. The gem-symbol is a ruby worth 10,000 g.p.

Sapphire Ranian

Number	2d6
Morale	+6
Hit Dice	8d10
Armor Class	5
Move	70'/min.
Magic Resistance	H
No. of Attacks	5
Damage	2d6/2d6/2d6/2d6/2d8
Defenses	None
Attacks	Magic use
Weaknesses	None
Size	L (10')
Intelligence	6
Alignment	Chaotic neutral
Treasure Type	VIII
Treasure Value	1d6x10,000
Magical Treasure	1d3 items (50%)
X.P. Value	2,000 + 12/h.p.

General: Sapphire ranians are relatively low in the ranian social order, and there is great rivalry between them and the rubies, as each is very conscious of their status vis-à-vis the others. A sapphire won't assist a ruby, or vice versa, unless it is absolutely necessary.

Combat: Sapphire ranians attack with their four claws and bite. They are able to employ the following magical powers as indicated.

- *Gate* in other ranians four times per day:

Die Roll (d%)	Result of Gate
01-20	Sapphire ranian
21-34	Emerald ranian
35-40	Ruby ranian
41-00	No effect

- *Hold person* once per round
- *Passwall* once per round
- *Telekinesis* (100 lbs.) once per round

Appearance: A sapphire ranian looks like a huge humanoid frog with razor-sharp claws and fangs. They are a dazzling electric blue in color with streaks of gray. The gem-symbol is a sapphire worth 5,000 g.p.



Ttipfen (Ranian Lord)

Number	Unique
Morale	+20
Hit Dice	16d12 (197 h.p.)
Armor Class	-6
Move	160'/min., 190'/min. (flying - good)
Magic Resistance	Q
No. of Attacks	3 or 1 or 3
Damage	2d8/2d8/2d8 or per weapon type or 3d6/3d6/2d12
Defenses	Regeneration, +3 (or better) weapon needed to harm
Attacks	Magic use, level drain
Weaknesses	None
Size	M
Intelligence	20
Alignment	Chaotic neutral
Treasure Type	VII
Treasure Value	5d6x10,000
Magical Treasure	3d12 items (20%)
X.P. Value	28,695 (material form), 286,950 (permanently slain)

General: Ttipfen, "lord of the insane", is arguably the most powerful of all Ranians. He is given to wandering the material plane to spread chaos, and can travel between planes like a deity. He freely uses his true name, but is so powerful that even with such an advantage few are able to overcome him.

Combat: Ttipfen's combat abilities vary with his form. In amoeba form, Ttipfen attacks with his three pseudopods, each of which has a range of 10'. A hit from any tentacle will cause the victim to lose 1d4 experience levels/hit dice (a saving throw vs. spells is allowed; success indicates only half as many levels are lost, rounded up). In human form, he uses the Black Sword (see below) and has a strength of 18/00 (+3 bonus "to hit" and +6 to damage). As a ranian, he attacks with his claws and bite. Regardless of form, Ttipfen is able to employ the following magical powers as indicated, in addition to those standard powers associated with lesser deities:

- *Astral spell* once per round (himself only)
- *Blink* once per round
- *Darkness 15' radius* (or less) once per round
- *Death spell* once per round
- *Dispel magic* (as a 32nd level caster) once per round
- *ESP* once per round
- *Fear* once per round
- *Flame strike* (double strength) once per round
- *Gate* in any one non-lord Ranian once per round, without fail
- *Locate object* once per round
- *Mass charm* once per round
- *Power word* (any) once per day
- *Psychic strike* 8 times per day
- *Shape change* once per round (between Ranian, amoeba, or human form)
- *Symbol of insanity* once per round
- *Ultravision* (60' range) once per round
- *Wish* (fulfilling another's) once per round

Ttipfen regenerates 3 h.p. per round. Only weapons of +3 or better enchantment can wound him.

Appearance: Ttipfen can assume any of three guises. On the material plane he will appear either as a human, without armor but wielding the dreaded Black Sword (see below), or a vast amoeba with the brain of a human visible through the viscous fluids of its body. The creature's pseudopods can stretch up to 10' to attack foes. On the plane of Limbo, Ttipfen appears as a humanoid

frog with gleaming skin of gold. He is able to change form between these shapes at will.

Black Sword: In human form, Ttipfen wields the *Black Sword*, a +4 broadsword. Any creature struck by it, in addition to taking normal damage, suffers the effects of a *power word: stun* spell.

Zhusm (Ranian Lord)

Number	Unique
Morale	+20
Hit Dice	16d12 (210 h.p.)
Armor Class	-7
Move	180'/min.
Magic Resistance	O
No. of Attacks	2
Damage	See below
Defenses	+3 (or better) weapon needed to harm
Attacks	Magic use
Weaknesses	None
Size	L (12')
Intelligence	20
Alignment	Chaotic neutral
Treasure Type	VII
Treasure Value	2d6x10,000
Magical Treasure	1d6 items (50%)
X.P. Value	28,950 (material form), 289,500 (permanently slain)

General: Zhusm, "lord of entropy" always appears in shadow. When on the material plane, he rides an ancient and huge brass dragon named Shkiv (whose alignment is chaotic neutral), and is able to command undead as a 13th level cleric.

Combat: Zhusm wields his terrible adamantine sickle, whose blade is supposedly inscribed with the true name of death. He is able to strike twice per round with his weapon. Any creature struck must make a saving throw vs. poison; failure indicates instant death, while success means the victim takes 6d6 h.p. of damage. It will not affect any Ranian lord or any other creature of demigod status or above. In addition, he can use the following magical effects as indicated, plus those powers applicable to a lesser deity:

- *Advanced illusion* once per round
- *Astral spell* once per round (himself only)
- *Blink* once per round
- *Darkness 15' radius* (or less) once per round
- *ESP* once per round
- *Flame strike* once per round
- *Gate* in any one non-lord ranian once per round, without fail
- *Phantasmal killer* once per round
- *Power word: kill* once per day
- *Psychic strike* 8 times per day
- *Sleep* once per round
- *Symbol* (any other than hopelessness) once per day
- *Symbol of fear* once per round
- *Symbol of hopelessness* once per round

Appearance: On the material plane, Zhusm appears as a tall black skeletal figure with bat-like wings. He always appears in shadow and rides a brass dragon as indicated above. In Limbo he appears as a huge humanoid frog with jet-black skin. There is no indication that he is able to assume his humanoid form in Limbo, or his ranian form in the material plane.

Retriever

Number	1
Morale	+14
Hit Dice	10d8
Armor Class	-2
Move	180'/min.
Magic Resistance	Standard
No. of Attacks	4
Damage	3d6/3d6/3d6/3d6
Defenses	None
Attacks	Eye beams
Weaknesses	Holy water
Size	L (12' at shoulder)
Intelligence	6
Alignment	Chaotic evil
Treasure Type	VII
Treasure Value	1d6x1,000
Magical Treasure	1d3 items (50%)
X.P. Value	4,950 + 14/h.p.



General: Retrievers are normally found in the Abyss, being the constructed demonic servitors of the Demon Prince Demoniarch. If one is encountered on the material plane, it will be on a mission for the demon lord or one of his vassals. This usually involves seizing some mortal and returning him to the Abyss for punishment. On occasion, demons have been known to mount howdahs on the backs of these creatures and use them as mounts.

Note that they are constructs and not, technically, demons. Thus they do not share all of the characteristics and powers of demons.

