



CORRUPTION

MONSTERS  
GUIDE

# **CORRUPTION MONSTERS GUIDE**

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# MONSTERS GUIDE

Monsters set-up and deliver a whole lot of the action, variety and challenge in tabletop RPGs. They typically fall into or between the categories of largely attacked minded monstrous creatures and more fleshed-out or sophisticated Non-Player Characters (NPCs).

## Monsters, NPCs and Arch-Enemies

Corruption starts out with a wide selection of the creatures found in many fantasy RPGs and builds on that in a number of ways:

- Many races have access to most character classes for use as NPCs.
- Favorites such as spiders, oozes and swarms are varied to keep encounters less predictable.
- Additional races suggest options for exploring novel cultures.
- Monstrous NPC classes adapt and recast favorite, if familiar foes, as Arch-Enemies.

## Arch-Enemies

The following classes are typically used as Non-Player Characters (NPCs) and often occur as a result of incredibly corrupt creatures returning to a new form of life or undeath. A GM can use them as Non-Player Characters (NPCs), i.e. recurring enemies or unusual challenges.

Their use as adventurers is largely dependent on players accepting that those who encounter such characters are likely to have developed some methods to limit the threat they present. For example, where dangerous flying creatures present a threat it might well be standard for more people and creatures to carry missile weapons.

Each form of Arch-Enemy might be able to complete the transition to its monstrous form, or a character could even start from there. However, whatever

shreds of compassion of 'humanity' may have remained will likely be gone; which calls for some thought on just how to roleplay that. The final step also takes a creature over to a monstrous condition, so it is likely to become more closely based on the monster's statistics and description.

### Demon, Battlefield Balors (Balor)

Balors make very powerful opponents and some are twisted by Corruption in a manner that allows them to retain sufficient understanding of mortals' thoughts to blend magic use alongside their demonic abilities. They may begin as weaklings among their kind, but as centuries past their strength and skills surpass those of their more common brethren.

### Requirements

Prime Attribute: Intelligence 14; Strength 18; Corruption Lowers to 5 Maximum

Hit Dice: d8/ Level (Gains 4hp/ Level after 9th)

Armor/ Shield Permitted: Any

Weapons Permitted: Any

The process of becoming a Battlefield Balor is thought to involve a direct intervention by a deity or a creature such as a Demon Prince. The transformation into this rare demonic form may be placed upon a creature at death or upon a Balor.

A new Battlefield Balor is vulnerable to the weaknesses of Balors and needs time to gain more of the powers possessed by monstrous Balors.

A Battlefield Balor can rarely control its Corruption and they are very prone to outbursts of corrupt behavior. It seems unlikely one could be trusted unless under heavy penalty for any betrayal or enchanted. As a player character a Balor probably needs to be placed under oath and offer up a considerable ransom to be able to work with a party.

### Battlefield Balor Abilities

These fearsome demons resemble oversized minotaurs with large bat-wings. They can wreath themselves in flame and typically uses a whip and a sword in battle. They are aided by a range of demonic powers that increase with level.



A Battlefield Balor acts as a multi-class character. Any Fighter and Magic-User levels which already existed continue to progress with shared XP, but only after the new monster class equals any levels held in any pre-existing classes.

The Balor has the option of becoming a dual-classed Battlefield Balor at this stage, but having done so it may no longer call on the skills of former classes except as a last resort.

**Flying:** A Battlefield Balor has the ability to fly, but needs to keep its wings furled unless there is enough room to extend and fly with a wing span of 30'. In addition, after a Battlefield Balor takes more than half its overall damage the wings are disabled.

**Immolate:** A Balor can immolate three times/ day for d6 rounds. Unless immune or resistant to fire, those within 10' take damage/ round while within range. The amount of damage matches the damage caused when a Balor's whip pulls a creature into range. Allies can usually be warned and are allowed a saving throw for half damage if there is no warning. Flammable items will catch fire within the area of effect.

**Magical Abilities:** These spell-like effects are detailed in the Balor's Advancement Table.

**Magic Resistance:** Balor's receive greater protection from Magic Resistance as they become more experienced.

Battlefield Balors' Advancement Table

Level	XP for Level	HD (d6)	Saving Throw	Magic Resistance	Battlefield Balors' Abilities
1	0*	1	15	5%	The whip can reach 30' and on a successful hit the victim is pulled close to the Balor and burned by the fires of the demon's body for d6 hit points
2	2,500*	2	14	5%	

Level	XP for Level	HD (d6)	Saving Throw	Magic Resistance	Battlefield Balors' Abilities
3	5,000*	3	13	5%	The whip can reach 60' and on a successful hit the victim is pulled close to the Balor and burned by the fires of the demon's body for 2d6 hit points
4	10,000*	4	12	10%	Non-magical weapons attack at -1
5	20,000*	5	11	10%	
6	40,000*	6	10	10%	Teleport 1/ day
7	80,000*	7	9	15%	The whip can reach 60' and on a successful hit the victim is pulled close to the Balor and burned by the fires of the demon's body for 3d6 hit points
8	160,000*	8	8	15%	Non-magic weapons attack at -2
9	320,000*	9	7	15%	
10	+120,000/ level	+4hp/ level	6	20%	Teleport 2/ day
11			5	20%	
12			Min: 4	20%	
13				25%	The whip can reach 60' and on a successful hit the victim is pulled close to the Balor and burned by the fires of the demon's body for 4d6 hit points
14				25%	Use abilities twice/ day
15				25%	
16				25%	Teleport 3/ day
17				25%	



Level	XP for Level	HD (d6)	Saving Throw	Magic Resistance	Battlefield Balors' Abilities
18+				30%	Once/ month a Balor can summon a Demon Prince or Princess, (25% chance to succeed), but there will be a very high price to pay

\* - GM's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.

### Demon, Divine Succubus

These demons sit on or over the edge between their former rational selves and the demonic essence coursing through them. A few may reclaim some degree of humanity over time, but most are deadly soul-seekers. Oaths and sureties are likely to be needed if a Divine Succubus is played as a PC operating as part of a group.

### Requirements

Prime Attribute: Charisma Rises to 15; Corruption Lowers to 6 Maximum

Hit Dice: 1d6/ Level (Gains 2hp/ Level after 9th)

Armor/ Shield Permitted: Any

Weapons Permitted: Any

An adventurer killed while heavily corrupted may return as a Succubus or Incubus, but the transformation is flawed either because the adventurer still struggles against chaos or because Corruption has completely distorted the process. As a result, the Succubus is formed with Corruption altering a twisted Reincarnation, which creates a Divine Succubus.

A new Divine Succubus is vulnerable to the weaknesses of Succubi and needs time to gain more of the powers possessed by monstrous Succubi.

Kissing a humanoid is necessary each week or a Divine Succubus' Strength and Constitution are lowered by -4. Succubi that drain energy from any of the

adventurer races are going to have problems if Lawful or Neutral adventurers find out.

A Succubus can choose to try to control its Corruption and look to persuade other adventurers that outbursts of corrupt behavior are controllable. A Succubus may even start to remove Corruption.

### Divine Succubi Abilities

A Divine Succubus continues as a multi-class adventurer. Levels which already existed continue to progress with shared XP, but only after the new monster class equals any levels held in any pre-existing classes.

The Succubus has the option of becoming a dual-classed Divine Succubus at this stage, but having done so it may no longer call on the skills of former classes except as a last resort.

**Flying:** A Divine Succubus has the ability to fly, but needs to keep her wings furled unless there is enough room to extend and fly with a wing span of 10'. In addition, after a Divine Succubus takes more than half her overall damage the wings are disabled, because they are not as tough as those of monstrous Succubi.

**Kiss:** A Succubus is able to use the touch of its lips as a weapon while carrying a weapon. This is done by parrying and, if successful, rolling to kiss the attacker.

**Magical Abilities:** These spell-like effects are detailed in the Succubi Advancement Table.

**Magic Resistance:** Succubi receive greater protection from Magic Resistance as they become more experienced.

Succubi Advancement Table

Level	XP for Level	HD (d6)	Saving Throw	Magic Resistance	Succubus' Abilities
1	0*	1	15	5%	Charm Person once/ day
2	2,500*	2	14	5%	Suggestion once/ day

Level	XP for Level	HD (d6)	Saving Throw	Magic Resistance	Succubus' Abilities
3	5,000*	3	13	5%	Non-magical weapons attack at -1
4	10,000*	4	12	10%	ESP once/ day
5	20,000*	5	11	10%	Clairaudience once/ day
6	40,000*	6	10	10%	Darkness 15' Radius once/ day
7	80,000*	7	9	15%	Non-magic weapons attack at -2
8	160,000*	8	8	15%	
9	320,000*	9	7	15%	Shape Change into human-like form once/ week for a full day
10	+120,000/ level	+2hp/ level	6	20%	Kiss drains 1 level
11			5	20%	Non-magical weapons attack at -3
12			Min: 4	20%	
13				25%	Shape Change into human-like form twice/ week for a full day
14				25%	Use daily abilities twice/ day
15				25%	
16				25%	A Divine Succubus can summon a Balor with a 40% chance of success once/ month. It will expect to be paid handsomely
17				25%	
18+				30%	Once/ month a Succubus can summon a Demon Prince or Princess, (25% chance to succeed), but there will be a very high price to pay

\* - GM's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.



## Eye of True Terror, Royal

These creatures are 5' wide orbs with a large central eye and a mouth full of serrated teeth. Royal Eyes of True Terror float naturally and have two 3' long tentacles, which can grasp much like a hand and cause d6hp each. Eight stalks, each with an eye, also extend round the body of a Royal Eye of True Terror and each has a magical power.

### Requirements

Prime Attribute: Dexterity, 13; Intelligence 15; Corruption Lowers to 6 Maximum

Hit Dice: 1d6/ Level (Gains 2hp/ Level after 9th)

Armor/ Shield Permitted: Armor Class: 0 (Body), 2 (Central Eye), 3 (Eyestalks)

Weapons Permitted: 2 Tentacles (D6), Bite (2d4)

The main eye contributes 30% of the creature's total hp and has an AC of 2. Each individual stalk has an AC of 3 and 1d6+8hp. The stalks usually regenerate after a week if damaged. The stalks are evenly distributed round the body, so as many as four eyestalks can be brought to bear on a target in front of a Royal Eye of True Terror.

An adventurer slain while corrupted may return as a Royal Eye of True Terror, but the transformation is flawed either because the adventurer still struggles against chaos or because Corruption has utterly distorted the process. As a result, the Royal Eye of True Terror is formed with Corruption altering the magic which keeps an Eye of True Terror alive. The new Royal Eye of True Terror is vulnerable to all the weaknesses of an Eye of True Terror and needs time to develop the powers possessed by Eyes of True Terror.

A Royal Eye of True Terror can choose to try to limit its Corruption and look to persuade other adventurers that outbursts of corrupt behavior are controllable. A Royal Eye of True Terror may even set out to remove its Corruption.

Feeding on humanoids' fear with a Death Spell is necessary each week once a Royal Eye of Terror gains the ability to do so. Royal Eyes of True Terror that terrorize any of the adventurer races are going to have problems if Lawful or Neutral adventurers find out. A Royal Eye of True Terror that does not feed on fear has its Strength and Constitution lowered by -4.

## Royal Eyes of True Terrors' Abilities

A Royal Eye of True Terror continues as a multi-class adventurer sharing it's XP between advancing as a Royal Eye of True Terror and becoming a Cleric and/ or even more powerful Magic-User.

Any Cleric or Magic-User levels which already existed continue to progress with shared XP, but only after the new monster class matches the level/ s held in any pre-existing classes. The Royal Eye of True Terror has the option of becoming a dual-classed Royal Eye of True Terror at this stage, but having done so it may no longer call on the skills of former classes except as a last resort. The eyes gain the same powers as those of an Eye of True Terror when they become active and can function once/ day initially.

Royal Eye of True Terrors' Advancement Table

Level	XP For Level	HD (d6)	Saving Throw	Eyes' Abilities
1	0*	1	14	Levitate to a height of 6'
2	2,500*	2	13	The main eye becomes active
3	5,000*	3	12	A new eye is activated: roll d8
4	10,000*	4	11	Levitate to a height of 12'
5	20,000*	5	10	Select a new active eye
6	40,000*	6	9	Use each active eye twice/ day
7	80,000*	7	8	A new eye is activated: roll d6
8	160,000*	8	7	Levitate to a height of 25'
9	320,000*	9	6	Select new active eye
10	+120,000/ level	+2hp/ level	5	A new eye is activated: roll d4
11			Min: 4	Select a new active eye
12				Levitate freely
13				Select a new active eye
14				Select a new active eye
15				Use each eye three times/ day
16				Teleport up to 1,000gp in weight

\* - GM's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions

Table or an attribute point added to any attribute currently below 10 except Corruption.

### Lich, Imperial

An Imperial Lich is a particularly dangerous opponent, which can possess the powers of a Cleric, a Magic-User or a Monk.

### Requirements

Prime Attribute: Dexterity, 13; Intelligence 15; Corruption Lowers to 6 Maximum

Hit Dice: 1d4/ Level (Gains 2hp/ Level after 9th)

Armor/ Shield Permitted: No Armor; No Shield

Weapons Permitted: Any

An adventurer slain while corrupted may return as an Imperial Lich, but the transformation is flawed either because the adventurer still struggles against chaos or because Corruption has totally distorted the process. As a result, the Lich is formed with Corruption altering the magic which keeps a Lich alive.

The new Imperial Lich is vulnerable to all the weaknesses of liches and the undead, but needs time to grow into the powers possessed by monstrous liches.

GMs can rule that playing an Imperial Lich as an adventurer is too problematic to allow. This is often the case if the lich sinks into deeper Corruption and either appalls or restricts other adventurers. However, an Imperial Lich can choose to try to limit its Corruption and look to persuade other adventurers that outbursts of corrupt behavior are controllable. An Imperial Lich may even be capable of removing some of its Corruption.

Feeding on fear by paralyzing a humanoid through touch is necessary each week after 5th Level. Imperial Liches that terrorize any of the adventurer races in this way are going to have problems if Lawful or Neutral adventurers find out. An Imperial Lich which does not feed in this way has its Strength and Constitution lowered by -4 until it feeds.





## Imperial Liches' Abilities

The Imperial Lich continues as a multi-class adventurer sharing it's XP between advancing as an Imperial Lich and becoming or continuing as a Cleric, Magic-User or Monk.

Any Cleric, Magic-User or Monk levels which already existed continue to progress with shared XP, but only after the new monster class matches any levels held in any pre-existing classes. The Imperial Lich has the option of becoming a dual-classed Imperial Lich at this stage, but having done so it may no longer call on the skills of former classes except as a last resort.

Imperial Liches receive a bonus against being turned or controlled as they become more experienced.

### Imperial Liches' Advancement Table

Level	XP for Level	HD (d4)	Saving Throw	Resist Turning	Liches' Abilities
1	0*	1	14	+1	The adventurer is able to make a single use phylactery. The cost is 5,000gp each
2	2,500*	2	13	+1	
3	5,000*	3	12	+1	Any being of less than 1HD is paralyzed with fear
4	10,000*	4	11	+1	Any being of 1HD or less is paralyzed with fear unless a saving throw succeeds
5	20,000*	5	10	+2	Touch causes paralyzation for d4 rounds with a saving throw at +6
6	40,000*	6	9	+2	The Imperial Lich can summon an Army Ant Swarm once/ week
7	80,000*	7	8	+2	Able to make a finished phylactery for 20,000gp
8	160,000*	8	7	+3	Touch causes paralyzation for d4 rounds with a saving throw at +4



Level	XP for Level	HD (d4)	Saving Throw	Resist Turning	Liches' Abilities
9	320,000*	9	6	+3	Any being of 2HD or less is paralyzed with fear unless a saving throw succeeds
10	+120,000/ level	+2hp/ level	5	+3	Touch causes paralyzation for d4 rounds with a saving throw at +2
11			Min: 4	+3	The Imperial Lich can summon an Awakened Bee Swarm once/ week
12				+4	Unholy Grace allows the Imperial Lich to add any Charisma bonuses to saving throw rolls
13				+4	Touch causes paralyzation for d4 rounds, but a save is allowed
14				+4	The Imperial Lich can summon a Giant Wasp Swarm once/ week
15				+4	Touch causes paralyzation with a saving throw at -2
16				+4	The Lich can raise an Undead Legion once/ year
17+				+5	Resistance to turning stays at -5

\* - GM's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.

### Mind Eater, Majestic

While Majestic Mind Eaters are not fully accepted by other Mind Eaters, their abilities make them well-respected as they gain levels.

### Requirements

Prime Attribute: Intelligence Rises to 15; Corruption Lowers to 6 Maximum

Hit Dice: 1d6/ Level (Gains 2hp/ Level after 9th)

Armor/ Shield Permitted: No Armor; No Shield

Weapons Permitted: Tentacles 4 (2hp), Any

These are creatures created either through corrupt reincarnations or as by-products of mind-eating where a Mind Eater has rejected a brain it has latched on to. The tentacles may release the brain because of incompatible Corruption or, possibly, enchantment. (It is said that some corrupt humans have been released by Mind Eaters' tentacles). In either case a rarely experienced side-effect of having your brain grabbed, but not consumed, by a Mind Eater kicks in.

Traces of Mind Eater tissue left in the brain infect neighboring cells and within 6 hours the infected creature becomes part Mind Eater. This involves growing facial tentacles, which begin to work much like a standard Mind Eater's tentacles. The victim then becomes multi-classed between the victim's original adventurer class and that of a Majestic Mind Eater. The adventurer continues to take on more of the appearance of a Mind Eater every day. The victim's Charisma drops to 4 as the process starts, but not when dealing with other Mind Eaters or Majestic Mind Eaters.

Portions of a new Majestic Mind Eater's original adventurer remain, including class and level. Corruption is also not altered immediately, but human-like creatures will treat the Majestic Mind Eater with fear and distrust. Majestic Mind Eaters can also face hostility from other Mind Eaters, who may view them as a distortion of controlled Mind Eater reproduction.

A Majestic Mind Eater can choose to try to control its Corruption and/ or look to persuade other adventurers that outbursts of corrupt behavior are controllable. A Majestic Mind Eater may even begin to remove its Corruption.

Majestic Mind Eaters need to eat a humanoid brain each week or their Strength and Constitution drops by -4 until they feed. Mind Eaters that feed on any of the adventurer races are going to have problems if Lawful or Neutral adventurers find out. Majestic Mind Eaters' can gain knowledge from the brains they consume.

### Majestic Mind Eaters' Abilities

A Majestic Mind Eater continues as a multi-class adventurer sharing its XP between advancing as a Majestic Mind Eater and becoming a Bard, Cleric, Magic-User, Monk or Renegade.

Any Bard, Cleric, Magic-User, Monk or Renegade levels which already existed continue to progress with shared XP, but only after the new monster class matches any levels held in any pre-existing classes. The Majestic Mind Eater has the option of becoming a dual-classed Majestic Mind Eater at this stage, but having done so it may no longer call on the skills of former classes except as a last resort.

Feeding: details of the knowledge Majestic Mind Eaters can gain is shown in the Majestic Mind Eaters' Advancement Table.

Mental Blast: Majestic Mind Eaters are also able to 'fry' brains. This is a powerful mental blast in a 60ft cone 5ft wide at the point of emanation and 20ft wide at the end.

Majestic Mind Eater Slime Parasites: these are creatures which form a symbiotic relationship with a Majestic Mind Eater that allows the parasite to live as part of a Mind Eater's organic skin secretions. The parasites can take any of the following forms:

Black Pudding  
Gelatinous Cube  
Any Ooze  
Any Jelly

A Mind Eater Slime Parasite cannot attack other creatures while coating a Majestic Mind Eater, but they do lend the Mind Eater a single immunity or resistance, (of choice), belonging to the parasite. (This immunity cannot then change unless the parasite is replaced with another). In addition, the parasite can take 20hp of damage in place of the Majestic Mind Eater before peeling-off. It then flows from the Mind Eater and starts to act independently, i.e. it will not attach to a Majestic Mind Eater again and may even attack its former host.





Majestic Mind Eaters' Advancement Table

Level	XP for Level	HD (d6)	Saving Throw	Save v's Magic	Majestic Mind Eaters' Skills
1	0*	1	15	+1	A successful tentacle attack eats adventurer race brains in d4 rounds
2	2,500*	2	14	+1	
3	5,000*	3	13	+1	The Majestic Mind Flayer can learn about the local area to a range of 60' by eating a brain that has seen the area recently
4	10,000*	4	12	+1	
5	20,000*	5	11	+1	Once/ day a Mental Blast can target 1-2 creatures. A natural 1 on the save means death. Other failed saves leave victims stunned for d4 rounds
6	40,000*	6	10	+2	The Majestic Mind Flayer can learn about nearby treasure to a range of 60' by eating a brain that has knowledge of the treasure
7	80,000*	7	9	+2	A successful attack with a tentacle eats a humanoid brain in d4 rounds
8	160,000*	8	8	+2	The Majestic Mind Flayer can learn about the local area to a range of 60' by eating a brain that has seen the area recently
9	320,000*	9	7	+2	Once/ day a Mental Blast can target 1-4 creatures. A natural 1 on the save means death. Other failed saves leave victims stunned for d4 rounds

Level	XP for Level	HD (d6)	Saving Throw	Save v's Magic	Majestic Mind Eaters' Skills
10	+120,000/ level	+2hp/ level	6	+2	The Majestic Mind Flayer can learn a spell by eating a brain that has knowledge of the spell
11			5	+3	Once/ day a Mental Blast can target 5+ creatures. A natural 1 on the save means death. Other failed saves leave victims stunned for d4 rounds
12			5	+3	A successful tentacle attack eats any brain in d8 turns
13			Min: 4	+3	A single Majestic Mind Eater Slime Parasite can merge with the Majestic Mind Eater to a maximum of 6HD
14				+3	A successful tentacle attack eats any brain in d4 turns
15				+3	Two Mind Eater Slime Parasites from within one group of such parasites, e.g. a Blue Ooze and a Grey Ooze can merge with a Majestic Mind Eater to a maximum of 9HD
16				+4	Resistance to Magic stays at +4
17					Two Mind Eater Slime Parasites from different groups of such parasites, e.g. a Blue Ooze and a Black Pudding can merge with a Majestic Mind Eater to a maximum of 12HD

\* - GM's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.





## Vampire, Regal

Monstrous vampires aren't exactly easy to scare, but even they think twice before openly challenging a Regal Vampire.

### Requirements

Prime Attribute: Strength Rises to 17; Corruption Lowers to 6 Maximum

Hit Dice: 1d6/ Level (Gains 1hp/ Level after 9th)

Armor/ Shield Permitted: No Armor; No Shield

Weapons Permitted: Avoids Wooden Weapons and Holy Water

Adventurers killed while corrupt may return as Vampires, but the transformation is flawed either because the adventurer still struggles against chaos or because Corruption has distorted the whole process. As a result, the Vampire is formed through corrupt blood instead of simply having its blood drained by a monstrous Vampire.

The new Regal Vampire is vulnerable to the weaknesses of Vampires and the undead, but can eventually develop the abilities possessed by monstrous Vampires. Exposure to sunlight causes 5D6/ turn and the Regal Vampire has to go to a crypt or unholy ground to heal the damage. Damage from Holy Water can only be healed in the same way.

A Regal Vampire can choose to try to lessen its Corruption and look to persuade other adventurers that outbursts of corrupt behavior are controllable. A Regal Vampire may even behave in ways that gradually remove some of its Corruption.

Feeding on humanoid blood is necessary each week or the Regal Vampire loses -4 from its Strength and Constitution. Regal Vampires that feed on any of the adventurer races are going to have problems if Lawful or Neutral adventurers find out. Draining energy is also very likely to be frowned upon. In some societies it may be acceptable for Vampires to buy blood instead of killing for it. Those killed by a bite from a Regal Vampire rarely return as Regal Vampires.

## Regal Vampires' Abilities

A Regal Vampire continues as a multi-class adventurer sharing it's XP between advancing as a Regal Vampire and becoming a Bard, Cleric, Magic-User, Monk or Renegade.

Bard, Cleric, Magic-User, Monk or Renegade: Cleric or Magic-User levels which already existed continue to progress with shared XP, but only after the new monster class matches any levels held in any pre-existing classes. The Regal Vampire has the option of becoming a dual-classed Regal Vampire at this stage, but having done so it may no longer call on the skills of former classes except as a last resort.

Turning and Rebuking: As they become stronger and more experienced Regal Vampires receive a bonus against being turned or rebuked.

Create Crypt: At 5th Level a Regal Vampire can establish a temporary crypt in d4 turns. The Regal Vampire can only have one temporary crypt at a time. The crypt lasts for 48 hours.

Additional powers are gained as set out in the table below:

Regal Vampires' Advancement Table

Level	XP for Level	HD (d6)	Saving Throw	Reduce Turning	Regal Vampire' Skills
1	0*	1	15	+1	Bite d6 and Darkvision 30'
2	2,500*	2	14	+1	Regenerate 3hp/ day
3	5,000*	3	13	+1	Bite d8 and Darkvision 60'
4	10,000*	4	12	+1	Regenerate 5hp/ day
5	20,000*	5	11	+1	Charm Person once/ day
6	40,000*	6	10	+2	Gaseous form or bat once/ day
7	80,000*	7	9	+2	Regenerate 15hp/ day
8	160,000*	8	8	+2	Summon bats once/ week
9	320,000*	9	7	+2	Regenerate 25hp/ day
10	+120,000/ level	+2hp / level	6	+2	Fly once/ day



Level	XP for Level	HD (d6)	Saving Throw	Reduce Turning	Regal Vampire' Skills
11			5	+3	Gaseous Form or bat twice/ day
12			Min: 4	+3	Bite for d10 and Darkvision 120'
13				+3	Charm Person twice/ day
14				+3	Summon wolves once/ week
15				+3	Drain 1 level by biting
16+				+4	Fly 2/ day. Resistance to turning stays at +4

\* - GM's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.







# Monsters

## Selecting Monsters

Selecting monsters using random encounter tables or a strict formula doesn't allow a good fit between a party of adventurers and an encounter as a whole. For example, a single humanoid standing with a torch amidst a pool of lantern oil can be more immediately deadly than an Archdevil who wants to persuade the adventurers to complete a task.

Ideally, GMs can strike a balance where combat is an option, but not always the best option. By starting with relatively easy opponents in fairly small numbers a GM will soon see if adventurers are making progress through brute force alone. If that is what's happening it's time to add extra options to vary combat encounters:

1. Hazardous terrain including cover.
2. Hazardous locations and difficult combat conditions.
3. Non-lethal traps.
4. More opponents.
5. Opponents with greater tactical awareness.
6. Opponents with mixed skill sets.
7. Opponents with more HD and/ or special abilities.
8. Tricks, traps and decoys.

