

Official **Advanced Dungeons & Dragons**[®] **MONSTER MANUAL II**

by Gary Gygax



This is the third of the series of world famous AD&D™ role-playing aids. It is the ideal vehicle of imagination for intermediate through advanced players and referees, ages 10 and up.



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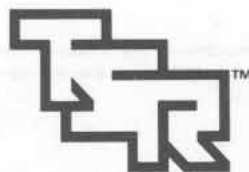
Advanced Dungeons & Dragons®

MONSTER MANUAL II

An alphabetical listing of monsters found in **ADVANCED DUNGEONS & DRAGONS®** adventures, including attacks, damage, special abilities, descriptions, and random encounter tables.

by Gary Gygax

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Preface

More than five years have flown by since I wrote the preface for the first **MONSTER MANUAL**. During this time I have been designing and collecting monsters with the aim of publishing a second volume. You have it in your hands now.

Besides being larger than **MONSTER MANUAL I**, this volume contains all sorts of valuable material. There are new entries for classes such as devils and dinosaurs, demons and lycanthropes, dragons and giants; there are dozens of brand new creatures, and there are even more entries of the best of creatures which have appeared in limited circulation elsewhere. This volume puts them all together for easy reference. You will also notice the hundreds of new illustrations.

However, as proud as we are of this volume and its predecessor, we aren't content to rest on our laurels! The creation of excellent new monsters is a continuing effort. Can we deny ourselves and our enthusiastic players the benefits of such creativity? Never! What we must do then is plan for a reasonable expansion of both volumes of this work.

Just as new editions of an encyclopedia are published every few years, so, ideally, will be the **MONSTER MANUAL**. After all, what is this work if not an encyclopedia of creatures for the **ADVANCED DUNGEONS & DRAGONS®** game system? While a dozen volumes would not be feasible, we would like one day for the **MONSTER MANUAL** to comprise three or four books. Of course, newly devised monsters will continue to appear in the pages of **DRAGON®** magazine and in modules.

Most of the contents of **MONSTER MANUAL II** came about because you, our readers, expressed a desire for new monsters of one type or another. The other entries are here to complete the system. Whatever comes after this will depend by and large upon what suggestions we receive from players.

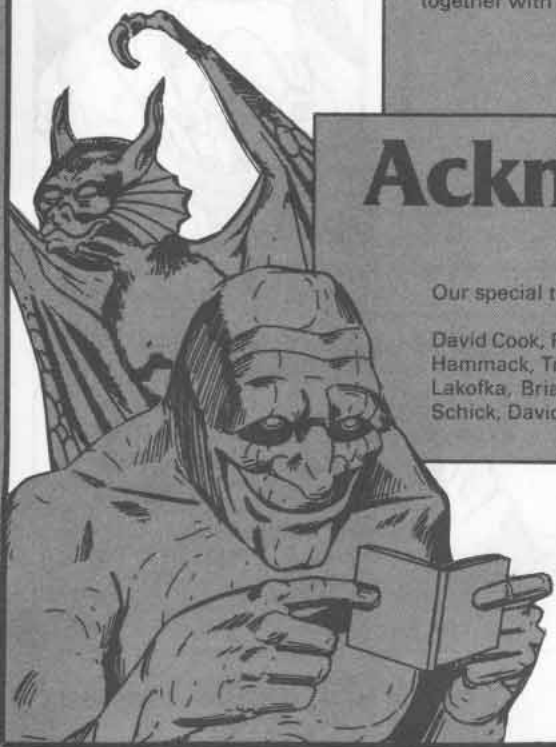
My sincere gratitude is extended to Frank Mentzer and to Francois Marcela-Froideval for their valuable assistance. Thanks are also due to the editors and artists and the rest of the crew at TSR who put this together with so much care!

E. Gary Gygax
October 1982

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How To Use This Book

The term "monster" has two different meanings in this work. The first—and more important—meaning is to designate any creature encountered, human, humanoid, or beast, and whether hostile or not. Thus the term is used generically; until the party of adventurers is certain about what they have met, it is a "monster." The secondary use of the term is the more traditional one—to signify a wicked or horrible creature of some sort. Advanced Dungeons & Dragons® players will almost certainly be familiar with these two uses of the word already; those who are newcomers may find them a little confusing at first, but experience will soon determine which of the two uses of the word is appropriate in the particular context.

Each monster is given a full description in the text and values for a number of parameters that collectively describe its behavior, combat mode, etc., in general terms. The parameters are explained below.

Number Ranges

Number ranges are used throughout MONSTER MANUAL II to indicate numbers of creatures appearing, etc. The actual number selected is by dice roll. Number ranges are given so that the DM can select a number appropriate to the challenge he wants to set the players. Number ranges appearing frequently and their dice equivalents are listed below for easy reference.

Range	Dice Roll	Range	Dice Roll	Range	Dice Roll
1-2	(1/3 d6)	3-12*	(1d10+2)	6-36	(6d6)
1-3	(1/2 d6)	3-12	(3d4)	6-72	(6d12)
1-4	(1d4)	3-17	(2d8+1)	7-10	(1d4+6)
1-6	(1d6)	3-18	(3d6)	7-12	(1d6+6)
1-8	(1d8)	3-30	(3d10)	7-28	(3d8+4)
1-10	(1d10)	3-36	(3d12)	9-16	(1d8+8)
1-12	(1d12)	4-15	(1d12+3)	10-40	(1d4×10)
1-20	(1d20)	4-16	(4d4)	11-20	(1d10+10)
1-100	(1d%)	4-24	(4d6)	11-30	(1d20+10)
2-5	(1d4+1)	4-26	(2d12+2)	12-30	(2d10+10)
2-7	(1d6+1)	4-36	(2d12 + 2d6)	12-48	(4d10+8)
2-8	(2d4)	5-8	(1d4+4)	13-18	(1d6+12)
2-9	(1d8+1)	5-20	(5d4)	20-160	(2d8×10)
2-12	(2d6)	5-30	(5d6)	21-40	(1d20+20)
2-13	(1d12+1)	5-40	(5d8)		
2-16	(2d8)	5-50	(5d10)		
2-24	(2d12)	6-24	(6d4)		
3-9	(2d4+1)				

General Entries

The figures and facts given under these headings indicate the general status of the monster in question. Then follows a description of the monster in detail—its behavior, normal habitat, attack/defense styles, special characteristics, and so on. An illustration of a typical creature of the type is included whenever possible.

FREQUENCY refers to the chance of a creature being encountered in a region or area where it might live. "Very rare" indicates a 3% chance of occurrence; "rare" indicates a 7% chance; "uncommon" indicates a 20% chance; "common" indicates a 65% chance; and "unique" indicates that there is only one of the creatures in existence. These probabilities are reflected (with variances within statistical limits) in the Monster Random Encounter Tables. For example, some very rare creatures will in fact be rarer than others under the same general description.

NUMBER APPEARING indicates the average numbers player characters might encounter. Generally if a creature is encountered in or near its lair, it can be expected to appear in larger numbers, while further away from its lair it will be encountered in smaller numbers. Again, there are exceptions to this. Intelligent, organized monsters forming a war party for a specific raiding or punitive mission may be encountered in considerable numbers some distance from their lair, while encounters near

the lair may be with only scouts or perimeter guards. The number range indicated should therefore be used only as a guideline and should be altered to suit the circumstances. Also, the number range indicated is not necessarily recommended for underground (dungeon) encounters. The DM should select the number appearing in accordance with the type of challenge he wants to give the player characters.

ARMOR CLASS is a measure of how difficult it is to hit a creature. Armor class reflects the general type of any protection worn, protection inherent to the creature due to its physical structure or magical nature, or the degree of difficulty in hitting a creature due to its speed, reflexes, etc. All these factors are combined into a single armor class value, and referees need not adjust this value to take account of high dexterity. Where necessary, adjustments have been included in the monster's individual description.