Combat: Retrievers attack with their four great foreclaws, which are tipped with huge chitinous cleavers. In addition, they can project magical beams from four of their six eyes. Each beam has a range of 60', can only be used once every 6 rounds, and will affect but a single target with each use:

- Fire (does damage equal to the current h.p. total of the retriever, save vs. dragon breath for half damage)
- Cold (same as fire, above)
- Lightning (same as fire, above)
- Transmutation (into mud, stone, gold, or lead – 25% chance of each)

Those transmuted into stone can be restored with a *stone to flesh* spell. Those turned into mud must first have a *mud to rock* spell cast upon them, and then

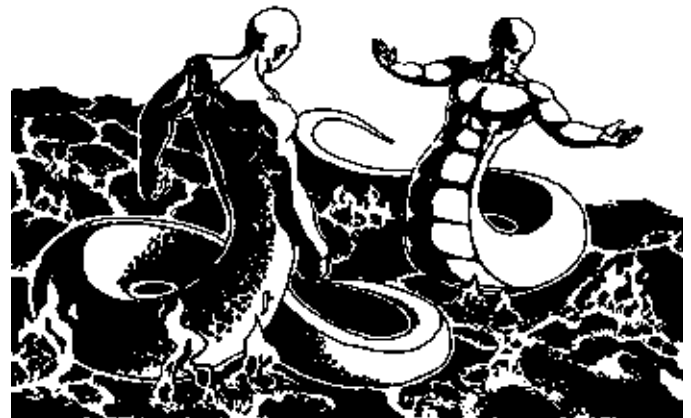
a *stone to flesh* spell. Those turned into gold or lead can only be restored by a *limited wish*, *wish*, or *alter reality* spell. The eye beams cannot be used in the same round as the creature's melee attack.

Any creature with 5 or fewer hit dice (or experience levels) must make a saving throw vs. magic or flee, when the retriever comes within 30'.

Appearance: Retrievers look like enormous spiders the size of elephants, with their four forelegs tipped with razor-sharp chitinous cleavers and six great eyes. They are black, and covered with patches of bristling hairs.

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 harm
Attacks	Heat
Weaknesses	Cold
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.

Appearance: 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. They speak the Firey Speech.

Sand Stalker

Number	1
Morale	n/a
Hit Dice	6d8
Armor Class	3
Move	120'/min.
Magic Resistance	F
No. of Attacks	1
Damage	2d12
Defenses	+1 (or better) weapons to wound
Attacks	"Kiss of death"
Weaknesses	None
Size	M
Intelligence	14
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	400 + 6/h.p.

General: Sand stalkers are native to the elemental plane of earth, but are often found on the material plane as a result of spells such as *sand stalker* and similar magic. They will, however, only attack creatures of good alignment.

If summoned to the material plane, a sand stalker will obey its master until it is released or is slain. It can track any prey that has passed nearby within 24 hours. If ordered to attack, nothing will prevent it from doing so except its 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: Sand stalkers attack with a sonic vibration (range 60'). If the creature is "in melee" it can press its lips against an enemy with a successful "to hit" roll, forcing the victim to make a saving throw vs. spells. Failure indicates the sonic vibration from the "kiss of death" has slain the victim. Only magic weapons with an enchantment of +1 or better can harm a sand stalker.

Appearance: Sand stalkers look like emaciated humans with bony fingers and toes. They are naked, but genderless. They speak the Earthen Speech but can understand the common tongue.

Sandman

Number	1d6
Morale	n/a
Hit Dice	4d8
Armor Class	3
Move	90'/min.
Magic Resistance	D
No. of Attacks	0
Damage	n/a
Defenses	Immune to non-magic missiles
Attacks	Sleep
Weaknesses	None
Size	M
Intelligence	9
Alignment	Neutral (evil)
Treasure Type	XV
Treasure Value	1d20x100
Magical Treasure	None
X.P. Value	215 + 4/h.p.

General: Sandmen are native to the elemental plane of earth, but are sometimes encountered in sandy desert regions of the material plane on inscrutable errands of their own. They will attack humans and demi-humans on sight.

Combat: Sandmen do not attack conventionally. However, any creature coming within 20' of the creature must make a saving throw vs. magic or fall into a deep sleep for at least 30 minutes. After that time, there is a 10% chance (non-cumulative) that the sleeper will awaken every ten minutes, and a 95% chance that he will awaken if violently disturbed. In addition, those struck by the sandman must make another saving throw or be put to sleep, each time the sandman scores a successful hit. Those put to sleep will be removed from the sandman's lair while they slumber, if applicable, but will not be otherwise harmed. Non-magical missiles simply pass through the sandman's body, doing no damage. Magical missiles do normal damage. Sandmen never check morale.

Appearance: The sandman appears as a humanoid of living sand. They speak the Earthen Speech.

Shadow Mastiff

See mastiff, shadow (p. 407).

Sparker

Number	6d4
Morale	+1
Hit Dice	1d10
Armor Class	0 (missile or non-metal weapons), 10 (metal weapons)
Move	90'/min.
Magic Resistance	H
No. of Attacks	1
Damage	10 h.p.
Defenses	+1 (or better) weapon to harm, immune to electricity, poison, paralysis, mind-affecting spells
Attacks	None
Weaknesses	None
Size	M
Intelligence	3
Alignment	Neutral
Treasure Type	XIII
Treasure Value	1d4 gems (15% chance per sparker)
Magical Treasure	None
X.P. Value	65 + 2/h.p.

General: Sparkers are native to the quasi-elemental plane of lightning. Swarms of them will sometimes come to the material plane during intense thunderstorms. Their sole purpose is to discharge the electrical energy they have stored up in their bodies, by shocking some living creature on the material plane, and thereby returning to their home plane. Once they have discharged their electrical attack, they disappear into a puff of inert dust.

On their home plane, they do not disappear once they have discharged, and are AC 0 against all attacks.

Combat: Sparkers attack by their touch, which inflicts 10 h.p. of electrical damage when it hits. They receive a +2 bonus "to hit" when attacking those wearing plated mail, plate armor, or jousting plate. Once they discharge their single attack, they disappear as noted above.

When sparkers are themselves attacked, they will have an AC of 10 if attacked by someone with a hand-held metal weapon such as a sword, mace, dagger, etc. If attacked by something with a wooden handle, such as a spear, club,

etc. or by a missile weapon they are AC 0. The reason for this is that if they are attacked by a hand-held metal weapon, they can discharge their own attack at the same time it hits, inflicting 10 h.p. on their own attacker and then disappearing. Thus, they allow such attacks on their person, just to be able to discharge.

Sparkers are immune to electrical attacks, poison, paralysis, and all mind-affecting spells. Only weapons with a +1 or greater enchantment will harm a sparker.

Appearance: Sparkers are humanoid in appearance, with sharp features and blue-white skin crackling with energy.

Solar

Number	1
Morale	+20
Hit Dice	20d12 (177 h.p.)
Armor Class	-9
Move	180'/min. (walking and swimming), 480'/min. (flying - good)
Magic Resistance	0
No. of Attacks	4
Damage	Per weapon type +12
Defenses	Magic use
Attacks	Magic use
Weaknesses	Unholy water
Size	L (10')
Intelligence	20
Alignment	Chaotic good
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	95,000 + 35/h.p.

General: Solars are native to the plane of Olympus, and are the most powerful champions of individuality and weal except for certain deities. There are some 24 solars at the very least, but none know their true numbers save themselves. On those occasions they feel it necessary to pledge their loyalty to some deity, they can be counted on to be unswervingly loyal. Each, though, charts its own course. They have infravision and ultravision to 240', and hearing and ordinary vision are twice as acute as those of normal humans.

Combat: Solars attack with weapons, and have an effective strength of 24 (+6 bonus "to hit" and +12 to damage). They each wield a *two-handed sword of sharpness and dancing* +5 (usable only by a solar), and carry special composite longbows with a range of 360 yards that fire *arrows of slaying* for whatever sort of creature is applicable. They have a dexterity score of 24, giving them a +5 bonus "to hit" with missile weapons, including their bow.

