

All the WORLDS' MONSTERS



edited by Jeff Pimper & Steve Perrin

©Barr-1977

ALL THE WORLDS' MONSTERS

This book is an encyclopedia of the strange, the bizaure, and the deadly. It contains complete statistics for 265 monstrous and dangerous creatures, created by dungeon masters across the United States and Canada. Each monster is rated for hit dice, armor class, movement, whether and how well it swims and flies, its intelligence range, dexterity, alignment, normal habitat, the probability of it being present in its lair, by a die roll for number present, the probability of the presence of treasure and its type, how it attacks, and a description of general appearance and special characteristics. Here's a description, for instance, of a critter you really could run into:

BEAR, KODIAK

Description:

The largest of the bears, the Kodiak is so ferocious that it will fight at full efficiency so long as it has one-fourth of its hit points left.

The Kodiak is a solitary animal; if more than one is found, they will be either a mated pair or a female with cubs. If the cubs are attacked, the female fights at +2.

There is only a 50% chance that the bear will hug when it hits a victim with both paws. The hug begins on the next melee turn and the bear will continue to hug the victim until he dies, loses consciousness, or until the bear is killed.

A standard fantasy role-playing game reference, ALL THE WORLDS' MONSTERS is now in its third printing. A companion volume, ALL THE WORLDS' MONSTERS II has been published in similar format and is available at most hobby dealers and game stores. A third ATWM volume will appear soon. The ATWM books are incompatible with RuneQuest.

Editors Steve Perrin and Jeff Pimper are well-known to San Francisco area gamers. Mr. Perrin is a co-author of RuneQuest.



CHAOSIUM

Box 6302, Albany CA 94706

The Chaosium publishes many different games and game play-aids. The well-known *RuneQuest* series includes *RuneQuest*, *Cults of Prax*, *Apple Lane*, *Snakepipe Hollow*, *Balastor's Barracks*, *Trolls & Trollkin*, *Militia & Mercenaries*, and *Scorpion Men & Broos*. *Authentic Thaumaturgy* brings a fresh look at FRP magic. Many board games are also available. Write for free, illustrated catalog.



ALL THE WORLDS' MONSTERS

Edited by
STEVE PERRIN and JEFF PIMPER

FOR USE IN FANTASY ROLE PLAYING CAMPAIGNS



Third Printing — November 1979
Copyright © 1977 by The Chaosium. All Rights Reserved.
Printed in the U.S.A.
The Chaosium: Box 6302, Albany CA 94706

INTRODUCTION

This is the third printing of the endless book. We originally conceived it to include every monster created by players to add to games such as Dungeons & Dragons, Tunnels & Trolls, and the Arduin Grimoire. We rapidly realized we couldn't do it. Based on the constant increase in new customers for these games, as observed in the hobby shops we frequent, there may be over 500,000 people now playing these and other role-playing games. At least 50,000 of these players are Dungeon Masters, Referees, etc., and every one of them has invented at least one new monster with which to scare the gold-lust out of their players' characters.

There is no way we can publish one catalog of 50,000 monsters. Instead we used every monster from those players we contacted. Even then, we have had to cut and, sometimes, combine entries. This printing also corrects the typos and exclusions of the first edition.

Limited as it is, this still is an endless book. The second volume is now out, and at last the third is nearing production (early 1980). We always are looking for more monsters. We do not promise to print every—or even any—monster you submit, but printed monsters get credit toward the price of the book, which can't hurt.

We thank our contributors, without whom we would have nothing to say. Also, special thanks go to George Barr for his gorgeous cover, and to Cora Healy, Carol Rode, and J. Steve Reichmuth

who provided many of the interior illustrations. The other two illustrators deserve thanks for more than artwork. To Luise Perrin and Chris Lofthus, our long-suffering wives, thanks beyond thanks.

Thanks, too, to Dave Hargrave and Paul Jaquays who gave us permission to use their copyrighted material, only to have it axed out of the first volume on the grounds that we had space only for heretofore non-published critters. We heartily recommend both Dave's Arduin Grimoire, Welcome to Skull Tower, and Runes of Doom (available from Grimoire Games, 2428 Ellsworth (203), Berkeley CA 94704) and Paul's now metamorphosed Dungeoneer magazine (available from Judges' Guild, 1165 N. University, Decatur IL 62526), Monsters from these volumes appear in future volumes of ATWM.

Finally, we thank our publishers, Greg Stafford and Tadashi Ehara of The Chaosium, who took an immense load onto their shoulders to get this book into your hands.

Some parting questions: what do you want to see in the next volume?—special types of monsters?—tough monsters?—small monsters?—already published monsters?—your monsters? Let us know. We want to hear from you.

Until next time, remember—a full monster is a happy monster.

Steve Perrin
372 Adams St.
Oakland CA 94610

Jeff Pimper
347 Michell St.
Livermore CA 94550

<i>Monster</i>	<i>Page</i>				
Air Squid	1	Daughter of Kali	18	Glass Goblin (see Goblin)	
Airfang	1	Daughter of Kali, Elder	18	Glass Golem (see Golem)	
Alaskan King Crab (see Crab)		Death Angel	19	Glith	36
Ant Man	2	Death Elemental (see Elemental)		Gnarled Gremlin (see Gremlin)	
Ant, Giant	2	Death Hound (see Hound)		Goblin, Glass	37
Anti-were Types (see under Were-)		Deathwing	19	Gold Golem (see Golem)	
Ape, Desert	2	Demon, Class I, Ice	20	Golden Owl (see Owl)	
Ape, Snake	2	Demon, Class II, Ice	20	Golem, Diamond	37
Arceel	3	Demon, Class III, Ice	21	Golem, Dust	38
Archer Bush	3	Demon, Greater	21	Golem, Glass	38
Bagda and Fallowman	4	Demon, Ice Prince (see Ymir)		Golem, Gold	38
Banshee	4	Demon, Lesser	21	Golem, Green Slime	39
Basic	5	Demon, Serpent (Lesser)	22	Golem, Ice	39
Batarang	5	Demon, Serpent King (Level VI)	22	Golem, Quicksilver	39
Battler	5	Demon, Twelfth Plane	22	Golem, Radium	39
Bear	6	Desert Ape (see Ape)		Golem, Tar	40
Bear, Kodiak	6	Diamond Golem (see Golem)		Golem, Wood	41
Bear, Vampire (see Blutschink)		Dire Wolfe (see wolf)		Gondor	41
Bee, Killer	7	Dorohime	23	Goo Tree	41
Beetle, Giant Stag	7	Dragon, Chrome	23	Gorlassar (see Garanhir)	
Beetle, Grinder	7	Dragon, Crystal	24	Greater Demon (see Demon)	
Behinder	8	Dragon, Rock	24	Green Slime Golem (see Golem)	
Black Bear (see Bear)		Dragon, Wind	25	Greenfang (see Spider, Green Fang)	
Blast Puppy	8	Drake, Ice	25	Gremlin, Gnarled	42
Blight Worm (see Worm)		Dust Golem (see Golem)		Grind Stone (see War Wheel)	
Blink Saber Tooth Tiger (see Tiger)		Eagle, Were- (see Were-)		Grinder Beetle (see Beetle)	
Blob, Red	8	Earth Mole	26	Grizzly Bear (see Bear)	
Blood Mold	9	Ebon Doom	26	Grokon	42
Blood Worm	9	Elemental, Cold	27	Ground Octopus, Giant	42
Bloodbouncer	9	Elemental, Death	27	Hades Hound (see Hound, Death)	
Bloodgrass	9	Elemental, Wood	28	Hairy Howler	43
Blossoms of Primordial Life	10	Evil Shark	28	Heavy Trooper	43
Blue Horror	10	Ezwal	28	Heffalump	44
Blue Pool Horror	11	Falcon, Fire	29	Hell Flower	44
Blutschink	11	Fallowman, son of Melimbor (see Bagda)		Hell Giant (see Giant)	
Brain Stealer (see Geteit Chemosit)		Fear Stalker	29	Hellhound, Were- (see Were-)	
Brown Bear (see Bear)		Fiend	30	Horned Bellower	44
Brown Ich	11	Fiink	30	Horror, Blue (see under Blue)	
Carniverous Typo	12	Fiorn, son of Dunarth	30	Horror, Blue Pool (see under Blue)	
Cat, Carrion	13	Fire Breathing Hydra (see Hydra)		Horse of the Einheriar	45
Centipede, Copper	13	Fire Falcon (see Falcon)		Hound, Death	45
Centipede, Giant	13	Fire Troll (see Troll)		Hound, Hades	45
Cerberus Hound (see Hound, Hades)		Flapfrog	31	Hound, Night	46
Chameleon, Giant	13	Flat	31	Hound, North	46
Chaser (see War Wheel)		Flying Skull (see Skull)		Hound, Phase	46
Chonchon	14	Furred Flyer	31	Hound, Rock	46
Chrome Dragon (see Dragon)		Furred One	32	Humbaba	47
Cloud, Silver	14	Fury	32	Hydra, Fire Breathing	47
Coachman of Death	15	Garanhir	33	Ice Demon (see Demon)	
Coachman of Death's Horse	15	Gargoyle, Stone	33	Ice Demon Prince (see Ymir)	
Cold Elemental (see Elemental)		Gatherer Above	34	Ice Drake (see Drake)	
Colony Ghoul (see Ghoul)		Gekko Troll (see Troll)		Ice Golem (see Golem)	
Copper Centipede (see Centipede)		Gelatinous Blue Horror	34	Ice Man	48
Corrabus	15	Genii	34	Ice Tiger (see Tiger)	
Crab, Giant Alaskan King	16	Geteit Chemosit	35	Ice Wolf	48
Crawler	16	Ghost, Silver	35	Ice Worm	49
Crocotta	16	Ghoul, Colony	35	Icegrunt	49
Crumbler	16	Ghoul, Gibbering	36	Icehorn	49
Crystal Dragon (see Dragon)		Giant Types (see under Type)		Ich, Brown (see under Brown)	
Crystalloid	17	Giant, Hell	36	Jamant	50
Culverin	17	Gibbering Ghoul (see Ghoul)		Jubal Cain	50
Cyclops	17			Jugger	51
				Kill Hound (see Hound, Death)	
				Kill-Kill	52
				Killer Bee (see Bee)	
				Killwing	52
				King Crab (see Crab)	
				Kittyhawk	53
				Kobold	53
				Kodiak Bear (see Bear)	
				Lash Lizard (see Lizard)	
				Lemming, Giant	54
				Lemure	54
				Lesser Demon (see Demon)	
				Libear	55
				Lifecloak	55
				Lightning Bones (see Shock Bones)	
				Lion, Silicon	55
				Lizard, Giant	56
				Lizard, Lash	56
				Long-Horned Murderer	56
				Longlicker	57
				Lowan	57
				Maggot Mind	58
				Man-Scorpion (see Humbaba)	
				Manta	58
				Mantis (see Praying Mantis)	
				Mekhar	59
				Mill Wheel (see War Wheel)	
				Mind Maggot (see Maggot)	
				Mind Worm (see Worm)	
				Minogon	59
				Mold, Blood (see under Blood)	
				Mole Man	59
				Morse	60
				Mound Wight (see Wight)	
				Mount	60
				Mouthing Slug (see Slug)	
				Nerve-Flayer	61
				Night Hound (see Hound)	
				Nightgaunt	61
				Nightstalker	62
				North Hound (see Hound)	
				Nyarlahotep	62
				Octopus, Ground (see under Ground)	
				Octorilla (see Ape, Snake)	
				Olog-Hai	63
				Orgone Drainer	63
				Orgoyle	64
				Owl, Golden	64
				Panther	65
				Pegesone	66
				Phanasm	66
				Phase Hound (see Hound)	
				Phase Wing	66
				Phoenix	67
				Photoid	67
				Plink Plant	67
				Polar Bear (see Bear)	
				Praying Mantis	68
				Prince of the Ice Demons (see Ymir)	
				Psiren	68
				Puppy, Blast (see under Blast)	

Quelt	69	Thunderthead	85
Quicksilver Golem (see Golem)		Tiger	85
Radium Golem (see Golem)		Tiger of Righteous Wrath	86
Random Horror	70	Tiger, Blink Saber Tooth	86
Razortongue	71	Tiger, Ice	86
Red Blob (see Blob)		Tiger, Saber Tooth	87
Remora, Giant	71	Toad, Giant	87
Rhoon	71	Toad, Spitting	87
Rock Dragon (see Dragon)		Tortoise, Giant	87
Rock Hound (see Hound)		Tracker	88
Saber Tooth Tiger (see Tiger)		Triffid	88
Sandworld Vampire	72	Trog	88
Sandworm (see Worm)		Troll, Fire	89
Scorpio-Centaur (see Humbaba)		Troll, Gekko	89
Scorpion, Giant	72	Tumble Tangle	89
Scorpion, Whip	73	Twelfth Plane Demon (see Demon)	
Screamer	73	Typo, Carniverous (see Carniverous)	
Screechwhip	73	Unalhit	90
Sentient Worm (see Worm)		Undine	90
Serpent Demon (see Demon)		Upas Tree	91
Shade	74	Valkyrie	92
Shadow, Silver	74	Vampire Bear (see Blutschink)	
Shaggy	74	Vampire, Sandworld (see Sandworld)	
Shaggy Beast	75	Vampire, Snow	92
Shockbones	75	Vance Giant	93
Shrew, Giant	75	Velvet Slime-Mold (see Slime-Mold)	
Silicon Lion (see Lion)		Voion	93
Silver Cloud (see Cloud)		Voltree	93
Silver Ghost (see Ghost)		Vord	94
Siver Shadow (see Shadow)		Vuun	94
Silver Wraith (see Wriath)			
Skeith Hound (see Hound, North)		War Wheel	95
Skin	75	Water Sucker	95
Skorpoon	76	Weakling	96
Slime-Mold, Velvet	77	Weaponer	96
Slith	77	Weasel, Giant	97
Slug, Mouting	77	Weem	97
Snake Ape (see Ape)		Were-Eagle	98
Snake, Giant	78	Were-Hellhound	98
Snapper, Giant	78	Were-Rot	98
Snow Vampire (see Vampire)		Were, Anti-	99
Sphinx	78	Where Dit Go	99
Spider	79	Whipscorpion (see Scorpion)	
Spider Dragon	79	White Worm (see Worm)	
Spider, Green Fang	79	Wight, Mound	99
Spitting Toad (see Toad)		Wind Devil	100
Squid, Air (see under Air)		Wind Dragon (see Dragon)	
Stag Beetle (see Beetle)		Wind Witch	100
Starling	79	Witch Tree	100
Stingwing	80	Wolf	101
Stone Gargoyle (see Gargoyle)		Wolf, Dire	101
Stone Gnome	80	Wolf, Ice (see under Ice)	
Stormquill	81	Wood Elemental (see Elemental)	
Striding Murderer	81	Wood Golem (see Golem)	
Stun Cone	81	Worm, Blight	101
Sun Devil	81	Worm, Ice (see under Ice)	
Swamp Slime	82	Worm, Mind	102
Sylph	82	Worm, Sand	102
Tar Golem (see Golem)		Worm, Sentient	102
Telk	83	Worm, White	103
Termagant	84	Worman	103
Three Horsement of Donn	84	Wraith, Silver	103
Three Sons of Argatron	84	Wumblum	104
Three Sons of Ormar	85	Wyvergon	104

X-Ray Beast	105
Ymir, Prince of Ice Demons	105
Zanth	106

MONSTER LEVEL CHART HENDERSON MONSTER CREATION TABLE

CREATORS & NUMBER CREATED

Scott Arquette (1), Tony Ayres (1), C. Bigglestone & D. Hargrave (1), C. Bigglestone & S. Perrin (3), C. Bigglestone & D. Pierson (1), C. Bigglestone (22), Randy Boucher (1), Chuck Cady (24), Sean Cleary (4), Steve Davies (7), Gilespie/Blacow/et. al. (1), Dave Hargrave (35), Hilda Hannifan (8), Owen Hannifan (6), Roger Harvey (2), Steve Henderson (18), Brad Hinkel (3), Richard Harvey (4), Jerry Jacks (4), K. Jones (8), Stewart Levin (1), Charlie Luce (4), Cary Martin (2), Steve Marsh (15), Scott McCartney (12), Dennis O'Brien (4), Ken Pick & Glenn Blacow (1), Steve Perrin (12), Dan Pierson (28), Jeff Pimper (1), Ken Pick (4), Wayne Shaw (17), Stewart Spada (2), Mark Swanson (5).

There are 265 entries and 113 cross-references.

INTERPRETING THE MONSTER ENTRIES

The first line of each entry tells what the monster is and under what encounter table it is found. This is followed by the name of the person who submitted the creature—this is the one who actually developed the specifications, not necessarily who invented it. Original sources are credited in the description of the monster.

Ranges of numbers are, where possible, expressed as die rolls. The notation used is (number of dice) "D" (type of dice) (+ or -) (adds) where "number of dice" can be a single number or a range of numbers in parentheses. For instance, the Air Squid can have from 6-12 eight-sided hit dice and, after the dice are rolled, 1 is added to the total.

Armor class is a single number, a single number with additions, or is given as a range of armor classes—see Air Squid, Airfang, and Snake Ape. Movement speeds are in units depending on the map and time scale you use. The IQ and Dexterity ranges are given as die rolls.

"Found in" tells where the monsters is typically found. Due to limitations on the system we used, we had to compress some locations. So "cities" includes ruins, "dungeons" and "mountains" include caverns. "Rivers" and "seas" mean "found along" as well as "in," so non-aquatic monsters may be encountered in these areas.

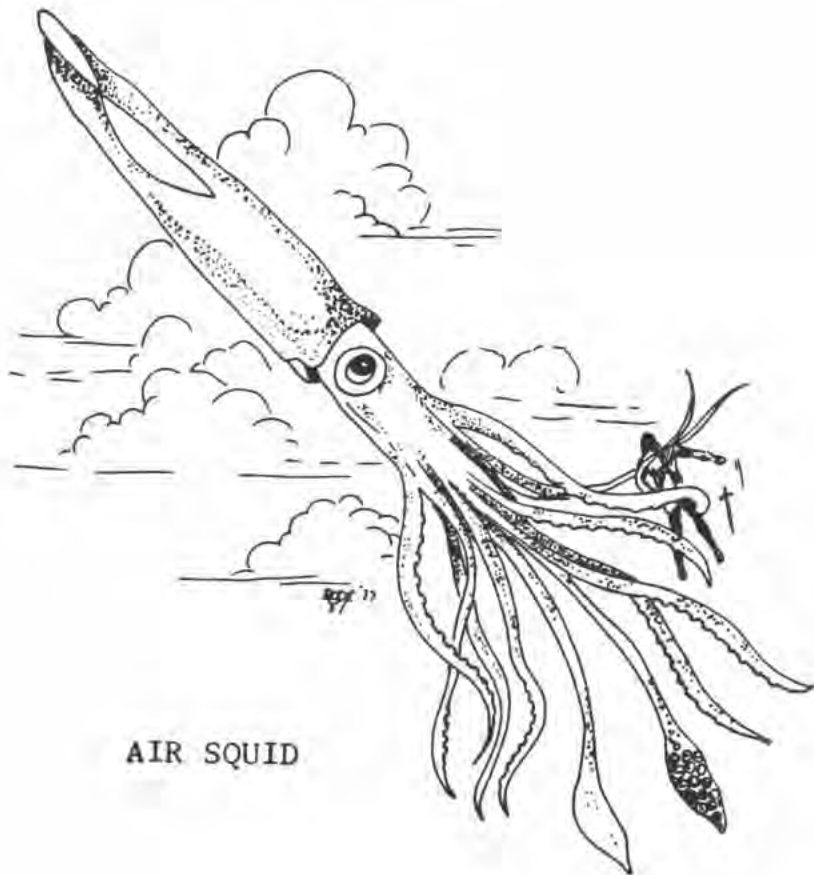
"Lair" tells what per cent of the time the monster is found in its lair, how many are found (as a die range), the probability that it has treasure and what type of treasure. The same information is then given for wandering monsters. If a monster always wanders, then there is no lair entry, and vice versa.

Next follows the monster's attacks. The damage done is given as a die roll range and is the amount done per attack; thus the Air Squid has 12 tentacle attacks which do 1D8 each. In some cases the monster has several attacks. Exactly which ones it uses and how many it uses per turn is up to the dungeon master. In some cases there is a further explanation of the attacks in the narrative description.

Finally there follows a description of the monster: what it looks like, its habits, and any special vulnerabilities or immunities it may have. Also included will be any other names it may be known by and in some cases what book or film suggested it.

There is an index of all the monsters in the front of this book, including cross-references to aid you in finding the desired beast. Additional volumes published will include a comprehensive index of all preceding volumes.

ALL THE WORLDS' MONSTERS



AIR SQUID

AIR SQUID

TYPE: GIANT ANIMAL

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(6-12)D8+1	7		12		2D6	1D6+6

ALIGNMENT: CHAOTIC, NEUTRAL
 FOUND IN: OUTDOORS, WATER, AIR

LAIR (15%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1	100% E

ATTACKS:

12 TENTACLES, 1D8 OF CONSTRICTION
 1 BEAK, 1D10

DESCRIPTION:

GIANT, HELIUM-FILLED SQUIDS WHICH "SWIM" THROUGH THE AIR. USUALLY SKY-BLUE IN COLOR WITH GREAT, DULL-WHITE EYES. 35 TO 75 FEET LONG. THEIR LAIRS ARE ON MOUNTAIN PEAKS.

AIRFANG

TYPE: MISCELLANEOUS

CREATED BY: STEVE HENDERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(8-12)D8	2+4		24		1D4	1D3+15

ALIGNMENT: HUNGRY
 FOUND IN: OUTDOORS, WATER, AIR

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	3D6	

ATTACKS:

1 BITE, 3D4
 1 TENTACLE, 3D4

DESCRIPTION:

A TINY, METALLIC SCALED CREATURE THAT TRAVELS IN SMALL FLOCKS. IT TENDS TO SCAVENGE BUT IT WILL OCCASIONALLY HUNT IF HUNGRY ENOUGH. IT IS MOSTLY MOUTH, TENTACLE, AND WINGS. IT LATCHES ON WITH ITS MOUTH AND THEN BITES REPEATEDLY.

ALL THE WORLDS' MONSTERS

ANT MAN

TYPE: ALIEN

CREATED BY: DAN PIERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(1-14)D8	2	6			2D6+6	3D6

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
(10%)	200D20	100% B
WANDERING	4D100	100% B

ATTACKS:

2 "HANDS", 1D10
 2 STINGS, 1D6 PLUS 4D6 POISON
 1 BITE, 2D6 (HIT -2)

DESCRIPTION:

EIGHT FOOT TALL, FOUR-ARMED INTELLIGENT INSECT. THE UPPER TWO ARMS END IN STINGERS, THE LOWER TWO IN "HANDS". IT HAS LOBSTER LIKE MANDIBLES AND ITS BODY IS COVERED WITH CHITON.

IMMUNE TO MENTAL SPELLS. IT CONSIDERS HUMANS AND THE LIKE TO BE UNINTELLIGENT FOOD ANIMALS. IT IS THE DOMINANT LIFE FORM ON ITS HOME PLANET.

FROM "KAVIN'S WORLD" BY DAVID MASON

ANT, GIANT

TYPE: GIANT INSECT

CREATED BY: CHUCK CADY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(1-27)D8	2	8			1D4	2D6+6

ALIGNMENT: ANY, HUNGRY
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
(80%)	3D20	80% C
WANDERING	2D12	

ATTACKS:

1 BITE, 1D6 PLUS (# OF HIT DICE)D3 ACID

ANT, GIANT

DESCRIPTION:

THE GENERIC DESCRIPTION OF THE GIANT ANTS.

ITS ARMOR CLASS IS 3 PLUS ONE THIRD OF THE NUMBER OF ITS HIT DICE, FRACTIONS ARE ROUNDED UP GIVING A RANGE OF 2 TO -6.

APE, DESERT

TYPE: ANIMAL

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(4-8)D8+1	4	10			2D6	2D6+6

ALIGNMENT: CHAOTIC, NEUTRAL
 FOUND IN: DUNGEONS, OPEN, DESERTS

LAIR (%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
(40%)	2D20	75% C
WANDERING	2D10	20% C

ATTACKS:

1 CLUB, 1D8
 1 VISUAL, HYPNOSIS

DESCRIPTION:

THREE-EYED APES. THE THIRD EYE IS HYPNOTIC. THERE IS A 30% CHANCE THAT AN APE WILL LIE WHEN SPOKEN TO VIA A SPEAK TO ANIMALS.

APE, SNAKE

TYPE: MISCELLANEOUS

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(5-7)D8+1	6-7	8		6	2D4	1D6+12

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, OPEN, WOODS, WATER

LAIR (%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
(30%)	2D10	80% B
WANDERING	1D12	

ALL THE WORLDS' MONSTERS

APE, SNAKE

ATTACKS:

4 ARMS; 1D10, 2D8, OR 2D10 DEPENDING ON SIZE
 1 BEAK; 1D8, 2D6, OR, 2D8 DEPENDING ON SIZE
 1-4 CONSTRICTIONS, DOUBLE REGULAR DAMAGE

DESCRIPTION:

AN ANTHROPOID-GASTROPOD MUTATION SPAWNED IN THE VATS OF CHAOS. ALSO KNOWN AS AN OCTORILLA.

IF A SUCKER-LINED ARM HITS TWICE IN A ROW OR TWO ARMS HIT IN ONE MELEE TURN, CONSTRICTION TAKES PLACE AND WILL CONTINUE UNTIL THE VICTIM IS DEAD OR THE SNAKE APE IS KILLED.

NOTE: MUST CHECK TO SEE WHETHER THE CONSTRICTION CAN GET THROUGH PLATE ARMOR EACH TURN, OTHERWISE THERE IS NO NEED TO MAKE HIT PROBABILITY BEFORE DOING DAMAGE - EVEN VS. MAGIC CHAIN OR LEATHER.

ARCEEL

TYPE: GIANT ANIMAL

CREATED BY: STEVE HENDERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
10D8	2+6			3	1D4+2	1D4+12

ALIGNMENT: CHAOTIC
 FOUND IN: SWAMPS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D3	

ATTACKS:

1 LIGHTNING BOLT, 4D6

DESCRIPTION:

REPULSIVE, MAN-SIZED, ELECTRIC EEL. ITS ARMOR CLASS IS HIGH DUE TO ITS RUBBERY SKIN. IT MUST TOUCH ITS VICTIM TO DO THE DAMAGE. IT IS IMMUNE TO LIGHTNING AND FIRE.

ARCHER BUSH

TYPE: PLANT

CREATED BY: K. JONES

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
2D8	8	0			0	12

FOUND IN: OPEN, WOODS

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	2D20	50% H COINS, D GEMS & MAGIC

ATTACKS:

50-100 NEEDLES, 1 POINT PLUS POISON (SEE BELOW)

DESCRIPTION:

ABOUT TEN FEET HIGH WITH A SLENDER TRUNK AND MANY BRANCHES. EACH BUSH HAS 50-100 NEEDLES WHICH CAN BE FIRED IN BUNCHES OF 30-40 AT A TIME. THEIR HIT PROBABILITY IS THAT OF A LIGHT BOW FIRED BY AN EIGHTH LEVEL FIGHTER OF AVERAGE DEXTERITY.

IN ADDITION TO THE ONE POINT OF HIT DAMAGE, EACH NEEDLE CONTAINS A NEUROTOXIN; THE VICTIM MUST MAKE HIS SAVE VS. POISON OR DIE. IF THE SAVE IS MADE HE STILL TAKES HALF DAMAGE (HALF HIS REMAINING HIT POINTS).

THE TREASURE IS 50% PER FIFTEEN BUSHES, THEY WOULD BE PLANTED AROUND THE TREASURE AS GUARDIANS.

FROM "SYMBIOTICA" BY ERIC FRANK RUSSELL.

ALL THE WORLDS' MONSTERS



BANSHEE

BAGDA AND FALLOWMAN

TYPE: DEMI-GOD

CREATED BY: CLINT BIGGLESTONE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
20D8	2+8	12			1D6+12	1D6+12

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

WANDERING NUMBER 2 PROBABILITY OF TREASURE AND TYPE

ATTACKS:

1 SWORD, 3D8 PLUS 1D6 OFF CONSTITUTION

DESCRIPTION:

TWO HORSEMEN, RIDING HORSES OF THE EINHERIAR, WHO ALWAYS APPEAR TOGETHER WHEN SUMMONED. THEIR EYES, HAIR, COWLED CLOAKS, SWORDS, AND HORSES ARE ALL COLORED BLACK. THEY ARE EINHERIAR OF THE HERLATHING AND FIGHT AS TWENTIETH LEVEL LORDS WITH 18(00) STRENGTH. THEY ARE IMMUNE TO FEAR, CHARMS, HOLDING, AND CONFUSION AND THEY HAVE NATURAL TRUE SIGHT. WEAPONS MUST BE MAGICAL TO HIT THEM.

THEIR FATHERS ARE TOLL AND MELIMBOR, RESPECTIVELY.
FROM "MOON OF GOMRATH" BY ALAN GARNER.

BANSHEE

TYPE: UNDEAD

CREATED BY: STEVE DAVIES

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
5D8	0	9	12		3D6	4D6

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERELAIR (20%) NUMBER 1D6 PROBABILITY OF TREASURE AND TYPE
WANDERING 1D4 70% 1D10 GEMS, 1D6 JEWELS

ATTACKS:

1 CLAW, 1D8 PLUS PARALYSIS
1 SCREAM, FEAR

ALL THE WORLDS' MONSTERS

BANSHEE

DESCRIPTION:

A NON-CORPERAL ENTITY WHO LIVES IN DUNGEONS OR FORSAKEN PLACES, THOUGH IT IS KNOWN TO WANDER AT NIGHT.

CREATURES HAVING LESS THAN FOUR HIT DICE MUST MAKE A SAVING THROW AGAINST FEAR (SAVE \square 11 ON 1D20). IF THEY FAIL THEIR SAVE THEY RESPOND AS TO A FEAR SPELL.

THE BANSHEE CAN ONLY BE HURT BY MAGIC WEAPONS AND SPELLS.

BASIC

TYPE: ALIEN

CREATED BY: DAN PIERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1D8	4	12			1D6+12	3D6

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

LAIR (80%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	5D12 1D10	90% TECHNOLOGICAL 25%

ATTACKS:

1-2 WEAPONS, SEE WEAPONER

DESCRIPTION:

PALLID AND PEARLY, DRAGON-LIKE, ALIEN RACE. USUALLY FOUND TRAVELLING WITH MISCELLANEOUS MUTATED HUMAN GUARDS AND SLAVES.

BASED ON "THE DRAGON MASTERS" BY JACK VANCE.

BATARANG

TYPE: ANIMAL

CREATED BY: HILDA HANNIFEN

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
3D8	1	6	36		1D4+2	3D6+18

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, MOUNTAINS, AIR

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6 1D6	60% C

ATTACKS:

1 VOICE, AS "FEAR SPELL"
2 CLAWS, 1D4

DESCRIPTION:

A BLACK, MONKEY-SIZED, BAT-WINGED CREATURE. ITS BODY IS COVERED WITH FUR AND IT HAS HANDS ON THE ENDS OF ITS WINGS. IN THE AIR ITS ARMOR CLASS IS 1, BUT ON THE GROUND ITS ARMOR CLASS IS REDUCED TO 6. WHEN IT ATTACKS, IT SPECIFICALLY GOES FOR THE HEAD OF ITS VICTIM; IF THE VICTIM DOES NOT HAVE SOME SORT OF HELMET, HIS ARMOR CLASS AGAINST THIS ATTACK IS 9.

WHEN FOUND IN ITS LAIR, THERE IS A 50% CHANCE THAT THERE WILL BE 1D3 BABY BATARANGS, WHICH CAN BE CAPTURED AND TRAINED TO SERVE.

BATTLER

TYPE: GIANT ANIMAL

CREATED BY: STEVE PERRIN

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(10-13)D8	2+2	12			1D6	2D6+6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OPEN, WOODS, RIVERS

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4 1	20% A

ALL THE WORLDS' MONSTERS

BATTLE

ATTACKS:

2 FEET, 4D6
2 TRUNKS, 1D4 CONstriction
1 HORN, 1D12

DESCRIPTION:

FIFTEEN FEET TALL AT THE SHOULDER, THIS BEAST RESEMBLES AN ELEPHANT WITH SIX LEGS. IT CAN FIGHT WITH THE TWO FORWARD ONES. WHEN A TRUNK HITS, THERE IS A 50% CHANCE THAT ONE OF THE VICTIM'S ARMS WILL BE PINNED. THE BATTLE WILL TRY TO IMPALE ANYONE IT CATCHES WITH ITS TRUNK ON THE HORN ON ITS HEAD. IT IS HIGHLY CARNIVOROUS. THE TREASURE IS FROM ITS PAST VICTIMS. UP TO FOUR OPPONENTS CAN BE ENGAGED AT ONCE.

FROM "ESCAPE ORBIT" BY JAMES WHITE.

BEAR

TYPE: ANIMAL

CREATED BY: CHUCK CADY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(5-9)D8	5	8		4	1D8	2D6+6

ALIGNMENT: ANY, HUNGRY
FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS, RIVERS, SWAMPS

LAIR (10%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	1D4

ATTACKS:

DEPENDS ON TYPE (SEE BELOW)

DESCRIPTION:

ANY LARGE, OMNIVOROUS BEAR, USUALLY WEIGHING IN AT ABOUT 800 POUNDS. IN A LAIR, THE LARGEST WILL BE THE MOTHER BEAR, THE REST WILL BE HER CUBS. IF THE CUBS ARE ATTACKED, SHE FIGHTS AT +2 UNTIL SHE IS KILLED. SMALL CUBS (LESS THAN SEVENTEEN POINTS) MAY BE TAMED AND USED LIKE GUARD DOGS.

WHEN FOUND WANDERING, A SOLITARY BEAR WILL BE A MALE AND HAS A +1 ATTACK. IF THERE ARE MORE THAN

BEAR

ONE, THEN THE GROUP WILL EITHER BE A MOTHER BEAR WITH HER CUBS OR A PROWLING GROUP OF BEARS LOOKING FOR FOOD. BEARS ARE NOT SOCIAL ANIMALS AND DO NOT WORK WELL TOGETHER.

THE SPECIFICATIONS VARY DEPENDING ON WHAT TYPE THE BEAR IS:

BLACK OR BROWN BEAR:

5D8+5 HIT DICE
ARMOR CLASS 5
1 BITE, 2D6
2 CLAWS, 1D8
1 HUG, 3D6 (IF BOTH CLAWS HIT)

GRIZZLY BEAR:

7D8+7 HIT DICE
ARMOR CLASS 4
1 BITE, 2D8
2 CLAWS, 1D10
1 HUG, 3D10 (IF BOTH CLAWS HIT)

POLAR BEAR:

9D8+9 HIT DICE
ARMOR CLASS 3
1 BITE, 3D6
2 CLAWS, 2D6
1 HUG, 3D12 (IF BOTH CLAWS HIT)

BEAR, KODIAK

TYPE: ANIMAL

CREATED BY: CHUCK CADY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(1-14)D10+9	2	10			2D4	2D6+6

ALIGNMENT: ANY, HUNGRY
FOUND IN: DUNGEONS, WOODS, MOUNTAINS

LAIR (5%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	1D4

ATTACKS:

1 BITE, 3D8
2 CLAWS, 2D8
1 HUG, 4D10 (IF BOTH CLAWS HIT THE SAME TARGET)

ALL THE WORLDS' MONSTERS

BEAR, KODIAK

DESCRIPTION:

THE LARGEST OF THE BEARS, THE KODIAK IS SO FEROCIOUS THAT IT WILL FIGHT AT FULL EFFICIENCY SO LONG AS IT HAS ONE FOURTH OF ITS HIT POINTS LEFT.

THE KODIAK IS A SOLITARY ANIMAL, IF MORE THAN ONE IS FOUND THEY WILL EITHER BE A MATED PAIR OR A FEMALE WITH CUBS. IF THE CUBS ARE ATTACKED, THE FEMALE FIGHTS AT +2.

THERE IS ONLY A 50% CHANCE THAT THE BEAR WILL HUG WHEN IT HITS A VICTIM WITH BOTH PAWS. THE HUG BEGINS ON THE NEXT MELEE TURN AND THE BEAR WILL CONTINUE TO HUG THE VICTIM UNTIL HE DIES, LOSES CONSCIOUSNESS, OR THE BEAR IS KILLED.

BEE, KILLER

TYPE: INSECT

CREATED BY: K. JONES

HIT POINTS	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1	0	1	48		0	1D6+12

FOUND IN: DUNGEONS, OPEN, WOODS, SWAMPS, AIR

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	60% B

ATTACKS:

1 STING, 1 POINT, PLUS 5% CHANCE PER STING OF ANAPHYLACTIC SHOCK (SEE BELOW)

DESCRIPTION:

A SMALL BEE WHICH IS HIGHLY AGGRESSIVE AND HAS A POWERFUL VENOM. IN CASE OF SHOCK, THE VICTIM MUST SAVE VS. POISON AT -2 OR DIE. ITS ARMOR CLASS WHILE ON THE GROUND IS NINE.

BEETLE, GIANT STAG

TYPE: GIANT INSECT

CREATED BY: CLINT BIGGLESTONE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
8D8	3	6			103	2D6+6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS

LAIR (10%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6	30% B
	1D4	

ATTACKS:

1 BITE, 3D10

DESCRIPTION:

A GIANT BEETLE, USUALLY BLUE-BLACK IN COLOR. IT IS SEVEN TO NINE FEET LONG WITH MANDIBLES MAKING UP ABOUT TWO THIRDS OF ITS LENGTH.

BEETLE, GRINDER

TYPE: GIANT INSECT

CREATED BY: SCOTT MC CARTNEY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
8D8	2	6	12		1	1D4+2

ALIGNMENT: ANY, HUNGRY
FOUND IN: WOODS, DESERTS, AIR

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D12	

ATTACKS:

1 MANDIBLE, 4D10

DESCRIPTION:

A LARGE BEETLE ABOUT TWENTY-FIVE FEET LONG AND TWELVE FEET WIDE. IT WILL NOT ATTACK UNLESS PROVOKED OR IT ENCOUNTERS SOMETHING EDIBLE.

ALL THE WORLDS' MONSTERS

BEHINDER

TYPE: MISCELLANEOUS

CREATED BY: STEVE HENDERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(6-8)D8	2	18			2D6+6	18

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (5%)	NUMBER	PROBABILITY OF TREASURE	AND TYPE
WANDERING	1	100%	A

ATTACKS:

1 BITE, 1D12 PARALYSIS
 2 CLAWS, 1D4 PARALYSIS

DESCRIPTION:

AN INDESCRIBIBLY HIDEOUS CREATURE. IT IS SENSITIVE TO ESP AND TELEPATHY AND WILL NOT ATTACK A PARTY WHICH IS USING EITHER.

IT ALWAYS ATTACKS THE LAST IN LINE. THE SIGHT OF THE BEAST PARALYSES OR (IF SAVE VS. SPELLS MADE) SLOWS FOR ONE FULL TURN. IT WILL TRY TO SPIRIT AWAY THE LAST IN LINE BEFORE ANYONE NOTICES. IT HAS THE POWER TO PLACE THE SUGGESTION "FALL BEHIND" IN ITS INTENDED VICTIM'S MIND (SAVE VS. SPELL). IT "HIDES IN SHADOWS" AND "MOVES SILENTLY" LIKE A MASTER THIEF.

FROM "DESRICK ON YANDRO" BY MANLY WADE WELLMAN.

BLAST PUPPY

TYPE: ANIMAL

CREATED BY: STEVE PERRIN

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
10D8	2+1	12			1D6	2D6+6

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE	AND TYPE
WANDERING	1D4	25%	C

BLAST PUPPY

ATTACKS:

1 PSIONIC BLAST
 1 PSIONIC EGO WHIP
 1 BREATH, 1D12 FIRE
 3 PAWS, 1D8 PLUS 8D10 LIGHTNING
 1 BITE, 4D6
 1 SONIC BLAST, 2D6

ATTACKS:

LOOKS LIKE A SMALL, INNOCUOUS DOG. IT OFTEN WILL RABIDLY ATTACK FOR NO GOOD REASON. IT HAS 113 PSIONIC STRENGTH POINTS AND WILL ONLY USE ITS PSIONIC POWERS IN THE PRESENCE OF OTHER PSIONICS USING THEIR'S. IT HAS DEFENSES OF MIND BLANK (WHICH IS ALWAYS WORKING) AND TOWER OF IRON WILL. IT IS IMMUNE TO WANDS AND STAVES.

BLOB, RED

TYPE: CLEAN-UP CREW

CREATED BY: WAYNE SHAW

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
12D8	4	9			1	1D8+12

ALIGNMENT: HUNGRY
 FOUND IN: ANYWHERE

WANDERING	NUMBER	PROBABILITY OF TREASURE	AND TYPE
	1		

ATTACKS:

1 ENFOLDMENT, 4D10

DESCRIPTION:

HUGE, RED AMOEBA-LIKE CREATURE FROM OUTER SPACE. COLD IMMOBILIZES IT AS "DAMAGE" ACCUMULATES, BUT IT REGENERATES THREE POINTS PER MELEE TURN AS IT THAWS. OTHER THAN THAT, IT CAN ONLY BE AFFECTED BY WORDS OF POWER, DISINTEGRATE, SWORDS OF COLD, AND HOLY SWORDS.

BASED ON THE MOVIE "THE BLOB".

ALL THE WORLDS' MONSTERS

BLOOD MOLD

TYPE: CLEAN-UP CREW

CREATED BY: HILDA HANNIFEN

HIT	ARMOR			IQ	DEXT.
DICE	CLASS	MOVE	FLY	RANGE	RANGE
8D8	7	8		0	0

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS

LAIR (100%) NUMBER 1 PROBABILITY OF TREASURE AND TYPE
 80% SEE BELOW

ATTACKS:

1 TOUCH, 2D8 PLUS SEE BELOW

DESCRIPTION:

A RED BLACK SUBSTANCE THAT LOOKS LIKE STICKY BREAD DOUGH. IT ENTERS THE BODY OF ANYONE TOUCHING IT AND DOES 2D8 POINTS OF DAMAGE PER MELEE TURN AFTER THE TURN IN WHICH IT ENTERS. THE DAMAGE DONE REPRESENTS THE PART OF THE VICTIM WHICH IS TURNED INTO BLOOD MOLD (A LA A GREEN SLIME). THOSE FAILING TO MAKE THEIR SAVING THROWS DIE INSTANTLY, OTHERWISE THEY TRANSFORM.

THE ONLY THINGS WHICH CAN AFFECT THE BLOOD MOLD ARE "FINGER OF DEATH" AND "DEATH" SPELLS (FOR WHICH IT GETS NO SAVE) AND MAGIC EDGED WEAPONS. THE MOLD CAN BE DEHYDRATED, IN WHICH CASE IT TURNS INTO A VERY FINE, RED POWDER WHICH IS EASILY DISTURBED AND STICKS TO ANYTHING MOIST OR GREASY. CONTACT WITH ANY FORM OF MOISTURE (SWEAT, STEAM, ETC.) WILL CAUSE THE POWDER TO BECOME LIVING BLOOD BLOOD MOLD AGAIN. A "CURE DISEASE" WILL SLOW THE PROGRESS OF THE MOLD FOR TEN MINUTES.

THE BLOOD MOLD HAS NO TREASURE OF ITS OWN, BUT IT IS OFTEN USED BY OTHERS TO GUARD THEIR TREASURES.

BLOOD WORM

TYPE: ANIMAL

CREATED BY: DAVE HARGRAVE

HIT	ARMOR			IQ	DEXT.
DICE	CLASS	MOVE	FLY	RANGE	RANGE
(2-5)D8	7	3	6	1D6	2D6+12

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, WATER, CITIES

BLOOD WORM

LAIR (100%) NUMBER 1D20 PROBABILITY OF TREASURE AND TYPE
 100% C WITH 3*SP AND 2*CP

ATTACKS:

1 SUCTION, 1 ENERGY LEVEL

DESCRIPTION:

NEARLY INVISIBLE, TRANSPARENT WORM FOUND IN WATER. WILL DRAIN 1 LEVEL PER MELEE TURN IF IT CAN ATTACH ITSELF TO A VICTIM (REGULAR HIT PROBABILITY). THERE IS A 5% CHANCE PER MELEE TURN OF FINDING ITS LOCATION ON THE VICTIM.

BLOODBOUNCER

TYPE: MISCELLANEOUS

CREATED BY: WAYNE SHAW

HIT	ARMOR			IQ	DEXT.
DICE	CLASS	MOVE	FLY	RANGE	RANGE
1D4	7	18		1D6	4D6+6

ALIGNMENT: HUNGRY
 FOUND IN: OPEN, MOUNTAINS

LAIR (25%) NUMBER 2D10 PROBABILITY OF TREASURE AND TYPE
 WANDERING 2D10 100% B

ATTACKS:

2 BITES, 1D6

DESCRIPTION:

THIS THING CAN BEST BE DESCRIBED AS AN INSANE STIRGE, A TRIBBLE, AND A SUPERBALL. IT DRINKS BLOOD AND WHEN IT HAS DONE EIGHT POINTS OF DAMAGE IT SPLITS IN TWO.

BLOODGRASS

TYPE: PLANT

CREATED BY: DAVE HARGRAVE

HIT	ARMOR			IQ	DEXT.
DICE	CLASS	MOVE	FLY	RANGE	RANGE
(1-10)D8+1	6	0		0	0

ALL THE WORLDS' MONSTERS

BLOODGRASS

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
1	100%	A TIMES NUMBER OF DICE

ATTACKS:

1 SNARE, ENERGY DRAIN

DESCRIPTION:

LOOKS LIKE THREE TO TWELVE INCH LONG STRANDS OF GRASS. FOUND IN PATCHES THREE TO THIRTY FEET IN DIAMETER. IT TWINES ABOUT THE FEET OF ANYONE STANDING STILL ON IT (STRENGTH 12 AND BELOW CANNOT BREAK FREE) AND SUCK VICTIM'S BLOOD AND ONE ENERGY LEVEL PER MELEE TURN. TREASURE IS AMONGST ITS ROOTS AND CONSISTS OF THAT BORNE BY WHOEVER HAS BEEN SUCKED DOWN BEFORE.

BLOSSOMS OF PRIMORDIAL LIFE TYPE: ENCHANTED PLANT

CREATED BY: DAN PIERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
10D10	-4	1			1	18

ALIGNMENT: CHAOTIC, NEUTRAL
 FOUND IN: WOODS, SWAMPS

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
4D5		

DESCRIPTION:

ENORMOUS FLOWERS WITH FLUTED BRONZE STEMS AND GREAT, LEANING, BEASTLIKE BLOSSOMS WITH CARMINE THROATS. THEY GROW IN CLUSTERS WITH AN OPEN SPACE (GEOMETRIC IN SHAPE) AT THE CENTER. EACH FLOWER HAS FOUR LONG, THIN, BRONZE TENDRILS AT THE POINT WHERE THE STEM MEETS THE GROUND. WHEN SOMEONE WALKS INTO THE CENTER OF A CLUSTER, THESE TENDRILS GRAB HIS LEGS, HITTING AS IF THE TARGET WAS ARMOR CLASS NINE. THE TENDRILS HAVE 12 HIT POINTS EACH AND CAN ONLY BE HIT BY +3 OR BETTER EDGED WEAPONS.