GMs may find it helpful to use monsters' HD and treasure multipliers as a rough guide to which monsters are likely to present a challenge to a particular party.

1. If the opponents in an encounter have significantly fewer total HD than the players' adventurers have levels, a combat encounter will generally favor the adventurers.
2. If the opponents in an encounter have more HD than the players' adventurers the monster/ s are probably at an advantage.

Monsters with treasure multipliers can have their levels multiplied by the same factor to estimate their relative strength, e.g. fighting a 20HD monster with x2 treasure multiplier would be a tough match for 4 fresh, well-equipped 10th Level



adventurers. Clearly, if a party fights a tough opponent early in an adventure, and survives, the adventurers will need opportunities to recover before taking on more difficult opponents.

It is very easy to select a monster randomly if the GM and players are looking for a 'swingly' game where outcomes rely more on random factors and rolling the dice than on players' skill in running their adventurers:

1. Roll d20 and d6 to get a letter of the alphabet – substituting a roll of 26 or Z with an A.
2. Go to the start of the monsters for the letter rolled, roll d20 and count forward.
3. Move forward one if the monster shown couldn't survive in the conditions.
4. If the forward count goes past Z continue with A.

Alternatively, just flick through the descriptions and stop at random.

### Reading Monster Descriptions

The following is a quick reference guide for how to read monster descriptions:

Armor Class: is explained in the rules for combat in the Player's Handbook:

- With the Descending AC system, (where a lower AC is better), disregard the numbers in brackets.
- With the Ascending AC system, (where a higher AC is better) use the numbers in brackets.

Hit Dice: is the number of dice, (usually d8), rolled to determine an individual creature's hit points. If there is a plus or minus next to the number you add or subtract that number from the total, only once. For example: for a creature with 4+1 hit dice, you would roll 4d8 and then add one more hit point.

Attacks: includes the number of attacks the monster has and the damage these attacks inflict if they hit. Monsters get a separate attack roll for each attack. Monster attack rolls are made on the table below. Note: if you are using the

'ascending AC system,' do not bother using the chart, because there is a quicker way:

Roll to-hit, then add the monster's HD and if the result is equal to or greater than the adventurer's Armor Class the attack hits.

Saving Throw: means the target number, (on a d20), the monster needs to meet or exceed in order to make a successful saving throw.

Special: is usually just a 'flag' for the GM, to remind him or her that the monster has some unusual ability or feature. If necessary, more explanation may be included in the monster description. Most monsters can see in the dark, so this is not specifically mentioned.

Move: is the monster's movement rate and it is handled just as movement rates are handled for adventurers.

XP: tells how many experience points the adventuring party gains for defeating or subduing the creature. Defeating a monster doesn't necessarily mean killing the creature. Instead any threat presented by the monster has to be removed to gain the XP. This may mean making an opponent flee from the site or capturing and containing the opponent.

### Magic Resistance

One of the 'Special' items that may be listed for some creatures is 'Magic Resistance,' followed by a percentage. The given percentage chance is the likelihood that any magic used against the creature, (other than bonuses from weapons), will fail to take effect. Roll d100 and if the result is less than the given percentage the magic will fail. Magic Resistance is an optional rule, as it can be frustrating for smaller parties or those playing in relatively low magic campaigns.





## Monster Descriptions

Ankheg

Hit Dice: 4

Armor Class: 3 [16]

Attacks: Bite (3d6), Acid Saliva (d4), Acid Spray 7d4

Saving Throw: 12

Special: Acid Spray

Move: 12/ 4 (Burrowing)

Alignment: Neutral

XP: 400

Ankhegs are burrowing creatures with six legs. They weigh about 800 pounds and have an insect-like exoskeleton. Ankhegs burrow with their legs and mandibles, digging tunnels roughly 5 feet tall and wide for up to 150'. The monsters often lie just beneath the surface until they detect passing prey.

Ankhegs have acidic, digestive saliva that causes d4 extra damage each round. When desperate, the creature can produce an acidic spray once per day, which inflicts 7d4hp damage but this uses up the acidic saliva for a 24 hours.

Ant, Giant (Worker)

Hit Dice: 2

Armor Class: 3 [16]

Attacks: Bite (1d6)

Saving Throw: 16

Special: None

Move: 18

Alignment: Neutral

XP: 200

These ants live in vast subterranean hives tunneled through soil and even stone. A hive can hold as many as 100 ants in a worker-to-warrior ratio of 5 to 1. A hive also contains one Giant Queen Ant.

Ant, Giant (Warrior)

Hit Dice: 3

Armor Class: 3 [16]  
Attacks: Bite (1d6 + Poison)  
Saving Throw: 14  
Special: None  
Move: 18  
Alignment: Neutral  
XP: 300

Their poisonous bite does 2d6 points of damage if a saving throw is failed and 1d4 points of damage if the saving throw is successful.

Ant, Giant (Queen)  
Hit Dice: 10  
Armor Class: 3 [16]  
Attacks: Bite (1d6)  
Saving Throw: 5  
Special: None  
Move: 3  
Alignment: Neutral  
XP: 1000

The queen of a giant ant colony is larger and slower than the average Giant Ant.

Badger, Giant  
Hit Dice: 3  
Armor Class: 4 [15]  
Attacks: 2 Claws (1d3), Bite (1d6)  
Saving Throw: 14  
Special: None  
Move: 6  
Alignment: Neutral  
XP: 300

These subterranean predators are the size of a full-grown human and quite aggressive when defending their territory.

### Badger, Giant Honey

Hit Dice: 7

Armor Class: 0 [19]

Attacks: 2 Claws (1d8), Bite (1d12)

Saving Throw: 9

Special: Damage Reduction, Resist Poisons, Immune to Distraction, Fear and Enchantments

Move: 12

Alignment: Neutral

XP: 700

These predators are the size of a full-grown human and extremely aggressive when hunting or defending their territory. They have unusually tough, very flexible skin that halves the damage of any attack which harms them. In addition, swarms cannot distract Honey Badgers and they are too single-minded for Fear or enchantments to affect them. Poison does make them sleep for d4 rounds, but they then recover fully.

### Banshee

Hit Dice: 7

Armor Class: 0 [19]

Attacks: Claw (1d8)

Saving Throw: 9

Special: See below

Move: 6

Alignment: Chaotic

XP: 700

Treasure: x2

Banshees are foul undead creatures that live in swamps and other desolate places. Banshees are only damaged by magic or silver weapons and have a Magic Resistance of 40%. They are also immune to enchantments. Their Shriek, (once per day), necessitates a saving throw or the hearer will die in 2d6 rounds.

Banshees can travel over water and other terrain as if it were land, but crossing running water causes it to lose its Magic Resistance for 3d6 hours. Banshees look



like gaunt humans, (male or female), with long, stringy hair and glowing yellow eyes. They often wear hooded cloaks. They are considered equivalent to a Vampire for turning purposes.

Basilisk

Hit Dice: 6

Armor Class: 4 [15]

Attacks: Bite (2d6)

Saving Throw: 11

Special: Petrifying Gaze

Move: 12

Alignment: Neutral

XP: 600

Basilisks are great lizards whose gaze turns anyone meeting its eye to stone. (One way of resolving this is for fighting without looking to incur a -4 penalty to-hit). If a Basilisk's own gaze is reflected back at it there is a 10% chance of forcing the Basilisk into a saving throw against being turned to stone itself.

Bat, Giant (Vampire Bat)

Hit Dice: 1

Armor Class: 8 [11]

Attacks: Bite (1d6)

Saving Throw: 17

Special: Sucks Blood

Move: 4/ 18 (Flying)

Alignment: Neutral

XP: 100

These bats suck blood for automatic damage of 1d6 after each successful bite.

Bat, Greater Giant

Hit Dice: 4

Armor Class: 7 [12]

Attacks: Bite (1d10)

Saving Throw: 13

Special: None  
Move: 4/ 18 (Flying)  
Alignment: Neutral  
XP: 400

These massive, man-sized creatures do not suck blood, but nonetheless their bite can be deadly.

Bat, Monster Giant  
Hit Dice: 8  
Armor Class: 6 [13]  
Attacks: Bite (2d8), Claws (1d6)  
Saving Throw: 8  
Special: None  
Move: 4/ 18 (Flying)  
Alignment: Neutral unless intelligent (Chaotic)  
XP: 800

These creatures attack with claws as well as a bite. They are twice the size of a man and have a tremendous wingspan.

Bear  
Hit Dice: 4+1  
Armor Class: 7 [12]  
Attacks: 2 Claws (1d3), Bite (1d6)  
Saving Throw: 13  
Special: Hug  
Move: 9  
Alignment: Neutral  
XP: 450

If both claws hit a crushing hug causes an additional 1d8 hit points of damage. Larger bears are to be found in mountains, caves and arctic regions. They usually have more hit dice and are capable of inflicting additional damage.

Beetle, Giant (Fire)

Hit Dice: 1+3  
Armor Class: 4 [15]  
Attacks: Bite (1d4+2)  
Saving Throw: 18  
Special: None  
Move: 12  
Alignment: Neutral  
XP: 150

A Giant Fire Beetle's oily light-glands glow a reddish color. If they are removed they continue to give off light in a 10' radius for 1d6 days.

Blink Dog  
Hit Dice: 4  
Armor Class: 5 [15]  
Attacks: Bite (1d6)  
Saving Throw: 13  
Special: Teleports  
Move: 12  
Alignment: Lawful  
XP: 400

Blink Dogs are pack hunters, intelligent and usually friendly to those who are not of evil intent. They can use teleportation to travel short distances, (without error), and attack in the same turn. In most cases, (i.e. 75%), a Blink Dog will be able to appear behind an opponent and attack from the rear, receiving appropriate bonuses.

Boar, Wild  
Hit Dice: 3+3  
Armor Class: 7 [12]  
Attacks: Gore (3d4)  
Saving Throw: 14  
Special: Continues Attacking  
Move: 15  
Alignment: Neutral



XP: 350

Wild Boars continue to attack for two rounds after they reach zero hit points, before finally dropping dead.

### Bugbear

Hit Dice: 3+1

Armor Class: 5 [14]

Attacks: Bite (2d4) or by Weapon

Saving Throw: 14

Special: Surprise (on a roll of 1–3)

Move: 9

Alignment: Chaotic

XP: 350

These large, hairy, Goblin-like humanoids are stealthier than their size would suggest. They almost always get the chance to surprise even alert opponents with a roll of 1–3 on a d6, (50%).

### Bulette

Hit Dice: 7 to 10

Armor Class: -2 [21]

Attacks: Bite (4d12) and 2 Claws (3d6)

Saving Throw: 9 (7HD), 8 (8HD), 6 (9HD), 5 (10HD)

Special: Leaping, Surprise

Move: 15

Alignment: Neutral

XP: 7HD (700), 8HD (800), 9HD (900), 10HD (1000)

Roughly 10' in height, a Bulette is covered in sheets of natural armor plating and has a beak-like head that opens to show fearsome, serrated teeth. These creatures can leap to the attack; in which case they cannot bite, but may attack with all four claws. Bulettes dig underground to surprise their prey, leaving a furrow in the ground as they go, caused by a dorsal crest in the creature's armor.

Although Bulettes burrow, they do not venture further underground, as they are surface predators. When the dorsal crest of the Bulette is raised, (which usually only happens after the creature has been wounded during combat), the area underneath is exposed. It is AC6 [13] and this vulnerable point can be attacked if the monster is well enough surrounded for its opponents to attack from behind as well as in front.

#### Carrion Creeper

Hit Dice: 2+4

Armor Class: 7 [12]

Attacks: Bite (1hp) and 6 Tentacles

Saving Throw: 14

Special: Tentacles Cause Paralysis

Move: 12

Alignment: Neutral

XP: 250

When this caterpillar-like creature scores a hit the target is required to make a saving throw or be paralyzed for 2d6 turns. These underground scavengers can be aggressive when they are hungry and will pursue prey unless distracted. They are good climbers, but when crossing water they are unable to do much more than float with the current.

#### Centaur

Hit Dice: 4

Armor Class: 5 [15] or 4 [16] with Shield

Attacks: 2 Kicks (1d6) and Weapon

Saving Throw: 13

Special: None

Move: 18

Alignment: Any

XP: 400

Centaur are fierce warriors and as many as 35% are fully-trained Fighters with 2d4 levels.

Centipede, Giant (Small, Lethal)

Hit Dice: 1d2

Armor Class: 9 [10]

Attacks: Bite (0hp)

Saving Throw: 18

Special: Lethal Poison, +4 save

Move: 13

Alignment: Neutral

XP: 50

Lethal Giant Centipedes of the small size inflict a deadly bite, (with a +4 bonus to saving throws), but cause no damage if the saving throw is successful.

Centipede, Giant (Man-Sized)

Hit Dice: 2

Armor Class: 5 [14]

Attacks: Bite, 1d8)

Saving Throw: 16

Special: Lethal Poison, +6 save

Move: 15

Alignment: Neutral

XP: 200

These centipedes are deadly predators with armored segments, a strong bite and a lethal, though relatively weak, toxin.

Centipede, Giant (Large, 20' Long)

Hit Dice: 4

Armor Class: 0 [19]

Attacks: Bite (3d8)

Saving Throw: 13

Special: Lethal Poison, +4 save

Move: 18

Alignment: Neutral

XP: 400



These creatures are twenty feet long horrors of chitin, multiple legs and clashing pincers.

Chameleon

Hit Dice: 3+2

Armor Class: 4 [15]

Attacks: As Weapon

Saving Throw: 9

Special: Camouflage, Resistances

Move: 9

Alignment: Chaotic

XP: 350

At a distance Chameleons appear similar to Lizardmen. Closer inspection shows they have rounder heads, larger eyes and more flexible skin. Their tongues are remarkably long and sucker-tipped, but it is their skin which makes them dangerous. Chameleons are able to change colors to conceal themselves against any surface, (as if able to Hide in Shadows with an 80% chance of success during daylight). In torch or lantern lit conditions the chance of success rises to 95% and this makes them particularly successful as Renegades. A Chameleon cannot be surprised due to their 360-degree vision and they have a 25% of being a Renegade of 3d4 levels.

In addition, once a Chameleon reveals itself it can take on a complete coating of a single color, which makes the creature resistant to a single attack form. A Chameleon can change its color as a free action during its own round.

Chameleons' Resistances Table

Color	Effect
Red	Fire
Orange	Missiles
Yellow	Electricity
Green	Spells
Blue	Cold
Indigo	Sharp Weapons
Violet	Blunt Weapons

Monks and Clerics of 6d6 experience levels make-up a further 10% of most Chameleon populations. They have the ability to apply more than one color and its resistance to their skin at one time. Those below 9th Level can combine 2 colors, while those of 9th or higher level are able to select three colors at the same time.

### Chimera

Hit Dice: 9

Armor Class: Goat 6 [13], Lion 5 [14], Dragon 2 [17]

Attacks: 2 Claws (1d3), 2 Goat Horns (1d4), 1 Lion Bite (2d4) and 1 Dragon Bite (3d4)

Saving Throw: 6

Special: Dragon's Head Breathes Fire

Move: 9/ 18 (Flying)

Alignment: Chaotic (or Neutral)

XP: 900

The Chimera has three heads: one is the head of a goat, one the head of a lion and one the head of a dragon. Great wings rise from its leonine body. They can breathe flames, (3 times per day to a range of 50'), causing 3d8 damage to anyone caught within the fiery blast, (with a saving throw resulting in half damage).

### Cockatrice

Hit Dice: 5

Armor Class: 6 [13]

Attacks: Bite (1d3 + Turn to Stone)

Saving Throw: 12

Special: Bite Turns to Stone

Move: 6/ 18 (Flying)

Alignment: Neutral

XP: 500

This nasty creature resembles a bat-winged rooster with a long, serpentine tail. Its bite turns enemies to stone unless the victim makes a successful saving throw.

### Couatl

HD: 8

AC: 4 [15]

Attacks: Bite (2d6 + Poison), 1 Tail (1d6 Constrict)

Saving Throw: 8

Special: Fly, Poison, Polymorph, Spells

Move: 12/ 24 (Flying)

Alignment: Neutral

XP: 800

Treasure: x2

Couatls are intelligent serpents with feathered wings. They can be 15' long or more. They can Polymorph Self, crush victims for 1d6 hit points and use Magic-User's spells, (3 Level 1, 2 Level 2, 1 Level 3). They prefer tropical climates and some are thought to serve the gods.

### Crocodile, Normal

Hit Dice: 3

Armor Class: 4 [15]

Attacks: Bite (1d6)

Saving Throw: 14

Special: None

Move: 9/ 12 (Swimming)

Alignment: Neutral

XP: 300

Some of these crocodiles are man-eaters. All are dangerous and can conceal themselves well. Normal crocodiles can grow to be as long as 15ft.

### Crocodile, Giant or Sea

Hit Dice: 6

Armor Class: 3 [16]

Attacks: Bite (3d6)

Saving Throw: 11

Special: None

Move: 9/ 12 (Swimming)

Alignment: Neutral  
XP: 600

The smallest Giant Crocodiles are about 20ft long. Larger examples from deeper waters may also be encountered.

### Cubes

Cubes are strange forms of slime mold, which forage through dungeons, swamps and sewer systems in search of food.

#### Cube, Gelatinous

Hit Dice: 4

Armor Class: 8 [11]

Attacks: Attack (2d4)

Saving Throw: 13

Special: Paralysis, Immune to Lightning and Cold

Move: 6

Alignment: Neutral

XP: 400

Gelatinous Cubes are semi-transparent creatures that slosh through subterranean passages, engulfing debris and carrion to digest. Their entire substance is acidic. If one hits successfully the victim must make a saving throw or become paralyzed for 6 turns. During that time the cube will attempt to devour the victim. Most Gelatinous Cubes contain various metallic treasures or gems that they have engulfed but not yet digested.

#### Cube, Sugar

Hit Dice: 8

Armor Class: 5 [14] or 0 [19]

Attacks: Saliva (4d4), Suffocation, Shards

Saving Throw: 7

Special: Paralysis, Immune to Lightning and Cold

Move: 6/ 12

Alignment: Neutral

XP: 800



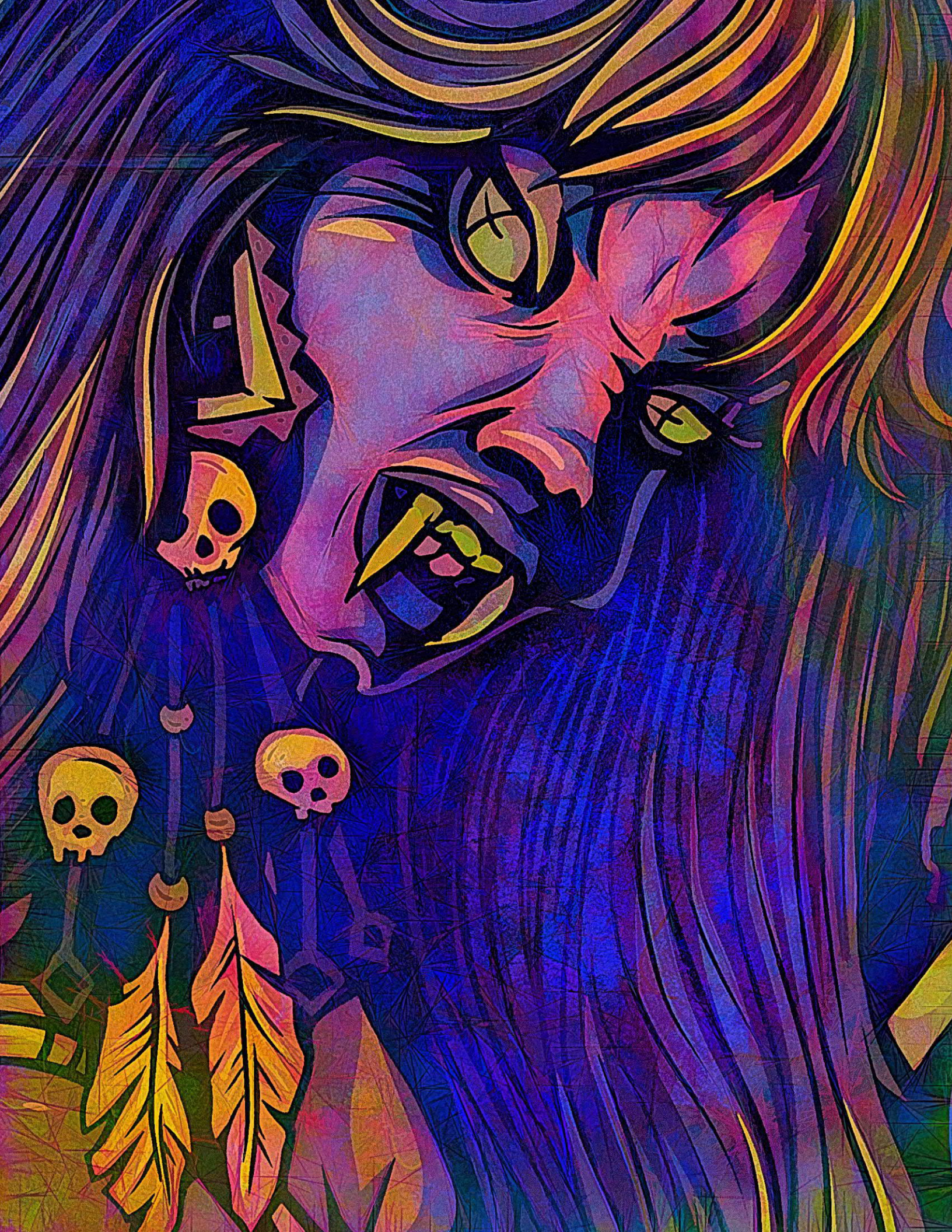
Sugar Cubes are semi-transparent cubes that look much like Gelatinous Cubes but are entirely sugar-based life forms. They flow like a dense, crystalline syrup and crave sugar in any form. Adhesive saliva that melts sugars from any form of flesh is their main form of attack. Once they have hit a victim they stick and it's very hard to remove them. Sugar Cubes hit the same victim automatically until the victim is broken away by a strike from a friend or enemy that causes at least 10hp of damage. In addition to standard damage, any victim who becomes stuck loses d4hp/ round due to lack of air.

Fire damage of less than 20hp in a round makes the cube more viscous and increases its speed. Fire damage of over 20hp in a round halves a cube's speed and caramelizes the surface of the cube for 6 rounds. While caramelized the cube's AC improves to 0 [19] and any strikes with weapons during this time release d6 shards of sharpened sugar causing d4 damage to the creature that struck the cube. Each sugar fragment released from the creature can be eaten immediately for 1hp of healing and the remains of a dead cube can feed 6 human-like creatures for a full day.

If 40hp of fire damage hits the cube in a single round the cube caramelizes instantly and explodes sending d4 fragments of sugar in the direction of each creature within 30' for d4 damage.

Cold damage of under 20hp in a round can also slow the cube and cold damage of over 20hp in a round crystallizes the cube for a full round, making it possible to attack by licking the cube for d6hp/ round. The highly concentrated sugars in the cube heal anyone licking the cube for d6hp/ successful attack.







## Demons

Demons are creatures of the dark lower planes of existence. They are occasionally encountered in places where they have been enslaved to serve as guardians by powerful Magic-Users or evil Clerics. The more intelligent varieties might also be interrupted while carrying out plots of their own.

Demons are more obviously Chaotic than devils, which are usually more calculating and structured. Demons' governance is brutal, absolute and often seemingly random. All demons have Darkvision to a range of 120'.

### Demon, Balor

Hit Dice: 16

Armor Class: 2 [17]

Attacks: Sword (1d12+2) and Balor's Whip

Saving Throw: 3

Special: Magic Resistance (50%), Immolate, Teleport

Move: 6/ 15 (Flying)

Alignment: Chaotic

XP: 1200

Treasure: x3

These powerful demons resemble vast Minotaurs with great, spreading bat-wings. They burn with the fires of hell and are wreathed in flame. The spells of casters below 6th Level do not affect them and against higher-level spellcasters they are still 50% immune to all spells. Balors can also Teleport 3/ day.

In battle a Balor uses a whip and a sword. The whip can be used to reach great distances; on a successful hit the victim is pulled close to the Balor and burned by the fires of the demon's body for 3d6 hit points. A Balor could be forced or tricked into the service of a powerful wizard, but the risk would be immense.

### Demon, Dretch

Hit Dice: 4

Armor Class: 2 [17]

Attacks: 2 Claws (1d4), 1 Bite (1d6)

Special: Magical Abilities

Move: 9  
Saving Throw: 13  
Alignment: Chaotic  
XP: 400

These creatures are fat, with long, spindly arms and legs. They have rudimentary human heads, combined with slobbering jaws and folds of fat. Dretch have some weak demonic powers. Although they are not particularly bright, they can cause a foul Stinking Cloud once per day, (requiring a successfully saving throw to avoid -2 on all rolls while the resulting nausea lasts); can Teleport once per day; can use Darkness 15' Radius once per day; and can summon 1d4 Giant Rats once per day.

Demon, Glabrezu (Third-Category Demon)

Hit Dice: 10

Armor Class: -3 [22]

Attacks: 2 Pincers (2d6), 2 Claws (1d3), 1 Bite (1d4+1)

Special: Magic Resistance (30%), Magical Abilities, Immune to Fire

Move: 9

Saving Throw: 5

Alignment: Chaotic

XP: 1000

Treasure: x2

The Third-Category Demons, Glabrezu, are massive and horrible, standing 10' high or more. They have curved horns and a humanoid shape, but no wings. Four arms sprout from the torso: two huge arms with great crab-pincers and two much shorter arms with claws. Glabrezu can use Darkness 15' Radius, are not injured by fire, can cause Fear at will, can Levitate at will, can Polymorph and are 30% resistant to magic.

Demon, Hezrou (Second-Category Demon)

Hit Dice: 9

Armor Class: 0 [19]

Attacks: 2 Claws (1d3), 1 Bite (2d8)

Special: Magic Resistance (20%), Magical Abilities



Move: 9/ 14 (Flying)  
Saving Throw: 6  
Alignment: Chaotic  
XP: 900

The Hezrou are toad-like demons with bat wings and a Magic Resistance of 20%. At will Hezrou are able to cause Fear, (as the spell), Detect Invisibility, (as the spell), and cause Darkness in a 15' radius. They are not injured by fire.

Demon Lord, Jubilex  
Hit Dice: 21 (100hp)  
Armor Class: -7  
Attacks: 1 (4d10)  
Special: Magic Resistance (30%), +2 Magical Weapon To-Hit, Regenerates, Immune to Acid, Cold, Mind-Influencing Effects, Poison, Sleep, Paralysis, Stunning and Polymorphing  
Move: 12  
Saving Throw: 3  
Alignment: Chaotic  
XP: 2100  
Treasure: x3

Jubilex, the Faceless Lord, is the ruler over all slimes, cubes, oozes, jellies and other disgusting and foul ooze-like creatures. He is accompanied by all sorts of jellies and oozes, (including 1d4 of at least 4 types). The Faceless Lord is immune to acid, cold, mind-influencing effects, poison, sleep, paralyzation, stunning and polymorphing.