Each solar is a 12th level cleric, druid, mage, and illusionist. In addition, they have the following powers:

- *Animate object* 3 times per day
- *Antipathy/sympathy* 3 times per day
- *Astral spell* once per day
- *Commune* once per round
- *Confusion* 3 times per day
- *Control weather* once per round

- *Creeping doom* once per day
- *Cure (any sort)* once per round, by touch
- *Delude* once per round
- *Detect (any sort)*, at will
- *Dispel (any sort)*, once per round, by gaze
- *Earthquake* 3 times per day
- *ESP*, at will
- *Feather fall* once per round
- *Finger of death* once per day
- *Fire storm* once per day
- *Holy word* 3 times per day
- *Imprisonment* once per day
- *Improved invisibility* once per round
- *Instant summons* once per round (20 lbs. and 10' long max.)
- *Know alignment*, at will
- *Mass charm* 3 times per day
- *Permanency* 3 times per day
- *Polymorph any object* once per day
- *Polymorph self* once per day
- *Power word (any)* once per day
- *Prismatic spray* once per day
- *Psychic strike* 7 times per day
- *Read magic* once per round
- *Regenerate* once per day
- *Restoration* once per day
- *Resurrection* once per day
- *Shape change* 3 times per day
- *Sphere of protection from evil* (+3/-3 effect), *protection from normal missiles*, and *minor globe of invulnerability* combined, 70' radius, at will
- *Summon* 1d2 titans once per hour
- *Symbol (any)* 3 times per day
- *Telekinesis* once per round
- *Teleport without error* once per round
- *Tongues*, at will
- *Vanish* 3 times per day
- *Vision* once per day
- *Wind walk* 7 times per day
- *Wish* once per day

Solars take no damage from normal fire, half damage from magical fire (including red dragon breath). They are immune to acid, gas, *magic missile*, petrification, and poison. They are immune to *beguilement*, *charm*, *hold person/monster*, *confusion*, *domination*, *feeblemindedness*, and *paralyzation*. Their souls can never be imprisoned, and they can never be possessed or *magic jarred*. *Death spells* and death magic have no effect on them. They regenerate 7 h.p. per round.

If slain on a plane other than Olympus, the soul of a solar will immediately return there, reforming a material body after 70 years.

Appearance: Solars are handsome and muscular humanoids with two pairs of great red-gold falcon wings. Their skin is like copper, their hair a flowing bronze, and their voice both soothing and stern. They speak common and the Celestial Tongue.

Stench Kow

	Cow	Bull
Number	15d4	1 per 4 cows
Morale	+2	+4
Hit Dice	3d10	6d10
Armor Class	2	2
Move	150'/min.	150'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	2d4	4d4
Defenses	Stench, immunities	Stench, immunities
Attacks	Charge, trample	Charge, trample
Weaknesses	None	None
Size	L (6' high at shoulder)	L (6' high 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	150 + 4/h.p.	525 + 8/h.p.



General: Stench kows are native to the Nine Hells, but can be found in adjacent planes and as far away as Hades as well. They are uniquely adapted to the harsh environment of the lower planes, and their vast herds can be found grazing on the noxious grass and poisonous scrub of Hell. For every 5 stench kows encountered, 1 will be a bull, and a herd will also have 5d6 non-combatant calves.

Combat: Stench kows attack with their horns, which both cows and bulls have. If they have 10' or more between themselves and a target, they can charge; if successful they will do double damage and get a chance to do additional trampling damage. This extra damage requires a second successful "to hit" roll, but if it hits the kow will do an additional 2d6 h.p. of trampling damage.

Any creature within 5' of a kow must make a saving throw vs. poison. Failure indicates the victim is overcome with nausea for 2-5 minutes, in effect helpless and unable to move, fight, cast spells, etc. A saving throw must be made every 3 minutes the individual remains in proximity to a kow.

Stench kows are immune to poison, cold, and fire. It is thought their grazing on the poisonous weeds of Hell is what gives them their distinctive choking odor.

Appearance: Stench kows look like misshapen bison, with large humps over their shoulders and ugly swollen faces. They have orange skin and dull green mats of fur on their head and shoulders. Both cows and bulls have downward-pointing horns.

Tenebrous Worm

See worm, tenebrous (p. 437).

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	None
No. of Attacks	0
Damage	n/a
Defenses	None
Attacks	Mental drain
Weaknesses	None
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 their senses extend to the material, where they hunt for food. They are attracted to mental energy in all its forms, and feed thereupon, to the detriment of those whom they encounter.

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. Spellcasters	vs. Non-spellcasters
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 spellcaster is

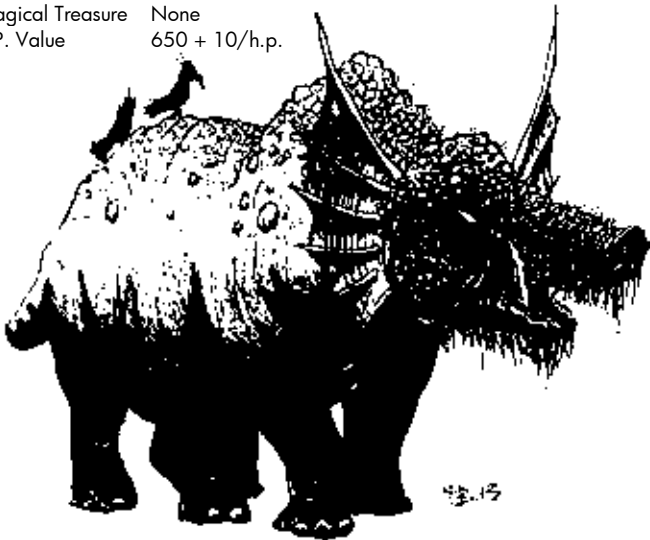
stripped of all memorized spells, then the thought eater will switch to consuming points of intelligence.

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.

Thunder Beast

Number	5d4
Morale	+6
Hit Dice	4d12 - 9d12
Armor Class	4
Move	90'/min., 180'/min. (charging)
Magic Resistance	Standard
No. of Attacks	1
Damage	2d6
Defenses	Bellowing
Attacks	Charge
Weaknesses	None
Size	L (12' at shoulder)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	650 + 10/h.p.



General: Thunder beasts are immense herd animals that can be found throughout the many layers of the Abyss, where their disgusting meat is used to feed the endless demonic hordes. They subsist on the foul vegetation and sewage-grade swamps of their native plane. Any given herd will have non-combatant calves equal in number to 50% of the number of adults.

Combat: Thunder beasts attack with a bite. If they have 20' between themselves and an enemy, however, they will charge and trample those who threaten the herd instead. The amount of damage depends on the hit dice of the thunder beast, which should be determined randomly for each beast in the herd, if it is not already known:

Die Roll (d6)	Hit Dice	Damage from Charge
1	4d12	4d4
2	5d12	5d4
3	6d12	6d4
4	7d12	7d4
5	8d12	8d4
6	9d12	9d4

When enraged or spooked, thunder beasts will begin to bellow, which causes their noxious breath to issue forth. After three rounds of such bellowing, the breath will form a cloud some 40' long, 20' high, and 20' deep. Any creature within the cloud who is not immune to odors will suffer a -2 penalty "to hit". The cloud will endure for 1d4 rounds after the bellowing stops.

Appearance: A thunder beast is as large as an elephant, with six thick legs, a pig-like head with large fan-like ears and a thick, short tail. They are dark yellow to dull green in color, with disgusting mottling and warty protrusions across their hide.

Time Elemental

	Common	Noble	Royal
Number	1 (1d4)	1 (1d4)	1 (1d4)
Morale	+14	+20	+26
Hit Dice	12d8 or 16d8	20d8	24d8 or 28d8
Armor Class	2	2	2
Move	10'/min.	10'/min.	10'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	3d4 or 4d4	5d4	6d4 or 7d4
Defenses	See below	See below	See below
Attacks	See below	See below	See below
Weaknesses	None	None	None
Size	S	S	S
Intelligence	12-16	18-20	20
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	3,000 + 20/h.p.	5,000 + 30/h.p.	8,000 + 30/h.p.

General: Time elementals are very special and rare creatures indeed, as there does not seem to be any actual elemental plane relating to time *per se*, at least that sages and savants have been able to determine. Whether they are native to the material plane, formed somehow out of the phenomenon of space-time itself, or some hitherto-unknown other plane is pure speculation. No known means of summoning or conjuring time elementals has yet been efficacious, and even the label "elemental" itself may be a misnomer in their case. Their motives are likewise inscrutable. What is known is that they are dangerous opponents if angered.

Combat: Time elementals attack by spraying their enemies with particles of accelerated time energy, which causes damage by aging, wear, and decay. When threatened, a time elemental can summon 1d4 instances of itself from other points in time. Damage done to one of them is inflicted on them all, however.