AFTER GRABBING THEIR VICTIM, THE TENDRILS BEND TO HIS FEET (IN 1-3 MELEE TURNS) AND MOVE SLOWLY UP HIS BODY (4-6 MELEE TURNS), COVERING HIM WITH

BLOSSOMS OF PRIMORDIAL LIFE

THEIR NECTAR. THE VICTIM'S CHANCE TO BREAK AWAY IS (STRENGTH/10)%. AS THE NECTAR TOUCHES A PART OF THE BODY, IT PERMANENTLY BECOMES AS A PART OF A GREAT APE (NO SAVE). IF IT REACHES THE HEAD, THE MIND CHANGES (INTELLIGENCE 1D4, ETC.). A FULL WISH WILL REVERSE THE CHANGE.

SUGGESTED BY A MAL DWYB STORY BY CLARK ASHTON SMITH.

BLUE HORROR

TYPE: VANCE DRAGON

CREATED BY: DAN PIERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
7D8	0	18			1D6+12	1D6+14

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D100	100% A
	1D100	

ATTACKS:

1-2 WEAPONS, BY WEAPON TYPE PLUS 2D8
 2 CLAWS, 1D8
 1 BITE, 2D8

DESCRIPTION:

"POISONOUS" BLUE IN COLOR. USUALLY LAIRS WITH OTHER VANCE DRAGONS AND USUALLY HAS A HUMAN MASTER (WHO HAS THE TREASURE). PREFERS TO USE AXES, MACES, AND CUTLASSES.

WHEN STRUCK BY A NORMAL WEAPON, THERE IS A 30% CHANCE THE WEAPON WILL BREAK; 20% FOR +1 WEAPONS, AND 10% FOR +2 WEAPONS. A WEAPON WHICH BREAKS DOES NO DAMAGE.

BASED ON "THE DRAGON MASTERS" BY JACK VANCE.

ALL THE WORLDS' MONSTERS

BLUE POOL HORROR

TYPE: CLEAN-UP CREW

CREATED BY: CLINT BIGGLESTONE

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.		
(7-8)D8	7	0			0	0	18		

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, OUTDOORS, SWAMPS, CITIES

LAIR (5%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1	100% C

ATTACKS:

1 PSEUDOPOD, 1D5+4 ACID

DESCRIPTION:

GENETIC EXPERIMENT GONE WRONG. A BIG BLUE PUDDLE WHICH LOOKS LIKE A CALM POOL. IT HAS NO VISIBLE ORGANS, IT SENSES BY BODY HEAT. ANYONE KILLED BY A BLUE POOL HORROR FLOWS TO IT AND BECOMES PART OF IT, ADDING TO ITS DICE.

IT IS IMMUNE TO EVERYTHING SAVE COLD AND FIRE (FROM WHICH IT ONLY TAKES HALF DAMAGE). IT CAN SHOOT ITS PSEUDOPOD UP TO FIFTEEN FEET. ITS ACID EATS EVERYTHING BUT STONE.

BLUTSCHINK

TYPE: ANIMAL

CREATED BY: KEN PICK

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.		
8D8	5	9		6	1D6		2D6		

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, WOODS, RIVERS, SWAMPS

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D10	20% B

ATTACKS:

2 CLAWS, 1D3; IF BOTH HIT, HUGS FOR AN EXTRA 2D8
 1 BITE, 2D4: PLUS 2D8 BLOOD DRAIN PER MELEE TURN;
 40% CHANCE ON BITE ONLY, 70% CHANCE
 IF ONE CLAW HITS AND IT BITES, 100%
 IF HUG AND BITE

BLUTSCHINK

DESCRIPTION:

ALSO KNOWN AS A VAMPIRE BEAR. LOOKS EXACTLY LIKE A BEAR. NOCTURNAL AND USUALLY FOUND NEAR WATER.
 FROM THE FOLKLORE OF GERMANY.

BROWN ICH

TYPE: CLEAN-UP CREW

CREATED BY: DENNIS O'BRIEN

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.		
7D8	4	0			0	0	0		

ALIGNMENT: NONE
 FOUND IN: DUNGEONS

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	30% C

ATTACKS:

1 TOUCH, 2D6

DESCRIPTION:

LOOKS LIKE A BROWN BLOB WHICH LIES ACROSS DUNGEON CORRIDORS. ITS TOUCH DISSOLVES METAL BUT NOT WOOD OR STONE. IF STABBED, IT WILL CRAWL UP THE WEAPON AND ATTACK THE ONE HOLDING IT. IT IS VULNERABLE TO BOTH FIRE AND COLD (+1 FOR EACH DIE OF DAMAGE).

ALL THE WORLDS' MONSTERS



CARNIVEROUS TYPO

TYPE: ANIMAL

CREATED BY: MARK SWANSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
3D6	5	12	30		3D4	2D6+6

ALIGNMENT: ANY
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D2	1D2

ATTACKS:

1 BITE, 1D4 CONTINUOUS

DESCRIPTION:

THE FAVORITE PET OF MAGIC HATING MEN AND MONSTERS, THE TYPO IS TWO FEET ACROSS WITH WHITE AND BLACK SWIRLS IN ITS FUR. IT DOES NOT FLY, IT LEAPS. IT HAS LONG LIMBS WITH WHICH IT CAN PIN THE ARMS OF ANY HUMAN WITH STRENGTH 10 OR LESS. IT ALSO HAS A LONG BLOOD SUCKING TONGUE.

ITS BASIC ARMOR CLASS IS 5, BUT AGAINST MAGIC WEAPONS, MISSILES, OR SPELLS ITS ARMOR CLASS IS ZERO. ITS SAVING THROW AGAINST SPELLS IS THAT OF A TENTH LEVEL FIGHTING MAN AND IF IT MAKES ITS SAVE THE SPELL IS REFLECTED BACK ON THE CASTER (NO SAVE). WHEN IT BITES, ITS JAWS LOCK (DOING 1D4); THEN ON EVERY SUBSEQUENT MELEE TURN ITS TONGUE DOES 1D4 DAMAGE BY DRAINING BLOOD. IF THE VICTIM OF A BITE IS A MAGIC USER, HE MUST MAKE A SAVE VS. "DEATH" OR HE WILL LOSE ONE LIFE LEVEL DUE TO THE BLOOD DRAIN.

WHEN IN BATTLE IT WILL ATTACK MAGIC USERS FIRST, THEN CLERICS. IT USUALLY ATTACKS THE ONE WITH THE HIGHEST LEVEL.

ANY MAGIC USER WHO THROWS A SPELL IN THE PRESENCE OF THE TYPO HAS A (SPELL LEVEL)/(MU LEVEL +3) CHANCE OF SCRAMBLING THE SPELL. THE SPELL WILL NOT WORK BUT HE LOSES THE APPROPRIATE NUMBER OF SPELL POINTS (OR THE USE OF THE SPELL DEPENDING ON WHAT MAGIC SYSTEM IS USED).



COACHMAN OF DEATH

ALL THE WORLDS' MONSTERS

CAT, CARRION

TYPE: ANIMAL

CREATED BY: STEVE PERRIN

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE			DEXT.	
1D4	0	18			1D6+4			RANGE	18

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (60%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D20	50% C
	1D6	

ATTACKS:

2 CLAWS, 1D3 PLUS DISEASE
 1 BITE, 1D4 PLUS DISEASE

DESCRIPTION:

A SCRUFFY LOOKING ALLEY CAT WHICH HATES WATER AND LOVES GARBAGE. ITS HIGH ARMOR CLASS IS DUE TO ITS EXTREME AGILITY, SO SUBTRACT 1 FROM WHAT IS NEEDED TO HIT IT FOR EVERY DEXTERITY POINT ITS OPPONENT HAS OVER TWELVE.

CENTIPEDE, COPPER

TYPE: ENCHANTED MONSTER

CREATED BY: DAN PIERSON

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE			DEXT.	
11D8	2	12			1D6+6			RANGE	1D6+7

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, OUTDOORS

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	100% D
	1D3	

ATTACKS:

2 PINNERS, 5D3 PLUS 2D6 POISON
 1 BITE, 3D10
 1 STING, 1D6 PLUS 5D6 POISON

DESCRIPTION:

A TWENTY FOOT LONG CENTIPEDE, COPPER WITH GEMS OF BRIGHTNESS FOR EYES. IT HAS TWO PINNERS IN FRONT

CENTIPEDE, COPPER

AND A STING IN ITS TAIL. IT IS USUALLY FOUND UNDER THE GROUND. IT FEARS FIRE AND/OR STONE MONSTERS.

CENTIPEDE, GIANT

TYPE: GIANT ARTHROPOD

CREATED BY: CHUCK CADY

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE			DEXT.	
(1-27)D8	2	8			1D4			RANGE	2D6+6

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D4	

ATTACKS:

1-14 ATTACKS, 1D6

DESCRIPTION:

THE GENERIC DESCRIPTION OF THE GIANT CENTIPEDES.

THE NUMBER OF ATTACKS THE CENTIPEDE HAS IS ONE HALF OF THE NUMBER OF ITS HIT DICE. ITS BASIC ARMOR CLASS IS 3 TO WHICH IS ADDED ONE THIRD OF THE NUMBER OF ITS HIT DICE, FRACTIONS ROUNDED UP SO THE ACTUAL RANGE IS 2 TO -6.

CHAMELEON, GIANT

TYPE: GIANT ANIMAL

CREATED BY: STEVE DAVIES

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE			DEXT.	
4D8	7	6			1D4			RANGE	4D6

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, WOODS

LAIR (25%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D8	50% 1
	1D4	

ALL THE WORLDS' MONSTERS

CHAMELEON, GIANT

ATTACKS:

1 BITE, 1D8
2 CLAWS, 1D3

DESCRIPTION:

A GIANT CHAMELEON, ABOUT SIXTEEN FEET LONG. IT HAS SUCKERED FEET WHICH ALLOW IT TO CRAWL ALONG CEILINGS AS WELL AS FLOORS. ITS EYES CAN MOVE INDEPENDENTLY, SO IT IS VERY HARD TO SURPRISE (1 CHANCE IN 6).

IT ATTACKS BY SHOOTING FORTH ITS TONGUE UP TO TWENTY FEET (THE TONGUE IS VERY STICKY) AND PULLING ITS VICTIM'S IN TO BE BITTEN AND CLAWED.

THE CHAMELEON IS ABLE TO CHANGE ITS COLOR TO FIT ITS SURROUNDINGS SO THEY ARE VERY HARD TO SEE (TREAT AS INVISIBLE). IT USUALLY ATTACHES ITSELF TO A TREE OR THE CEILING AND THEN GRABS UNWARY VICTIMS WITH ITS TONGUE AS THEY PASS BELOW.

CHONCHON

TYPE: ENCHANTED MONSTER

CREATED BY: KEN PICK

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D8	4		24		1D6+12	2D6+6

ALIGNMENT: CHAOTIC, EVIL
FOUND IN: ANYWHERE

LAIR (5%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D3	100% 1D6 ITEMS, NO WEAPONS
	1D3	

ATTACKS:

1 SPELLCAST
1 BITE (AS A LAST RESORT), 2D8

DESCRIPTION:

USES ANY OF THE ATTACK SPELLS AVAILABLE TO AN ELEVENTH LEVEL WIZARD WITH THE SAME SAVING THROWS REQUIRED. THE CHONCHON IS THE FAMILIAR OF A BRUJO (A CHILEAN WITCH) AND IS VISIBLE ONLY TO MAGIC USERS AS A HUGE HUMAN HEAD WITH WING-EARS. ITS CRY IS "TUE"; ELVES OR ANYONE WITH EQUIVALENT

CHONCHON

HEARING CAN TRY TO HIT IT BY SOUND AT -3. A MAGE HAS A 5% CHANCE PER LEVEL OF CAUSING THE CHONCHON TO FALL BY SPREADING HIS CLOAK ON THE GROUND AND COMMANDING IT TO FALL.

A FALLEN CHONCHON IS HELPLESS UNTIL ANOTHER ONE TOUCHES IT, AT WHICH TIME IT REVIVES AND ATTACKS THE ONE WHO MADE IT FALL.

FROM THE FOLKLORE OF CHILE.

CLOUD, SILVER

TYPE: ENERGY BEING

CREATED BY: JERRY JACKS

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D8	9		15		0	1D8+12

ALIGNMENT: NEUTRAL
FOUND IN: OUTDOORS, WATER, AIR

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D4	

ATTACKS:

1D4 BUFFETS, 2D8+6 (SEE BELOW)

DESCRIPTION:

A CLOUD-LIKE CREATURE WHICH ATTACKS FROM THE SKY. ACTUALLY IT IS NOT HOSTILE, IT LIKE TO "PLAY" WITH PARTIES. ITS ATTACK CONSISTS OF STRONG WIND WITH HAIL; IT CAN ATTACK 1D4 TIMES PER TURN AND IT HITS AS A THIRTIETH LEVEL LORD. IT ESPECIALLY LIKES TO ATTACK THIEVES.

WHEN IT LOSES ALL OF ITS HIT POINTS THE CLOUD WILL GO AWAY AND LEAVE BEHIND 1D4 OUNCES OF MATERIAL WHICH HAS THE SAME PROPERTIES AS "DUST OF DISAPPEARANCE".

ALL PHYSICAL ATTACKS DO ONLY HALF DAMAGE AND ONLY AIR-TYPE MAGIC (CLERICAL OR MAGE) CAN AFFECT IT. LIGHTNING AND OTHER ENERGY TYPE SPELLS RESTORE ALL OF ITS DAMAGE.

ALL THE WORLDS' MONSTERS

COACHMAN OF DEATH

TYPE: UNDEAD

CREATED BY: ROGER HARVEY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
10D8+1	2+2	24	0		1D12+10	10D2

ALIGNMENT: CHAOTIC-EVIL
FOUND IN: OUTDOORS, CITIES

WANDERING NUMBER 1 PROBABILITY OF TREASURE AND TYPE 100% SEE BELOW

ATTACKS:

1 TOUCH, 1D8 PLUS SAVE VS. MAGIC OR TURN TO ZOMBIE
1 GLARE, SAVE VS. FEAR

DESCRIPTION:

AN UNDEAD HUMAN WEARING A BLACK, MONK-LIKE ROBE. HIS FACE AND HANDS ARE LUMINOUS AND HIS EYES GLOW RED. HE APPEARS DRIVING A COACH DRAWN BY SIX HORSES. HIS TASK IS TO TAKE AWAY ONE MEMBER OF THE PARTY IN THE COACH AFTER TURNING HIM INTO A ZOMBIE.

HIS TREASURE IS THE ROBE OF FEAR THAT HE WEARS. THE WEARER GAINS A FEAR SPELL IN HIS GAZE AND TURNS CHAOTIC-EVIL IN ALIGNMENT.

HE CANNOT FLY, BUT HE CAN HOVER OVER HIS VICTIM IF NEED BE.

COACHMAN OF DEATH'S HORSE

TYPE: UNDEAD

CREATED BY: ROGER HARVEY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
5D8+1	2	12	24		1D6+6	1D6+6

ALIGNMENT: CHAOTIC-EVIL
FOUND IN: OUTDOORS, CITIES, AIR

WANDERING NUMBER 6 PROBABILITY OF TREASURE AND TYPE

ATTACKS:

2 HOoves, 1D10
1 BREATH, 1D4 PLUS PARALYZE

COACHMAN OF DEATH'S HORSE

DESCRIPTION:

ALWAYS FOUND DRAWING THE COACH OF THE COACHMAN OF DEATH. A JET BLACK PEGASUS WITH GLOWING RED EYES AND FLARING NOSTRILS THAT BREATHE A PARALYZING GAS UP TO SIX INCHES.

CORRABUS

TYPE: ANIMAL

CREATED BY: SCOTT ARQUETTE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
7D8	3	9	30		3D6	2D6+6

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS, CITIES, AIRLAIR (10%) NUMBER 2D4 PROBABILITY OF TREASURE AND TYPE 75% G
WANDERING 1D4

ATTACKS:

1 BITE, 1D8 PLUS 10D6 POISON
2 CLAWS, 1D6

DESCRIPTION:

HAS THE HEAD OF A COBRA, THE BODY OF A HORSE, THE LOWER LEGS OF AN EAGLE, AND THE WINGS OF A DRAGON. ITS BODY IS COVERED WITH SCALES. IT IS QUITE INTELLIGENT AND, DUE TO ITS GREAT MUTABILITY, CAPABLE OF CROSSBREEDING WITH HUMANS, PRODUCING WERECORRABI.

THE OFFSPRING OF THE WERECORRABI, OR HUMAN OR CORRABI MATING WITH WERES, ARE EMPATHIC CORRABI - FRIENDS OF ANY ALIGNMENT.

ITS BITE IS EXTREMELY POISONOUS. IF A SAVE IS NOT MADE AND THE VICTIM HAS HITPOINTS REMAINING, HE MUST MAKE A SAVE -2 VS. PARALYSIS OR BE PARALYSED.

ALL THE WORLDS' MONSTERS

CRAB, GIANT ALASKAN KING

TYPE: GIANT ARTHROPOD

CREATED BY: DENNIS O'BRIEN

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D8	2	9			1	3D6

ALIGNMENT: HUNGRY
FOUND IN: SEAS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	2D8	

ATTACKS:

2 PINCERS, 2D6

DESCRIPTION:

A VERY LARGE CRAB, WITH LEGS EXTENDING ABOUT TWENTY FEET ACROSS. ANY VICTIM GRABBED BY ONE OF ITS PINCERS WILL BE CRUSHED AND THEN EATEN.

CRAWLER

TYPE: GIANT ARTHROPOD

CREATED BY: STEVE MARSH

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D8	4	4			1D4	1D6

ALIGNMENT: NEUTRAL
FOUND IN: SEAS

LAIR (60%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D6 1D6	100% ROLL FOR TYPE

ATTACKS:

1 BITE, 1D8
2 LEGS, 1D4 PLUS KNOCKS VICTIM DOWN (20%)

DESCRIPTION:

RESEMBLES A MILLIPEDE WITH ONE HUNDRED LEGS (ONLY THE FRONT TWO ARE USED FOR FIGHTING). THE LEGS ARE THREE TO FOUR FEET LONG.

ITS HIDE CAN BE MADE INTO GOOD ARMOR. THE CRAWLER'S TREASURE LIES HIDDEN WITHIN ITS VERY NARROW TUNNELS.

CROCOTTA

TYPE: ANIMAL

CREATED BY: STEVE DAVIES

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
12D8	-8	24			1D6	4D6+6

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D8 1D4	80% A

ATTACKS:

1 BITE, 4D10 PLUS 12D6 POISON
2 CLAWS, 1D8

DESCRIPTION:

THE CROCOTTA APPEARS AS A LARGE LION. IT HAS A VENOMOUS MOUTH WITH STRONG JAWS; IT CAN SNAP IN TWO ANY NON-MAGICAL WEAPON IT IS ABLE TO CATCH IN ITS JAWS, MAGICAL WEAPONS GET A SAVING THROW. IT CAN ALSO TEAR ARMOR APART IN THREE BITES AND SHIELDS IN TWO. MAGICAL ITEMS GET A SAVING THROW, SAVE MEANS THAT THE BITE ONLY DOES HALF DAMAGE, SO EVEN MAGICAL +3 ARMOR LASTS THROUGH ONLY AT MOST SIX BITES.

THE CROCOTTA'S STOMACH CONTAINS AN ALMOST UNIVERSAL SOLVENT, THE LINING OF THE STOMACH BEING ONE OF THE FEW THINGS THAT IT DOESN'T AFFECT.

CRUMBLER

TYPE: CLEAN-UP CREW

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(1-3)D8	2	6			1D3	2D6+8

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ATTACKS:

1 SONIC; 2D6+1 FOR A RADIUS OF THIRTY FEET, OR 5D6 IN A DIRECTIONAL BEAM

ALL THE WORLDS' MONSTERS

CRUMBLER

DESCRIPTION:

LOOKS LIKE A PILE OF SAND AND MOVES BY "FLOWING". THEY ARE SCAVENGERS AND LOVE FLESH WHICH HAS BEEN TURNED TO ROCK. MEDUSAE OFTEN KEEP THEM FOR JANITORIAL SERVICE. IMMUNE TO FIRE, COLD, PARALYSIS OR EMOTIONAL/MENTAL SPELLS.

CRYSTALLOID

TYPE: ALIEN

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(10-18)D8	2+2	5			3D6	2D6+6

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (20%)	NUMBER	PROBABILITY	OF TREASURE AND TYPE
WANDERING	1D4	100%	F
	1D4	20%	F

ATTACKS:

1 BLOW, 3D6

DESCRIPTION:

CRYSTALLINE HUMANOID. INVULNERABLE TO FIRE, COLD STONING, AND REVERSE STONING. LIGHTNING WILL REFLECT OFF HIS FACETS IN A RANDOM DIRECTION. HE WILL ALWAYS TELL THE ABSOLUTE TRUTH, AS HE SEES IT.

CULVERIN

TYPE: ANIMAL

CREATED BY: STEVE HENDERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D8	4	6			1D6	3D6

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (30%)	NUMBER	PROBABILITY	OF TREASURE AND TYPE
WANDERING	1D6	75%	B
	1D6		

CULVERIN

ATTACKS:

1 SPIT (STONE), 1D6
 2 CLAWS, 1D3

DESCRIPTION:

AN ANIMATED STOVEPIPE. THERE IS A 25% CHANCE THAT THE STONE SPIT BY THE ANIMAL WILL HIT THE HEAD OF ITS TARGET AND KNOCK HIM UNCONSCIOUS.

FROM "DESRIK ON YANDRO" BY MANLY WADE WELLMAN.

CYCLOPS

TYPE: TRUE GIANT

CREATED BY: WAYNE SHAW

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
12D8	3	12			3D6	2D4+8

ALIGNMENT: LAWFUL, CHAOTIC
 FOUND IN: OPEN, MOUNTAINS, SEAS

LAIR (35%)	NUMBER	PROBABILITY	OF TREASURE AND TYPE
WANDERING	1D6	100%	G + 5000 GP EACH
	1D6	40%	B + 5000 GP EACH

ATTACKS:

1 CLUB (OR FIST), 5D12

DESCRIPTION:

THIS IS A TALL, STRONG, ONE-EYED GIANT. HE HITS AT -2 BECAUSE OF HIS LACK OF DEPTH PERCEPTION AND HE IS VERY SUSEPTIBLE TO HAVING HIS EYE PUT OUT.

ALL THE WORLDS' MONSTERS



DAUGHTER OF KALI

TYPE: HUMANOID

CREATED BY: MARK SWANSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D8	2	9			2D6+1	1D6+9

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, OUTDOORS, CITIES

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D6	100% D / 2

ATTACKS:

2 SWORDS, 1D6

DESCRIPTION:

APPEARS AS A BEAUTIFUL, RED-SKINNED HUMAN WOMAN WITH FOUR ARMS. SHE HAS 1D6+11 STRENGTH AND A 2D6+3 CONSTITUTION. THERE IS A 30% CHANCE THAT SHE WILL HAVE MAGICAL ARMOR (OVER AND ABOVE HER NATURAL ARMOR CLASS OF 2) AND A 40% CHANCE THAT SHE WILL CARRY A MAGICAL WEAPON.

THE BEST DESCRIPTION OF HER ALIGNMENT IS "PRO-BLOOD". SHE CAN OFTEN BE APPEASED BY A GIFT OF FRESHLY SPILLED BLOOD IF PRESENTED POLITELY. IF APPEASED OR OVERAWED BY A FIGHTER, SHE WILL ACCOMPANY HIM UNTIL SHE IS SURE OF HIS BRAVERY. ONCE SHE IS SURE SHE WILL TAKE HIM AS A LOVER UNTIL SHE GETS PREGNANT. SHE WILL THEN DESERT HIM TO BEAR THE CHILD IN PRIVATE, THE CHILD WILL ALWAYS BE ANOTHER DAUGHTER OF KALI.

THE DAUGHTER OF KALI IS NEVER FOUND NEAR RUNNING WATER AND SHE CAN ONLY CROSS SUCH AT NIGHT.

DAUGHTER OF KALI, ELDER

TYPE: HUMANOID

CREATED BY: MARK SWANSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(8-10)D8	2	12			2D6+4	1D6+12

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, OUTDOORS, CITIES

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	100% D



ICE DEMON

ALL THE WORLDS' MONSTERS

DAUGHTER OF KALI, ELDER

ATTACKS:

2 SWORDS, 1D8
2 DAGGERS, 1D4

DESCRIPTION:

A LARGER, MORE POWERFUL DAUGHTER OF KALI (WHICH SEE FOR GENERAL DESCRIPTION). THE ELDER DAUGHTER HAS SIX ARMS AND VERY OFTEN FIGHTS WITH TWO-HANDED SWORDS OR USES BOWS. THERE IS AN 80% CHANCE THAT SHE WILL HAVE A MAGIC WEAPON AND A 50% CHANCE FOR MAGIC ARMOR. USUALLY SHE SPENDS ANY COINS IN HER TREASURE FOR GEMS AND JEWELS.

IF SHE MAKES HER SAVE AGAINST "CHARM", "HOLD", ETC. THE SPELL IS TURNED BACK UPON ITS CASTER.

SHE ALWAYS BEARS TWIN CHILDREN, BOTH ELDER DAUGHTERS OF KALI. WHEN STILL NURSING, SHE WILL FIGHT ANY INTRUDERS TO THE DEATH AND DO DOUBLE DAMAGE.

THERE IS A 50% CHANCE THAT SHE WILL BE ACCOMPANIED BY 1D6 (JUNIOR) DAUGHTERS OF KALI.

IF PRESSED OR ON THE VERGE OF DEATH, THE ELDER DAUGHTER CAN LOOSE A PLAGUE OF "QUICK SMALLPOX". THIS KILLS IN 1D6 MELEE ROUNDS AND VICTIMS MUST SAVE VS. CURING SPELLS AND EQUIPMENT. PERSONS WITHIN TEN FEET OF THE ELDER DAUGHTER, A VICTIM OF THE POX, OR THE BODY OF A VICTIM LESS THAN TWO WEEKS OLD WILL CATCH THE DISEASE UNLESS THEY ROLL 4 BELOW THEIR CONSTITUTION OR LESS ON 1D20. IF THEY CATCH THE POX, ANOTHER ROLL MUST BE MADE TO SEE IF THEY SURVIVE IT. ANYONE WHO HAS SURVIVED THE POX WILL BECOME IMMUNE TO IT FOR THE REST OF HIS LIFE. THOSE WHO DO CATCH IT BUT DO NOT DIE WILL BE HELPLESS, MAGICLESS, AND INFECTIOUS FOR TWO WEEKS (AS AFTER A "RAISE DEAD"). ALL DAUGHTERS OF KALI DIE WHEN EXPOSED TO THE POX.

DEATH ANGEL

TYPE: ANIMAL

CREATED BY: K. JONES

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(5-10)D8	7-5			24	0	1D6+12

ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: RIVERS, SEAS

DEATH ANGEL

LAIR	NUMBER	PROBABILITY OF TREASURE AND TYPE
(10%) WANDERING	1D4 1D2	50% SEE BELOW 50% SEE BELOW

ATTACKS:

2-4 LIGHTNING BOLTS, (# OF HIT DICE)D8 DAMAGE

DESCRIPTION:

A SUB-AQUATIC CREATURE RESEMBLING A LARGE BLACK JELLYFISH. IT ATTACKS USING ELECTRICITY. THE NUMBER AND AMOUNT OF ATTACKS DEPEND ON THE SIZE AND NUMBER OF HIT DICE OF THE CREATURE. THE TREASURE IS INSIDE OF IT IN THE FORM OF LARGE PEARL-LIKE STONES FOUND IN THE DIGESTIVE AREA. THESE VARY IN SIZE AND NUMBER:

NUMBER OF STONES IS 4*(# OF ATTACKS)
100*(# OF HIT DICE) GP VALUE FOR EACH STONE

ONLY FOUND UNDER WATER, NEVER NEAR THE SURFACE.

FROM "WICKER WONDERLAND" BY KIETH LAUMER.

DEATHWING

TYPE: ANIMAL

CREATED BY: STEVE HENDERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(5-7)D8	3	6	18		1D4	1D6+12

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, MOUNTAINS

LAIR	NUMBER	PROBABILITY OF TREASURE AND TYPE
(35%) WANDERING	1D4 1D4	40% B 10% B

ATTACKS:

1 STING, 1D12 PLUS 8D8 POISON
1 BITE, 4D6 PLUS 8D10 POISON

DESCRIPTION:

A MAN-SIZED CROCODILE WITH WINGS, FANGS, AND A STINGER TAIL. IT IS CAPABLE OF CAMOFLAUGING ITSELF TO LOOK LIKE A ROCK, TREE STUMP, BUMP OR WALL, ETC. IT USES CLAIRVOYANCE WHEN OPERATING IN THE DARK AND IT CAN DIMENSION WALK AS THE PSIONIC POWER. IT IS IMMUNE TO WANDS AND STAVES.

ALL THE WORLDS' MONSTERS

DEMON, CLASS I ICE TYPE: DEMON

CREATED BY: C. BIGGLESTONE & S. PERRIN

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
5D10	4+2	12	18	1D6+12

ALIGNMENT: CHAOTIC, EVIL, CHAOTIC-EVIL
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (50%)	1D3	75%	REFEREE OPTION
WANDERING	1	50%	REFEREE OPTION

ATTACKS:

1 TOUCH, 3D6
 1 SPELL

DESCRIPTION:

APPEARS AS AN ICE WHITE, HUMAN MAGE IN ROBES OF ARMOR CLASS 4. IT IS A NECROMANCER AND HAS THE FOLLOWING SPELLS:

FIRST LEVEL;
 COLD SLEEP, READ MAGIC, READ LANGUAGES, ICE MISSILE.

SECOND LEVEL;
 ICE WEB, PHANTASMAL FORCES, ESP, KNOCK.

THIRD LEVEL;
 COLDSPHERE, COLD CONE, ICE LANCE.

FOURTH LEVEL;
 DIMENSION DOOR, WALL OF ICE, ICE STORM.

FIFTH LEVEL;
 TELEKINESIS, GATE OTHER ICE DEMONS (50% I, 30% II, 19% III, 1% YMIR).

IT IS 60% MAGIC RESISTANT AND CAN ONLY BE HIT BY MAGIC WEAPONS.

NOTE: DAMAGE DONE BY ITS TOUCH CAN BE USED BY THE DEMON TO REGENERATE ITSELF BACK UP TO ITS MAXIMUM HITPOINT VALUE (50).

THERE IS A 50% CHANCE PER ITEM THAT IT WILL HAVE A RING ON EITHER HAND, A WAND, A DAGGER OF COLD, OR A MISCELLANEOUS MAGIC ITEM. THESE ITEMS WILL ONLY BE ONES USEABLE BY THE DEMON.

DEMON, CLASS I ICE

THE GLARE OFF ITS PERSON IS LIKE THAT OF AN ICE FIELD AND IS THE CAUSE OF THE +2 TO ITS ARMOR CLASS.

DEMON, CLASS II ICE TYPE: DEMON

CREATED BY: C. BIGGLESTONE & S. PERRIN

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
8D10	2+2	12	1D4+14	1D4+14

ALIGNMENT: CHAOTIC, EVIL, CHAOTIC-EVIL
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (50%)	1D2		
WANDERING	1		

ATTACKS:

1 SWORD, 3D8 PLUS 6D6 COLD
 1 FLAIL, 3D8 PLUS 6D6 COLD
 1 TOUCH, 2D8 PLUS 6D6 COLD

DESCRIPTION:

APPEARS AS A TEN FOOT TALL, WHITE, HUMANOID WARRIOR. ALL SEEING IT MUST MAKE A SAVE VS. A ROLL OF LORDLY MIGHT. IT CAN TELEPORT, ESP AND GATE IN OTHER ICE DEMONS (50% CHANCE OF SUCCESS; 40% CLASS I, 40% CLASS II, 15% CLASS III, 5% YMIR).

IT FIGHTS WITH A SWORD IN ONE HAND AND A FLAIL IN THE OTHER. IT HITS AS A TENTH LEVEL LORD, +4 FOR STRENGTH AND +1 FOR WEAPONS. IF INJURED, A GUST OF ICY WIND WILL BLOW OUT AND THE STRIKER MUST SAVE VS. POISON OR LOSE ONE POINT OF DEXTERITY FOR ONE HOUR. IF HE LOSES ALL HIS DEXTERITY, HE MUST MAKE A CONSTITUTION ROLL OR DIE WHEN THAWED OUT.

THE GLARE FROM THE DEMON'S BODY GIVES THE +2 TO ITS ARMOR CLASS. ANY COLD DAMAGE IT DOES WITH ITS WEAPONS OR TOUCH CAN BE USED BY THE DEMON TO REGENERATE ITSELF BACK UP TO EIGHTY POINTS.

ALL MAGIC HITTING IS IS AUTOMATICALLY TURNED LIKE A SPELL TURNING. THIS INCLUDES WAND AND DEVICE SPELLS.

ALL THE WORLDS' MONSTERS

DEMON, CLASS III ICE TYPE: DEMON

CREATED BY: C. BIGGLESTONE & S. PERRIN

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
12D10	2+6	18			18	18

ALIGNMENT: CHAOTIC, EVIL, CHAOTIC-EVIL
FOUND IN: ANYWHERE

LAIR (70%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1	

ATTACKS:

1 STAFF, 8D6+3 COLD
1 MIST, DEXTERITY LOSS

DESCRIPTION:

ROUGHLY MANLIKE (BUT TEN FEET TALL) CLOUD OF ICY MIST. THE EFFECT OF THE MIST IS FELT WITHIN FIVE FEET OF THE DEMON; IF SAVE VS. POISON NOT MADE, LOSE THREE POINTS OF DEXTERITY PER MELEE ROUND. IF SAVE IS MADE, THEN LOSE ONLY ONE POINT.

THE DEMON IS IMMUNE TO NORMAL WEAPONS AND MAGIC. A NINTH LEVEL PATRIARCH HAS A 5% CHANCE OF DISPELLING IT, WITH A 5% INCREASE PER LEVEL FOR THOSE OVER NINE, UP TO A MAXIMUM OF 50%. MAGIC WEAPONS DO ONLY HALF DAMAGE EXCEPT FOR FIRE WEAPONS WHICH ARE HALF PLUS THREE POINTS. FIRE MAGIC DOES ONE EXTRA POINT DAMAGE PER DIE. NORMAL FIRE IS EXTINGUISHED BY THE MIST CLOUD.

THE DEMON HAS FOUR EVIL CLERICAL SPELLS FROM EACH CLERICAL SPELL TABLE, WHICH IT CAN USE THE NUMBER OF TIMES EQUAL TO THE REVERSE OF THE LEVEL (I.E. KILL FULLY ONCE, CAUSE LIGHT WOUNDS SEVEN TIMES, ETC.) A DAY. IT ALSO HAS A +3 STAFF OF STRIKING. THE GLARE FROM ITS ICY BODY GIVES IT THE +6 TO ITS ARMOR CLASS. IT CAN TRAVEL WITH WIND-WALK, AN ICY GUST THAT ACTS LIKE THE WOUND MADE BY A CLASS II ICE DEMON TO THOSE TOUCHED. ANY DAMAGE IT DOES CAN BE USED BY THE DEMON TO REGENERATE ITSELF BACK UP TO A MAXIMUM OF 120 HIT POINTS.

IT HAS A 75% CHANCE OF GATING IN OTHER ICE DEMONS (25% CLASS I, 35% CLASS II, 25% CLASS III, AND 15% YMIR).

DEMON, GREATER TYPE: DEMON

CREATED BY: WAYNE SHAW

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
30D8	-6	20	60		1D10+12	1D6+12

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1	100% H * 2

ATTACKS:

1 TOUCH, 12D6

DESCRIPTION:

GENERALLY APPEARS AS A VERY UNIMPRESSIVE HUMAN AND USUALLY FOUND IN RUINS AND SUCH. IT CAN TELEPORT AND GATE AT WILL. IT CAN ALTER THE TEMPERATURE ONE DEGREE UPWARD OR DOWNWARD PER MELEE TURN, INCREASING IN A GEOMETICAL PROGRESSION (2, 4, 8, 16, ETC.). COMPLETELY IMMUNE TO TEMPERATURE BASED WEAPONS. IT CAN SUMMON RANDOM CHAOTIC MONSTERS AT WILL. IT HAS THE POWERS OF A 30TH LEVEL MAGIC USER. SPELLS HAVE A 5% CHANCE OF AFFECTING IT AT TWELFTH LEVEL, VARYING UP FROM THERE. IT REGENERATES FIVE POINTS PER MELEE ROUND, EVEN IF KILLED BY ACID. REGENERATION CAN BE PREVENTED BY A CLERICAL OR PALADINIC DISPEL EVIL, THE PER CENT OF SUCCESS IS BASED ON THE RATIO OF THE DISPELLER'S LEVEL TO THE DEMON'S.

DEMON, LESSER TYPE: DEMON

CREATED BY: WAYNE SHAW

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
20D8	-2	18			1D6+12	2D6+6

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D2	100% H

ALL THE WORLDS' MONSTERS

DEMON, LESSER

ATTACKS:

- 1 TOUCH, 6D6
- 1 +5 UNHOLY SWORD, 4D10

DESCRIPTION:

GENERALLY APPEARS AS AN EIGHT FOOT TALL, MUSCULAR HUMANOID WITH GLOWING RED EYES. IT CAN TELEPORT AND GATE AT WILL. IT IS COMPLETELY IMMUNE TO HEAT AND COLD. IT HAS THE SPELL USE OF A FIFTEENTH LEVEL MAGE, AND A "CONVINCE" SPELL THAT WORKS SOMEWHAT LIKE A SUGGESTION--UNLESS A SAVE IS MADE, THE VICTIM WILL BELIEVE ANYTHING THE DEMON SAYS. IT REGENERATES FOUR POINTS PER MELEE TURN, EVEN COMING BACK FROM DEATH BY ACID. HOWEVER IF ITS BODY IS BATHED IN HOLY WATER, IT WILL STAY DEAD. MAGIC HAS A 5% CHANCE AT LEVEL 10.

DEMON, SERPENT (LESSER)

TYPE: DEMON

CREATED BY: STEVE MARSH

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(1-6)D8	9		24		3D6	2D6+6

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS

WANDERING NUMBER 1 PROBABILITY OF TREASURE AND TYPE 50% REFEREE OPTION

ATTACKS:

- 1 BITE, 3D10
- 1-3 STRIKES (SEE BELOW)

DESCRIPTION:

LOOKS LIKE A LARGE RED DRAGON WITH GOLDEN TALONS AND WINGS. THE TALONS STRIKE LIKE FIVE SWORDS; A 1-2 HIT DIE DEMON SERPENT GETS ONE STRIKE, A 3-4 HIT DIE GETS TWO STRIKES, AND A 5-6 HIT DIE GETS THREE STRIKES. IT CAN BE SUBDUED AND WILL SERVE ITS SUBDUER FAITHFULLY.

DEMON, SERPENT KING (LEVEL VI) TYPE: DEMON

CREATED BY: STEVE MARSH

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D12	9		24		2D6+6	1D6+12

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS

WANDERING NUMBER 1 PROBABILITY OF TREASURE AND TYPE 50% REFEREE OPTION

ATTACKS:

- 1 BITE, 3D10
- 3 TALON STRIKES, 5D8
- 1 BREATH (SEE BELOW)

DESCRIPTION:

LOOKS LIKE A LARGE, RED DRAGON WITH GOLDEN TALONS AND WINGS. IT HAS THREE DIFFERENT BREATH ATTACKS, BUT CAN ONLY USE ONE AT A TIME. THEY ARE:
 1. 16" BY 3' FOOT CONE OF FEAR, 5" LONG
 2. 6" DIAMETER MISTA OF DISEASE, UP TO 4" AWAY
 3. 16 MEELEE TURNS OF PANIC, UP TO 3" AWAY

IT CAN GATE IN DEMONS OF UP TO FIFTH LEVEL.

IT CAN BE SUBDUED AND WILL FAITHFULLY SERVE WHO-EVER SUCCESSFULLY DOES.

DEMON, TWELFTH PLANE

TYPE: DEMON

CREATED BY: STEVE PERRIN

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(5-8)D8	2	9			2D4+10	1D6+12

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS, RIVERS, CITIES

LAIR (10%) NUMBER 1D2 PROBABILITY OF TREASURE AND TYPE 100% A
 WANDERING 1 20% WEAPON

ALL THE WORLDS' MONSTERS

DEMON, TWELFTH PLANE

ATTACKS:

2 CLAWS, 1D10
 1 BITE, 1D12
 1 WEAPON, BY WEAPON TYPE PLUS 1D10

DESCRIPTION:

A TALL, REPTILIAN, HUMANOID WITH TENDRILS GROWING OUT OF THE MUSTACHE POSITION. IT CAN BE SUMMONED (AFTER A LONG [SEVERAL DAYS] BUT SAFE "CONTACT HIGHER PLANE" SPELL) BY EXCHANGE OF 700 GP WEIGHT OF IRON (ABOUT 500 GP WORTH) FOR ITS SERVICE FOR ONE YEAR. THE CONTRACT IS IN THE NATURE OF A SERVANT, NOT A SLAVE. THE DEMON IS ABSOLUTELY LOGICAL. IT WILL ARGUE AND PROTEST UNREASONABLE ORDERS AND CAN GO HOME IF THE ORDERS ARE TRULY OUTRAGEOUS. IT WILL FOLLOW REASONABLE COMMANDS TO THE LETTER AND IS NOT BEYOND RATIONALIZING THEM TO THE MOST FORTUNATE INTERPRETATION FOR ITSELF. IT IS NOT ABSOLUTELY TRUTHFUL IF LOGIC DICTATES A LIE IS A BETTER IDEA.

A REGULAR WEAPON WILL BREAK IN ITS HANDS UPON USE, BUT A MASSIVE CLUB OR WEAPON OF +3 POTENCY OR BETTER WILL HOLD TOGETHER. IF A SHIELD IS USED, ITS BASIC ARMOR CLASS BECOMES 2+1. ITS DEXTERITY WILL ALSO ADD TO ITS ARMOR CLASS. THE TENDRILS AROUND ITS MOUTH DETECT EMOTION AND CAN BE USED TO DETECT LIES FROM LIVING CREATURES AND DETECT THE PRESENCE OF ENEMIES. VULNERABLE TO ANY ATTACK.

IT IS COLD-BLOODED AND REPTILIAN SO IT GOES TORPID IN TEMPERATURES BELOW FIFTY DEGREES FAHRENHEIT AND WILL FREEZE IF THE TEMPERATURE GETS BELOW THIRTY-TWO DEGREES. IT HAS -1 SAVE VS. ALL COLD AND COLD ATTACKS AND ALSO TAKES +1 DAMAGE FROM THEM. IT WILL EAT ANYTHING BUT ANOTHER OF ITS KIND, THOUGH IT IS GIVEN TO FOOD FADS IF CAREFULLY REASONED.

IT IS OFTEN FASCINATED WITH THE ILLOGICALITY OF HUMANS.

FROM "THE FALLIBLE FIEND" BY L. SPRAGUE DE CAMP.

DOROHIME

TYPE: DEMON, MINOR

CREATED BY: OWEN HANNIFEN

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(2-15)D1	7		48	24	3D6	3D6

ALIGNMENT: CHAOTIC-EVIL
 FOUND IN: RIVERS, SEAS, AIR

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	5D6	10% MAGIC WEAPONS
	1D10	40% MAGIC WEAPONS

ATTACKS:

2 BLOWS, 1D8 PER LEVEL (HIT POINT)
 1 BALL OF FIRE, 1D6 PER LEVEL (NOT MAGICAL)

DESCRIPTION:

ONE OF THE "PETTY" DEVILS. IT RESEMBLES A JELLY-FISH WITH TWO LARGE SUCKER-TIPPED ARMS LIKE A SQUID'S; A RING OF EYES ALL AROUND THE BODY; AND A TUBULAR MOUTH. OFTEN USED TO GUARD THE TREASURE AND DWELLINGS OF DEMONS AND DEVILS.

IT ATTACKS BY: A TENTACLE BLOW OR BLOW FROM A HELD WEAPON, OR SPITS A BALL OF NON-MAGICAL FIRE. THE BALL OF FIRE HAS ONLY A 10% CHANCE OF HITTING THE FIRST TIME IT IS SPIT, THERE AFTER IT HAS THE REGULAR HIT PROBABILITIES.

WHEN KILLED THE DOROHIME EXPLODES INTO A BALL OF NON-MAGICAL FIRE, 5-25 FEET IN RADIUS (DEPENDENT ON ITS SIZE). THE BALL DOES 1D6 PER LEVEL OF FIRE DAMAGE.

FROM "RAIDEN", A TELEVISION CARTOON SERIES.

DRAGON, CHROME

TYPE: DRAGON

CREATED BY: HILDA HANNIFEN

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(10-12)D8	0	12	24	8	1D8+12	2D6+6

ALIGNMENT: CHAOTIC, NEUTRAL
 FOUND IN: DUNGEONS, MOUNTAINS, CITIES

ALL THE WORLDS' MONSTERS

DRAGON, CHROME

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (85%)	1D4	95% J OR BETTER + TECHNO.
WANDERING	1D4	30% TECHNOLOGICAL

ATTACKS:

- 1 BITE, 6D8
- 2 FORELIMBS, 4D8 PLUS 1D8 PER CLAW
- 3 BREATHS, "FLESH TO STONE" OR "CLOUDKILL III"
(SEE BELOW)

DESCRIPTION:

A VERY SHINY DRAGON WITH A HIGHLY POLISHED BODY. LOOKING AT IT IN THE PRESENCE OF ANY BRIGHT LIGHT SOURCE (I.E. CLERICAL LIGHT, DAYLIGHT, ETC.) BLINDS THE VIEWERS. THOSE NOT BLINDED STILL FIGHT AT -3 (AS THE LIGHT DIMS THEY WILL SLOWLY REGAIN REGAIN USUAL ATTACK ABILITY).

ITS NORMAL BREATH IS "SMOG" WHICH CAUSES IRRITATION TO THE EYES, NOSE AND THROAT OF THOSE WHO INHALE IT; IT ALSO CAUSES SLEEPINESS.