Jubilex often takes the form of a 10' tall column of seething green and black ooze. In combat he lashes out with a slimy, acidic tentacle, causing 4d10hp.

Every 10 rounds he can hurl slimy spittle up to 150' away with a 30' diameter area of effect, which has both the effects of contact with Green Slime and an Ochre Jelly. Jubilex can regenerate 2hp every round. He may only be affected by +2 Weapons or better.

Jubilex has the following spell-like abilities, usable at will: Cause Disease, Charm Monster, Darkness 15' Radius, Detect Invisibility, Dispel Magic, ESP, Fear, (as the Wand of Fear), Fly, Hold Monster, Invisibility 10' Radius, Locate Object, Phase Door, Project Image, Putrefy Food and Water, and Telekinesis, (to a weight of 1,500 lbs.). He may summon, (with a 75% probability of success), two Nalfeshnee, (Fourth-Category Demons). In addition, Jubilex can utter an Unholy Word once/ day.

Demon King, Skull

Hit Dice: 40 (160hp)

Armor Class: -6 [25]

Attacks: 1 skull

Special: Magic Resistance (60%), +3 Magic Weapon To-Hit, Magical Abilities, Summon Demons, Skull, Immune to Fire, Cold and Enchantments

Move: 9/ 15 (Flying)

Saving Throw: 3

Alignment: Chaotic

XP: 4,000

Treasure: x3

Skull is an ancient demon locked within the form of a human skull. Skull may take any size from an inch to 20' in height, width and depth. He may also adjust its color and texture to match any surface within 50'. Skull has immunity to fire, cold, enchantments and weapons without a +3 or better bonus.

When carried as a possession, e.g. disguised as a dice or talisman, Skull surreptitiously improves the owner's saving throws and attack rolls by +2. Whenever this effect alters an outcome Skull steals an attribute point, (except from Corruption), which gives the demon an extra HD.

Skull's preferred form of attack is even more devious. In the form of a skull of roughly 20' in height he places himself at, or over, temple entrances, castle gateways and similar entrances. He then uses Phantasmal Force, Hallucinatory Terrain, (and possibly the presence of a summoned Balor), to entice or drive creatures inside; before placing a Wall of Fire over the entrance. The flames suck oxygen from the inside of the skull, causing 10hp of subdual damage in the

second round, 20hp in the second round and so on until any air-breathing captive passes out. Once captives are subdued Skull's minions carry them off to the Abysmal Planes where demons dwell.

Skull's magical abilities include the following spell-like abilities, which are usable at will: Cause Disease, Charm Monster, Darkness 15' Radius, Detect Invisibility, Dispel Magic, ESP, Fear, (as the Wand of Fear), Hallucinatory Terrain, Meteor Swarm, Phantasmal Force, Phase Door, Wall of Fire, Telekinesis, (to 1,500 lbs.). He may summon, (with a 65% probability of success), a Balor or a Succubus. If slain outside of his domain he revives in one of his palaces a week later.

Placing jewels worth 25,000gp in each of Skull's eye sockets allows 'eyes' to form in the sockets. These animate and turn into active Eyes of True Terror within d4 rounds.

Demon, Manes

Hit Dice: 1

Armor Class: 5 [14]

Attacks: 2 Claws (1d2), 1 Bite (1d4)

Special: Half Damage from Non-Magic Weapons

Move: 5

Saving Throw: 18

Alignment: Chaotic

XP: 100

Pathetic, damned souls, Manes are demons no larger than humans, with gray skin and empty eyes. Non-magical weapons inflict only half normal damage on them.

Demon, Marilith (Fifth-Category Demon)

Hit Dice: 12

Armor Class: -3 [22]

Attacks: 6 Weapons (1d8), Tail (1d8)

Special: Magic Resistance (40%), +1 Weapon To-Hit, Magical Abilities, Immune to Fire

Move: 12  
Saving Throw: 8  
Alignment: Chaotic  
XP: 1200  
Treasure: x2

Mariliths appear as a cruel-eyed beautiful woman with a six-armed torso, but the lower body of a huge constrictor snake. They can wield weapons in all six arms at once and the tail, if it hits, constricts for automatic damage after the initial hit. Mariliths are among the most feared of demons. They can, at will, cast Charm Person, Levitate and Polymorph Self. They are also 40% resistant to magic. Fire does not affect them.

Demon, Nalfeshnee (Fourth-Category Demon)

Hit Dice: 11  
Armor Class: -1 [20]  
Attacks: 2 Claws (1d4), 1 Bite (1d6+2)  
Special: Magic Resistance (35%), +1 Weapon To-Hit, +2 To-Hit, Magical Abilities, Immune to Fire  
Move: 9/ 14 (Flying)  
Saving Throw: 4  
Alignment: Chaotic  
XP: 1100  
Treasure: x2

Nalfeshnee have the body of an enormous gorilla, the head of a boar and cloven hooves. These massive, brutish demons are actually quite intelligent, despite their appearance. The very size of a Nalfeshnee prevents them from being particularly agile flyers, though they do have wings. Nalfeshnee are incredibly powerful, (gaining +2 to-hit), and have various demonic powers in addition to not being injured by fire: at will, they can cause Fear, (as the spell), Polymorph Self and Dispel Magic. They can also create a Symbol of Discord once per day.

Demon Prince, Orcus  
Hit Dice: 30 (125hp)  
Armor Class: -6 [25]



Attacks: 1 Staff (Death – No Save), Tail (2d8), 1 Claw (2d8)  
Special: Death Staff, Magic Resistance (60%), +3 Magic Weapon To-Hit, Spells, Magical Abilities, Summon Demons, Immune to Fire and Charms  
Move: 9/ 20 (Flying)  
Saving Throw: 3  
Alignment: Chaotic  
XP: 3000  
Treasure: x3

Orcus is a Demon Prince of the Undead and frequently calls upon his lesser demon-minions for assistance. His staff causes death at its touch and he uses Magic-User spells at the following levels. Level 1: 7; Level 2: 6; Level 3: 5; Level 4: 4; Level 5: 3; Level 6: 2; Level 7: 1. He has Magic Resistance of 60% and is completely unaffected by fire and charm spells.

At will Orcus can Animate Dead, create Darkness 15' Radius, cause Fear, Dispel Magic, make a Suggestion, Polymorph himself or use ESP. Such powers can be used at the same time as normal attacks. His skull-tipped staff might have independent powers of its own. Orcus is also able to summon 2 Mariliths with 70% probability of success. If killed outside of his abysmal domain Orcus revives in one of his palaces a week later.

Demon Princess, Jubslix  
Hit Dice: 17  
Armor Class: -4 [23]  
Attacks: 2 Claws (1d4)  
Special: Magic Resistance (30%), +2 Magical Weapon To-Hit, Darkness 15' Radius, Regenerates, Acid, Cold, Mind-Influencing Effects, Poison, Sleep, Paralyzation, Stunning and Polymorphing.  
Move: 12  
Saving Throw: 3  
Alignment: Chaotic  
XP: 1700  
Treasure: x3

Jubilex's evil daughter Jubslix is a Demon Princess who helps to rule puddings, cubes, oozes, slimes and jellies. She is capable of taking humanoid form, but any kind of excitement or combat brings the puddings, cubes, jellies, slimes, molds and oozes beneath her skin to the surface. These creatures burst out in patches across her skin and she can pull 1/ round off and hurl it as a weapon. A strike with one of these creatures causes the same damage as a normal attack by the creature, which then joins Jubslix in attacking her enemies.

Jubslix is immune to acid, cold, mind-influencing effects, poison, sleep, paralyzation, stunning and polymorphing.

Jubslix recovers 2hp/ round for each different jelly in her presence that is regenerating. The creatures she can hurl at the GM's discretion include all puddings, cubes, jellies, molds, oozes and slimes.

Jubslix has the following spell-like abilities, usable at will: Cause Disease, Charm Monster, Darkness 15' Radius, Detect Invisibility, Dispel Magic, ESP, Fear, (as the Wand of Fear), Polymorph, Invisibility 10' Radius, Locate Object, Phase Door, Putrefy Food and Water, Project Image and Telekinesis, (to 1,500 lbs.). She may attempt to summon two Succubi, (with a 65% probability of success).

Demon Princess, Melinoe

Hit Dice: 20

Armor Class: -3 [22]

Attacks: 2 Claws (2d8) or 2 (Weapons)

Special: Magic Resistance (40%), +2 Magical Weapon To-Hit, Summon Demons, Immune to Fire, Charms, Spells, Magical Abilities and Blades

Move: 18

Saving Throw: 3

Alignment: Chaotic

XP: 2000

Treasure: x3

Melinoe, (Dark Mind), is the Demon Princess who collects offerings to the ghosts of the dead. One side of her body is completely black, while the other is chalk

white. She is usually encountered with a retinue of d4 Ghosts and d4 Banshees. A +2 or better enchanted weapon is required to damage her.

She uses Magic-User spells at the following levels. Level 1: 6; Level 2: 5; Level 3: 4; Level 4: 3; Level 5: 2; Level 6: 1. Her Magic Resistance is 40% and she is completely unharmed by fire and charms.

At will Melinoe can Animate Dead, Create Darkness 15' Radius, cause Fear, Dispel Magic, make a Suggestion, Polymorph and use ESP. Such powers can be used at the same time as normal attacks. She may summon a Balor, (with a 65% probability of success). If slain outside of her personal domain Melinoe revives in one of her palaces d4 days later.

1. Melinoe's White Blade: is a +2 Long Sword which turns those it strikes into a Ghost if a saving throw is not successful.
2. Melinoe's Black Blade: is a +2 Long Sword which turns those it strikes into a Banshee if a saving throw is not successful.

Demon Princess, Stricken

Hit Dice: 16

Armor Class: -6 [25]

Attacks: Swarms or Sting (5d8 + Poison)

Special: Magic Resistance (30%), Magical Abilities, Immune to Acid, Fire and Cold

Move: 12/ 24 (Flying)

Saving Throw: 3

Alignment: Chaotic

XP: 1600

Treasure: x3

Stricken is the Demon Princess of Swarms. She prefers the form of insects, but can take the shape of a humanoid while cooled below zero degrees. Her primary attack is to breathe a swarm of her choice out of her body once every five rounds. (The GM should decide which types of swarms are available). When in the form of any stinging insect she can also deliver a powerful sting of her own.

Stricken has the following spell-like abilities, usable at will: Shape Change to insect form, Cause Disease, Charm Monster, Darkness 15' Radius, Detect Invisibility, Dispel Magic, ESP, Fear, (as the Wand of Fear), Polymorph, Invisibility 10' Radius, Locate Object, Phase Door, Project Image and Telekinesis, (up to 1,500 lbs.). She may summon a Balor, (with a 45% probability of success). If slain outside of her domain she revives in one of her palaces a week later.

Demon, Quasit

Hit Dice: 3

Armor Class: 2 [17]

Attack: 2 Claws (1d2 + Non-Lethal Poison), 1 Bite (1d3)

Special: Magic Resistance (20%), Regenerate (1hp/ round), Poison, Magical Abilities

Move: 14

Saving Throw: 14

Alignment: Chaotic

XP: 300

Quasits are demonic Familiars, much like Imps but without wings and with a less human-like shape. A Quasit can Polymorph into two other forms, (commonly a Giant Centipede and a bat). These demons are 20% resistant to magic, recover 1hp/ round, can use Invisibility at will and, once per day, can cast a Fear spell. A Quasit's claws are laden with a poison that reduces an opponent's Dexterity score by 1 point for 2d6 rounds unless the victim makes a successful saving throw.

Demon, Succubus

Hit Dice: 11

Armor Class: 9 [10]

Attacks: 2 Scratches (1d3)

Saving Throw: 5

Special: Magic Resistance (30%), Darkness 15' Radius, Level Drain (1) with Kiss, Summon Demons, Spells, Shape Change, Immune to Non-Magical Weapons

Move: 12/ 18 (flying)

Alignment: Chaotic

XP: 1100



Treasure: x3

A Succubus is a creature of demonic lust who offers fatal temptation to mortals that fall into the trap of her deadly embraces: each Kiss drains one level of experience. (The male form of this demon is called an Incubus. A Succubus is always female, just as an Incubus is always male).

The demon's form is that of a beautiful demonic woman, but furled bat wings and delicate horns show her true nature. Small white fangs gleam from behind the lips and when angry her eyes shift to those of a serpent.

A Succubus can use Charm Person whenever desired, as well as using ESP, Clairaudience and Suggestion.

They can Shape Change at will, but only into human or human-like forms. Succubi also have the ability to call forth other demons, (by Gate). A Succubus can summon a Demon Prince or Princess, (with a 40% chance to succeed), but will seldom do so, as the price to be paid afterwards is generally significant and unpleasant.

However, a Succubus can summon a Balor or a Nalfeshnee, (Fourth-Category Demon), again, with a 40% chance of success regardless of the type of demon being summoned. If a Succubus does not specify the sort of demon she is summoning, there is a 5% chance that the respondent will be a Demon Prince and, if not, there is a 75% chance that the demon will be a Nalfeshnee.

Succubi try to limit physical attacks; preferring to use their Charm and Suggestion abilities to allow them to bestow their deadly affections upon opponents.

Demon, Vrock (First-Category Demon)

Hit Dice: 8

Armor Class: 1 [18]

Attacks: 1 Beak (1d6), 2 Fore Claws (1d4), 2 Rear Claws (1d6)

Special: Magic Resistance (20%), Darkness 15' Radius, Immune to Fire

Move: 12/ 18 (Flying)

Saving Throw: 8  
Alignment: Chaotic  
XP: 800

These demons are vulture-headed, with feathered humanoid bodies and huge dark-feathered wings. All can use Darkness 15' Radius and are unharmed by fire. They use their wings to bring both their arms and legs into combat, along with their beaked bite. Vrock are quite stupid, but like most demons they consider themselves to be tremendously intelligent.

### Devils

Devils are evil creatures of the lower planes and particularly the hells where powerful devils locate their palaces. Devils have strict hierarchies and are constantly scheming and calculating. Despite their organization and structure, ultimately they are no less Chaotic than demons. All devils have Darkvision to 120' and take half damage from acid.

Archdevil, Lucifer  
Hit Dice: 25  
Armor Class: 0 [19]  
Attacks: Lucifer's Staff or Weapon  
Special: Magic Resistance (50%), Magical Abilities, Immune to Fire, Cold and Poisons  
Move: 12/ 24 (Flying)  
Save: 4  
Alignment: Chaotic  
XP: 3500  
Treasure: x3

Outside his domain Archdevil Lucifer typically appears as is a well-groomed, 7' tall humanoid with a black beard, emerald colored eyes and two short horns on the forehead. This is as a result of being able to Shape Change to any humanoid form at will. Within his domain Lucifer's horns, cloven hooves and tail are usually unconcealed.

Lucifer defines the capacity for some evil creatures to temper their chaotic nature with a calculating mind that often appears civilized or even gentle. Of course, this veneer collapses as soon as the creature doesn't get what it wants and, once exposed, Lucifer's menacing rage is merciless. Fortunately, few adventurers are likely to meet directly with this calculating fiend, as he usually works through his minions.

#### Lucifer's Staff

This is a long wooden staff, shod in iron and inscribed with sigils and runes of all types, this potent artifact contains many spell powers and other functions. In Lucifer's hands it has limitless charges. In the hands of another some of its powers drain charges, while others don't. The following powers do not drain charges:

Protection from Good 10' Radius  
Enlarge  
Knock

The following powers drain 1 charge per usage:

Dispel Magic  
Fireball (13d6)  
Ice Storm  
Invisibility  
Cone of Cold (13d4)  
Passwall

These powers drain 2 charges per usage:

Monster Summoning IX  
Simulacrum  
Telekinesis (to 500 pounds maximum weight)

Lucifer's Staff can be broken to deliver an explosive strike. Such an act must be purposeful and declared by the wielder. All charges in the staff are released in a 30-foot spread. All within 10 feet of the broken staff take hit points of damage

equal to 8 times the number of charges in the staff; those between 11 feet and 20 feet away take points equal to 6 times the number of charges; and those 21 feet to 30 feet distant take 4 times the number of charges. Successful saving throws reduce damage by half. The creature or character breaking the staff is teleported to Lucifer's principal palace as the Staff explodes.

The Archdevil can radiate Fear like the spell in a 20' radius twice/ day. Alternatively, Lucifer can immolate himself in a 20' radius of infernal flame, which drains a point from an attribute, (other than Corruption), every time someone enters the flames. Lucifer is also able to summon 2 Pit Fiends and d4 Erinyes each day.

Any creature meeting Lucifer's gaze must make a saving throw to avoid a Charm Monster effect. A penalty of -4 to-hit applies if trying to attack Lucifer while avoiding his gaze.

Lucifer's spell-like abilities include Teleport at will, (including the devil plus 500 pounds of objects), as if at 25th Level. Create Greater Undead, Death Spell, Hold Monster, Dispel Magic, Feeblemind, Power Word Kill and Meteor Swarm are also available 3/ day as if cast at 25th Level. Once per week Lucifer can use Wish as the spell at 25th Level.

If slain outside of Hell Lucifer revives in one of his palaces a week later.

Archdevil, Old Nick

Hit Dice: 25

Armor Class: -4 [23]

Attacks: Staff (Geas)

Special: Magic Resistance (60%), Magical Abilities, Immune to Fire, Cold and Poisons

Move: 12/ 24 (Flying)

Save: 4

Alignment: Chaotic

XP: 1600

Treasure: x3



Old Nick is an ancient Archdevil who revels in trickery and games. He can fight to lethal effect, but prefers to play games for adventurers' souls before carrying his victims off to one of his fortresses. Old Nick is especially fond of boardgames and card games, which he plays on an enchanted gaming board. This device can provide the board, counters and dice for any game known to humanoids or monsters.

Nick's die-topped walking stick or staff is used to force those it strikes to make a saving throw or to agree to play Old Nick at a game of his choice. The effect is comparable to a Geas. If the fiend wins his opponent is transported to one of the Planes of Hell and put to work. If the adventurer wins Old Nick hands over a powerful magic item and allows the adventurer to leave safely.

Old Nick's spell-like abilities include Teleport at will, (including the devil plus 500 pounds of objects), as if at 25th Level. Create Greater Undead, Death Spell, Hold Monster, Dispel Magic and Time Stop are also available 3/ day - as if cast at 30th Level. Once per week Lucifer can use Wish at 30th Level.

Devil, Barbed

Hit Dice: 12d8

Armor Class: 2 [17]

Attacks: 2 Claws (2d8 + Hug)

Special: Magic Resistance (25%), Magical Abilities, Immune to Fire, Cold and Poisons

Move: 12

Save: 5

Alignment: Chaotic

XP: 1200

Treasure: x2

A spine-coated Barbed Devil stands over 7' tall. When it strikes the same opponent with both claws the target is crushed and impaled for an extra 3d6 of damage. Anyone caught in the Barbed Devil's arms in this way must make a saving throw or be paralyzed with fear for 1d3 rounds - during which time the Barbed Devil hits automatically.

A Barbed Devil can also radiate Fear like the spell in a 20' radius twice/ day and has a 25% chance of summoning a Pit Fiend. A Barbed Devil is able to Teleport at will, (including the devil plus 50 pounds of objects), as if at 12th Level.

Devil, Bearded

Hit Dice: 7d8

Armor Class: 2 [17]

Attacks: Glaive or 2 Claws (d6+2)

Special: Magic Resistance (25%), Frenzy, Magical Abilities, Immune to Fire, Cold and Poisons

Move: 12

Save: 7

Alignment: Chaotic

XP: 700

Treasure: x2

Every Bearded Devil carries a saw-toothed glaive and stands 6' tall. They are ferocious fighters and twice a day they can attack in a Frenzy, which doubles the damage they cause for a turn.

These devils can radiate Fear like the spell in a 5' radius twice/ day and have a 25% chance of summoning a Bone Devil. A Bearded Devil can also Teleport at will, (including the devil plus 50 pounds of objects), as if at 9th Level. The damage a Bearded Devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists most healing spells. The continuing hit point loss can be stopped by a Cure Critical Wounds spell or a Heal spell.

Devil, Bone

Hit Dice: 12d8

Armor Class: 2 [17]

Attacks: Bite (d8), 2 Claws (d6+2) and Poison Sting

Special: Magic Resistance (25%), Magical Abilities, Immune to Fire, Cold and Poisons

Move: 12

Save: 4

Alignment: Chaotic

XP: 1200

Treasure: x2

The extremely dangerous, skeletal Bone Devil is roughly 9' tall. Bone Devils often use a Wall of Ice to divide their enemies. Bone Devils can radiate Fear like the spell in a 20' radius twice/ day. A Bone Devil also has a 25% chance of summoning a Barbed Devil.

Spell-Like Abilities: a Bone Devil can Teleport at will, (including the devil plus 50 pounds of objects), as if at 12th Level. Wall of Ice, Invisibility, Fly and Mirror Image are also available at will as if cast at 12<sup>th</sup> Level.

Devil, Erinyes

Hit Dice: 9

Armor Class: 2 [17]

Attacks: 1 Bronze Sword (1d6 + Paralysis) and Whip (Entangles)

Special: Magic Resistance (25%), Magical Abilities, Entangle, Immune to Fire and Cold

Move: 12/ 24 (Flying)

Save: 11

Alignment: Chaotic

XP: 900

Treasure: x2

The Erinyes are female devils who pursue those guilty of crimes against the rule of vengeful gods. Their appearance causes Fear at will unless a saving throw is successful. They see all invisible things and locate objects at will, so it is impossible to hide from them. Each Fury carries a whip which, if it hits, entangles the victim until the Fury releases it, (unless a saving throw is successful).

The Furies are immune to fire and cold. They also have a Magic Resistance of 25%. The blade of a Fury's bronze sword causes paralyzation, (unless a saving throw is successful).





Devil, Horned

Hit Dice: 15d8

Armor Class: 2 [17]

Attacks: Spiked Chain (d8+Stun) or Claws (d6+2) and Tail (2d6)

Special: Magic Resistance (25%), Magical Abilities, Immune to Fire, Cold and Poisons

Move: 12

Save: 4

Alignment: Chaotic

XP: 1500

Treasure: x2

A Horned Devil is 9' tall and weighs about 600 pounds. If a Horned Devil's spiked chain strikes the victim must make a saving throw or be stunned for d4 rounds. A Horned Devil can also radiate Fear like the spell in a 20' radius twice/day. They have a 25% chance of summoning a Barbed Devil.

Spell-Like Abilities: a Horned Devil can Teleport at will, (including the devil plus 50 pounds of objects), as if at 12th Level. Dispel Good, Fireball and Lightning Bolt are also available 3/ day as if cast at 15th Level.

Devil, Ice

Hit Dice: 14d8

Armor Class: 0 [19]

Attacks: Spear (d12 + Chill) or Claws (d6+2) or Tail (2d6 + Chill)

Special: Magic Resistance (25%), Magical Abilities, Immune to Fire, Cold and Poisons

Move: 12

Save: 4

Alignment: Chaotic

XP: 1400

Treasure: x2

An Ice Devil is about 12' tall and weighs approximately 700 pounds. A hit from an Ice Devil's tail or spear induces numbing cold. The victim must save or be subject to the effects of a Slow spell for d6 rounds.

Ice Devils can radiate Fear like the spell in a 20' radius twice/ day and have a 50% chance of summoning a Bone Devil or a Pit Fiend.

Spell-Like Abilities: an Ice Devil can Teleport at will, (including the devil plus 50 pounds of objects), as if at 15th Level. Cone of Cold, Fly, Ice Storm and Wall of Ice are also available 3/ day as if cast at 15th Level.

Devil, Lemures

Hit Dice: 3

Armor Class: 7 [12]

Attacks: Claw (1d3)

Saving Throw: 14

Special: Regenerates

Move: 3

Alignment: Chaotic

XP: 300

Lemures are vaguely humanoid, but their flesh is mud-like, shifting and soft upon their horrible bodies. (This amorphous form allows them to regenerate 1hp per round). Lemures are lower forms of devils; the fleshly manifestations of damned souls. These devils can be permanently destroyed only by sprinkling their disgusting bodies with Holy Water.

Devil, Pit Fiend

Hit Dice: 16d8

Armor Class: -2 [21]

Attacks: 2 Claws (d8+2), 2 Wings (d8), Bite (d12), Tail (d6+2), Devil Chills

Special: Magic Resistance (25%), Magical Abilities, Immune to Fire, Cold and Poisons

Move: 12/ 24 (Flying)

Save: 4

Alignment: Chaotic

XP: 1600

Treasure: x2

A Pit Fiend often wraps its wings around itself like a grotesque cloak and appears wreathed in flames. They are roughly 12' tall and weigh about 800 pounds.

A Pit Fiend can radiate Fear like the spell in a 20' radius twice/ day. A Pit Fiend can also summon 2 Bone Devils or 2 Ice Devils or an Erinyes twice/ day.

Any creature struck by a Pit Fiend's bite attack must make a successful save or be infected with a vile disease known as Devil Chills, (with an incubation period of 1d4 days and causing 1d4 reduction in Strength).

A Pit Fiend's spell-like abilities include Teleport at will, (including the devil plus 50 pounds of objects), at 18th Level. Create Greater Undead, Hold Monster, Dispel Magic, Power Word Stun and Meteor Swarm are also available 3/ day as if cast at 18th Level. Once per year a Pit Fiend can use a Wish at 15th Level.

#### Devilfish

Hit Dice: 4d8+4

Armor Class: 3 [16]

Attacks: Jaws (3d8), Sting (1d8+Poison)

Saving Throw: 12

Special: Darkvision 60'

Move: 0/ 18 (Swimming)

Alignment: Chaotic

XP: 450/ 750+

These medium-sized rays are intelligent and very dangerous. They know how to use undersea terrain to best advantage and usually surprise on a roll of 1-4 on a d6.

The rays' leaders are spellcasting Clerics with the following spells prepared as a matter of course: Detect Good; Protection from Good; Read Magic; Resist Cold; Sacred Symbol; Bless; Hold Person; Silence, 15' Radius and Speak with Animals.

More powerful Clerics are rare, but some are of exceptional ability and able to cast high level magic. Spells available to them vary, but include: Animate Dead;

Cause Disease; Locate Object; Prayer; Cure or Cause Serious Wounds; Detect Lie; Protection from Good, 10' Radius; Speak with Plants; Dispel Good; Finger of Death; Cause Death; True Sight; Blade Barrier; Conjuraton of Animals; Heal; Word of Recall; Earthquake; Unholy Word; Mass Healing and Zombie Master.