MOVE shows the relative constant speed of the monster. Higher speeds may be possible for short periods. The creature's movement rate can be scaled to whatever time period is desired by adjusting the ground scale accordingly. In certain cases, more than one number is given under this heading; this indicates that the monster can travel in two or more different media or modes:

X"	=	ground speed
/X"	=	flying speed
//X"	=	swimming speed
(X")	=	burrowing speed
*X"	=	climbing in a web
@X"	=	climbing in trees

An agathion confined to ground travel would have only one number such as 9"; however, a dragon that can walk and fly would have two numbers which would look like this: 6"/24" (6" for ground travel and /24" for flying). If a single number is given, that does not necessarily mean that the monster moves only along the ground (though it does in most cases); the main text must be consulted to make the meaning clear.

The letters in parentheses indicate the monster's maneuverability class (MC). Maneuverability class is explained in detail in the DUNGEON MASTER'S GUIDE. A monster with maneuverability class A is quick and highly maneuverable in the air—difficult to hit and capable of rapid and fundamental changes of direction. At the other extreme, a monster of class E is slow-flying and ponderous—a relatively easy target, incapable of sharp turns, and requiring a good deal of space to accomplish more than a very minor change in direction of flight.

HIT DICE are used to calculate the number of hit points the monster can lose before dying (or, in some cases, before being temporarily banished back to place of origin). Unless stated otherwise, hit dice are 8-sided. The indicated number of dice are rolled and the resulting numbers added together to arrive at the monster's total hit points. A monster always has at least 1 hit die.

Some monsters have fewer hit points than those indicated by the usual 8-sided die, and these are given in a range. Thus, if a creature has 1-4 hit points, a 4-sided die is rolled to determine the exact number.

Other monsters have hit points in addition to the number derived from their hit dice; this is indicated by a plus sign followed by the number of additional hit points. Thus, if a monster has "HIT DICE: 5+3," five 8-sided dice are rolled, the numbers added together, and 3 added to the result. Such a monster would have a range of 8-43 hit points (5+3 to 40+3). Creatures without character classes use hit dice to measure their attack ability.

% IN LAIR indicates the chance of the monster being encountered where it lives and stores its treasure (if any). Note that some monsters are never found in their lairs; this is either because the lair is inaccessible or unknown or because the monster simply does not have a fixed lair and wanders.

Note that certain monsters have their lairs on planes other than the

Prime Material Plane. However, some monsters whose normal lairs are on other planes may have established temporary lairs on the Prime Material Plane in the pursuit of a particular purpose or mission.

TREASURE TYPE refers to the treasure table in **MONSTER MANUAL I**. The table shows the amount and type of treasure along with the probability of whether or not the treasure will contain that amount. If individual treasure is indicated, each individual monster of that type will carry, or possibly carry, the treasure shown. Otherwise, treasures are only found in the lairs of monsters. Although an encounter may occur in a monster's lair and the monster possess some treasure, this does not automatically mean that the adventurers will gain treasure by defeating the monster.

Most treasure types show probabilities of occurrence. If subsequent dice rolls indicate that that form of treasure is not in the monster's trove, then it is not there, and the adventurers find no wealth (including magical items) despite the fact that a treasure type is indicated. Finally, treasure types are based upon the occurrence of a mean number of monsters appearing and other adjustments detailed in the explanatory material. Adjustments up or down should always be made when the actual number of monsters encountered is significantly greater or fewer than the mean. The use of a treasure type to determine the treasure guarded by a creature in a dungeon is not generally recommended. Larger treasures of a given type are denoted by a multiplier in parentheses (x10, etc.); this is not to be confused with treasure type X.

"Incidental" treasure is that which occurs almost accidentally. For example, if a creature kills a victim, drags it to its lair, and if the victim's money pouch remains in the lair but is of no interest to the creature, the money pouch is incidental treasure.

NUMBER OF ATTACKS shows the number of physical attacks the monster is able to make during a given melee round. This number can be modified by hits which sever members, spells such as *haste* or *slow*, and so forth. It does not normally take into account unusual or special attack forms. Multiple attacks usually indicate the use of several modes of attack during the same melee round. For example a monster that rakes with its two claws and inflicts a bite in the same melee round would be given 3 attacks.

Note that a human (or near human) encountered as a monster is always assigned the combat matrix for humans when attacking. In other words, dwarves, elves, gnomes, half-elves, halflings, and humans always use the human attack matrices whether they are "monsters" or "player characters."

DAMAGE PER ATTACK indicates the number of hit points of damage a successful attack will cause, expressed as a range of points of damage. If a monster uses a weapon in its attack, the damage will not be shown since it will vary according to the type of weapon used. Refer to the main text for a more detailed explanation of the monster's modes of attack and the damage which each might inflict.

SPECIAL ATTACKS detail such things as dragon breath, magic-use, and so forth. Refer to the main text for a detailed explanation of these, including the method and frequency of the attack, the damage it inflicts, and any special effects which might result from it. Unless a monster's ability to cast spells is given in the text, that ability is at usually the level of its hit dice.

SPECIAL DEFENSES are almost self-explanatory and are detailed in the main text in the same manner as are special attacks. They will include the use of defensive magic, camouflage, and so forth.

MAGIC RESISTANCE is the chance a spell might fail when cast on the monster; this chance is expressed in a percentage. The basis for the percentage is a spell cast by a magic-user of the 11th experience level. If

player character spell casters are not of the 11th level, the figure must be adjusted upwards by 5% for each level below 11th, or downwards by 5% for each level above 11th. Thus, a monster with 95% magic resistance cannot be affected by a spell cast by a magic-user of the 10th experience level or lower, while a 12th level magic-user has a 10% chance of affecting it.

Note that even if a spell does overcome the magic resistance of a monster, the monster is still entitled to normal saving throws. A creature's magic resistance extends only to its immediate possessions, i.e., anything carried or worn. Area-effect spells will still function if targeted on a magic-resistant creature within their area. The creature itself might not be affected, although all others in the spell area will be subject to spell effects. A *fireball*, for example, may wipe out a cluster of orcs, while an agathion standing in their midst might be totally unaffected. The percent of magic resistance of a creature has an effect on certain existing spells such as *hold portal*, where it indicates the probability of shattering the existing spell.

INTELLIGENCE indicates the basic equivalent of the human intelligence quotient (IQ). Certain monsters are naturally cunning or devious, and if this is so it will be indicated. The intelligence ratings correspond roughly to the following character intelligence scores:

0	Non-intelligent or intelligence not ratable
1	Animal intelligence
2-4	Semi-intelligent
5-7	Low intelligence
8-10	Average (human) intelligence
11-12	Very intelligent
13-14	Highly intelligent
15-16	Exceptionally intelligent
17-18	Genius-level intelligence
19-20	Supra-genius
21+	Godlike intelligence

ALIGNMENT indicates the characteristic behavior of the monster toward law, chaos, good or evil, or toward neutrality perhaps modified by good or evil intent. A monster's alignment will have a significant effect on the way it behaves when it is encountered, the way in which it reacts to certain situations, and so forth. Words in parentheses indicate an inclination. Thus "lawful good (neutral)" indicates a tendency toward neutrality.

SIZE is abbreviated as: S=smaller than a typical human; M=human-sized (5-7 feet tall and approximately the build or mass of a human); and L=larger than human-sized in one way or another and generally of greater mass. Among other things, the size of a monster will influence the amount of damage it sustains from a successful hit by a particular weapon.

PSIONIC ABILITY and **ATTACK/DEFENSE MODES** indicate the general psionic capabilities, if any, of the monster. These are outlined in **THE PLAYERS' HANDBOOK**. Some monsters have suspected, rather than confirmed, psionic powers and where this is the case the text will so indicate.