IT CAN INSTANTANEOUSLY TURN ITSELF INTO ANY MECHANIZED ITEM (ROBOT, TANK, AIRPLANE, ETC.) WITH THE APPROPRIATE ATTACKS. IT CAN SWITCH FORM FROM ONE MACHINE TO ANOTHER AS IT DESIRES WITHOUT PASSING THROUGH ITS DRAGON FORM. A "STEPHANSONLOCK" OR A "JOEBLOCK" (HIGH LEVEL SPELLS INCREASING THE FRICTION BETWEEN METAL PARTS, CAUSING THEM TO BECOME IMMOBILE) FORCES THE DRAGON TO RESUME ITS NORMAL DRAGON SHAPE, BUT THESE SPELLS DO NOT DO THE DRAGON ANY DAMAGE.

THERE IS A 90% CHANCE THAT THE DRAGON CAN TALK; A 15% CHANCE THAT IT WILL BE ASLEEP; AND AN 85% CHANCE THAT IT WILL KNOW SPELLS OF UP TO SIXTH LEVEL. ITS FAVORITE SPELLS ARE "STONE-FLESH", "PASS-WALL", "WALL OF FIRE", "SLOW", "INVISIBILITY", "VENTRILIQUISM", AND "CHARM PERSON". VERY OFTEN IT WILL KEEP CHARMED HUMANS AROUND AS WINDOW DRESSING FOR ITS MECHANICAL FORMS.

THERE IS ONLY A ONE THIRD CHANCE OF IT BEING NEUTRAL, OTHERWISE IT WILL BE CHAOTIC.

DRAGON, CRYSTAL

TYPE: DRAGON

CREATED BY: STEWART SPADA

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
9D8+1	-4	9	24	18	3D4	3D4

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (35%)	2D4	50% H * 2
WANDERING	1D4	

ATTACKS:

- 2 CLAWS, 1D4
- 1 BITE, 4D6
- 1 LASER BEAM, 10D6 (ONCE A DAY)
- 1 BREATH, 1D8 FIRE (SEE BELOW)

DESCRIPTION:

AN AVERAGED SIZED DRAGON, SHINY RED IN COLOR. IT IS IMMUNE TO FIRE, COLD, AND ALL FORMS OF PSIONIC ATTACKS. IT HAS A 25% CHANCE OF BEING ABLE TO TALK, A 15% CHANCE THAT IT WILL BE ASLEEP WHEN FOUND, AND A 25% CHANCE THAT IT IS MAGIC RESISTANT. IF IT CAN TALK, IT CAN USE ONE SPELL PER HIT DIE PER DAY PLUS IT HAS A HOLD MONSTER SPELL.

ITS BREATH IS A TYPE OF FIRE THAT BURNS FOR 2D4 TURNS, DOING 1D8 DAMAGE PER MELEE TURN. THERE IS A 10% CHANCE PER MELEE TURN OF PUTTING THE FIRE OUT.

ITS LAIR MAY BE UNDERWATER.

DRAGON, ROCK

TYPE: DRAGON

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(9-12)D8+1	1	8			3D6	2D6+6

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, MOUNTAINS, DESERTS

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (60%)	1D4	100% H
WANDERING	1D4	20% H

ALL THE WORLDS' MONSTERS

DRAGON, ROCK

ATTACKS:

1 BREATH, (9-12)D8 DEPENDING ON SIZE, LAVA
2 CLAWS, 1D8

DESCRIPTION:

WINGLESS DRAGON BASED ON SILICON. THREE TIMES A DAY IT CAN SPIT A FIVE FOOT WIDE LINE OF LAVA UP TO SIXTY FEET. THERE IS A 50% CHANCE THAT IT CAN SPEAK AND A 50% CHANCE THAT IT WILL BE ASLEEP WHEN ENCOUNTERED. THERE IS A 25% CHANCE THAT IT CAN USE MAGIC UP TO FOURTH LEVEL, FOUR SPELLS FROM EACH LEVEL. IN ALL OTHER WAYS IT IS LIKE THE REST OF THE DRAGONS.

DRAGON, WIND

TYPE: DRAGON

CREATED BY: CLINT BIGGLESTONE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(10-13)D8	2+2	12	30		1D6+12	1D6+14

ALIGNMENT: LAWFUL
FOUND IN: MOUNTAINS, AIR

LAIR (35%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D3	100% H
	1	5% H

ATTACKS:

1 BREATH, "MASS CHARM" CLOUD (30 BY 50 FEET)
1 BREATH, DISINTEGRATE CLOUD (5 BY 60 FEET)
2 CLAWS, 1D12
1 BITE, 4D12

DESCRIPTION:

A LARGE DRAGON WHOSE COLOR SHIFTS FROM DARK GREY TO SKY BLUE, SEEMINGLY AT RANDOM. EACH BREATH ATTACK CAN BE USED THREE TIMES A DAY. THERE IS AN 85% CHANCE THAT IT TALKS, 10% CHANCE THAT IT WILL BE ASLEEP, AND A 75% CHANCE THAT IT CAN USE MAGIC (TWO SPELLS EACH, FIRST THRU SIXTH LEVEL). IT ALSO CAN USE "CONTROL WEATHER" ONCE A DAY WHETHER OR NOT IT CAN USE MAGIC.

DRAKE, ICE

TYPE: DRAGONKIND

CREATED BY: STEVE MARSH

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D8	2	9	24		3D6	2D6+6

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, MOUNTAINS

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4+1	50% F
	1D2	

ATTACKS:

2 CLAWS, 1D4
1 TAIL, 2D6
1 BREATH, 6D6 COLD
1 PRESENCE, FREEZE ALL WITHIN THREE FEET

DESCRIPTION:

LOOKS LIKE A SMALL, WHITE DRAGON. USUALLY FOUND IN A FAMILY GROUP OF TWO ADULTS AND 1-3 CHILDREN. THE CHILDREN HAVE REDUCED ABILITIES AND CAN BE SUBDUED.

THERE IS A 50% CHANCE IT WILL BE ASLEEP WHEN ENCOUNTERED. IT HAS THE SAME SPELLS AND BREATH CAPABILITY AS A WHITE DRAGON.

THERE IS A SPECIAL PASSWORD KNOWN TO VERY FEW WHICH WILL ALLOW A PARTY TO PASS UNHARMED PROVIDING THEY DO NOT ATTACK FIRST.

ALL THE WORLDS' MONSTERS



Cold Elemental

EARTH MOLE

TYPE: DEMON, MINOR

CREATED BY: STEVE HENDERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(8-12)D8	4+3	3			1D6	1D3+9

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS

LAIR (90%)	NUMBER	PROBABILITY OF TREASURE	AND TYPE
WANDERING	2D6 1D3	30%	C

ATTACKS:

2 PINCHERS, 1D12 PLUS ONE ENERGY LEVEL
1 GAZE, PARALYSIS IN A CONE (THREE TIMES A DAY)

DESCRIPTION:

A MINOR SORT OF EARTH DEMON. IT LOOKS LIKE AN ALBINO MOLE WITH PINCHERS AND A SINGLE BIG EYE.

EBON DOOM

TYPE: DEMON

CREATED BY: CHUCK CADY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(10-17)D10	-1	10			0	2D6+6

ALIGNMENT: CHAOTIC-EVIL
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

WANDERING	NUMBER	PROBABILITY OF TREASURE	AND TYPE
	1		

ATTACKS:

1 ATTACK, VARIES (SEE BELOW)

DESCRIPTION:

A DEAMON OF THE OUTER DARKNESS, IT RESEMBLES A FLAT BLACK, MINDLESS ENERGY FIELD.

FOR ITS ATTACKS, ROLL A FOUR SIDED DIE:

- 1 - 2D8 PLUS BLINDNESS FOR 7 DAYS
- 2 - 2D8 PLUS INSANITY FOR 14 DAYS
- 3 - 1 ENERGY LEVEL PLUS COMA FOR 21 DAYS
- 4 - DEATH, SAVE AND LOSE 80% OF HIT POINTS

ALL THE WORLDS' MONSTERS

EBON DOOM

IF THE FIRST THREE ARE SAVED, THE EFFECT LASTS
THAT MANY TURNS INSTEAD OF DAYS.

ELEMENTAL, COLD

TYPE: ELEMENTAL

CREATED BY: DAN PIERSON

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.		
(8-16)D8	2	12	24		1D6+14		1D6+14		

ALIGNMENT: ANY
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1	

ATTACKS:

1 ATTACK, 2D8 PLUS 1D8 VS. NON-COLD DWELLING OR
USING CREATURES

DESCRIPTION:

IMMUNE TO WEAPONS BELOW +2. IT WILL PUT OUT ALL
FIRES BELOW GREATER ELEMENTAL STRENGTH. LESSER
FLAME ELEMENTALS WILL DISAPPEAR IN PANIC AT THE
SIGHT OF THE COLD ELEMENTAL UNLESS PREVENTED BY
MIGHTY (NINTH LEVEL) SORCERY. IT WILL CANCEL OUT
A GREATER FIRE ELEMENTAL: BOTH WILL DISAPPEAR TO
FIGHT IT OUT ON THEIR OWN PLANE, DOING 3D8 POINTS
OF DAMAGE EACH (FIRE AND COLD) TO ALL IN A TEN
FOOT RADIUS (NO SAVE). THE COLD ELEMENTAL CAN
CROSS WATER.

ELEMENTAL, DEATH

TYPE: ELEMENTAL

CREATED BY: MARK SWANSON

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	RANGE	IQ	DEXT.		
(6-12)D8	2	9			2D8		2D6+6		

ALIGNMENT: CHAOTIC-EVIL
FOUND IN: DUNGEONS, CITIES

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (50%)	1	100% A
WANDERING	1	

ELEMENTAL, DEATH

ATTACKS:

3 BITES, 2D6-2D12 DEPENDING ON SIZE
PLUS POISON AND DEATH

DESCRIPTION:

A FORM OF ELEMENTAL WHICH OPERATES THROUGH A HOST
CREATURE. THE HOST CREATURE WILL RESEMBLE A
NORMAL MEMBER OF ITS TYPE BUT WILL HAVE THREE
SNAKE-LIKE HEADS. THE ELEMENTAL INCREASES THE
HIT POINTS AND ARMOR CLASS OF ITS HOST. THE BASIC
ARMOR CLASS IS 3 MINUS 1 FOR EACH HIT DIE THE
ELEMENTAL HAS. THERE IS A TWO THIRDS CHANCE THAT
AN ELEMENTAL IN ITS LAIR WILL HAVE HIGH LEVEL
UNDEAD OF SOME KIND AS ASSISTANTS, SUCH UNDEAD
CANNOT BE TURNED WHILE THE ELEMENTAL IS PRESENT.

WHEN A VICTIM IS FIRST BITTEN BY THE ELEMENTAL HE
MUST MAKE A SAVING THROW AGAINST "DEATH" THEN ON
THIS AND ON EVERY OTHER BITE A THROW AGAIN POISON.

THE ELEMENTAL HAS THE SAME SAVING THROWS AS A
(HIT DICE)+4 LEVEL FIGHTING MAN. IF THE SPELL WAS
ONE WHICH ATTACKS ITS NATURE OR MIND ("POLYMORPH",
"CHARM", ETC.) AND THE ELEMENTAL MAKES HIS SAVE,
THEN THE CASTER MUST MAKE A SAVE AGAINST A "DEATH
SPELL" OR DIE.

IT WILL VERY OFTEN HAVE LAWFUL WEAPONS OR MAGIC
ITEMS IN ITS TREASURE. IT LIKES TO COLLECT THEM
AND IF THEY HAVE ANY INTELLIGENCE THEY MAY GO MAD.

WHEN ITS PHYSICAL FORM IS KILLED, THE DEATH ELE-
MENTAL WILL SEEK A NEW HOST. AT THIS TIME A "DIS-
PEL EVIL" CAN PERMANENTLY DESTROY IT. IT GETS
THE SAME SAVING THROW AS ABOVE LESS 1 FOR EACH
LEVEL THE CLERIC IS ABOVE EIGHTH. IF IT MAKES ITS
SAVE, THE CLERIC MUST SAVE VS. DEATH OR DIE.
PERSONS TOUCHING THE REMAINS OF A DEAD DEATH ELE-
MENTAL ARE PRONE TO BEING TAKEN OVER AS ITS NEW
HOST. THEY MUST MAKE A SAVE VS. DEATH TO AVOID
BECOMING ITS NEW HOST (CLERICS, GOOD LAWFULS,
RELICS, NON-HUMANS, ETC. GET SAVING BONUSSES).

ONCE A DAY, IN EXTREME EMERGENCY, THE ELEMENTAL
CAN TELEPORT ITSELF AND ITS HOST OUT OF DANGER.
THIS IS USUALLY ONLY DONE TO GET AWAY WITH A NEW
HOST.

ALL THE WORLDS' MONSTERS

ELEMENTAL, WOOD

TYPE: ELEMENTAL

CREATED BY: CHUCK GADY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(8-16)D8	2	12			2D6	2D6+6

ALIGNMENT: ANY
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ATTACKS:

1 TOUCH, 3D6

DESCRIPTION:

THE WOOD ELEMENTAL CAN ONLY BE CONJURED FROM WOOD-EN OBJECTS. IT HAS THE SAME POWER TO ANIMATE AS AN ENT. WEAPONS MUST BE +2 OR BETTER TO HIT THE WOOD ELEMENTAL. IT IS IMMUNE TO FEAR, RESISTANT TO COLD; FIRE DOES HALF AGAIN DAMAGE, AND LIGHTNING DOES DOUBLE DAMAGE.

EVIL SHARK

TYPE: UNDEAD

CREATED BY: STEVE MARSH

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
3D8	7			24	1D6+6	2D6+6

ALIGNMENT: EVIL
 FOUND IN: SEAS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	4D3	50% 1 CLERICAL MAGIC ITEM

ATTACKS:

2 BITES, 1D3+1 (AS KNIVES)
 1 SPELL, EVIL CLERICAL

DESCRIPTION:

THE SHARK-SHAPED GHOST OF A LOW LEVEL, EVIL CLERIC. IT HAS 1-3 SPELLS OF FIRST AND SECOND LEVEL.

EVIL SHARK

FOUND AT A DEPTH OF ABOUT EIGHTY FEET, IN THIN SEAWEED; WHERE THE VISIBILITY IS UNDER TWENTY FEET.

EZWAL

TYPE: ALIEN

CREATED BY: C. BIGGLESTONE & D. PIERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(10-12)D10	4	15		10	1D8+10	1D6+23

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, OPEN MOUNTAINS, DESERTS, RIVERS, SWAMPS, CITIES

LAIR (15%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D8	100% B + 15% GEMS AND JEWELS
WANDERING	1D4	20% B

ATTACKS:

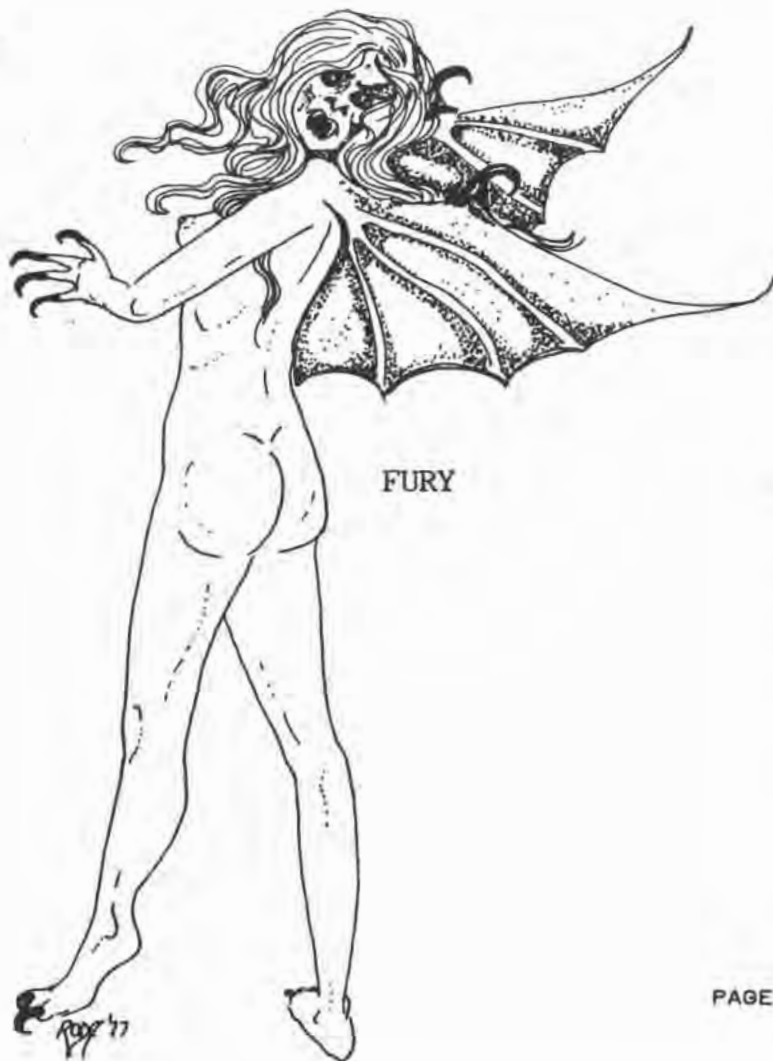
4 CLAWS, 5D6
 1 BITE, 2D10

DESCRIPTION:

TELEPATHIC, 1500-2000 POUND, FURRY BLUE CARNIVORES WITH SIX LEGS AND EFFECTIVE CLAWS AND TEETH. USUALLY FOUND IN THE WILDERNESS AND OCCASIONALLY UNDERGROUND. VERY FAST WITH FROST GIANT STRENGTH. DOES NOT LIKE MACHINERY, DOES LIKE OTHER EZWALS.

BASED ON "WAR WITH THE RULL" BY A. E. VAN VOGT.

ALL THE WORLDS' MONSTERS



FURY

FALCON, FIRE

TYPE: ANIMAL

CREATED BY: RICHARD HARVEY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(1-5)D8	6		48		1D8	3D8+1

ALIGNMENT: NEUTRAL
 FOUND IN: OUTDOORS, WATER, CITIES, AIR

LAIR (5%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D2 1D2	100% A

ATTACKS:

1 BEAK, 1D4
 2 CLAWS, 1D4 PLUS 1D4 FIRE

DESCRIPTION:

A GIANT FALCON WITH BURNING CLAWS. IT CANNOT BE TAMED AS A MOUNT BUT IT CAN BE USED AS A HUNTING BIRD. IT IS VERY FIERCE WHEN PROTECTING ITS YOUNG. IT AVOIDS LARGE PARTIES, BUT WILL ATTACK SMALL ONES. IT IS IMMUNE TO FIRE AND LIGHTNING.

FEAR STALKER

TYPE: TRUE GIANT

CREATED BY: SCOTT MC CARTNEY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
12D8	2+2	10			1D12+12	3D6

ALIGNMENT: LAWFUL-EVIL
 FOUND IN: DESERTS

LAIR (5%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D3 1D3	25% G

ATTACKS:

2 CLAWS, 1D8
 1 BITE, 2D6
 1 PSIONIC, "FEAR"

DESCRIPTION:

A HUGE, TWENTY-FIVE FOOT TALL, BIPEDAL REPTILE WITH A LARGE THREE-EYED HEAD. IT IS MORE INTELLI-

ALL THE WORLDS' MONSTERS

FEAR STALKER

GENT THAN MANKIND AND HUMANS ARE ITS FAVORITE FOOD.

THE STALKER ONLY ATTACKS AT NIGHT. ITS "FEAR" SPELL CAUSES FEAR, UNEASINESS, AND EVENTUALLY THE VICTIM WILL FLEE BLINDLY. IT CAN ALSO CAUSE THE SHADOWS TO MOVE AND ASSUME FEARFUL SHAPES; THIS POWER CAN BE USED BY THE STALKER TO DISGUISE ITS LOCATION. WHEN THE VICTIM FLEES, THERE IS A 90% CHANCE THAT THE SHADOWS WILL CAUSE HIM TO FLEE RIGHT INTO THE "ARMS" OF THE STALKER.

THE STALKER IS 50% MAGIC RESISTANT.

FIEND

TYPE: VANCE DRAGON

CREATED BY: DAN PIERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
9D8	0	12			1D6+8	1D6+8

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	5D12	100% A
	5D12	

ATTACKS:

1-2 WEAPONS, BY WEAPON TYPE PLUS 4D6
1 BITE, 3D6
1 TAIL MACE, 3D10

DESCRIPTION:

BLACKISH GREEN IN COLOR. LAIRS WITH OTHER VANCE DRAGONS AND NORMALLY HAS A HUMAN MASTER. PREFERS TO USE CUTLESSES, KNIVES, AXES AND BROADSWORDS.

WHEN STRUCK THERE IS A 45% CHANCE THAT NORMAL WEAPONS WILL BREAK; 30% FOR +1 WEAPONS; AND A 15% CHANCE FOR +2 WEAPONS. A WEAPON THAT BREAKS WHEN STRIKING THE FIEND DOES NO DAMAGE.

BASED ON "THE DRAGON MASTERS" BY JACK VANCE.

FIINK

TYPE: ALIEN

CREATED BY: OWEN HANNIFEN

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(4-6)D6	2	12			1D6+12	1D6+12

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, WOODS, CITIES

LAIR (%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
100%	10D4	90% F

ATTACKS:

1 SNARE, IMMOBILIZES UP TO THREE VICTIMS
1 CLAW, 1D10

DESCRIPTION:

AN INTELLIGENT QUOPPINA. IT MOVES ALONG ON CABLES STRUNG IN TREE BRANCHES OR CORRIDORS AND CEILINGS ON TWO EXTERIOR WHEELS. IT PREFERS TO CAPTURE ITS VICTIMS WITH A SNARE AND THEN CARRY THEM AWAY TO ITS LAIR AND HOLD THEM FOR RANSOM.

IT MAY BE WILLING TO TRADE PEACEFULLY WITH A PARTY (USE REACTION ROLL). IF CAPTURED AND HELD UPSIDE DOWN, IT MUST TELL ONE TRUTH.

FROM "RETIFF'S WAR" BY KIETH LAUMER.

FIORN, SON OF DUNARTH

TYPE: DEMI-GOD

CREATED BY: CLINT BIGGLESTONE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
20D8	2+8	12			1D6+12	1D6+12

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ATTACKS:

1 FLAIL, 7D4 PLUS 6D6 LIGHTNING

ALL THE WORLDS' MONSTERS

FIORN, SON OF DUNARTH

DESCRIPTION:

A HORSEMAN, RIDING A HORSE OF THE EINHERIAR, WHO APPEARS WHEN SUMMONED. HE CARRIES A BLACK ROUND SHIELD WHICH HAS FIVE GOLD CIRCLES AND RIVETS OF WHITE BRONZE. HE WEARS A TUNIC OF BLACK HAIR AND CARRIES AN IRON FLAIL OF SEVEN CHAINS WITH SEVEN SPIKED KNOBS PER CHAIN. HIS HORSE IS BLACK WITH A GOLDEN MANE. HE IS AN EINHERIAR OF THE HERLATHING AND HE FIGHTS AS A TWENTIETH LEVEL LORD WITH 18(00) STRENGTH, HE IS IMMUNE TO FEAR, CHARMS HOLDING, AND CONFUSION, AND HE HAS NATURAL TRUE SIGHT. WEAPONS MUST BE MAGICAL TO HIT HIM.

FROM "MOON OF GOMRATH" BY ALAN GARNER.

FLAPFROG

TYPE: GIANT ANIMAL

CREATED BY: STEVE HENDERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(9-11)D8	2+9	1	24		1D4	1D3+9

ALIGNMENT: HUNGRY
FOUND IN: SWAMPS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ATTACKS:

1 TONGUE, 8D8
1 VISUAL, "CONFUSION"
1 PSIONIC, "ID INSINUATION"

DESCRIPTION:

AN ELEPHANT-SIZED FROG WITH STUBBY WINGS THAT ALLOW IT TO GLIDE A FAIR DISTANCE. IT DOES NOT FLY, IT JUMPS. IT TENDS TO EAT GIANT INSECTS BY PREFERENCE. IT HAS A "CONTINUAL MINDBLANK" OPERATING AT ALL TIMES.

FLAT

TYPE: MISCELLANEOUS

CREATED BY: STEVE HENDERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(6-10)D8	7	3			1D4	1D6+12

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ATTACKS:

1 CONSTRICTION, 1D6 PLUS SMOTHERS VICTIM IN 1D4+1 MELEE TURNS

DESCRIPTION:

A CHAMELEON-LIKE BLANKET ON THE GROUND, TAKING ON THE CONTOURS AND COLORATION OF WHATEVER IT COVERS. WHEN SOMEONE STEPS ON IT, IT ENFOLDS HIM AND TRIES TO SMOTHER HIM.

THE VICTIM HAS 1/12 CHANCE PER STRENGTH LEVEL PER TURN OF TEARING FREE. FIRST LEVEL IS OGRE [OR 18(91-00)] STRENGTH. A HILL GIANT HAS LEVEL TWO, ETC.

FROM "DESRICK ON YANDRO" BY MANLY WADE WELLMAN.

FURRED FLYER

TYPE: MISCELLANEOUS

CREATED BY: BRAD HINKEL

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
2D8	6		18		1D6	2D6+6

ALIGNMENT: EVIL, NEUTRAL
FOUND IN: DUNGEONS, MOUNTAINS, DESERTS, AIR

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	3D10	20% E
WANDERING	1D10	

ATTACKS:

1 +1 CLAW, 1D8+1

ALL THE WORLDS' MONSTERS

FURRED FLYER

DESCRIPTION:

A LARGE BALL OF FUR TOPPED BY THREE WINGS, EACH OF WHICH HAS A THREE-CLAWED HAND. ITS PRIMARY SENSE ORGAN IS ITS FUR, WHICH IS VERY SENSATIVE TO MOTION. IT IS VERY STRONG, HENCE ITS +1 HIT AND DAMAGE AND IT IS 25% MAGIC RESISTANT. IT DETECTS THE USE OF MAGIC OR PSIONIC ENERGY IN ITS IMMEDIATE AREA.

THE FURRED FLYER IS A SILICON BASED FORM OF LIFE AND IS ONLY FOUND IN AREAS WHERE THERE ARE DEPOSITS OF SILICON THAT IT CAN USE FOR FOOD.

FURRED ONE

TYPE: MISCELLANEOUS

CREATED BY: BRAD HINKEL

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(5-10)D8	5	15			1D8	2D6+6

ALIGNMENT: EVIL, NEUTRAL
FOUND IN: DUNGEONS, MOUNTAINS, DESERTS

LAIR (50%) WANDERING	NUMBER 1D8 1D2	PROBABILITY OF TREASURE AND TYPE 75% E

ATTACKS:

3 +3 CLAWS, 1D6+3 OR BY WEAPON TYPE (+3)

DESCRIPTION:

APPEARS AS A LARGE BALL OF FUR SURROUNDED BY SIX MECHANICAL LOOKING ARMS. ITS ONLY SENSE IS VIA ITS FUR, WHICH IS VERY SENSATIVE; IT DETECTS MOTION WITH ITS FUR BETTER THAN HUMANS DO WITH THEIR EYES. IT CAN ALSO DETECT MAGICAL AND PSIONIC ENERGY, MAKING IT 50% RESISTANT TO THESE FORM OF ATTACKS. IT STANDS ON THREE OF ITS LEGS.

THE FURRED ONE IS AMAZINGLY STRONG, HENCE ITS +3 HIT AND +3 DAMAGE. IT USUALLY ATTACKS WITH THREE WEAPONS; ANY ONE-HANDED WEAPONS OR WITH STONES TO BASH WITH. A FURRED ONE WILL ONLY RARELY USE MISSILE WEAPONS, THOUGH IF NEEDED IT WILL THROW A STONE OR SPEAR.

FURRED ONE

THE FURRED ONE IS A SILICON BASED FORM OF LIFE AND IS ONLY FOUND IN AREAS WHERE THERE IS SILICON IN MINERAL FORM WHICH IT CONSUMES FOR FOOD.

FURY

TYPE: DEMON

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(4-6)D8+1	4	8	12		3D6	1D6+12

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

LAIR (35%) WANDERING	NUMBER 2D10 1D10	PROBABILITY OF TREASURE AND TYPE 100% C + 150GP EACH 50% C

ATTACKS:

1 CLAW, 1D6
1 SCOURGE, 1D3 PER TAIL

DESCRIPTION:

LOOKS LIKE A GARGOYLE, BUT ATTACKS ELVES ON SIGHT. THE FIRST ATTACK WILL BE AN ATTEMPT TO CLAMP ITS LOWER LEGS ONTO THE VICTIM. IF SUCCESSFUL, A 3-5 TAILED SCOURGE WILL AUTOMATICALLY HIT; EACH TAIL OF THE SCOURGE HAS A 25% CHANCE OF STRIKING WITH NO EFFECT. THE CLAWS NEED THE USUAL NUMBERS TO HIT.

ALL THE WORLDS' MONSTERS



GARANHIR

TYPE: GOD

CREATED BY: CLINT BIGGLESTONE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
50D10	2+8	24			1D6+18	1D6+18

ALIGNMENT: NEUTRAL
 FOUND IN: ANYWHERE

WANDERING NUMBER 1 PROBABILITY OF TREASURE AND TYPE

ATTACKS:

- 2 HANDS, 5D10
- 1 SET OF ANTLERS, 5D12
- 1 FEAR SPELL
- 1 CONFUSION SPELL

DESCRIPTION:

A SEVEN FOOT TALL, DARK-EYED, RED-HAIRED MAN, USUALLY NUDE, WITH THE ANTLERS OF A STAG. HE IS THE LEADER OF THE HERLATHING. HE IS IMMUNE TO CHARMS, HOLDS, FEAR, AND CONFUSION AND RESISTS OTHER MAGE MAGIC LIKE A BALROG. HE IS COMPLETELY IMMUNE TO ALL CLERICAL AND DRUIDICAL SPELLS. HE MAY ONLY BE HIT BY MAGICAL WEAPONS. HE HAS NATURAL TRUE SIGHT, SEES INVISIBLE, AND RECOGNIZES MOST MAGIC AT A GLANCE. HIS FEAR AND CONFUSION SPELLS ARE NATURAL POWERS AND MUST BE SAVED AT -6. HE APPEARS WHEREVER SUMMONED.

ALSO NAMED "GORLASSAR".

FROM "MOON OF GOMRATH" BY ALAN GARNER.

GARGOYLE, STONE

TYPE: ENCHANTED MONSTER

CREATED BY: DAN PIERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D8	1	9	15		1D6+6	1D6+12

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, CITIES

LAIR (80%) NUMBER 4D20 PROBABILITY OF TREASURE AND TYPE
 WANDERING 1D20 80% A
 50% A

ALL THE WORLDS' MONSTERS

GARGOYLE, STONE

ATTACKS:

2 CLAWS, 1D6
1 BITE, 2D6
1 HORN, 2D4

DESCRIPTION:

SIMILAR TO A NORMAL GARGOYLE, BUT IMPERVIOUS TO FIRE, COLD, AND FEAR. ITS MIND IS COMPLETELY BLANK WHEN IT IS NOT MOVING.

GATHERER ABOVE

TYPE: MISCELLANEOUS

CREATED BY: STEVE HENDERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(9-12)D8	2+4	9		18	1D3+6	1D3+12

ALIGNMENT: NEUTRAL
FOUND IN: OUTDOORS, WATER, CITIES, AIR

LAIR (10%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1	

ATTACKS:

2 TENTACLES, 4D6

DESCRIPTION:

A VERY LARGE FLYING BEAST. OFTEN RIDDEN BY ORCS, TROLLS, AND THE LIKE. IT LOOKS LIKE A BLOATED CIGAR WITH LARGE WHITE EYES AND DANGLING TENTACLES. IT IS IMMUNE TO CHARMS, HOLDS, AND PSIONIC ATTACKS.

GELATINOUS BLUE HORROR

TYPE: CLEAN-UP CREW

CREATED BY: H. HANNIFEN & D. PIERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
10D8	6	6			0	1D6+6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS

GELATINOUS BLUE HORROR

LAIR (5%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1	

ATTACKS:

1 ACID, 1D6+2 PLUS SAVE VS. PARALYZE (DUE TO ANESTHETIC EFFECT). CAN COVER MULTIPLE VICTIMS.

DESCRIPTION:

BRIGHT BLUE, GELATINOUS CUBE. IT EATS ALL TYPES OF PROTOPLASM. IT IS IMMUNE TO ALL NON-FLAMING WEAPONS. IMMUNE TO LIGHTNING, COLD, FEAR, AND POLYMORPH. NORMAL FIRE HURTS IT BUT DOES NO DAMAGE.

LARGER SPECIMENS ARE OCCASIONALLY FOUND, UP TO 20 X 20 X20 FEET. THESE WILL HAVE MORE HIT DICE.

THIS LITTLE GOODY IS THE RESULT OF A GELATINOUS CUBE AND A BLUE POOL HORROR TRYING TO EAT EACH OTHER.

GENII

TYPE: ENCHANTED MONSTER

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
7D8+3	3	12	24	8	1D6+12	1D6+12

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	100% F

ATTACKS:

2 BLOWS, 2D6
1 SPELL
1 BREATH, BLACK SLEEP (SEE BELOW)

DESCRIPTION:

OLDER BROTHER TO THE DJINN. A MALE (75%) OR FEMALE (25%) OF EXCEEDINGLY GOOD LOOKS. IT HAS +3 SAVES VS. MAGIC, BUT IS -1 VS. CLERICAL SPELLS. IT CAN POLYMORPH AT WILL OR TAKE ASTRAL FORM. IT

ALL THE WORLDS' MONSTERS

GENII

CAN ONLY BE HIT BY MAGIC WEAPONS. IT DISLIKES CLERICS AND EFREETS.

IT CAN USE FIVE SPELLS OF UP TO FIFTH LEVEL, THREE TIMES A DAY. BLACK SLEEP IS A SORT OF SUPER SLEEP SPELL, CAPABLE OF AFFECTING ANY ONE TARGET REGARDLESS OF ITS LEVEL (SAVING THROW VS. MAGIC APPLICABLE).

GETEIT CHEMOSIT

TYPE: ROBOT

CREATED BY: SCOTT MC CARTNEY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
12D8	0	12			18	18

ALIGNMENT: LAWFUL-EVIL
FOUND IN: DUNGEONS, OUTDOORS, CITIES

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D8	

ATTACKS:

1 FORCE AXE, 2D10 PLUS AUTOMATIC CRITICAL HIT

DESCRIPTION:

A LARGE, BLACK AUTOMATON; SEVEN TO EIGHT FEET IN HEIGHT WITH A TOTALLY FEATURELESS HEAD EXCEPT FOR THREE YELLOW EYES SET IN AN ISOSCELES TRIANGLE.

ITS FORCE AXE TREATS ALL NON-MAGICALLY ARMORED TARGETS AS ARMOR CLASS 9. MAGICAL ARMOR ACTS AS AC 9 PLUS WHATEVER PLUSSES THE ARMOR HAS. NON-MAGICAL WEAPONS DO ONLY HALF DAMAGE TO THE GETEIT CHEMOSIT AND IT IS IMMUNE TO ALL VORPAL ATTACKS EXCEPT A "MACE OF BATTERING" WHICH WILL STUN IT 1D10 MELEE TURNS. IT IS ALSO IMMUNE TO PSIONIC ATTACKS AND IT 50% MAGIC RESISTANT.

ANY VICTIM KILLED BY A GETEIT CHEMOSIT WILL HAVE HIS BRAIN REMOVED AND DESTROYED, MAKING RESURRECTION IMPOSSIBLE.

ALSO CALLED A "BRAIN STEALER".

FROM "PASTEL CITY" BY M. JOHN HARRISON.

GHOST, SILVER

TYPE: UNDEAD

CREATED BY: JERRY JACKS

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D8	2	8			3D6	1D6+12

ALIGNMENT: LAWFUL-EVIL
FOUND IN: ANYWHERE

LAIR (90%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D6	75% C
WANDERING	1D6	50% C

ATTACKS:

2 "BARE HANDS", 1D8 PLUS 1 LIFE ENERGY

DESCRIPTION:

A GHOST WEARING A SILVER SHEET. ANY LIFE ENERGIES IT DRAINS ARE TRANSFERRED TO ITSELF, RESTORING ALL OF ITS HIT POINTS. IF IT ALREADY HAS ALL OF ITS HIT POINTS, THEN THE DRAIN IS WASTED AND DOES NOT AFFECT THE GHOST.

GHOUL, COLONY

TYPE: HUMANOID

CREATED BY: STEVE MARSH

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
5D8	5	10			1D6	1D6+3

ALIGNMENT: EVIL
FOUND IN: DUNGEONS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	20D5	75% MAGIC PEARLS

ATTACKS:

1 TOUCH, PARALYZE

DESCRIPTION:

A COLD, RUBBERY CREATURE WITH LONG LIMBS. IT TRAVELS WITH A WARLOCK WRAITH AS HIS SERVENT. IF EITHER THE WRAITH OR HIS SERVENTS ARE IN DANGER OF LOSING THEIR LIFE, THE WRAITH WILL GIVE "KNOWLEDGE OF LIFE LEVEL INCREASE" OR SOME OF THE MAGIC PEARLS HE ALWAYS CARRIES.

ALL THE WORLDS' MONSTERS

GHOUL, COLONY

THE WRAITH HAS AT LEAST FIVE SPELLS OF EITHER A
MAGE OR AN EVIL HIGH PRIEST (REFEREE'S CHOICE).

THE GHOUL HAS STRENGTH 1D3+15 INSTEAD OF THE USUAL
3D6

GHOUL, GIBBERING

TYPE: HUMANOID

CREATED BY: STEVE MARSH

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(2-8)D8	6	10			3D6	3D6

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ATTACKS:

- 1 BITE, 1D4 PLUS 1-4 DEPENDING ON SIZE
- 2 CLAWS, 1D2+1 - 1D4+2 DEPENDING ON SIZE
- 1 TOUCH, PARALYZE 1-20 TURNS DEPENDING ON SIZE
- 1 DAGGER, 1D4 PLUS LIFE DRAIN

DESCRIPTION:

A HIGH LEVEL GHOUL. ITS FAVORITE VICTIMS ARE
CLERICS AND IS AS A SEVENTH LEVEL MONSTER IN RE-
SISTING THEIR SPELLS. IT BODY IS RUBBERY AND VERY
STRONG. IT CANNOT WEAR MAGIC OR SILVER OR IRON,
THESE ITEMS CAUSE IT PAIN AND CAN BE USED TO SUB-
DUCE IT. IT WILL SERVE IF SUBDUED.

SMALLER GIBBERING GHOULS ARE SLOWER AND HAVE AN
ARMOR CLASS OF SEVEN.

GIANT, HELL

TYPE: TRUE GIANT

CREATED BY: CLINT BIGGLESTONE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
15D10	2+2	15	24		1D6+6	1D6+12

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, DESERTS, CITIES

GIANT, HELL

LAIR (50%) WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D4	50% H
	1D4	

ATTACKS:

- 1 FLAMING WEAPON, DOUBLE WEAPON TYPE PLUS 5D8 FIRE
- 1 SPELL (SEE BELOW)

DESCRIPTION:

A FIFTEEN FOOT TALL, FLAMING, HIDEOUS, WINGED
GIANT. SPAWN OF A FIRE ELEMENTAL MATING WITH A
BALROG. IT MAY USE ONE OF THE FOLLOWING SPELLS
PER TURN: FIREBALL, WALL OF FIRE, CONE OF FIRE,
OR FIRELANCE. COLD DOES +1 DAMAGE TO IT. IT RE-
SISTS MAGIC LIKE A BALROG. IT HATES FIRE GIANTS
AND WILL ATTACK THEM ON SIGHT.

GLITH

TYPE: HUMANOID

CREATED BY: STEWART LEVIN

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D8	6	12		18	2D6+8	1D4+16

ALIGNMENT: EVIL
FOUND IN: DUNGEONS, OPEN, WOODS, DESERTS, SWAMPS

LAIR (30%) WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D3	90% A PLUS 10% TECHNOLOGICAL
	1D10	50% A

ATTACKS:

- 2 HEAVY WEAPONS, BY WEAPON TYPE
- 1 VISUAL, HYPNOSIS (SEE BELOW)

DESCRIPTION:

SIX FEET TALL, TOUGH SCALY SKIN, NO VISIBLE NOSE
OR EARS (JUST HOLES IN BOTH PLACES). DULL LASH-
LESS EYES. ITS STRENGTH IS 18(94)+.

THE EYES ARE ITS MAIN WEAPON IN THAT IF A VICTIM
LOOKS INTO THEM, HE IS AUTOMATICALLY HYPNOTISED
AND WILL APPROACH THE GLITH UNLESS THE HYPNOSIS IS
BROKEN BY A LOUD NOISE OR BY DAMAGE OCCURRING TO
THE VICTIM. IF THE HYPNOSIS IS BROKEN, THE GLITH
STILL GETS THE FIRST ATTACK ON THE VICTIM. IF IT

ALL THE WORLDS' MONSTERS

GLITH

HITS, THEN THE DAMAGE IS CRITICAL. THE CHANCES OF LOOKING INTO A GLITH'S EYES ARE:

FIGHTERS - 1/2; CLERICS - 1/3, MAGES - 1/6.
(THIS PERTAINS TO ALL SUBCLASSES ALSO)
CHARACTERS MUST TEST EACH MELEE TURN. IF A CHARACTER IS ONCE CAUGHT AND SUCCESSFULLY BREAKS THE HYPNOSIS, HE WILL NOT LOOK INTO THE GLITH'S EYES AGAIN.

BASED ON "HIERO'S JOURNEY" BY STERLING E. LANIER

GOBLIN, GLASS

TYPE: HUMANOID

CREATED BY: SEAN CLEARY

HIT POINTS	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1	5	9			3D6	3D6

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, DESERTS, SWAMPS, CITIES

LAIR (15%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	10D20	50% SEE BELOW
	2D20	10% SEE BELOW

ATTACKS:

1 WEAPON, BY WEAPON TYPE

DESCRIPTION:

LOOKS LIKE A GOBLIN MADE OF GLASS, BUT THE "GLASS" IS RIGID ENOUGH TO RESIST PENETRATION AND FLEXIBLE ENOUGH TO RESIST BLOWS. ONLY A CRITICAL WOUND CAN HURT IT, IN WHICH CASE IT SHATTERS COMPLETELY. FOR CRITICAL WOUND TABLES, CONSIDER THAT ITS ARMOR CLASS IS TEN MINUS ITS MONSTER LEVEL. THE "GLASS" IS FLEXIBLE ENOUGH SO THAT THE GOBLIN IS QUITE SUPPLE IN ITS MOVEMENTS.

IT CARRIES FIVE TWO HANDED SWORDS AND A PAIR OF "GLASS" BOWS WITH A QUIVER OF ARROWS FOR EACH. THERE IS A 5% CHANCE PER STRIKE OF THE SWORD SHATTERING.

ITS TREASURE CONSISTS OF A BAG OF VERY SPECIAL SAND (SEE BELOW). ADDITIONALLY IT MAY HAVE TYPE 1 TREASURE. IF THERE IS ANY MAGIC IN THE TREASURE, THERE IS AN 80% CHANCE THAT IT WILL HAVE 1D4 FIRE BALL WANDS.

GOBLIN, GLASS

THE GOBLIN IS VERY SILENT AND VERY GOOD AT HIDING IN SHADOWS SINCE IT IS NEARLY INVISIBLE.

ITS STRONGEST MOTIVE IS SEX. IT BREEDS BY FORMING A CIRCLE WITH THREE OTHERS. THEY BEGIN A CHANT, AT THE HIGH POINT THEY EACH FIRE THEIR FIREBALL WANDS AT A BAG OF SPECIAL SAND IN THE CENTER OF THE CIRCLE. THE SAND FUSES INTO NEW GOBLINS. THEY SPEND A GOOD DEAL OF THEIR TIME ACQUIRING THIS SPECIAL SAND AND THE FIRE BALL WANDS THEY NEED FOR THIS PROCESS, THOUGH THEY WILL USE THE WANDS IN BATTLE IF NEEDED. OFTEN FOUND WITH FIRE BREATHING CREATURES WHICH AID THEM IN REPRODUCING.

THERE IS THE SAME CHANCE FOR HIGHER LEVEL NON-GLASS GOBLINS (MAGIC USERS AND FIRE ORIENTED MONSTERS) AS THAT FOR A BANDIT HOARD.

GOLEM, DIAMOND

TYPE: ENCHANTED MONSTER

CREATED BY: WAYNE SHAW

HIT POINTS	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
100	-2	2			1D3	1D6

ALIGNMENT: LAWFUL, CHAOTIC, NEUTRAL
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ATTACKS:

1 FIST (CLUB), 5D12

DESCRIPTION:

THIS GOLEM CAN ONLY BE HURT BY +4 WEAPONS. DARKNESS SLOWS IT 50% AND DOES 3D6 DAMAGE. LIGHT REPAIRS IT. IT CAN EMANATE A BLINDING FLASH OF LIGHT ONCE PER FULL TURN.

ALL THE WORLDS' MONSTERS

GOLEM, DUST

TYPE: ENCHANTED MONSTER

CREATED BY: JERRY JACKS

HIT POINTS	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
20	2+2	4			1D8	1D6+12

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, OUTDOORS, CITIES

LAIR (50%)	NUMBER	PROBABILITY	OF TREASURE	AND TYPE
WANDERING	1D4	100%	C	
	1D4	50%	B	

ATTACKS:

2 PUNCHES, 1D10

DESCRIPTION:

THIS GOLEM BEGINS AS A COLUMN OF DUST IN A MANLIKE SHAPE. ONCE HE BEGINS TO FIGHT HE CHANGES INTO OTHER TYPES OF GOLEMS, GAINING ALL THE ABILITIES OF THE NEW TYPE: ON THE SECOND MELEE TURN HE BECOMES A FLESH GOLEM, ON THE THIRD A STONE GOLEM, ON THE FOURTH AND SUBSEQUENT TURNS HE BECOMES AN IRON GOLEM. IF KILLED HE REVERTS TO HIS DUST GOLEM FORM.

GOLEM, GLASS

TYPE: ENCHANTED MONSTER

CREATED BY: WAYNE SHAW

HIT POINTS	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
70	3	5			1D3	2D4+6

ALIGNMENT: LAWFUL, CHAOTIC, NEUTRAL
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

WANDERING	NUMBER	PROBABILITY	OF TREASURE	AND TYPE
	1			

ATTACKS:

1 HAND (CLUB), 3D10

DESCRIPTION:

THIS TYPE OF GOLEM CAN BE HIT BY +1 BLUNT WEAPONS, OR +2 SHARP WEAPONS; COLD AND FIRE WILL CAUSE DAMAGE IF THROWN AT THE SAME TIME. PYROTECHNICS

GOLEM, GLASS

REPAIR IT. IT CAN TURN INVISIBLE AND ATTACK FOR THREE MELEE TURNS OUT OF EACH FULL TURN BEFORE BECOMING VISIBLE AGAIN. ON ANY TURN IN WHICH IT IS INJURED, ANYONE WITHIN TWO INCHES HAS TO SAVE VS. DRAGON BREATH OR SUFFER 2D8 DAMAGE.