### Djinni

Hit Dice: 7+3

Armor Class: 4 [15]

Attacks: Fist or Weapon (1d10+1)

Saving Throw: 9

Special: Magical Powers, Whirlwind

Move: 9/ 24 (Flying)

Alignment: Any

XP: 750

Djinn are one of the Genies of folklore. They are creatures of the air, (and possibly of the Elemental Planes). They can carry 700 lbs. of weight and have a number of magical powers. Djinn can also Create Food and Water, as well as wooden and cloth objects. They are able to create objects of metal, (including coins), but all such magically created metals disappear in time. Djinn can call-up illusions and although these are quite excellent they disappear when touched. A Djinni may give itself a gaseous form, where it cannot attack or be attacked; but can enter any area that is not airtight. They can also become invisible at will. Finally, a Djinni can turn itself into a powerful whirlwind, sweeping away any creature with one or fewer hit dice. (The diameter of such a whirlwind is 10'). More powerful types of Djinn might be capable of granting Limited Wishes or even a true Wish.

### Doppleganger

Hit Dice: 4

Armor Class: 5 [14]

Attacks: Claw (1d12)

Saving Throw: 13 (5 v's All Magic)

Special: Mimics Shape, Immune to Sleep and Charm Spells

Move: 9



Alignment: Chaotic  
XP: 400

A Doppelganger can change its form to resemble the physical appearance, (including the clothing and gear), of any person. These creatures are immune to Sleep and Charm spells. They are also considered magic resistant for purposes such as breaking through Wizard Lock and similar spells. They have a saving throw of 5 against magic of all kinds.

### Dragons

The size of a dragon is roughly 5' of body length per age category up to the adult size of 20'. Do not roll hit points for dragons as normal. Instead, determine the number of hit dice and the age category of the dragon. The age category indicates both the dragon's hit points per die and how much damage the dragon's breath weapon inflicts, given as points per HD:

1. Very Young: 1 hit point per HD; 1 hit point per die inflicted by breath weapon.
2. Young: 2 hit points per HD; 2 hit points per die inflicted by breath weapon.
3. Immature: 3 hit points per HD; 3 hit points per die inflicted by breath weapon.
4. Adult: 4 hit points per HD; 4 hit points per die inflicted by breath weapon.
5. Old: 5 hit points per HD; 5 hit points per die inflicted by breath weapon.
6. Very Old: (100 years old): 6 hit points per HD; 6 hit points per die inflicted by breath weapon.
7. Aged: (101-400 years old): 7 hit points per die; 7 hit points per die inflicted by breath weapon.
8. Ancient: (401+ years old): 8 hit points per die; 8 hit points per die inflicted by breath weapon.

Breath Weapons: All dragons have a breath weapon of some kind, which can be used three times in a day. The GM chooses when a dragon will use its breath weapon or may roll a 60% chance in any given round. Damage inflicted by a dragon's breath weapon is indicated under the age category. When used breath weapons appear in three different shapes:

Cloud-shape for gaseous exhalations  
A line for spitting dragons  
Cone-shaped for any others

If a dragon is subdued it will surrender and may serve - until it sees signs of weakness.

#### Dragon, Black

Hit Dice: 6–8

Armor Class: 2 [17]

Attacks: 2 Claws (1d4), Bite (3d6)

Saving Throw: 11, 9 or 8

Special: Spits Acid

Move: 9/ 24 (Flying)

Alignment: Chaotic

XP: 600-800

Treasure: x2

Black Dragons spit a deadly, corrosive acid which covers everything in a line 5' wide and 60' long. Black Dragons have a 75% chance of being able to talk; talking Black Dragons have a 50% chance of being able to cast 1d4 1st Level Magic-User spells and 1d4 2nd Level Magic-User spells.

Among those that can speak a further 10% are more expert Magic-Users capable of casting 2d4 1st Level Magic-User spells, 2d4 2nd Level Magic-User spells, 1d4 3rd Level Magic-User spells and 1d4 4th Level Magic-User spells.

#### Dragon, Blue

Hit Dice: 8–10

Armor Class: 2 [17]

Attacks: 2 Claws (1d6), Bite (3d6)

Saving Throw: 8, 6 or 5

Special: Spits Lightning

Move: 9/ 24 (Flying)

Alignment: Chaotic

XP: 800-1000

Treasure: x2

Blue Dragons spit a blast of lightning in a line 5' wide and 100' long, affecting everything in its path. A saving throw indicates half damage. Blue Dragons have a 75% chance of being able to talk; talking Blue Dragons have a 50% chance of being able to cast 1d4 1st Level Magic-User spells and 1d3 2nd Level Magic-User spells.

Dragon, Gold

Hit Dice: 10-12

Armor Class: 2 [17]

Attacks: 2 Claws (1d8), Bite (2d10)

Saving Throw: 5, 4 or 3

Special: Breathes Poison Gas or Fire

Move: 9/ 24 (Flying)

Alignment: Lawful

XP: 1000-1200

Treasure: x3

Gold Dragons are noble and Lawful. They can breathe either a cloud of poisonous gas some 50' in diameter, (though a successful saving throw indicates half damage), or they can breathe fire in a cone-shape 90' long and roughly 30' wide at the base. Gold Dragons have a 100% chance of being able to talk and a 25% chance of being able to cast Magic-User spells: 1d4 1st Level, 1d3 2nd Level, 1d2 3rd Level and 1 4th Level spell.

Dragon, Green

Hit Dice: 7-9

Armor Class: 2 [17]

Attacks: 2 Claws (1d6), Bite (2d10)

Saving Throw: 9, 8 or 7

Special: Breathes Poison Gas

Move: 9/ 24 (Flying)

Alignment: Chaotic

XP: 700-900  
Treasure: x2

Green Dragons breathe a cloud of poisonous gas, 50' in diameter. (A successful saving throw limits the damage to 3d10hp). Green Dragons have a 75% chance of being able to talk. Talking Green Dragons have a 50% chance of being able to cast 1d4 1st Level Magic-User spells and 1d2 2nd Level Magic-User spells.

Dragon, Prismatic  
Hit Dice: 17-19  
Armor Class: 2 [17]  
Attacks: 2 Claws (13d6), Bite (4d10)  
Saving Throw: 3  
Special: Breathes Prismatic Spray  
Move: 9/ 24 (Flying)  
Alignment: Neutral  
XP: 1700-1900  
Treasure: x3

Prismatic Dragons breathe a Prismatic Spray in a 70' cone. Creatures in the area of the spray with 8HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects. Prismatic Dragons can talk and are able to cast spells as a 20th Level Magic-User.

1d8	Color of Spray	Effect
1	Red	Causes 20 points of fire damage or 10 with a saving throw
2	Orange	Causes 40 points acid damage or 20 with a saving throw
3	Yellow	Causes 80 points electricity damage or 40 with a saving throw
4	Green	Poison which lowers Constitution by d4 unless a save succeeds
5	Blue	Turned to Stone unless a save succeeds
6	Indigo	Insane unless a save succeeds
7	Violet	Sent to another plane unless a save succeeds
8	Struck by two Prismatic Rays; roll twice more, ignoring any '8' results	

### Dragon, Red

Hit Dice: 9–11

Armor Class: 2 [17]

Attacks: 2 Claws (1d8), Bite (3d10)

Saving Throw: 6, 5 or 4

Special: Breathes Fire

Move: 9/ 24 (Flying)

Alignment: Chaotic

XP: 900-1100

Treasure: x3

Red Dragons are the fire-breathing beasts of legend. They breathe fire in a cone-shape 90' long and roughly 30' wide at the base. Red Dragons have a 75% chance of being able to talk; talking Red Dragons have a 20% chance of being able to cast 1d4 1st Level Magic-User spells, 1d3 2nd Level Magic-User spells and 1d2 3rd Level Magic-User spells.

### Dragon, White

Hit Dice: 5–7

Armor Class: 2 [17]

Attacks: 2 Claws (1d4), Bite (2d8)

Saving Throw: 12, 11 or 9

Special: Breathes Cold

Move: 9/ 24 (Flying)

Alignment: Chaotic

XP: 500-700

Treasure: x2

White Dragons are usually found in cold regions, where they camouflage themselves in ice and snow, lying in wait for prey. They breathe a cone of intensely cold air and frost, with a length of 70' and a base of 30'. White Dragons are not able to talk or cast spells.

### Dragon Turtle

Hit Dice: 11 to 14

Armor Class: 2 [17]



Attacks: 2 Claws (1d8), Bite (3d10)  
Saving Throw: 4 (11HD) or 3  
Special: Break Ships, Breathes Steam  
Move: 3 (9 Swimming)  
Alignment: Neutral or Chaotic  
XP: 11HD (1100); 12HD (1200); 13HD (1300); 14HD (1400)

Dragon Turtles breathe scalding steam in a cone-shape 90' long and roughly 30' wide at the base, inflicting as many hit points of damage as the monster has (when at full hp). Dragon Turtles have a 75% chance of being able to talk and those that can have a 20% chance of being able to cast 1d4 1st Level Magic-User spells, 1d3 2nd Level Magic-User spells and 1d2 3rd Level Magic-User spells. A Dragon Turtle that rises beneath all but the largest ships can lift them; with a roughly 50% chance of making a ship capsize.

Drider  
Hit Dice: 7  
AC: 3[16]  
Saving Throw: 9  
Attack: 1 Weapon (1d8)  
Special: Spells, Magical Abilities  
Move: 18  
XP: 700

Driders resemble spidery centaurs: the body is that of a massive spider, but the torso is that of a fragile human-like person. Driders have the following natural abilities, usable once per day: Darkness 15' Radius, Detect Magic and Levitate. In addition, Driders are spellcasters. Male Driders are Magic-Users, (with spells at 4/ 3/ 2/ 1), and females are Clerics, (with spells at 2/ 2/ 2/ 1/ 1). Deep below the earth there are more powerful leaders with male Magic-Users, (with spells at 6/ 5/ 4/ 3/ 2/ 1), and female Clerics, (with spells at 4/ 4/ 4/ 4/ 3/ 3/ 3).

Dryad  
Hit Dice: 2  
Armor Class: 9 [10]  
Attacks: Wooden Dagger (1d4)

Saving Throw: 16  
Special: Charm person (-2 save)  
Move: 12  
Alignment: Neutral  
XP: 200

Dryads are beautiful female tree spirits who do not venture far from their home trees. At will they can cast a strong charm that operates as a Charm Person spell with -2 on the saving throw. Those who are charmed seldom return and might be kept for a hundred years and a day within the Dryad's tree.

Duergar  
Hit Dice: 1+2  
Armor Class: 4 [15]  
Attacks: As Weapon  
Saving Throw: 12 or better  
Special: Breathes Cold, Immune to Paralysis and Poisons  
Move: 6  
Alignment: Chaotic  
XP: 150

These evil relatives of Dwarfs dwell in the underground. Most Duergar are bald and wear plain clothing that blends in alongside stone. In their lairs Duergar sometimes wear jewelry, but it is left dulled cut. They are frequently in conflict with other Dwarfs, which often leads them into making alliances with other evil creatures.

Duergar are particularly stealthy and can surprise most opponents on 1-3 on 1d6. They also have the same saving throw bonuses as other Dwarfs with additional immunities to poisons and becoming paralyzed. Some Duergar can progress as Clerics, Magic-Users or Renegades. Duergar dislike exposure to sunlight, which causes them to fight with a -2 attack penalty and to lose 2hp/ day of exposure. Duergar can cause additional damage to nearby foes with an icy breath that causes d4 damage.

## Dwarf

Hit Dice: 1

Armor Class: 4 [15]

Attacks: War Hammer (1d4+1)

Saving Throw: 17

Special: Detects Attributes of Stonework

Move: 6

Alignment: Lawful

XP: 100

The statistics shown above are for the common Dwarf with no unusual characteristics. A Dwarf-at-Arms would usually have a full 8hp, reflecting their skill and general toughness. Stronger Dwarfs might have more HD, unusual bonuses to-hit or specialized magic.

## Efreeti

Hit Dice: 10

Armor Class: 2 [17]

Attacks: Fist or Sword (1d8+5)

Saving Throw: 5

Special: Wall of Fire

Move: 9/ 24 (Flying)

Alignment: Chaotic

XP: 1,000

Treasure: x2

Efreet are a type of Genie, associated with fire, (in contrast to the Djinn who have powers over the air). Efreet can carry up to 1000 pounds of weight and, under the right circumstances, may be forced to serve as a slave until they figure out how to free themselves. An Efreeti can create a Wall of Fire like the spell. They appear as giant humans with cruel features and skin that flickers with flames.

## Elementals

Elementals are living manifestations of the basic forms of matter: air, earth, fire and water. They are usually summoned from their native planes of existence to do the bidding of a powerful wizard. These beings can also be 'chained' within

objects or structures to give the objects magical properties. Elementals are barely intelligent at all, but they are as powerful as the forces of nature that they actually are.

#### Elemental, Air

Hit Dice: 8, 12 or 16

Armor Class: 2 [17]

Attacks: Strike (2d8)

Saving Throw: 8, 3 or 3

Special: Whirlwind

Move: 36 (Flying)

Alignment: Neutral

XP: 8HD (800), 12HD (1200), 16HD (1600)

Air Elementals can turn into 100' high whirlwinds of air with a diameter of 30'. Any creature of 1HD or less are thrown for great distances and almost certainly badly injured.

#### Elemental, Earth

Hit Dice: 8, 12 or 16

Armor Class: 2 [17]

Attacks: Fist (3d6)

Saving Throw: 8, 3 or 3

Special: Tear Down Stone

Move: 6

Alignment: Neutral

XP: 8HD (800), 12HD (1200), 16HD (1600)

Earth Elementals are hulking humanoids formed of rock and earth. They batter opponents with their great fists, but damage is reduced by 1d6 if the opponent is not standing upon earth or rock. Earth Elementals are able to tear apart stone structures and can, for example, rip apart a castle wall in a matter of 1d4+4 rounds.

#### Elemental, Fire

Hit Dice: 8, 12 or 16

Armor Class: 2 [17]  
Attacks: Strike (2d6)  
Saving Throw: 8, 3 or 3  
Special: Ignite Materials  
Move: 12  
Alignment: Neutral  
XP: 8HD (800), 12HD (1200), 16HD (1600)

Fire Elementals are shifting masses of flame, which sometimes have a vaguely human shape. Their attacks cause flammable materials, (including wood), to ignite if the material fails a saving throw, (as determined by the GM).

Elemental, Water  
Hit Dice: 8, 12 or 16  
Armor Class: 2 [17]  
Attacks: Strike (3d6)  
Saving Throw: 8, 3 or 3  
Special: Capsize Boats  
Move: 6/ 18 (Swimming)  
Alignment: Neutral  
XP: 8HD (800), 12HD (1200), 16HD (1600)

Water Elementals cannot move more than 60' from a large body of water and their damage is reduced by 1d6 if the opponent is not standing in water or swimming. These powerful beings can overturn small boats - and can overturn a ship if given 1d4+4 rounds to work at it. On water they may attack ships, battering them to pieces within 1 hour if not prevented from doing so or distracted.

Elephant, War  
Hit Dice: 12  
Armor Class: 5 [14], 3 [16] with Chainmail Barding  
Attacks: Trunk (1d10), 2 Tusks (1d10), 2 Trample (2d6), Charge  
Saving Throw: 5  
Special: None  
Move: 12/ 9 (Barding)/ 6 (Archery Tower and Barding)



Alignment: Lawful (or Neutral)  
XP: 1200

These powerful elephants can carry a selection of extra equipment, including a howdah or an archery tower. Up to six humans will fit inside a howdah or an archery tower. A howdah improves the AC of those inside by 2, while an archery tower offers a stable, if less well protected firing platform. War drums and harpoon bows may also be fitted.

Drums are often used to communicate orders during battles. Harpoon crossbows replace the full complement of an archery tower, but can target large creatures, (e.g. Troll-sized and above), to a range of 90'. The weapon works like a crossbow, but causes 5d6hp to large targets. A roll of 20 actually harpoons a large target and it can then be held or dragged for a further 3d6hp - providing it is no larger than the elephant or elephants towing it. Harpooned targets will usually take a round to snap the shaft before further damage can be caused.

Elf

Hit Dice: 1+1

Armor Class: 5 [14]

Attacks: Sword (1d8) or 2 Arrows (1d6)

Saving Throw: 17

Special: +1 To-Hit Missile Attacks, Immune to Sleep

Move: 12

Alignment: Lawful (or Neutral)

XP: 150

The example above is for a typical Elf. Trained warriors would probably have the maximum 9hps. Obviously, Elves encountered in the course of a party's adventuring will have a variety of powers and different attributes. Elves are immune to Sleep spells and gain +4 on saving throws against paralyzation. They also gain +1 to-hit with missile weapons.

Elf, Drow

Hit Dice: 1

Armor Class: 3 [16]

Attacks: Sword (1d8) or 2 Arrows (1d6)  
Saving Throw: 17  
Special: Resistant to Magic, Darkvision 120'  
Move: 12  
Alignment: Chaotic (or Neutral)  
XP: 150

Drow are devious and very tactically aware opponents. Exploiting ambushes, sniping, firing poison arrows and appearing from beneath camouflage are among their favorite ploys. Drow Darkvision extends to 120', but sunlight or very brightly lit magical effects causes them to take -1 from all attack rolls, saving throws and skill checks.

Saving throws against magic are at +2 for Drow and it is also common to find them equipped with magical armor and shields. Clerics, Fighters and Magic-Users of 2d4 levels make-up 25% of Drow and a further 10% may have as many as 4d4 levels.

Eye of True Terror  
Hit Dice: 12  
Armor Class: 0 (Body), 2 (Central Eye), 3 (Eyestalks)  
Attacks: 2 Tentacles (d6), Bite (2d4)  
Saving Throw: 7  
Special: Levitation, Eye, Eyestalks, Spellcasting  
Move: 6  
Alignment: Chaotic  
XP: 1200  
Treasure: x3

These cave dwellers are 5' wide orbs with a large central eye and a mouth full of serrated teeth. Eyes of True Terror float naturally and have two 3' long tentacles, which can grasp much like a hand and cause d6hp each. Eight stalks, each with an eye, also extend round the body of an Eye of True Terror and each has a magical power.

The main eye contributes 30% of the creature's total hp and has an AC of 2. Each individual stalk has an AC of 3 and 1d6+8hp. The stalks regenerate after a week if damaged. The stalks are evenly distributed round the body, so as many as four stalks can be brought to bear on a target in front of an Eye of True Terror.

The eyes are reputed to have the following powers, but GMs may choose to vary the effects:

Eye of True Terror Table

Eye	Effect
Main Eye	Telekinesis Ray: 30' long by 20' width at the far end to 500 pounds
Eye 1	Slow as the spell
Eye 2	Insect Plague as the spell
Eye 3	Hold Monster as the spell
Eye 4	True Sight as the spell
Eye 5	Guards and Wards as the spell
Eye 6	Stun Ray, (40' long), as the Power Word Stun spell
Eye 7	Death Spell as the spell
Eye 8	Incendiary Cloud as the spell

Fish, Giant

Hit Dice: Varies

Armor Class: 7 [12]

Attacks: 1 Bite (1d6 per 5' in Length)

Saving Throw: Varies

Special: None (or Swallow)

Move: Varies (Roll 1d4+1 x10)

Alignment: Neutral (Usually)

XP: Varies

These fish can range from something barely larger than a shark to something as large as a whale. In general, these creatures will be at least 11' long and will have 1HD per 2' of length. There's a 5% chance such fish might be intelligent, in which case they may have an alignment other than Neutral. Those over 20' in length can consume humanoids on a roll of 20, with those of over 50' in length swallowing humanoids on a roll of 18, 19 or 20.

## Gargoyle

Hit Dice: 4+4

Armor Class: 5 [14]

Attacks: 2 Claws (1d3), 1 Bite (1d4), 1 Horn (1d6)

Saving Throw: 13

Special: None

Move: 9/ 15 (Flying)

Alignment: Chaotic

XP: 450

Gargoyles are winged beings resembling the carved monstrosities that bedeck the walls of cathedrals and many subterranean dungeons. They are vicious predators.

## Ghost

Hit Dice: 10

Armor Class: 0 [19] or 8 [11] on the Ethereal Plane

Attacks: Magic Jar or 1 (Aging)

Saving Throw: 7

Special: Aging

Move: 9

Alignment: Chaotic

XP: 1000

Treasure: x2

These ethereal creatures are the animate spirits of malevolent humans. Seeing a Ghost ages a victim by 10 years and makes the victim flee as if affected by a Fear spell for 2d6 turns. A save versus spells halts the effect. Creatures of 8HD or above gain a +2 bonus to save. Ghosts often attack using a Magic Jar within a range of 60'. Ghosts can only be attacked by creatures that are ethereal. When encountered on the Ethereal Plane a Ghost's AC drops to 8 [11].

If a Ghost materializes it can make physical attacks which cause aging of 1d4 x 10 years. Anyone slain in this way cannot be reincarnated, raised or resurrected in the usual ways.

## Ghoul

Hit Dice: 2

Armor Class: 6 [13]

Attacks: 2 Claws (1d3), 1 Bite (1d4)

Saving Throw: 16

Special: Immune to Charm, Sleep and Paralysis

Move: 9

Alignment: Chaotic

XP: 200

Ghouls are pack-hunting corpse-eaters. They are immune, like most undead, to Charm and Sleep spells. The most dangerous feature of these horrid, cunning creatures is their paralyzing touch, as any hit from a Ghoul requires a saving throw or the victim becomes paralyzed for 3d6 turns.

## Giants

Giants are huge and dangerous creatures that often have a taste for human flesh. Most are not particularly intelligent.

### Giant, Cloud

Hit Dice: 12+1d6 points

Armor Class: 2 [17]

Attacks: Weapon (6d6)

Saving Throw: 3

Special: Hurl Boulders

Move: 15

Alignment: Chaotic (or Neutral)

XP: 1250

Cloud Giants are cunning beasts, often living in cloud-castles in the sky. They throw rocks for 6d6 hit points of damage.

### Giant, Fire

Hit Dice: 11 +1d6 points

Armor Class: 3 [16]



Attacks: Weapon (5d6)  
Saving Throw: 4  
Special: Hurl Boulders, Immune to Fire  
Move: 12  
Alignment: Chaotic (or Neutral)  
XP: 1150

Fire Giants are usually found near volcanic mountains, in great castles of basalt or even iron. They throw boulders for 5d6 hit points.

Giant, Frost  
Hit Dice: 10+1  
Armor Class: 4 [15]  
Attacks: Weapon (4d6)  
Saving Throw: 5  
Special: Hurl Boulders, Immune to Cold  
Move: 12  
Alignment: Chaotic (or Neutral)  
XP: 1050

Frost Giants dwell in cold regions, where they build, (or conquer), castles in remote places of ice and snow. They throw boulders or great chunks of ice for 4d6 points of damage.

Giant, Hill  
Hit Dice: 8+2  
Armor Class: 4 [15]  
Attacks: Weapon (2d8)  
Saving Throw: 8  
Special: Hurl Boulders  
Move: 12  
Alignment: Chaotic  
XP: 850

Hill Giants are the least of the giant races. Most are brutish cave-dwellers who dress in pelts and uncured hides. They throw rocks for 2d8 points of damage.

### Giant, Stone

Hit Dice: 9+3

Armor Class: 0 [19]

Attacks: Club (3d6)

Saving Throw: 6

Special: Hurl Boulders

Move: 12

Alignment: Chaotic (or Neutral)

XP: 950

Stone Giants dwell in isolated mountain caves. They throw rocks for 3d6 points of damage and can be quite crafty in setting up ambushes in their native mountains.

### Giant, Storm

Hit Dice: 15+5

Armor Class: 1 [18]

Attacks: Weapon (7d6)

Saving Throw: 3

Special: Hurl Boulders, Control Weather

Move: 15

Alignment: Neutral (or Lawful or Chaotic)

XP: 1550

Treasure: x2

Storm Giants are the largest of giants and also the most intelligent. They are certainly the most likely to talk with humans rather than simply devouring them. Storm Giants can live in underwater sea-castles as well as on the heights of mountains. They throw boulders for 7d6 points of damage and have the power to Control Weather, (as the spell).

### Gnoll

Hit Dice: 2

Armor Class: 5 [14]

Attacks: Bite (2d4) or Weapon (1d10)

Saving Throw: 16  
Special: None  
Move: 9  
Alignment: Chaotic  
XP: 200

Gnolls are tall humanoids with hyena-like heads. They may be found both above ground and in subterranean caverns. They form into loosely organized clans, often ranging far from home in order to steal and kill with rapacious ferocity.

Goblin  
Hit Dice: 1d6  
Armor Class: 7 [12]  
Attacks: Weapon (1d6)  
Saving Throw: 18  
Special: To-Hit Penalty in Sunlight  
Move: 9  
Alignment: Chaotic  
XP: 50

Goblins are 4' tall or so and often inhabit dark woods, underground caverns and otherworldly realms. They attack at -1 in full sunlight.

### Golems

Golems are man-shaped creatures built to serve their masters, who are usually powerful wizards or high priests. They are often used as guardians and all have Darkvision to 90'. Golems cannot be hit with non-magical weapons and are often immune to the sorts of spells used to create them, e.g. Iron Golems are not harmed by fire. All golems are also unaffected by Hold, Charm or Sleep spells. Since they are not truly alive, they are unaffected by poisons or gases.

For each round of combat a golem has a 1% cumulative chance to go berserk. That involves leaving the creator's control and attacking enemies and allies alike.

Golem, Candy  
Hit Dice: 12 (60hp)

Armor Class: 5 [14]  
Attacks: Fist (3d8)  
Saving Throw: 3  
Special: Immune to Most Weapons and to Most Spells  
Move: 8  
Alignment: Neutral  
XP: 1200

Candy Golems may be created by Clerics or powerful Magic-Users. They are massive confectioneries shaped as human-like beings, which have a basic intelligence and are able to move and follow their owners' instructions.

Candy Golems are immune to most weapons and spells. They can usually only be harmed by biting attacks for 2d4 damage. They are also at some risk from intense fire causing melting and caramelization. Fire equivalent to a Fireball will melt enough of the candy to reduce a Candy Golem's move to half speed. Fire equivalent to three Fireballs delivered in a single round will caramelize the golem, forming a brittle crust which can be damaged by blunt weapons or eaten for 2d4hp.

Golem, Clay  
Hit Dice: 10 (50hps)  
Armor Class: 7 [12]  
Attacks: 1 fist (3d10)  
Saving Throw: 5  
Special: Immune to Sharp Weapons and to Most Spells  
Move: 8  
Alignment: Neutral  
XP: 1000

Clay Golems may be created by Clerics or powerful priests. They are massive clay statues of human beings, imbued with a rudimentary intelligence and the ability to move and follow their masters' commands. Clay Golems are not damaged by slashing or piercing weapons. They are immune to all spells other than those affecting earth. These have very diminished effects – with one exception. An Earthquake spell may be used to utterly destroy a Clay Golem.