LEVEL and **EXPERIENCE POINT VALUE** are determined by the method indicated in **THE DUNGEON MASTER'S GUIDE**. If a type of monster has varying hit dice and/or experience levels, values for each are shown.

Special Entries

Certain creatures, such as devas, have special abilities or live in unusual places, etc., and these may require the notations explained below.

PLANE refers to a being's plane of origin. Usually this will correspond to

the creature's alignment, but sometimes it varies according to sphere of influence, such as with creatures originating on the elemental planes. Also, some creatures may be located on a plane which seems to conflict with their alignment because associates are located there.

CLERIC/DRUID refers to the being's ability to function as a cleric and/or druid. Wisdom spell bonuses apply to the number of spells that being can have.

FIGHTER refers to the being's ability to function as a fighter, paladin, or ranger. Note that alignment does not necessarily preclude inconsistency here.

MAGIC-USER/ILLUSIONIST describes the level of the being's general magical spell ability, if any. Simultaneous classification in both areas is possible.

THIEF/ASSASSIN refers to the being's level of ability in regard to the thief and/or assassin classes. Once again, alignment does not preclude inconsistent classifications.

MONK/BARD refers to the being's abilities as a monk or bard, if any. Note that alignment is not necessarily a consideration here for either of these classes, and that bardic ability indicates only that a being has bardic powers and may not necessarily have abilities as a fighter or thief.

PSIONIC ABILITY above the usual ranges falls into the following six classes:

Class	Psionic Strength	Disciplines	Attack Modes	Defense Modes
I	326-365	5 minor, 2 major	All	All
II	276-315	4 minor, 2 major	All	All
III	236-265	3 minor, 2 major	All	All
IV	181-210	3 minor, 1 major	All	All
V	91-110	2 minor, 1 major	A,B,C,E	F,G,H
VI*	Nil	Nil	Nil	Nil

* Beings listed as class VI cannot use psionics and are invulnerable to any type of psionic attack, including psionic blast.

S,I,W,D,C, and CH are abbreviations for the being's abilities and are followed by scores. Ability scores over 18 are explained below.

STRENGTH score bonuses for above 18 are explained on the following table:

Score	To-Hit Bonus	Damage Bonus	Weight Allowance	Open Doors	Bend Bars/Lift Gates
19	+3	+7	4,500	7 in 8 (3)	50%
20	+3	+8	5,000	7 in 8 (3)	(as hill giant)
21	+4	+9	6,000	9 in 10 (4)	60%
22	+4	+10	7,500	11 in 12 (4)	(as stone giant)
23	+5	+11	9,000	11 in 12 (5)	70%
24	+6	+12	12,000	19 in 20	(as frost giant)
25	+7	+14	15,000	23 in 24	80%
				(7 in 8)	(as fire giant)
				23 in 24	90%
				(9 in 10)	(as cloud giant)
					100%
					(as storm giant)
					100%
					(as titan)

The numbers in parentheses under "Open Doors" indicate the chance of forcing open a locked, barred, magically held, or wizard locked door, but only one attempt per door may be made, and if it fails no further attempts can succeed.

INTELLIGENCE AS IT AFFECTS SPELLS Beings of very high intelligence will not be fooled by illusion/phantasm spells; they will note some inconsistency or inexactness which will prevent their belief in the illu-

sion. A being with a 19 intelligence will never believe or be affected by a 1st level illusion/phantasm spell, even if it is cast by a high-level spell caster. Beings with greater intelligence can also ignore higher level illusions, as indicated below. All effects noted are cumulative (e.g. a 20 intelligence gives immunity to first and second level illusions).

Intelligence Score	Chance To Know Each Listed Spell	Minimum Number of Spells/Level	Illusion/Phantasm Spell Immunities by Level
19	95%	11	1st
20	96%	12	2nd
21	97%	13	3rd
22	98%	14	4th
23	99%	15	5th
24	100%	16	6th
25	100%	17	7th

DEXTERITY: The following table applies to dexterity scores over 18:

Score	Reaction/Attacking Adjustment	Defensive Adjustment	Picking Pockets	Open Locks	Locate/Remove Traps	Move Silently	Hiding In Shadows
19	+3	-4	+15%	+20%	+10%	+12%	+12%
20	+3	-4	20	25	15	15	15
21	+4	-5	25	30	20	18	18
22	+4	-5	30	35	25	20	20
23	+4	-5	35	40	30	23	23
24	+5	-6	40	45	35	25	25
25	+5	-6	45	50	40	30	30

Note: The last five columns ("Picking Pockets," etc.) apply only to beings with thief, assassin, or monk abilities.

CONSTITUTION: The following table applies to constitution scores over 18:

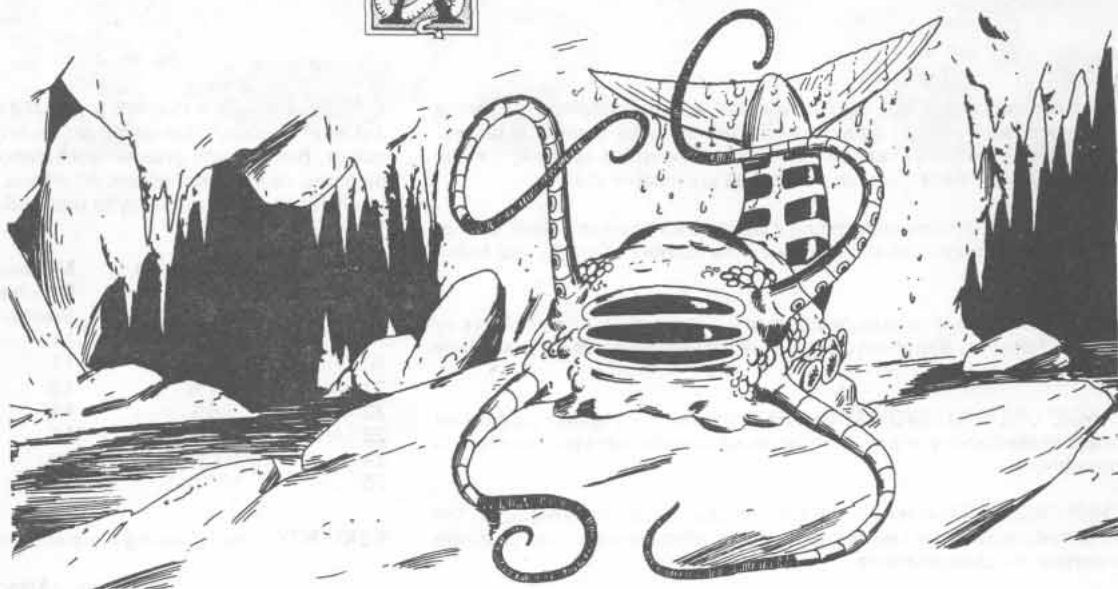
Score	Hit Point Adjustment*	Poison Save	Regeneration
19	+5 (no 1s rolled)	+1	Nil
20	+5 (no 1s rolled)	+1	1 point/6 turns
21	+6 (no 1s or 2s)	+2	1 point/5 turns
22	+6 (no 1s or 2s)	+2	1 point/4 turns
23	+6 (no 1s, 2s, or 3s)	+3	1 point/3 turns
24	+7 (no 1s, 2s, or 3s)	+3	1 point/2 turns
25	+7 (no 1s, 2s, or 3s)	+4	1 point/1 turn

* The additions to each hit die are for fighters, paladins, and rangers only; all beings without one of these classes can receive no more than 2 bonus points per die. The other modifications to the dice are applicable to any class. The notation "no 1s rolled" indicates that any 1s rolled when hit points are being figured should be counted as 2s. At 21 and 22 constitution, 1s and 2s are counted as 3s, and so on.