GOLEM, GOLD

TYPE: ENCHANTED MONSTER

CREATED BY: JERRY JACKS

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D8	2	4			1D8	1D6+12

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, CITIES

LAIR (50%)	NUMBER	PROBABILITY	OF TREASURE	AND TYPE
WANDERING	1D4	100%	ITSELF (1D6 * 10,000)	GP
	1D4	100%	ITSELF (1D6 * 10,000)	GP

ATTACKS:

2 PUNCHES, 3D10 PLUS 2D10 (SECOND TURN)
PLUS 1D10 (THIRD TURN)

DESCRIPTION:

A GOLEM OF MOLTEN GOLD. EACH OF ITS PUNCHES LAYS MOLTEN GOLD ON THE VICTIM WHICH DOES FURTHER DAMAGE ON THE NEXT TWO MELEE TURNS.

"COLD" SLOWS IT; ALL ENERGY SPELLS RESTORE IT;
 "FIRE" SPELLS INCREASE ITS TEMPERATURE FOR 1D8 TURNS CAUSING IT TO HIT FOR DOUBLE DAMAGE. ALL OTHER SPELLS HAVE NO EFFECT.

ANY WEAPONS WHICH HIT IT BECOME COVERED WITH A LAYER OF MOLTEN GOLD WHICH INCREASES THE WEIGHT OF THE WEAPON. THE INCREASED WEIGHT CAUSES WHOEVER WIELDS THE WEAPON TO BE "SLOWED" BY LOSING 1D6 FROM HIS DEXTERITY AS LONG AS THE LAYER OF GOLD REMAINS ON THE WEAPON.

ALL THE WORLDS' MONSTERS

GOLEM, GREEN SLIME

TYPE: ENCHANTED MONSTER

CREATED BY: DAVE HARGRAVE

HIT POINTS	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
64	2	6			0	2D6+6

ALIGNMENT: ANY
 FOUND IN: DUNGEONS, OUTDOORS, SWAMPS, CITIES

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE	AND TYPE
WANDERING	1D10	100%	A
	1D4		

ATTACKS:

1 HIT, 2D12 PLUS CONTINUOUS GREEN SLIME DAMAGE ON ALL FOLLOWING TURNS

DESCRIPTION:

A SPECIALLY PROTECTED AND ENSORCELLED GREEN SLIME. IT IS IMPERVIOUS TO CUTS OR CHOPS AND TAKES HALF DAMAGE FROM FIRE, COLD, AND LIGHTNING. DISINTEGRATE REGENERATES ITS DAMAGE. FLESH TO STONE SLOWS IT FOR ONE MELEE TURN PER CASTER'S LEVEL. ANYONE HIT HAS GREEN SLIME ON THEM (USE "BLACKMOOR" HIT LOCATION TABLE TO FIND WHERE IT LANDED).

STRICTLY USED AS A TREASURE GUARD OR WANDERING PATROLLER. AS EITHER IT WILL BE "PROGRAMMED" AS IT HAS NO INTELLIGENCE OF ITS OWN.

GOLEM, ICE

TYPE: ENCHANTED MONSTER

CREATED BY: STEVE HENDERSON

HIT POINTS	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
70	2+2	8			0	2D6

ALIGNMENT: NEUTRAL
 FOUND IN: ANYWHERE

WANDERING	NUMBER	PROBABILITY OF TREASURE	AND TYPE
	1		

ATTACKS:

1 BLOW, 3D12
 1 BREATH, 8D6 COLD IN A SPHERE WITH A 5' RADIUS

GOLEM, ICE

DESCRIPTION:

A GOLEM MADE OF ICE WHICH CAN ONLY BE HIT BY MAGIC WEAPONS OF +3 OR BETTER. ALL WEAPONS SAVE THOSE OF COLD OR FIRE FREEZE WHEN THEY FIRST TOUCH THE GOLEM. THERE IS A 25% CHANCE PER BLOW THAT A FROZEN WEAPON WILL SHATTER. THE WEAPON STAYS FROZEN FOR ONE HOUR.

FIRE SLOWS THE ICE GOLEM, COLD REGENERATES ITS DAMAGE.

GOLEM, QUICKSILVER

TYPE: ENCHANTED MONSTER

CREATED BY: WAYNE SHAW

HIT POINTS	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
55	3	7			1D3	2D6+8

ALIGNMENT: LAWFUL, CHAOTIC, NEUTRAL
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

WANDERING	NUMBER	PROBABILITY OF TREASURE	AND TYPE
	1		

ATTACKS:

1 CLUB (FIST), 4D6

DESCRIPTION:

AFFECTED BY +2 BLUNT WEAPONS. COLD SLOWS HIS MOVEMENT 50%, HEAT IMMOBILIZES HIM FOR ONE TURN. DAMAGE DONE TO HIM CAN BE REPAIRED WITH A SLOW SPELL. HE CAN DOUBLE HASTE HIMSELF FOR THREE MELEE TURNS OUT OF EVERY FULL TURN.

GOLEM, RADIUM

TYPE: ENCHANTED MONSTER

CREATED BY: DAN PIERSON

HIT POINTS	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
60	2	6			1D4	1D6+6

ALIGNMENT: NEUTRAL
 FOUND IN: ANYWHERE

ALL THE WORLDS' MONSTERS

GOLEM, RADIUM

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	104	

ATTACKS:

1 HIT, 2D8 PLUS 3D8 RADIATION

DESCRIPTION:

GLOWING GREEN GOLEM. AFFECTED ONLY BY +2 MAGIC WEAPONS. COLD SLOWS 50% FOR 3 MELEE ROUNDS. RADIATION RESTORES DAMAGE. FIRE EITHER HAS NO EFFECT OR IF GREATER THAN GOLEM'S HIT POINTS HAS A 10% CHANCE OF DESTROYING HIM, DOING 2D100 POINTS POISON DAMAGE TO ALL WITHIN A SIXTY FOOT RADIUS. DOES AUTOMATIC 2D6 POINTS OF POISON DAMAGE TO ALL WITHIN 15 FEET. CAN BREATHE A ONE INCH SQUARE OF RADIUM GAS THREE TIMES A DAY, DOING 10D6 POINTS OF RADIATION DAMAGE. POISON DAMAGE DONE BY THE GOLEM WILL CONTINUE TO DO 2D4 POINTS/BLOW/FULL TURN UNTIL CURE DISEASE, NEUTRALIZE POISON, AND REGENERATE ARE DONE.

THE GOLEM WILL NOT BLOW UP, POWERFUL SPELLS USED TO CREATE IT PREVENT THIS FROM HAPPENING.

MANUALS OF RADIUM GOLEMS ARE USEABLE ONLY BY THOSE WHO CAN ALREADY USE NINTH LEVEL SPELLS AND DO NOT PROVIDE THE NEEDED AMOUNT OF RADIUM (ABOUT 400 TO 600 POUNDS ARE NEEDED, ONE HIT POINT PER TEN POUNDS).

GOLEM, TAR

TYPE: ENCHANTED MONSTER

CREATED BY: HILDA HANNIFEN

HIT POINTS	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
45	7	4			9	1D4+8

ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: ANYWHERE

LAIR (95%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	95% 1 OR BETTER
	1D2	30% 1

ATTACKS:

2 HANDS, 2D6
1 HUG, STICKS TO ITS BODY (SEE BELOW)

GOLEM, TAR

DESCRIPTION:

AN EIGHT FOOT TALL GOLEM MADE OF TAR WITH A THIN NON-TAR CRUST OVER ITS ENTIRE BODY. ITS HANDS AND FEET ARE SOLID LUMPS. ITS CRUST IS USUALLY COVERED WITH DUST, PAINTED, OR OTHERWISE DISGUISED.

ALL WEAPONS DO HALF DAMAGE AND STICK TO ITS BODY. FLAMING WEAPONS DO IT NO DAMAGE AND NEITHER DO THEY STICK TO ITS BODY. WEAPONS COATED WITH "OIL IF SLIPPERINESS" CAN BE FREED 1D2 TIMES BEFORE THEY TOO STICK TO ITS BODY.

NORMAL FIRE HEALS ITS DAMAGE; MAGIC FIRE LESS THAN 41 POINTS MELTS THE TAR BUT THE GOLEM CAN CONTROL THE ACTIONS OF THE MELTED PARTS TO CONTINUE ITS ATTACK OR TO REFORM ITS BODY AS THE TAR COOLS (IT TAKES SIX MELEE TURNS TO REFORM). MAGIC FIRE OF GREATER THAN 40 POINTS WILL SET THE GOLEM ALIGHT, BURNING UP 1D4 POINTS PER MELEE TURN. HOWEVER A BURNING TAR GOLEM DOES AN EXTRA 2D10 OF BURNING PITCH DAMAGE PER HIT (NO SAVING THROW). IT CAN ALSO THROW BURNING MISSILES AS FROM A SHORT BOW WHICH DO 1D8 POINTS OF BURNING PITCH DAMAGE PER MELEE TURN FOR THREE MELEE TURNS IF THEY HIT. MAGIC WEAPONS STUCK TO A BURNING TAR GOLEM CAN BE DAMAGED (MAKE SAVING THROW VS. MAGIC FIRE, IF IT DOESN'T MAKE IT, IT LOSES ONE PLUS FOR EACH POINT LESS THAN THAT REQUIRED TO SAVE).

COLD OF FORTY POINTS OR LESS SLOWS THE TAR GOLEM. FOR EVERY TEN POINTS OVER 40, THE GOLEM WILL STOP FOR ONE MELEE TURN AND WILL TAKE FULL DAMAGE. FIRE CANCELS THE EFFECTS OF COLD ON THE GOLEM.

THE GOLEM IS IMMUNE TO ALL OTHER MAGICAL AND CLERICAL SPELLS.

THERE IS A 15% CHANCE THAT A BEING WITH STORM GIANT STRENGTH CAN REMOVE A STUCK WEAPON. MELTING THE GOLEM WILL ALSO RELEASE THE WEAPONS, BUT THERE IS A 60% CHANCE THAT THE GOLEM WILL RESTORE 1-45 POINTS. WEAPONS THAT HAVE BEEN REMOVED HAVE A 30% CHANCE OF STICKING AGAIN UNLES PROPERLY CLEANED.

IF THE GOLEM GETS A HIT, THE VICTIM MUST MAKE A SAVING THROW, BASED ON HIS DEXTERITY, OR HE WILL BE PULLED IN AND HUGGED TO THE GOLEM'S BODY, WHERE HE WILL STICK. A GOLEM CAN AUTOMATICALLY HIT ANY VICTIM STUCK TO ITS BODY, OR IT CAN IGNORE HIM AND TRY TO HIT SOMEONE ELSE. VICTIMS STUCK TO ITS BODY SUFFER 1D6 SUFFOCATION DAMAGE PER TURN.

ALL THE WORLDS' MONSTERS

GOLEM, TAR

THERE IS A 50% CHANCE THAT THE VICTIM CAN PULL FREE, LOSING ONLY SOME SKIN; BUT THERE IS A 10% CHANCE THAT PULLING FREE WILL TEAR OFF MORE THAN THE SURFACE FLESH.

GOLEM, WOOD

TYPE: ENCHANTED MONSTER

CREATED BY: WAYNE SHAW

HIT POINTS	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
45	7	7			1D3	2D6+6

ALIGNMENT: LAWFUL, CHAOTIC, NEUTRAL
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ATTACKS:

1 CLUB (FIST), 3D6
 1 WEB SPELL, LASTS 1 FULL TURN

DESCRIPTION:

AFFECTED BY +1 SHARP WEAPONS AND A FIRE SPELL WILL IMMOBILIZE HIM FOR ONE MELEE TURN. DAMAGE DONE TO HIM CAN BE HEALED BY A GROWTH/PLANTS SPELL.

GONDOR

TYPE: HUMANOID

CREATED BY: BRAD HINKEL

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
5D8	9	9	24		3D6	4D6

ALIGNMENT: CHAOTIC, NEUTRAL
 FOUND IN: DUNGEONS, MOUNTAINS, CITIES, AIR

LAIR (10%)	WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
		1D10	80% A(1)
		1D4	25% A(1)

ATTACKS:

1 CLAW, 1D6 OR 1 WEAPON, BY WEAPON TYPE

GONDOR

DESCRIPTION:

A WINGED MAN WITH THIEVISH CAPABILITIES. ITS FAVORITE FORM OF ATTACK IS TO JUMP ON PASSERSBY FROM ABOVE. IT HAS THE ABILITY OF A TENTH LEVEL THIEF. IT IS USUALLY CHAOTIC (75%).

THE GONDOR HAS A SLIGHT TELEPATHIC ABILITY WHICH WORKS ONLY ON FIGHTERS. THIS ABILITY LETS IT ANTICIPATE THE FIGHTER'S ATTACK AND SO WHEN FACING A FIGHTER ITS ARMOR CLASS IS 2. ALL OTHER ATTACKS ARE AS AGAINST ARMOR CLASS 9. THE TELEPATHY ALSO GIVES THEM +6 ATTACK PROBABILITY WHEN ATTACKING ANY FIGHTER, NORMAL WHEN ATTACKING NON-FIGHTERS.

GOO TREE

TYPE: PLANT

CREATED BY: K. JONES

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D8	7	0			0	1D6+12

FOUND IN: OPEN, WOODS

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D4	50% B + 1 WEAPON OR ARMOR

ATTACKS:

10-20 BRANCHES (SEE BELOW)

DESCRIPTION:

A TWENTY-FIVE FOOT TALL TREE WITH 10-20 INDEPENDENTLY MOBILE BRANCHES, EACH TIPPED WITH A HUGE SPATULATE LEAF COVERED WITH A SPICY AROMATIC GOO WHICH IS INCREDIBLY STICKY. ANYONE HIT BY ONE OF THEM BECOMES ATTACHED AND IS IMMEDIATELY HOISTED TWENTY FEET INTO THE AIR. HERE THE GOO CONTINUES TO SPREAD ABOUT THE VICTIM WITH A CUMULATIVE 5% (DOUBLE IF THE VICTIM STRUGGLES) CHANCE PER MELEE ROUND OF COVERING HIS FACE AND SUFFOCATING HIM. ONLY A REMOVE CURSE OR AMMONIA CAN REMOVE THE VICTIM FROM THE TREE'S CLUTCHES. IF THE VICTIM IS ARMED, HE CAN STILL FIGHT THE TREE, BUT HE HITS AT -4.

FROM "SYMBIOTICA" BY ERIC FRANK RUSSELL.

ALL THE WORLDS' MONSTERS

GREMLIN, GNARLED

TYPE: HUMANOID

CREATED BY: STEVE MARSH

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
(4-12)D8	1	12	16		3D6	2D6+6

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, SEAS

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	40D10	100%	MAGIC
	40D10	100%	MAGIC

ATTACKS:

- 6 CLUBS, 4 POINTS
- 1 BITE, 1D4
- 2 KNIVES, 1D3+1
- 1 TOUCH, 1D10 PLUS ONE LIFE ENERGY
- 1 PSYCHIC, 100 PSIONIC POINTS

DESCRIPTION:

FOUND DEEP UNDERGROUND IN THE AREA ABOUT THE SUNLESS SEA. IT IS BLIND BUT IT "SEES" WITH SONAR. IT ATTACKS DEMONS AND ELDER GODS ON "SIGHT". IT FEARS THE LIGHT. IT CANNOT SPEAK, BUT ALL GREMLINS ARE CONNECTED WITH A SORT OF MASS-MIND. IT HAS GREY, RASPY, SHARKLIKE SKIN AND SEVEN LIMBS, THREE ARMS AND FOUR LEGS. IT CAN REGENERATE UP TO TEN POINTS PER MELEE TURN.

ITS TREASURE CONSISTS OF MAGIC PEARLS WHICH IT GATHERS FROM THE SUNLESS SEA. IF MOUNTED ON A STAFF, THE PEARL TURNS IT INTO A STAFF OF WIZARDRY WITH FIFTY CHARGES.

GROKON

TYPE: GIANT ANIMAL

CREATED BY: SCOTT MC CARTNEY

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
8D8	6	15		3	1	2D6

ALIGNMENT: HUNGRY
 FOUND IN: WOODS, SWAMPS

LAIR (5%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	2D6	10%	I
	1D6		

GROKON

ATTACKS:

- 2 TUSKS, 1D8 PLUS 10% CHANCE OF DISEASE

DESCRIPTION:

A HUGE BOAR, AS BIG AS AN OX. IT IS VERY FIERCE AND WILL ATTACK ANYTHING OR ANYBODY AT THE SLIGHTEST PROVOCATION. OCCASIONALLY THE CARRIER OF HORRIBLE VIRULENT DISEASES.

FROM "HERO'S JOURNEY" BY STERLING LANIER.

GROUND OCTOPUS, GIANT

TYPE: GIANT ANIMAL

CREATED BY: DAVE HARGRAVE

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
(2-10)D8+2	2	5			2D4	2D6+6

ALIGNMENT: HUNGRY
 FOUND IN: ANYWHERE

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	1D3	100%	C + 2000GP EACH
	1		

ATTACKS:

- 6 TENTACLES, (2-5)D6 DEPENDING ON SIZE
- 1 SMOKE, OBSCURES VICTIM'S VISION

DESCRIPTION:

GIANT OCTOPUS CAPABLE OF WALKING ON TWO SPECIALLY ADAPTED TENTACLES AND FIGHTS WITH THE OTHER SIX. CAN "SWIM" THROUGH THE EARTH AT TWO INCHES PER TURN.

ALL THE WORLDS' MONSTERS



Heavy Trooper

HAIRY HOWLER

TYPE: GIANT-TYPE

CREATED BY: SCOTT MC CARTNEY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D8	6	12		3	2D6	3D6

ALIGNMENT: EVIL
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	10D20 10D6	25% A*2 5% A

ATTACKS:

2 CLAWS, 1D4 OR 1 WEAPON, BY WEAPON TYPE
 1 BITE, 1D3 PLUS 25% CHANCE THAT IT IS DISEASED

DESCRIPTION:

A NINE FOOT TALL CROSS BETWEEN A MAN AND A BABOON. IT IS COVERED WITH FILTH AND OCCASIONALLY THE CARRIER OF DISEASES. ITS FAVORITE FOOD IS HUMAN FLESH AND ITS FAVORITE WEAPON IS A GIANT MEAT CLEAVER; IF USED THE CLEAVER HAS +4 HIT AND +5 DAMAGE DUE TO THE HOWLER'S IMMENSE STRENGTH.

FROM "HERO'S JOURNEY" BY STERLING LANIER.

HEAVY TROOPER

TYPE: HUMAN

CREATED BY: DAN PIERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
5D8	0	9			1D6+7	1D6+10

ALIGNMENT: NEUTRAL
 FOUND IN: ANYWHERE

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	20D10 4D6	

ATTACKS:

1 SWORD, 1D8 + 1D10
 1 KICK, 1D8
 1 PISTOL (SEE BELOW)

ALL THE WORLDS' MONSTERS

HEAVY TROOPER

DESCRIPTION:

A LARGE AND HEAVY SET HUMANOID. HE WEARS BLACK AND BLUE SCALE ARMOR WITH A BLACK CAPE AND BOOTS.

HE CARRIES A BASIC HEAVY TROOPER PISTOL WHICH FIRES TWENTY EXPLOSIVE BULLETS, DOING 4D6 DAMAGE EACH. IT HAS 2/3 THE RANGE AND ACCURACY OF AN ARQUEBUS.

BASED ON "THE DRAGON MASTERS" BY JACK VANCE.

HEFFALUMP

TYPE: CLEAN-UP CREW

CREATED BY: STEVE HENDERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(9-12)D8	2+4	3			1D3+6	1D3+9

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS

WANDERING NUMBER 1D3 PROBABILITY OF TREASURE AND TYPE

ATTACKS:

2 TENTACLES, 8D10
1 BITE, 1D12

DESCRIPTION:

AN ELEPHANT-SIZED CREATURE BUILT LIKE A CENTIPEDE WITH ROUGH GREY SKIN. IT IS A SCAVENGER BUT IS WILLING TO FIGHT. IT IS IMMUNE TO LIGHTNING, FIRE, AND SPOKEN SPELLS.

HELL FLOWER

TYPE: ENCHANTED PLANT

CREATED BY: DAN PIERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(6-12)D8	0	0			1D4+7	1D6+7

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, OPEN, WOODS, RIVERS, SWAMPS, CITIES

HELL FLOWER

LAIR (100%) NUMBER 1D4 PROBABILITY OF TREASURE AND TYPE 80% 1

ATTACKS:

1 ENERGY DRAIN OF 1 LIFE LEVEL PER MELEE ROUND

DESCRIPTION:

LARGE RED AND PURPLE BLOSSOM ON A LONG (TWO FEET PER HIT DIE) PURPLE-BROWN STEM.

IT WILL ATTEMPT TO ATTACH ITSELF TO AND ENTWINE AROUND ITS VICTIM. TO BREAK FREE, THE VICTIM MUST SAVE VS. A SEVENTH LEVEL SPELL FROM A CASTER LEVEL EQUAL TO THE FLOWER'S HIT DICE WITH A -2 CHANCE TO SAVE PER TURN IT IS ATTACHED. THE VICTIM MUST THEN MAKE A SUCCESSFUL DOOR OPENING ROLL.

THE FLOWER DRAINS ONE LIFE LEVEL PER TURN IT IS ATTACHED AFTER THE FIRST. FOR EVERY LIFE LEVEL DRAINED, THE FLOWER WILL GROW ONE DIE. WHEN IT REACHES THIRTEEN DICE, IT WILL SPLIT INTO A SEVEN DIE FLOWER AND A SIX DIE FLOWER; THE SEVEN DIE FLOWER WILL REMAIN ATTACHED.

THE CHANCE OF PULLING THE FLOWER OUT OF THE GROUND IS 1/8 TIMES THE LEVEL OF GIANT STRENGTH (17-OGRE=1). THERE WILL 100-400% OF THE FLOWERS LEVEL IN MONSTERS ATTACHED TO THE ROOT. THEY WILL BE FREE AND CAN ATTACK SEPARATELY.

BASED ON A CONAN STORY BY ROBERT E. HOWARD.

HORNED BELLOWER

TYPE: ANIMAL

CREATED BY: STEVE HENDERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
12D8	2+7	9			1D3+6	1D3+9

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, OPEN, WOODS, DESERTS, RIVERS, SWAMPS

LAIR (25%) NUMBER 1D3 PROBABILITY OF TREASURE AND TYPE 100% A
WANDERING 1D3

ALL THE WORLDS' MONSTERS

HORNED BELLOWER

ATTACKS:

1 HORN, 4D6 VORPAL
1 BELLOW, 2D6

DESCRIPTION:

A MAN-SIZED, ONE-HORNED TRICERITOPS. IT IS IMMUNE TO COLD AND REGENERATES LIKE A TROLL. IT CAN DETECT TREASURE AND WILL SEEK IT OUT.

HORSE OF THE EINHERJAR

TYPE: ELEMENTAL

CREATED BY: CLINT BIGGLESTONE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
12D10	2+4	18	30		1D6+4	1D6+14

ALIGNMENT: NEUTRAL

ATTACKS:

1 BITE, 1D12
2 HOOVES, 4D8

DESCRIPTION:

A POWERFULL HORSE RIDDEN BY GODS AND DEMI-GODS. IT IS ACTUALLY A WIND ELEMENTAL IN THE SHAPE OF A HORSE. IT CAN ONLY BE HIT BY MAGICAL +2 WEAPONS OR BETTER AND IS IMMUNE TO CHARMS, HOLDING, FEAR, AND CONFUSION. IT ALSO HAS TRUE SIGHT.

FROM "MOON OF GOMRATH" BY ALAN GARNER.

HOUND, DEATH

TYPE: ANIMAL

CREATED BY: C. BIGGLESTONE & D. HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1D8	2	12			1D6	1D6+12

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
25%	1D10+5	20% A
WANDERING	1D8+2	

HOUND, DEATH

ATTACKS:

1 BITE, 1D6

DESCRIPTION:

A LARGE, WIRE-HAIRED MASTIFF WHICH IS USUALLY RABID AND ATTACKS LIKE A BESERKER WOLF WITH +2 HIT PROBABILITY. IT IS INTENSELY LOYAL TO ITS MASTER. ITS "HAIR" IS REALLY METALLIC WIRE.

THE NEUTRAL SPECIES OF DEATH HOUND LOOKS VERY SIMILIAR TO THE CHAOTIC BUT IS NEVER RABID. THIS SPECIES ARE CALLED "HADES" HOUNDS. THE LAWFUL TYPES ARE LIGHTLY COLORED AND CALLED "KILL" HOUNDS.

HOUND, HADES

TYPE: ANIMAL

CREATED BY: WAYNE SHAW

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(4-9)D8	1	16			2D4+10	1D6+12

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
40%	2D3	100% E
WANDERING	2D3	

ATTACKS:

3 BITES, 2D4
3 BREATHS, SAME NUMBER OF HIT POINTS AS THE HOUND, HALF THAT AMOUNT IF SAVING THROW MADE

DESCRIPTION:

LOOKS LIKE AN EXCEPTIONALLY LARGE, THREE-HEADED HELL HOUND. THE LEFT HEAD BREATHES CHLORINE GAS, THE CENTER FIRE, AND THE RIGHT ACID.

ALSO CALLED CERBERUS HOUND.

ALL THE WORLDS' MONSTERS

HOUND, NIGHT

TYPE: ANIMAL

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
5D8+1	4	18			2D6	1D6+12

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (15%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	6D20 7D6	100% E

ATTACKS:

1 BITE, 1D8

DESCRIPTION:

BLACK HOUND (AS IN GREYHOUND) WITH RED EYES. IMPERVIOUS TO FIRE AND FEAR. HUNTS DOWN TO KILL ALL LAWFUL BEINGS.

BASED ON "THE NIGHT LAND" BY WILLIAM HOPE HODGSON.

HOUND, NORTH

TYPE: ANIMAL

CREATED BY: CHUCK CADY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(5-10)D8	2	15			2D4+6	2D6+6

ALIGNMENT: LAWFUL
 FOUND IN: DUNGEONS, OPEN, MOUNTAINS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	3D4	

ATTACKS:

1 BITE, 1D8
 2 CLAWS, 1D6
 2 SPELLS, "FEAR" AND "PARALYSIS"

DESCRIPTION:

A VERY INTELLIGENT DOG-LIKE ANIMAL WHICH RUNS WITH A PACK. IT CONSTANTLY RADIATES "FEAR" AND "PARALYSIS"; THE SAVE FOR BOTH EQUALS THE NUMBER OF THE HOUND'S HIT DICE. THE HOUND IS 50% COLD PROOF.

HOUND, NORTH

IF AN INDIVIDUAL WITH THE POWER OF ESP OR TELEPATHY CAN MAKE HIS SAVE (UP TO THREE TIMES) AND THEN DEFEAT THE LEADER OF THE PACK IN A FAIR FIGHT (NO ARMOR AND ONLY A SINGLE HAND HELD WEAPON), HE CAN TAKE OVER LEADERSHIP OF THE PACK.

ITS BASIC ARMOR CLASS IS 6 TO WHICH IS ADDED THE NUMBER OF ITS HIT DICE, GIVING A RANGE OF 2 TO -3.

BASED ON THE "ERIC JOHN STARK" STORIES BY LEIGH BRACKETT.

HOUND, PHASE

TYPE: ANIMAL

CREATED BY: CHUCK CADY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(1-4)D8+4	4	14			2D4	2D6+6

ALIGNMENT: CHAOTIC-EVIL
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D6 2D8	20% A

ATTACKS:

1 BITE, 1D6
 2 CLAWS, 1D4
 1 BREATH, 4D6 FIRE (THREE TIMES A DAY)

A HELL HOUND WITH THE SPECIAL POWERS OF A PHASE SPIDER. IT CAN BECOME ETHERIAL AT WILL, BUT MUST BECOME MATERIAL IN ORDER TO BREATHE ITS FIERY BREATH. THE MAXIMUM RANGE OF THE BREATH IS TWENTY FEET.

HOUND, ROCK

TYPE: ANIMAL

CREATED BY: CLINT BIGGLESTONE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(3-7)D8	4	12			1D4	2D6+6

ALIGNMENT: CHAOTIC, NEUTRAL
 FOUND IN: DUNGEONS, OPEN, WOODS, DESERTS, RIVERS, SWAMPS, CITIES

ALL THE WORLDS' MONSTERS

HOUND, ROCK

LAIR (25%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D4	25% C
	2D4	

ATTACKS:

- 1 BREATH, "FLESH TO STONE"
- 1 BITE, 1D6

DESCRIPTION:

LOOKS LIKE A HELL HOUND IN FORM, BUT A DEEP SLATE-GREY IN COLOR. IT CAN DETECT HIDDEN AND INVISIBLE OBJECTS LIKE A HELL HOUND. USUALLY FOUND AS THE COMPANION OF A STONE GIANT. IT DOES NOT LIKE THE COLD. IT EATS STONED PEOPLE AND MONSTERS.

HUMBABA

TYPE: MISCELLANEOUS

CREATED BY: KEN PICK

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
10D8	1	12	2D6+8	2D6+6

ALIGNMENT: CHAOTIC, NEUTRAL
 FOUND IN: DUNGEONS, WOODS

LAIR (80%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	100% G
	1D3	

ATTACKS:

- 1-2 +4 WEAPONS, BY WEAPON TYPE +6
- 1 +4 STING, 1D8 PLUS 1D8 POISON
- 1 VOICE, SAVE VS. FEAR

DESCRIPTION:

GUARDIAN OF THE GODS' CEDAR TREES. ALSO CALLED MAN-SCORPIONS OR SCORPIO-CENTAURS. HUMAN FROM THE WAIST UP, A GIANT SCORPION BELOW. THE TAIL IS SIX TO NINE FEET LONG. IT RESISTS MAGIC AS AN EIGHTEENTH LEVEL WIZARD.

FROM AN ASSYRIAN MYTH.

HYDRA, FIRE BREATHING

TYPE: DRAGONKIND

CREATED BY: CHUCK CADY

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
(1-16) +3	5	6	2D4	2D6+6

ALIGNMENT: CHAOTIC-EVIL
 FOUND IN: DUNGEONS, WOODS, MOUNTAINS, CITIES

LAIR (90%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1	90% A*2
	1	

ATTACKS:

- 1 BREATH PER HEAD, THREE TIMES A DAY (SEE BELOW)

DESCRIPTION:

A FIRE BREATHING FORM OF HYDRA USED ALMOST EXCLUSIVELY AS A TREASURE GUARD. IT CAN HAVE FROM ONE TO SIXTEEN HEADS, EACH WORTH SIX, EIGHT, TEN, OR TWELVE POINTS. TO DETERMINE THE VALUE OF THE FIRE BREATHED BY A PARTICULAR HEAD, USE A DIE WITH THE SAME NUMBER OF SIDES AS THE HEAD HAS. THE ACTUAL NUMBER OF HIT POINTS IT HAS IS EQUAL TO THE SUM OF THE VALUES OF ITS HEADS PLUS THREE POINTS.

ALL THE WORLDS' MONSTERS



ICE MAN

TYPE: HUMANOID

CREATED BY: DAN PIERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D8	4	12			2D6+6	2D6+6

ALIGNMENT: LAWFUL, CHAOTIC, NEUTRAL
 FOUND IN: DUNGEONS, MOUNTAINS

LAIR (25%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D8	100% E MAGIC, C NON-MAGIC
	1D8	

ATTACKS:

2 ICE LANCES, 2D6
 1 SPELL

DESCRIPTION:

FACETED, CRYSTALLINE MAN OR WOMAN. IMMUNE TO COLD. ALL FIRE WEAPONS AND SPELLS HAVE ONLY HALF EFFECT. HE HAS THE ABILITY TO PUT OUT ALL NORMAL FIRES AND 50% OF ALL MAGIC FIRES BY JUST THINKING ABOUT IT, THIS INCLUDES FLAMING WEAPONS.

HE CAN USE THE FOLLOWING SPELLS: WALL OF ICE, ICE STORM, CONE OF COLD, SPHERE OF COLD, LIGHT, AND CHARM COLD DWELLING MONSTER (+4). HE IS VULNERABLE TO CHARM PERSON. SOME MAY HAVE OTHER MAGE POWERS, BUT NO FIRE RELATED SPELLS.

THE ICE MAN IS A KIND OF FREE-WILLED COLD ELEMENTAL.

ICE WOLF

TYPE: ENCHANTED MONSTER

CREATED BY: WAYNE SHAW

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D8	3	30			2D6	1D8+12

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	



ICE PERSON

ALL THE WORLDS' MONSTERS

ICE WOLF

ATTACKS:

1 BITE, 2D10
2 CLAWS, 1D10

DESCRIPTION:

A COLD OR ICE ELEMENTAL IN THE FORM OF A WOLF. THE GENERAL CHARACTERISTICS FOR ELEMENTALS APPLY. USUALLY FOUND IN RUINS.

ICE WORM

TYPE: ENCHANTED MONSTER

CREATED BY: DAN PIERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
8D8	0	6	24		1D4+1	1D6+10

ALIGNMENT: NEUTRAL, HUNGRY
FOUND IN: DUNGEONS, MOUNTAINS, AIR

LAIR (%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
(35%) WANDERING	1D8 1D4	100% D

ATTACKS:

1 BITE, 2D4 PLUS 4D6 COLD

DESCRIPTION:

TRANSPARENT, WINGED WORM. ABOUT SIX FEET LONG WITH A LAMPREY LIKE MOUTH. OFTEN KEPT AS A PET/ WATCH BEAST BY ICE MEN. ITS FRIGID BREATH CONSTANTLY DOES 4D6 IN COLD DAMAGE IN A SIX BY THREE FOOT CONE. VERY VULNERABLE TO FIRE.

ICEGRUNT

TYPE: MISCELLANEOUS

CREATED BY: STEVE HENDERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(13-15)D8	2+2	1			1D3+9	1D3+15

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, MOUNTAINS

ICEGRUNT

LAIR (%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
(75%) WANDERING	1D8 1D3	100% C 10% C

ATTACKS:

1 BITE, 1D4
1 BREATH, (# OF HIT DICE)D6 COLD
IN A 90' X 30' CONE

DESCRIPTION:

LOOKS SOMETHING LIKE A FURRY WHITE BOULDER WITH STUBBY LEGS. WHEN STILL IT CAN LOOK EXACTLY LIKE A SNOW COVERED BOULDER. IT IS IMMUNE TO COLD AND TO ALL MAGICAL DEVICES. THE ICEGRUNT IS ONLY FOUND IN VERY COLD PLACES.

ICEHORN

TYPE: GIANT ANIMAL

CREATED BY: STEVE HENDERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(5-7)D8	2+7	3			1D4	2D6+6

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, MOUNTAINS

LAIR (%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
(75%) WANDERING	1D3 1D2	100% B

ATTACKS:

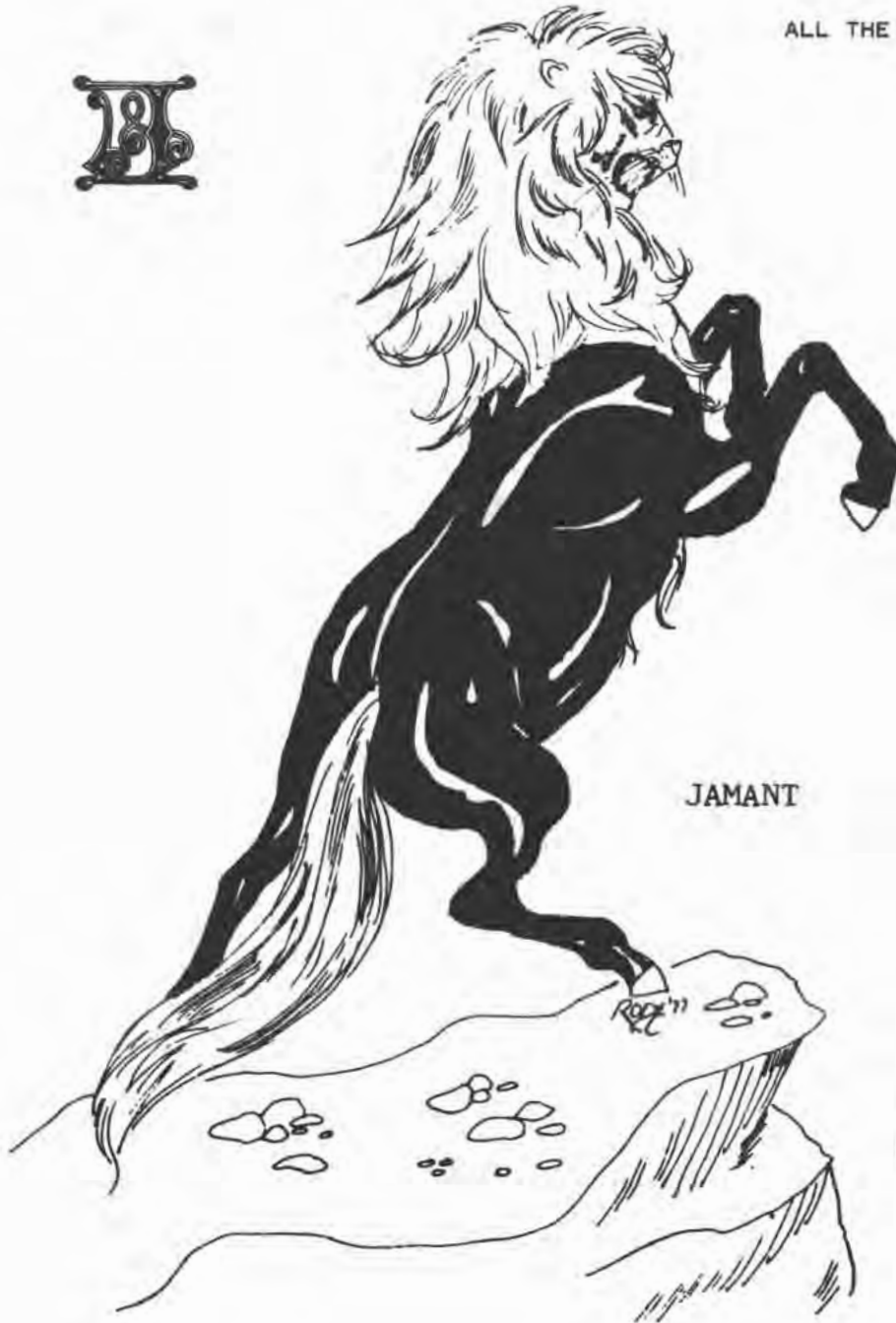
3 HORNS, 3D4 PLUS 3D6 COLD
4 FEET, 3D4 PLUS (# OF HIT DICE)D6 FLAME

DESCRIPTION:

A BRUTAL, WARTY CREATURE OF ABOUT FOUR TONS MASS. IT LOOKS SOMETHING LIKE A LOW SLUNG ELEPHANT WITH EIGHT STUBBY LEGS. IT IS ONLY FOUND IN VERY COLD PLACES.

IT TURNS SPELLS AS A RING. ANYONE STRIKING IT MUST SAVE VS. MAGIC OR THE APPENDAGE USED TO STRIKE WILL WITHER.

ALL THE WORLDS' MONSTERS



JAMANT

JAMANT

TYPE: ANIMAL

CREATED BY: RICHARD HARVEY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D8	4	12			2D6	3D6

ALIGNMENT: NEUTRAL, HUNGRY
FOUND IN: OPEN, WOODS, DESERTS

LAIR (25%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D5	2D5

ATTACKS:

1 BITE, 1D10
2 HOOFES, 1D8

DESCRIPTION:

THE JAMANT HAS THE HEAD OF A LION AND THE BODY OF A HORSE. IT IS VERY FOND OF ELVISH FLESH. IT IS AMONG THE MOST LOYAL OF MOUNTS WHEN TAMED, BUT IT MUST BE CAPTURED VERY YOUNG. IT IS ONLY RARELY FOUND IN DESERTS.

JUBAL CAIN

TYPE: MISCELLANEOUS

CREATED BY: STEVE MARSH

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
3D8	2		6		2D6	2D6

ALIGNMENT: NEUTRAL, HUNGRY
FOUND IN: OPEN, DESERTS, SWAMPS, AIR

LAIR (5%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1	25% 0 LESS 10%
	1	25% 0 LESS 10%

ATTACKS:

1 TONGUE, 2D8 CONSTRICTION

DESCRIPTION:

LOOKS LIKE AN AERIAL SERPENT BUT CAN ALSO "SHAPE-CHANGE" ITSELF INTO A FLAT CLOTHLIKE BEING, TEN BY THIRTY FEET BY ONE INCH THICK. SORT OF LIKE A FLYING TABLE CLOTH. IT ATTACKS FROM THE AIR WITH

ALL THE WORLDS' MONSTERS

JUBAL CAIN

ITS SIXTY INCH LONG TONGUE, THE TONGUE HAS HILL
GIANT STRENGTH. IT HATES DWARVES, BUT IT WILL
SERVE EVEN A DWARF IF SUBDUED. IT WILL EAT ANY-
THING. IT USUALLY ATTACKS BY SURPRISE.

JUGGER

TYPE: VANCE DRAGON

CREATED BY: DAN PIERSON

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
11D6	0	8	1D6+6	1D6+4

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	4D10 1D8	70% A

ATTACKS:

1-2 WEAPONS, BY WEAPON TYPE PLUS 6D6
1 BITE, 6D6

DESCRIPTION:

LARGE, GREY, SLOW MOVING VANCE DRAGON. USUALLY
LAIRS WITH OTHER VANCE DRAGONS AND THEIR HUMAN
MASTERS (WHO HAVE THE TREASURE). USES WEAPONS
LIKE THE GREATSWORD AND ONE-HANDED MAUL.

WHEN STRUCK BY A NORMAL WEAPON, THERE IS A 60%
CHANCE THAT THE WEAPON WILL BREAK, 40% FOR +1
WEAPONS, AND 20% FOR +2 WEAPONS.

BASED ON "THE DRAGON MASTERS" BY JACK VANCE.

ALL THE WORLDS' MONSTERS



KILLWING



KILL-KILL

TYPE: ANIMAL

CREATED BY: DAVE HARGRAVE

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
1D4	7	8			1D6	1D6+12

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	100D20	50% B
	10D20	

ATTACKS:

1 BITE, 1 POINT

DESCRIPTION:

LITTLE, GREEN-FURRED, RAT-LIKE MAMMAL WHICH RUNS IN A PACK LIKE PIRANAHs, ATTACKING ALL IN SIGHT REGARDLESS OF THEIR SIZE. IMMUNE TO ALL MENTAL AND EMOTIONAL SPELLS AND POWERS.

KILLWING

TYPE: ANIMAL

CREATED BY: CLINT BIGGLESTONE

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
1D8	6	1	15		1D3	1D6+12

ALIGNMENT: HUNGRY
FOUND IN: ANYWHERE

LAIR (35%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	10D4	60% A
	3D4	

ATTACKS:

1 SONIC, 2D6 AT TEN FEET, 1D6+3 AT TWENTY,
1D6 AT THIRTY, 1D3 AT FORTY
1 BITE, 1D3 PLUS 50% CHANCE THAT IT IS RABID

DESCRIPTION:

A BAT-LIKE CRITTER WHO HUNTS WITH MICROWAVE SOUND. ITS PROBABILITY OF HITTING IS THAT OF A BASIC FIGHTER WITH A HEAVY CROSSBOW. IT HAS NO EYES, IT USES INSTEAD ITS MOTHLIKE ANTENNA. IT HAS A

ALL THE WORLDS' MONSTERS

KILLWING

THREE FOOT WINGSPREAD. SONIC WEAPONS CAN CONFUSE AND KILL IT.

KITTYHAWK

TYPE: ANIMAL

CREATED BY: SEAN CLEARY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1D4	4	7	10		1D4+7	12

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, OPEN, WOODS, DESERTS, SWAMPS, AIR

LAIR (5%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	100D20 10D20	5% C, NO MAGIC

ATTACKS:

- 2-3 BITES, 1D2 (-1 VS. CHAIN)
- 2 FRONT CLAWS, 1D3 (-2 VS. PLATE)
- 2 REAR CLAWS, 1D3-1 (+1 VS. AC9)
- 1 SHOCK, DOUBLES ALL OTHER HITS

DESCRIPTION:

A CROSS BETWEEN A BOBCAT AND A HAWK. IT HAS A FEATHERED AND FURRED BODY WITH THE WINGS AND TAIL OF A HAWK AND THE MAIN BODY OF A BOBCAT. ITS WING SPAN IS ABOUT THREE TO FOUR FEET.

IT ATTACKS FIRST WITH A DIVE, AND WILL CLIMB IF A SEVEN OR BETTER IS ROLLED ON 2D6. THE SHOCK ATTACK IS WHEN IT DIVES INTO SOMEONE. ITS DIVING SPEED IS 24 INCHES.

IF IT DOES NOT CLIMB AFTER A DIVE, IT WILL ATTACK WITH ITS CLAWS AND TEETH. THE SHOCK DAMAGE IS COMPUTED BEFORE DEDUCTING FOR ARMOR.

GENERALLY IT IS +2 ON MORALE, AND THE MEMBERS OF A FLOCK MAY NOT ALL FOLLOW THE SAME LINE OF ACTION, THOUGH THEY TEND TO KEEP TOGETHER AS A FLOCK.

KOBOLD

TYPE: HUMANOID

CREATED BY: GILESPIE/BLACOW/ET AL

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1D4	2	9			1D6+12	1D6+12

ALIGNMENT: CHAOTIC, NEUTRAL
 FOUND IN: ANYWHERE

LAIR (10%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	100D6 3D20	20% C / 2 5% C / 4

- 1-2 WEAPONS, BY WEAPON TYPE PLUS STRENGTH BONUS
- CHAOTICS HAVE 7D6 POISONED BLADES
- 1 BITE, 1D6 PLUS POISON

DESCRIPTION:

THE GILESPIE-BLACOW-SLIMAX KOBOLD EDITED BY SEAN CLEARY.

ITS STRENGTH IS 18+ AND IT USES WEAPONS APPROPRIATE TO ITS STRENGTH (TWO HANDED SWORD, FLAIL, BATTLE AX, WAR HAMMER, ETC. THE HEAVIER THE BETTER). ALL OF ITS CHARACTERISTICS ARE ROLLED +5.

IT HAS TWICE THE NORMAL CHANCE OF POSSESSING A MAGICAL WEAPON, OFTEN WITH STRANGE COMBINATIONS OF PLUSES. ANY NON-KOBOLD PICKING UP ITS MAGIC WEAPON WILL TAKE 1D8 POINTS OF DAMAGE AND WILL TAKE THE SIDE OF ANY KOBOLDS HIS PARTY MEETS.