### Dragolem

Hit Dice: 15 (75hp)

AC: 2[17]

Attack: 2 Claws (1d12), 1 Bite (3d10) or Breath

Saving Throw: 3

Special: Breath Weapon, True Sight, Immune to Non-Magical Weapons, Gases, Cold, Fire, Spells Below 5th, Charm, Hold, Sleep and Other Mind-Altering Spells.

Move: 12 (fly 24)

Alignment: Chaotic

XP: 1500

Treasure: x2

Dragolems are golems formed in the likeness of dragons. These constructs often protect ancient tombs and priceless treasures. They are immune to non-magical weapons, gases, cold, fire, all spells below 5th Level, Charm spells, Hold spells, Sleep spells and other mind-altering spells. Dragolems also have True Sight like the spell and can breathe a corrosive cloud, (20' x 20' x 20'), which destroys metal items that come into it contact with it unless a saving throw is made for each item.

### Golem, Flesh

Hit Dice: 8 (40hp)

Armor Class: 9 [10]

Attacks: 2 fists (2d8)

Saving Throw: 8

Special: +1 Weapon To-Hit, Slowed by Fire and Cold, Healed by Lightning, Immune to Most Spells

Move: 8

Alignment: Neutral

XP: 800

A creation stitched together from human limbs and other parts, a Flesh Golem is similar to Frankenstein's monster. Only +1 or better magic weapons can harm a Flesh Golem and it is slowed by fire and cold spells. Lightning heals the golem for the number of points of damage that it would normally inflict. No other type of spell affects a Flesh Golem.



### Golem, Iron

Hit Dice: 16 (80hp)

Armor Class: 3 [16]

Attacks: Weapon or fist (4d10)

Saving Throw: 3

Special: Poison Gas, +2 Magical Weapon To-Hit, Slowed by Lightning, Healed by Fire, Immune to Most Spells

Move: 6

Alignment: Neutral

XP: 1600

Iron Golems are huge moving statues of iron. They can breathe a 10' radius cloud of poison gas as well as attacking with great power. Weapons of +2 or less do not affect Iron Golems. These hulking statues are slowed by lightning spells, but fire-based spells actually restore hit points to them. No other type of spell affects them.

### Golem, Stone

Hit Dice: 12 (60hp)

Armor Class: 5 [14]

Attacks: Fist (3d8)

Saving Throw: 3

Special: +2 Magical Weapon To-Hit, Immune to Most Spells

Move: 6

Alignment: Neutral

XP: 1200

Stone Golems are massive stone statues animated by very powerful magics, (i.e. much more than just Animate Object). They are slowed by fire spells, damaged by Rock-to-Mud spells and healed by the reverse. Spells that affect rock and fire spells are the only ones that affect Stone Golems. They can only be hit by +2 or better weapons.

### Golem, Thorn

Hit Dice: 15 (75)

Armor Class: 3 [16]

Attacks: 2 Tendrils (2d8)

Saving Throw: 5

Special: +1 Weapon To-Hit, Regenerates, Immune to Most Spells

Move: 6

Alignment: Neutral

XP: 1500

Thorn Golems are plant life animated by powerful magic. Spells that affect plants, including fire spells, are the only ones that act on Thorn Golems. They can only be hit by +1 or better weapons and regenerate d6hp/ round while in contact with plant life.

Each Thorn Golem strikes with two spiky tendrils. When a tendril hits it leaves behind a thorn. The thorn cannot be removed unless excised for 4d6 damage. If a thorn remains in place for more than 6 rounds the victim starts to turn into a Thorn Golem with thorns growing through the flesh. After 12 turns the victim's arms become tendrils and after 24 hours the change is complete and nothing remains of the mind of the victim.

Golem, Wood

Hit Dice: 2+2 (12hp)

Armor Class: 7 [12]

Attacks: Fist (1d8)

Saving Throw: 12

Special: None

Move: 6

Alignment: Neutral

XP: 250

Wood Golems are about 3' high and are shaped from wood. They are clumsy and suffer -1 to initiative. These golems are particularly susceptible to fire-based attacks and make saving throws with a penalty of -2. For fire-based attacks they take 1 more point of damage per damage die rolled.

Gorgon

Hit Dice: 8

Armor Class: 2 [17]  
Attacks: Gore (2d6)  
Saving Throw: 8  
Special: Breath Turns to Stone  
Move: 12  
Alignment: Chaotic  
XP: 800

Gorgons are bull-like creatures with scales similar to those of dragons. Their breath turns creatures to stone at 60' range unless prevented by a successful saving throw.

### Green Slime

Green Slime isn't technically a monster - just an extremely dangerous hazard in underground tombs and other such places. Any metal or organic substance it touches begins to turn to Green Slime if a saving throw fails. It can be killed with fire or extreme cold. The transformation process can be arrested by the use of a Cure Disease spell.

### Griffon

Hit Dice: 7  
Armor Class: 3 [16]  
Attacks: 2 Claws (1d4), 1 Bite (2d8)  
Saving Throw: 9  
Special: None  
Move: 12/ 27 (Flying)  
Alignment: Neutral  
XP: 700

Griffons have the body of a lion, with the head, fore-claws and wings of an eagle. These creatures can be tamed and ridden as mounts. They usually nest in high mountain aeries, where they lay their eggs and hunt their prey.

### Harpy

Hit Dice: 3

Armor Class: 7 [12]  
Attacks: 2 Talons (1d3) and Weapon (1d6)  
Saving Throw: 14  
Special: Siren-Song  
Move: 6/ 18 (Flying)  
Alignment: Chaotic  
XP: 300

Harpies have the upper body of a human female allied to the lower body and wings of a vulture. Their song is a charm that draws its victims to the Harpy if a saving throw fails and the Harpy's touch casts the equivalent of a Charm Person spell, (which allows a saving throw).

Hell Hound  
Hit Dice: 4-7  
Armor Class: 4 [15]  
Attacks: Bite (1d6)  
Saving Throw: 13, 12, 11 or 9  
Special: Breathes Fire  
Move: 12  
Alignment: Chaotic  
XP: 4HD (400), 5HD (500), 6HD (600), 7HD (700)

Hell Hounds are fire-breathing dogs of the underworlds or lower planes. In addition to biting they can breathe fire each round. This causes 2hp damage per HD at up to 10' range. A saving throw halves the damage.

Hippogriff  
Hit Dice: 3+3  
Armor Class: 5 [14]  
Attacks: 2 Claws (1d6), 1 Bite (1d10)  
Saving Throw: 14  
Special: None  
Move: 18/ 24 (Flying)  
Alignment: Neutral  
XP: 350

The Hippogriff is similar to a Griffon, having the head, fore-claws and wings of an eagle. However, they have the body of a horse instead of the body of a lion.

Hobgoblin

Hit Dice: 1+1

Armor Class: 5 [14]

Attacks: Weapon (1d8)

Saving Throw: 17

Special: None

Move: 9

Alignment: Chaotic

XP: 150

Hobgoblins are oversized Goblins. They are possibly a separate breed living apart from their smaller cousins.

Hornet, Horror

Hit Dice: 3+1

Armor Class: 5 [14]

Attacks: Mandibles (3d4), Sting (2d6 + Poison) or by Weapon

Saving Throw: 12

Special: Pheromones, Songs

Move: 6/ 12 (Flying)

Alignment: Chaotic

XP: 350

These creatures have humanoid faces and arms enclosed within hornet-like bodies. They are often highly aggressive and thoroughly evil. Their leathery wings resist fire without losing much mobility, but become useless after a Horror Hornet has lost half its total hp.

The more intelligent among them train as Bards and sometimes ignore or overlook Bards who play soothing music or enter into a duet with them. Every 10 Horror Hornets includes a Bard with 2d4 levels; every 20 Horror Hornets

includes a Bard with 3d4 levels; and every 50 Horror Hornets includes a Bard with 4d4 levels.

Horror Hornets use chemical markers to trace any creature that injures another Horror Hornet, so a marked creature can and will be hunted down by Horror Hornets within five miles of a marked creature. The chemicals remain intact for a week unless washed from the flesh using soap and a wire-brush; which causes 3d4hp of scrubbing damage before becoming effective.

Horror Hornets are also highly adaptive to attacks and the first attack form that damages a Horror Hornet has no further effect for 24 hours. A Horror Hornet Bard of 5th Level or above is adaptive to no less than 3 types of attack/ day; while a Horror Hornet Bard of 10th Level or above is adaptive to up to 5 attack forms/ day.

Horror Hornets' musical arrangements may sound like a dreadful, discordant cacophony to most humanoids, but they are highly effective at summoning and controlling insects. Their songs may also act on the magical effects of other songs sung at the same time.

A Bard of 5th Level or above can use a Horror Hornet arrangement 1/ day; while a Horror Hornet Bard of 10th Level can use a Horror Hornet arrangement 3/ day. These arrangements are in addition to any Bard's songs which a Horror Hornet can use.

1. Melody: this arrangement allows a Horror Hornet to summon a swarm of Wasps or Hornets with 7HD or less.
2. Texture: this arrangement allows a Horror Hornet to summon a swarm of Wasps or Hornets with 14HD or less.
3. Succession: this arrangement allows a Horror Hornet to direct a swarm of Wasps or Hornets with 7HD or less.
4. Harmony: this arrangement allows a Horror Hornet to direct a swarm of Wasps or Hornets with 14HD or less.
5. Amplify: this arrangement works in duet alongside another Bard singing a Bard's song. If the Bard's song causes damage the maximum damage is



caused by an effect. Alternatively, any saving throw against a Bard's song is rolled at -2.

### Horse

Horses are AC 7 [12], with Riding Horses having 2HD and War Horses having 3HD. Horses have a movement speed of 18.

### Humans

Humans are such a versatile race that any number of 'monsters' and NPCs can be made from them. Berserker warriors, tribesmen, cavemen, princesses, evil high priests, foot-soldiers and tavern-keepers are all different human 'monsters'. There's no need to make full NPCs out of those met in passing.

### Human, Bandit

Hit Dice: 1

Armor Class: 7 [12]

Attacks: Weapon (1d8)

Saving Throw: 17

Special: None

Move: 12

Alignment: Chaotic

XP: 100

Bandits are roving groups of outlaws, sometimes organized into small armies led by more powerful chiefs with more HD.

### Human, Berserker

Hit Dice: 1

Armor Class: 7 [12]

Attacks: Weapon (1d8)

Saving Throw: 17

Special: Berserking

Move: 12

Alignment: Neutral or Chaotic

XP: 100

Berserkers are normal humans, but they fight with astounding ferocity. A bonus of +2 is added to their attack rolls. They do not wear armor heavier than leather armor.

Human, Normal

Hit Dice: 1d6

Armor Class: 9 [10]

Attacks: Weapon (1d6)

Saving Throw: 18

Special: None

Move: 12

Alignment: Any

XP: 50

Normal humans are untrained peasants or townsfolk. Most are likely to have fairly typical roles in life - but as with other races, and monsters, there's a choice of how the world outlining those roles is shaped.

Human, Sergeant-at-Arms

Hit Dice: 3

Armor Class: 5 [14]

Attacks: Weapon (1d8)

Saving Throw: 17

Special: None

Move: 12

Alignment: Any

XP: 300

Human Sergeants are normally found in command of 1d6+5 soldiers. These are the leaders of city guard units and other small military groups.

Human, Soldier

Hit Dice: 1

Armor Class: 7 [12]

Attacks: Weapon (1d8)

Saving Throw: 17

Special: None  
Move: 12  
Alignment: Any  
XP: 100

Soldiers serve as city guardsmen and mercenaries. They are generally armed with leather armor, a spear and a mace or a sword.

### Hydra

Hit Dice: 5-12 (Equal to the Number of Heads)  
Armor Class: 5 [14]  
Attacks: 5-12 Bites (1d6)  
Saving Throw: 12, 11, 9, 8, 6, 5, 4 or 3  
Special: None  
Move: 9  
Alignment: Neutral  
XP: 5HD (500), 6HD (600), 7HD (700), 8HD (800), 9HD (900), 10HD (1000), 11HD (1000), 12HD (1200)

Hydrae are great lizard-like or snake-like creatures with multiple heads. Each head has one HD of its own. When an individual head takes that much damage the head dies. The body has as many HD as the total of the heads, so it is a matter of good strategy for adventurers to focus either on killing heads, (as when all the heads are dead the body dies), or killing the creature by attacking the body, (in which case the heads die too). Hydrae that breathe fire or regenerate their heads are also known to exist.

### Hydra, Lernaean

Hit Dice: 5-12 (Equal to the Number of Heads)  
Armor Class: 5 [14]  
Attacks: 5-12 Bites (1d6), Poison Gas (2d6)  
Saving Throw: 12, 11, 9, 8, 6, 5, 4 or 3  
Special: None  
Move: 9  
Alignment: Neutral

XP: 5HD (500), 6HD (600), 7HD (700), 8HD (800), 9HD (900), 10HD (1000), 11HD (1000), 12HD (1200)

Treasure: x2

Lernaean Hydrae have as many HD as the total number of their heads. Each head has one HD of its own and when an individual head takes that much damage the head is replaced by 2 others. The head must be cauterized with fire to prevent new heads emerging, which requires a hit of 5 over the basic score required to-hit. It may be tempting to attack the body rather than the heads, but one of a Lernaean Hydra's heads is immortal and must be severed with a golden-edged sword before the beast stops growing new heads or dies completely.

Each of a Lernaean Hydra's heads can breathe a cloud of poisonous gas instead of striking. This is treated as a normal attack, which requires a saving throw if the Hydra's attack is successful. Anyone failing the saving throw takes 2d6hp from the poison.

Invisible Stalker

Hit Dice: 8

Armor Class: 3 [16]

Attacks: Bite (4d4)

Saving Throw: 8

Special: Invisible

Move: 12 (Flying)

Alignment: Neutral

XP: 800

Invisible Stalkers are generally found only as a result of the spell of the same name. They are invisible flying beings created to follow a single command made by the caster.

## Jellies

The more common jellies have a series of rare but close relatives. It is thought that these jellies were created during magical experiments, which possibly involved introducing other slimes or oozes to the mix. Whatever the cause, the result is the unusual ability of jellies to combine.

Acidic jellies of different colors can combine successfully, gaining the immunities and regenerations of the constituent parts. The same applies to alkali jellies; while Green Jellies can join either acid or alkali jellies. This allows all seven jellies to combine to form a Rainbow Jelly if a Green Jelly becomes linked to all the acid and alkali jellies.

Jelly, Azure

Hit Dice: 9

Armor Class: 8 [11]

Attacks: Alkali Strike (3d4)

Saving Throw: 6

Special: Lightning Explodes, Regenerates, Immune to Cold and Sharp Weapons

Move: 9

Alignment: Neutral

XP: 900

Azure Jellies damage their opponents with their alkali surface. In addition to being immune to cold and sharp weapons, they regenerate 2hp/ round when within 30' of water. Anything that electrocutes an Azure Jelly causes it to explode causing 6d6 to a range of 90'.

Jelly, Indigo

Hit Dice: 9

Armor Class: 5 [14]

Attacks: Alkali Strike (3d4)

Saving Throw: 6

Special: Cold Multiplies, Regenerates, Immune to Cold

Move: 6

Alignment: Neutral

XP: 900

Indigo Jellies are creatures that damage their opponents with their alkali surface. The creatures can also regenerate 2hp/ round while in darkness. Cold causes the jelly to split or multiply into two jellies. These duplicate jellies have the same hp and features as the original at the time when it multiplied.

Jelly, Lime

Hit Dice: 9

Armor Class: 3 [16]

Attacks: Poison Strike (3d4 + Save or Lose d4 Strength)

Saving Throw: 6

Special: Lightning Multiplies, Regenerates, Immune to Fire

Move: 6

Alignment: Neutral

XP: 900

Lime Jellies damage opponents with their poisonous surface. The creatures are not injured by fire and are able to regenerate 2hp/ round while within 60' of any plant life.

Lightening causes the jelly to split or multiply into two jellies. These duplicate jellies have the same hp and features as the original at the time when it multiplied.

Jelly, Ochre

Hit Dice: 6

Armor Class: 7 [12]

Attacks: Acid Strike (3d4)

Saving Throw: 9

Special: Lightning Divides Creature

Move: 3

Alignment: Neutral

XP: 600

Ochre Jellies are amorphous monsters that damage opponents with their acidic surface. They dissolve any adventurers they kill, making a Raise Dead spell impossible.

Jelly, Rainbow

Hit Dice: 63

Armor Class: 1 [18]



Attacks: Acid Strike (3d4) and Alkali Strike (3d4)

Saving Throw: 3

Special: Lightning Multiplies, Regenerates, Immune to Spells, Poisons, Fire and Cold

Move: 12/ 3 (Melt)

Alignment: Neutral

XP: 6300

Rainbow Jellies are huge jellies that damage opponents with their acid- and alkali-patched surface. The presence of any fire source within 60' allows a Rainbow Jelly to regenerate 2hp/ round. Contact with any plant life allows a Rainbow Jelly to regenerate a further 2hp/ round. If another non-attached jelly is within 60' a Rainbow Jelly is able to regenerate a further 2hp/ round.

The creatures may also regenerate 2hp/ round while within 60' of a light source or regenerate 2hp/ round while in darkness. They can regenerate a further 2hp/ round when struck by or in contact with metals. Rainbow Jellies in the presence of water may regenerate an additional 2hp/ round. They are also not injured by fire, cold, poisons and spells.

Non-magical weapons striking a Rainbow Jelly must make a saving throw or be destroyed on contact. A Rainbow Jelly's acid and alkali are so strong that the creature can melt its way through stone and metal at a reduced speed.

Electrocution causes a Rainbow Jelly to divide or multiply into two jellies; each with the same hp as the original.

Jelly, Scarlet

Hit Dice: 9

Armor Class: 4 [15]

Attacks: Acid Strike (3d4)

Saving Throw: 6

Special: Cold Multiplies, Regenerates, Immune to Fire

Move: 6

Alignment: Neutral

XP: 900

Scarlet Jellies are slimy creatures that damage opponents with their acidic surface. The presence of any flame or fire source within 60' allows a Scarlet Jelly to regenerate 2hp/ round. In addition, a Scarlet Jelly's acid is so strong that the creature can melt its way through stone and metal at a reduced speed.

Non-magical weapons striking a Scarlet Jelly must make a saving throw or be destroyed after contact. Cold causes the jelly to split or multiply into two jellies. These duplicate jellies have the same hp and features as the original at the time when it multiplied.

Jelly, Tangerine

Hit Dice: 9

Armor Class: 5 [14]

Attacks: Acid Strike (3d4)

Saving Throw: 6

Special: Lightening Multiplies, Immune to Fire, Regenerates

Move: 6

Alignment: Neutral

XP: 900

Tangerine Jellies damage their opponents with their highly acidic surfaces. The creatures can regenerate 2hp/ round while within 60' of a light source. Lightening causes the jelly to split or multiply into two jellies. These duplicate jellies have the same hp and features as the original at the time when it multiplied.

Jelly, Violet

Hit Dice: 9

Armor Class: 5 [14]

Attacks: Alkali Strike (3d4)

Saving Throw: 6

Special: Fire Multiplies, Immune to Cold, Regenerates, Damages Non-Magical Weapons

Move: 6/ 3 (Melt)

Alignment: Neutral  
XP: 900

Violet Jellies damage their opponents with their alkali surface. In addition, a Violet Jelly's alkali is so strong that the creature can melt its way through stone and metal at a reduced speed. Non-magical weapons striking a Violet Jelly must make a saving throw or be destroyed after contact. Fire causes the jelly to split or multiply into two jellies. These duplicate jellies have the same hp and features as the original at the time when it multiplied. They can regenerate 2hp/ round when struck by or in contact with metals.

Jelly, Yellow

Hit Dice: 9

Armor Class: 7 [12]

Attacks: Acid Strike (3d4)

Saving Throw: 6

Special: Lightening Explodes, Immune to Fire and Sharp Weapons, Regenerates  
Move: 6

Alignment: Neutral

XP: 900

Yellow Jellies damage opponents with their acidic surface. The presence of other jellies within 60' allows Yellow Jellies to regenerate 2hp/ round. They are not injured by fire and sharp weapons. Electrocuting a Yellow Jelly causes it to explode causing 9d6 to a range of 90'. There is no saving throw!

Kobold

Hit Dice: 1d4hp

Armor Class: 6 [13]

Attacks: Weapon (1d6)

Saving Throw: 18

Special: None

Move: 6

Alignment: Chaotic

XP: 50

Kobolds are subterranean humanoids similar to Goblins. They have a -1 penalty when fighting above ground. Many use slings or short bows, as well as fighting with short swords or spiked clubs in melee combat.

Leech, Giant

Hit Dice: 2

Armor Class: 8 [11]

Attacks: 1 Bite

Saving Throw: 16

Special: Suck Blood

Move: 6

Alignment: Neutral

XP: 200

If a Giant Leech hits with its attack it drains a level of experience on the following round. Anyone reduced below a level of 0 will die. Lost levels of experience return at a rate of 1 per day, if the adventurer rests. Freshwater varieties might simply drain hit points.

### Liches

Liches are the remnants of evil wizards, either made undead by their own deliberate acts during life or as the result of other magical.

Phylacteries: these magical talismans hold a Lich's essence and allow a Lich to re-appear 1d10 days after apparently being killed. A Lich's Phylactery must be destroyed to be rid of the creature.



Lich, Demilich

Hit Dice: 16+

Armor Class: 0 [19]

Attacks: Contact (1d10 + Automatic Paralysis)

Saving Throw: 3

Special: Appearance Causes Paralytic Fear, Touch Causes Automatic Paralysis, Spellcasting, Steals Souls

Move: 6

Alignment: Chaotic

XP: 16HD (1600), 17HD (1700), 18HD (1800)

Treasure: x3

A Demilich has the same number of HD as the original Cleric or Magic-User and the same spell-casting powers. A Demilich's touch causes paralyzation without a saving throw, while the very sight of one of these dread creatures causes any being of 2HD or below to be paralyzed with fear. Liches are highly intelligent and totally malign.

Phylacteries: these magical talismans hold any Lich's essence and allow a Lich to re-appear 1d10 days after apparently being killed. A Lich's Phylactery must be destroyed to be rid of the Lich.

Demiliches also have eight soul gems, each of which acts like a phylactery. A Demilich can use a form of Trap the Soul on up to 8 living creatures per day. To use this power, it selects any target it can see within 300'. The target is allowed a saving throw against paralyzation. If the target fails its save, the soul of the target is instantly drawn from its body and trapped within one of the gems incorporated into the Demilich's form.

The gem gleams wickedly for 24 hours, indicating the captive soul within. The soulless body collapses in a mass of corruption and molds in a single round - reduced to dust. If left to its own devices, the Demilich slowly devours the soul over 24 hours.

At the end of that time the soul is completely absorbed and the victim is forever gone. If the Demilich is overcome before the soul is eaten crushing the gem



releases the soul. It is then free to seek the afterlife or be returned to its body by the use of Resurrection or a Wish.

The Demilich can cast all the spells it knows without making any gestures and can at will cast Astral Spell, Create Greater Undead, Create Undead, Death Spell, Dispel Magic, Heal or Harm, Grasping Hand and Telekinesis at 20th Level or higher if it possess the levels.

### Lich

Hit Dice: 12+

Armor Class: 0 [19]

Attacks: Hand (1d10 + Automatic Paralysis)

Saving Throw: 3

Special: Appearance Causes Paralytic Fear, Touch Causes Automatic Paralysis, Spellcasting

Move: 6

Alignment: Chaotic

XP: 12HD (1200), 13HD (1300), 14HD (1400), 15HD (1500), 16HD (1600), 17HD (1700), 18HD (1800)

Treasure: x3

A Lich has the same number of HD as the original Cleric or Magic-User and the same spell-casting powers. A Lich's touch causes paralyzation without a saving throw and the very sight of one of these dread creatures causes any being of 2HD or below to be paralyzed with fear. Liches are highly intelligent and totally malign.

### Lion, Mountain

Hit Dice: 7+3

Armor Class: 6 [13]

Attacks: 2 Claws (1d4), 1 Bite (1d8)

Saving Throw: 9

Special: None

Move: 12

Alignment: Neutral

XP: 550

Male Mountain Lions are noticeably larger than their female counterparts and easily identified by their manes. They are usually solitary beasts, found leading a pride only in their prime. While smaller and having an AC of 7 [12], Mountain Lionesses, are skillful hunters. Lionesses often coordinate with others in their pride to bring down prey and gain +2/+2 to hit when hunting as part of a pride.

#### Lizardman

Hit Dice: 2+1

Armor Class: 5 [14]

Attacks: 2 Claws (1d3), 1 Bite (1d8)

Saving Throw: 16

Special: Underwater

Move: 6/ 12 (Swimming)

Alignment: Usually Chaotic

XP: 250

Lizardmen are reptilian humanoids that usually living in tribal villages in the depths of fetid swamps. Some can hold their breath for an hour or more, while others can actually breathe underwater.

#### Lurker, Ceiling

Hit Dice: 10

Armor Class: 6 [13]

Attacks: 1 Crush (1d6)

Saving Throw: 5

Special: Smother

Move: 1/ 7 (Flying)

Alignment: Neutral

XP: 1000

Ceiling Lurkers resemble floating Manta Rays, with a rough, stone-like undersurface. They hover near ceilings and wait for prey to walk underneath, before falling and enveloping victims in their 'wings'. Anyone trapped inside a Ceiling Lurker's clutches takes 1d6 points of damage per round from crushing and will suffocate within 1d4+1 rounds unless the Ceiling Lurker is killed. There

is normally only a 10% chance to detect a Ceiling Lurker's presence visually before it attacks. They have a 65% chance to gain initiative automatically, (unless a 'surprise roll' system is being used, in which case the Ceiling Lurker has a 4 in 6 chance to gain surprise).

### Lycanthropes

Lycanthropes are were-creatures - particularly those in whom Lycanthropy permits assumption of a hybrid form of the human and animal. They cannot be hit by normal weapons and only silver and magical weapons affect them.

Anyone attacked and brought below 50% hit points by a Lycanthrope can expect to become a Lycanthrope.

Lycanthrope, Werebear

Hit Dice: 7+3

Armor Class: 2 [17]

Attacks: 2 Claws (1d3), 1 Bite (2d4)

Saving Throw: 9

Special: Lycanthropy, Magic or Silver Weapons To-Hit

Move: 9

Alignment: Neutral or Chaotic

XP: 750

Werebears are often found in temperate forests.

Lycanthrope, Wereboar

Hit Dice: 5+2

Armor Class: 4 [15]

Attacks: Bite (2d6)

Saving Throw: 12

Special: Lycanthropy, Magic or Silver Weapons To-Hit

Move: 12

Alignment: Neutral or Chaotic

XP: 550

Wereboars are often found in the remote wilderness.