All time elementals have the power to move backwards, forwards, or sideways through time, up to 1 minute per number of hit dice, so they can generally avoid any confrontation they desire simply by moving themselves in time. They can also use this ability to intercept some fleeing or otherwise moving antagonist, having an effective movement rate of 10'/min. per number of hit dice. Thus, it is possible for a time elemental to actually appear in the way of a fleeing enemy before that enemy has turned to flee!

All spells relating to time will fail to function within 30' of a time elemental. Any creature that is itself able to travel through or see into time will be able to track its comings and goings. Such creatures are able to use magic against the time elemental without penalty. All others only have a 10% chance of successfully casting a spell or using other magic against a time elemental; failure indicates the spell hits a split second before or after the elemental is in that particular spot in space and time.

Noble time elementals have the following powers:

- *Time stop* once per day
- *Age* a creature up to 20 years, make a creature up to 20 years younger, age wood, paper, etc. 10-200 years, or age stone, metal, etc. up to 2,000 years - any one of these effects once per day
- *Move through time* up to 4 creatures, either into the past, future, or somewhere else in the present, once per day (saving throw vs. spells applies if they are unwilling)

Royal time elementals also have the ability to summon other time elementals to their location in space/time once per day:

Die Roll (d%)	Result of <i>Summoning</i>
01-70	1d4 common time elementals
71-00	1d2 noble time elementals

Appearance: Time elementals look like small sparkling clouds of reddish-silvery glitter. They communicate with one another by some sort of telepathy.

Tiny Water Elephant

Number	1d3
Morale	+10
Hit Dice	8d10
Armor Class	-4
Move	90'/min., 420'/min. (flying - good)
Magic Resistance	J
No. of Attacks	2
Damage	1d3/1d3
Defenses	+1 (or better) weapon to harm, immune o poison and disease, <i>globe of invulnerability</i>
Attacks	<i>Blast</i> , <i>deafen</i> , <i>sparkle</i> , magic use
Weaknesses	Unholy water
Size	S (1' high)
Intelligence	18
Alignment	Lawful good
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	3,750 + 14/h.p.

General: Tiny water elephants are magical creatures found on those planes aligned with lawful good: the Seven Heavens and the Twin Paradises. They are only occasionally found in Arcadia, as they themselves identify more with the good ethos than the lawful. They are sometimes found on the material plane advancing the cause of good, and radiate an aura which will make all good-aligned creatures inclined to like and aid them, all evil-aligned creatures fear and hate them, and create unease in those who are neither good nor evil. There is no saving throw against this effect. They themselves will aid those who are good, eschew those who are neutral, and obliterate that which is evil.

Combat: Tiny water elephants can attack with their small tusks, but are far more inclined to use their other powers. They can only be harmed by +1 or greater enchanted weapons, are immune to poison and disease, and radiate a *globe of invulnerability* at all times unless it explicitly turns it off. Their trunk



can be used three times per day to produce the following effects (each may be used more than once, but the total number of trumpets cannot exceed three):

- *Blast*: As per a *horn of blasting*, in a cone 10' wide at the origin, 30' wide at the base, and 120' long
- *Deafen*: As per *drums of deafening*, in a cone 10' wide at the origin, 30' wide at the base, and 70' long
- *Sparkle*: A shower of sparkling positive energy that forces undead and creatures native to the lower planes to make a saving throw or take 8d6+8 h.p. of damage, in a cone 10' wide at the origin, 20' wide at the base, and 50' long

In addition, tiny water elephants have the following powers, as if they were 16th level spellcasters (if applicable):

- *Banishment* once per day (if the target makes its saving throw, the tiny water elephant takes 2d6 h.p. of damage and is stunned for 2d6 segments (carry over into the following round))
- *Bless* once per round
- *Cure serious wounds* twice per day
- *Detect evil 20' radius* automatically
- *Flame strike* once per day
- *Gate* once per day:

Die Roll (d%)	Result
01-70	Tiny water elephant
71-00	Virtue angel

- *Heal* once per day
- *Light* once per round
- *Protection from evil 10' radius* twice per day
- *Psychic strike* 5 times per day
- *Raise dead* once per day
- *Teleport without error* once per round

Appearance: A tiny water elephant appears as a very small elephant (2' long and 1' high) with glowing gold fur, ivory tusks, and feathered wings. They speak the common tongue and Angelic.

Titan

Number	1 (10% chance of 2)
Morale	+20
Hit Dice	See below
Armor Class	See below
Move	See below
Magic	A
Resistance	
No. of Attacks	1
Damage	See below
Defenses	See below
Attacks	See below
Weaknesses	None
Size	L (18')
Intelligence	19
Alignment	Chaotic good, neutral, or evil
Treasure Type	VIII
Treasure Value	7d6+1x1,000
Magical	1d4 items (25%)
Treasure	
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, Teihys, 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. 99).

Combat: Titans attack with a blow from their enormous fists. In addition, they have the following abilities:

- Become *ethereal* twice per day
- *Invisibility* at will
- *Levitate* twice per day

All titans are accomplished spellcasters. 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 spellcaster	2	-	-	-
2	5th level spellcaster	2	2	-	-
3	6th level spellcaster	2	2	2	-
4	7th level spellcaster	2	2	2	2

For each spell level, the titan is able to cast a number of both mage and cleric 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 spellcaster of 6th level in the appropriate class.

Titans are not harmed by holy or unholy water.

Appearance: Titans look like 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.

Umbran

Number	1d2 (material plane), 2d12 (plane of shadow)
Morale	Variable
Hit Dice	Variable
Armor Class	Variable
Move	Variable
Magic Resistance	Variable
No. of Attacks	Variable
Damage	Variable
Defenses	Regeneration, immune to disease, magic resistance
Attacks	None
Weaknesses	Light
Size	S-M
Intelligence	Variable
Alignment	Any non-good
Treasure Type	Variable
Treasure Value	Variable
Magical Treasure	Variable
X.P. Value	Variable

General: Umbran creatures are found either in shadowy and dark places on the material plane (invariably on some personal mission, for they do not like the ever-changing light conditions of the material plane), or on the plane of shadow, where they are more common. Umbrans are not a race unto themselves, but rather are the product of an arcane and now-lost process by which ordinary humans, demi-humans, and humanoids can substitute their physical bodies for the adumbrated substance of the plane of shadow. They retain all of their former racial and class abilities, their ability scores, and so forth.

Umbrans do not age, are immune to earthly disease, regenerate 1 h.p. every 10 minutes, and can regrow any lost body part in 1d4 weeks (save the head, of course). Normally, umbrans have a magic resistance that is dependent on their level:

Experience Level	Magic Resistance
1	A
2	B
3	C
4	D
	etc.

In conditions of very bright light or complete darkness, however, umbrans lose their magic resistance, and in very bright light (direct cloudless sunlight, *continual light*, etc. suffer an additional -4 penalty to all saving throws vs. magic. Other abilities also vary according to the available light:

Light	Ability		Powers
	Scores	Hit Points	
Bright light	-2 each	-2/hit die	None
Light	-1 each	-1/hit die	None
Twilight	No effect	Normal	<i>Shadow walk</i>
Shadow	+2 each	-1/hit die	<i>Shadow walk, shadow images</i>
Night	+1 each	Normal	<i>Shadow walk</i>
Darkness	No effect	Normal	None

For ability score adjustments, racial maximums do not apply. For strength, every point that would be above 18 becomes 10% exceptional strength. Thus, a 19 would be 18/10, a 20 would be 18/20. Non-fighters can have exceptional strength under this circumstance. For hit point adjustments, no hit die can be under 1 h.p. And the powers that are gained are explained below:

- *Shadow walk* allows the umbran to pull together the various shadows around him and transport himself thereby to the plane of shadow.
- *Shadow images* are, essentially, mirror images (as per the spell) made of shadowstuff. There will be 1d4+1 images created from the surrounding shadow. They will remain in effect until they are more than 30' away from the umbran or changes in the light around them dispel them.