ALL THE WORLDS' MONSTERS



LEMMING, GIANT

TYPE: ANIMAL

CREATED BY: SCOTT MC CARTNEY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
3D8+1	6	12		4	1	1D4+8

ALIGNMENT: ANY, HUNGRY
FOUND IN: ANYWHERE

WANDERING NUMBER 1D100 PROBABILITY OF TREASURE AND TYPE

ATTACKS:

1 BITE, 2D4 PLUS "DEATH WISH" POISON (SEE BELOW)
2 CLAWS, 1D4

DESCRIPTION:

AN OVERGROWN LEMMING. WHEN ENCOUNTERED, THERE IS A 50% CHANCE THAT THE LEMMING IS BEING DRIVEN BY A DEATH WISH. WHEN DRIVEN, IT ATTACKS AT +2 DUE TO ITS FEROCITY AND ITS BITE CONTAINS A POISON WHICH WILL IMPART THE DEATH WISH TO ITS VICTIM.

CREATURES DRIVEN BY "DEATH WISH" ALWAYS FIGHT UNTIL DEATH, NEVER RETREATING. IF UNABLE TO FIGHT, THE VICTIM WILL ATTEMPT TO DO AWAY WITH HIMSELF IN SOME OTHER WAY SUCH AS JUMPING OFF A CLIFF, BEATING ITS HEAD AGAINST A WALL, ETC. A "NEUTRALIZE POISON" WILL COUNTERACT THE "DEATH WISH".

LEMURE

TYPE: UNDEAD

CREATED BY: STEVE DAVIES

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
8D8	2	12			3D6	3D6

ALIGNMENT: EVIL
FOUND IN: DUNGEONS, CITIESLAIR (50%) NUMBER 1D6 PROBABILITY OF TREASURE AND TYPE
WANDERING 1D4 50% E

ATTACKS:

1 TOUCH, 1D8 PLUS ONE POINT FROM CONSTITUTION

ALL THE WORLDS' MONSTERS

LEMURE

DESCRIPTION:

A HUMAN-SHAPED UNDEAD MONSTER. IT HAS LEPROUS GREEN SKIN THAT APPEARS TO BE SLOUGHING OFF, AND GLOWING RED EYES.

ALL CREATURES UNDER FOUR HIT DICE WHO SEE ONE MUST SAVE VS. FEAR OR RUN AWAY IN TERROR AND REVULSION. THE LEMURE HAS THE POWER TO CONFUSE ANY ONE OPPONENT THAT IT CHOOSES AT A TIME. ANY HIT BY A LEMURE CAUSES *PERMANENT* LOSS OF ONE POINT FROM ITS VICTIM'S CONSTITUTION.

IT HAS THE POWER TO USE THE "MAGIC JAR" SPELL, SO ITS BODY WILL OFTEN BE FOUND LYING IN A HEAP AND BE MISTAKEN FOR A MOULDERING CORPSE.

THE LEMURE IS ONLY EFFECTED BY MAGIC ATTACKS AND SILVER WEAPONS.

LIBEAR

TYPE: ANIMAL

CREATED BY: STEVE HENDERSON

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
(6-10)D8	4	15			1D4	3D6

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, WOODS, MOUNTAINS, DESERTS, RIVERS, SWAMPS, CITIES

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (50%)	3D6	50%	B
WANDERING	2D4	10%	F OR O

ATTACKS:

- 2 CLAWS (LION), 1D6
- 2 CLAWS (BEAR), 1D3
- 1 BITE, 1D12
- 1 HUG, 2D8

DESCRIPTION:

A LION-BEAR-CENTAUR. WHEN FOUND IN ITS LAIR, ONE THIRD OF THE ANIMALS WILL BE YOUNG CUBS.

ITS CHANCE OF HUGGING IS THE SAME AS A WEREBEAR'S.

LIFECLOAK

TYPE: MISCELLANEOUS

CREATED BY: WAYNE SHAW

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
8D8	4		18		2D6	3D8

ALIGNMENT: NEUTRAL
 FOUND IN: ANYWHERE

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6	
	1D6	

ATTACKS:

- 1 ENFOLDMENT, DRAINS ONE LIFE LEVEL

DESCRIPTION:

THIS THING APPEARS AS A SHINY WHITE CLOAK THAT FLYS. IF THE VICTIM MAKES HIS SAVE VS. LIFEDRAIN, THERE IS A 10% CHANCE OF THE CLOAK GOING SYMBIOTIC, IN WHICH CASE THE CLOAK GIVES ITS OWNER THE FOLLOWING POWERS: FLIGHT, +1 STRENGTH, +1 INTELLIGENCE, +1 CONSTITUTION, +4 ARMOR CLASS, TELEPATHY, DETECT MAGIC, AND STRENGTH AND SPEED DOUBLED DID10 TURNS ONCE A DAY.

THE CLOAK HAS AN INTELLIGENCE AND AN EGO OF 2D6. THE CLOAK/OWNER RELATIONSHIP IS ANALOGOUS TO THE SWORD/OWNER RELATIONSHIP.

IF SOMEONE IS WEARING A LIFECLOAK AND IS ATTACKED BY ANOTHER CLOAK, THERE IS A 10% CHANCE THAT HIS CLOAK WILL GO FERAL AGAIN.

IF TWO CLOAKS ATTACK AT THE SAME TIME, THEY WILL DO AN ADDITIONAL 2D8 DAMAGE, PLUS THE LIFE DRAINS.

ONE OUT OF EVERY HUNDRED EXPERIENCE POINTS GAINED BY A LIFECLOAK WEARER WILL GO TO THE CLOAK, NOT THE WEARER.

LION, SILICON

TYPE: ANIMAL

CREATED BY: CLINT BIGGLESTONE

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
(2-5)D8	2	14			1D6+1	1D6+12

ALL THE WORLDS' MONSTERS

LION, SILICON

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (15%)	1D8+7	50% C
WANDERING	1D6	

ATTACKS:

2 CLAWS, 1D6
 1 BITE, 1D12

DESCRIPTION:

A STONE LION WITH PLEXIGLASS FUR. IT COMES FROM AN ALIEN DIMENSION. IT LIKES STONE GIANTS, BUT IT HATES ROCK OR STONE DRAGONS. USUALLY WARY, IT IS VICIOUS DURING ITS MATING SEASON.

IT IS IMPERVIOUS TO "FLESH-STONE". "STONE-FLESH" TURNS IT INTO A REGULAR LION.

OFTEN FOUND AS THE PET OF A MEDUSA AND EATS HER VICTIMS.

LIZARD, GIANT

TYPE: GIANT ANIMAL

CREATED BY: CHUCK CADY

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
(1-27)D8	2	10			1D4	2D6+6

ALIGNMENT: ANY, HUNGRY
 FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (5%)	2D4	10% A
WANDERING	1D6	

ATTACKS:

1 BITE, (# OF HIT DICE)D4 PLUS
 (# OF HIT DICE)D3 POISON (SEE BELOW)

DESCRIPTION:

THE GENERIC DESCRIPTION OF THE VARIOUS FORMS OF GIANT LIZARDS.

ITS BITE MAY BE POISONOUS, DEPENDING ON THE TYPE OF LIZARD IT IS.

LIZARD, GIANT

ITS BASIC ARMOR CLASS IS 3 PLUS ONE THIRD OF THE NUMBER OF ITS HIT DICE, FRACTIONS ARE ROUNDED UP GIVING A RANGE OF 2 TO -6.

LIZARD, LASH

TYPE: GIANT ANIMAL

CREATED BY: DAVE HARGRAVE

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
(4-8)D8+1	3	9			2D4	1D6+12

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, OUTDOORS, WATER, AIR

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (75%)	1D12	10% OFF BODIES OF VICTIMS
WANDERING	1D6	

ATTACKS:

1 TONGUE, 1D4 PER HIT DIE, SALIVA PARALYSES
 2 CLAWS, 1D4-1D8 DEPENDING ON SIZE

DESCRIPTION:

LIKE A CHAMELEON, IT CAN TAKE THE COLORATION OF ITS SURROUNDINGS. FOR EVERY HIT DIE IT HAS ITS TONGUE IS FIVE FEET LONG. THE TONGUE IS RAZOR SHARP AND CAN CUT ARMOR. THE LARGER ONES ARE ARMOR CLASS 2.

LONG-HORNED MURDERER

TYPE: VANCE DRAGON

CREATED BY: DAN PIERSON

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
5D8	0	21			1D6+8	1D6+8

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (40%)	8D12	70% A
WANDERING	3D6	

ALL THE WORLDS' MONSTERS

LONG-HORNED MURDERER

ATTACKS:

1-2 WEAPONS, BY WEAPON TYPE PLUS 1D10
 1 HORN, 3D6 (WILL IMPALE VICTIM IF IT GETS 2 OVER
 WHAT NEEDED TO HIT OR BETTER THAN 17)
 1 BITE, 1D12

DESCRIPTION:

GREY BROWN WITH STEEL TIPPED HORNS. USES A LANCE,
 SWORD, AND/OR CUTLASS. USUALLY LAIRS WITH OTHER
 VANCE DRAGONS AND THEIR HUMAN MASTERS (WHO HAVE
 THE TREASURE),

BASED ON "THE DRAGON MASTERS" BY JACK VANCE.

LONGLICKER

TYPE: ANIMAL

CREATED BY: STEVE HENDERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(16-20)D8	2+8	6			1D3	1D3+9

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS

LAIR (%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
(75%)	2D3	100% G
WANDERING	1D4	

ATTACKS:

1 TONGUE, 8D10 PLUS PARALYSIS POISON
 1 SONIC, DEAFFEN (SEE BELOW)

DESCRIPTION:

A MANSIZED CREATURE BUILT ALONG THE LINES OF AN
 ENLONGATED ANTEATER WITH HARD SCALY SKIN. ITS
 TONGUE, WHICH IS THIRTY FEET LONG, CAN IMPALE ITS
 VICTIMS, DOUBLING THE DAMAGE IT DOES. IF THE VIC-
 TIM OF THE TONGUE FAILS TO MAKE HIS SAVE VS. THE
 POISON, HIS BODY CELLS WILL BREAK DOWN AND DIS-
 SOLVE AT 3D6 PER TURN. AFTER THREE HITS, THERE IS
 NO SAVING THROW POSSIBLE. WHEN THE VICTIM IS
 FULLY DISSOLVED, THE LONGLICKER SUCKS UP THE FLUID
 THAT REMAINS AS FOOD.

ITS ROAR DEAFFENS FOR 3D6 HOURS WITH A 10% CHANCE
 THAT IT WILL BE PERMANENT.

LONGLICKER

THE LONGLICKER IS ONLY FOUND DEEP DOWN IN DUN-
 GEONS.

THE HIT DIE RANGE GIVEN IS TYPICAL, THOUGH EVEN
 LARGER SPECIMENS HAVE BEEN FOUND.

LOWAN

TYPE: GIANT ANIMAL

CREATED BY: SCOTT MC CARTNEY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
15D8	5			12	1D6	1D12

ALIGNMENT: HUNGRY
 FOUND IN: RIVERS, SWAMPS

LAIR (%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
(15%)	1D6	
WANDERING	1D3	

ATTACKS:

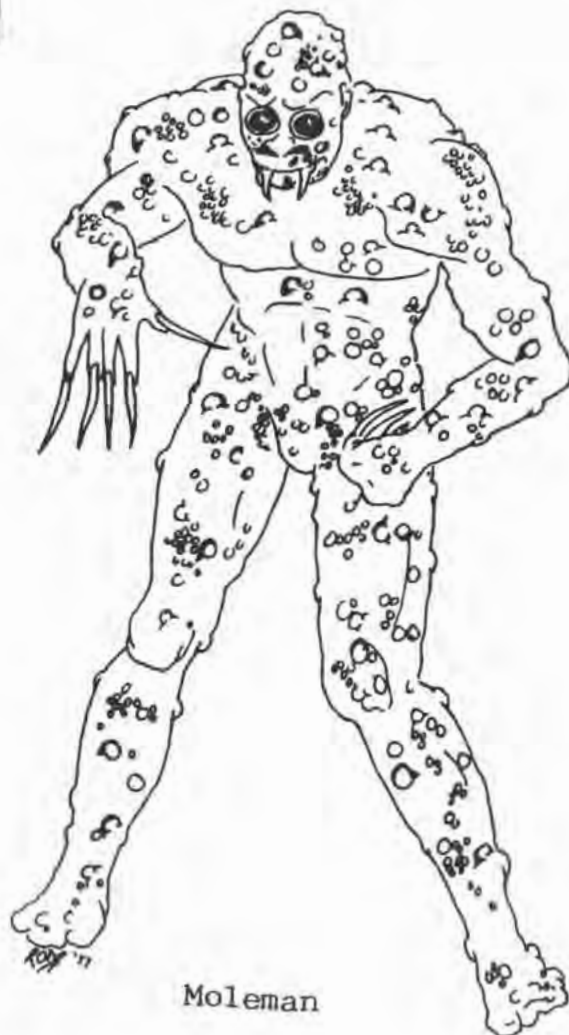
1 BEAK, 5D8

DESCRIPTION:

A LARGE FLIGHTLESS WATERBIRD WHICH CAN BE UP TO
 TWENTY FEET IN LENGTH. IT IS VERY SHY AND RARE,
 AND IT WILL NOT ATTACK UNLESS PROVOKED, CORNERED,
 OR ITS YOUNG IS ENDANGERED. A LAIR WILL USUALLY
 BE TWO ADULTS AND SOME CHICKS.

FROM "HIERO'S JOURNEY" BY STERLING LANIER.

ALL THE WORLDS' MONSTERS



Moleman

MAGGOT, MIND

TYPE: ANIMAL

CREATED BY: SCOTT MC CARTNEY

HIT POINTS	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1	9	1			0	1

ALIGNMENT: EVIL
FOUND IN: DUNGEONS, MOUNTAINS

WANDERING NUMBER 1D100 PROBABILITY OF TREASURE AND TYPE

ATTACKS:

1 MOUTH (SEE BELOW)

DESCRIPTION:

A SMALL GREY MAGGOT, LESS THAN ONE HALF INCH LONG. IT CLINGS TO THE CEILING OF DUNGEONS AND CAVES WITH A 20% OF BEING DETECTED. IF NOT DETECTED, IT WILL DROP ONTO ANY CREATURE PASSING UNDER IT AND WORK ITS WAY TO HIS HEAD AND BITE INTO THE SKULL. AS THE BITE IS ANESTHETIC, THERE IS ONLY A 50% CHANCE THAT THE VICTIM WILL FEEL IT. IN TWO FULL TURNS, THE MAGGOT WILL BURROW THROUGH THE SKULL AND INTO THE BRAIN.

ONCE IN THE BRAIN, THE MAGGOT WILL DEVOUR ONE POINT OF INTELLIGENCE PER TURN. THERE IS ONLY A 10% CHANCE THAT THE MAGGOT WILL BE DETECTED ONCE IT BEGINS TO CONSUME THE BRAIN. UNTIL THE VICTIM LOSES SIX INTELLIGENCE POINTS, HE WILL NOT NOTICE ANYTHING. THE INTELLIGENCE LOSS IS PERMANENT. IF HIS IQ REACHES ZERO, THE VICTIM WILL DIE.

IF DETECTED, A "DISPEL EVIL" FOLLOWED BY A "REMOVE CURSE" IS THE ONLY WAY TO KILL THE MAGGOT.

MANTA

TYPE: MISCELLANEOUS

CREATED BY: WAYNE SHAW

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(4-6)D8	0	30	300		4D4	3D6+18

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

ALL THE WORLDS' MONSTERS

MANTA

LAIR (15%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D10	100% B
	1D10	

ATTACKS:

1 TAIL LASH PER HIT DIE; 1D8, 1D10, OR 1D12
DEPENDING ON SIZE

DESCRIPTION:

AN INTELLIGENT FUNGOID CREATURE RESEMBLING A MUSH-ROOM AT REST OR MOVING SLOWLY (ON FOOT). WHEN IT SPEEDS UP IT ASSUMES A MANTA-RAY SHAPE AND ALMOST SUPERNORMAL SPEED. A FIVE HIT DIE MANTA HAS +36 DEXTERITY AND A SIX DIE MANTA HAS +54. THEY PREFER SWAMPY AREAS.

BASED ON "OMNIVORE" BY PIERS ANTHONY.

MEKHAR

TYPE: ALIEN

CREATED BY: CARY MARTIN

HIT DICE	ARMOR CLASS	MOVE FLY SWIM	IQ RANGE	DEXT. RANGE
5D8	6	14	1D6+12	1D6+14

ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: ANYWHERE

LAIR (15%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	5D10	20% D
	1D4+4	5% D

ATTACKS:

2 CLAWS, 1D6 OR
2 WEAPONS, BY WEAPON TYPE (NOT BOTH)
2 FEET, 1D8
1 WHIP, 1D4

DESCRIPTION:

FROM A PROTO-FELID RACE, APPROXIMATELY 6 FEET TALL IT OPERATES UNDER A HIGH HONOR CODE REGARDLESS OF ITS ALIGNMENT. IT USES NO ARMOR OR SHIELDS AND IS AN INHERENT HAND-FIGHTER (CHECK JOCK ROOT'S SPECIAL ABILITIES CHART; A&E 4); IT NEVER USES MISSILES. IT CAN USE TECHNOLOGY OR MAGIC, BUT NO SPELL CASTERS. IT CAN HAVE THE ABILITY OF A THIEF

MEKHAR

OF ITS OWN LEVEL FOR "MOVE SILENTLY" AND "HIDE IN SHADOWS". IT DOES NOT HAVE A TAIL.

FROM "HUNTERS OF THE RED MOON" BY MARION ZIMMER BRADLEY.

MINOGON

TYPE: MISCELLANEOUS

CREATED BY: STEVE PERRIN

HIT DICE	ARMOR CLASS	MOVE FLY SWIM	IQ RANGE	DEXT. RANGE
6D8	2	8	1D6+6	2D6+6

ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: DUNGEONS, CITIES

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6	100% E
	1D4	

ATTACKS:

1 BUTT, 2D8
1 BITE, 1D3 PLUS STONING
1 WEAPON, 1D10

DESCRIPTION:

A MINOTAUR-GORGON CROSSBREED. IT CHARGES LIKE A MINOTAUR. IT DOES NOT HAVE A STONING BREATHE BUT ITS SALIVA WILL STONE ANYONE WHO DOES NOT MAKE HIS SAVE. ITS WEAPON IS USUALLY A GREAT AX WHICH HITS AND DOES DAMAGE LIKE A HALBERD.

MOLE MAN

TYPE: HUMANOID

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE FLY SWIM	IQ RANGE	DEXT. RANGE
(4-6)D8+1	3	6	3D6	2D6+6

ALIGNMENT: LAWFUL, NEUTRAL
FOUND IN: DUNGEONS, OPEN, MOUNTAINS

LAIR (35%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	3D20	100% B + 2000 GP + 5000 SP
	1D12	25% B

ALL THE WORLDS' MONSTERS

MOLE MAN

ATTACKS:

2 CLAWS, 2D6

DESCRIPTION:

SEVEN FOOT TALL, BUG-EYED, AND FANGED. THEY HAVE LONG SCIMITAR SHAPED CLAWS CAPABLE OF CUTTING THROUGH STEEL OR STONE. BLACK, WARTY SKIN. CAN MOVE SILENTLY THROUGH THE EARTH AT THIRTY FEET A TURN. HAVE LITTLE TO DO WITH HUMANITY, THOUGH BASICALLY LAWFUL OR FRIENDLY NEUTRAL.

MORSE

TYPE: ANIMAL

CREATED BY: SCOTT MC CARTNEY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D8	6	12		3	1D10	1D12+6

ALIGNMENT: LAWFUL
FOUND IN: WOODS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D4	

ATTACKS:

2 HOOVES, 1D8
1 SET OF ANTLERS, 1D10

DESCRIPTION:

A VERY LARGE MUTATED CROSS BETWEEN A HORSE AND A MOOSE. ITS ANTLERS DROP OFF EACH FALL AND REGROW EACH SPRING. THE MORSE IS EASILY DOMESTICATED BUT IT MUST BE ASSIGNED A MASTER WHEN IT IS STILL YOUNG AND WILL NOT SERVE ANY OTHER. IT IS INTELLIGENT ENOUGH TO BE ABLE TO COMMUNICATE WITH THOSE WHO HAVE A SMALL AMOUNT OF TELEPATHIC ABILITY, THOUGH ONLY SIMPLE THOUGHTS, CONCEPTS, AND ORDERS CAN BE UNDERSTOOD. THE MORSE MAKES AN EXCELLENT WAR MOUNT, ESPECIALLY FOR ONE WHO CAN TELEPATHICALLY DIRECT ITS COMBATS.

FROM "HIERO'S JOURNEY" BY STERLING LANIER.

MOUNT

TYPE: HUMANOID

CREATED BY: DAN PIERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
3D8	9	24			1D6+2	1D6+10

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (80%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D50	
	1D50	

ATTACKS:

NONE

DESCRIPTION:

SKINNY HUMANOID. RUNS ON FOUR "LEGS". USED AS A MOUNT (HENCE ITS NAME).

TAKEN FROM "THE DRAGON MASTERS" BY JACK VANCE.

ALL THE WORLDS' MONSTERS



NERVE-FLAYER

TYPE: MISCELLANEOUS

CREATED BY: CLINT BIGGLESTONE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
15D8	2+6	9			1D8	1D6+18

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (55%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D8 1D4	100% H

ATTACKS:

- 1 BREATH, 18D6, NERVE GAS IN A TWENTY BY SIXTY FOOT CLOUD
- 1 VISUAL, 1D3 LIFE LEVEL DRAIN
- 4 HORNS, 8D10
- 2 CLAWS, 3D4 PLUS 6D6 LIGHTNING IF BOTH HIT

DESCRIPTION:

A VERY RARE WANDERER, TOTALLY INDESCRIBABLE, BUT IT IS ABOUT GORILLA-SIZED. EACH CHARACTER HAS A 5% PER WISDOM POINT CHANCE OF NOT LOOKING INTO ITS EYES; IF HE DOES, HE SUFFERS A 1-3 LIFE LEVEL DRAIN.

IT IS IMMUNE TO ALL CHARMS AND HOLDS. IF IT KILLS SOMETHING FOR FOOD (PREFERABLY BY COOKING IT WITH THE LIGHTNING), IT WILL DIMENSION DOOR AWAY IN GREAT HOPS OF 360 FEET AND GO HOME TO EAT.

NIGHTGAUNT

TYPE: ENCHANTED MONSTER

CREATED BY: K. JONES

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D8	1	3	24		2D6	1D6+14

ALIGNMENT: CHAOTIC, NEUTRAL
 FOUND IN: DUNGEONS, MOUNTAINS

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D6 1D6	

ATTACKS:

- 1 DISARM/CAPTURE, 5% CHANCE

ALL THE WORLDS' MONSTERS

NIGHTGAUNT

DESCRIPTION:

IT RESEMBLES A BLACK, SKIN-COVERED, WINGED, TAIL-LESS, EYELESS, SKELETAL MONKEY; BUT IT IS VERY STRONG (1D6+12). WHILE POSSESSING NO TREASURE OF ITS OWN, IT IS OFTEN SET TO GUARD PLACES THAT THE GODS WISH LEFT ALONE (SUCH AS SACRED MOUNTAINS).

IT PREFERS THE DARK AND, IF IN THE WILDERNESS, WILL NOT VENTURE OUT BEFORE DUSK OR AFTER DAWN. OFTEN FOUND IN MOUNTAIN CAVERNS.

ITS LANGUAGE IS OCCASIONALLY KNOWN BY A GHOUL WHICH CAN COMMAND THE NIGHTGAUNT'S AID.

THE NIGHTGAUNT'S CHIEF GOAL IS TO CARRY PEOPLE OFF TO BE DUMPED AT RANDOM OR INTO THE GREAT ABYSS. VICTIMS ARE TICKLED UNMERCIFULLY TO PREVENT STRUGGLING. THE VICTIMS MUST BE RESCUED WITHIN 2-3 MELEE ROUNDS OF CAPTURE OR THE NIGHTGAUNT WILL WIN FREE AND FLY OFF WITH HIM. THERE IS A 30% CHANCE OF AN UNARMED VICTIM ESCAPING BY HIMSELF IF ONLY ONE NIGHTGAUNT IS HOLDING HIM. IF TWO OR MORE, THERE IS ONLY A 1% CHANCE.

FROM "DREAM QUEST OF UNKNOWN KADATH" BY H. P. LOVECRAFT.

NIGHTSTALKER

TYPE: ANIMAL

CREATED BY: CLINT BIGGLESTONE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D8	5	12			1D6	1D6+12

ALIGNMENT: HUNGRY
FOUND IN: WOODS, MOUNTAINS, CITIES

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	4D6 3D6	25% F 5% F

ATTACKS:

1 BITE, 1D12
2 CLAWS, 1D4

NIGHTSTALKER

DESCRIPTION:

LOOKS LIKE A FIVE FOOT TALL, BLACK VELVET BABOON WHO WALKS UPRIGHT. THIS ANIMAL BLENDS INTO SHADOW LIKE A TWELFTH LEVEL THIEF AND MOVES ABSOLUTELY QUIETLY. IT IS INTELLIGENT ENOUGH TO FOLLOW A PARTY AND ATTACK AT THE BEST OPPORTUNITY (LIKE AT NIGHT OR RIGHT AFTER A BATTLE). THERE IS A 25% CHANCE THAT THIS ANIMAL'S BITE WILL INFECT THE VICTIM AND CAUSE HIS DEATH IN 1D6+4 DAYS UNLESS A "CURE DISEASE" IS DONE.

NYARLATHOTEP

TYPE: GOD

CREATED BY: K. JONES

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
100D8	-20	100	100	10	50	50

ALIGNMENT: CHAOTIC, CHAOTIC-EVIL
FOUND IN: DUNGEONS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ATTACKS:

AS WHAT EVER HE APPEARS AS (SEE BELOW)

DESCRIPTION:

THIS GOD GLORIES IN APPEARING AS SOME ORDINARY MONSTER, FIGHTING AS THAT CREATURE, AND SPONTANEOUSLY REGENERATING EVERYTIME HE IS "KILLED" (I.E. THE ORDINARY MONSTER WOULD DIE). AFTER A WHILE HE WILL GET BORED AND LEAVE. THE PARTY WILL GAIN THE EXPERIENCE POINTS NORMALLY GIVEN FOR FIGHTING THE MONSTER HE WAS IMITATING.

NYARLATHOTEP MAY BE INDUCED TO AID A PARTY, BUT HE IS MORE LIKELY TO SEND THE PETITIONERS TO HIS ULTIMATE MASTER, AZATHOTH, AS AN OFFERING.

ALL THE WORLDS' MONSTERS



ORGONE DRAINER

OLOG-HAI

TYPE: GIANT-TYPE

CREATED BY: KEN PICK

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
8D8+3	3	12			2D8	2D6+6

ALIGNMENT: CHAOTIC, EVIL, CHAOTIC-EVIL
 FOUND IN: DUNGEONS, WOODS, MOUNTAINS, CITIES

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE			
WANDERING	1D8	100%	D		
	1D8	50%	100-800 GP EACH		

ATTACKS:

1 WAR HAMMER, 2D8

DESCRIPTION:

OLOG-HAI MEANS "GREAT TROLL". IT APPEARS AS A LARGE, HUSKY TROLL CARRYING A LARGE WAR HAMMER AND SHIELD. IT REGENERATES AS A VAMPIRE AND IMMUNE TO SUNLIGHT. IT HAS HILL GIANT STRENGTH. IF DIS-ARMED, IT ATTACKS AS A TROLL WITH +1 HIT AND DAMAGE.

SOMETIMES (20%) FOUND COMMANDING A BAND OF TEN OR MORE TROLLS, ONE OLOG PER BAND.

FROM "LORD OF THE RINGS" BY J. R. R. TOLKIN.

ORGONE DRAINER

TYPE: DRAGON

CREATED BY: STEVE MARSH

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
3D8	2			24	3D6	2D6+6

ALIGNMENT: NEUTRAL
 FOUND IN: SEAS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE			
	1D4	60%	H / 2		

ATTACKS:

1 TONGUE, 1D6 PLUS ENERGY DRAIN EVERY OTHER HIT

ALL THE WORLDS' MONSTERS

ORGONE DRAINER

DESCRIPTION:

LOOKS LIKE A SMALL BLACK DRAGON. ITS TONGUE HITS LIKE A SPEAR. THE ENERGY LOSS ONLY OCCURS AFTER THE SAME VICTIM HAS BEEN HIT TWICE. FOUND IN MEDIUM SEAWEED (TWENTY FEET LONG, FIVE FOOT VISIBILITY).

ORGGOYLE

TYPE: HUMANOID

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(4-5)D8+1	5	8	12		2D6+4	2D6+6

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D9 1D10	100% C + 1500GP EACH 20% C

ATTACKS:

1 JAVELIN, 2D6
1 SHORTSWORD, 1D6+1D10
1 CLAW, 1D8
1 BITE, 1D6
1 HORN, 1D6

DESCRIPTION:

OGRE-GARGOYLE CROSSBREED. LOOKS LIKE A LARGER, CHUNKIER, LESS REPTILIAN GARGOYLE. IT WILL OFTEN HOVER AND THROW JAVELINS, THEN DIVE TO THE ATTACK WITH SHORTSWORD, CLAWS, TEETH AND HORN. THE HORN WILL IMPALE THE VICTIM ON A 1/6 CHANCE, DOING DOUBLE DAMAGE; BUT THE ORGGOYLE WILL BE HELPLESS FOR ONE TURN UNTIL IT CAN PULL THE HORN OUT.

OWL, GOLDEN

TYPE: GIANT ANIMAL

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(5-7)D8+1	5	3	20		2D6+3	2D6+6

OWL, GOLDEN

ALIGNMENT: LAWFUL, NEUTRAL
FOUND IN: ANYWHERE

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4 1D4	100% E 10% E

ATTACKS:

2 CLAWS, 1D4 PLUS 5D6 ELECTRICAL DAMAGE
1 BEAK, 1D8

DESCRIPTION:

GIANT GOLDEN OWL. QUITE INTELLIGENT. FAVORITE FOOD IS KOBOLD OR GOBLIN MEAT, BUT HAVE BEEN KNOWN TO EAT A KOBBIT OR HOBBIT BY MISTAKE. ELECTRICAL CHARGE THROUGH CLAWS IS ENTIRELY WHEN THEY WISH IT, FOR THE NUMBER OF THEIR HIT DICE TIMES A DAY. DISLIKE SUN- AND WIND-DEVILS AND ARE THE ARCH ENEMIES OF VORDS. IMMUNE TO EMOTIONAL OR MENTAL SPELLS.

ALL THE WORLDS' MONSTERS



PHOENIX

PAGE 65

PANTHER

TYPE: ANIMAL

CREATED BY: CHARLIE LUCE

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
8D6	0	18			2D6+6	3D4+8

ALIGNMENT: ANY, HUNGRY
 FOUND IN: DUNGEONS, OUTDOORS, CITIES

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	3D4	100% E
	2D4	10% C

ATTACKS:

1 BITE, 2D6
 2 CLAWS, 1D6
 1 BREATH, FOUR TIMES A DAY (SEE BELOW)

DESCRIPTION:

SIMILAR TO A LEOPARD, THIS FELINE IS THE SAME SIZE AS A LARGE TIGER. IT IS THE HEREDITARY ENEMY OF THE DRAGONS, EVEN THOSE OF THE SAME ALIGNMENT DO NOT NORMALLY GET ALONG. THE PANTHER IS IMMUNE TO DRAGON BREATH ATTACKS EXCEPT THOSE WHO DO DIRECT DAMAGE; ITS SAVING THROW AGAINST THESE BREATHS IS 6 AND IF NOT MADE IT ONLY TAKES HALF DAMAGE OTHERWISE THE BREATH HAS NO EFFECT.

THE PANTHER HAS ITS OWN BREATH WEAPON, TO WHICH DRAGONS ARE IMMUNE. THE EFFECT UPON CREATURES OTHER THAN DRAGONS DEPENDS ON THEIR LEVEL:

LEVEL	EFFECT	DURATION
1-3	HOLD MONSTER	24 HOURS
4-6	SLEEP	8 HOURS
7-9	STUN	1D6 FULL TURNS
10-15	CONFUSION	2D4 MELEE ROUNDS
16 UP	CONFUSION	1D4 MELEE ROUNDS

THE ALIGNMENT OF THE PANTHER CAN BE DETERMINED FROM THE COLOR OF ITS FUR:

LAWFUL - WHITE, TAWNY, SPOTTED
 NEUTRAL - BROWN, GREY, BLUE
 CHAOTIC - BLACK, GREEN

ALL THE WORLDS' MONSTERS

PEGESONE

TYPE: MISCELLANEOUS

CREATED BY: RANDY BOUCHER

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
20D8	-8	24			18	36

ALIGNMENT: NONE
 FOUND IN: DUNGEONS, MOUNTAINS, CITIES

LAIR (5%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1	100% H 10% 1D6 GEMS AND 1D6 JEWELS

ATTACKS:

2 CLAWS, 1D10+10 PLUS DEATH BY SQUEEZING
 4 TENDRILS, 1D10+10 PLUS LIMB SEVER

DESCRIPTION:

EIGHTEEN FEET TALL IT HAS EIGHTEEN EYES RINGING WHAT WOULD BE CALLED ITS WAIST. IT HAS SIX FEET WITH SIX CLAWS EACH AND THERE IS A FOREST OF TENDRILS ABOUT ITS MOUTH, WHICH IS AT THE TOP OF ITS HEAD. FROM A DISTANCE THE TENDRILS LOOK LIKE HAIR. THE TENDRILS ARE AS STRONG AS STEEL WIRES AND ARE CAPABLE OF LASHING OUT AT LIGHTNING SPEED.

THE PEGESONE CAN CONTROL TIME (SEVEN SECONDS FORWARD OR BACK) AND CAN USE THIS CONTROL TO LOOK AHEAD TO SEE WHERE ITS VICTIM WILL BE WHEN ITS STRIKE HITS HOME. ONLY THOSE HAVING A DEXTERITY OF 15 OR BETTER HAVE A CHANCE OF AVOIDING THE STRIKE OF EITHER CLAW OR TENDRIL, 5% PER POINT OF DEXTERITY ABOVE 14. WHEN A CLAW HITS, THERE IS A 50% CHANCE THAT IT WILL SQUEEZE THE VICTIM AND KILL HIM.

VERY YOUNG PEGASONES CAN BE COUGHT AND TAMED TO BE USED AS MOUNTS, GIVING UP TO TEN RIDERS AND THEIR EQUIPMENT ITS ARMOR CLASS OF -8, WHICH IS SO HIGH DUE TO ITS TIME CONTROL ABILITY. A TAMED PEGESONE WILL BE A MULE AND UNABLE TO REPRODUCE ITSELF.

THE PEGESONE IS IMMUNE TO ALL FORMS OF SPELLS, ANY MAGICAL ATTACKS ADD TO ITS HIT POINTS.

FROM "OVERLORDS OF WAR" BY GERHARD KLIEN.

PHANFASM

TYPE: SPIRIT

CREATED BY: DAN PIERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(13-16)D8	0	15	15	15	1D6+17	1D6+12

ALIGNMENT: CHAOTIC-EVIL
 FOUND IN: DUNGEONS, MOUNTAINS

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D100 1D20	80% A*2

ATTACKS:

2 PUNCHES, 2D8
 OR AS SHAPED-CHANGED

DESCRIPTION:

USUALLY APPEARS AS A HAIRY, APE-LIKE BEING WITH THE HEAD OF A BIRD OR BEAST. IT HAS HILL GIANT STRENGTH, VAMPIRE REGENERATION, AND PERMANENT SHAPE CHANGE. IT IS IMMUNE TO ALL WEAPONS BELOW +2.

EVERY PHANFASM IS ABLE TO USE 5 (+1 FOR EVERY HIT DIE OVER 13) SPELLS FROM EACH ILLUSIONIST LEVEL WITHOUT REGARD TO SPELL POINTS.

HATES ALL NON-PHANFASMS, BUT IT WILL SOMETIMES ENLIST IN STRONGLY EVIL FORCES (75% CHANCE THAT IT WILL TURN ON ITS ALLIES AFTER THEIR MAIN GOAL HAS BEEN ACCOMPLISHED). FEARS ALL TRUE-SEERS.

TAKEN FROM "THE EMERALD CITY OF OZ" BY L. FRANK BAUM.

PHASE WING

TYPE: ENCHANTED MONSTER

CREATED BY: CHUCK CADY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(1-16)D8+4	6	12	24		2D4	2D6+6

ALIGNMENT: CHAOTIC-EVIL
 FOUND IN: ANYWHERE

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D4 2D6	25% C

ALL THE WORLDS' MONSTERS

PHASE WING

ATTACKS:

- 1 SONIC BLAST, [(# OF HIT DICE)+2]D4
- 1 BEAK, 1D8
- 2 TALONS, 1D8

DESCRIPTION:

A KILL WING WITH PHASE SPIDER POWERS. ITS BEAK AND TALONS HIT AT +2. IT NORMALLY EXISTS ON THE ETHERIAL PLANE, BUT ITS POWERS WORK EQUALLY WELL IN THE "REAL" WORLD AS ON THE ETHERIAL.

ITS BASIC ARMOR CLASS IS 7 TO WHICH IS ADDED ONE FOURTH OF THE NUMBER OF ITS HIT DICE, FRACTIONS ARE ROUNDED UP GIVING A RANGE OF 6 TO 3.

PHOENIX

TYPE: ANIMAL

CREATED BY: CHARLIE LUCE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D8	2	3	48		3D6	2D6+8

ALIGNMENT: LAWFUL
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES, AIR

LAIR (%)	NUMBER	PROBABILITY OF TREASURE	AND TYPE
65%	1D4	100%	I
WANDERING	1D2		

ATTACKS:

- 1 BITE, 1D4
- 1 TALONS, 1D8

DESCRIPTION:

APPEARING AS A LARGE, SCARLET AND GOLD EAGLE, THIS MAGICAL BIRD IS COMMONLY FOUND AS A MAGE (40%), CLERIC (40%), OR "SINGER" (20%). IT CANNOT BE HARMED BY ANY HEAT OR FIRE WEAPON, AND MAGICAL FIRES HEAL ONE POINT PER DIE OF DAMAGE, BUT IT TAKES DOUBLE DAMAGE FROM COLD. IT IS RARELY FOUND IN DUNGEONS AND NEVER IN COLD PLACES.

A PHOENIX WHO DIES MAY BE RAISED BY BURNING THE REMAINS (EVEN IF ONLY DUST AFTER DISINTEGRATION) THIS BURNING ACTS EXACTLY AS A TWENTIETH LEVEL

PHOENIX

PATRIARCH'S "RAISE DEAD FULLY". A PHOENIX WHICH IS VERY NEAR DEATH MAY FLAME ITSELF BY STRIKING SPARKS FROM ITS BEAK. PHOENIXES WHO DIE BY FREEZING MAY NOT BE RAISED BY BURNING.

THE PHOENIX CAN ONLY BE STRUCK BY MAGICAL WEAPONS.

PHOTOID

TYPE: MISCELLANEOUS

CREATED BY: WAYNE SHAW

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
12D8	8		8		1D3	2D6

FOUND IN: AIR

LAIR (%)	NUMBER	PROBABILITY OF TREASURE	AND TYPE
20%	1D6	20%	I
WANDERING	1D4		

ATTACKS:

- 2 TENTACLES, 1D12
- 1 SUNBEAM, 1D100

DESCRIPTION:

A FLOATING, DIRIGIBLE-LIKE CREATURE, CAPABLE OF FOCUSING THE SUN'S RAYS AS A WEAPON. THIS ABILITY ONLY WORKS ON BRIGHT, SUNLIGHT DAYS; ANY OVERCAST WILL LIMIT ITS USE. THE PHOTOID CAN REGENERATE 1 HIT POINT PER MELE TURN, EVEN VS. FIRE OR ACID, BUT THE REGENERATION STOPS IF IT IS KILLED.

THE PHOTOID IS FILLED WITH A LIGHT GAS SO IT FLOATS IN THE AIR AND ITS ACTUAL MOVEMENT IS DEPENDENT ON THE SPEED AND DIRECTION OF THE WIND.

BASED ON "MIDWORLD" BY ALAN DEAN FOSTER.

PLINK PLANT

TYPE: PLANT

CREATED BY: STEVE PERRIN

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1D8	8	0			1	18

FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

ALL THE WORLDS' MONSTERS

PLINK PLANT

LAIR (100%) NUMBER PROBABILITY OF TREASURE AND TYPE
 10D10 100% A

ATTACKS:

1 SEED POD, 1D6; DEATH (SEE BELOW)

DESCRIPTION:

LOOKS LIKE MANY OTHER PLANTS. IT DETECTS BODY WARMTH WITHIN SIXTY FEET. EACH PLANT RELEASES A POD WHICH HITS LIKE A HEAVY CROSSBOW FIRED BY A CHAMPION.

IF THE POD HITS, IT WILL TRY TO PENETRATE ARMOR LIKE A TWO DIE MONSTER. IF IT PENETRATES, A CURE DISEASE MUST BE DONE IMMEDIATELY OR THE ROOT SYSTEM FROM THE POD WILL KILL THE VICTIM IN 1D6+1 MELEE TURNS. THE VICTIM PASSES OUT IMMEDIATELY.

THE PLANT MAY HAVE MORE THAN ONE POD, BUT IT ONLY FIRES ONE PER TARGET.

PRAYING MANTIS

TYPE: GIANT INSECT

CREATED BY: CLINT BIGGLESTONE

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
(8-15)D8	2	8	20		1D3	1D6+14

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (15%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D2	50% B

ATTACKS:

2 PAPS, 2D8
 1 BITE, 3D6 (IF BOTH PAPS HIT - SEE BELOW)

DESCRIPTION:

A GIANT PRAYING MANTIS. IF BOTH PAPS (CLAWS) HIT, THEN THE VICTIM MUST MAKE A DEXTERITY ROLL (5% CHANCE PER POINT OF DEXTERITY) OR BE BROUGHT TO THE MANTIS' HEAD FOR A BITE.

PSIREN

TYPE: ENCHANTED MONSTER

CREATED BY: WAYNE SHAW

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
4D8	6	10			1D6+12	2D6+6

ALIGNMENT: CHAOTIC
 FOUND IN: ANYWHERE

LAIR (85%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D8	100% E

ATTACKS:

1 MIND BLAST, AS A MIND FLAYER
 1 CHARM BROADCAST

DESCRIPTION:

A THREE-FOOT WIDE, JELLY-FISH LIKE CREATURE. MOST OF ITS BODY WEIGHT IS BRAIN. AS LONG AS ONE IS ALIVE, ANYONE WITHIN TWELVE INCHES OF IT (WHO IS SUBJECT TO A CHARM SPELL) MUST MAKE HIS SAVE VS. CHARM EVERY MELEE TURN. ITS EFFECTS ARE NOT CUMULATIVE. IF ATTACKED, IT GETS A MIND BLAST LIKE A MIND FLAYER. IT USES ITS CHARM POWER MAINLY TO GET FOOD, BUT WILL SOMETIMES KEEP A FEW CHARMED CREATURES AROUND AS GUARDS. IN GAMES WHERE PSIONIC POWERS ARE USED, IT HAS ALL ATTACK AND DEFENSE MODES AND A PSIONIC ATTACK AND DEFENSE STRENGTH OF 320.

ALL THE WORLDS' MONSTERS

QUELT

TYPE: MISCELLANEOUS

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
3D8	3	3			2D6	2D6

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

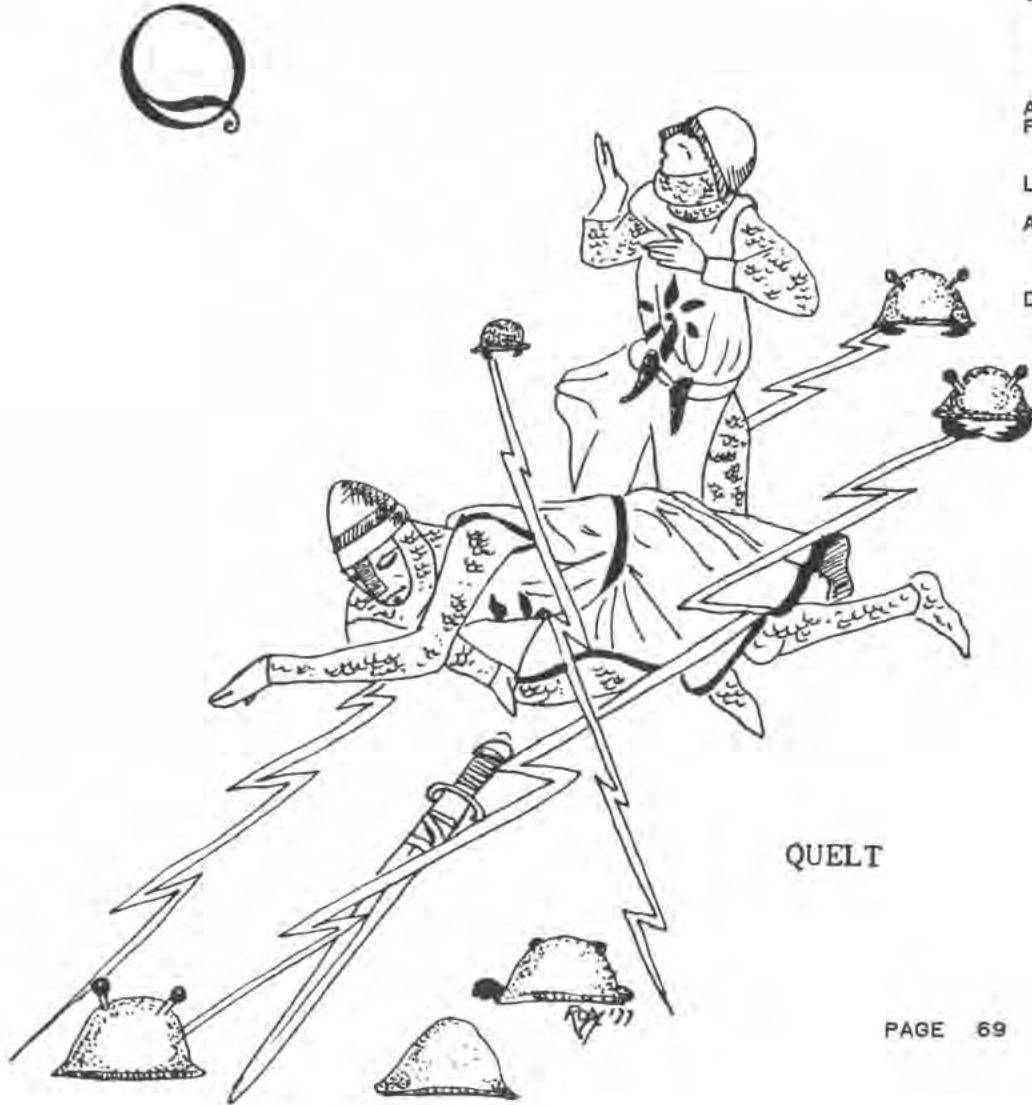
LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	2	100% A

ATTACKS:

1 LIGHTNING BOLT, (6-8)D6

DESCRIPTION:

HELMET SIZED AND SHAPED BEASTS THAT CHANGE COLOR TO MATCH THEIR SURROUNDINGS. THEY HAVE RETRACTIBLE EYESTALKS, CLAWS, LEGS, ETC. THEY WILL SET UP OPPOSITE EACH OTHER ALONG A CORRIDOR, IN A ROOM, ETC. ANYONE PASSING BETWEEN THEM WILL BE STRUCK BY THE LIGHTNING BOLT WHICH PASSES FROM ONE TO THE OTHER.