### Lycanthrope, Wererat

Hit Dice: 3

Armor Class: 6 [13]

Attacks: Bite (1d3), Weapon (1d6)

Saving Throw: 14

Special: Surprise, Control Rats, Lycanthropy

Move: 12

Alignment: Chaotic

XP: 300

Wererats are often found in cities, either lurking in shadowy alleyways or inside sewer systems. Wererats can make ordinary rats do their bidding and are extremely stealthy, surprising opponents on 1–4 on a d6.

### Lycanthrope, Werewolf

Hit Dice: 4+4

Armor Class: 5 [14]

Attacks: Bite (2d4)

Saving Throw: 13

Special: Lycanthropy, Magic or Silver Weapons To-Hit

Move: 12

Alignment: Usually Chaotic

XP: 450

Werewolves can turn into a wolf or into a humanoid wolf. Wolvesbane keeps them at bay.

### Manticore

Hit Dice: 6+4

Armor Class: 4 [15]

Attacks: 2 Claws (1d3), 1 Bite (1d8), 6 Tail Spikes (1d6)

Saving Throw: 11

Special: Tail Spikes

Move: 12/ 18 (Flying)

Alignment: Chaotic

XP: 650

This horrid monster has bat-like wings, the face of a feral human, the body of a lion and a tail tipped with 24 iron spikes. A Manticore can hurl up to 6 of the iron spikes from its tail per round - to a maximum range of 180'.

#### Maelstrom

Hit Dice: 2+4

Armor Class: 4 [15]

Attacks: 1 Bite (1d8)

Saving Throw: 11

Special: Poison (d6)

Move: 18

Alignment: Chaotic

XP: 350+

These packs of small sharks look individually weak, but are deadly in numbers. They live in coastal waters and you are highly unlikely to run into any during daylight hours.

At night they typically form a shiver of sharks containing 4d4 fish. Their numbers and bite make for a dangerous encounter. However, the threat they present is greatly increased once operating as a shiver. No shark within the shiver can be killed in the same manner as another killed recently.

Fortunately, if the type of attack used is an area effect, or impacts on multiple creatures simultaneously, all those struck down at the same time are slain by the same effect.

#### Medusa

Hit Dice: 7

Armor Class: 5 [14]

Attacks: Weapon (1d4), Serpents (Poison)

Saving Throw: 11

Special: Petrifying Gaze

Move: 9

Alignment: Chaotic

XP: 700

Treasure: x2

The terrifying Medusa has a female face but hair of writhing snakes; it has no legs, but the body of a serpent. The gaze of a Medusa turns anyone looking upon it into stone.

Merman

Hit Dice: 1+3

Armor Class: 7 [12]

Attacks: Weapon (1d6)

Saving Throw: 17

Special: Breathe Water

Move: 1/ 18 (Swimming)

Alignment: Any

XP: 150

Mermen have the torso of a human and the lower body of a fish. Although the race is called 'Mermen' there are Mermaids to.

Mimic

HD: 7

AC: 6 [13]

Attacks: Smash (2d6)

Saving Throw: 9

Special: Mimicry, Glue

Move: 2

Alignment:

XP: 1000

Mimics are formless creatures that imitate surrounding features they have seen. In subterranean settings, they might be disguised as an archway, treasure chest, door, etc. When touched Mimics glue themselves to the victim with a strong adhesive, while striking with a suddenly-formed tentacle.



Mind Eater

HD: 8

AC: 5 [14]

Attacks: 4 Tentacles (2hp)

Move: 12

Save: 8

Special: Magic Resistance (25%), Mental Blast, Mental Powers, Eat Brains.

XP: 800

Treasure: x2

Mind Eaters are a deep-dwelling, chthonic race of very evil beings. They have a tentacled, cephalopodic head set upon a tall but human-like body coated in protective slime. This race considers all other intelligent races as nothing more than a source of slaves and of the Mind Eaters' food source – brains. Mind Eaters attack with their four face-tentacles. If even one of these hits it winds its way toward the victim's brain, yanking it forth from the skull in 1d4 rounds. In addition, the Mind Eater can use a powerful mental shock wave: a 60ft long cone, which is 5ft wide at the point of emanation and 20ft wide at the end. This power can be used once per day as shown below.

Effect of Mental Blast:

1. With 1-2 creatures in the area a natural 1 on a saving throw causes death, a failed save stuns for d4 turns, while a successful save results in fleeing in panic for d4 rounds.
2. With 3-4 creatures in the area a natural 1 on a saving throw causes death, a failed save stuns for 2d4 turns, while a successful save results in Confusion for 2d4 rounds.
3. With 5+ creatures in the area a natural 1 on a saving throw causes death, a failed save stuns for d4 turns, while a successful save results in Confusion for d4 rounds.

Mind Eaters have Magic Resistance of 25% and their mental powers allow them to rise in adventurer class levels. An adult Mind Eater will typically have a d6+6 levels as a Magic-User, but there is no known limit to their advancement.

### Minotaur

Hit Dice: 6+4

Armor Class: 6 [13]

Attacks: Head butt (2d4), Bite (1d3) and Weapon (1d8)

Saving Throw: 11

Special: Never gets lost in labyrinths

Move: 12

Alignment: Chaotic

XP: 650

A Minotaur is a man-eating predator with a bull's head and the body of a massive human. They have Darkvision to 60'.

### Mummy

Hit Dice: 6+4

Armor Class: 3 [16]

Attacks: Fist (1d12)

Saving Throw: 11

Special: Mummy Rot, +1 Magic Weapon To-Hit

Move: 6

Alignment: Chaotic

XP: 650

Mummies cannot be hit by normal weapons and even magical weapons cause only half damage. In addition to normal damage their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A Cure Disease spell can increase healing rate to one-half normal, but a Remove Curse spell is required to completely remove Mummy Rot.

### Mummy Lord

Hit Dice: 8+4

Armor Class: 4 [15]

Attacks: 2 Fists (1d12+4)

Saving Throw: 7

Special: Mummy Rot, +2 Magical Weapon To-Hit

Move: 6  
Alignment: Chaotic  
XP: 850  
Treasure: x2

Unusually powerful or evil individuals preserved as mummies sometimes rise as greater mummies after death. A Mummy Lord resembles its lesser fellows, but often wears or carries equipment it used in life.

Mummy Lords cannot be hit by normal weapons and even magical weapons cause only half damage. In addition to normal damage their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A Cure Disease spell can increase healing rate to one-half normal, but a Remove Curse spell is required to completely remove the Mummy Rot.

Unlike an ordinary undead Mummy, a Mummy Lord passes on a highly contagious form of Mummy Rot, which is transmitted by skin contact. Consequently, even someone administering a Cure Disease spell has to make a successful saving throw or succumb to the same highly contagious Mummy Rot.

Mummy Lords are powerful spellcasters capable of using spells as if a Cleric of 14th Level. They are found as guardians of the tombs of high lords, priests and mages. However, some may be sealed in permanent cursed tombs as a result of being identified as traitors. Most Mummy Lords will have defensive possessions such as magic rings, amulets and armor.

Mummy Overlord  
Hit Dice: 12+4  
Armor Class: 2 [17]  
Attacks: 2 Fists (3d12)  
Saving Throw: 4  
Special: Crown, Mummy Rot, +3 Magical Weapon To-Hit  
Move: 9  
Alignment: Chaotic

XP: 1250

Treasure: x3

Incredibly powerful or evil individuals which are mummified sometimes rise as greater mummies after death. A Mummy Overlord resembles other mummies, but often wears a crown or coronet. Any undead creature within 60' of a Mummy Overlord's Crown cannot be turned or rebuked.

Mummy Overlords cannot be hit by normal weapons and even magical weapons cause only half damage. In addition to normal damage their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A Cure Disease spell can increase healing rate to one-half normal, but a Remove Curse spell is required to completely remove Mummy Rot.

Unlike an ordinary undead Mummy, a Mummy Overlord passes on a highly contagious form of Mummy Rot, which is transmitted by skin or surface contact. (Surfaces remain contagious for a turn after contact). Consequently, even someone administering a Cure Disease spell has to make a successful saving throw or succumb to the same highly contagious Mummy Rot.

Mummy Overlords are powerful spellcasters capable of using Cleric spells as if at 20th Level. Most Mummy Overlords will have defensive possessions such as magic rings, amulets and armor.

Naga, Guardian

Hit Dice: 11

Armor Class: 3 [16]

Attacks: Bite (1d6 + Poison)

Saving Throw: 4

Special: Spit Poison, Constriction, Spellcasting

Move: 18

Alignment: Lawful

XP: 1100

Treasure: x2

The noble Guardian Nagas are from 20' to 25' in length. They do not necessarily have a human-like head, but some characteristic, (such as a flowing mane of hair), will immediately set their appearance apart from normal serpents. They can bite or spit with lethal poison and if they hit with their coils they automatically cause 1d8 points of constriction damage per round. Guardian Nagas cast clerical spells (2/ 2/ 1/ 1).

Naga, Spirit

Hit Dice: 9

Armor Class: 4 [15]

Attacks: Bite (1d3 + Poison)

Saving Throw: 6

Special: Poison, Charm Gaze, Spellcasting

Move: 12

Alignment: Chaotic

XP: 900

Treasure: x2

Spirit Nagas are malicious, evil creatures. Their gaze has the effect of a Charm Person spell, their bite is poisonous and they can cast Magic-User spells, (4/ 2/ 1), and Cleric spells, (2/ 1).

Naga, Water

Hit Dice: 7

Armor Class: 5 [14]

Attacks: Bite (1d4 + Poison)

Saving Throw: 9

Special: Poison, Spellcasting

Move: 12/ 20 (Swimming)

Alignment: Any

XP: 700

Water Nagas might be of any alignment. They do not ordinarily have human heads, but like the Guardian Nagas they will have some physical attributes separating them clearly from normal serpents. In the case of Water Nagas this

might be the color of the scales or the presence of flowing beard-like fins. Water Nagas are from 10 to 15' long. Water Nagas can cast Magic-User spells, (4/ 2/ 1).

Nixie

Hit Dice: 1d4

Armor Class: 7 [12]

Attacks: Weapon (1d6)

Saving Throw: 18

Special: Charm

Move: 6/ 12 (Swimming)

Alignment: Neutral

XP: 50

Nixies are weak water fey creatures. One in ten of them has the power to cast a powerful Charm Person, (with a -2 penalty to the saving throw), that causes the victim to walk into the water and join the Nixies as their slave for a year. Casting Dispel Magic against the curse has only a 75% chance of success and once the victim is actually in the water the chance drops to 25%. Nixies are ordinarily friendly, but they are also capricious.

Night Hag

HD: 8

AC: 8 [11]

Attacks: Bite (2d6)

Special: Magic Resistance (45%), +2 Weapon To-Hit, Magical Abilities.

Saving Throw: 8

Move: 10

Alignment: Chaotic

XP: 800

Treasure: x2

Night Hags come from beyond the material plane. This may be from the realms of dream or the demonic pits of the Abysses. These creatures prey upon the souls of those who are evil/ chaotic. They can cause enchanted sleep once against individuals of up to 12th Level unless a saving throw succeeds. Alternatively, they may visit the victim's dreams nightly, allowing them to leech away a point

of constitution each night until the attribute reaches 0 and the Night Hag can steal away the soul. There is no saving throw against this effect.

In combat, Night Hags can magically weaken an opponent to half normal strength, (with a saving throw allowed), three times per day. Additionally, they can use a spell that automatically inflicts 2d8 points of damage against a single opponent. Both of these abilities have a range of 100ft. A Night Hag can also become ethereal and incorporeal at will. Attempting to summon a demon ally once per day has a 50% chance of success. They can only be hit by weapons with a magical bonus of +2 or more. Night Hags are also highly resistant to magic as well.

#### Nightmare

HD: 7

AC: -4 [23]

Attacks: Bite (1d8) and 2 Hooves (2d6)

Save: 9

Special: Breathe Smoke, Become Incorporeal

Move: 18/ 35 (Flying)

Alignment: Chaotic

XP: 700

Nightmares are the black steeds of Night Hags and other demons. They are horses with flaming hooves and mane. Their breath is a cloud of brimstone smoke, which causes any nearby opponent to attack at -2, (without allowing a saving throw). These horrible creatures can become incorporeal and travel between the planes of existence bearing their evil/ chaotic riders.

#### Octopus, Giant

Hit Dice: 4

Armor Class: 7 [12]

Attacks: 8 Tentacles (1d3)

Saving Throw: 13

Special: Jet, Ink

Move: 1/ 9 (Swimming)



Alignment: Neutral  
XP: 400

After a Giant Octopus hits with a tentacle it does 1d6 points of damage per round, automatically, instead of the initial 1d3. There is also a 25% chance that a tentacle that hits pinions one of the victim's limbs. (Roll randomly for left/ right arms and legs to see which is immobilized). A Giant Octopus can jet water out to achieve a movement rate of up to 27 and is also able to release a huge cloud of ink to obscure its location. Some Giant Octopi might well be able to move onto land for short periods of time.

Ogre  
Hit Dice: 4+1  
Armor Class: 5 [14]  
Attacks: Weapon (1d10+1)  
Saving Throw: 13  
Special: None  
Move: 9  
Alignment: Chaotic  
XP: 450

Ogres are fierce, brutish humanoids, which are normally quite stupid, but more intelligent versions might be encountered here and there.

Ogre Mage  
Hit Dice: 5+4  
Armor Class: 4 [15]  
Attacks: Weapon (1d12)  
Saving Throw: 12  
Special: Magical Abilities  
Move: 12/ 18 (Flying)  
Alignment: Chaotic  
XP: 550  
Treasure: x2

Ogre Magi have numerous magical powers. These include casting Fly, turning Invisible, radiating Darkness 10' Radius, using Shape Change to shift to a human form, casting Sleep and using Charm Person once/ day. They can also cast a Cone of Frost with a range of 60' to a base of 30' three times/ day, which causes 8d6 damage to those who don't make a successful saving throw to half the damage.

A small proportion of Ogre Magi can train beyond the magical abilities they possess and learn to cast spells. Those that do so are dedicated to the task and stay hidden from the outside world during their early years as spellcasters. Those rarely encountered in the wider world have 2d4+12 levels.

Ogres live in some fear and awe of Ogre Magi. Apart for Storm Ogres who regard them with suspicion and keep their distance.

Ogre, Storm

Hit Dice: 8+3

Armor Class: 0 [19]

Attacks: Weapon (1d12)

Saving Throw: 6

Special: Magical Abilities and Immune to Lightning, Fire and Frost

Move: 12/ 18 (Flying)

Alignment: Chaotic

XP: 1250

Treasure: x4

Storm Ogres are powerful magicians capable of casting Control Weather at 20th level once/ day, Hallucinatory Terrain once/ day, Fly once/ day, Control Winds once/day, Summon Weather twice/ day and Call Lightning twice/day.

They are also immune to the effects of fire and frost and regenerate 2hp/ round in stormy conditions. Some may own Storm Hammers, which strike at +2/ +2 and allow the wielder to roll to surrender up to 3d6 hit points that are then added to the damage a target receives.

## Oozes

These creatures scavenge much like similar monsters, including Ochre Jellies and Black Puddings. However, they are particularly dangerous, because they remain extremely well-camouflaged under any lighting conditions.

Ooze, Blue

Hit Dice: 7+3

Armor Class: 3 [16]

Attacks: Strike (3d6)

Saving Throw: 12

Special: Alkali, Envelope, Half Damage from Fire and Cold, Immune to Blunt Weapons

Move: 6/ 9 (Swimming)

Alignment: Neutral

XP: 750

Blue Ooze looks much like a pool of water. It often lives camouflaged in or near water where it will try to overwhelm a creature and drag it into the water. A successful attack within 10' of water allows a Blue Ooze to pull its victim into the water. In or out of the water, contact with the digestive juices on a Blue Ooze's rasping surface causes 3d6hp.

Blue Ooze is immune to spells. Metal must make a saving throw roll of 12+ when exposed to Blue Ooze, (even if the contact is as brief as the strike of a sword), or rot through. When a Blue Ooze hits an adventurer in metal armor, the armor must make a saving throw. Cutting and piercing damages a Blue Ooze, but it is unaffected by blunt or crushing attacks. Fire and cold do have some effect, causing half normal damage.

Ooze, Crimson

Hit Dice: 5+3

Armor Class: 5 [14]

Attacks: Strike (3d6)

Saving Throw: 12

Special: Alkali, Immune to Blunt Weapons, Spells, Fire and Cold

Move: 6

Alignment: Neutral  
XP: 550

Crimson Ooze is almost identical in appearance to a pool of blood, but it is a slimy, fluid substance that devours prey and carrion with its alkaline secretions. Crimson Ooze is immune to spells, fire and cold damage. Metal must make a saving throw roll of 12+ when exposed to Crimson Ooze, (even if the contact is as brief as the strike of a sword), or rot through. When a Crimson Ooze hits an adventurer in metal armor, the armor must make a saving throw. Only cutting and piercing damages a Crimson Ooze - it is unaffected by blunt or crushing attacks.

Ooze, Grey

Hit Dice: 3+3

Armor Class: 7 [12]

Attacks: Strike (2d6)

Saving Throw: 14

Special: Acid, Immune to Blunt Weapons, Spells, Fire and Cold

Move: 1

Alignment: Neutral

XP: 350

Grey Ooze is almost identical in appearance to wet rock, but it is a slimy, formless substance that devours prey and carrion with its acidic secretions. Grey Ooze is immune to spells, heat and cold damage. Metal must make a saving throw roll of 12+ when exposed to Grey Ooze, (even if the contact is as brief as the strike of a sword), or rot through. When the Grey Ooze hits an adventurer in metal armor, the armor must make a saving throw. Only cutting and piercing damages Grey Ooze, as it is impervious to blunt or crushing attacks.

Orc

Hit Dice: 1

Armor Class: 6 [14]

Attacks: Weapon

Saving Throw: 17

Special: None

Move: 12  
Alignment: Chaotic  
XP: 100

Orcs are stupid, brutish humanoids that gather in tribes of hundreds. Most are subterranean dwellers and fight with a penalty of -1 in sunlight. Their leaders are great brutes with additional HD. Magic-using shamans may be found in the larger tribes. Orcs have Darkvision to 60'.

Owlbear  
Hit Dice: 5+1  
Armor Class: 5 [14]  
Attacks: 2 Claws (1d6), 1 Bite (2d6)  
Saving Throw: 12  
Special: Hug  
Move: 12  
Alignment: Neutral  
XP: 550

Owlbears have the body of a bear but the beak of an owl. There may also be some feathers on the head and over the body. On an attack roll of 18+, (with a natural roll), an Owlbear grabs its victim and hugs it for an additional 2d8 points of damage.

Pegasus  
Hit Dice: 4  
Armor Class: 6 [13]  
Attacks: 2 Hooves (1d8)  
Saving Throw: 13  
Special: None  
Move: 24/ 48 (Flying)  
Alignment: Lawful  
XP: 400

Pegasi are winged horses. Most have feathered wings, but some might have bat wings and some might be evil - at the GM's discretion.

Piercer

Hit Dice: 1 to 5

Armor Class: 3 [16]

Attacks: 1 Drop/ Pierce (1d6 per HD)

Saving Throw: 17, 16, 14 or 13

Special: Drop from ceiling

Move: 1

Alignment: Neutral

XP: 1HD (100), 2HD (200), 3HD (300), 4HD (400), 5HD (500)

Piercers resemble stalactites and drop from cavern ceilings to pierce their victims. After falling, (and feeding), they crawl slowly back to the ceiling in order to attack again. Note that the damage inflicted by a Piercer is 1d6 per HD of the creature.

### Puddings

These creatures are feared because they are immune to a wide range of attacks and capable of destroying their victim's armor and weapons.

Pudding, Black

Hit Dice: 10

Armor Class: 6 [13]

Attacks: Attack (3d8)

Saving Throw: 5

Special: Acid, Divides, Immune to Cold, Lightning or Sharp Weapons

Move: 6

Alignment: Neutral

XP: 1000

Black Puddings are amorphous globs with an acidic surface. They are subterranean predators and scavengers. Any weapon or armor contacting a Black Pudding will be eaten away by the acid as follows:

Weapons are destroyed by 1 hit.

Chain mail or lesser armor is destroyed by 1 hit.

Plate mail is destroyed by 2 hits.

If a weapon or armor is magical it can take an additional hit per magical +1 before being dissolved.

pudding, Treacle

Hit Dice: 14

Armor Class: 3 [16]

Attacks: Attack (5d8)

Saving Throw: 5

Special: Acid Surface, Lightning or Sharp Weapons Divide, Immune to Cold and Fire

Move: 9/ 6 (Slowed)

Alignment: Neutral

XP: 1400

A Treacle Pudding can easily be mistaken for a Black Pudding. This is not surprising, as a Treacle Pudding is the result of a symbiotic union between a Black Pudding and a Sugar Cube. Weapons or armor touching a Treacle Pudding will be eaten away by the acid as follows: weapons after one hit, chain mail or weaker armor after one strike and plate mail after two contacts. If a weapon or armor is magical it can take an additional hit per magical +1 before dissolving.

Treacle Puddings are immune to cold and divide when hit by lightning. Fire damage immolates the sugary surface of a Treacle Pudding for 3 rounds, resulting in d8 extra damage when it hits and d4 damage to anyone striking a Treacle Pudding with hand-to-hand weapons. In this condition the Treacle Pudding may ignite any paper or cloth in its path.

Purple Worm

Hit Dice: 15

Armor Class: 6 [13]

Attacks: Bite (2d12), Sting (1d8)

Saving Throw: 3

Special: Poison Sting, Swallow

Move: 9



Alignment: Neutral  
XP: 1500

Purple Worms are massive creatures that grow 40' or more in length - sometimes exceeding 10' in width. They are subterranean and chew tunnels through rock, (or through sand, in deserts, where they are a tan colored). These beasts can swallow their prey whole on a roll of 4 higher than the required number - or if the worm rolls twice the number required to-hit. They can swallow-up anything the size of a horse or smaller. In addition to the dreaded bite, Purple Worms also have a poison stinger on their tails.

The poison injected by a Purple Worm's stinger is lethal if the victim fails a saving throw. Whatever prey the Purple Worms once hunted with such natural weaponry, (or perhaps still do), must have been terrifying indeed. Aquatic versions of the Purple Worm may also exist.

Rakshasa

Hit Dice: 0

Armor Class: -4 [23]

Attacks: 2 Claws (1d3) 1 Bite (1d6)

Saving Throw: 9

Special: Illusory Appearance, Special Magic Resistance, Spellcasting

Move: 15

Alignment: Chaotic

XP: 900

Treasure: x2

Rakshasas' true form is that of a demon with the head of a tiger or other predatory animal, but by magical illusion they always appear to others in a friendly or non-threatening form. Rakshasas can only be affected by the most powerful of spells, (i.e. those at level 8 or 9), and they can only be hit with magical weapons.

Crossbow bolts that have been blessed by a Cleric are the bane of the Rakshasa – such bolts are treated as +3 weapons against them. Rakshasas are minor

spellcasters that can cast Magic-User spells, (3/ 2/ 1), and Cleric spells, (1st Level - 1 spell).

Rat, Giant

Hit Dice: 1d4

Armor Class: 7 [12]

Attacks: Bite (1d3)

Saving Throw: 18

Special: 10% Diseased

Move: 12

Alignment: Neutral

XP: 50

Giant Rats are often found in dungeons and are about the size of a cat or a lynx. The bite of 10% of Giant Rats leaves the victim with a disease if a saving throw fails.

Ravenswings

Hit Dice: 2+2 (14) or Higher

Armor Class: 4 [15]

Attacks: As Weapon

Saving Throw: 12 or Better

Special: Daggers Inject Poison, Detect Invisible

Move: 6/ 18 (Flying)

Alignment: Chaotic

XP: 250

These evil humanoids have the heads of ravens and black, raven-shaped wings that allow them to fly very effectively. Wingspan varies from 7-12' feet depending on the creature's height of 5-7'. Ravenswings' limbs and torso may be lightly feathered, but are for the most part human. All of them have Strength and Constitution of 18, which is needed to power their flight. The weak are weeded-out at hatching time and during ruthless aerial duels involved in competing for status.

Ravenswings progress as Clerics, Fighters, Magic-Users and Renegades, but their Clerics are by far the most powerful among them. As a result of religious restrictions Magic-Users are only allowed to cast spells concerned with the air and treetops.

A typical nest of Ravenswings will live in caves or treetop dwellings in numbers of  $5d6+5$ . These nests will often harbor two Clerics of  $2d10$  levels, a Magic-User of  $2d10$  levels,  $d4$  fighters of  $2d4$  levels and  $d4$  Renegades of  $3d6$  levels. The Cleric with the highest level will always be in charge of the nest.

A Ravenswing Cleric of 20th level can bring together  $2d4$  nests to form a nomadic colony or to build a permanent aviary. An aviary made by Ravenswings will attract  $d4$  further Ravenswings each month.

Ravenswings are very aware of air currents and movement in the air and are, therefore, able to see invisible creatures. Their Magic-Users are limited to using the following spells, which take effect with 50% extra range, damage and duration:

Magical Missile  
Mirror Image  
Conjuration of Air Elementals  
Interposing Hand  
Forceful Hand  
Control Weather  
Grasping Hand  
Clenched Fist  
Crushing Hand  
Wind Walk

Ravenswing Fighters and Renegades have a habit of fighting with nets and fluted, triple-bladed daggers that inject a paralyzing spider or wasp venom. Enemies are often entangled in the powerful netting and may be bundled off crags and cliff edges before the Ravenswings fall upon them with their daggers.

## Remorhaz

Hit Dice: 7-14

Armor Class: 0 [19], head and belly 4 [15]

Attacks: Bite (6d6)

Saving Throw: 8

Special: Melts Weapons, Swallow

Move: 12

Alignment: Neutral

XP: 700 - 1400

A Remorhaz is a multi-legged, lizard-like creature with a whitish-blue color. The body also pulses with a red glow as a result of the heat its body produces. The creature is 20' long with 7HD, 24' long with 8HD, 28' long with 9HD and so on. They often hide under snow and ice until they hear movement above them, then attack from below and surprise prey. Once at the surface they rear to attack, exposing their more vulnerable bellies.

Remorhazes are large enough to consume a whole victim on a natural attack roll of 20. Swallowed victims are killed immediately because of the extreme heat within the creatures' innards. When in combat a Remorhaz's back heats to a remarkably hot temperature. Any non-magical weapons touching their bodies melt immediately and magical items making contact must make saving throws of 12+. If a being touches the hot hide it suffers 1d10 x 100hp damage.

## Roc

Hit Dice: 12

Armor Class: 4 [15]

Attacks: Bite (3d12), 2 Claws (3d6)

Saving Throw: 3

Special: None

Move: 3/ 30 Flying)

Alignment: Neutral or Lawful

XP: 1200

Rocs are mythological birds that are large enough to prey upon elephants. As fledglings they can be trained to serve as steeds. This makes their eggs or

fledglings worth great sums of gold. Rocs might grow as large as 18HD with statistics to match.