ABOLETH

FREQUENCY: Very rare
 NO. APPEARING: 1-4
 ARMOR CLASS: 4
 MOVE: 3"/18"
 HIT DICE: 8
 % IN LAIR: 20%
 TREASURE TYPE: F
 NO. OF ATTACKS: 4
 DAMAGE/ATTACK: 1-6(x4)
 SPECIAL ATTACKS:
 See description
 SPECIAL DEFENSES: Slime
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: High
 ALIGNMENT: Lawful evil
 SIZE: L
 PSIONIC ABILITY: 250
 Attack/Defense Modes:
 C,D,E/G,I,J
 LEVEL/X.P. VALUE:
 VII/1275 + 10/hp



The aboleth is an amphibious creature that dwells in underground lakes and caverns. Intelligent, it hates most land-going life and seeks methods to enslave or destroy the beings of the surface world. The race is extremely long-lived and has collected a great deal of knowledge more ancient than man. It is perhaps better that men do not know these ancient secrets, for these are rumored to be more horrible and foul than could be thought possible.

An aboleth has a slime covered fish-like body with a large fluke-like tail which propels it through the water. It is a blue-green mottled gray in color with a pinkish tan belly. It has blue-black slime-producing organs on either side. Set in its head are 3 long, slit-like, purple-red eyes, one above the other. Over the eyes are protective ridges. Four 10-foot long tentacles grow from the top of its head, and its toothless mouth is located on the underside. On land, an aboleth pulls its obscene mass about with its 4 tentacles.

In combat the aboleth attacks with its 4 tentacles for 1-6 points of damage each. Any creature struck by its tentacles must save vs. spells or the creature's skin will change into a clear, slimy membrane in 2-5 rounds. This change can be stopped if a *cure disease* spell is cast on the victim. Once the change is complete, the membrane must be kept damp with cool water or the victim will take 1-12 points of damage each turn because of intense pain. A *cure serious wounds* spell will change the membrane back to normal skin.

The aboleth is highly intelligent and can create very realistic illusions with audible and visual components if it concentrates and does nothing else. It can also try to enslave other creatures 3 times per day. This ability can be used only against a single creature up to 30 feet away. The victim must save vs. spells or be filled with desire to serve the aboleth. Enslaved creatures will not fight for the aboleth but will attempt to follow any other telepathic commands. If an enslaved character is separated from the aboleth by more than a mile, a new saving throw may be made each day. This charm can be broken by *remove curse* or *dispel magic* spells or the death of the enslaving aboleth.

In water, an aboleth will secrete a cloud of mucus a distance of 1 foot all around its body. Any creature drawn into the mucus must save vs. poison or it will inhale the stuff and be unable to breathe air, suffocating in 2-12 rounds if it tries to breathe. However, the aboleth uses its mucus to give its slaves the power to breathe water. Thus, its slaves will have the ability to breathe water, as a *potion of water breathing*, for 1-3 hours. The mucus may be dissolved by soap or wine.

There are reports of huge underwater cities built by the aboleths and those they enslaved. But these reports, along with the stories of their vast stores of knowledge, have never been proven.

AFANC

FREQUENCY: Very rare
 NO. APPEARING: 1
 ARMOR CLASS: 6
 MOVE: //15" (see below)
 HIT DICE: 15
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1 or 2
 DAMAGE/ATTACK: 5-20 or
 3-12/3-12
 SPECIAL ATTACKS: Whirlpool
 (see below)
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low
 ALIGNMENT: Neutral (evil)
 SIZE: L (50' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VIII/4000 + 20/hp



The afanc is dreaded because of its ability to swim rapidly and cause a whirlpool. An afanc is generally found in shallow salt water, where it will be swimming leisurely, and it is then usually mistaken for a whale of some sort. While able to attack by bite (5-20) or by striking with its 2 flippers (for 1d12 each), the creature usually attacks surface prey by swimming rapidly around it in closing circles, starting 100 feet out and closing at 20 feet per round to 40 feet. From its usual 15" rate, the circling afanc propels itself at ever-faster speed, until a rate of as much as 30" or more is attained. This swimming creates a whirlpool of size and power sufficient to draw down a ship of small to small-medium size (up to 60 feet in length). Ships will be dragged to the bottom at a rate of 10 feet per round. It will avoid larger ships. As it takes some 5-8 rounds for the circling afanc to create the whirlpool, and because the monster must be at the surface to do so, concerted attack by spells and/or heavy missile fire might drive the creature off. Creatures dragged down are subject to attack as the afanc is 10% likely to submerge and try either some other mode of attack or seek easier prey. Of course, rafts, boats, and similar small craft (30 feet or less in length) are typically rushed, knocked so as to capsize, and the passengers consumed by the greedy beast.

An afanc appears similar to a cross between a whale and a great fish. The body is whale-like, but the head is more fish-like, and the tail is vertical. Its color is gray to blue-gray. These creatures are fishes, although they breathe both air and water.

AGATHION

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 0
MOVE: 18"
HIT DICE: 7+7
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 2
(in human form)
DAMAGE/ATTACK: By
weapon type (see below)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 35%
INTELLIGENCE: Very to genius
ALIGNMENT: Neutral good
SIZE: M or L (see below)
PSIONIC ABILITY: 177
Attack/Defense Modes:
All/all
LEVEL/X.P. VALUE:
VII 1800/+10/hp

The race of agathia are spirits of a beneficent and helpful sort. There are multitudes of them on the Upper Outer Planes, but when encountered on the Prime Material Plane, there will usually be but a single one. Agathia are usually sent to the Prime Material Plane by a deity or perhaps a solar to be ready to aid creatures of good disposition in confronting and defeating evil.

Agathia take a material form as desired. One encountered will typically be in human form, in the form of a beneficent creature (such as a lammasu, shedu, or unicorn), or in non-corporeal form and contained in a ring, talisman, or possibly a small vase or flask, etc.

Human form is 60% likely. In this form, the agathion will use weapons typical of a cleric and have spell powers and abilities equal to that of a 7th-level cleric. As the agathion's wisdom equals 18, bonus spells are applicable. The appearance of the agathion can be young or old, male or female, handsome or plain, rustic or urbane.

In creature form—but 30% probable—the agathion will have whatever attack forms that creature possesses and the creature's spell abilities, if any, and the powers to turn undead of a 14th-level cleric.

Only 10% of the time will an agathion be encountered in non-corporeal form and contained within some object. When thus present, the agathion is able to bestow its 1st-level cleric spell ability on the possessor of the item, automatically detect evil, and allow the individual to affect undead as if he or she were a 6th level cleric.

In addition to clerical spell powers and turning undead as noted, agathia can become *ethereal* at will, travel astrally, *detect evil*, and speak any language by a telepathic means. They are struck only by +1 or better magic weapons, save as 14th-level clerics, regardless of the form they are in, and are immune to life-level draining, death spells, *disintegration*, and energy from the Positive Material Plane.

Psionically, agathia have the following disciplines: *clairaudience*, *clairvoyance*, *object reading*, *suspend animation*, *aura alteration*, *dimension walk*, *mind bar*, *telepathic projection*. Performance is at 14th level of mastery.

If the agathion voluntarily leaves its form, or is slain, it will return to its own plane. In the former case, it will not come back unless called for. In the latter case, it cannot come back for from 10-60 years during which period it regains its strength. Astral or ethereal travel in pursuit of its mission does not constitute voluntary abandonment of selected form, except in the case of the item-housed agathion when not accompanied by the item's possessor.

In its natural form, the agathion is an elf-like creature with opalescent, luminous skin and eyes which actually shine. Male and female agathia are of equal size and power. The physical touch of an agathion in natural form will send 7-14 points of positive power damage to opponents so struck.