QUELT

ALL THE WORLDS' MONSTERS



RANDOM HORROR

TYPE: MISCELLANEOUS

CREATED BY: CHUCK CADY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(12-38)D8	3	12	24	6	2D8+1	1D8+12

ALIGNMENT: ANY, HUNGRY
 FOUND IN: DUNGEONS

DESCRIPTION:

THIS IS A "FILL IN YOUR OWN VALUES" MONSTER WHICH CAN APPEAR WHENEVER THE DUNGEON MASTER NEEDS SOME EXTRA MUSCLE. IT CAN BE ANY TYPE OF MONSTER OR MAN.

ITS ARMOR CLASS EQUALS 3 MINUS THE DUNGEON LEVEL ON WHICH IT APPEARS.

ITS HIT DICE RANGE IS $(\text{DUNGEON LEVEL}) + 5 + (\text{A RANDOM NUMBER})$ WHERE THE RANDOM NUMBER RANGES FROM 1 TO $[(\text{DUNGEON LEVEL}) - 1]$.

IT HAS $2 + [(1 \text{ TO } (\text{DUNGEON LEVEL}) - 1) / 2]$ ATTACKS. EACH ATTACK IS WORTH $[(\text{DUNGEON LEVEL}) / 2]D6 + 6$ POINTS. THESE ATTACKS CAN HIT ANYTHING, EVEN MAGICAL ARMOR. EACH ATTACK HAS A HIT BONUS OF 1D3 AND A DAMAGE BONUS OF 1D4.

IT MAY HAVE A BREATH WEAPON OF ACID, FIRE, COLD, SOUND, POISON, OR ANYTHING ELSE. IF IT HAS A BREATH WEAPON, IT CAN USE IT $4 + (\text{RANDOM NUMBER})$ TIMES A DAY WHERE THE RANDOM NUMBER RANGES FROM 1 TO $[(\text{DUNGEON LEVEL}) / 2]$. THE DAMAGE DONE BY THE BREATH IS $[5 + (\text{RANDOM NUMBER})]D6$ WHERE THE RANDOM NUMBER RANGE IS FROM 1 TO ONE HALF THE DUNGEON LEVEL.

THERE IS A 50% CHANCE THAT IT CAN REGENERATE $3 + (\text{RANDOM NUMBER})$ POINTS AFTER 1D3-1 MELEE TURNS, WHERE THE RANDOM NUMBER IS THE SAME AS ABOVE. THERE IS ALSO A 50% CHANCE THAT IT WILL HAVE 1D5 EXTRAORDINARY POWERS.

IF ITS INTELLIGENCE IS 12 OR MORE, THEN IT WILL USE MAGIC AS A MAGE OF LEVEL $5 + (\text{RANDOM NUMBER})$, WHERE THE RANDOM NUMBER IS GENERATED AS ABOVE.

IT IS ALSO N% PROOF AGAINST HOSTILE MAGIC, WHERE N IS CALCULATED AS $1D50 + 16 + (\text{DUNGEON LEVEL}) * 2$.



Razortongue
 © J. Reichwith

ALL THE WORLDS' MONSTERS

RAZORTONGUE

TYPE: ANIMAL

CREATED BY: CLINT BIGGLESTONE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
14D6	2+6	6			1D4	1D4+12

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, MOUNTAINS

LAIR (35%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D2	25% I
	1D2	

ATTACKS:

- 1 TONGUE, 8D6
- 1 BREATH, 6D6 COLD IN A 10 BY 10 FOOT CLOUD
- 2 CLAWS, 4D6
- 1 "POLYMORPH ANY OBJECT" SPELL

DESCRIPTION:

LOOKS LIKE A GORILLA-SIZED, KOALA-BEAR WITH STEEL HARD FUR. IT IS CARNIVOROUS. ITS TONGUE HAS A TEN FOOT REACH. IT CAN BREATHE COLD THREE TIMES A DAY AND USE ITS POLYMORPH SPELL ONCE A DAY (TO CHANGE A LIVE PREY TO A DEAD STEAK). IT IS IMMUNE TO ALL FEAR SPELLS AND IS ONLY FOUND IN COLD PLACES.

REMORA, GIANT

TYPE: SWIMMER

CREATED BY: STEVE DAVIES

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
15D8	0			30	1D4	3D6

ALIGNMENT: NEUTRAL, HUNGRY
FOUND IN: SEAS

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	40% A(3)
	1D3	

ATTACKS:

- 1 BITE, 1D12

REMORA, GIANT

DESCRIPTION:

A TWENTY FOOT LONG, SLENDER FISH WITH A SUCKER ON TOP OF ITS HEAD. IT LATCHES ONTO THE BOTTOM OF A PASSING SHIP, GNAWING THROUGH IN 1D4+7 TURNS. DUE TO THE DRAG CAUSED BY ITS LARGE BODY, THE SHIP IS SLOWED ABOUT TWENTY INCHES PER TURN FOR EACH REMORA WHICH IS ATTACHED.

THE REMORA WILL ONLY ATTACK LARGE SHIPS. IF THE REMORA IS ATTACKED, THERE IS A 10% CUMULATIVE CHANCE PER ATTACK THAT IT WILL LET GO.

RHOOON

TYPE: ALIEN

CREATED BY: OWEN HANNIFEN

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
10D8	2	12	48		2D6+6	12D6+12

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OPEN, MOUNTAINS, AIR

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	100% A (TECHNOLOGICAL)
	1D2	75% B

ATTACKS:

- 2 CLAWS, 3D4
- 1 BITE, 3D10
- 3 MISSILES PER DAY, 6D5, EXPLOSION WITH TEN FOOT RADIUS
- 5 MAGIC MISSILES 3 TIMES PER DAY, 1D6+1

DESCRIPTION:

A NATIVE OF QUOPPINA, THIS METALLO-ORGANIC PREDATOR FLIES ON TWO SETS OF ROTORS WHICH FOLD BACK WHEN NOT IN USE. IT IS FORTY FEET LONG WITH A SIX FOOT HEAD. WHEN IT STOOPS (ATTACKS FROM THE AIR), THOSE OF FIVE HITDICE AND BELOW MUST SAVE VS. FEAR. IN ALL RESPECTS IT IS A MEMBER OF THE DRAGON CLASS WITH TWO EQUIVALENT BREATH ATTACKS (THE MISSILES).

A WIZARD LOCK HAS A 2% PER LEVEL CHANCE OF JAMMING A VITAL PART AND DEALING IT A CRITICAL HIT.

FROM "RETRIEF'S WAR" BY KEITH LAUMER.

ALL THE WORLDS' MONSTERS



SANDWORLD VAMPIRE

TYPE: HUMANOID

CREATED BY: CARY MARTIN

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D8	7	16			1D4+1	1D4+14

ALIGNMENT: HUNGRY
 FOUND IN: DESERTS, CITIES

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	10D10 5D4	10% 1

ATTACKS:

2 HANDS, 1D4 PLUS STRENGTH BONUS OR
 2 CLUBS, 1D8 PLUS STRENGTH BONUS (NOT BOTH)

DESCRIPTION:

TALL PALE HUMANOID WITH LONG TEETH. IT WILL ATTEMPT TO SUBDUCE AND CARRY OFF PEOPLE SO AS TO DRAIN ALL FLUIDS FROM THEIR BODIES. IT IS FROM A PLANET MORE WATER-HUNGRY THAN ARRAKIS ("DUNE"). IT IS USUALLY FOUND IN VERY DRY PLACES.

THE SANDWORLD VAMPIRE IS NOT UNDEAD. IT MAY HAVE TECHNOLOGICAL ITEMS IN ITS TREASURE, BUT WILL NOT KNOW HOW TO USE THEM.

IF ITS DEXTERITY IS BETTER THAN SIXTEEN, THEN IT GETS FOUR ATTACKS PER TURN. ITS STRENGTH IS 18 PLUS A PERCENTILE ROLL.

FROM "SANDWORLD" BY RICHARD LUPOFF.

SCORPION, GIANT

TYPE: GIANT ARTHROPOD

CREATED BY: DENNIS O'BRIEN

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(4-8)D8	4	9			1	3D6

ALIGNMENT: HUNGRY
 FOUND IN: DESERTS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	2D6	

ALL THE WORLDS' MONSTERS

SCORPION, GIANT

ATTACKS:

2 PINCERS, 1D10
1 STING, 1D4 PLUS POISON (SEE BELOW)

DESCRIPTION:

A TEN FOOT LONG SCORPION. UNEASY IN LARGE GROUPS, THE SCORPIONS HAVE BEEN KNOWN TO OCCASIONALLY ATTACK EACH OTHER.

IF THE VICTIM OF ITS STING DOES NOT MAKE HIS SAVE VS. POISON, HE WILL DIE.

THIS SCORPION IS NOCTURNAL AND USUALLY HIDES UNDER ROCKS OR IN CAVES DURING THE DAY. IT IS FOUND IN HOT AREAS. IT HAS A -3 SAVING THROW VS. COLD AND ALSO TAKES +3 DAMAGE FROM COLD ATTACKS.

SCORPION, WHIP

TYPE: GIANT ARTHROPOD

CREATED BY: STEWART SPADA

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D8	2	12			1D4	4D4

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, DESERTS

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	5D4 1D4	50% B

ATTACKS:

2 CLAWS, 2D12
1 TAIL, 3D6
1 ACID SPRAY, 5D8 (THREE TIMES A DAY)

DESCRIPTION:

A LARGE SCORPION, ABOUT SIX INCHES HIGH, SIX FEET LONG, AND WITH A NINE FOOT LONG TAIL. THE TAIL IS USED AS A FLAIL AND CAN SHOOT AN ACID SPRAY UP TO SIXTY FEET AWAY. IT IS BROWN OR BLACK IN COLOR AND VERY HARD TO SEE IN DIMLY LIT DUNGEON AREAS.

SCREAMER

TYPE: UNDEAD

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(3-5)D8+1	2	9	18		3D6	2D6+8

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

LAIR (85%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D12 1D6	100% E

ATTACKS:

1 VOICE, PARALYSIS-FEAR

DESCRIPTION:

WRAITH-LIKE BEING THAT MOANS AND WAILS. DOES NOT STEAL LIFE ENERGIES, BUT CAUSES SAVE VS. PARALYSIS TO BE MADE, THEN SAVE VS. FEAR. OFTEN A GUARDIAN FOR A TREASURE.

SCREECHWHIP

TYPE: MISCELLANEOUS

CREATED BY: STEVE HENDERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
16D8	2+6	6			1D4	1D3+15

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, WOODS, MOUNTAINS, RIVERS, SWAMPS, CITIES

LAIR (75%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D3 1D3	100% A

ATTACKS:

2 TENTACLES, 4D6
1 SONIC, DISRUPTS VICTIM'S BALANCE (INNER EAR)

DESCRIPTION:

A MANSIZED CREATURE WITH POWERFUL TENTACLES. IT CAN USE THEM FOR CLIMBING. IT SCREAMS CONTINUALLY, THOSE WHO HEAR IT MUST MAKE A SAVE VS. MAGIC OR BECOME DIZZY AND UNBALANCED. IT COMMUNICATES

ALL THE WORLDS' MONSTERS

SCREECHWHIP

WITH ITS FELLOW KIND VIA MODULATED SOUND WAVES.
IT IS IMMUNE TO STONING.

SHADE

TYPE: MISCELLANEOUS

CREATED BY: CLINT BIGGLESTONE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D8	4	12			2D6+5	2D6+6

ALIGNMENT: CHAOTIC, EVIL, CHAOTIC-EVIL
FOUND IN: DUNGEONS, CITIES

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D6	

ATTACKS:

1 TOUCH, 1D6 PLUS 1 ENERGY LEVEL

DESCRIPTION:

THE ANIMATED SHADOW OF AN EVIL MAN. IT IS IMMUNE TO ALL CLERICAL AND MAGICAL SPELLS EXCEPT DISPEL EVIL (MUST MAKE ITS SAVE OR BE DESTROYED), HOLY WATER (SAME EFFECT AS DISPEL EVIL), CLERICAL LIGHT (IT TAKES 1D6 DAMAGE), OR MAGICAL WEAPONS (HALF DAMAGE). IT IS *NOT* UNDEAD.

SHADOW, SILVER

TYPE: ENERGY BEING

CREATED BY: JERRY JACKS

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D8	2	15			3D6	2D6+12

ALIGNMENT: LAWFUL-EVIL, NEUTRAL
FOUND IN: ANYWHERE

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D6	50% E

ATTACKS:

2 TOUCHES, 2D8 PLUS 1 ENERGY DRAIN

SHADOW, SILVER

DESCRIPTION:

A LIVING SHADOW, MADE OF SILVER WHICH ALWAYS APPEARS AS A HUMAN MALE OR FEMALE. THE SHADOW IS ALWAYS FLAT WITH NO THICKNESS (A TWO DIMENSIONAL CREATURE A LA "FLATWORLD").

IT IS IMMUNE TO ALL CLERICAL SPELLS EXCEPT FOR "PERMANENT LIGHT" (WHICH DOES 3D3 DAMAGE) AND HOLY WATER, WHICH DOES 1D6 DAMAGE BY SHORTING PART OF ITS ENERGY OUT. ONLY MAGIC WEAPONS CAN HIT IT, BUT THEY DO ONLY HALF DAMAGE PLUS ANY +'S THE WEAPON HAS.

MAGIC SPELLS (EXCEPT "DISPEL") REBOUND ON THE CASTER. "DISPEL" WILL WORK IF THE SHADOW FAILS TO MAKE ITS SAVING THROW (LOWEST POSSIBLE), ELSE IT HAS NO EFFECT.

SHAGGY

TYPE: MISCELLANEOUS

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(2-3)D8+1	6	6			1D6	2D6+6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (45%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	3D10	100% A
WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D10	

ATTACKS:

1 SUCK, ENERGY LEVEL

DESCRIPTION:

LOOKS LIKE A HUGE TRIBBLE. USUALLY PALE PURPLE IN COLOR. IT HAS NO DISCERNABLE HEAD, EYES, FEET, ETC. IT "COOS" NICELY (LIKE A TRIBBLE). IT SECRETES AN EXTREMELY STICKY ADHESIVE ON ITS BOTTOM AND WILL ATTACH ITSELF TO ITS VICTIM, THEN IT WILL SUCK OUT A LIFE LEVEL EACH MELEE TURN LIKE A STIRGE.

ALL THE WORLDS' MONSTERS

SHAGGY BEAST

TYPE: ANIMAL

CREATED BY: STEVE DAVIES

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
10D8	4	9			1D6	2D6+6

ALIGNMENT: CHAOTIC
 FOUND IN: OPEN, WOODS, MOUNTAINS

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	50% B

ATTACKS:

1 BITE, 2D6 POISON
 2 HOOVES, 1D8
 1 TAIL, 1D8 POISON
 1 BREATH, 10D6 FIRE
 1 TOUCH OF ITS FUR, DEATH (SEE BELOW)

DESCRIPTION:

LOOKS LIKE A LARGE BULL BUT WITH A SNAKE'S HEAD, GREEN FUR, AND A SNAKE-HEADED TAIL. ITS FUR IS ARMED WITH STINGERS WHOSE STING IS DEADLY (SAVE VS. POISON OR DEATH IN TWO TURNS). IT ONLY BREATHES IF IT IS ANGRY.

SHOCKBONES

TYPE: MISCELLANEOUS

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1D8+2	6	12			0	1D4+15

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, OUTDOORS, SWAMPS, CITIES

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	4D12	100% A

ATTACKS:

2 HANDS, 1D6
 1 BITE, 1D8 (ONLY IF BOTH HANDS HIT)
 1 SELF DESTRUCT, 2D10

SHOCKBONES

DESCRIPTION:

AN ELECTRICALLY ACTIVATED, NON-MAGICAL, SKELETON. CLERICS HAVE NO EFFECT ON IT. IT GLOWS WITH AN ELECTRICAL AURA. IF "PROGRAMMED" TO DO SO, IT WILL SELF DESTRUCT. IT IS AN ALIEN DEVICE.

ALSO CALLED "LIGHTNING BONES" FOR OBVIOUS REASONS.

SHREW, GIANT

TYPE: ANIMAL

CREATED BY: CHUCK CADY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1D8	6	16			1D6	2D6+6

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (25%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D4	1D4

ATTACKS:

1 BITE, 1D4

DESCRIPTION:

THE SHREW IS ALWAYS HUNGRY AND WILL ATTACK ANYTHING AT ANYTIME. IT IS COMPLETELY FEAR PROOF. THERE IS A 10% CHANCE THAT IT IS RABID AND IF SO IT ATTACKS AT +2.

THE VICTIM OF A RABID BITE MUST MAKE A SAVE VS. PHYSICAL ATTACK OR HE WILL BECOME HELPLESS AND BEDRIDDEN IN 2D3 DAYS WITH DEATH FOLLOWING IN 1D4 DAYS. RABIES CAN BE CURED BY A "CURE DISEASE" SPELL.

SKIN

TYPE: UNDEAD

CREATED BY: HILDA HANNIFEN

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
2D8+1	6	9			2D4	3D6

ALL THE WORLDS' MONSTERS

SKIN

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, CITIES

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	6D6	20% D OR MAGIC WEAPONS
	6D6	20% D

ATTACKS:

1 SWORD, 1D8 (SEE BELOW)

DESCRIPTION:

A BONELESS UNDEAD WHICH FIGHTS WITH A SWORD AND SHIELD. THERE IS A 20% CHANCE THAT EACH SKIN WILL HAVE A +1 CHAOTIC SWORD WHICH DRAINS ONE LIFE ENERGY IF IT HITS WITH AN 18 OR HIGHER. ANY ENERGY DRAINED ADDS 1D8 TO THE HIT POINTS OF THE SKIN, TO A MAXIMUM OF 17 POINTS.

BEING BONELESS, THE SKIN IS A SAC OF ECTOPLASM. IT ALWAYS MOVES "HASTED" UNTIL IT SUFFERS A LOSS OF EIGHT POINTS, THEN IT REVERTS TO NORMAL SPEED. IF IT REGAINS ENOUGH POINTS TO BE WITHIN SEVEN OF ITS STARTING HIT POINTS, IT RESUMES BEING "HASTED" AGAIN.

THOSE KILLED BY A SKIN BECOME SKINS IF THEIR DEATH WAS DUE TO AN ENERGY DRAIN. A CLERIC CAN ATTEMPT TO TURN A SKIN AS IF IT WAS A WIGHT.

SKORPOON

TYPE: ANIMAL

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(5-9)D8+1	6	10			2D6	2D6+6

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	3D12	100% D
	2D8	

ATTACKS:

2 CLAWS, 2D8
 1 STINGER, 1D6 PLUS 4D6 POISON
 1 BITE, 1D8

SKORPOON

DESCRIPTION:

NINE FOOT TALL GENETICALLY ENGINEERED BABOON WITH A SCORPION-LIKE TAIL. DEEP GREEN IN COLOR. HAVE LONG SINCE BROKEN FREE OF THEIR MASTERS AND ARE RUNNING WILD.

SKULL, FLYING

TYPE: MISCELLANEOUS

CREATED BY: MARK SWANSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D8	4		15		2D6+6	2D6+6

ALIGNMENT: CHAOTIC, NEUTRAL
 FOUND IN: DUNGEONS

LAIR (90%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D4	100% F (DEPLETED)
	1D4	

ATTACKS:

1 BITE, 1D4 PLUS 2 POINTS OF POISON
 1 SPELL (SEE BELOW)

DESCRIPTION:

A "POOR MAN'S" LICHE, THE FLYING SKULL LOOKS JUST LIKE WHAT YOU WOULD EXPECT, A SKULL WITH WINGS. ITS EYES ARE GEMS WORTH 1D6+1 THOUSAND GP, BUT THE GEMS ARE UNLUCKY IF REMOVED. IT IS VERY ANTI-THIEF AND WILL ATTACK WHEN IT MEETS ONE.

OCCASIONALLY FOUND LIVING WITH A WIZARD AS A FAMILIAR OR ASSISTANT. THE SKULL MAY BE ABLE TO USE SPOKEN SPELLS, BUT THERE IS A (SPELL LEVEL)/8 CHANCE THAT IT WILL BE DESTROYED WHEN IT DOES.

OCCASIONALLY ONE WILL BE WILLING TO BARGIN OR ANSWER RIDDLES OR QUESTIONS IN ORDER TO PRESERVE ITS USUALLY DEPLETED TREASURES.

THE FLYING SKULL CANNOT BE TURNED BY CLERICS.

AGAINST MISSILES, THE FLYING SKULL HAS ARMOR CLASS ZERO.

ALL THE WORLDS' MONSTERS

SLIME-MOLD, VELVET

TYPE: CLEAN-UP CREW

CREATED BY: SCOTT MC CARTNEY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
15D8	6	9			2D6	4D4

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, WOODS, SWAMPS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ATTACKS:

1-8 PSEUDOPODS, 2D4 POISON
 1 "PARALYSIS" SPELL, 2D6 CREATURES WITHIN 100 FEET

DESCRIPTION:

A HUGE, FORTY TO FIFTY FOOT, OBLONG MASS OF PURPLE VELVET-LIKE SLIME-MOLD. IT WILL HAVE 2D6 TWENTY FOOT LONG PSEUDOPODS, BUT CAN ONLY USE 1D8 PER TURN IN MELEE. THE PSEUDOPODS GLOW WITH AN ORANGE LIGHT AT THE END.

WHEN A VICTIM IS KILLED OR PARALYZED BY THE SLIME-MOLD IT WILL CRAWL OVER AND DEVOUR HIM, CONSUMING ANY ORGANIC MATERIAL; EVEN GRASS IN THE AREA OF THE VICTIM WILL BE CONSUMED. THE SLIME-MOLD INGESTS ABOUT THE WEIGHT OF 200 GP EACH MELEE TURN.

THE SLIME-MOLD ONLY TAKES HALF DAMAGE FROM COLD ATTACKS, BUT FIRE AND LIGHTNING DO DOUBLE DAMAGE. IT IS IMMUNE TO ALL OTHER FORMS OF MAGIC

FROM "HIERO'S JOURNEY" BY STERLING LANIER.

SLITH

TYPE: PLANT

CREATED BY: DAN PIERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
7D8	6	0			0	1D6+6

ALIGNMENT: HUNGRY
 FOUND IN: WOODS, CITIES

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D50	20% A

SLITH

ATTACKS:

1 BLOOD DRAIN, 2D4 PER MELEE ROUND

DESCRIPTION:

WAX-WHITE BLOSSOM ON A VINE-LIKE STEM. THERE IS A TRIPLE ROW OF FANGS IN THE BLOSSOM.

IT EXUDES A NARCOTIC PERFUME WHICH AFFECTS EVERYONE WITHIN A TEN FOOT RADIUS. THEY MUST MAKE A SAVE VS. POISON OR FALL ASLEEP. THE SAVING THROW MUST BE MADE ONCE EVERY MINUTE; IT STARTS AT +2 AND DECREASES BY ONE EACH TIME THE THROW IS REPEATED.

THE STEM HAS ENOUGH MOBILITY TO ENABLE THE BLOSSOM TO REACH THE VICTIM AND PROCEED THE BLOOD DRAIN.

THE PLANT HAS A GREAT AFFINITY FOR BLOOD (IN ANY FORM) AND IS REPELLED BY UNDEAD (NO BLOOD).

BASED ON "THONGER OF LEMURIA" BY LIN CARTER.

SLUG, MOUTHING

TYPE: MISCELLANEOUS

CREATED BY: STEVE MARSH

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(2-4)D8	6	8			1D4	2D6

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, SWAMPS, CITIES

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ATTACKS:

1 BITE, 1D6 PLUS BLOOD DRAIN
 1 CONSTRICTION, 2D8

DESCRIPTION:

A LARGE (EIGHT TO TEN FEET LONG) SLUG-LIKE CREATURE. IT CAN ALMOST STAND UPRIGHT. ITS MOUTH IS HALFWAY DOWN ITS BODY AND HAS LARGE TEETH AND AN EXPANDABLE JAW (LIKE A SNAKE). ITS FAVORITE MODE OF ATTACK IS TO REAR UP, FASTEN ITS TEETH ON THE VICTIM, THEN ENFOLD AND CRUSH HIM. IT IS PALE GREEN IN COLOR WITH A YELLOW UNDERBELLY.

ALL THE WORLDS' MONSTERS

SLUG, MOUTHING

IT IS VERY QUIET FOR ITS SIZE AND USUALLY GAINS SURPRISE ON ITS VICTIMS. IF IT FAILS TO SURPRISE THEM, THEY CAN USUALLY RUN AWAY FROM IT. IT HAS VERY POOR EYESIGHT AND DOES NOT COMMUNICATE MUCH WITH OTHERS. IT WILL EAT ALMOST ANYTHING.

SNAKE, GIANT

TYPE: GIANT ANIMAL

CREATED BY: CHUCK CADY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(1-27)D8	2	6		3	2D4	2D6+6

ALIGNMENT: ANY, HUNGRY
 FOUND IN: ANYWHERE

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4 1D2	80% A*2

ATTACKS:

1 BITE, (# OF HIT DICE)D2 PLUS
 (# OF HIT DICE)D4 POISON
 1 CONSTRICTION, (SEE BELOW)

DESCRIPTION:

THE GENERIC DESCRIPTION OF THE GIANT SNAKES.

ITS BASIC ARMOR CLASS IS 3 PLUS ONE THIRD OF THE NUMBER OF ITS HIT DICE, FRACTIONS ARE ROUNDED UP GIVING A RANGE OF 2 TO -6.

SNAPPER, GIANT

TYPE: GIANT ANIMAL

CREATED BY: SCOTT MC CARTNEY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
10D8	2+2	6		12	1D3	1D10

ALIGNMENT: HUNGRY
 FOUND IN: RIVERS, SWAMPS

LAIR (10%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D3 1	

SNAPPER, GIANT

ATTACKS:

1 BITE, 3D10

DESCRIPTION:

A HUGE MUTATED FORM OF SNAPPING TURTLE, AS BIG AS A SMALL CAR. IT WILL ATTACK ANYTHING AND TRY TO EAT IT.

FROM "HIERO'S JOURNEY" BY STERLING LANIER.

SPHINX

TYPE: MISCELLANEOUS

CREATED BY: CHARLIE LUCE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D8	5	12	30		3D6	2D6+6

ALIGNMENT: NEUTRAL
 FOUND IN: MOUNTAINS, DESERTS

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D6 2D4	100% D 20% D

ATTACKS:

1 BITE, 1D6
 2 CLAWS, 1D4

DESCRIPTION:

THIS CREATURE IS THE NEUTRAL COUNTERPART OF THE LAMMASU, WITH A HUMAN-LIKE FACE AND A LION'S BODY; THE FEMALE OF THE SPECIES IS ALWAYS WINGED, BUT THE MALES ONLY RARELY (ABOUT 1 CHANCE IN 64). THE SPHINX WILL EITHER BE A FIFTH LEVEL MAGE OR CLERIC DEPENDING ON WHICH IS HIGHER, ITS INTELLIGENCE OR ITS WISDOM (ROLL 3D6 FOR EACH); IF BOTH ARE EQUAL, THEN A MALE WILL BE MAGE AND A FEMALE WILL BE A CLERIC. IF THE "SINGER" CLASS IS USED, THE SPHINX WILL BE ONE IF ITS CHARISMA IS AT LEAST TWO POINTS HIGHER THAN ANY OF ITS OTHER CHARACTERISTICS. ITS BEHAVIOR RANGES FROM RECLUSIVE TO CURIOUS AND FRIENDLY OR ENIGMATIC TO HOSTILE. WINGED MALES BREED TRUE. THE SPHINXES ARE MATRIARCHAL.

ALL THE WORLDS' MONSTERS

SPIDER

TYPE: GIANT ARTHROPOD

CREATED BY: CHUCK CADY

HIT DICE (1-27)D8	ARMOR CLASS 2	MOVE 9	FLY	SWIM	IQ RANGE 1D4	DEXT. RANGE 2D6+6
-------------------------	---------------------	-----------	-----	------	--------------------	-------------------------

ALIGNMENT: ANY HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (50%) WANDERING	NUMBER 1D10 1D4	PROBABILITY OF TREASURE AND TYPE 30% A
-------------------------	-----------------------	-------------------------------------------

ATTACKS:

1 BITE, 1D6 PLUS (# OF HIT DICE)D4 POISON

DESCRIPTION:

A GENERIC DESCRIPTION OF ANY FORM OF GIANT SPIDER.

ITS BASIC ARMOR CLASS IS 3 TO WHICH IS ADDED ONE THIRD OF THE NUMBER OF ITS HIT DICE. FRACTIONS ARE ROUNDED UP GIVING A RANGE OF 2 TO -6.

SPIDER DRAGON

TYPE: VANCE DRAGON

CREATED BY: DAN PIERSON

HIT DICE 4D8	ARMOR CLASS 4	MOVE 24	FLY	SWIM	IQ RANGE 1D6+10	DEXT. RANGE 1D6+12
--------------------	---------------------	------------	-----	------	-----------------------	--------------------------

ALIGNMENT: NEUTRAL, HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (40%) WANDERING	NUMBER 1D100 2D12	PROBABILITY OF TREASURE AND TYPE
-------------------------	-------------------------	----------------------------------

ATTACKS:

2 CLAWS, 1D3
1 BITE, 1D6

DESCRIPTION:

IT CAN HAVE VARIOUS COLORS, FREQUENTLY WITH FANCY RIDING TRAPPINGS. IT USUALLY LAIRS WITH OTHER VANCE DRAGONS AND HUMAN MASTERS. MAINLY USED AS A RIDING BEAST.

SPIDER DRAGON

BASED ON "THE DRAGON MASTERS" BY JACK VANCE.

SPIDER, GREEN FANG

TYPE: GIANT ARTHROPOD

CREATED BY: CLINT BIGGLESTONE

HIT DICE 5D6	ARMOR CLASS 2+1	MOVE 15	FLY	SWIM	IQ RANGE 1D4	DEXT. RANGE 1D6+12
--------------------	-----------------------	------------	-----	------	--------------------	--------------------------

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS, CITIES

LAIR (75%) WANDERING	NUMBER 3D6 2D4	PROBABILITY OF TREASURE AND TYPE 50% B
-------------------------	----------------------	-------------------------------------------

ATTACKS:

1 WEB, A CONE 30 FEET LONG, 20 FEET WIDE AT END
1 BITE, 3D6 PLUS INJECTS GREEN SLIME

DESCRIPTION:

A MAN-SIZED, DARK-BROWN SPIDER WITH LIVE COLONIES OF GREEN SLIME ON ITS FANGS. WHEN THEY BITE, SOME OF THE SLIME IS INJECTED INTO THE VICTIM, WHO SUFFERS 1D10 DAMAGE PER TURN UNTIL BOTH A "CURE DISEASE" AND A "CURE WOUNDS" IS DONE. THE WEB IS NOT STICKY. THE SPIDER IS IMMUNE TO LIGHTNING AND TO GREEN SLIME (ON WHICH IT FEEDS). THERE IS A TRAP-DOOR VARIETY WHICH IS THE ONLY KIND FOUND IN DUNGEONS.

ALSO CALLED A "GREENFANG"

STARLING

TYPE: SWIMMER

CREATED BY: WAYNE SHAW

HIT DICE 10D8	ARMOR CLASS 2-6	MOVE 3	FLY	SWIM 4	IQ RANGE 1D3	DEXT. RANGE 1D6+6
---------------------	-----------------------	-----------	-----	-----------	--------------------	-------------------------

ALIGNMENT: HUNGRY
FOUND IN: ANYWHERE

LAIR (75%) WANDERING	NUMBER 1D3 1D3	PROBABILITY OF TREASURE AND TYPE 100% B
-------------------------	----------------------	--------------------------------------------

ALL THE WORLDS' MONSTERS

STARLING

ATTACKS:

7 TENTACLES:

1. - 1D6 PLUS ATTACHES FOR BLOODSUCK
2. - 1D6 CONSTRICTION
3. - 1D4 PLUS POISON SPINES
4. - PETRIFICATION
5. - 6D6 COLD DAMAGE
6. - 6D6 FIRE DAMAGE
7. - SQUIRTS INK

DESCRIPTION:

GIANT MUTANT STARFISH. THIS CREATURE PREFERS WATER, BUT ARE QUITE CAPABLE OF OPERATING IN EVEN DRY CLIMES. THE TENTACLES ARE TEN FEET LONG.

TENTACLE TWO CAN EXTEND UP TO 100 FEET. TENTACLE THREE CAN THROW ITS SPINES WITH A -2 HIT PROBABILITY.

THE ARMOR CLASSES ARE: BODY - AC 2, TENTACLES - 4, AND UNDER BODY - 6.

IF THE STARLING CRAWLS OVER A VICTIM OR DRAGS HIM UNDER IT, IT WILL SWALLOW HIM IN 1-3 MELEE TURNS.

STINGWING

TYPE: GIANT INSECT

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(1-2)D8+1	5	3	20		1D6	1D6+12

ALIGNMENT: HUNGRY
FOUND IN: ANYWHERE

LAIR (%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	5D20 1D20	25% B

ATTACKS:

- 1 JAW, 1D3
- 1 STING, 1D2 PLUS ACID INJECTION

DESCRIPTION:

3 TO 5 FOOT LONG, NEARLY TRANSPARENT, DRAGONFLY. HAS LONG WHIP-LIKE TAIL STING. IF HIT BY THE

STINGWING

STING, SAVE VS. POISON MUST BE MADE OR WILL DISSOLVE INTO MUSH. SAVE GIVES 4D6 ACID DAMAGE.

STONE GNOME

TYPE: ELEMENTAL

CREATED BY: HILDA HANNIFEN

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
8D8+3	1	6			1D6+12	1D6+9

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, MOUNTAINS

LAIR (%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4+1	80% GEMS AND JEWELS 40% GEMS

ATTACKS:

- 2 FISTS, 2D10
- 1 SPELL (SEE BELOW)

DESCRIPTION:

A FREE-SPIRITED ELEMENTAL WHICH LOOKS LIKE A SHORT STONE HUMAN, AND CAN HAVE ANY OF THE COLORS NORMALLY OCCURRING IN ROCKS. FOND OF VOLCANOES.

ONLY BLUNT MAGIC WEAPONS CAN HIT IT. "MUD TO ROCK" COMPLETELY RESTORES ANY DAMAGE IT HAS TAKEN (IT IS LIKELY TO HAVE A RING OF "MUD TO ROCK").

IT CAN CONTROL ANY CREATURE WITH AN AFFINITY FOR THE EARTH AND IT CAN USE THE FOLLOWING SPELLS: "ROCK TO MUD", "HALLUCINATORY TERRAIN", "WALL OF STONE", "GROWTH/PLANTS", "ROCK TO LAVA", "EARTHQUAKE", "FLESH TO STONE", "MOVE EARTH", AND "REVERSE GRAVITY".

IT LIKES TO WEAR JEWELRY AND ITS BODY IS OFTEN STUDDED WITH GEMS.

ALL THE WORLDS' MONSTERS

STORMQUILL

TYPE: ENCHANTED MONSTER

CREATED BY: CLINT BIGGLESTONE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(15-18)D6	2+3	6			1D4+3	1D4+12

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, MOUNTAINS

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4+1	35% E

ATTACKS:

1 BITE, 5D6
1-4 QUILLS, (SEE BELOW)
1 TAIL, 4D10

DESCRIPTION:

LOOKS LIKE A GORILLA-SIZED ANKLIOSAURUS. IT HAS TWELVE QUILLS ON THE CLUB-LIKE END OF ITS TAIL WHICH IT THROWS WITH A FLIP OF THE TAIL. THE QUILLS BECOME 10D6 LIGHTNING BOLTS OR ICE-LANCES (SIX OF EACH), WHICH HIT WITH THE SAME CHANCE AS A HEAVY CORSSBOW BOLT FIRED BY A CHAMPION. THE CLUB TAIL ONLY HITS IF ALL THE QUILLS ARE GONE. IT IS MAINLY FOUND IN STORMY AREAS.

STRIDING MURDERER

TYPE: VANCE DRAGON

CREATED BY: DAN PIERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
5D8	0	24			1D6+8	1D6+9

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	8D12	100% A

ATTACKS:

1-2 WEAPONS, BY WEAPON TYPE PLUS 1D10
1 BITE, 1D12

STRIDING MURDERER

DESCRIPTION:

GREY-BROWN IN COLOR. USUALLY LAIRS WITH OTHER VANCE DRAGONS AND THEIR HUMAN MASTERS. USES AXES, SWORDS, MACES, KNIVES, AND CUTLASSES.

FROM "THE DRAGON MASTERS" BY JACK VANCE.

STUN CONE

TYPE: PLANT

CREATED BY: DAN PIERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
8D8	4	0			0	1D6+7

FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS, RIVERS, SWAMPS, CITIES

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D20	80% E, ONLY 2 MAGIC

DESCRIPTION:

LOOKS LIKE A TEN FOOT DIAMETER, GREEN PINECONE. IT SHOOTS UP TO 36 SEED PODS WITH THE RANGE AND EFFECT OF A LIGHT CROSSBOW. THEN THE PODS HIT, THEY RELEASE A NARCOTIC POLLEN CLOUD WITH A 5 FOOT RADIUS, SAVE VS. POISON MUST BE MADE OR THE VICTIM WILL SLEEP FOR TWO HOURS. THE CONE THEN EXTENDS ITS TENDRILS (IT HAS SIX, EACH 50 FEET LONG) AND DRAWS THE SLEEPING VICTIM INTO ITSELF, WHERE HE IS DISSOLVED AT A RATE OF 2D8 POINTS PER MELEE TURN. THE CONE IS VERY VULNERABLE TO FIRE.

SUN DEVIL

TYPE: ANIMAL

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(3-4)D8+2	6	6	18		2D8	2D6+6

ALIGNMENT: CHAOTIC
FOUND IN: ANYWHERE

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	3D6	75% C + 10% EXTRA GOLD

ALL THE WORLDS' MONSTERS

SUN DEVIL

ATTACKS:

1 BITE, 1D8 PLUS FIRE VENOM
2 CLAWS, 1D4

DESCRIPTION:

RED HOT, METALLIC WINGED LIZARD. ABOUT EIGHT FEET LONG WITH AN EIGHT AND A HALF FOOT WINGSPREAD. USUALLY A BRIGHT METALLIC COLOR.

ITS BITE INJECTS A VENOM, CAUSING THE VICTIM TO BURST INTO FLAME THREE MELEE TURNS LATER DOING THE NUMBER OF HIT DICE OF THE SUN DEVIL IN DAMAGE EVERY TURN UNLESS A CURE DISEASE IS DONE.

IMMUNE TO FIRE. IT WILL ATTACK WIND DEVILS ON SIGHT.

SWAMP SLIME

TYPE: CLEAN-UP CREW

CREATED BY: DAVE HARGRAVE

HIT	ARMOR								
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.			
(7-9)D8+1	5	9			1D6	2D6+6			

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, SWAMPS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D3	

ATTACKS:

1 TOUCH, 8D6 OF ACID

DESCRIPTION:

LOOKS LIKE REGULAR GOOEY MUD OR GROUND. ONE TYPE LOOKS LIKE SPANISH MOSS. WILL DISSOLVE FLESH (INGESTING IT AT THE SAME TIME) AT THE ABOVE RATE AND WILL CORRODE METAL RAPIDLY. IMMUNE TO FIRE, LIGHTNING, PARALYSIS, AND MENTAL OR EMOTIONAL SPELLS AND POWERS. VERY SUSCEPTIBLE TO COLD (+1 ON EVERY DIE).

SYLPH

TYPE: ELEMENTAL

CREATED BY: HILDA HANNIFEN

HIT	ARMOR							
DICE	CLASS	MOVE	FLY	SWIM	IQ	DEXT.		
6D8+3	7	18	36		1D6+12	3D6+18		

ALIGNMENT: CHAOTIC
FOUND IN: OPEN, WOODS, AIR

LAIR (65%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	3D6	65% 1D2 SCROLLS

ATTACKS:

3 BLOWS, 1D6
1 SPELL (SEE BELOW)

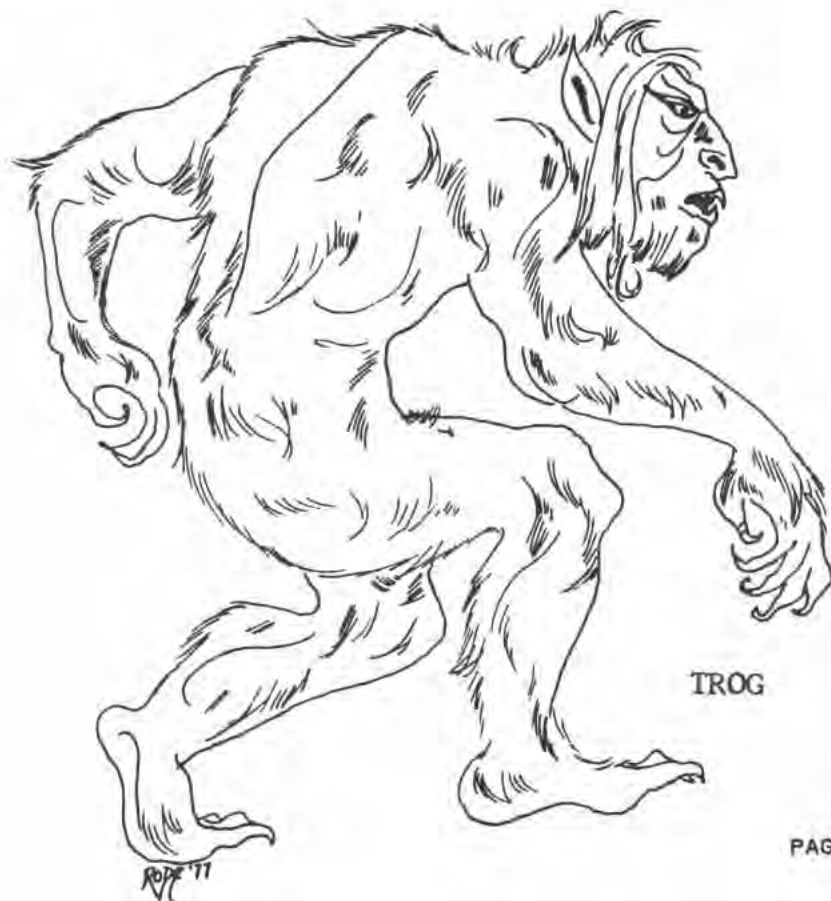
DESCRIPTION:

A TRANSPARENT, ILL-DEFINED, HUMAN-SHAPED, FREE-WILLED ELEMENTAL IN A CONSTANT STATE OF INTERNAL FLUX. IT CAN FORM INTO A WHIRLWIND. WHEN FIGHTING FROM THE AIR IT HAS +3 HIT AND +3 DAMAGE. ONLY MAGIC WEAPONS CAN HIT THE SYLPH, BUT THEY ONLY DO ONE THIRD NORMAL DAMAGE.

THE SYLPH CAN COMMAND ONE OR MORE TYPES OF CLOUDS. IT CAN SEE INVISIBLE AND BECOME INVISIBLE; IT CAN EVEN ATTACK WHILE INVISIBLE. IT IS ONLY AFFECTED BY "CONTROL WEATHER" AND "FIRE" SPELLS. IT IS ALWAYS "HASTED".

IT CAN USE THE FOLLOWING SPELLS:
DARKNESS, PHANTASMAL FORCES, HURRICANE WIND (TEN TURNS, 1D4 POINTS PER TURN, 30% CHANCE VICTIM KNOCKED OVER DOING 6D4 DAMAGE, ONE HUNDRED FOOT RADIUS), CONTROL WEATHER, AND READ MAGIC.

ALL THE WORLDS' MONSTERS



TROG

TELK

TYPE: ALIEN

CREATED BY: K. PICK & G. BLACOW

HIT DICE 1D8+3	ARMOR CLASS 6	MOVE 12	FLY	SWIM	IQ RANGE 3D6	DEXT. RANGE 2D6+6
----------------------	---------------------	------------	-----	------	--------------------	-------------------------

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

LAIR (30%) WANDERING	NUMBER 40D10 40D10	PROBABILITY OF TREASURE AND TYPE 100% A-ONLY FIGHTER USE MAGIC 100% MAGIC WEAPONS
-------------------------	--------------------------	-----------------------------------------------------------------------------------------

ATTACKS:

1-2 WEAPONS, BY WEAPON TYPE (SEE BELOW)

DESCRIPTION:

NATIVE OF THE PLANET TELKO. LOOKS LIKE A FOUR FOOT TALL, GREEN-SKINNED, FOUR-ARMED, GORILLA-FOOTED, PORKY PIG. IT IS ALWAYS A FIGHTER, AND GROOVES ON VIOLENCE.

TREAT AS BANDITS FOR HIGHER-LEVELS. HIGHER-LEVELS WILL HAVE MAGICAL WEAPONS AT 5% PER LEVEL.

IT REGENERATES ONE POINT PER MELEE TURN, BUT WILL NOT REGENERATE FROM DEATH.

IT WILL TAKE PRISONERS IF POSSIBLE. THEY WILL BE HELD UNDER TEMPLE ARREST IN ITS LAIR AND STUFFED WITH TELK FOOD, WHICH CAUSES A WEIGHT GAIN OF 10 GP EQUIVALENT PER DAY AND SCURVY IN A MONTH.

FAVORITE WEAPONS:

- 1 ATTACK PER TURN;
 - EGGBEATER--OVER FIVE FEET LONG WITH FOUR EDGED BLADES, REQUIRES FOUR ARMS TO OPERATE. DOES 1D4 HITS, 1D4 POINTS PER HIT.
 - SCISSORS--FOUR FOOT LONG BLADES, REQUIRES FOUR ARMS TO OPERATE. DOES 1D12 DAMAGE AND HAS A 5% CHANCE OF SEVERING A LIMB.
 - PIPE--SMOKE CAUSES NAUSEA, NO FIGHTING FOR 1D20 MELEE TURNS. A TELK WITH A PIPE IS IMMUNE TO POISON.
 - GIANT SPOON--USED TO THROW ACID, AS A GIANT SLUG BUT HALF THE RANGE.