All umbrans have the ability to hide in shadows (as a thief of whatever experience level the umbran is). Umbran thieves get a 2% per experience level bonus to their hide in shadows chance when in shadowy conditions, and a 5% bonus per level when in night or total darkness. For purposes of spells such as *hold person* and *charm person*, umbrans are considered persons if their original species would be. Thus, an umbran elf is a person, but an umbran bugbear would not be.

Appearance: Umbrans look much as they did in life, albeit with a slightly duskiest complexion. They tend to wear black and/or gray clothing. Their eyes are always gray. They speak whatever languages they did originally.

Vargouille

Number	1d20
Morale	-2
Hit Dice	1d10
Armor Class	8
Move	120'/min. (flying - good)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4
Defenses	None
Attacks	Permanent h.p. loss
Weaknesses	Bright light, holy water
Size	S (3' wingspan)
Intelligence	6
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	118 + 2/h.p.

General: Vargouilles (pronounced var-GOOL) are native to Tarterus, but are often loosed upon the material plane by their masters in order to inflict agony and suffering upon its inhabitants. They hate bright light, and will attempt to knock out any light sources such as torches and lanterns. They have infravision and ultravision with 90' range, but daylight will blind them.

Combat: Vargouilles attack with their bite. However, they are greatly feared because anyone bitten must make a saving throw vs. poison. Failure indicates



that the loss of hit points from the attack is actually permanent, and nothing short of a *wish* will be able to restore them.

Appearance: Vargouilles look like flying heads wreathed in short writhing tentacles, with a pair of bat-like wings just behind the ears. They have vicious fangs and cold, lifeless eyes. They speak demondant.

Water Verm

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
Weaknesses	Slowed by cold attacks
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 verms 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 verms 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 verm is disrupted (see the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit for rules on drowning).

Water verms 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 verm makes its saving throw, it takes no damage. If reduced to 0 hit points, the water verm is not slain, but merely disrupted. It will reform in 2 rounds. A *purify water* spell will actually slay it permanently.

Appearance: Water verms look like serpents made of living water. They speak the Watery Tongue.

Whirlwind

Number	1d8
Morale	+2
Hit Dice	2d10 - 6 d10
Armor Class	0
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	0
Defenses	None
Attacks	Whirlwind
Weaknesses	None
Size	S - L
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	n/a
X.P. Value	See below

General: Whirlwinds are native to the elemental plane of air, although they are often found on the material plane. They cannot be summoned through traditional means, however; the exact method by which they travel to the material plane is unknown, but they are sometimes encountered accompanying tornadoes, violent wind storms, and the like. Those encountered on the material plane will always be of the 2d10 hit die variety; on the elemental plane of air their larger cousins could be encountered as well:

Die Roll (d%)	Hit Dice	Held in Vortex	X.P. Value
01-50	2d10	1 M or 2 S	50 + 3/h.p.
51-90	4d10	1 L, 2 M, or 4 S	85 + 4/h.p.
91-100	6d10	2 L, 4 M, or 8 S	225 + 8/h.p.

Combat: Whirlwinds attack by grabbing victims in their swirling air currents and spinning them around thereafter. The initial attack does no actual damage, but those trapped in the vortex of a whirlwind suffer 1d3 h.p. per round, and have a 5% cumulative chance of being instantly killed by the buffeting winds. Each whirlwind is capable of holding only a limited number of creatures, as indicated above.

Appearance: The whirlwind is most often seen for the swirling air currents with which it surrounds itself at all times, which pick up dust, leaves, etc., and thus render the whirlwind somewhat visible. The whirlwind itself is a spherical ball of air some 6" around that bobs and weaves so quickly within the air funnel as to be very difficult to hit.

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
Weaknesses	None
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).

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 successfully save vs. magic
- *Haste* will cause wind-walkers to take only half damage from attacks, and do double damage when they attack
- *Ice storm* will cause them to retreat for 1d4 rounds
- *Slow* acts as a fireball against them

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'. They speak the Breezy Speech.

Worm, Tenebrous

Number	1
Morale	+10
Hit Dice	10d8
Armor Class	1
Move	10'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d10
Defenses	Envenomed bristles
Attacks	Acid
Weaknesses	None
Size	M (6' long)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	2,400 + 20/h.p.



General: Tenebrous worms are native to the plane of shadow, and are the larval stage of the gloomwing (see p. 398). On both the plane of shadow and the material plane, they tend to be found in wooded areas.

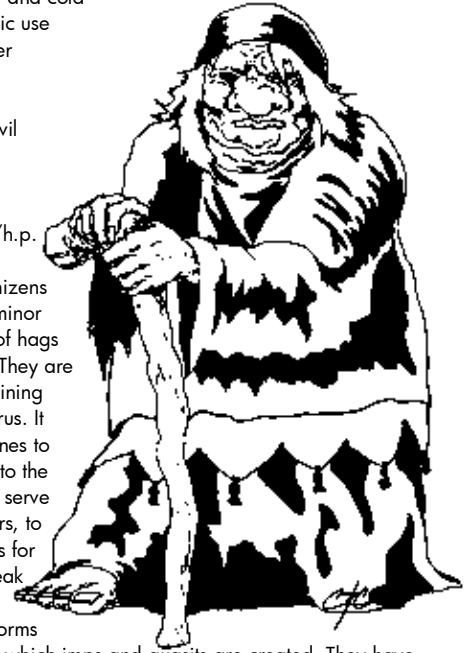
Combat: Tenebrous worms attack with their powerful mandibles. The mandibles also drip acid; any creature bitten by the mandibles must make a saving throw vs. poison with a -3 penalty or take double damage.

The bristly spines of the worm, which cover its head, are themselves coated with poison. Any mammal that hits a tenebrous worm with something other than a weapon (bare hand, claw, bite, etc.) will automatically be subject to 1d4 h.p. of damage and must make a saving throw vs. poison. Failure indicates the attacker is paralyzed for 1d4 rounds. At the end of that time, the attacker will die, unless a *neutralize poison* or *slow poison* spell is cast upon them before they expire. An armored attacker has a 10% chance per armor class of being struck by the spines. Thus, someone with an AC of 3 would have a 30% chance of being struck, someone with an AC of 5 would have a 50% chance, etc.

Appearance: Tenebrous worms are enormous black caterpillars with bristly hairs on the head and front half of their body. They sport large mandibles and their eyes are the flickering gray of shadows.

Worry Hag

Number	1
Morale	+1
Hit Dice	2d10
Armor Class	9
Move	90'/min.
Magic Resistance	35% (1st level spells) - 5% (7th level spells)
No. of Attacks	2
Damage	1d3/1d3
Defenses	+1 (or better) weapon to harm, immune to poison, paralysis, <i>charm</i> , and <i>suggestion</i> , half damage from acid, fire, and cold
Attacks	Bite, magic use
Weaknesses	Holy water
Size	S (3')
Intelligence	9
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	275 + 3/h.p.



General: Worry hags are denizens of Hades, where they act as minor servitors to the various forms of hags and daemons that rule there. They are also not unknown on the adjoining planes of Gehenna and Tartarus. It pleases the rulers of these planes to sometimes send their minions to the Prime Material Plane to either serve wicked spellcasters as familiars, to act as spies or advance scouts for their masters, or simply to wreak havoc on their own. Worry hags are created from soul worms in a process similar to that by which imps and quasits are created. They have infravision and ultravision with 90' range.

When worry hags are sent to the material plane as familiars, they can assume two of the following forms, at will; owl, black fawn, hare, or constrictor snake. They also give their masters the following powers:

- Add once experience level to its master when they are within 1 mile of one another
- Take away once experience level from its master when they are further than 1 mile apart (not the level which is added if they are close to one another)
- If the worry hag is slain, its master will lose 4 experience levels (minimum 1st level)
- The master is able to see and hear everything the worry hag sees and hears, if they are within 1 mile of one another
- The master gets the benefit of the worry hag's magic resistance if they are within 10' of one another

They are immune to poison, paralysis, *charm*, and *suggestion*, and can only be harmed by weapons with an enchantment of +1 or greater. Acid, fire, and cold-based attacks only do half damage against them. When making saving throws against magical effects, they are treated as if they had 7 hit dice.