ANNIS

FREQUENCY: Very rare
NO APPEARING: 1-3
ARMOR CLASS: 0
MOVE: 15"
HIT DICE: 7+3-12
% IN LAIR: 20%
TREASURE TYPE: D
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
2-9/2-9/3-9 (with strength
bonus 9-16/9-16/3-9)
SPECIAL ATTACKS: Grappling
(see below)
SPECIAL DEFENSES: 100% vs.
illusion/phantasm magic only
MAGIC RESISTANCE: Standard
INTELLIGENCE:
Low to exceptional
ALIGNMENT: Chaotic evil
SIZE: L (7½'-8' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VII/1300 + 10/hp



The race of annis are relatives of the night hags (q.v) of the Lower Planes. Their appearance is similar to night hags, but annis are larger and more physically powerful. Annis dwell naturally upon the Prime Material Plane. These giantesses are particularly fond of human flesh; however, so voracious is their appetite, they will devour even so rank a beast as a stench kow. It is common for annis to dwell singly or in a small group, but these creatures have also been known to cooperate with such monsters as ogres, trolls, and evil giants for reasons of safety or better provisions, and occasional mixed communities have been encountered.

An annis typically attacks with her iron-like talons and teeth, inflicting horrible wounds. As the strength of an annis is equal to that of a hill giant (19), it will also tend to grapple with an opponent. If an annis succeeds in hitting one creature with all 3 of her attacks during the same round, the annis has automatically seized her opponent after inflicting damage, and the opponent is held fast. Next round, all attacks by the annis are automatic hits, unless the opponent is stronger, the annis is slain, or the victim has some means of magical escape. Otherwise, the annis will continue to hold her grip and deliver damage with raking talons and gnawing fangs until the opponent is slain.

In addition to normal attacks, an annis has the spell-like ability to cast a *fog cloud* at an opponent. This will be done to confuse resistance or delay attack by a superior foe. For defense an annis has the spell-like power of *change self*, so she can appear as a large human, ogre, etc. Such powers are usable 1 at a time, 1 per round, twice each per day. They are cast at 8th level for purposes of determining spell range, duration, etc.

Because of the iron-hard skin of an annis, treat the monster as if she were clad in plate mail for purposes of adjusting weapons vs. armor types. In any event, when striking an annis, edged weapons will do -1 damage, and blunt ones +1. (Consider flails and morning stars as blunt weapons.)

Annis have normal infravision but superior hearing and sense of smell. They speak their own language, Ogre, common Giant, and a smattering of Common. Some of the most intelligent are able to speak various humanoid languages and are more fluent in Common.

An annis is a deep blue color, quite similar in complexion and visage to a night hag. Hair, teeth, and nails are glossy black. The eyes of an annis are usually dull, however, being greenish or yellow instead of the red of their night hag cousins. The tall body is thin, muscular, and wiry. The arms and legs are long and quick. Their garb is not unlike that of peasant women, but usually more tattered and filthy.

ANT LION

FREQUENCY: Rare
 NO. APPEARING: 1
 ARMOR CLASS: 2
 MOVE: 9" (1" in loose soil)
 HIT DICE: 8
 % IN LAIR: 95%
 TREASURE TYPE: See below
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 5-20
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VI/575 + 10/hp



Giant ant lions are huge insects inhabiting areas of sand and gravel where giant ants and similar large insects are common. Typical habitats are desert fringes, badlands, and areas of rocky terrain. There the ant lions dig tapering pits of about 60 feet in diameter. The pits will look like a cave or lair entrance 50% of the time. Any creature entering these funnel-shaped traps will be 50% likely each round to slip and slide down the loose sides and land at the bottom. Lurking there is the ant lion. It will burst out of the covering of loose sand, gravel, and stones beneath which it has buried itself and attack the victim with its huge mandibles. A hit indicates the ant lion has closed its jaws and will not release its prey until it or the prey is dead. Thus, each round after the initial hit, the ant lion will inflict 5-20 points of damage automatically. Although ant lions do not collect treasure, there is a 30% chance that there will be 1-4 of the following items in the monster's lair from previous kills:

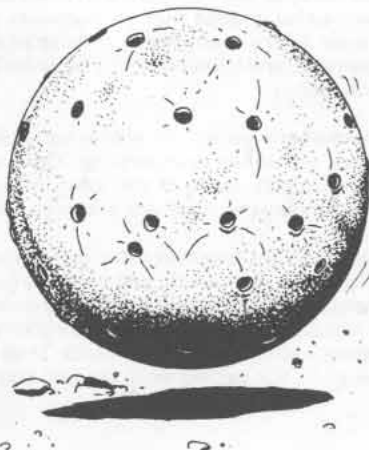
1-6	10-40 gp
7-10	5-20 pp
11-13	shield*
14-17	metal weapon*
18-19	jewelry*
20	miscellaneous item*

*10% chance that item will be magical. If so, roll on appropriate table in DUNGEON MASTER'S GUIDE or assign an item of relatively low value.

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

ASCOMOID

FREQUENCY: Very rare
 NO. APPEARING: 1
 ARMOR CLASS: 3
 MOVE: 12" (see below)
 HIT DICE: 6+6
 % IN LAIR: 40%
 TREASURE TYPE: Incidental
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1 point/1' cloud diameter
 SPECIAL ATTACKS: Spore jet
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE:
 See below
 INTELLIGENCE: Unratable
 ALIGNMENT: Neutral (evil)
 SIZE: L (5'-10' diameter)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE: VII/775 +8/hp



Ascomoids are huge puffball-like fungi with very thick, leathery skin. They move by rolling. At first movement is slow—3" for one round, 6" the next, then 9", then finally 12"—but they can keep it up for hours without tiring. The creature's surface is covered with numerous pocks which serve as sensory organs. Each pock can also emit a jet of spores. Ascomoids attack by rolling into or over opponents. Small and medium-sized opponents are knocked down and must rise during the next round or remain prone. Ascomoids also use their spore jets to attack dangerous enemies. Large opponents or those who have inflicted damage upon the ascomoids will always be attacked by spore jets. The stream of spores is about 1 foot in diameter and 30 feet long. Upon striking, the stream puffs into a cloud of variable diameter (5-20). The creature(s) under attack must save vs. poison or die from infection in its (their) internal systems in 1-4 rounds. Even those saving are blinded and choked to such an extent that they will require 1-4 rounds to recover and rejoin melee. Meanwhile, they are nearly helpless, and all attacks upon them are at +4 with no shield or dexterity bonuses allowed.

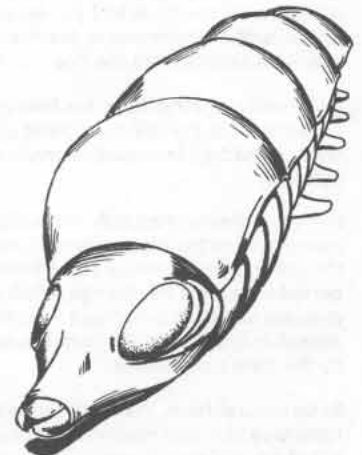
Different types of weapons affect the ascomoid differently. Piercing weapons, such as spears over 6 feet long, score double damage. Shorter stabbing weapons do damage as if against a small-sized opponent. Similarly, blunt weapons do not harm ascomoids; slashes and cuts from edged weapons cause only 1 point of damage; and magical attacks, such as magic missiles, fireballs, and lightning, etc., are saved against at +4, and damage is only 50% of normal. (Cold-based attacks are at normal probabilities.) As these fungi have no minds by ordinary standards, all spells affecting the brain (*charm, ESP, etc.*), unless specific to plants, are useless.