ALL THE WORLDS' MONSTERS

TELK

2 ATTACKS PER TURN:
 SPIKED TENNIS BALL--HITS AS A SLING, DAMAGE AS A MACE, OFTEN POISONED. HAS A SIX INCH RANGE.
 TIDDLYWINKS--RAZOR-EDGED, POISONED. EQUIVALENT TO A POISONED SHURIKEN. STICKS IN SOFT GROUND AS A CALTROP-IF BAREFOOT, DEXTERITY ROLL CHANCE OF AVOIDANCE. THREE INCH RANGE.
 BEER BOTTLE--HAS DAGGER IN THE CORK, FERMEN-TATION PRESSURE FIRES THE CORK AS A LIGHT CROSSBOW WITH ONE HALF THE RANGE.
 NORMAL DAGGERS AND SHORTSWORDS.

THE TELK FORCE MIX IS IN UNITS OF THIRTY (POSSIBLY EXTENDED FAMILIES), LED BY A FOURTH LEVEL SUBCHIEF AND ARMED HOMOGENEOUSLY (ROLL D6 FOR WEAPON TYPE). TELKS FIFTH LEVEL AND ABOVE ARE ARMED WITH FAVOR-ITE PERSONAL WEAPONS (ROLL D8). THERE ARE NO TELK MAGIC-USERS OR CLERICS.

FOUND VERY OFTEN NEAR INTER-UNIVERSE CONNECTIONS.

FROM "EARTHMAN'S BURDEN" BY PAUL ANDERSON AND GORDON DICKSON.

TERMAGANT

TYPE: VANCE DRAGON

CREATED BY: DAN PIERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
3D8	0	18			1D6+10	1D6+12

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D20	100% A

ATTACKS:

1-2 WEAPONS, BY WEAPON TYPE
 2 CLAWS, 1D6
 1 BITE, 1D6

DESCRIPTION:

RUST RED IN COLOR. USUALLY LAIRS WITH OTHER VANCE DRAGONS AND HUMAN MASTERS (WHO HAVE THE TREASURE).

TERMAGANT

USES SCIMITARS, DAGGERS, LANCES, MACES AND CUT-LASSES.

BASED ON "THE DRAGON MASTERS" BY JACK VANCE.

THREE HORSEMEN OF DONN

TYPE: DEMI-GOD

CREATED BY: CLINT BIGGLESTONE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
2D8	2+8	12			1D6+12	1D6+12

ALIGNMENT: NEUTRAL
 FOUND IN: ANYWHERE

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	3	

ATTACKS:

1 SPEAR, 4D4+6 PLUS 6D6 FIRE

DESCRIPTION:

THREE HORSEMEN, RIDING HORSES OF THE EINHERIAR, WHO APPEAR TOGETHER WHEN SUMMONED. THEIR TUNICS, CLOAKS, EYES, HAIR, SHIELDS, SPEARS, HORSES, AND HARNESSSES ARE ALL FLAME RED. THEY ARE EINHERIAR OF THE HERLATHING AND THEY FIGHT AS TWENTIETH LEVEL LORDS WITH 18(00) STRENGTH. THEY ARE IMMUNE TO FEAR, CHARMS, HOLDING, AND CONFUSION. THEY CAN ONLY BE HIT BY MAGICAL WEAPONS. THEY HAVE NATURAL TRUE SIGHT.

FROM "MOON OF GOMRATH" BY ALAN GARNER.

THREE SONS OF ARGATRON

TYPE: DEMI-GOD

CREATED BY: CLINT BIGGLESTONE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
2D8	2+8	12			1D6+12	1D6+12

ALIGNMENT: NEUTRAL
 FOUND IN: ANYWHERE

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	3	

ALL THE WORLDS' MONSTERS

THREE SONS OF ARGATRON

ATTACKS:

1 WHIP, 2D12 PLUS 6D6 COLD

DESCRIPTION:

THREE HORSEMEN, RIDING HORSES OF THE EINHERIAR, WHO APPEAR WHEN SUMMONED. THEY HAVE WHITE CLOAKS WITH GOLDEN CLASPS, WHITE WHIPS AND HORSES, AND TIGHTLY-CURLED, GOLDEN HAIR. THEY ARE EINHERIAR OF THE HERLATHING AND FIGHT AS TWENTIETH LEVEL LORDS WITH 18(00) STRENGTH. THEY ARE IMMUNE TO FEAR, CHARMS, HOLDING, AND CONFUSION AND THEY HAVE NATURAL TRUE SIGHT. ONLY MAGICAL WEAPONS CAN HIT THEM.

FROM "MOON OF GOMRATH" BY ALAN GARNER.

THREE SONS OF ORMAR

TYPE: DEMI-GOD

CREATED BY: CLINT BIGGLESTONE

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
2D8	2+8	12			1D6+12	1D6+12

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	3	

ATTACKS:

1 JAVELIN, 2D10 PLUS 1D6 OFF STRENGTH

DESCRIPTION:

THREE HORSEMEN, RIDING HORSES OF THE EINHERIAR, WHO APPEAR TOGETHER WHEN SUMMONED. THEY HAVE BLUE CLOAKS, YELLOW HAIR, FIVE BARBED JAVELINS, SILVER SHIELDS WITH FIFTY KNOBS OF BURNED GOLD AND BOSSES OF PRECIOUS STONES, AND GOLD HORSES WITH HOOVES OF POLISHED BRASS. THEY ARE EINHERIAR OF THE HERLATHING AND FIGHT AS TWENTIETH LEVEL LORDS WITH 18(00) STRENGTH. THEY ARE IMMUNE TO FEAR, CHARMS, HOLDING, AND CONFUSION AND THEY HAVE NATURAL TRUE SIGHT. WEAPONS MUST BE MAGICAL TO HIT THEM.

FROM "MOON OF GOMRATH" BY ALAN GARNER.

THUNDERTREAD

TYPE: CLEAN-UP CREW

CREATED BY: STEVE PERRIN

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
12D8	2+2	6			1D4+2	2D6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (10%)	1D2	20% A
WANDERING	1	

ATTACKS:

2 FEET, 4D6

DESCRIPTION:

FOUND IN THE LOWEST LEVELS OF DUNGEONS. IT IS HIDEOUS AND VIRTUALLY INDESCRIBABLE. IT WILL OFTEN IGNORE PARTIES IN FAVOR OF WHAT THEY HAVE JUST KILLED, BUT IT IS NOT ABOVE CREATING ITS OWN CARRION TO EAT. IT IS IMMUNE TO CHARM SPELLS AND CONSIDERS THEM AS AN ATTACK, CAUSING INSTANT RETALIATION.

TIGER

TYPE: ANIMAL

CREATED BY: CHUCK CADY

HIT	ARMOR	MOVE	FLY	SWIM	IQ	DEXT.
DICE	CLASS				RANGE	RANGE
6D8+6	4	10			2D4	2D6+6

ALIGNMENT: ANY, HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (25%)	1D6	10% A
WANDERING	1D4	

ATTACKS:

1 BITE, 1D10+2
2 CLAWS, 1D8

DESCRIPTION:

THE LARGEST OF THE NATURALLY OCCURRING CATS. IF MORE THAN TWO ARE ENCOUNTERED IN A LAIR, THE TWO

ALL THE WORLDS' MONSTERS

TIGER

LARGEST WILL BE A MATED PAIR AND THE REST WILL BE CUBS. IF THE CUBS ARE ATTACKED, THE TWO ADULTS WILL ATTACK AT +2.

IF CAUGHT YOUNG ENOUGH (EIGHTEEN OR LESS POINTS), TIGERS CAN BE TAMED AND USED AS GUARD AND HUNTING ANIMALS.

TIGER OF RIGHTEOUS WRATH TYPE: ENCHANTED MONSTER

CREATED BY: CLINT BIGGLESTONE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
10D8	2+4	12			1D6+12	1D4+16

ALIGNMENT: LAWFUL
FOUND IN: DUNGEONS, CITIES

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	2D4	100% H

ATTACKS:

2 CLAWS, 2D8
1 BITE, 3D10

DESCRIPTION:

A HUGE, LIQUID SILVER COLORED TIGER OF HIGHLY LAWFUL DISPOSITION. IT IS IMMUNE TO FEAR, CHARM, HOLDS, AND CONFUSION; OTHERWISE IT RESISTS MAGIC LIKE A BALROG AND IT REGENERATES LIKE A VAMPIRE. FOUND IN LAWFUL TEMPLES, SHRINES, ETC. OR WITH LAWFUL DEMI-GODS.

TIGER, BLINK SABER TOOTH TYPE: ANIMAL

CREATED BY: CHUCK CADY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(1-8)D8+6	3	15			2D6	2D6+6

ALIGNMENT: ANY, HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (10%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4+1 1D3	

TIGER, BLINK SABER TOOTH

ATTACKS:

1 BITE, (1-2)D10 (SEE BELOW)
2 CLAWS, 1D8

DESCRIPTION:

A SABER TOOTH WITH A BLINK DOG'S SPECIAL POWERS. IT CAN TELEPORT AND STRIKE IN THE SAME MELEE TURN.

ITS MOUTH HAS TWO HUGE FANGS WHICH HIT FOR 1D10 EACH. ON ANY BITE, THERE IS A 75% CHANCE THAT BOTH FANGS WILL HIT.

TIGER, ICE TYPE: ANIMAL

CREATED BY: CHUCK CADY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(1-14)D8	5	15			2D4	2D6+6

ALIGNMENT: ANY, HUNGRY
FOUND IN: DUNGEONS, MOUNTAINS

LAIR (10%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6 1D4	

ATTACKS:

1 BITE, 1D10+3
2 CLAWS, 1D6+3
1 BREATH, 6D6 COLD (THREE TIMES A DAY)

DESCRIPTION:

A VERY COLD TIGER WHICH IS ITSELF 75% COLD PROOF. ALL OF ITS ATTACKS ARE AT +1. IN SNOW ITS ARMOR CLASS IS 4.

ALL THE WORLDS' MONSTERS

TIGER, SABER TOOTH

TYPE: ANIMAL

CREATED BY: CHUCK CADY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(9-12)D8+8	3	16			1D6+6	2D6+6

ALIGNMENT: ANY, HUNGRY
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS

LAIR (10%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4+1 1D3	

ATTACKS:

2 CLAWS, 1D10+4
 1 BITE, (1-2)D10 (SEE BELOW)

DESCRIPTION:

THE PREHISTORIC ANCESTOR OF THE BIG CATS OF TODAY. IT IS VERY RARE AND IF IT ATTACKS, IT DOES SO BY SURPRISE. IT HAS TWO ENORMOUS FANGS WHICH HIT FOR 1D10 EACH; THERE IS A 75% CHANCE THAT BOTH WILL HIT WHEN IT BITES (DOING 2D10), ELSE ONLY ONE HITS (FOR 1D10).

TOAD, GIANT

TYPE: GIANT ANIMAL

CREATED BY: CHUCK CADY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(1-27)D8	2	6	16		1D4	2D6+6

ALIGNMENT: ANY, HUNGRY
 FOUND IN: DUNGEONS, OUTDOORS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D2	

ATTACKS:

1 TONGUE, (# OF HIT DICE)D4 CONSTRICTION

DESCRIPTION:

THE GENERIC DESCRIPTION OF THE GIANT TOADS.

ITS BASIC ARMOR CLASS IS 3 PLUS ONE THIRD OF THE NUMBER OF ITS HIT DICE, FRACTIONS ARE ROUNDED UP GIVING A RANGE OF 2 TO -6.

TOAD, GIANT

THERE IS A 5% CHANCE THAT ITS SKIN SECRETES A POISONOUS OIL WHICH DOES 3D6 POISON DAMAGE TO THOSE WHO TOUCH IT.

TOAD, SPITTING

TYPE: GIANT ANIMAL

CREATED BY: DAN PIERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D8	4	9	24		1D4	1D6+12

ALIGNMENT: HUNGRY
 FOUND IN: ANYWHERE

LAIR (25%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	4D12 2D6	50% B BUT 10% ANY 2 MAGIC

ATTACKS:

2 CLAWS, 2D4 PLUS 2D8 POISON
 1 SPIT, 4D8 POISON (SPITS AS A GIANT SLUG)

DESCRIPTION:

TEN FOOT LONG, PURPLE-GREEN, MOTTLED TOAD. ITS SKIN IS POISONOUS, DOING 2D8 TO ANYONE WHO TOUCHES IT. VERY AFRAID OF PURPLE WORMS.

TORTISE, GIANT

TYPE: GIANT ANIMAL

CREATED BY: RICHARD HARVEY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
10D8	-2	6			2D6	1D8+1

ALIGNMENT: NEUTRAL
 FOUND IN: OPEN, WOODS, DESERTS

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D2 1D2	75% 1D12 GEMS 50% 1D12 GEMS

ATTACKS:

1 BITE, 2D12
 2 CLAWS, 1D8

ALL THE WORLDS' MONSTERS

TORTISE, GIANT

DESCRIPTION:

THE GIANT TORTISE WILL NOT ATTACK UNLESS PROVOKED. ONCE SUBDUED IT MAKES AN EXCELLENT, THOUGH SLOW, BEAST OF BURDEN. THE SHELL OF THE TORTISE IS ABOUT TEN FEET IN DIAMETER AND CAN BE USED AS A SMALL BOAT IF UNBROKEN. THE TORTISE CAN GO TWO WEEKS WITHOUT FOOD OR WATER.

TRACKER

TYPE: HUMAN

CREATED BY: DAN PIERSON

HIT	ARMOR				
DICE	CLASS	MOVE	FLY	SWIM	IQ
8D8	7	25			RANGE
					1D6+10
					DEXT. RANGE
					1D6+17

ALIGNMENT: NEUTRAL
 FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (40%)	2D12	100% A
WANDERING	1D12	

ATTACKS:

1 BASIC HEAT GUN (SEE BELOW)

DESCRIPTION:

TALL, SKINNY MAN WITH LONG ARMS. TRACKS AS A RANGER + 20%. ONLY 1/6 CHANCE OF CATCHING ONE BY SURPRISE.

BASIC HEAT GUN:

HALF THE RANGE AND ACCURACY OF AN ARQUEBUS. DOES 150% DAMAGE AGAINST METAL ARMOR. IT HAS ENOUGH ENERGY FOR 100 SHOTS, ONE PER MELEE TURN. DAMAGE IS AS FOLLOWS:

RANGE	TRAINED	UNTRAINED
0-10'	4D6	1D8
10-20'	2D10	1D4
20-40'	2D8	1D4
40-60'	2D6	1D4
60-90'	1D10	1D4

BASED ON "THE DRAGON MASTERS" BY JACK VANCE.

TRIFFID

TYPE: PLANT

CREATED BY: STEVE PERRIN

HIT	ARMOR				
DICE	CLASS	MOVE	FLY	SWIM	IQ
2D8	8	6			RANGE
					2D6+5
					DEXT. RANGE
					3D6

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, OPEN, WOODS, RIVERS, SWAMPS, CITIES

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (30%)	10D10	50% A
WANDERING	1D10	10% A

ATTACKS:

1 WHIP, 1D6 PLUS 4D6 POISON

DESCRIPTION:

AN INTELLIGENT SIGHTLESS PLANT. IT LOOKS LIKE A SIX FOOT TALL STALK WITH A FLOWER ON TOP. THE WHIP IS HIDDEN IN THE FLOWER AND HITS LIKE A BLOW FROM A TENTH LEVEL LORD. IT WALKS ON ITS SHORT ROOTS AND COMMUNICATES BY BEATING THEM ON THE GROUND.

FROM "DAY OF THE TRIFFIDS" BY JOHN WYNDHAM.

TROG

TYPE: GIANT-TYPE

CREATED BY: DAVE HARGRAVE

HIT	ARMOR				
DICE	CLASS	MOVE	FLY	SWIM	IQ
(4-6)D8+1	4	10			RANGE
					2D6
					DEXT. RANGE
					2D6+6

ALIGNMENT: CHAOTIC, NEUTRAL
 FOUND IN: ANYWHERE

	NUMBER	PROBABILITY OF TREASURE AND TYPE
LAIR (30%)	4D4	100% D
WANDERING	2D6	50% D

ATTACKS:

1 CLUB, 1D10 + 1D6

DESCRIPTION:

TROLL-OGRE CROSSBREED. REGENERATES AT ONE HALF THE SPEED OF A TROLL.

ALL THE WORLDS' MONSTERS

TROLL, FIRE

TYPE: ENCHANTED MONSTER

CREATED BY: DAN PIERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D8+3	4	12			1D8	1D6+12

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, MOUNTAINS

LAIR (50%)	NUMBER	PROBABILITY	OF TREASURE AND TYPE
WANDERING	2D6	100%	G
	2D6		

ATTACKS:

2 CLAWS, 1D4 VS. FIRE DWELLERS, 1D8 OTHERWISE
 1 BITE, 1D8 VS. FIRE DWELLERS, 1D12 OTHERWISE

DESCRIPTION:

GLOWING RED TROLL. IT IS VERY HOT (RED HOT IRON TEMPERATURE). IMMUNE TO FIRE AND HEAT DAMAGE. IT REGENERATES AS A NORMAL TROLL, BUT FIRE AND COLD DAMAGE IS REGENERABLE ALSO. IT FEARS COLD.

TROLL, GEKKO

TYPE: GIANT-TYPE

CREATED BY: STEVE PERRIN

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D8+1	4	12			2D6	2D6+6

ALIGNMENT: CHAOTIC
 FOUND IN: ANYWHERE

ATTACKS:

2 CLAWS, 1D3
 1 BITE, 1D6

DESCRIPTION:

A BASIC TROLL ONLY SMALLER, WITH SUCKER PADS ON ITS HANDS AND FEET, WHICH ALLOW IT TO AGILELY CLIMB UP WALLS WITH NO FEAR OF FALLING. ITS USUAL FORM OF ATTACK IS TO CLING TO THE CEILING AND FALL UPON ITS VICTIM.

TUMBLE TANGLE

TYPE: PLANT

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1D8+2	5	3			1D6	2D6+6

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

WANDERING	NUMBER	PROBABILITY	OF TREASURE AND TYPE
	10D12		

ATTACKS:

1 STRANGLE, 1D8 SUFFOCATION

DESCRIPTION:

LOOKS LIKE A TUMBLEWEED AND WILL OFTEN TRAVEL WITH A CLUSTER OF THEM. IN A GOOD WIND IT CAN MOVE UP TO TWENTY INCHES, THE LISTED SPEED IS FOR LITTLE OR NO WIND.

IT ATTACKS AS A TWO DICE MONSTER. ON THE FIRST MELEE ROUND IT TRIES TO ENTANGLE ITS VICTIM. IF IT IS SUCCESSFUL, IT PINS ALL WEAPONS AND STRANGLES HIM. IT THEN ABSORBS 1D4 POINTS OF FLESH PER MINUTE. THE VICTIM HAS THE SAME CHANCE OF BREAKING FREE AS FROM A WEB SPELL, BUT THE SAP OF THE PLANT MAKES IT FIRE RESISTANT.

ALL THE WORLDS' MONSTERS



UNDINE



UNALHIT

TYPE: DEMON

CREATED BY: STEVE MARSH

HIT DICE (4-40)D8	ARMOR CLASS 9	MOVE FLY SWIM 36	IQ RANGE 3D6	DEXT. RANGE 1D6
-------------------------	---------------------	---------------------	--------------------	-----------------------

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	100	
	100	

ATTACKS:

1 ENERGY DRAIN
1 PSIONIC ATTACK

DESCRIPTION:

A SIX LEGGED DEMON THAT RESEMBLES A HAIRY OCTOPUS. ITS EYES ARE ON STALKS AND IT HAS GOOD VISION. IT HATCHES FROM AN EGG. +1 CONSTITUTION AND WISDOM, BUT -1 DEXTERITY AND CHARISMA.

IT WILL SERVE THOSE WHO CAN SUBDUCE IT OR IN ORDER TO PROTECT ITS EGGS.

IN WANDERING GROUPS OR PROTECTING EGGS THERE WILL BE:

1-3	TWELFTH LEVEL TYPES
1-6	NINTH LEVEL
1-12	FIFTH LEVEL
20-100	FIRST LEVEL
1-12	SERVENTS
1-12	SAPPERS (50%)
2-5	PURPLE WORMS (25%)
1-4	MAGIC USERS (10%)
1	ANTI-CLERIC (SIXTH-NINTH LEVEL) OR A OR A VAMPIRE

UNDINE

TYPE: ELEMENTAL

CREATED BY: HILDA HANNIFEN

HIT DICE 7D8+3	ARMOR CLASS 7	MOVE FLY SWIM 12 24	IQ RANGE 1D6+10	DEXT. RANGE 1D12+12
----------------------	---------------------	------------------------	-----------------------	---------------------------

ALIGNMENT: CHAOTIC
FOUND IN: DUNGEONS, RIVERS, SEAS

ALL THE WORLDS' MONSTERS

UNDINE

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (65%)	3D4	60%	D * 2
WANDERING	3D4	40%	D * 2

ATTACKS:

2 BLOWS, 2D6
1 SPELL (SEE BELOW)

DESCRIPTION:

A FREE-WILLED WATER ELEMENTAL. IT APPEARS AS OILY WATER OR AS A HUMAN WITH PLASTIC FLESH WHICH FLOWS AND RECLOSES AROUND ANY DAMAGE. IT IS ALWAYS "HASTED". ONLY MAGIC WEAPONS +2 OR BETTER CAN HIT THE UNDE AND IT ONLY TAKES HALF NORMAL DAMAGE.

IT CAN CONTROL ANY CREATURE WITH AN AFFINITY FOR WATER (CROCODILES, FISH, ETC.). ONLY "FIRE", "COLD", "PART WATER" AND "LOWER WATER" SPELLS CAN EFFECT IT.

IT CAN USE "CREATE WATER" (8000 CUBIC FEET), "RAISE WATER" AND "RAIN" (BLINDS VICTIMS TEN MELEE TURNS) SPELLS.

UPAS TREE

TYPE: PLANT

CREATED BY: K. JONES

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D8	5	0			0	1D6+12

ALIGNMENT: HUNGRY
FOUND IN: OPEN, WOODS

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (100%)	1D4	80%	B

ATTACKS:

1 SLEEP GAS, SAVE VS. POISON OR FALL ASLEEP
2-6 BRANCHES, 1D6

DESCRIPTION:

THIS TREE IS USUALLY IN FOREST AREAS (ESPECIALLY POOR SOIL AREAS), IN CLEARINGS OR SCATTERED, AWAY SOMEWHAT FROM OTHER TREES.

UPAS TREE

THE TREE ATTEMPTS TO GAS AND DIGEST THOSE WHO PASS BENEATH IT, FENDING OFF WOULD-BE RESCUERS WITH ITS BRANCHES (OR ATTEMPTING TO ADD THEM TO THE FEAST). THOSE SLEPT WILL DIE IN TWO MELEE ROUNDS UNLESS A NEUTRALIZE POISON IS DONE TO THEM, AND WILL BE DIGESTED IN 1D3+4 MELEE ROUNDS. THE TREE IS AN EXCELLENT MIMIC AND USUALLY RESEMBLES THE SURROUNDING VARIETIES, BUT IT CAN NEVER QUITE DISGUISE ITS SLIGHT, ROTTEN SMELL.

ALL THE WORLDS' MONSTERS



VORD

VALKYRIE

TYPE: DEMI-GOD

CREATED BY: CHUCK CADY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
6D10	4+2	8	15		2D6+6	1D6+14

ALIGNMENT: LAWFUL-GOOD
FOUND IN: DUNGEONS, OPEN WOODS, MOUNTAINS, RIVERS, SEAS, CITIES, AIR

WANDERING NUMBER 1D6 PROBABILITY OF TREASURE AND TYPE 100% MAGIC SWORD

ATTACKS:

1 +2 SWORD, 1D8

DESCRIPTION:

THE VALKYRIE APPEARS AS A HUMAN MAIDEN OF UNEARTHLY BEAUTY, DRESSED IN CHAIN MAIL AND SHIELD WITH A WINGED HELM AND A MAGIC SWORD. HER ARMOR CLASS IS +2 DUE TO HER DEXTERITY AND SHE ATTACKS AT +3 HIT PLUS +3 DAMAGE SO THAT HER TOTAL ATTACK IS +5 HIT FOR 1D8+3 DAMAGE.

THE TOUCH OF ANY VALKYRIE WILL DISRUPT UNDEAD; SHE ONLY HAS TO TOUCH IT, IT IS NOT NECESSARY FOR HER TO STRIKE IT AS IN COMBAT.

SHE HAS THE POWER OF FLIGHT. SHE HAS A NATURAL "CHARM", HUMAN MALES SAVE AT -2, FEMALES AT +2; UP TO THIRTY DICE OF HUMANS CAN BE CHARMED. SHE CAN GO ETHERIAL AND SHE CAN SLEEP UP TO SEVENTY-FIVE DICE WORTH OF VERTIBRATES. SHE ALSO HAS THE "GATE" POWER; 20% TO GATE IN AN ELDIL, 30% TO GATE IN AN AESIR.

VAMPIRE, SNOW

TYPE: UNDEAD

CREATED BY: WAYNE SHAW

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
8D8	2	16			2D6+6	2D6+12

ALIGNMENT: CHAOTIC, LAWFUL-EVIL
FOUND IN: DUNGEONS, OPEN WOODS, MOUNTAINS, WATER, CITIES

ALL THE WORLDS' MONSTERS

VAMPIRE, SNOW

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6	100% F
	1D6	

ATTACKS:

1 BITE, 1D10 PLUS TWO LIFE LEVELS (SEE BELOW)

DESCRIPTION:

THIS UNDEAD IS INTIMATELY CONNECTED TO COLD, AND THOUGH IT CANNOT POLYMORPH TO A BAT, IT CAN CONTROL WEATHER. INSTEAD OF TURNING INTO A MIST, IT TURNS INTO A CLOUD OF ICE CRYSTALS. NEVER FOUND IN DESERTS, PREFERS MOUNTAINS AND OTHER COLD PLACES.

WHEN IT BITES, IT DRAINS TWO LIFE LEVELS. ADDITIONALLY THE VICTIM MUST MAKE A SAVING THROW; IF HE FAILS HE TAKES 2D6 ADDITIONAL COLD DAMAGE. FOR EVERY LEVEL DRAINED, THE VICTIM LOSES ONE POINT EACH FROM HIS STRENGTH AND HIS SAVING THROW VS. FIRE, BUT HE GAINS ONE POINT TO HIS SAVING THROW VS. COLD. THIS EFFECT LASTS 2D4 DAYS.

VANCE GIANT

TYPE: HUMANOID

CREATED BY: DAN PIERSON

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
11D8	0	12	1D6+4	1D6+5

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D8	100% A
	1D8	

ATTACKS:

1 WEAPON, BY WEAPON TYPE PLUS 5D6

DESCRIPTION:

RED AND BROWN SCALE-ARMORED, TWELVE FOOT TALL MAN. CAN USE A SWORD, MACE, CHEST PROJECTOR, AND A BLAST CANNON (SEE WEAPONER). THE CHEST PROJECTOR HAS ONE SHOT, 7D6 IN A TEN BY THREE FOOT CONE.

BASED ON "THE DRAGON MASTERS" BY JACK VANCE.

VOION

TYPE: ALIEN

CREATED BY: OWEN HANNIFEN

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
(1-10)D6	2	15	2D6	3D6

ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: DUNGEONS, OUTDOORS, CITIES

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	3D10	90% B, 50% TECHNOLOGICAL
	1D10	25% SEE BELOW

ATTACKS:

2 CLAWS (2D6) OR 2 WEAPONS (BY WEAPON TYPE)

DESCRIPTION:

THIS QUOPPINA IS ALMOST A PLAYER TYPE SINCE IT CAN BE EITHER A MAGIC USER (IQ 11-12) OR A FIGHTER. IT PROGRESSES UP TO SIXTH LEVEL AS A MAGE OR TENTH LEVEL AS A FIGHTER.

AS IT TRAVELS ON WHEELS, BOOTS ARE USELESS TO IT. IT MAY, HOWEVER, HAVE TIRES OF SPEED/SILENCE/ ETC. IN HILLY TERRAIN ITS MOVE SLOWS TO FOUR INCHES.

IT MAY USE MOST MAGIC ITEMS, BUT THERE ARE NO VOION CLERICS. CLERICAL HEALS FROM OTHERS HAVE ONLY HALF EFFECT.

WHEN FOUND WANDERING, THERE IS A 50% CHANCE THAT IT WILL USE ITS CLAWS, 40% THAT IT WILL HAVE A WEAPON (50% MAGICAL), AND 10% THAT IT WILL HAVE A TECHNOLOGICAL WEAPON (PISTOL, VIBROBLADE, ETC.)

THE VOION CANNOT SWIM AND WILL QUICKLY DROWN IF FULLY IMMERSSED IN ANY LIQUID.

FROM "RETIEF'S WAR" BY KEITH LAUMER.

VOLTREE

TYPE: PLANT

CREATED BY: K. JONES

HIT	ARMOR		IQ	DEXT.
DICE	CLASS	MOVE FLY SWIM	RANGE	RANGE
3D8	2	0	0	0

FOUND IN: WOODS

ALL THE WORLDS' MONSTERS

VOLTREE

LAIR (100%) NUMBER 1D6 PROBABILITY OF TREASURE AND TYPE
30% MAPS&MAGIC, 50% 100D10 GP

ATTACKS:

1 ELECTRIC SHOCK, 10D8, AS A LIGHTNING BOLT

DESCRIPTION:

RESEMBLES A LARGE, SILVERY-GREEN WILLOW WITH LONG DANGLING LEAVES EXTENDING TO WITHIN FOUR FEET OF THE GROUND. THERE IS A 90% CHANCE THAT ANYONE OVER FOUR FEET TALL PASSING BENEATH IT WILL TOUCH ONE OR MORE LEAVES, THUS COMPLETING THE CIRCUIT AND DISCHARGING THE EQUIVALENT OF A TEN DIE LIGHTNING BOLT THROUGH HIM.

FROM "SYMBIOTICA" BY ERIC FRANK RUSSELL.

WORD

TYPE: GIANT ANIMAL

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(5-7)D8+1	5	3	24		2D6	2D6+6

ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: ANYWHERE

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4	80% B

ATTACKS:

2 CLAWS, 1D4 PLUS PARALYSIS
1 BEAK, 1D8

DESCRIPTION:

GIANT FALCON, ARCH ENEMY OF THE GOLDEN OWLS. IT IS NIGHT BLACK WITH BRIGHT GREEN EYES, BEAK, AND CLAWS. THE CLAWS ARE HOLLOW WITH PARALYSIS VENOM, GOOD ONCE AN HOUR. 4TH LEVEL AND BELOW HAVE NO SAVE, THOUGH A NEUTRALIZE POISON WILL WORK. SAVING THROW VS. POISON FOR ALL OTHERS. THE WORD CANNOT BE PARALYZED.

VUUN

TYPE: GIANT ANIMAL

CREATED BY: SCOTT MC CARTNEY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
8D8	6	6	30		1D3+17	12

ALIGNMENT: GOOD, NEUTRAL
FOUND IN: MOUNTAINS, AIR

LAIR (5%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	3D10	50% F

ATTACKS:

2 TALONS, 1D8
1 BEAK, 2D6
1 WING BUFFET, 1D4 PLUS STUN 1D10 MELEE TURNS
1 PSIONIC (SEE BELOW)

DESCRIPTION:

A HUGE MAMALLIAN WITH A FIFTY FOOT WINGSPAN, SIMILAR TO A BAT EXCEPT FOR A GREAT BEAK AND RENDING TALONS. IT IS HIGHLY INTELLIGENT AND EVEN THOUGH IT HAS A HIGH MAGIC RESISTANCE (75%), IT DOES NOT USE MAGIC; IT IS HOWEVER TELEPATHIC AND PSIONIC. ALTHOUGH BASICALLY NEUTRAL-GOOD, IT REACTS HIGHLY UNFAVORABLE TO ANY INTRUDERS WITHOUT A VERY GOOD REASON FOR BEING THERE.

THE VUUN IS EXTREMELY RARE, THERE ARE ONLY ABOUT ONE HUNDRED OF THEM LEFT AND THEY ALL RESIDE IN A SINGLE COLONY IN A NETWORK OF CAVES AND TUNNELS IN THE WALL OF A VOLCANIC CRATER.

THE VUUN HAS FOUR PSIONIC ATTACK AND DEFENSE MODES AND 150 PSIONIC STRENGTH POINTS.



MOUND WIGHT

WAR WHEEL

TYPE: MISCELLANEOUS

CREATED BY: DAVE HARGRAVE

HIT DICE (5-8)D6+1	ARMOR CLASS 4-5	MOVE 15	FLY	SWIM	IQ RANGE 3D6	DEXT. RANGE 2D6+6
--------------------------	-----------------------	------------	-----	------	--------------------	-------------------------

ALIGNMENT: LAWFUL, CHAOTIC, NEUTRAL
 FOUND IN: DUNGEONS, OPEN, DESERTS, CITIES

LAIR (20%) WANDERING	NUMBER 2D20 1D20	PROBABILITY OF TREASURE AND TYPE 100% D + 50% MORE COINS
-------------------------	------------------------	-------------------------------------------------------------

ATTACKS:

2 TENTACLES, 1D6-2D6 DEPENDING ON SIZE
 1 CRUSH, 2D12-3D12 DEPENDING ON SIZE, PLUS ABSORB
 TARGET OVER ONE FULL TURN

DESCRIPTION:

A FIVE TO EIGHT FEET HIGH AND TWO TO FOUR FEET THICK, WHEEL SHAPED BEAST WITH FOUR EYES ON EACH HUB AND A NINE TO FIFTEEN FOOT LONG TENTACLE ON EACH SIDE. IT WEIGHS 650 - 1500 POUNDS DEPENDING ON ITS HIT DICE.

IT ONLY TAKES HALF DAMAGE FROM NON-MAGICAL WEAPONS. A DOWNED TARGET IS SAT UPON AND ABSORBED OVER A TEN MINUTE PERIOD, THOUGH THE CRUSHING ACTION WILL HAVE KILLED HIM IN A MUCH SHORTER TIME. THOUGH SOME CAN GET UP TO TWENTY-FOUR INCHES A TURN FOR SHORT SPURTS (1D10 MELEE TURNS), MOST MOVE FROM FIFTEEN TO EIGHTEEN INCHES.

ALSO CALLED "MILL WHEEL", "CHASER", OR "GRIND STONE".

WATER SUCKER

TYPE: ANIMAL

CREATED BY: STEVE PERRIN

HIT DICE 2D8	ARMOR CLASS 3	MOVE 6	FLY	SWIM	IQ RANGE 1D6	DEXT. RANGE 2D6+6
--------------------	---------------------	-----------	-----	------	--------------------	-------------------------

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, OPEN, DESERTS

LAIR (50%) WANDERING	NUMBER 4D8 4D6	PROBABILITY OF TREASURE AND TYPE 70% B
-------------------------	----------------------	-------------------------------------------

ALL THE WORLDS' MONSTERS

WATER SUCKER

ATTACKS:

1 BITE, 1D3
1 SUCK, 1 CONSTITUTION POINT PER MELEE TURN

DESCRIPTION:

INHABITANT OF EXTREMELY DRY AREAS. SUCKS WATER OUT OF ITS VICTIMS AS A STIRGE SUCKS BLOOD. IF ALL THE WATER IS SUCKED OUT, THE VICTIM DIES AND CAN ONLY BE RESURRECTED AT LOWEST POSSIBLE CHANCE. ONCE THE VICTIM'S CONSTITUTION FALLS BELOW THREE, HE IS COMPLETELY HELPLESS NO MATTER WHO OR WHAT HE IS.

ABOUT THE SIZE OF AN ARMADILLO. IT CAN MOVE ON ANY VERTICAL OR HORIZONTAL SURFACE. ONCE IT HAS SCORED A BITE, IT BEGINS TO SUCK WATER EVERY TURN THEREAFTER WITH NO NEED FOR A FURTHER STRIKE.

WEAKLING

TYPE: HUMANOID

CREATED BY: SEAN CLEARY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(1-15)	9	12	9	9	18	18

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS

LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	1D6+4 1D4	50%	SEE BELOW 50% SEE BELOW

ATTACKS:

2 MAGICAL (SEE BELOW)

DESCRIPTION:

USUALLY FOUND WITH A LARGE GROUP OF NON-MAGICAL MONSTERS OR WITH THE TRIGGERING DEVICE OF A PHYSICAL TRAP. THE GROUP WILL TRY TO CONCEAL ITS PRESENCE. THEY LOOK LIKE SMALL, NARROW LIMBED MONKEYS. A RED ONE IS A PERSON WHO HAS BEEN POLY-MORPHED INTO A WEAKLING; BLACK ONES ARE SECOND GENERATION WEAKLINGS.

EXTREMELY FOND OF TRAPS. IF FOUND ALONE, THERE WILL BE AT LEAST ONE TRAP IN THE AREA WHICH IT CAN

WEAKLING

TRIGGER AT WILL. ITS FAVORITE IS A PIT-TRAP; IT SITS ON THE WALL UNTIL SOMEONE ENTERS ITS ROOM AND THEN OPENS THE PIT BENEATH THEM.

IT BUNGLES MAGIC, I.E. ANY MAGIC CAST AGAINST IT WORKS AGAINST THE CASTER. A TENTH LEVEL MAGE CAN THROW A FIRST LEVEL SPELL WITH ONLY A 25% CHANCE OF THE SPELL COMING BACK AT HIM AND ANOTHER 25% CHANCE THAT THE SPELL WILL BE DISPELLED. A TWENTIETH LEVEL WOULD HAVE TWICE THE CHANCE OF SUCCESS (12.5% RETURN, 12.5% DISPELLED). THE FORMULA IS:
EXPONENT = (LEVEL / 10) + 1
BUNGLE = 1 / (2 ** EXPONENT)
DISPEL = BUNGLE
[WHERE "**" MEANS "RAISED TO THE POWER OF"]

THE WEAKLING BUNGLE EFFECT DOES AFFECT WANDS AND STAVES BUT NOT WEAPON HITS AND DAMAGE BONUSES. HOWEVER; A WEAKLING, UPON TOUCHING A MAGICAL WEAPON, WAND OR STAFF, CAN APPLY WHAT IS IN EFFECT A STATIS FIELD ONTO IT. WHEN THE WEAKLING DIES, THE FIELD BREAKS DOWN AND THE ITEM DISCHARGES ALL ITS POWERS INTO THE SURROUNDING AREA. ANYONE CAUGHT THUSLY MUST DEFEND AGAINST ALL THE MAGICAL ATTACKS AND IS SUBJECT TO ALL THE DAMAGE. A HANDY-DANDY DOOMSDAY DEVICE FOR THE WEAKLINGS.

NATURAL MAGIC (I.E. BREATH WEAPONS, ETC.) ARE UNAFFECTED BY THE WEAKLING BUNGLE.

THE WEAKLING CAN USE MAGICAL ITEMS IF HE HAS THEM, BUT HE IS USUALLY GUARDING NON-MAGICAL TREASURE.

THE WEAKLING HAS ONLY ONE HALF OF ITS ORIGINAL LEVEL IN HIT POINTS, AND ITS STRENGTH IS NEVER GREATER THAN FOUR. HOWEVER, ITS DEXTERITY IS 18(00).

WEAPONER

TYPE: HUMAN

CREATED BY: DAN PIERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
3D8	9	12			1D6+12	1D8+10

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

LAIR (40%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	1D100 1D10	100%	A

ALL THE WORLDS' MONSTERS

WEAPONER

ATTACKS:

MISCELLANEOUS WEAPONS, NORMALLY SEMI-PORTABLE ON THREE WHEELED CARTS (SEE BELOW).

DESCRIPTION:

NORMAL MEN IN YELLOW-GREEN SMOCKS.

FAVORITE WEAPONS:

NEURAL FLUX GENERATOR;
GREY MACHINE WITH A PAIR OF BLACK GLOBES, GENERATES A 100 FOOT DIAMETER FIELD WITH A FIVE FOOT SAFETY ZONE IN THE MIDDLE. REQUIRES SAVE VS. PARALIZATION. IT CAN BE CARRIED BY A HEAVY TROOPER.
MORTAR (50--500 FOOT RANGE--NOTE MINIMUM); HITS ON 10 IF WEAPONER HAS TIME TO AIM CAREFULLY, IF HURRIED IT HITS ON 15. A NON-WEAPONER CAN USE IT, BUT IT ONLY HITS ON 19. IF IT MISSES, SHIFT THE POINT OF IMPACT TEN FEET PER POINT MISSED BY IN A RANDOM DIRECTION. THE MORTAR SHELLS CAN CONTAIN GAS (SLEEP, CLOUDKILL, ETC.) OR EXPLOSIVES (10D10 POINTS WITH A TWENTY FOOT RADIUS).

BLAST CANNON:

FIFTY SHOTS, 8D6 PLUS SAVE VS. DISINTEGRATE. HAS THE RANGE AND ACCURACY OF AN ARQUEBUS AND HAS THE SAME WEIGHT AS 5000 GP.

BASED ON "THE DRAGON MASTERS" BY JACK VANCE.

WEASEL, GIANT

TYPE: GIANT ANIMAL

CREATED BY: CHUCK CADY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(1-27)D8	2	12		6	2D4	2D6+6

ALIGNMENT: ANY, HUNGRY
FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS, RIVERS, SWAMPS, CITIES

LAIR (10%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D4 1D4	

ATTACKS:

1 BITE, 1D8 PLUS 1D6 BLOOD DRAIN (SEE BELOW)

WEASEL, GIANT

DESCRIPTION:

THE GENERIC DESCRIPTION OF THE GIANT WEASELS.

IT STARTS TO DRAIN BLOOD ON THE TURN AFTER IT BITES. IT FASTENS ITSELF TO THE VICTIM AND WILL DRAIN BLOOD EVERY TURN THEREAFTER UNTIL EITHER THE WEASEL OR THE VICTIM IS DEAD.

ITS BASIC ARMOR CLASS IS 3 PLUS ONE THIRD OF THE NUMBER OF ITS HIT DICE, FRACTIONS ARE ROUNDED UP GIVING A RANGE OF 2 TO -6.

WEEM

TYPE: ALIEN

CREATED BY: OWEN HANNIFEN

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(1-5)D6	3	9			1D6+2	1D4+14

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, CITIES

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	10D10 1D20	100% D PLUS 50% TECHNOLOGICAL 40% B

ATTACKS:

1 CLAW, 3D6

DESCRIPTION:

A SMALL (THREE TO FOUR FEET), CHITINOUS BEING WITH A HUGE RIGHT CLAW. THE CLAW ATTACKS AS A GREAT-SWORD. IT IS SOMEWHAT INTELLIGENT, BUT NOT VERY. IT CANNOT SWIM AND WILL QUICKLY DROWN IF IMMERSSED IN ANY LIQUID.

THE WEEM CAN BE PLAYED AS A FIGHTER, BUT IT USES NO ARMOR OR WEAPONS. AT THIRD LEVEL IT WILL GAIN THE ABILITY TO USE A SHIELD.

IT EATS METAL, AND IF IT KILLS A CHARACTER, IT WILL HAPPILY EAT HIS ARMOR AND LEAVE HIS BODY FOR REVIVAL. IT NORMALLY ATTACKS PEOPLE WEARING PLATE ARMOR FIRST AND REJECTS LEATHER OR CLOTH. IF A MAGIC WEAPON IS EATEN, THERE IS A 75% CHANCE THAT THE WEEM WILL TAKE ON THE WEAPON'S CHARACTERISTICS (ALL OF THEM).

ALL THE WORLDS' MONSTERS

WEEM

FROM "RETIEF'S WAR" BY KEITH LAUMER.

WERE EAGLE

TYPE: LYCANTHROPE

CREATED BY: CHARLIE LUCE

HIT	ARMOR				IQ	DEXT.
DICE	CLASS	MOVE	FLY	SWIM	RANGE	RANGE
6D8	3	3	48		3D6	2D6+8

ALIGNMENT: ANY
FOUND IN: WOODS, MOUNTAINS, CITIES

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (40%)	3D4	80%	G TREASURE, D MAGIC
WANDERING	2D4	5%	D

ATTACKS:

1 BITE, 1D4
2 TALONS, 1D6

DESCRIPTION:

A LARGE (BUT NOT GIANT-SIZED) AVIAN LYCANTHROPE, WITH THE GENERAL ABILITIES OF THAT TYPE. LAIR GROUPS ARE TYPICALLY SEVERAL PAIRS NESTING IN THE SAME VICINITY.

WERE HELLHOUND

TYPE: LYCANTHROPE

CREATED BY: SEAN CLEARY

HIT	ARMOR				IQ	DEXT.
DICE	CLASS	MOVE	FLY	SWIM	RANGE	RANGE
(3-9)D8	4	15			2D6+6	2D6+6

ALIGNMENT: CHAOTIC, NEUTRAL
FOUND IN: DUNGEONS, OUTDOORS, SWAMPS, CITIES

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (15%)	5D6	50%	D
WANDERING	1D10	15%	D

ATTACKS:

1 BITE, 2D4
1 BREATH, # OF REMAINING HIT POINTS OF FIRE

WERE HELLHOUND

DESCRIPTION:

TENDS TO LOOK LIKE OTHER WERETYPES BUT HAS A COLOR TINT MORE TOWARD THE BREATH TYPES. IT CAN ONLY BE HURT BY SILVER WEAPONS AND MAGIC. IT GETS AN AUTOMATIC SAVE VS. ALL FLAME TYPE ATTACKS AND IT ONLY TAKES HALF DAMAGE FROM WEAPONS NOT SPECIFICALLY MADE TO FIGHT IT.

THERE IS A 25% CHANCE THAT IT CAN USE MAGIC IN ITS HUMAN FORM. ONE THIRD OF THE MAGIC USERS WILL BE PRIESTS OF ROOFDRAK.

WILL ONLY BARELY TOLERATE A WERECOLD-CAT IF UNITED IN SOME COMMON CAUSE AND ONLY THEN UNTIL THE GOAL IS ACCOMPLISHED.

WILL ONLY HAVE SCROLLS IN ITS TREASURE IF IT IS A MAGIC USER.

WERE-ROT

TYPE: LYCANTHROPE

CREATED BY: TONY AYRES

HIT	ARMOR				IQ	DEXT.
DICE	CLASS	MOVE	FLY	SWIM	RANGE	RANGE
40D10	0	12		4	18	18

FOUND IN: DUNGEONS

	NUMBER	PROBABILITY OF TREASURE AND TYPE	
LAIR (50%)	1	100%	ROLL FOR TYPE
WANDERING	1	100%	ROLL FOR TYPE

ATTACKS:

2 PSEUDOPODS, 2D10 (SEE BELOW)
1 PRESENCE (POISONOUS ODOR, SEE BELOW)

DESCRIPTION:

APPEARS AS A BEAUTIFUL MAN OR WOMAN WITH 18+ CHARISMA. WHEN APPROACHED, IT BECOMES A HUGE PILE OF SLIMY FILTH WITH TWO PSEUDOPODS. EACH PSEUDOPOD STRIKES AS A +10 SWORD. IT EXUDES A POISONOUS SMELL THAT PENETRATES THE SKIN AND DOES THE FOLLOWING:
RANGE: 0-10' 11-25' 26-50' 51-75' 76-100'
DAMAGE: 1D20 1D10 1D8 1D6 1D4

ALL THE WORLDS' MONSTERS

WERE, ANTI

TYPE: LYCANTHROPE

WHERE DIT GO

CREATED BY: CHUCK CADY

ATTACKS:

HIT	ARMOR				IQ	DEXT.
DICE	CLASS	MOVE	FLY	SWIM	RANGE	RANGE
(6-8)D8	4	12			3D6	2D6+6

2 HANDS, PICKPOCKET

ALIGNMENT: LAWFUL, CHAOTIC, NEUTRAL
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

DESCRIPTION:

LAIR (15%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	2D10	100%	C
	1D6	10%	MISC. MAGIC

AN INVISIBLE CREATURE WHO IS ATTRACTED TO THE BELONGINGS OF A PARTY. INSTEAD OF DOING DAMAGE WHEN IT HITS, IT STEALS SOMETHING (RANDOM ROLL). IT WILL CONTINUE TO ATTACK UNTIL IT HAS TAKEN 50% DAMAGE, THEN IT WILL RETREAT TO ITS LAIR. ITS ARMOR CLASS IS 2 IF IT CANNOT BE SEEN, BUT THOSE WHO CAN SEE INVISIBLE HIT IT AS IF IT WAS AC 6.