Combat: Worry hags attack with their tiny, horny fists. In addition, every other round, the worry hag is able to spit forth venomous bile with a range of 20'. If it hits, the target must make a saving throw or be blinded for 2d6x10 minutes. Worry hags regenerate 1 h.p. per round. In their fawn or hare forms, they

have no physical attack. Regardless of form, a worry hag has the following powers:

- *Commune* with the daemons of Hades once per week (3 questions)
- *Confusion* once per day
- *Detect good* once per round
- *Detect magic* once per round
- *Invisibility* once per round

Worry hags have a magic resistance that works the same way as it does for daemons: 35% against first level spells, 30% against second level spells, regardless of the experience level of the caster, etc.

Appearance: In their basic form, worry hags look like miniature and very ugly women, with black faces which are at once withered and bulbous. They are fond of dressing in many layers of gloomy clothing, with various shades of black, brown, and gray. Their eyes are deep pits of glossy black. They speak daemonic, the language of all hags, and common.

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 to surprise rolls
Weaknesses	Certain spells (see below)
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 (the term is both singular and plural) 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. They are particularly fond of crystal cravers (see p. 330), and regard them as a delicacy.

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- and 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 three-jawed mouth full of teeth on the top of its body. Its skin has the consistency and color of stone. They speak their own tongue and the Earthen Speech.



Appendix A: 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 harm, 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, magic 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 L or less

Seaborne Evasion

Each waterborne creature gets an evasion statistic. This is a bonus given to the creature(s) if it chooses to evade an encounter with a ship or other creature rather than remain and fight. The evasion bonus is based on the swimming speed of the creature:

Swimming Speed	Evasion Bonus
Less than 30'/min.	-4
30'/min.	-3
60'/min.	-2
90'/min.	-1
120'/min.	±0
150'/min.	+1
180'/min.	+2
210'/min.	+3
More than 210'/min.	+4

Appendix B: The Psychic Strike

Some creatures listed herein have access to a unique form of attack that is not normally available to player characters: the *psychic strike*. This is a magical assault on the mind of the victim and is of such a unique nature that it necessitates its own discussion.

If a creature is able to employ a *psychic strike*, such will be indicated in its description, as well as the number of times per day the creature can use it. The *psychic strike* is sent forth once per round in a cone 5' wide at its source, 20' wide at its base, and 60' long. Any creature within the area of effect must make a special saving throw to escape its effects. The roll needed to successfully save depends on the combined intelligence and wisdom of the target (for monsters with no wisdom score, simply double the intelligence rating):

Target's INT+WIS	Saving Throw
0-5	20
6-9	18
10-13	16
14-17	14
18-21	12
22-25	10
26-29	8
30-33	6
34-35	4
36-37	2
38+	0

Creatures under the effect of a *feeblemind* spell have a combined INT+WIS of 0. Creatures already insane are immune to the effect of a *psychic strike*.

The target must roll the indicated number or greater on 1d20 to escape the effect of the *psychic strike*. The following modifiers (all cumulative) to the roll apply:

Circumstance	Saving Throw Modifier
Using <i>ESP</i> (including magic item)	-5
Target is hopeless	-3
Target is stunned	-3
Target is confused	-2
Target is enraged	-1
Target is panicked	-1
Dwarf	+4
Halfling	+4
Wearing a <i>helm of telepathy</i>	+4
41' - 60' distant	+2
Cleric or subclass	+2
Elf	+2
Under the effect of a <i>mind blank</i> spell	+2
20' - 40' distant	+1
Mage or subclass	+1

If the *psychic strike* is successful, the effect is again dependent on the combined INT+WIS of the target, and is determined randomly. Again, if the target does not have a separately listed wisdom score, simply use INTx2:

Target's INT+WIS	Die Roll (d%)				
	01	02-15	16-85	86-99	00
0-5	Death	Death	Death	Coma	Sleep
6-9	Death	Death	Coma	Sleep	Stunned
10-13	Death	Coma	Sleep	Stunned	Confused
14-17	Coma	Sleep	Stunned	Confused	Enraged
18-21	Sleep	Stunned	Confused	Enraged	Panicked
22-25	Stunned	Confused	Enraged	Panicked	Wiped
26-29	Confused	Enraged	Panicked	Wiped	Insane*
30-33	Enraged	Panicked	Wiped	Insane*	Insane†
34-35	Panicked	Wiped	Insane*	Insane†	Insane‡
36-37	Wiped	Insane*	Insane†	Insane‡	Insane‡
38+	Insane*	Insane†	Insane‡	Insane‡	Insane‡

Death: The victim is slain, but can of course be *resurrected*, *raised*, etc. as normal.

Coma: The victim falls into a deep coma for 2d6 days. Only a *heal* spell will rouse him from this stupor.

Sleep: The victim falls into a deep slumber for 5d4x10 minutes. During this time he will be quite incapable of being awakened.

Stunned: Victim is *stunned* (unable to attack or cast spells, and those attacking him get a +4 bonus "to hit") for 2d4x10 minutes.

Confused: Victim acts as if under the effect of a *confusion* spell for 1d4x10 minutes.

Enraged: For 2d4 minutes, the victim will attack the nearest living creature with spells or weapons, paying no heed to defense or his own safety.

Panicked: For 2d4 minutes, the victim flees at maximum speed. If in a dungeon environment, the game master should roll randomly to determine direction when given a choice such as at a side passage, but the player should not be informed of these directions; the panic induced is such that the character is too terrified to remember such things clearly.

Wiped: Until the effect is reversed by means of a *heal*, *restoration*, or *wish* spell, all memorized spells are lost and cannot be regained, and intellect is brought to the level of a small child (effective combined WIS+INT of 2).

Insane*: The victim is afflicted with two forms of insanity, permanently, until a *heal*, *restoration*, or *wish* spell is cast upon him. See the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit for details on types of insanity.

Insane†: The victim is afflicted with two forms of insanity which lasts for 2d6 weeks or until a *heal*, *restoration*, or *wish* spell is cast upon him.

Insane‡: The victim is afflicted with one form of insanity which lasts for 1d4 weeks or until a *heal*, *restoration*, or *wish* spell is cast upon him.

Appendix C: Random Creatures of the Lower Planes

There are times when the game master simply needs to create some unique horror from the nether regions, and often times the best creatures are the ones created after logic is suspended and random chance takes the reins. Such creatures are probably going to be unique, but there could well be armies of them lurking in the lower planes of your campaign. Also, the game master should be encouraged not only to feel free to pick and choose from the following tables (instead of, or in addition to, allowing the dice to choose), but also to add to or subtract from them as he sees fit.

Attributes

Number	See below
Morale	See below
Hit Dice	See below
Armor Class	See below
Move	See below
Magic Resistance	See below
No. of Attacks	See below, "appearance" section
Damage	See below, "appearance" section
Defenses	See below
Attacks	See below
Weaknesses	See below
Size	See below
Intelligence	See below
Alignment	As per plane of origin
Treasure Type	DM determination (should be low)
Treasure Value	DM determination
Magical Treasure	DM determination (should be few, if any)
X.P. Value	Variable

Roll once on the number table:

Die Roll (d6)	Number
1-3	1
4-5	1d4
6	2d4

Roll once on the morale table:

Die Roll (d6)	Morale
1-3	Equal to number of hit dice
4-5	Equal to number of hit dice +1d4
6	Equal to number of hit dice -1d3

Roll once for strength:

Die Roll (d20)	Strength
01-05	17 (+1 "to hit", +1 damage)
06-10	18 (+1 "to hit", +2 damage)
11-12	18/01 (+1 "to hit", +3 damage)
13-14	18/51 (+2 "to hit", +3 damage)
15-16	18/76 (+2 "to hit", +4 damage)
17	18/91 (+2 "to hit", +5 damage)
18	18/00 (+3 "to hit", +6 damage)
19	19 (+3 "to hit", +7 damage)
20	20 (+3 "to hit", +8 damage)

Roll once on the hit dice table:

Die Roll (d%)	Hit Dice
01-19	7d8
20-38	8d8
39-57	9d8
58-76	10d8
77-79	7d10
80-82	8d10
83-85	9d10
86-88	10d10
89-91	7d12
92-94	8d12
95-97	9d12
98-00	10d12

Roll once on the armor class table:

Die Roll (d6)	Armor Class
1	2
2	1
3	0
4	-1
5	-2
6	-3

Roll once on the move table, re-rolling as indicated:

Die Roll (d8)	Move
1	60'/min.
2	90'/min.
3	120'/min.
4	150'/min.
5	180'/min.
6	Re-roll, re-rolling results above 5, plus roll for swimming speed
7-8	Re-roll, re-rolling results above 5, plus roll for flying speed

Roll on the swimming/flying speed table as needed:

Die Roll (d4)	Swimming or Flying Speed
1	Base speed + 30'/min.
2	Base speed + 60'/min.
3	Base speed + 90'/min.
4	Base speed + 120'/min.