ASPIS

	Drone	Larva	Cow
FREQUENCY:	Rare	Rare	Very rare
NO. APPEARING:	2-20	3-30	1
ARMOR CLASS:	3(2)	6	7
MOVE:	15"	1"//6"	3"
HIT DICE:	6	2-5	10
% IN LAIR:	30%	90%	95%
TREASURE TYPE:	F	Nil	Nil
NO. OF ATTACKS:	2	1	1
DAMAGE/ATTACK:	1-4/1-4 or by weapon type	2-7	3-18
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSE:	See below	Immune to acid	See below
MAGIC RESISTANCE:	Standard	Standard	Standard
INTELLIGENCE:	Very	Non-	Low
ALIGNMENT:	Neutral	Neutral	Neutral
SIZE:	M	S	L
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	V/300 +6/hp	2 HD = II/28 +2/hp 3 HD = II/50 +3/hp 4 HD = III/85 +4/hp 5 HD = III/130 +5/hp	VII/1350 +14/hp

Considered mysterious by humans, aspis are seldom encountered in populated lands unless raiding for food. They commonly live in small groups, tending to their own business and only occasionally dealing with outsiders. Few people can report of ever meeting one of these creatures, and the existence of larvae and cows is only rumor. These must exist, however, as they are necessary for the survival of the race.

Cow: Unlike other larvae who metamorphose into drones, the cows retain their larval form, becoming huge and bloated females, 10-15 feet in length. Their sole purpose in life is to lay eggs for the nest. They are sluggish creatures, but their large size makes their bite dangerous. In addition, their



skin exudes a milky, acidic slime that will eat through metal or wood in 1 round and will burn exposed flesh for 1-8 points of damage each round until washed off.

Aspis lairs are found underground and consist of sloping tunnels bored through soft rock or dirt. A lair or nest will consist of 1-3 egg chambers, 2-4 granaries, 1-6 grub hatcheries, and a central chamber. The tunnels are commonly about 4 feet high and will be well-defended by traps and guards. The grub hatcheries will contain 1-10 larvae each. Only 1 cow will be found in any nest. There is a 10% chance that 10-100 giant ants will share the nest with the aspis.

Larvae: Aspis larvae are the offspring of the nest. Ranging anywhere from 1½-3 feet in length, they resemble fat, white grubs. They are blind and deaf but can locate and identify other creatures through vibrations and scent. They have voracious appetites and require an almost constant supply of food. They are most commonly found in hatcheries maintained by the drones, which are usually pits of rotting materials in which the larvae swim or burrow and feed. Occasionally the drones will select 1 larva and feed and treat it in such a way that it will not develop along normal lines, but will instead become an aspis cow.

Drone: Aspis drones are the adult males of the nest and perform all functions dealing with the outside world. These creatures lack individual identity even to the point of not having personal names. Fierce warriors, they are capable of using all weapons but bows and can fashion items they need with skill. Although they prefer to travel on all 6 legs, in combat they will stand on their hind legs, using the other 4 to wield 2 weapons and 2 shields (making their armor class 2). They are fanatically loyal to a single cow and will defend her to the death. They are immune to electrical and cold attacks and will only take half-damage from fire-based attacks.

Aspis drones speak their own language and 5% will be able to speak Common. They do not have a written language per se but may communicate by using subtle scents and perfumes.

Drones are 6 feet long and look like giant weevils. They have an extremely long proboscis and multifaceted eyes. Their diet consists of vegetable matter and meat. Blood is a preferred drink amongst them.

ATOMIE

FREQUENCY: Rare
NO. APPEARING: 30-120
ARMOR CLASS: 4
MOVE: 12"/24" (MC: A)
HIT DICE: 1/2
% IN LAIR: 35%
TREASURE TYPE: M, Q, C
(magic)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: By weapon type (see below)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 20%
INTELLIGENCE: Average to very
ALIGNMENT: Chaotic neutral (good)
SIZE: S (1' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
11/40 + 1/hp



The smallest of sprites, atomies are found only in secluded glens. Being nocturnal, the atomies issue forth at night to gather food, frolic, and otherwise follow the pursuits common to such folk. They are sometimes (20%) found in company with grigs (q.v.). Atomies dwell in great trees, verdant banks, and similar abodes. There they build arboreal balconies, comfortable chambers in hollow trunks, underground halls and chambers, and so forth.

Atomies are nimble and fast, and they can dart in for an attack with spear or sword almost before an opponent realizes it. Thus they gain 1 on initiative die rolls. They attack as 3rd-level fighters. Typical weapons

are small crossbows (20%) with a 3" range and 1-3 points of damage, small spears (60%) doing 1-4 points of damage when thrust or thrown (double when used in diving or charging flight), and small swords (40%) equal to a knife doing 1-3 points damage.

Atomies have the following spell-like powers, usable at will 1 at a time, 1 per round, at 5th-level ability: *blink*, *invisibility*, *pass plant*, *speak with animals*, *summon insects*.

Atomies are 90% likely to surprise and only 10% likely to be surprised. Their hearing is double human norm, and they have infravision and ultravision of double normal range (120 feet). In addition to their own language, a dialect of Sprite, they speak Pixie and a smattering of Common.

Atomies are very thin and have long arms, legs, and fingers. Their heads are long also, as are their narrow ears. Their features are pointy but quite attractive when compared to others of their type, such as sprites, pixies, and grigs.

AURUMVORAX

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 0
MOVE: 9" (3")
HIT DICE: 12
% IN LAIR: 30%
TREASURE TYPE: Incidental
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: S
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VIII/2700 + 16/hp



The aurumvorax, or golden gorer, is mean, vicious, and always hungry. It dwells in open or lightly-forested areas. Despite its small, badger-like size (1½ feet tall, 3 feet long) and shape, it weighs over 500 pounds, as its flesh is very dense. When attacking, it scuttles forth from its burrow, locks its teeth into the victim, and brings 2-8 of its clawed legs into play. Once it bites successfully for 2-8 points, the aurumvorax holds on. On each succeeding round it automatically inflicts 8 points of biting damage, and it has 2-8 additional clawing attacks which inflict 1-6 points of damage when they hit. Dexterity of the opponents is negated for computation of armor class in this case. Only death will unlock its jaws. The attack from a concealed den enables the monster to surprise 50% of the time.

Due to its very dense and heavy hide and bones, the aurumvorax takes only half damage from blunt weapons. It is immune to damage from small, normal fires; large, magical fires cause only half normal damage. Poisons and gases do not harm the monster at all. Prey dragged into the lair might have had treasure, and typical items could be mixed with bones and other remains therein.

An aurumvorax has a golden coat, often as shining and bright as real gold. Its 8 legs are tipped with copper-colored claws. The creature has coppery teeth as well. Its whiskers and mane guard hairs are a tawny bronze color, and its eyes are silvery with golden pupils.

AZER

FREQUENCY: Very rare
(common)
NO. APPEARING: 1-4 (3-30)
ARMOR CLASS: 2
MOVE: 12"
HIT DICE: 2+1 to 5+4
% IN LAIR: Nil (20%)
TREASURE TYPE: Nil
(individuals Q; tripled in lair)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
type
SPECIAL ATTACKS: Heat
(see below)
SPECIAL DEFENSES: Immune
to fire
MAGIC RESISTANCE: 5-20%
(by size)
INTELLIGENCE: Low to very
ALIGNMENT: Lawful neutral
SIZE: M (4 1/2'- 5' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
2+1 HD = II/40 + 3/hp
3+2 HD = III/ 85 + 4/hp
4+3 HD = III/130 + 5/hp
5+4 HD = IV/225 + 6/hp
(Parenthetical references are to the Elemental Plane of Fire.)



common (30%). The larger azer are less likely (20%), and the strongest (5+4 hit dice) the least likely to be encountered (10%). The weaker will carry less valuable gems than the stronger (base values 10 gp, 50 gp, 100 gp, and 500 gp, respectively). Azer use broad-bladed javelins which inflict damage equal to a spear. In hand-to-hand combat they employ mallet-like weapons equal to a footman's mace in all respects. Due to their strength, hit probability is always adjusted, as is damage, as follows:

Hit dice	Strength	Bonus to hit	Bonus to Damage
2+1	17	+1	+1
3+2	18	+1	+2
4+3	18/01-50	+1	+3
5+4	18/51-75	+2	+3

Creatures not immune to fire will take 2-5 points of damage from being grasped by any azer, and the heat of an azer's weapons will inflict damage of +1 to such opponents. However, azer cannot survive in temperatures below 200 degrees F. for more than an hour or so. Cold attacks inflict double normal damage against them.