ATTACKS:

ANY TREASURE IT STEALS BECOMES INVISIBLE. ALL OF ITS TREASURE BECOMES VISIBLE AGAIN WHEN IT IS KILLED.

DEPENDS ON WHAT KIND IT IS IN ITS WERE FORM:

ANTI-WEREWOLF	--	1 BITE,	2D4
ANTI-WEREBOAR	--	1 BITE,	2D6
ANTI-WERETIGER	--	2 CLAWS,	1D4
		1 BITE,	1D10
ANTI-WEREBEAR	--	2 CLAWS,	1D3
		1 BITE,	2D4
		1 HUG,	2D8 (IF HITS ON 18+)

WIGHT, MOUND

TYPE: UNDEAD

DESCRIPTION:

LOOKS LIKE A TYPICAL LYCANTHROPE OF ITS PARTICULAR CLASS (WOLF, BOAR, TIGER, OR BEAR), HOWEVER THERE ARE TWO DIFFERENCES: (A) IT HAS TWO MORE HIT DICE THAN THE STANDARD WERE TYPE AND (B) IT IS IMMUNE TO SILVER AND MAGIC WEAPONS (THEY JUST BOUNCE OFF). ONLY IRON WEAPONS CAN HURT IT, AND THEY DO SO IN THE SAME MANNER THAT SILVER WEAPONS AFFECT STANDARD WERE TYPES.

CREATED BY: DAN PIERSON

HIT	ARMOR				IQ	DEXT.
DICE	CLASS	MOVE	FLY	SWIM	RANGE	RANGE
10D8	0	9			1D4+14	1D4+14

ALIGNMENT: LAWFUL-EVIL
 FOUND IN: OPEN, WOODS, DESERTS

LAIR (90%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	1	90%	B+F&20% PARALYSED VICTIM
	1		

18% OF ALL LYCANTHROPES ARE ANTI-WERE.

ATTACKS:

2 WEAPONS (SEE BELOW)

WHERE DIT GO

TYPE: MISCELLANEOUS

CREATED BY: RICHARD HARVEY

HIT	ARMOR				IQ	DEXT.
DICE	CLASS	MOVE	FLY	SWIM	RANGE	RANGE
3D6	2	18			3D6	3D6+1

ALIGNMENT: NEUTRAL
 FOUND IN: DUNGEONS, CITIES

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE	
WANDERING	1D6	100%	A * 3
	1D6	75%	A

DESCRIPTION:

TALL PALE WIGHT IN PALE PLATE ARMOR, WITH 1D4+14 STRENGTH. FOUND ONLY IN OR NEAR ITS MOUND.

FIGHTS AS A TENTH LEVEL LORD. USES MAGIC AS A NECROMANCER. WEARS +1 TO +6 EVIL (OR CHAOTIC) PLATE (ADDED TO ITS ARMOR CLASS). USES A +3 GREATSWORD (10% PARALYZE BY TOUCH) OR A WAND OF PARALIZATION AND GLOVES OF STRIKING. THE SWORD AND GLOVES WILL CHANNEL THE LIFE DRAINING ABILITY OF THE USER. THERE IS A 10% CHANCE OF 1-2 RINGS, A 10% CHANCE OF MISCELLANEOUS MAGIC, PLUS CHECK ITS TREASURE FOR USEABLE ITEMS.

ALL THE WORLDS' MONSTERS

WIGHT, MOUND

CLERICAL DISPEL/TURN WILL NOT WORK IN ITS LAIR. A NINTH LEVEL PATRIARCH NEEDS AN ELEVEN OUTSIDE OF THE LAIR. IT CANNOT BE CONTROLLED, CHARMED, HELD, ETC. IN ITS LAIR. IT FEARS ELVES AND WILL TRY TO KILL THEM FIRST. IT WILL ATTEMPT TO PARALYZE MEN, DWARVES, OR HOBBITS AND STORE THEM IN THE LAIR.

WIND DEVIL

TYPE: ANIMAL

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(3-4)D8+2	6	6	18		2D8	2D6+6

ALIGNMENT: NEUTRAL
FOUND IN: ANYWHERE

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	3D6 1D6	75% C + 10% EXTRA GEMS

ATTACKS:

1 BITE, 1D8 PLUS FROST VENOM
2 CLAWS, 1D4

DESCRIPTION:

LOOKS LIKE A GOLD OR SILVER VERSION OF A SUN DEVIL, OF WHOM IT IS A MUTUAL ENEMY. IT WILL ATTACK A SUN DEVIL ON SIGHT. IMMUNE TO COLD.

WHEN IT BITES, IT INJECTS A VENOM INTO ITS VICTIM. IF A CURE DISEASE IS NOT DONE WITHIN THREE MELEE TURNS, THE VICTIM WILL TAKE THE NUMBER OF THE WIND DEVIL'S HIT DICE IN COLD DAMAGE EACH TURN, FREEZING SOLID AS SOON AS HE HAS LOST ALL HIS POINTS. ONCE FROZEN, THE DAMAGE IS NOT REGENERABLE.

WIND WITCH

TYPE: ENCHANTED MONSTER

CREATED BY: JEFF PIMPER

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
3D10	8+3	8	10		1D6+6	2D4+8

ALIGNMENT: CHAOTIC-EVIL
FOUND IN: DUNGEONS, CITIES

WIND WITCH

LAIR (90%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6+4 1D6	100% C 20% SEE BELOW

1 BREATH, HURRICANE FORCE WIND (SEE BELOW)
1 BITE, 1D10 (AS A LAST RESORT ONLY)

DESCRIPTION:

HUMAN SHAPED AND SIZED BUT WITH A CROCODILE-LIKE HEAD. IT DOES NOT FLY AS MUCH AS IT WALKS IN THE AIR. USUALLY FOUND AS A GUARD OF A HIGH LEVEL PERSON OR CREATURE OR USED BY THEM TO "RUN INTERFERENCE" DURING AN ATTACK.

THE WITCH ATTACKS BY USING ITS BREATH TO BLOW OPONENTS AWAY. HOBBIT-SIZED CAN BE BLOWN AS MUCH AS ONE HUNDRED FEET, DWARF-SIZED FOR FIFTY FEET, UNARMORED MEN FOR TWENTY-FIVE, MAN-SIZED AND ABOVE GET A SAVING THROW VS. WIND FORCE; THE PROBABILITY OF A PERSON OR CREATURE REMAINING ON HIS FEET IS 5% FOR EVERY TWENTY-FIVE POUNDS OF WEIGHT (BOTH THE PERSON AND WHAT HE CARRIES), PLUS 5% FOR EVERY STRENGTH POINT ABOVE 14 (MAX OF 20%), MINUS 10% FOR VOLUMINOUS ROBES, CAPES, AND CLOAKS.

IF THE PERSON STAYS ON HIS FEET, THERE IS A 5% CHANCE PER STRENGTH POINT OF HIS BEING ABLE TO ADVANCE FIVE FEET PER MELEE TURN INTO THE FACE OF THE WIND, UNTIL HE CLOSSES WITH THE WITCH AND STRIKES IT. THE SAVING THROW MUST BE MADE EACH TURN AS MUST THE ROLL TO SEE IF HE CAN ADVANCE.

IF SOMEONE GETS CLOSE ENOUGH TO THE WITCH TO STRIKE IT THE WITCH WILL TRY TO FLEE, UNLESS CORNERED. IT WILL ONLY STAND AND FIGHT IF IT CANNOT GET AWAY.

FROM THE FILM "JACK THE GIANT KILLER".

WITCH TREE

TYPE: PLANT

CREATED BY: STEVE DAVIES

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(8-13)D8	2	0			0	4D6

ALIGNMENT: HUNGRY
FOUND IN: WOODS

ALL THE WORLDS' MONSTERS

WITCH TREE

LAIR (100%) NUMBER 1D8 PROBABILITY OF TREASURE AND TYPE 50% B

ATTACKS:

(# OF HIT DICE) BRANCHES, 1D10

DESCRIPTION:

APPEARS AS AN ORDINARY TREE UNTIL IT ATTACKS, THEN ITS BRANCHES MOVE RAPIDLY AND ITS MAW OPENS UP AT THE BASE OF THE BRANCHS.

WHENEVER ANYONE COMES WITHIN TEN FEET OF THE TREE, THE BRANCHES ATTEMPT TO GRAB HIM, THERE IS A 2/3 CHANCE THAT THE VICTIM WILL BE SURPRISED AND NOT ABLE TO STRUGGLE; IF THERE IS A STRUGGLE, EACH BRANCH HAS 1D8 HIT POINTS. ONCE A VICTIM IS CAPTURED, THE BRANCH WILL LIFT HIM INTO THE MAW IN 1D3 MELEE TURNS. AFTER 2D4 FULL TURNS, THE VICTIM WILL BE DIGESTED AND IRRECOVERABLE.

WHEN MORE THAN ONE TREE OCCURS, THEY WILL BE SCATTERED ABOUT, NEVER NEXT TO EACH OTHER. ITS TREASURE (IF ANY) WILL BE UNDERGROUND AMONG ITS ROOT NETWORK.

WOLF

TYPE: ANIMAL

CREATED BY: CHUCK CADY

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D8+2	6	15		5	2D6	2D6+6

ALIGNMENT: ANY HUNGRY
FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (25%) NUMBER 3D10 PROBABILITY OF TREASURE AND TYPE
WANDERING 2D8

ATTACKS:

1 BITE, 1D6

DESCRIPTION:

THE ORDINARY WOLF. IF FOUND WANDERING, ALL WILL BE ADULTS. IF FOUND IN THEIR LAIR, THOSE BELOW ELEVEN POINTS WILL BE PUPPYS. WOLF PUPPYS CAN BE TAMED AND BECOME IN ALL RESPECTS LIKE DOGS.

WOLF, DIRE

TYPE: ANIMAL

CREATED BY: STEVE PERRIN

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
8D8	6	12			2D4+1	2D6+6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, OPEN, WOODS, MOUNTAINS, RIVERS, SWAMPS

LAIR (30%) NUMBER 2D10 PROBABILITY OF TREASURE AND TYPE
WANDERING 2D4 25% B

ATTACKS:

1 BITE, 1D8

DESCRIPTION:

A PREHISTORIC WOLF. IT CAN BE TAMED AND BECOMES A FAITHFUL COMPANION.

WORM, BLIGHT

TYPE: GIANT ANIMAL

CREATED BY: STEVE HENDERSON

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(16-24)D8	2+3	6		18	1D4+2	1D3+12

ALIGNMENT: CHAOTIC
FOUND IN: MOUNTAINS, WATER

LAIR (40%) NUMBER 1 PROBABILITY OF TREASURE AND TYPE
WANDERING 1 80% ROLL FOR TYPE
10% ROLL FOR TYPE

ATTACKS:

1 TENTACLE, 3D4
1 BITE, 1D4 PLUS 4D6 POISON
3 CONSTRICTIONS, 3D4 PLUS 8D6 COLD

DESCRIPTION:

A HIDEOUS CREATURE, LIKE A LONG, PALID BLUE WORM. IT IS ONLY FOUND IN VERY COLD WATER.

NORMAL WEAPONS AUTOMATICALLY FREEZE AND SHATTER WHEN THEY STRIKE IT. MAGICAL WEAPONS MUST MAKE A

ALL THE WORLDS' MONSTERS

WORM, BLIGHT

SAVING THROW UNLESS THEY ARE WEAPONS OF COLD OR FIRE.

THE WORM RUNS TO ABOUT SIX TONS OF MASS, BUT IT IS VERY LONG AND CAN CONSTRICT UP TO THREE PEOPLE AT ONCE. IT CAN HASTE ITSELF ONCE A DAY FOR TEN MINUTES. IT IS ABLE TO SENSE THOUGHTS BY ESP, USING THIS MEANS TO FIND ITS FOOD.

IT IS IMMUNE TO FEAR, NORMAL WEAPONS, AND SPOKEN SPELLS.

WORM, MIND

TYPE: MISCELLANEOUS

CREATED BY: DAVE HARGRAVE

HIT POINTS	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
1	9	1			1	1D6

ALIGNMENT: HUNGRY
FOUND IN: ANYWHERE

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
1D10	100%	GEMS OR COINS--ANY KIND

ATTACKS:

1 SPECIAL, EATS BRAIN (SEE BELOW)

DESCRIPTION:

A SMALL WORM WHICH CAN APPEAR TO ALL THE SENSES AS ANYTHING OF SIMILAR SIZE (COINS, GEMS, ETC.). NORMALLY IT IS ONE INCH LONG AND NEARLY TRANSPARENT, EXCEPT WHEN IT IS FEEDING, THEN IT HAS A DARK GREENISH BLUE COLOR.

IT WILL BE PICKED UP AS PART OF LOOT AND, WHEN THE ONE WHO PICKED IT UP IS ASLEEP, IT ANESTHETIZES A SPOT IN THE BODY AND BORES INTO THE BRAIN OVER A ONE HOUR PERIOD. IT WILL EAT THE BRAIN AND GROW TO FILL THE CRANIAL CAVITY. IT TAKES OVER THE FUNCTIONS OF ALL AREAS IT EATS AND THE VICTIM FEELS NO PAIN, HE JUST ACTS IRREGULARLY ON OCCASION. ONCE THE TOTAL BRAIN IS EATEN, BOTH THE WORM AND THE VICTIM DIE.

WHILE INGESTING THE BRAIN, THE WORM REPRODUCES ITSELF AND SENDS LITTLE (MICROSCOPIC) WORMLETS OUT THROUGH THE VICTIM'S ELIMINATION SYSTEM.

WORM, SAND

TYPE: GIANT ANIMAL

CREATED BY: DENNIS O'BRIEN

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
100D8	0	24			3	3D6

ALIGNMENT: HUNGRY
FOUND IN: DESERTS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ATTACKS:

1 BITE, 1D8

DESCRIPTION:

ONE HUNDRED TO TWO HUNDRED METERS LONG, THIS WORM LIVES WITHIN THE SAND OF DRY DESERTS. IT IS FIVE TO TEN METERS IN DIAMETER AND SANDY GREY IN COLOR.

WATER ACTS AS A POISON TO THE WORM. IT HAS VERY ACUTE HEARING, IT CAN HEAR THINGS SEVERAL MILES AWAY. IF OFTEN ATTACKS FROM BELOW THE SURFACE OF THE SAND, CREATING A WHIRLPOOL AND SUCKING ITS VICTIM DOWN BENEATH THE SURFACE AND THERE CONSUMING HIM.

THERE IS A SPECIAL CLAWED ROD THAT CAN BE USED BY THOSE WITH THE PROPER SKILLS TO ENABLE THEM TO USE THE SANDWORM AS A MOUNT.

FROM "DUNE" BY FRANK HERBERT.

WORM, SENTIENT

TYPE: MISCELLANEOUS

CREATED BY: STEVE MARSH

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(1-4)D8	6	6			1D6	3D6

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	12D8+2	

ATTACKS:

1 ATTACK, 1D4

ALL THE WORLDS' MONSTERS

WORM, SENTIENT

DESCRIPTION:

A PALE, BLIND WORM WHO WORKS WITH WORMEN.
FOUND IN DEEP CAVERNS.

WORM, WHITE

TYPE: GIANT ANIMAL

CREATED BY: STEVE MARSH

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(5-8)D8	6	6			1D4	2D6

ALIGNMENT: HUNGRY
FOUND IN: DUNGEONS, MOUNTAINS

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D4+1	1D4+1

ATTACKS:

1 HAMMER OF COLD, 1D6 PLUS 1D6 COLD
1 BREATH, CONE OF COLD, 2D6

DESCRIPTION:

A LONG (THIRTY TO ONE HUNDRED FEET), WHITE WORM FOUND IN COLD PLACES. IT HAS A LARGE MOUTH WHICH SWALLOWS ITS VICTIMS WHOLE. IT IS OFTEN FOUND WITH YOUNG AND WILL VICIOUSLY PROTECT THEM.

IT WILL EAT ANYTHING THAT IS NOT FUZZY (VERY TICKLISH ON THE INSIDE). EIGHTEEN TIMES A DAY, IT CAN REGENERATE TWO OF ITS HIT POINTS IN ONE MELEE TURN.

WORMAN

TYPE: HUMANOID

CREATED BY: STEVE MARSH

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
4D8	6	12			3D6	3D6

ALIGNMENT: NEUTRAL
FOUND IN: DUNGEONS

WORMAN

LAIR (50%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	3D6	30% RARE ORES
	2D6	30% RARE ORES

ATTACKS:

4 WEAPONS, BY WEAPON TYPE PLUS 2D8 ELECTRICITY

DESCRIPTION:

A VAGUELY HUMANOID CREATURE CREATED BY THE UNION OF FOUR SENTIENT WORMS. IT HAS +3 MORALE, BUT IF ITS MORALE EVER FAILS, IT WILL FALL APART INTO THE FOUR INDIVIDUAL WORMS WHICH MAKE IT UP AND THERE IS A 75% THAT EACH OF THE WORMS WILL DIE.

WRAITH, SILVER

TYPE: UNDEAD

CREATED BY: JERRY JACKS

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
12D8	2+2	8			3D6	2D6+12

ALIGNMENT: LAWFUL-EVIL
FOUND IN: ANYWHERE

WANDERING	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1D6	100% USUALLY WEAPONS

ATTACKS:

1 WEAPON, BY WEAPON TYPE + 2D8,
PLUS 1D4 LIFE ENERGIES (SEE BELOW)

DESCRIPTION:

A SILVER COLORED WRAITH, LARGER THAN THE USUAL WRAITH. IT USUALLY CARRIES A SWORD BUT MAY USE ANOTHER WEAPON IF IT DESIRES; ANY WEAPON IT HAS IS ALWAYS LIFE DRAINING, 1D4 LEVELS PER HIT. WHEN THE WRAITH IS REDUCED TO ZERO POINTS OR BELOW, ITS WEAPON WILL TRANSFER ONE LIFE ENERGY TO THE WRAITH AND RESTORE ALL OF ITS HIT POINTS.

ALL THE WORLDS' MONSTERS

WUMBLUM

TYPE: ALIEN

CREATED BY: OWEN HANNIFEN

HIT	ARMOR				
DICE	CLASS	MOVE	FLY	SWIM	IQ
(4-8)D8	2+2	7			RANGE
					3D6
					DEXT.
					RANGE
					2D6

ALIGNMENT: LAWFUL, NEUTRAL
 FOUND IN: DUNGEONS, OUTDOORS, CITIES

	NUMBER	PROBABILITY	OF TREASURE	AND TYPE
LAIR (95%)	10D10	85%	B	
WANDERING	1	100%	A	

ATTACKS:

- 1 STRIKE, 1D8
- 2 SETS OF WHEELS (FRONT AND BACK), 4D10

DESCRIPTION:

THIS IS THE QUOPPINA EQUIVALENT OF A TRUCK. IT IS NINE FEET WIDE AND FOUR FEET HIGH WITH GREAT HEAVY WHEELS. IF ATTACKED, IT CHARGES AT DOUBLE SPEED FOR HALF A MILE, THEN SLOWS TO REGULAR SPEED OF SEVEN INCHES. IF IT HITS, IT WILL CRUSH WITH ONE OR BOTH SETS OF WHEELS (45% RIGHT SET, 45% LEFT SET, 10% BOTH SETS).

THE WUMBLUM CANNOT SWIM AND WILL QUICKLY DROWN IF IMMERSSED IN ANY LIQUID.

DO TO THE NATURE OF ITS LOCOMOTION, THE WUMBLUM CAN ONLY MOVE FOUR INCHES IN HILLY TERRAIN.

IF THE WUMBLUM IS NOT HOSTILE, IT MAY OFFER TO CARRY A PARTY FOR 1D10 GP EACH.

FROM "RETIEF'S WAR" BY KIETH LAUMER.

WYVERGON

TYPE: DRAGONKIND

CREATED BY: DAVE HARGRAVE (AG 1)

HIT	ARMOR				
DICE	CLASS	MOVE	FLY	SWIM	IQ
(7-8)D8+1	2	10			RANGE
					2D6
					DEXT.
					RANGE
					2D6+6

ALIGNMENT: CHAOTIC
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

WYVERGON

	NUMBER	PROBABILITY	OF TREASURE	AND TYPE
LAIR (55%)	1D6	100%	E + 1000 PLATINUM	
WANDERING	1D4	40%	E	

ATTACKS:

- 1 BITE, 2D8
- 1 BUTT, 2D6
- 1 STING, 1D6 PLUS (# OF HIT DICE)D6 POISON
- 1 BREATH, TURN TO STONE

DESCRIPTION:

WYVERN-GORGON CROSSBREED. LOOKS LIKE A SCALEY, CHUNKY, HORNED, WINGLESS WYVERN. USUALLY SILVER COLORED. IT WILL OFTEN COMBINE A BUTT AND STING ATTACK. THOSE WITH A DEXTERITY OVER 13 WILL ATTACK TWO OPPONENTS AT ONCE. USUAL PATTERN OF ATTACK IS ONE BREATH, THEN 1/3 CHANCE OF A BITE OR 2/3 CHANCE OF A BUTT-STING. IT WILL EAT ANY VICTIM TURNED TO STONE. IT CAN BREATHE INTO THE ETHEREAL AND ASTRAL PLANES.

ALL THE WORLDS' MONSTERS



X-RAY BEAST

TYPE: ANIMAL

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(4-6)D8	4				2D4	2D6+8

ALIGNMENT: CHAOTIC, NEUTRAL
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

LAIR (30%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	1D6 1D4	75% D

ATTACKS:

1 X-RAY, 3D6 RADIATION DAMAGE

DESCRIPTION:

LARGE GREY HIPPO-SIZED AND SHAPED, ONE-EYED BEAST. EYE EMITS X-RAYS FOR A RANGE OF TWENTY FEET. CAN SEE THROUGH TEN FOOT WALLS. IMMUNE TO FIRE.

YMIR, PRINCE OF ICE DEMONS

TYPE: DEMON

CREATED BY: STEVE PERRIN

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
20D12	2+8	18			18	20

ALIGNMENT: CHAOTIC, EVIL, CHAOTIC-EVIL
 FOUND IN: ANYWHERE

LAIR (100%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
	1	

ATTACKS:

1 HAMMER, 8D6 PLUS 8D6 COLD
 1 TOUCH, 8D6 COLD

DESCRIPTION:

THE DEMON PRINCE OF THE ICE DEMONS AND COLD CREATURES. HE HAS THE FEAR AND PARALYSIS OF THE CLASS II DEMONS, THE SPELLS OF THE CLASS I, AND THE CLERICAL ATTRIBUTES OF THE CLASS III. HE COMMANDS ALL COLD CREATURES.



X-RAY BEAST

ALL THE WORLDS' MONSTERS

YMIR, PRINCE OF ICE DEMONS

THERE IS A 50% CHANCE THAT FIRE MAGIC WILL REBOUND AND FULLY AFFECT ITS CASTER. THERE IS A 50% CHANCE THAT FLAMING WEAPONS WILL GO OUT WHEN THEY STRIKE HIM, DOING NO DAMAGE; OTHERWISE THEY ACT AS THEY DO TO A CLASS III ICE DEMON. HIS SPELLS ARE THOSE OF A TWENTIETH LEVEL MAGE. DISPEL EVIL HAS A 1% CHANCE PER LEVEL OF CASTER OF WORKING.

YMIR LIKES TO TRAVEL WITH HIS COURT. WHEN HE APPEARS, HE IS LIKELY TO GATE IN TWO CLASS III ICE DEMONS, SIX CLASS II ICE DEMONS AND FOUR CLASS I ICE DEMONS.

HE HAS THE SAME GLARE PROPERTIES AND REGENERATION ABILITIES OF THE REST OF THE ICE DEMONS, THOUGH HIS LIMIT IS 240 HIT POINTS.

ZANTH

TYPE: ANIMAL

CREATED BY: DAVE HARGRAVE

HIT DICE	ARMOR CLASS	MOVE	FLY	SWIM	IQ RANGE	DEXT. RANGE
(4-7)D8+1	6	12			1D6	2D6+6

ALIGNMENT: HUNGRY
 FOUND IN: DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CITIES

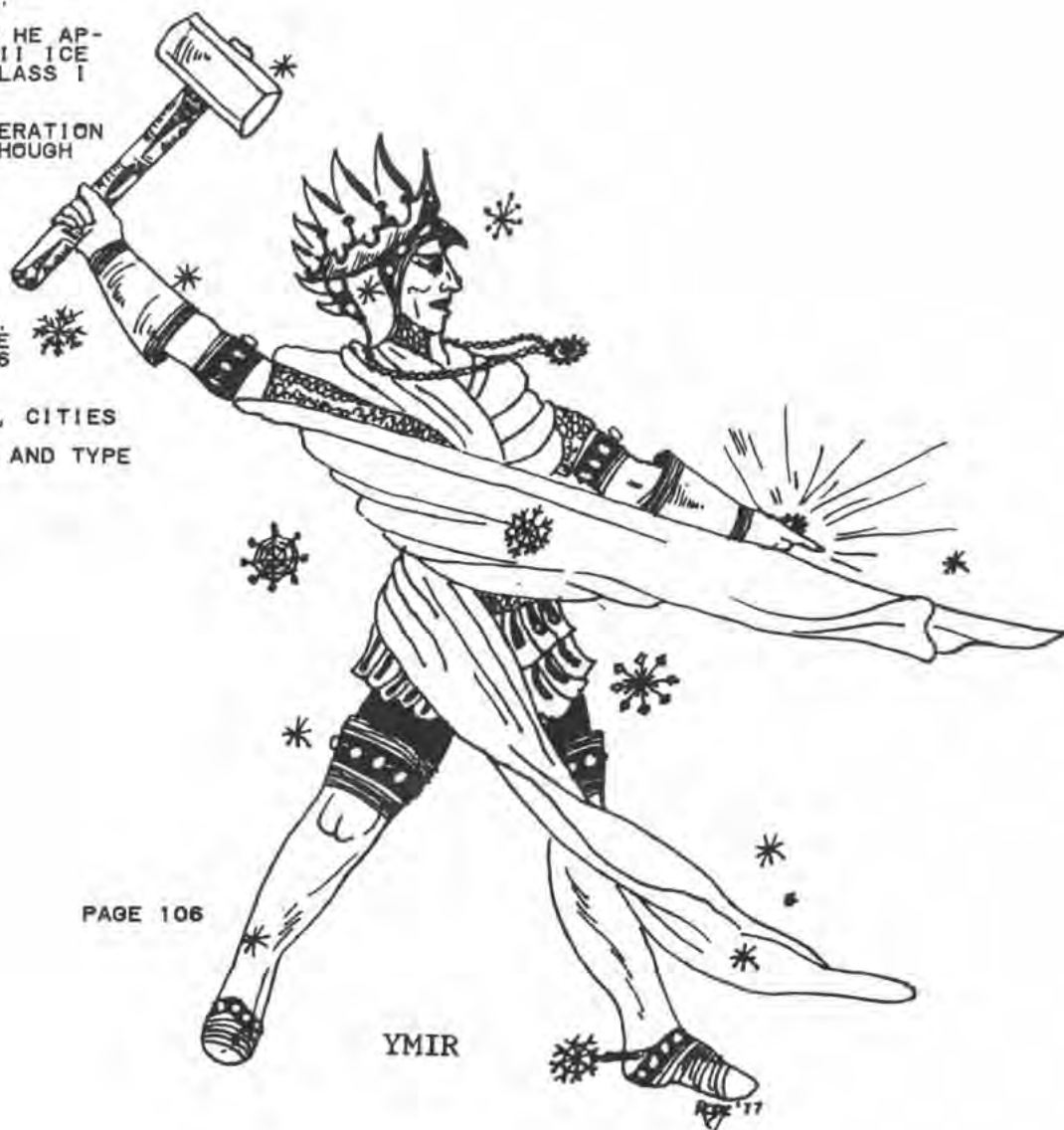
LAIR (20%)	NUMBER	PROBABILITY OF TREASURE AND TYPE
WANDERING	2D10 1D8	75% C

ATTACKS:

1 BITE, 1D12

DESCRIPTION:

SIX LEGGED WOLF-KOMODO-LIZARD.



PAGE 106

YMIR

Monster Level Chart

LEVEL 1

Demon, Serpent (Lesser)
Goblin, Glass
Kill-Kill
Maggot, Mind
Plink Plant
Weakling
Worm, Mind

LEVEL 2

Basic
Blood Worm
Bloodgrass
Demon, Serpent (Lesser)
Hound, Phase
Hydra, Fire Breathing
Killwing
Kittyhawk
Phase Wing
Shockbones
Shrew, Giant
Slug, Mouthing
Stingwing
Telk
Tiger, Ice
Triffid
Tumble Tangle
Weakling
Worm, Sentient

LEVEL 3

Ant Man
Ant, Giant
Bear, Kodiak
Bee, killer
Blood Worm
Bloodgrass
Carniverous Typo
Centipede, Giant
Crumbler
Demon, Serpent (Lesser)
Furred Flyer
Ghoul, Gibbering
Hound, Death
Hound, Phase
Hydra, Fire Breathing
Kobold
Lizard, Giant

Mount

Phase Wing
Shaggy
Skin
Slug, Mouthing
Snake, Giant
Spider
Stingwing
Tiger, Blink Saber Tooth
Tiger, Ice
Toad, Giant
Voion
Weakling
Weaponer
Weasel, Giant
Weem
Worm, Sentient

LEVEL 4

Ant Man
Ant, Giant
Bear, Kodiak
Blood Worm
Bloodgrass
Cat, Carrier
Centipede, Giant
Chameleon Giant
Crumbler
Demon, Serpent (Lesser)
Ghoul, Gibbering
Ground Octopus, Giant
Hound, Phase
Hound, Rock
Hydra, Fire Breathing
Lemming, Giant
Lion, Silicon
Lizard, Giant
Phase Wing
Shaggy
Slug, Mouthing
Snake, Giant
Spider
Sun Devil
Tiger, Blink Saber Tooth
Tiger, Ice
Toad, Giant
Unalhit
Voion

Water Sucker

Weakling
Weasel, Giant
Weem
Were-Hellhound
Where Dit Go
Wind Devil
Wind Witch
Worm, Sentient

LEVEL 5

Ant Man
Ant, Giant
Ape, Desert
Batarang
Blood Worm
Bloodgrass
Centipede, Giant
Chonchon
Crumbler
Culverin
Demon, Serpent (Lesser)
Fiink
Fury
Ghoul, Gibbering
Glith
Gondor
Ground Octopus, Giant
Hairy Howler
Hound, Phase
Hound, Rock
Hydra, Fire Breathing
Lion, Silicon
Lizard
Orgoyle
Phase Wing
Psiren
Quelt
Screamer
Shade
Skull, Flying
Snake, Giant
Spider
Spider Dragon
Sun Devil
Tiger, Blink Saber Tooth
Tiger, Ice
Toad, Giant

Trog
Troll, Gekko
Unalhit
Voion
Weakling
Weasel, Giant
Weem
Were-Hellhound
Wind Devil
Wolf
Worm, Sentient
Worman
X-Ray Beast
Zanth

LEVEL 6

Ant Man
Ant, Giant
Ape, Desert
Ape, Snake
Bear
Bear, Kodiak
Bloodgrass
Centipede, Giant
Demon, Serpent (Lesser)
Fiink
Flat
Furred One
Fury
Gargoyle, Stone
Ghoul, Colony
Ghoul, Gibbering
Golem, Dust
Gremlin, Gnarled
Ground Octopus, Giant
Hound, Hades
Hound, Night
Hound, Rock
Hydra, Fire Breathing
Lion, Silicon
Lizard, Giant
Lizard, Lash
Mekhar
Mole Man
Nightgaunt
Orgoyle
Owl, Golden
Phase Wing
Phoenix
Screamer
Skorpoon
Snake, Giant
Spider
Spider, Green Fang
Termagant
Tiger, Blink Saber Tooth
Tiger, Ice
Toad, Giant
Trog

Unalhit
Voion
Vord
War Wheel
Weakling
Weasel, Giant
Weem
Were-Hellhound
Worm, White
Wumbium
X-Ray Beast
Zanth

LEVEL 7

Ant Man
Ant, Giant
Ape, Desert
Ape, Snake
Bear
Bear, Kodiak
Bloodgrass
Blue Pool Horror
Centipede, Giant
Deathwing
Demon, Class I Ice
Demon, Twelfth Plane
Fiink
Flat
Furred One
Fury
Ghoul, Gibbering
Gremlin, Gnarled
Ground Octopus, Giant
Hound, Hades
Hound, North
Hound, Rock
Hydra, Fire Breathing
Ice Man
Icehorn
Libear
Lion, Silicon
Lizard, Giant
Lizard, Lash
Manta
Mole Man
Owl, Golden
Phase Wing
Screamer
Skorpoon
Snake, Giant
Spider
Tiger, Blink Saber Tooth
Tiger, Ice
Toad, Giant
Toad, Spitting
Trog
Troll, Fire
Unalhit

Undine
Voion
Vord
War Wheel
Weakling
Wease
War Wheel
Weakling
Weasel, Giant
Were-Hellhound
Were, Anti-Wolf, Dire
Worm, White
Wumbium
X-Ray Beast
Zanth

LEVEL 8

Ant Man
Ant, Giant
Ape, Desert
Ape, Snake
Banshee
Bear
Bear, Kodiak
Behinder
Blood Mold
Bloodgrass
Brown Ich
Centipede, Giant
Daughter of Kali
Deathwing
Demon, Twelfth Plane
Drake, Ice
Elemental, Death
Flat
Furred One
Ghost, Silver
Ghoul, Gibbering
Golem, Gold
Gremlin, Gnarled
Ground Octopus, Giant
Heavy Trooper
Hound, Hades
Hound, North
Hound, Rock
Hydra, Fire Breathing
Ice Wolf
Icehorn
Libear
Lizard, Giant
Lizard, Lash
Long-Horned Murderer
Manta
Minogen
Mole Man
Owl, Golden
Phase Wing

Scorpion, Whip
Shadow, Silver
Skorpoon
Snake, Giant
Spider
Striding Murderer
Swamp Slime
Tiger, Blink Saber Tooth
Tiger, Ice
Toad, Giant
Tracker
Unalhit
Valkyrie
Voion
Vord
War Wheel
Weakling
Weasel, Giant
Were-Hellhound
Were, Anti-
Worm, White
Wumblum
Zanth

LEVEL 9
Ant Man
Ant, Giant
Ape, Desert
Bear
Bear, Kodiak
Behinder
Bloodgrass
Blutschink
Centipede, Giant
Corrabus
Deathwing
Demon, Serpent King (lev. VI)
Demon, Twelfth Plane
Earth Mole
Elemental, Death
Flat
Furred One
Genii
Ghoul, Gibbering
Gremlin, Gnarled
Ground Octopus, Giant
Hell Flower
Hound, Hades
Hound, North
Hydra, Fire Breathing
Icehorn
Libear
Lifecloak
Lizard, Giant
Lizard, Lash
Manta
Phase Wing
Skorpoon
Snake, Giant

Spider
Stun Cone
Swamp Slime
Tiger, Blink Saber Tooth
Tiger, Ice
Toad, Giant
Unalhit
Voion
War Wheel
Weakling
Weasel, Giant
Were-Hellhound
Were, Anti-
Worm, White
Worm, White
Wumblum
Wyvergon

LEVEL 10
Ant Man
Ant, Giant
Bear
Beetle, Giant Stag
Behinder
Bloodgrass
Blue Horror
Centipede of Kali, Elder
Demon, Twelfth Plane
Earth Mole
Elemental, Cold
Elemental, Death
Elemental, Wood
Flat
Furred One
Golem, Tar
Golem, Wood
Gremlin, Gnarled
Ground Octopus, Giant
Hell Flower
Hound, Hades
Hound, North
Hydra, Fire Breathing
Lemure
Libear
Lizard, Giant
Lizard, Lash
Olog-Hai
Phase Wing
Praying Mantis
Skorpoon
Snake, Giant
Spider
Stone Gnome
Swamp Slime
Tiger, Blink Saber Tooth
Tiger, Ice
Toad, Giant
Unalhit
Vampire, Snow

Voion
Weakling
Weasel, Giant
Were-Hellhound
Wumblum
Wyvergon

LEVEL 11
Ant Man
Ant, Giant
Bear, Kodiak
Bloodgrass
Centipede, Giant
Daughter of Kali, Elder
Dragon, Rock
Earth Mole
Elemental, Cold
Elemental, Death
Elemental, Wood
Furred One
Gelatinous Blue Horror
Gremlin, Gnarled
Ground Octopus, Giant
Heffalump
Hell Flower
Hound, Hades
Hound, North
Hydra, Fire Breathing
Ice Worm
Libear
Lizard, Giant
Panther
Phase Wing
Praying Mantis
Snake, Giant
Spider
Tiger, Ice
Tiger, Saber Tooth
Toad, Giant
Unalhit
Weakling
Weasel, Giant

LEVEL 12
Ant Man
Ant, Giant
Battler
Bear, Kodiak
Blast Puppy
Centipede, Giant
Crystalloid
Daughter of Kali, Elder
Demon, Class II Ice
Dragon, Rock
Earth Mole
Elemental, Cold
Elemental, Death
Elemental, Wood
Fiend

Gremlin, Gnarled
Ground Octopus, Giant
Heffalump
Hell Flower
Hound, North
Humbaba
Hydra, Fire Breathing
Jugger
Lizard, Giant
Phase Wing
Praying Mantis
Rhoon
Snake, Giant
Spider
Starling
Tiger of Righteous Wrath
Tiger, Ice
Tiger, Saber Tooth
Toad, Giant
Unalhit
Weakling
Weasel, Giant

LEVEL 13
Ant Man
Ant, Giant
Bagda and Fallowman
Battler
Bear, Kodiak
Blob, Red
Centipede, Giant
Crocotta
Crystalloid
Demon, Class III Ice
Demon, Greater
Demon, Lesser
Dragon, Chrome
Dragon, Crystal
Dragon, Rock
Earth Mole
Ebon Doom
Elemental, Cold
Elemental, Death
Elemental, Wood
Ezwal
Fiorn, Son of Dunarth
Garanhir
Geteit Chemosit
Giant, Hell
Golem, Diamond
Golem, Glass
Golem, Green Slime
Golem, Ice
Golem, Quicksilver
Golem, Radium
Gremlin, Gnarled
Heffalump
Hell Flower
Horned Bellower

Hydra, Fire Breathing
Icegrunt
Lizard, Giant
Longlicker
Nerve-Flayer
Nyarlahotep
Pegesone
Phanfasam
Phase Wing
Praying Mantis
Random Horror
Razortongue
Screechwhip
Slime-Mold, Velvet
Snake, Giant
Spider
Stormquill
Three Horsemen of Donn
Three Sons of Argatron
Three Sons of Ormar
Thundertread
Tiger, Ice

Tiger, Saber Tooth
Toad, Giant
Unalhit
Vance Giant
Weakling
Weasel, Giant
Were-Rot
Wraith, Silver
Ymir, Prince of Ice Demons

HOW TO USE THE MONSTER LEVEL TABLE

Determining where a monster appears in a dungeon is up to the individual Dungeon Master. However, the following table can be used as a rule of thumb for those who insist that high level monsters should be on low levels of dungeons.

THE MONSTER LEVEL TABLE

Dungeon Level	Die Roll									
	1	2	3	4	5	6	7	8	9	10
1	1	1	1	2	2	3	3	4	4	5
2	1	1	2	2	3	3	4	4	5	5
3	1	2	2	3	3	4	4	5	5	6
4	2	2	3	3	4	4	5	5	6	6
5	2	3	3	4	4	5	5	6	6	7
6	3	3	4	4	5	5	6	6	7	7
7	3	4	4	5	5	6	6	7	7	8
8	4	4	5	5	6	6	7	7	8	8
9	4	5	5	6	6	7	7	8	8	9
10	5	5	6	6	7	7	8	8	9	9
11	5	6	6	7	7	8	8	9	9	10
12	6	6	7	7	8	8	9	9	10	10
13	6	7	7	8	8	9	9	10	10	11
14	7	7	8	8	9	9	10	10	11	11
15	7	8	8	9	9	10	10	11	11	12
16	8	8	9	9	10	10	11	11	12	12
17	8	9	9	10	10	11	11	12	12	13
18	9	9	10	10	11	11	12	12	13	13

Once you find the correct level, simply establish how many monsters are in the level and roll dice or use other random determinations to decide which monster actually appears.

Note that several monsters appear more than once on the Monster Level Chart. Use the lower range of hit dice for those monsters which appear on the higher (closer to the surface) levels of the dungeon.

The Henderson Monster Creation Table

I Size of Monster	76-00 16+	21-40 Dimension Door	83-88 Spikes	56-70 Heat	96-99 Blindness	21-30 Fire
1 Tiny	VI Armor Class	41-60 Teleport	89-94 Sting	71-79 Sharpness	100 Timestop	31-35 Confusion
02-15 Small	01-30 9 to 4	61-75 Wind Walk	95-00 Fangs	80-87 Vorpal	F Sonic Attack	36-45 Stone
16-35 Mansized	31-50 3 to 1	76-85 Dimension Walk	I Number of Attacks Per Type	88-90 Aging	01-40 Blasting	46-48 Mage Spells
36-70 Larger	51-80 0 to -2	86-90 Shadow Walk	01-30 1	91-94 Life Draining	41-90 Deafen (10% perm)	49-52 Cleric Spells
71-85 Elephant	81-90 -3 to -5	91-00 Leap	31-65 2	95-97 No Regeneration	91-99 Unbalance	53-54 Both
86-95 Very Large	91-99 -6 to -7	IX Number of Types of Attacks	66-85 3	98-99 Requisite Blasting	100 Kill	55-60 Lightning
96-99 Huge	100 -8	01-25 1	86-95 4	100 Cancellation	G Presense Attack	61-65 Sonics
100 Mammoth		26-65 2	96-99 5	B Magical/Clerical	01-40 Fear	66-70 Psionics
II Looks	VII Dexterity Range	66-85 3	100 6	01-50 1 Spell	41-70 Disease	71-80 Charming
1 Indescribable	1 3-6	86-95 4	2 Damage Per Attack	51-75 2 Spells	71-90 Revulsion	81-85 Wands/Staves
02-15 Hideous	02-10 7-9	96-00 5	01-05 1-4	76-90 3 Spells	91-98 Lust	86-90 Devices
16-95 Average	11-25 10-12	X Types of Attack	06-10 1-6	91-00 Many Spells	99-00 Worship	91-95 Normal Weapons
16-95 Average	26-70 13-15	01-65 Physical	11-18 1-8	C Psionic Attacks/Defenses		96-99 Detects
96-00 Beautiful	71-95 16-18	66-70 Magical	19-25 1-10	01-50 1	XI Number of Detects	100 Magical Weapons
III Intelligence	96-00 19+	71-75 Clerical	26-35 1-12	51-75 2	01-65 1	XII Special Abilities (20%)
01-50 Dumb	VIII Speed	76-85 Psionic	36-50 3-12	76-90 3	66-90 2	01-50 1
51-60 3-6	01-05 Immobile	86-90 Breath	51-75 4-24	91-00 All	91-00 3	51-85 2
61-70 7-9	06-10 1"/turn	91-95 Visual	76-85 4-32	D Breath Attacks	A Detects	86-00 3
71-80 10-12	11-20 3"/turn	96-99 Sonic	86-89 6-36	01-20 Fire	01-15 Invisible	A Special Abilities
81-90 13-16	21-40 6"/turn	100 Presence	90-93 8-48	21-30 Sleep	16-25 Etherial	01-10 Rusting
91-99 17-18	41-65 9"/turn	A Physical Attacks	94-96 8-64	31-33 Etherial	26-30 Astral	11-15 Etherialness
100 19+	66-90 12"/turn	1 Weapons	97-98 8-80	34-40 Wind	31-40 ESP	16-20 Psionics
IV Alignment	91-99 15"/turn	02-08 Claws	99 10-100	41-55 Lightning	41-50 Psionics	21-30 Regeneration
01-10 Law	100 18"/turn	09-15 Bite	100 10-120	56-60 Acid	51-60 True-seeing	31-35 Spell Turning
11-75 Chaos	A Airspeed (20%)	16-24 Tentacles	3 Special Sting/Fang Damage	61-75 Cold	61-70 Clairvoyance	36-40 Mage Spell
76-90 Neutral	01-25 15"/turn	25-30 Feet	01-85 Poison	76-90 Poison	71-80 Telepathy	41-45 Cleric Spell
91-00 None	26-50 18"/turn	31-36 Tusks	86-95 Acid	91-00 Blindness	81-90 Enemies	46-55 Mindlie
V Hit Dice	51-70 21"/turn	37-42 Horns	96-99 Other	E Visual Attacks	91-00 Treasure	56-60 Camouflage
01-05 1 Die	71-85 24"/turn	43-48 Tail	100 Potion	01-30 Stone	XII Number of Immunities	61-70 Polymorph
06-10 2-4	86-95 30"/turn	49-54 Quills	4 Special Attack (10%)	31-40 Life Energy	01-50 1	71-80 Silence
11-25 5-7	96-99 36"/turn	55-62 Tongue 20%	01-10 Slow	41-60 Charm	51-85 2	81-90 Haste
26-50 8-12	100 40"/turn	63-70 Pinchers	11-20 Lightning	61-70 Fear	86-00 3	91-00 Invisibility
51-75 13-15	B Special (5%)	71-76 Constriction	21-30 Cold	71-75 Confusion	A Immunities	
	01-20 Etherial	77-82 Contact	31-38 Acid	76-80 Feeblemind	01-10 Fear	
			39-45 Paralysis	81-85 Paralysis	11-20 Cold	
			46-55 Suckers	86-95 Death		

Use % dice to roll abilities, then flesh out to suit. Can you find the monsters in this book who were "born" on this table?
Do you have a similar table? Why not submit it to Volume 11 of All The Worlds Monsters!