Roll once for magic resistance:

Die Roll (d6)	Number of Hit Dice			
	1-7	8	9	10+
1	D	E	F	G
2	E	F	G	H
3	F	G	H	I
4	G	H	I	J
5	H	I	J	K
6	Standard	Standard	Standard	Standard

Roll 1d4 times-1 on the defenses table for each creature. Re-roll duplicates:

Die Roll (d20)	Defenses
01-02	+1d6 surprise bonus
03	Harmed only by +1 or better weapons
04	Harmed only by +2 or better weapons
05	Harmed only by +3 or better weapons
06	Immune to 1d4 specific spells
07	Immune to acid
08	Immune to acid and fire
09	Immune to cold
10	Immune to cold, gas, and poison
11	Immune to electricity and lightning
12	Immune to electricity and <i>magic missile</i>
13	Immune to gas
14	Immune to illusions and enchantment/charm spells
15	Immune to metal weapons
16	Immune to normal and magical fire
17	Immune to normal fire
18	Immune to poison
19	Regenerates 1 h.p. every 10 minutes
20	Regenerates 1d4+1 h.p. every 10 minutes (determine number regenerated once for creature, rather than rolling every 10 minutes)

Roll 1d4-1 times on the attacks table for each creature. Re-roll duplicates:

Die Roll (d20)	Attacks
1	Acid spit causes 2d4 h.p., 60' range, once per 10 minutes
2	Drain 1 experience level/hit die
3	Drain 1 point of CHA
4	Drain 1 point of CON
5	Drain 1 point of DEX
6	Drain 1 point of INT
7	Drain 1 point of STR
8	Drain 1 point of WIS
9	Fumble by bellowing, 5' range
10	Heat causes 1d6 h.p. damage to anyone within 10'
11	Once every 10 minutes, gets double normal number of attacks per round
12	<i>Ray of enfeeblement</i> gaze, 10' range
14-16	Spell-like powers (1d12 spells, choose randomly for level and type)
17	Spike volley cause 1d8 h.p., 30' range, once per 5 minutes
18	<i>Stinking cloud</i> breath, 5' radius
19	<i>Summon</i> or <i>gate</i> in up to 1d6 creatures (determine number summoned once for creature, rather than rolling every time the power is used)
20	<i>Trip</i> vs. 1 opponent per round

Roll 1d3-1 times on the weaknesses. Re-roll duplicates, and if a weakness is incompatible with a defense (i.e., both immune and takes double damage from fire), re-roll the weakness:

Die Roll (d12)	Weaknesses
1	Double damage from acid
2	Double damage from acid and fire
3	Double damage from cold
4	Double damage from cold, gas, and poison
5	Double damage from electricity and lightning
6	Double damage from electricity and <i>magic missile</i>
7	Double damage from gas
8	Double damage from illusions and enchantment/charm spells
9	Double damage from metal weapons
10	Double damage from normal and magical fire
11	Double damage from normal fire
12	Double damage from poison

Roll once for size:

Die Roll (d8)	Size
1	S
2-4	M
3-8	L

Roll once for intelligence:

Die Roll (d4)	Intelligence
1	6
2	9
3	12
4	14

Appearance

Roll once for head type (1% chance of 1d4 heads):

Die Roll (d10)	Head
1	Ape-like
2	Avian
3	Bat-like
4	Conical
5	Crocodilian
6	Horse-like
7	Human
8	Ovoid
9	Serpentine
10	Spherical

For each head, roll once:

Die Roll (d12)	On the Head
1	Antennae
2	Antlers (1 attack, 2d4 h.p. damage)
3	Bald
4	Crest
5	Frills
6	1d4 Horns (1 attack per horn, 1 h.p. damage)
7	Knobs
8	Lumpy
9	Mane
10	Ridge(s)
11	Hair
12	Spines

Roll once for overall appearance:

Die Roll (d12)	Overall Appearance
1	Broad
2	Drooling and chattering
3	Flaccid
4	Glaring and menacing
5	Menacing
6	Muscled
7	Narrow
8	Rotting
9	Rubbery
10	Skeletal
11	Twitching
12	Wrinkled

Roll once per head for ears (optionally, all heads have the same ears):

Die Roll (d10)	Ears
1	Large and pointed
2	Small and pointed
3	Large, floppy
4	Large, fan-like
5	Large, human-like
6	None
7	Dog-like
8	Elephantine
9	Human, small
10	Trumpet-like

Roll once per head for number of eyes:

Die Roll (d4)	Number of Eyes
1	1
2-6	2
7	3
8	4

Roll once per head for type of eyes:

Die Roll (d8)	Type of Eyes
1	Huge, bulging
2	Small, on stalks
3	Small, sunken
4	Large, round
5	Small, slitted
6	Small, compound
7	Swivel-socketed
8	Large, flat

Roll once per head for nose:

Die Roll (d10)	Nose
1	Beak (also counts for mouth, 1d6 h.p. damage)
2	Elephantine trunk
3	Flat, squished
4	Large and bulbous
5	Long, pointy
6	Pig-like
7	Slits
8	Small
9	None
10	Wide, long

Roll once per head for mouth (if beak indicated above, no need to roll):

Die Roll (d8)	Mouth
1	Fangs (2d4 h.p. damage)*
2	Mandibles (2d6 h.p. damage)*
3	Saw-toothed (1d4 h.p. damage, 1d6 h.p. per round automatically thereafter)
4	Sucker-mouth (2d4+1 h.p. damage, automatic hit on all subsequent rounds)
5	Teeth, large (1d4+3 h.p. damage)
6	Teeth, small (1d4+2 h.p. damage)
7	Tusks, large (2d6 h.p. damage)
8	Tusks, small (2d4 h.p. damage)

* May be envenomed; see below

Roll once for body type:

Die Roll (d10)	Body Type
1-5	Bipedal
6-8	4 legs
9	6 legs
10	Serpentine tail (no legs)

If bipedal, roll once for torso:

Die Roll (d12)	Torso (Biped)
1	Ape-like
2	Avian
3	Fat
4	Human
5	Porcine
6	Rat-like
7	Rubbery
8	Thick and short
9	Thin
10	Thin and long
11	Ursine
12	Wide

If 4 or more legs, roll once for torso:

Die Roll (d12)	Torso (Quadruped or more)
1	Cow-like
2	Crab-like
3	Fat
4	Feline
5	Insectoid
6	Reptilian
7	Rubbery
8	Spider-like
9	Thick and short
10	Thin
11	Thin and long
12	Wide

Roll once per head for neck type:

Die Roll (d6)	Neck
1	Thick and short
2	Thick and long
3	Thin and short
4	Thin and long
5	None
6	Snake-like

Roll once for wings:

Die Roll (d8)	Wings
1-4	None
5	Fan-winged (180'/min. flying - poor)
6	Bat-winged (120'/min. flying - average)
7	Bird-winged (180'/min. flying - average)
8	Insect-winged (120'/min. flying - poor)

Roll once for tail:

Die Roll (d10)	Tail
1	Dog-like
2	Goat-like
3	Insectoid, with stinger (1d6 h.p. damage)*
4	Leonine
5	Long and barbed (1d8 h.p. damage)*
6	Long and clubbed (1d3 h.p. damage plus STR bonus)
7	Long and prehensile
8	None
9	Pig-like
10	Short

* May be envenomed; see below

If bite or tail has venom, roll once below:

Die Roll (d8)	Venom (if any)
1	Save vs. poison (+1 bonus) or die
2	Save vs. poison or die
3	Save vs. poison (-1 penalty) or die
4	Save vs. poison (-2 penalty) or die
5	Save vs. poison or insane for 1d4 days
6	Save vs. poison or lose 1 point of STR permanently
7	Save vs. poison or lose 1 point of CON permanently
8	Save vs. poison or in coma for 1d6 hours

Roll once for number of arms:

Die Roll (d6)	Number of Arms
1-4	2
5	4
6	4 if bipedal, 6 otherwise

There is a 50% chance that all arms are the same, otherwise roll once for each pair of arms:

Die Roll (d8)	Type of Arms
1	Human
2	Insectoid
3	Like tree-trunks
4	Multi-jointed
5	Telescoping (double normal reach)
6	Tentacle
7	Thick and short
8	Thin and long

If all arms are the same, roll once for all hands, otherwise roll once for each pair of arms:

Die Roll (d10)	Hands
1	Barbed hands (1 h.p. damage each, automatically held and do 1 h.p. per round)
2-3	Claws (1d4+1 h.p. damage each)
4	Human (1d3 h.p. damage + STR bonus)
5	Knobby hands (1d4 h.p. damage + STR bonus)
6	Large with thick fingers (1 h.p. damage plus strength, if two hands hit, automatically strangle next round for 2d4 + STR bonus)
7	Pincers (1d4 h.p. damage + STR bonus)
8	Small tentacles for fingers (1d4 h.p. damage + STR bonus)
9	Talons (1d6 h.p. damage each)
10	Withered and bony (1d3 h.p. damage + STR bonus)

Roll once for legs:

Die Roll (d6)	Legs (if any)
1	Bowed and short
2	Hopping (can hop 10' in any direction)
3	Massive and short
4	Springing (can jump 20')
5	Telescoping (can increase height by 50%)
6	Thin and long

Roll once for feet:

Die Roll (d8)	Feet (if any)
1	Bird-like
2	Claws (hind legs do 1d4 h.p. damage)
3	Cloven hooves (1d3 h.p. damage)
4	Have long prehensile toes
5	Hooves (1d2 h.p. damage + STR bonus)
6	Human
7	Paws
8	Webbed (60', 90', 120', or 150'/min. swimming - roll d4)

There is a 25% chance of 1d4+1 colors, otherwise roll once for overall color:

Die Roll (d8)	Overall Color (25% chance of 1d4+1 colors)
1	Black
2	Brown
3	Red
4	Orange
5	Yellow
6	Green
7	Blue
8	Purple
9	White
10	Gray
11	Pink
12	Metallic

Appendix D: Magic Resistance

		Level of Caster														
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Magic Resistance of Creature	A	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%	5%	-	-	-	-
	B	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%	5%	-	-	-
	C	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%	5%	-	-
	D	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%	5%	-
	E	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%	5%
	F	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%
	G	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%
	H	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%
	I	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%
	J	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%
	K	100%	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%
	L	100%	100%	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%
	M	100%	100%	100%	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%
	N	100%	100%	100%	100%	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%
	O	100%	100%	100%	100%	100%	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%
	P	100%	100%	100%	100%	100%	100%	100%	95%	90%	85%	80%	75%	70%	65%	60%
	Q	100%	100%	100%	100%	100%	100%	100%	100%	95%	90%	85%	80%	75%	70%	65%
	R	100%	100%	100%	100%	100%	100%	100%	100%	100%	95%	90%	85%	80%	75%	70%
	S	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	95%	90%	85%	80%	75%
	T	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	95%	90%	85%	80%

Appendix E: Standard Powers of Deities

Extremely powerful singular beings from the outer and elemental planes, such as arch-devils, demon lords, etc., are counted as lesser gods, allowing them to exercise certain powers as described in the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit. For convenience, these powers are listed below.

If a creature described in the present work should be treated as a lesser deity, that fact will be noted in its description.

When casting spells, lesser gods are treated as 20th level spellcasters. They have saving throws of 2 in all categories (i.e., only a roll of 1 on 1d20 will cause them to fail any saving throw).

All lesser gods and demigods can use the following powers as they see fit. No baleful side effects of exercising these powers can ever affect any deity. Those marked with an asterisk may be used simultaneously with any other power; otherwise, they can only be used one at a time:

- *Astral travel**
- *Command* (no saving throw allowed for followers of the deity in question)
- *Comprehend languages**
- *Continual light (continual darkness)*
- *Cure blindness*
- *Cure deafness*
- *Cure disease*
- *Cure feeble-mindedness*
- *Cure insanity*
- *Detect balance*
- *Detect charm*
- *Detect evil (detect good)*
- *Detect illusion*
- *Detect invisibility*
- *Detect lie*
- *Detect life*
- *Detect magic*
- *Detect poison*
- *Detect traps*
- *Ethereal travel**
- *Geis*
- *Know alignment*
- *Levitate*
- *Polymorph self*
- *Protection from cantrips*
- *Protection from evil (protection from good)*
- *Read languages**
- *Read magic**
- *Remove curse*
- *Remove fear*
- *Remove paralysis*
- *Sending*
- *Sever silver cord* (cuts the silver cord on a successful hit against AC -5)
- *Teleport without error*
- *Tongues**
- *Vocalize*

Lesser gods can use the following powers at will:

- *Alter self*
- *Improved invisibility*
- *Improved phantasmal force*
- *Mirror image*

Lesser gods can be slain on their home planes (unless they have created a *soul object*, in which case they reform in 1d10 days), but if slain elsewhere, are simply prevented from returning to the plane whereupon they were slain for 100 years. They have double the listed number of hit points while on their native layer of their home plane, and have a magic resistance of T on their home plane.

Lesser gods can use the following powers a total of four times per day (cumulative). When on their home planes, these powers can be used at will, with no limit on the number of uses per day:

- *Anti-magic shield*
- *Cure serious wounds*
- *Dispel evil (dispel good)*
- *Dispel illusion*
- *Dispel magic*
- *Enthrall*
- *Minor globe of invulnerability*
- *Polymorph others*
- *Quest*
- *Summon* (summons 1d6 creatures, max. 30 hit dice total, of the same alignment as the deity)
- *True seeing*

Lesser gods can use the following powers a total of two times per day (cumulative). They can be used four times per day (cumulative) if on the god's home plane:

- *Death spell*
- *Holy word (unholy word)*
- *Resurrection*
- *Wish* (granted to some creature from the material plane, cannot affect any other deity)
- *Spell immunity*
- *Gate*
- *Restoration*
- *Symbol*
- *Vision*
- *Heal*

Certain powerful entities (particularly those singular devils who are Dukes of Hell) have powers equivalent to those of demigods rather than lesser deities. They are treated as 15th level spellcasters, and have the same saving throws as lesser gods (they only fail a save when they roll a 1). Demigods can use the following powers at will:

- *Alter self*
- *Phantasmal force*
- *Invisibility*

Demigods can use the following powers a total of three times per day (cumulative). They can be used four times per day on the demigod's native plane:

- *Cure light wounds*
- *Dispel illusion*
- *Dispel evil (dispel good)*
- *Dispel magic*

Demigods can use one of the following powers per day (their choice of which). They can use these a total of twice per day (cumulative) while on their native plane:

- *Anti-magic shell*
- *Finger of death*
- *Gate*
- *Heal*
- *Holy word (unholy word)*
- *Limited wish* (granted to some creature from the material plane, cannot affect any other deity)
- *Raise dead*
- *Summon* (summons 1d3 creatures, max. 20 hit dice total, of the same alignment as the deity)
- *Symbol*
- *True seeing*

Demigods have a magic resistance of no less than R on their home plane. They can be slain, but can be raised by a greater or lesser god (if such a personage decides to do so, of course).

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