Amaimon: Amaimon is the legendary king of the azer. He is the largest (9+8 hit dice), strongest (18/00 for +3/+6), and most intelligent of all his kind. His nobles number from 8-32, being only slightly less superior (7+6 hit dice, 18/76-90 for +2/+4). Amaimon has 35% magic resistance; noble azers have 25%. The other powers of these creatures are currently unknown.

The people of Amaimon dwell in small groups, their typical abode being a tower worked from the natural basalt of their realm, using the plentiful supply of flame nearby. When 20 or more are encountered in their habitation, there will be 2 of the largest normal size, a noble, and 40-70 non-combatant females and young there also. It is likely that the defenses of the place will include air projectors (bellows-like devices) and even special containers to haul water and pour it upon attackers.

In general, azer are unfriendly, taciturn, and lack compassion. They are greedy, and for clear purple or red gems they may agree to reasonable requests. Once given, the word of an azer is a solid bond.



BAKU

FREQUENCY: Rare (very rare)
NO. APPEARING: 1 (2-5)
ARMOR CLASS: -2
MOVE: 21"
HIT DICE: 12+12
% IN LAIR: 0
TREASURE TYPE: Nil
(See below)
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
3-18/2-12/2-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 20%
INTELLIGENCE: Exceptional to
genius
ALIGNMENT: Neutral good
SIZE: L (9' or taller at shoulder)
PSIONIC ABILITY: 180 +2-24
Attack/Defense Modes:
B,E/F,G,I
LEVEL/X.P. VALUE:
VIII/4900 +18/hp



timid and peace-loving natures to combat malicious monsters. In this aspect, they secretly dwell amongst humankind and serve its interests. Their true home is the Upper Outer Planes of Neutral. Despite size and bulk, a baku can move rapidly. Attack is by means of a goring butt and two stomping attacks with the forelegs, the latter possible only against opponents of man-size (or under 6 feet in height if fourlegged). A baku can hold simple devices such as weapons or wands in its short, prehensile trunk, so a baku will often have some magic weapon or device when attacking.

Baku have the power to become invisible at will and to remain thus until some action breaks the dweomer. Baku can become ethereal and travel in this mode. They can also travel astrally. They have the following psionic powers: 12th-level *animal telepathy*, 6th-level *body control*, *body equilibrium*, 12th-level *fighter cell adjustment*, 12th-level *detection of good or evil*, 12th level *reduction*, and *shape alteration*.

The trumpeting roar of a baku causes all Evil creatures within a 4" radius to take 1-8 points of damage and make a saving throw vs. paralysis or flee in panic as if affected by a *fear* spell from a 12th-level magic-user. Baku can roar like this only once every 4 melee rounds.

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

The elephant-like baku are seldom seen in the wild, for most move invisibly through the communities of man. On the Prime Material Plane, Baku prefer dwelling in semitropical forests, where groups of 2-5 will sometimes be encountered. Baku hate evil and abandon their usual

BANDERLOG

FREQUENCY: Very rare
NO. APPEARING: 4-24
ARMOR CLASS: 6
MOVE: 6" @ 12"
HIT DICE: 4
% IN LAIR: 15%
TREASURE TYPE: See below
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-5
SPECIAL ATTACKS: See below
SPECIAL DEFENCES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low to average
ALIGNMENT: Neutral
SIZE: S
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE: III/60+4/hp



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

These baboon-like creatures typically dwell amongst palms and use coconuts or retch-plant globes (q.v.) as missile weapons. The coconuts cause 2-5 points damage and have a 30-foot range. At close quarters, they deliver biting attacks with their long canine teeth, causing 2-5 points of damage.

Banderlog are always led by one or more large males with 6-8 hit points per die. Banderlog are green-skinned with brownish fur. They have a simple language of their own.

BARGHEST

FREQUENCY: Very rare
NO. APPEARING: 1-2 (1)
ARMOR CLASS: 2 to -4
MOVE: 15"
HIT DICE: 6+6 to 12+12
% IN LAIR: Nil
TREASURE TYPE: See below
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-8
number of hit dice as +hp
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 5% /hit
dice (ignore pluses)
INTELLIGENCE: High to genius
ALIGNMENT: Evil (lawful)
SIZE: M to L
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
6+6 HD = VII/1275 + 10/hp
7+7 HD = VII/2000 + 12/hp
8+8 HD = VIII/3450 + 14/hp
9+9 HD = VIII/3600 + 14/hp
10+10 HD = IX/6100 + 16/hp
11+11 HD = IX/6250 + 16/hp
12+12 HD = IX/7300 + 18/hp

Of the various monsters inhabiting the rifts of the Planes of Gehenna, the barghest is certainly the most common and one of the most fearsome. These beings tend to live in isolation even from one another, each having its own stronghold and force of servitors and ruling despotically. At times, however, a barghest will spawn, and its litter of 6 will be sent to the Prime Material Plane to feed and grow. Those which survive will eventually return to Gehenna, but while they are yet young they must feed upon the lives of men. Barghest whelps will be found alone or in pairs on the Prime Material Plane, generally living near isolated com-

munities of humans or with bands of goblins.

Barghests are able to assume the forms of large war or wild dogs at will. They are at times known as devil-dogs, a misnomer. Their natural shape is very much the same as that of a large goblin, and when barghests dwell amongst goblins, they retain their normal form. While goblins recognize and worship barghests, other races find them to be virtually indistinguishable from these goblins. Their goblin hosts fear and serve barghests, going to great lengths to bring them human sacrifices. The barghests, in turn, slay the powerful enemies of the goblins and generally enrich the treasure possessed by their hosts.

When barghest whelps first come to the Prime Material Plane they are relatively weak, having but 6 (1d8) +6 hit dice. For each energy level of human life whelps slay and devour, they gain 1 hit point; 8 such levels effectively give them another hit die and an additional hit point per die. (Zero level humans gain barghests only one-half an energy level, so they are less desirable prey than are exceptional persons.) Likewise, as hit dice are gained, the barghest also becomes more powerful. Its armor class increases by 1 place with each additional hit die, and its strength grows from an initial 18/00 to 24; damage increases accordingly, as does magic resistance and intelligence. When a barghest eventually attains full growth and power, it is able to shift itself to the Planes of Gehenna, where it will search out its own reeking valley rift.

What treasure barghests gather into their own strongholds upon the Planes of Gehenna is not known, although it is rumored to be great. Whilst dwelling on the Prime Material Plane, however, they possess none personally.

Barghests are able to perform the following spell-like magic, 1 operation per round, at will: *shape change* to canine/goblin-like form, *change self*, *levitation*, *misdirection*, *projected image*. Once per day the following spell-like powers can be employed: *charm* (person or monster), *dimension door*, *emotion*.

When in its canine form, a barghest is able to move at double its normal movement rate (30" maximum), pass without trace, and become 75% likely to be unnoticed when motionless so that it can surprise opponents 50% of the time (3 in 6).

These creatures are hit only by +1 or better magic weapons. Barghests are not particularly vulnerable to any attack form, but, if in their canine shape, they take the risk of failing to save vs. a magical fire attack such as a *fireball*, *flame strike*, or *meteor swarm*. Fire does absolutely no damage to barghests, but if they fail to save against such an attack while in canine form they are hurled back to their own plane. Weaker barghests returning thus are most likely to be slain or enslaved by their more powerful fellows. Even if they are not so treated, they cannot return to the Prime Material Plane without some form of outside assistance.