### Roper

Hit Dice: 10-12

Armor Class: 0 [19]

Attacks: Tentacle (5d4), Beak (2d10)

Saving Throw: 7

Special: Grab Prey

Move: 3

Alignment: Neutral

XP: 1000 - 1200

Ropers are shapeless, but extremely tough-skinned organisms, with about the body mass of a Hill Giant. They look very much like stone and can shape themselves to resemble a natural pillar, stalagmite or similar rock formation.

To attack the Roper hurls out long tendrils with a range of 50ft, (at a rate of one per round). The Roper can use as many as six of these tentacles at a time. If the tentacle hits it grabs the victim and draws her/ him 10ft per round toward the Roper's huge, tooth-filled mouth. The victim must make a saving throw or lose half his Strength points for 3d6 turns due to the secretions on the tentacle. A human has a 1 in 6 chance per round to break the Roper's hold if his Strength has been halved and a 2 in 6 chance per round if his Strength remains normal. Ropers are immune to electricity and take only half damage from cold - but they do sustain an extra +1hp per HD of damage from fire.

### Rot Grubs

Rot Grubs are found almost anywhere that flesh is left to rot. They are horrid things of only about an inch in length, but they are quite dangerous. Any flesh touching them is at great risk, as they bite in and burrow deeply if they roll to hit successfully. For a period of 1d3 turns Rot Grubs can be killed by burning the flesh for 1d6 points of damage per Rot Grub). Casting Cure Disease will kill all the Rot Grubs in a person's body. However, after the 1d3 turns pass the grub has burrowed too deeply to be affected by spells or fire. The victim will then die within one more turn.

## Rot Grubs, Rapid

Rapid Rot Grubs are found where flesh is left to rot. They are horrid pink things of only about an inch in length, but they are very dangerous. Any flesh touching them is at great risk, for they bite in and burrow deeply if they roll to hit successfully. For a period of 1d3 rounds Rapid Rot Grubs can be killed by burning the flesh for 1d6 points of damage per Rapid Rot Grub). Casting Cure Disease will kill all the Rapid Rot Grubs in a person's body. However, after the 1d3 rounds pass the grub has burrowed too deeply to be affected by spells or fire. The victim will then die within one more round.

## Sahuagin

Hit Dice: 2+2

Armor Class: 5 [14]

Attacks: Claws x2 (1d2), Claws x2 (if Underwater), Bite (1d4) or as Weapon

Saving Throw: 13

Special: Underwater Attack

Move: 12/ 24 (Swimming)

Alignment: Neutral

XP: 250

Sahuagin are fish-men with shark-like teeth. They live in salt water and raid the surface world for plunder and sport. These beings are thoroughly evil. Their society is highly organized and their lairs are often guarded by sharks. Some Sahuagin may have entangling nets, which are used to ensnare opponents.

## Salamander

Hit Dice: 7

Armor Class: 5 [14] (Torso); 3 [16] (Body)

Attacks: Touch and Constrict (2d8 + 1d6 Heat), 1 Weapon (1d6)

Saving Throw: 9

Special: Heat, Constrict

Move: 9

Alignment: Chaotic

XP: 700

Salamanders are intelligent creatures of the Elemental Planes of Fire. They have the upper body of a human and the lower body of a serpent. They give off tremendous, intense heat. The very touch of a Salamander deals 1d6hp of fire damage and they wrap their tails around foes to cause an additional 2d8 points of crushing damage per round as the victim writhes in the deadly heat of the serpentine coils. A Salamander's human torso is AC 5 [14], while the armored tail is AC3 [16]. Salamanders cannot be enslaved in the same manner as Djinn and Efreet.

#### Scimitar Cat

Hit Dice: 7

Armor Class: 3 [16]

Attacks: Jaws (3d8), Claws (2d8)

Saving Throw: 9

Special: Ambush

Move: 15

Alignment: Neutral

XP: 700

These powerful saber-toothed ambush predators use camouflage and cover to take advantage of their ability to sprint at great speed over short distances. Unless a character has a class or race bonus a Scimitar Cat will surprise on a roll of 1–5 on a d6.

#### Sea Monster

Hit Dice: 30

Armor Class: 2 [17]

Attacks: Bite (4d10)

Saving Throw: 3

Special: Swallow

Move: 0/ 18 (Swimming)

Alignment: Neutral

XP: 3000

These monsters generally resemble bizarre fish, long-necked monsters with seal-like bodies or massive eels. Most have a hide of incredibly tough scales. In



general, their appearance is quite varied and there does not appear to be a particular 'species' of Sea Monster. They are able to swallow their prey whole: if the attack roll is 4 over the required number, (or a natural 20), the victim is swallowed and will die in an hour - becoming fully digested within a day. Most of them are not venomous. They are generally encountered underwater and seldom venture to the surface.

#### Sea Serpent

Hit Dice: 15

Armor Class: 6 [13]

Attacks: Bite (2d12)

Saving Throw: 3

Special: Swallow

Move: 0/ 20 (Swimming)

Alignment: Neutral

XP: 1500

A fully-grown Sea Serpent is approximately 50' in length and will swallow a person whole on any attack roll in which the die rolled is 4 or more over the required number, (or a natural 20). Swallowed victims will be dead within an hour and fully digested within one day. Some Sea Serpents are extremely venomous.

#### Shadow

Hit Dice: 3+3

Armor Class: 7 [12]

Attacks: 1 Touch (1d4 + Strength Drain)

Saving Throw: 14

Special: Drains Strength. +1 Magical Weapon To-Hit

Move: 12

Alignment: Chaotic

XP: 350

Shadows may or may not be undead creatures. They are immune to Sleep and Charm, but the GM can decide whether they are undead creatures subject to turning or whether they are some horrible 'other' thing. For example, a Shadow

may be a manifestation or a creature from another dimension. Shadows are dark and resemble actual shadows, though they may be even darker in coloration. They are not corporeal and can only be harmed with magical weapons or by spells. Their chilling touch drains one point of Strength with every successful hit. If a victim is brought to a Strength attribute of 0 she or he is transformed into a new Shadow. If the person does not come to such a dark ending, Strength points return after 9 turns.

### Shambling Mound

Hit Dice: 7 to 12

Armor Class: 1 [18]

Attacks: 2 Fists (2d8)

Saving Throw: 9, 8, 6, 5, 4 or 3

Special: Enfold, Suffocate, Immune to Fire, Half Damage from Cold and Weapons

Move: 6

Alignment: Neutral

XP: HD 7 (700); HD 8 (800); HD 9 (900); HD 10 (1000); HD 11 (1100); HD 12 (1200)

Shambling Mounds are moving plants that take the form of huge masses of slimy vegetation that shamble through swamps and marshes looking for prey. They have a roughly bipedal shape with two 'legs' and two 'arms'.

Shambling Mounds are not injured by fire, because of their slimy, wet bodies. They take only half damage from cold and half damage from weapons of any kind. Electricity causes a Shambling Mound to gain 1HD. If a Shambling Mound hits with both arms the victim is enfolded into the slimy body and will suffocate in 2d4 rounds unless freed.

### Shrieker

Hit Dice: 3

Armor Class: 7 [12]

Attacks: None

Saving Throw: 14

Special: Shriek

Move: 1

Alignment: Neutral  
XP: 300

Shriekers are huge mushrooms with tough, fibrous bodies. They do not physically attack, but if light shines on them from within about 30', (or if anything moves within about 10'), they emit a high-pitched shrieking noise. This noise causes 1hp damage per round, (with a saving throw allowed), to anyone within 30'. The true danger of Shriekers is that they tend to summon wandering monsters.

### Skeletons

Skeletons are animated bones of the dead, which are usually under the control of some evil master. Skeletons are not affected by cold and take half damage from blunt weapons. Any creature with a skeletal frame that is not already undead can potentially be turned into a Skeleton.

Skeleton, Human

Hit Dice: 1

Armor Class: 8 [11], with shield 7 [12]

Attacks: Weapon or Strike (1d6)

Saving Throw: 17

Special: Half Damage from Blunt Weapons, Immune to Cold

Move: 12

Alignment: Neutral

XP: 100

Skeleton, Storm Giant

Hit Dice: 14

Armor Class: 3 [16]

Attacks: Weapon or Hurl Rocks (3d6)

Saving Throw: 4

Special: Half Damage from Blunt Weapons, Hurls Rocks, Immune to Cold

Move: 12

Alignment: Chaotic

XP: 1,400

The animate skeleton of a Storm Giant regenerates half its hp immediately if electrocuted.

Skeleton, Troll

Hit Dice: 6

Armor Class: 5 [14]

Attacks: Weapon or Strike (2d6)

Saving Throw: 12

Special: Half Damage from Blunt Weapons, Regenerates, Immune to Cold

Move: 12

Alignment: Chaotic

XP: 600

These undead are able to regenerate 2hp/ round except for damage from Holy Water.

Skeleton, Wolf

Hit Dice: 2+2

Armor Class: 7 [12]

Attacks: Weapon or Strike (1d6)

Saving Throw: 17

Special: Half Damage from Blunt Weapons, Regenerates, Immune to Cold

Move: 12

Alignment: Neutral

XP: 250

Slithering Tracker

Hit Dice: 4

Armor Class: 5 [14]

Attacks: Paralyzation

Saving Throw: 13

Special: Transparent, Paralysis

Move: 12

Alignment: Neutral

XP: 400

Slithering Trackers are a form of transparent slug that may be related to Gelatinous Cubes. They are difficult to see with only a 10% chance for a person to spot them in any round. Unless they are starving, (which affects only 5%), they do not attack moving prey. Instead, they follow the potential prey until it sleeps or camps. They can ooze under doors and through fairly small cracks, so even a barricaded room with a closed door is probably not safe. When a Slithering Tracker attacks the victim must make a saving throw or be paralyzed by the creature's secretions. A paralyzed victim will be sucked dry of all body fluids in 5 turns by losing 20% of hp every 10 minutes.

Slug, Giant

Hit Dice: 12

Armor Class: 8 [11]

Attacks: Bite (1d12) or Acid

Saving Throw: 4

Special: Spit Acid (6d6), Immune to Blunt Weapons

Move: 6

Alignment: Neutral

XP: 1200

These tremendously large masses of slimy, rubbery flesh are not harmed by blunt weapons. In addition to their powerful bite Giant Slugs can spit their saliva at one target at a time. The base range for spitting is 60' and within this range the slug's spittle will be 50% likely to hit with no other to-hit roll required. For every additional 10' of range the chance of hitting is lowered by 10%. On the first spitting attack a slug only has a 10% chance of hitting within 60' and no chance of hitting beyond that range. Some Giant Slugs might have more or less virulent acidity, which changes the damage inflicted.

Specter

Hit Dice: 7

Armor Class: 2 [17]

Attacks: Spectral Weapon or Touch (1d8 + Level Drain)

Saving Throw: 9

Special: Level Drain (2)

Move: 15/ 30 (Flying)

Alignment: Chaotic

XP: 700

Treasure: x2

Specters are wraith-like undead creatures without corporeal bodies. When a Specter hits an opponent, with either hand or weapon, the touch drains two levels from the victim. Only magical weapons can damage a Specter. In some cases, these terrifying creatures may be mounted upon living beasts, providing the beasts have been trained to tolerate proximity to the undead. Any being killed, (or drained below level 0), by a specter becomes a specter as well – held in a pitiful thrall to its creator.

### Spiders

While some Giant Spiders may be chained, trained and controlled for use as mounts, the vast majority are only concerned with their next meal.

Spider, Giant (Smaller)

Hit Dice: 1+1

Armor Class: 8 [11]

Attacks: Bite (1hp) + Poison

Saving Throw: 17

Special: Poison (+2 Save or Die)

Move: 9

Alignment: Neutral

XP: 150

These spiders are very aggressive hunters.

Spider, Giant (Human-Sized, 4' Diameter)

Hit Dice: 2+2

Armor Class: 6 [13]

Attacks: Bite (1d6) + Poison

Saving Throw: 16

Special: Poison (+1 Save or Die), Surprise

Move: 18

Alignment: Neutral unless intelligent (Chaotic)  
XP: 250

Human-Sized Giant Spiders surprise on a roll of 1–5 on a d6, as they often hide in shadows.

Spider, Giant (Greater, 6' Diameter)  
Hit Dice: 4+2  
Armor Class: 4 [15]  
Attacks: Bite (1d6+2) + Poison  
Saving Throw: 13  
Special: Poison (Save or Die), Webs  
Move: 4  
Alignment: Chaotic  
XP: 450

Greater Giant Spiders are web-builders. Webs spun by such spiders require a saving throw to avoid becoming stuck. Those who make a saving throw can fight in and move through the webs at 5' per round.

Spider, Phase  
Hit Dice: 2+2  
Armor Class: 3 [16]  
Attacks: Bite (1d6) + Poison  
Saving Throw: 16  
Special: Poison, Phase Shifting  
Move: 18  
Alignment: Neutral  
XP: 450

Phase Spiders can shift out of phase with their surroundings, (so they can only be attacked by ethereal creatures), then come back into phase later on for an attack.

Spider, Giant Spectral  
Hit Dice: 5+2  
Armor Class: 3 [16]



Attacks: Bite (1d6), Poison  
 Saving Throw: 13  
 Special: Poison, Spectral Effect  
 Move: 24  
 Alignment: Chaotic  
 XP: 550

These spiders look like brightly colored versions of other huge spiders until killed. The table shows which effect follows as soon as one is slain:

Giant Spectral Spiders' Table

	Color	Effect
1	Red	Melts down into a Crimson Ooze
2	Orange	Explodes as a Fireball. Save or take full damage of 3d6
3	Yellow	Melts down into an Ochre Jelly
4	Green	Explodes with Poison Gas. Save or sleep for d4 rounds
5	Blue	Explodes into sharpened icicles. Save or take 2d8hp
6	Purple	Melts and expands into a Purple Worm
7	Transparent	Melts down into a Gelatinous Cube
8	Black	Melts down into a Black Pudding
9	Brown	Melts and expands into a Shambling Mound
10	Multi-colored	Roll twice

Spider, Giant Spectral Wolf  
 Hit Dice: 7+2  
 Armor Class: 3 [16]  
 Attacks: Bite (1d8), Poison  
 Saving Throw: 9  
 Special: Poison, Spectral Effects  
 Move: 24  
 Alignment: Chaotic  
 XP: 700

These spiders appear as normal oversized spiders until killed. The usually dark colors then change rapidly, becoming brighter over a round. At the end of the

round the pulsating body of the slain spider explodes releasing creatures or items. The creatures and items listed are not necessarily the only options ever encountered, but those shown have been reported by adventurers.

Giant Spectral Wolf Spiders' Table

Roll d10	Color	Released
1	Red	Explodes into d4 Scarlet Jellies
2	Orange	Explodes into d4 Tangerine Jellies
3	Yellow	Explodes into d4 Yellow Jellies
4	Green	Explodes into d4 Green Jellies
5	Blue	Explodes into d4 Azure Jellies
6	Indigo	Explodes into d4 Indigo Jellies
7	Violet	Explodes into d4 Violet Jellies
8	Gold	Melts down into a nugget of gold worth d4 x 1000gp
9	Black	Explodes into d4 Black Puddings
10	Multi-colored	Roll twice

Spider, Giant Undead Spectral Phase

Hit Dice: 5+2

Armor Class: 3 [16]

Attacks: Bite (1d8), Poison

Saving Throw: 13

Special: Poison, Phase Shifting, Spectral Effects, Immune to Non-Magical

Weapons and Cold

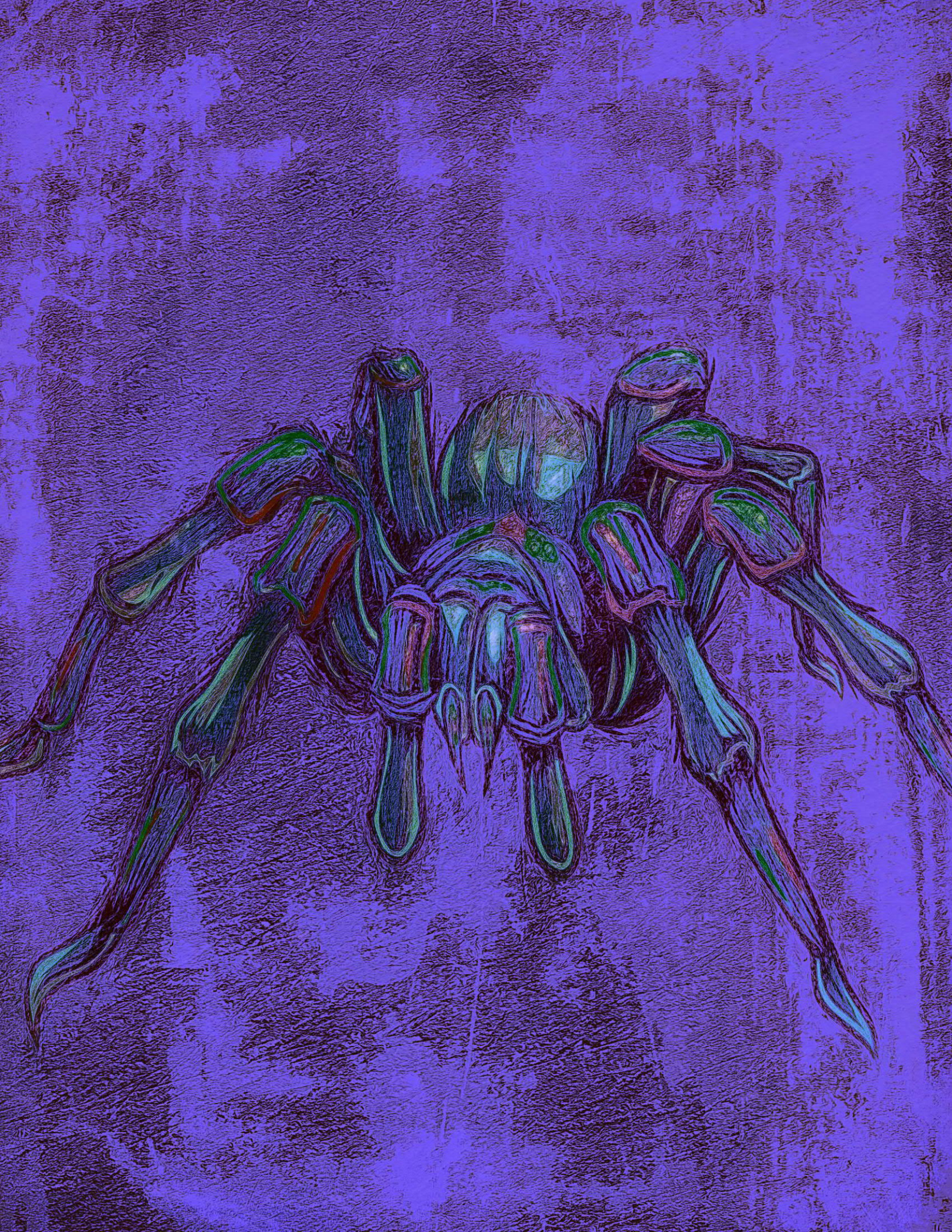
Move: 24

Alignment: Chaotic

XP: 700

These spiders have the appearance and abilities of Phase Spiders until 'killed'. Their color then changes rapidly and deepens over a round before the pulsating body disperses releasing creatures or items. They can be turned, but always return later.







### Giant Undead Spectral Phase Spiders Table

Roll d10	Color	Released
1	Red	Disperses and forms into a Shadow
2	Orange	Disperses into a shower of silver dust worth 2d4 x 1000sp
3	Yellow	Disperses and forms into a Nightmare
4	Green	Disperses into a shower of gold dust worth 2d4 x 500gp
5	Blue	Disperses and forms into a Ghost
6	Indigo	Disperses into a shower of gold dust worth 2d4 x 1000gp
7	Violet	Disperses and forms into a Night Hag
8	Gold	Disperses into a shower of gems worth 3d4 x 1000gp
9	Black	Disperses and forms into a Night Hag riding a Nightmare
10	Multi-colored	Roll twice

Squid, Giant

Hit Dice: 6

Armor Class: 3 [16] (Body Shell), 7 [12] Tentacles and Front

Attacks: 10 (1d3)

Saving Throw: 11

Special: Jet, Ink, Constrict

Move: 9 (Swimming)

Alignment: Neutral

XP: 600

After a Giant Squid hits it does 1d6 points of automatic damage per round instead of the initial 1d3. There is also a 25% chance that a tentacle strike immobilizes one of the victim's limbs, (as rolled randomly on a d4). A Giant Squid can jet water out to achieve a movement rate of up to 27 and can also release a huge cloud of ink to obscure its location. If a Giant Squid wraps its tentacles around a ship the hull will be crushed in 10 rounds.

## Stirge

Hit Dice: 1+1

Armor Class: 7 [12]

Attacks: Jab (1d3 + Blood Drain)

Saving Throw: 17

Special: Drain Blood 1d4/ Round

Move: 3/ 18 (Flying)

Alignment: Neutral

XP: 150

Stirges resemble small, feathery anteaters with wings. They have a proboscis which they jab into their prey to drain blood. After a Stirge's first hit it drains blood automatically at a rate of 1d4hp per round.

## Swarms

One of the curious side-effects of Corruption is an increase in swarming behaviors among creatures coming into contact with Corruption. This can result in a higher incidence of swarms in areas affected by Corruption.

## Swarm, Army Ant

Hit Dice: 11

Armor Class: 7 [12]

Attacks: Swarm (3d6), Cling and Consume

Saving Throw: 4

Special: Immune to Weapon Damage

Move: 6

Alignment: Neutral

XP: 1100

The notoriety of the Army Ant Swarm is well earned. Constantly on the march, a hive of these ants is capable of eating anything that gets in the way. The ants' Darkvision extends to 60' and they climb at the same speed as they move normally.

If a creature is attacked by an Army Ant Swarm and moves away, the swarm suffers 1d6 points of damage to reflect the loss of its numbers as several of the

crawling pests continue to cling tenaciously to the victim. A creature with Army Ants clinging to him takes 3d6 points of damage at the end of his turn each round. As a full-round action, the victim can remove the ants with a successful saving throw. High wind or any amount of damage from an area effect destroys all clinging ants.

An Army Ant Swarm can rapidly devour any creature it swarms over. Against helpless targets an Army Ant Swarm attack deals 6d6 points of damage.

Swarm, Awakened Bee

Hit Dice: 8

Armor Class: 7 [12]

Attacks: Swarm (2d6 plus Lethal Poison); Distraction

Saving Throw: 8

Special: Immune to Weapon Damage

Move: 3/ 18 (Flying)

Alignment: Neutral

XP: 800

Awakened Bee Swarms usually attack as a result of being disturbed in some way, e.g. an unprovoked attack on the swarm or collateral damage to their nest resulting from spell effects. The bees' Darkvision extends to 60ft.

Any living creature that is vulnerable to an Awakened Bee Swarm's damage and has just been attacked by a swarm must make a successful saving throw or become too distracted to attack at the next opportunity.

Swarm, Hell Wasp Nightmare

Hit Dice: 20

Armor Class: 7 [12]

Attacks: Swarm (4d6 + Lethal Poison), Distraction, Infestation

Saving Throw: 3

Special: Fire Resistant, Hive Mind, Infestation, Immune to Weapon Damage

Move: 3/ 18 (Flying)

Alignment: Neutral

XP: 2000

A Hell Wasp Nightmare Swarm has Darkvision to 60' and is capable of tracking anyone who has caused damage to the swarm.

A single Hell Wasp resembles a large, normal wasp, except that its body is red with yellow stripes and its compound eyes are golden.

In a Hell Wasp Nightmare Swarm, the wasps form a collective hive mind, i.e. any Hell Wasp Nightmare Swarm with at least 1 hit point per HD forms a hive mind, giving it an Intelligence score of 6. When a Hell Wasp Nightmare Swarm is reduced below this hit point threshold it becomes mindless.

Any living creature that is vulnerable to a swarm's damage and has just been attacked by a swarm must make a successful saving throw or become too distracted to attack at the next opportunity.

A Hell Wasp Nightmare Swarm seeks to surround and attack any living prey. The swarm deals 4d6 points of damage to any creature it strikes. The swarm can take over the body of its prey and infest both the living and the dead, using them as puppets to accomplish acts of wickedness that an ordinary swarm of insects could never attempt.

A Hell Wasp Nightmare Swarm can inhabit the body of a helpless or dead creature by crawling into its mouth and other orifices. This process takes 1 minute to complete. A single Hell Wasp Nightmare Swarm can inhabit a small, medium or large creature; while four swarms working together can inhabit a huge creature. The swarm may abandon the body at any time, but doing so requires a full round.

Any attack against the inhabited host deals half damage to the Hell Wasp Nightmare Swarm as well, although its resistances and immunities may negate some or all of this damage. If a Hell Wasp Nightmare Swarm is forced to split while it inhabits the body of a creature, all parts of the swarm exit immediately without needing a full-round action.

A Hell Wasp Nightmare Swarm inhabiting a dead body can animate it and control its movements, effectively transforming it into a zombie of the appropriate size for as long as the swarm remains inside. If a Hell Wasp Nightmare Swarm inhabits a living victim, it can neutralize the effects of its own toxin and control the victim's movements and actions as if using Charm Monster.

The Hell Wasps soon slay a living victim by dealing 2d4 points of Constitution damage per hour that they inhabit its body. A body reduced to 0 Constitution is dead. A creature inhabited by a Hell Wasp Nightmare Swarm is relatively easy to spot, since its skin crawls with the forms of the insects inside. The swarm is intelligent enough to hide beneath loose clothing or a large cloak whenever possible, so as to remain undetected.

A Cure Disease or a Heal spell cast on an inhabited victim forces a Hell Wasp Nightmare Swarm to abandon a host.

Swarm, Hell Hornet

Hit Dice: 11

Armor Class: 7 [12]

Attacks: Swarm (5d6 + Lethal Poison), Hive Mind, Infestation

Saving Throw: 4

Special: Adaptive Resistance to Attack Forms

Move: 6/ 18 (Flying)

Alignment: Neutral

XP: 1100

Hell Hornets operate as a particularly deadly type of swarm. They are known for hunting human-like creatures and are highly adaptive. As soon as an attack directed at the swarm causes damage the whole swarm rapidly develops a resistance to similar attacks. This comes into effect at the start of the round after any attack form causes damage. Hell Hornet Swarms are large enough to be damaged by weapons, but missile weapons, sharp weapons, spells, fire, frost, poison gas and other alternatives simply won't cause any damage after their first use. This effect persists for 24 hours.



Any Hell Hornet Swarm with at least 1 hit point per HD forms a hive mind, giving it an Intelligence score of 6. When a swarm of Hell Hornets is reduced below this hit point threshold, it becomes mindless.

Any living creature that is vulnerable to a Hell Hornet Swarm's damage and has just been attacked by a swarm must make a successful saving throw or become too distracted to attack at the next opportunity.

A swarm of Hell Hornets seeks to surround and attack any living prey it encounters. The swarm deals 5d6 points of damage to any creature it strikes. The swarm can take over the body of its prey and infest both the living and the dead, using them as puppets in the same manner as a Hell Wasp Nightmare Swarm.

Swarm, Giant Wasp

HD: 4

AC: 4 [15]

Attacks: 1 Sting (1d4 + Poison), 1 Bite (1d8)

Saving Throw: 13

Special: Paralyzing Poison, Larvae

Move: 1/ 20 (Flying)

Alignment: Neutral

XP: 400

Giant Wasps are as large as humans and are also incredibly aggressive. They work together in swarms of 4d4, but can be encountered in fewer numbers when scouting. Their sting paralyzes for 1d4+1 days unless a victim makes a successful saving throw. At the end of that time larvae eat the victim from the inside out. Cure Disease will kill the larvae. The creatures' wings are paper-thin and flammable.

Swarm, Hornets

Hit Dice: 10

Armor Class: 7 [12]

Attacks: Swarm (3d6 + Lethal Poison), Distraction

Saving Throw: 5

Special: Immune to Weapon Damage

Move: 3/ 18 (Flying)  
Alignment: Neutral  
XP: 1000

Hornet Swarms usually attack as a result of being disturbed in some way, e.g. an unprovoked attack on the swarm or collateral damage to their nest resulting from spell effects. Any living creature that is vulnerable to a Hornet Swarm's damage and has just been attacked by a swarm must make a successful saving throw or become too distracted to attack at the next opportunity.

Swarm, Savage Ant  
Hit Dice: 8  
Armor Class: 7 [12]  
Attacks: Swarm (2d6 plus Savagery); Distraction  
Saving Throw: 8  
Special: Immune to Weapon Damage  
Move: 6  
Alignment: Neutral  
XP: 800

Savage Ants are a particularly dangerous and nasty denizen of caves and jungles. They have had a taste for blood and move towards the slightest scent of blood. If a human provokes a swarm the ants become enflamed with a thirst for blood.

If the swarm dealt damage in the last round it gains a +1 cumulative bonus to damage due to the swarm's savagery. This bonus is lost if the swarm ever fails to do damage for a round.

Any living creature that is vulnerable to a Savage Ant Swarm's damage and has just been attacked by a swarm must make a successful saving throw or become too distracted to attack at the next opportunity.

Savage Ants' Darkvision extends to 60ft and they climb at the same speed as they move normally. Savage Ant Swarms charge straight towards their prey. They avoid fire, but move through or over other obstacles.

Swarm, Wasp

Hit Dice: 7

Armor Class: 7 [12]

Attacks: Swarm (2d6 plus Lethal Poison), Distraction

Saving Throw: 7

Special: Immune to Weapon Damage

Move: 3/ 18 (Flying)

Alignment: Neutral

XP: 700

A Wasp Swarm is a flying mass of thousands of carnivorous wasps. In such large numbers, they become voracious hunters, capable of taking down large creatures with their venom-filled stings. While a wasp swarm is capable of inflicting hundreds of stings, its true danger arises from its insatiable appetite for meat.

Swarms of wasps surround and attack any living prey in their paths and seek out new prey once their anger is aroused. An enraged swarm can continue its rampage non-stop until it is destroyed or dispersed.

Any living creature that is vulnerable to a swarm's damage and has just been attacked by a swarm must make a successful saving throw or become too distracted to attack at the next opportunity.

Swarm, Undead Hell Hornets

Hit Dice: 21

Armor Class: 7 [12]

Attacks: Swarm (5d6 + Lethal Poison), Hive Mind, Infestation

Saving Throw: 3

Special: +1 Magical Weapon To-Hit, Adaptive Resistance to Attacks

Move: 6/ 18 (when Flying)

Alignment: Neutral

XP: 2100

Undead Hell Hornets are Hell Hornets exposed to undead creatures capable of draining levels. The creatures' sheer aggression allows the swarm's collective mind to persist in trying to slay undead creatures, including Wights, Wraiths and

Specters. As a result, the swarm's physical form and consciousness is, inevitably, drained to the point where the swarm becomes undead.

Any swarm of Undead Hell Hornets with at least 1 hit point per HD forms a hive mind, giving it an Intelligence score of 6. When a swarm of Undead Hell Hornets is reduced below this hit point threshold, it becomes mindless.

An Undead Hell Hornets' swarm is highly adaptive. As soon as an attack directed at the swarm causes damage the whole swarm rapidly develops a resistance to similar attacks. This comes into effect at the start of the round after the attack and stays in place for 6 hours. The swarm's insects are large enough to be damaged by weapons but are immune to non-magical weapons. Magical weapons, fire, frost, poison gas, Holy Water and other alternatives work once, but won't cause any damage after their first use. Fortunately, a swarm can be turned by Clerics, with the same roll as required for a Lich. They cannot, however, be rebuked or controlled by mortals.

Any living creature that is vulnerable to a swarm's damage and has just been attacked by a swarm must make a successful saving throw or lose a level and become too distracted to attack at the next opportunity.

A swarm of Undead Hell Hornets seeks to surround and attack any living prey it encounters. The swarm deals 5d6 points of damage to any creature it strikes. The swarm can take over the body of its prey and infest both the living and the dead, using them as puppets to accomplish acts of wickedness that an ordinary swarm of insects could never attempt.

A swarm of Undead Hell Hornets can inhabit the body of a helpless or dead creature by crawling into its mouth and other orifices. This process of infestation takes 1 minute to complete. A single swarm of Undead Hell Hornets can inhabit a small, medium or large creature, while four swarms working together can inhabit a huge creature. The swarm can abandon the body at any time almost instantly.

A swarm of Undead Hell Hornets inhabiting a dead body can animate it and control its movements, effectively transforming it into a Wight, (50%), Wraith,

(25%), or Specter, (25%), both while the swarm remains inside and afterwards. If a swarm of Undead Hell Hornets inhabits a living victim, it can neutralize the effects of its own toxins and control the victim's movements and actions as if using Charm Monster.

The Undead Hell Hornets soon slay a living victim, however, dealing 2d4 points of Constitution damage and draining a level per hour that they inhabit its body. A body reduced to 0 Constitution or 0 levels is dead and, under the circumstances, becomes undead: Wight, (50%), Wraith, (25%) or Specter, (25%). If the body belongs to a creature with a low enough Corruption it may return as a different form of undead creature.

Tarrasque

Hit Dice: 50

AC: 0

Speed: 6/ 15 (Charge)

Attacks: Bite 4d8+17, 2 Horns 1d10+8, 2 Claws 1d12+8, Tail Slap 3d8+8

Saving Throw: 3

Special: Fear, Swallow, Rush, Regenerates, Reflecting Rays, Scent, Immune to Fire, Poisons and Disease

XP: 5000

A Tarrasque is 70' long and 50' tall - weighing about 130 tons. Once per turn a Tarrasque can increase its speed by charging. They also have an acute sense of smell and can track by scent over distances of several miles.

A Tarrasque swallows an opponent of huge or smaller size with an Attack Roll of 18, 19 or 20. Once inside, a victim takes 2d8 points of crushing damage plus 2d8 points of acid damage per round from a Tarrasque's digestive juices. A swallowed creature can cut its way out by dealing 50 points of damage to a Tarrasque's digestive tract, (AC 7), with a light piercing or slashing weapon. Once a captive creature exits the Tarrasque's muscles close the hole. Each individual swallowed opponent must cut its own way out. A Tarrasque's gullet can hold one huge, four large, sixteen medium-size or sixty-four small or smaller-size creatures.

A Tarrasque can regenerate 5hp/ round even if disintegrated or slain with death magic, which just knocks it unconscious. It is immune to effects that produce incurable or bleeding wounds, such as Mummy Rot or a Clay Golem's wound ability.

A Tarrasque's carapace is exceptionally tough and highly reflective; deflecting all rays, Fireballs, cones and even Magical Missile spells. There is a 50% chance of reflecting any such effect back at the caster; otherwise, it is merely negated.

#### Titan

Hit Dice: 16HD + 1d6HD

Armor Class: 2 [17] to -3 [22]

Attacks: Weapon (2d8)

Saving Throw: 3

Special: Spells

Move: 21

Alignment: Any

XP: 17HD (1700), 18+HD (100 XP per additional HD over 17)

Treasure: x3

Titans are mythological creatures that are almost as powerful as gods. A Titan has 2 Magic-User spells of each spell level from 1st Level spells to 7th Level spells; plus 2 Cleric spells of each spell level from 1st to 7th. The GM might choose to substitute other magical abilities for spells - these creatures vary considerably in powers and personalities from one to the next.

A spell list for a Titan might include the following Magic-User and Cleric spells:

Magic-User: Charm Person (1), Sleep (1), Invisibility (2), Mirror Image (2), Fireball (3), Fly (3), Polymorph Other (4), Confusion (4), Conjure Elemental (5), Feeblemind (5), Anti-Magic Shell (6), Stone to Flesh (6), Limited Wish (7), Power Word Stun (7).

Cleric: Light (1), Protection From Evil (1), Hold Person (2), Speak with Animals (2), Cure Disease (3), Dispel Magic (3), Cure Serious Wounds (4), Neutralize

Poison (4), Finger of Death (5), Quest (5), Blade Barrier (6), Word of Recall (6), Earthquake (7), Resurrection (Raise Dead Fully) (7).

### Trapper Beast

Hit Dice: 10 to 12

Armor Class: 3 [16]

Attacks: 1 Enfold

Saving Throw: 5, 4 or 3

Special: Half Damage from Fire, Enfold, Smother, Immune to Cold

Move: 1

Alignment: Neutral

XP: 10HD (1000), 11HD (1100), 12HD (1200)

Trapper Beasts are large manta-like creatures resembling the stone floors of the subterranean areas where they live. When prey steps onto the Trapper Beast's body it whips up its wings to enfold and smother up to four victims. Death occurs in 7 melee rounds. Cold does not damage them and fire only inflicts half damage.

### Treant

Hit Dice: 6HD + 1d6HD

Armor Class: 2 [17]

Attacks: 2 Strikes (2d6, 3d6 or 4d6)

Saving Throw: 9, 8, 6, 5, 4 or 3

Special: Control Trees

Move: 12

Alignment: Neutral

XP: 7HD (750), 8HD (850), 9HD (950), 10HD (1000), 11HD (1100), 12HD (1200)

Treants are tree-like protectors and 'shepherds' of forest trees. Depending upon their size they have different HD and do different amounts of damage: Treants of 7 to 8HD inflict 2d6 points of damage with each strike of their branch-like hands; Treants of 9–10HD inflict 3d6 points; and Treants of 11–12HD inflict 4d6 points. All Treants can 'wake' trees within 60', which allows them to walk at a rate of 3 and possibly to attack. (No more than two trees at a time can be awake at the behest of a single Treant).



## Troll

Hit Dice: 6+3

Armor Class: 4 [15]

Attacks: 2 Claws (1d4), 1 Bite (1d8)

Saving Throw: 11

Special: Regenerates

Move: 12

Alignment: Chaotic

XP: 650

Trolls attack with claws and teeth instead of weapons. They are able to regenerate, which is to say that any damage inflicted upon them heals at a rate of 3 hit points per round. The only way to utterly kill one is to submerge it in acid or burn it. Trolls can even re-grow lopped-off heads and limbs. Constant flames can keep Trolls at bay for d4 rounds, but they will then attack through flames.

## Unicorn

Hit Dice: 5+5

Armor Class: 2 [17]

Attacks: 2 Hooves (1d8), 1 Horn (1d8)

Saving Throw: 13

Special: Magic Resistance (25%), Charge, Teleport

Move: 24

Alignment: Lawful

XP: 550

Unicorns are generally shy and benevolent creatures that will only allow the Lawful to approach them. They can use teleportation once per day to move a distance of 360' - with a rider. According to legend, a Unicorn's horn has healing properties. (The details of this, if any, are left to the GM). If a Unicorn has room to rush at an opponent it can cause double damage. There is considerable room to create variant unicorns, e.g. evil ones or flying ones.

## Vampire

Hit Dice: 7-9

Armor Class: 2 [17]

Attacks: Bite (1d10 + Level Drain)  
Saving Throw: 9, 8 or 6  
Special: See below  
Move: 12/ 18 (Flying)  
Alignment: Chaotic  
XP: 7HD (700), 8HD (800), 9HD (900)  
Treasure: x2

Vampires are some of the most powerful of undead creatures. They can only be hit with magic weapons and when 'killed' in this way they turn into a gaseous form, before returning to their coffins. They have Darkvision to a range of 120'. They regenerate at a rate of 3hp per round and can, at will, turn into a gaseous form or into a Giant Bat. They may also summon a horde of bats or 3d6 wolves out from the night. Looking into a Vampire's eyes necessitates a saving throw at -2 or the victim is charmed, (as if by a Charm Person spell). Most terrifyingly, a Vampire's bite drains two levels from the victim.

Fortunately, Vampires have some weaknesses. They can be killed, (and these are the only known methods), by immersing them in Holy Water, by exposing them to sunlight for 5d6hp/ round or by driving a wooden stake through the heart. They retreat from the sight of a mirror or the sight of 'good' holy symbols. Vampires can only heal damage caused by Holy Water and sunlight by returning to the crypt.

Any humanoid killed by a Vampire becomes a Vampire under the control of its creator until released. That is unless the victim is steeped in Corruption and, therefore, able to become another form of undead.

Wasp, Giant Voodoo  
Hit Dice: 6  
AC: 4 [15]  
Attacks: 1 Sting (1d4 + Eggs + Zombification), 1 Bite (1d8)  
Saving Throw: 13  
Special: Charm Monster, Poison, Larvae  
Move 1/ 20 (Flying)

Alignment: Neutral  
XP: 600

These oversized wasps are very aggressive. The wasps' wings are leathery and quite resistant to flame. Their sting acts as a Charm Monster spell, (though a saving throw applies), and for 1d4+1 days a victim will protect wasps and their larvae, (including fellow hosts); regardless of whether or not the stinging wasp survives. At the end of that time the larvae eat the victim from the inside out without resistance from the victim. Cure Disease removes the Charm Monster and halts the larvae for d4 days, but the eggs continue to grow. A Heal spell is required to completely remove the larvae.

When larvae break out of most creatures a d4 Giant Voodoo Wasps emerge. However, 10% of larvae affecting humanoids mutate and don't take the form of Giant Voodoo Wasps. Instead a single larva eats the others without harming the victim's internal organs and then attaches itself inside the victim's brain stem, which rapidly turns the victim into a Voodoo Wasp. The process is irreversible by this stage.

Wasp, Voodoo

Hit Dice: 3+1

Armor Class: 5 [14]

Attacks: 1 Sting (1d4 + Eggs + Zombification), 1 Bite (1d8) or by Weapon

Saving Throw: 12

Special: Surprise Opponents on a 1-3

Move: 9/ 12 (Flying)

Alignment: Any

XP: 350

These wasp-headed humanoids are formed as a result of Giant Voodoo Wasp stings which infect humanoids with a mutating Voodoo Wasp Larva. They may also be the offspring of two Voodoo Wasps, which mate as humanoids. The creatures have leathery wings which allow limited flight for 3 rounds at a time before a break of 3 rounds is required. The wings resist fire without losing much mobility, but become useless after a Voodoo Wasp has lost half its total hp.

Voodoo Wasps can train as Clerics, Magic-Users or Monks. Every 10 Voodoo Wasps includes a Cleric with 2d4 levels; every 20 Voodoo Wasps include a Magic-User with 2d4 levels; and every 50 Voodoo Wasps include a Monk with 3d4 levels.

Wight

Hit Dice: 4

Armor Class: 5 [14]

Attacks: Claw (1hp + Level Drain)

Saving Throw: 14

Special: Level Drain (1), Magical or Silver Weapons To-Hit

Move: 9

Alignment: Chaotic

XP: 400

Wights live in tombs, graveyards and barrows. They are undead and thus not affected by Sleep or Charm spells. Wights are immune to all non-magical weapons with the exception of silver weapons. Any human killed or completely drained of levels by a Wight becomes a Wight unless capable of becoming another form of undead creature.

Will-o-the-Wisp

Hit Dice: 9

Armor Class: -8 [27]

Attacks: Shock (2d6)

Saving Throw: 6

Special: Change Appearance, Lightning

Move: 18

Alignment: Chaotic

XP: 900

Treasure: x2

Will o' the Wisps are phantom-like shapes of eerie light that live in dangerous places and try to lure travelers into quicksand or off the edges of cliffs. They usually inhabit swamps or high moors. They can brighten or dim their own luminescence.

Will o' the Wisps are also able to change their shapes, which allows them to appear as a group of lights, a wisp of light or in the glowing wraithlike shape of a human. They will generally depart if an attempt to lead victims into danger fails, but if they are attacked can defend themselves with violent shocks of lightning-like power. These creatures are intelligent and can be forced to reveal the location of their treasure hoards.

#### Wolf

Hit Dice: 2+2

Armor Class: 7 [12]

Attacks: Bite (1d4+1)

Saving Throw: 16

Special: None

Move: 18

Alignment: Neutral

XP: 250

Wolves are pack hunters and may be found in large numbers. Male wolves weigh from 80 to 100 pounds.

#### Worg

Hit Dice: 4

Armor Class: 6 [13]

Attacks: Bite (1d6+1)

Saving Throw: 13

Special: None

Move: 18

Alignment: Chaotic

XP: 400

Worgs are large, intelligent and evil wolves. They may have supernatural origins.

#### Wraith

Hit Dice: 4

Armor Class: 3 [16]  
Attacks: Touch (1d6 + Level Drain)  
Saving Throw: 13  
Special: Level Drain (1), Silver or Magical Weapons To-Hit  
Move: 9  
Alignment: Chaotic  
XP: 400

Wraiths are powerful Wights and, therefore, immune to all non-magical weapons other than silver ones, (which only inflict half damage). Arrows are particularly ineffective against them, as even magical and silver arrows inflict only 1hp of damage per hit. Wraiths can be found riding well-trained battle steeds or more unusual mounts that will tolerate their presence.

Wyvern  
Hit Dice: 8  
Armor Class: 3 [16]  
Attacks: Bite (2d8) or Sting (1d6)  
Saving Throw: 8  
Special: Poison Sting  
Move: 6/ 24 (Flying)  
Alignment: Neutral  
XP: 800

A Wyvern is a two-legged form of dragon. These creatures are smaller and less intelligent than true four-legged dragons. They also lack a breath weapon. Each Wyvern has a poisonous sting at the end of its tails. However, they are not coordinated enough to attack with both bite and sting in a single round. In any given round a Wyvern is 60% likely to use its tail, which is able to lash out to the creature's front even farther than its head can reach.

Yellow Mold  
Attacks: 1d6 if Touched  
Special: Poisonous Spores  
XP: 100

Yellow Mold is a subterranean fungus that neither moves nor attacks. However, if it is poked or struck there is a 50% chance it will release a 10' diameter cloud of poisonous spores. Failing a saving throw against the spores means that an adventurer dies a rather horrible death. Even just touching Yellow Mold inflicts 1d6 points of acid damage on the creature doing the touching. These growths can be destroyed with fire.

Yeti

Hit Dice: 5

Armor Class: 6[13]

Attacks: 2 Fists (1d6)

Saving Throw: 12

Special: Hug, Fear, Immune to Cold

Move: 14

Alignment: Chaotic

XP: 500

If a Yeti strikes the same opponent with both fists the attacks cause an additional 2d6 points of damage. Anyone caught in a Yeti's arms like this must make a saving throw or be paralyzed with fear for 1d3 rounds; during which time the Yeti hits automatically. Yetis are very intelligent and can be quite malevolent. They are immune to normal and magical cold.

### Zombies

Zombies are corpses reanimated through dark and sinister magic. Becoming zombified increases Strength by +2; lowers Dexterity by 2; gives no Constitution or Intelligence score; changes Wisdom to 10; and changes Charisma to 1.

Zombies lack of Intelligence means the instructions given to them when they are newly created must be very simple. Zombies have Darkvision to 90'.

Zombie bites and claws carry a contagious disease which zombifys victims within 24 hours of receiving a wound. The onset of the disease is obvious after six hours, when Dexterity lowers and Intelligence halves. Beyond 12 hours the victim's Strength increases, but Wisdom drops to 10 and both Constitution and Charisma half.



A Cure Disease spell is necessary to stop the infection. However, after 12 hours a Cure Serious Wounds is also necessary to restore an adventurer's attributes.

#### Zombie

Hit Dice: 2

Armor Class: 8 [11] or 7 [12] with shield

Attacks: Weapon or Strike (1d8), Disease

Saving Throw: 16

Special: Immune to Sleep and Charm spells

Move: 6

Alignment: Neutral

XP: 200

#### Zombie, Orc

Hit Dice: 1

Armor Class: 8 [11] or 7 [12] with shield

Attacks: Weapon or Strike (1d8), Disease

Saving Throw: 16

Special: Immune to Sleep and Charm spells

Move: 6

Alignment: Neutral

XP: 100

#### Zombie, Ogre

Hit Dice: 4+1

Armor Class: 6 [13]

Attacks: Weapon or Strike (1d8), Disease

Saving Throw: 14

Special: Immune to Sleep and Charm spells

Move: 6

Alignment: Neutral

XP: 450

#### Zombie, Minotaur

Hit Dice: 6+4

Armor Class: 5 [14]

Attacks: Head Butt (2d4), Bite (1d3 + Disease), Weapon (1d8)  
Saving Throw: 12  
Special: Immune to Sleep and Charm Spells  
Move: 9  
Alignment: Neutral  
XP: 650

Zombie, Cloud Giant  
Hit Dice: 12+1d6  
Armor Class: 2 [17]  
Attacks: Strike (4d6), Disease, Hurl Boulders (6d6)  
Saving Throw: 3  
Special: Immune to Sleep and Charm spells  
Move: 12  
Alignment: Neutral  
XP: 1250

They throw rocks for 6d6 hit points of damage.

Zombie, Frost Giant  
Hit Dice: 10+1d6  
Armor Class: 4 [15]  
Attacks: Strike (3d6), Disease, Hurl Boulders or Ice (4d6)  
Saving Throw: 5  
Special: Immune to Sleep and Charm spells, Immune to Cold  
Move: 9  
Alignment: Neutral  
XP: 1050

Zombie, Fire Giant  
Hit Dice: 11+1d6  
Armor Class: 3 [16]  
Attacks: Strike (5d6), Disease, Hurl Boulders  
Saving Throw: 6  
Special: Immune to Sleep and Charm Spells, Immune to Fire  
Move: 9

Alignment: Neutral  
XP: 1150

Zombie, Wyvern

Hit Dice: 8

Armor Class: 3 [16]

Attacks: Bite (2d8) or Sting (1d6), Disease

Saving Throw: 8

Special: Immune to Sleep and Charm spells

Move: 6/ 18 (Flying)

Alignment: Neutral

XP: 800

### Creating Monsters

Monsters are not player adventurers and their abilities are not set by the rules for player adventurers - not even the stats for races that can be player adventurers, such as Dwarfs. The GM decides a monster's abilities and does not have to follow any rules about that!

Creating monsters entirely from scratch is not only fun, but also offers new and exciting options for testing your players' skills.







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## Summary Tables

Monsters' Saving Throws Table

Hit Dice	Saving Throw
< 1HD	18
1HD	17
2HD	16
3HD	14
4HD	13
5HD	12
6HD	11
7HD	9
8HD	8
9HD	6
10HD	5
11HD	4
12+HD	3*

\*Saving throw does not continue to improve beyond 12HD

Turning Undead Table

HD of Undead	Specific (Examples)	Clerical Level										
		1	2	3	4	5	6	7	8	9+	14+	19+
1	Skeleton	10	7	4	T	T	D	D	D	D	D	D
2	Zombie	13	10	7	T	T	D	D	D	D	D	D
3	Ghoul	16	13	10	4	T	T	D	D	D	D	D
4	Shadow*	19	16	13	7	4	T	T	D	D	D	D
5	Wight	20	19	16	10	7	4	T	T	D	D	D
6	Wraith	-	20	19	13	10	7	4	T	T	D	D
7	Mummy	-	-	20	16	13	10	7	4	T	D	D
8		-	-	-	19	16	13	10	7	4	T	D
9	Specter	-	-	-	20	19	16	13	10	7	T	T
10	Vampire**	-	-	-	-	20	19	16	13	10	4	4
11	Vampire**	-	-	-	-	-	20	19	16	13	7	4
12		-	-	-	-	-	-	20	19	16	10	7

HD of Undead	Specific (Examples)	Clerical Level												
		1	2	3	4	5	6	7	8	9+	14+	19+		
13	Demon	-	-	-	-	-	-	-	-	-	20	19	13	10

\* - Shadows might not be undead creatures in your campaign; even so, they might be subject to being turned, just as demons, (which are also not undead), can be turned.

\*\* - Vampires and more-powerful undead cannot be turned automatically. Vampires appear more than once on the table because they can be of varying power.

### Adventurers' Attack Table: Roll (d20) To-Hit Opponent's Armor Class

Level	Armor Class [or Ascending Armor Class] of Opponent																		
DAC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
AAC	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
1-2	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
3	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
4-5	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
7	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
8	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
9	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
10-11	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
12	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
13-14	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
15	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
16	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
17-18	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
19+	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

### Monsters' Attack Table: Roll (d20) To-Hit Opponent's Armor Class

HD	Target Armor Class [or Ascending Armor Class]																		
DAC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
AAC	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
<1	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
1HD	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
2HD	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
3HD	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
4HD	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
5HD	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23

HD	Target Armor Class [or Ascending Armor Class]																		
DAC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
AAC	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
6HD	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
7HD	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
8HD	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
9HD	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
10HD	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
11HD	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
12HD	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
13HD	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
14HD	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14
15+	1	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13







Corruption v2.11 - Monsters  
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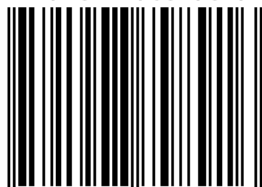
Corruption is a tabletop roleplaying game (RPG) and clone of the Original Game by Gary Gygax and Dave Arneson.

Corruption focuses on offering challenge-based gameplay and step-by-step support for adventure- and campaign-building. At the same time the game adds a wide range of options for rapidly shaping gameplay to offer gritty and/ or grimy adventures - with a certain amount of comic book 'dark' flavor.

The system packs in new, imaginative content that can be plugged straight into almost any tabletop fantasy RPG. Along those lines, Corruption includes stacks of threatening races, ferocious monsters and heroic character classes to slot directly into Old School/ OSR systems.

Corruption translates quickly and easily between many familiar roleplaying games (RPGs) systems. The rules are kept straightforward throughout and make the game very quick to learn, while full of options.

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