As already noted, the barghest in its whelp stages appears much the same as a goblin of large size, although as it grows larger and stronger, there is a darkening of skin from yellow toward a bluish red. Its adult skin color is blue. The eyes of the barghest are glowing orange when it is excited, but otherwise they are indistinguishable from those of a goblin. Their canine forms can be those of any typical large dogs, and in these forms it is almost (95%) impossible to tell them from normal dogs, except that other dogs will fear and hate them, attacking at every opportunity.



BARKBURR

FREQUENCY: Rare
NO. APPEARING: 1-5
ARMOR CLASS: See below
MOVE: See below
HIT DICE: 2-6
% IN LAIR: 100%
TREASURE TYPE: See below
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1 point
SPECIAL ATTACKS:
Lignification
SPECIAL DEFENSES: Immune
to certain spells (see below)
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: S (2-3' across)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
1 HD = II/45 + 1/hp
2 HD = III/65 + 2/hp
3 HD = III/90 + 3/hp
4 HD = III/125 + 4/hp
5 HD = IV/165 + 5/hp
6 HD = V/275 + 6/hp

Barkburrs: Barkburrs are a form of animated plant that arise spontaneously within a wood or forest in order to defend it. They are anatomically similar to limpets, having a very hard, woody carapace (armor class 0) which shields a soft woody interior (armor class 8).

They will always be encountered in their lair, which will consist of 1 or more oddly shaped trees (the metamorphosed remains of past victims; see below). The barkburrs attach themselves to a tree where they are very hard to distinguish from ordinary burrs. Only druids and rangers have any chance of recognizing a barkburr for what it is (4% chance plus 1% per level). Such lairs will normally be on paths through a wood where travellers are likely to pass.

Barkburrs are extremely sensitive to actions which conflict with the interests of the forest they live in and are capable of detecting such an act (basically anything which a druid would find abhorrent) occurring within a radius of 1 mile. They will attack any humanoid creature coming within 20 feet if it has performed such an act within a radius of 1 mile and/or if its alignment includes an evil component.

A barkburr attacks by leaping suddenly from the supporting tree towards its intended victim who may be up to 20 feet away. Because of its camouflage it will always gain surprise unless recognized. It will attempt to attach its soft underside to the victim's body and then insert a sharp, barbed tube (inflicting 1 point of damage). For determining the success or failure of this whole attack routine (which takes but a single round) it should be treated as a single attack by a 6 hit dice monster.

If the attack fails, the barkburr falls to the ground where it is practically helpless (see below). If the attack succeeds, in the next round the barkburr will begin to inject a lignifying poison into the victim. This injection will continue for up to 2 rounds plus 1 round for each of the barkburr's hit dice. Each round the victim must save vs. poison or lignification will set in. Lignification involves a rapid transformation of the victim into a small tree: feet become roots, body and legs the trunk, and head and arms branches. The transformation takes 1 turn, and once started it will not cease even if the barkburr is killed and/or removed. Most of the victim's equipment close to his body (clothes, armor, etc.) is enclosed by bark, but some (e.g., a sword, a shield or a ring) may remain hanging from a branch or be caught in the roots. Of the gear which is enclosed, all but magical items, gold, silver, platinum, and gems will be absorbed into the wood of the tree over a period of 2-7 hours.

A barkburr may be removed from its victim (before or after lignification has set in) by killing it, applying fire, or by force. Attacks on the barkburr are made against its armor class 0 carapace, and attacks which miss should be rolled again against the victim's armor class. The application of fire has a 15% cumulative chance per round of dislodging the bark-

burr, which takes only 1 point of fire damage per round from fire applied to the outer carapace, but the victim will take fire damage unless protected. It is not possible to remove a barkburr by pulling it directly away from the victim, but pulling or pushing it sideways will succeed if a roll of 5d10 is less than the total strength being applied. This latter method will inflict 1-10 points of damage on the character, if successful, as the barbed poison needle is torn out. A maximum of 3 people, including the victim, can act together to attempt to remove a barkburr in this way.

On the ground a barkburr is almost helpless; unable to leap from this position, it can only crawl at 1/2" and is easily flipped over to reveal its armor class 8 underside. Fire applied to the underside inflicts normal damage.

Since they have no minds as such, barkburrs are immune to spells such as *charm monster* or *sleep*.

Once lignification has set in the barkburr will cease injecting poison and use the victim as a platform from which to launch an attack on any other eligible victim within 20 feet. Note, however, that a barkburr is only capable of injecting poison for a total of 2 rounds plus 1 round per hit die each day. Note also that the poison is only effective if injected by a barkburr.

Once lignified, a creature begins a further transformation into a form which is safe from the point of view of the wood. This process takes as many days as the victim has levels or hit dice, and during this time the victim remains helpless in tree form (having armor class 10 and its original number of hit points). At the end of the period the victim either remains fixed in its tree form or undergoes a rapid metamorphosis into a woodland creature or a druid. The final form adopted is determined by rolling a percentile die and consulting the following table:

01-50=ordinary healthy tree (which grows to full size within 3 months)
51-70=adult badger
71-80=adult giant weasel
81-90=treant (7 hit dice)
91 + =druid (1st level, abilities; S,I,D,Co - as before; W14, CH 16)

For creatures whose original alignment included a neutral component add 10 to the die roll; for true neutral creatures add 20.

A creature who adopts any final form other than that of the druid will have no desire whatever to leave the wood and will resist attempts to make him do so.

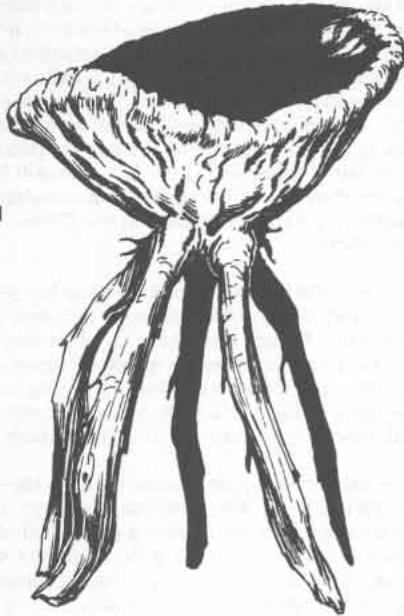
Only a full *wish* will restore a creature to its original form once the transformation is completed. While the transformation is still in progress, however, the victim may be restored by means of a *wish*, *limited wish*, *polymorph other*, *turn wood or plant growth* (cast backwards). *Neutralize poison* has a 30% chance of success plus 5% per level of the caster. Note that any of these spells (including *neutralize poison*) will negate the initial lignification process if cast before it is completed (i.e., within 1 turn). *Cure disease*, *remove curse*, *dispel magic*, etc., will have no effect. Restored creatures will have lost 1 level or hit die for each full day spent in tree form.

Barkburrs grow as a result of absorbing the energy levels of their victims, and they reproduce by budding. There is a 50% chance that a 6 hit dice barkburr will have 1 or 2 2-hit dice offspring budding from it which will attack independently.

Direburrs: Unwholesome woods and forests will produce direburrs that will attack any humanoid coming within 20 feet regardless of his past actions or alignment. The results of their attacks are the same as for the ordinary barkburr except that the final form adopted by a lignified victim is always a dry, dead, leafless tree which cannot be restored by any means short of a full *wish*. Otherwise, direburrs are identical to barkburrs in all respects.

BASIDIROND

FREQUENCY: Rare
 NO. APPEARING: 1-2
 ARMOR CLASS: 4
 MOVE: 6"
 HIT DICE: 5+5
 % IN LAIR: 60%
 TREASURE TYPE: Incidental
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-8
 (+ smothering)
 SPECIAL ATTACKS:
 Hallucinatory spores
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE:
 See below
 INTELLIGENCE: Unratable
 ALIGNMENT: Neutral (evil)
 SIZE: M (6'-7'-tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VI/475 + 6/hp



Basidironds are multi-stemmed fungoid monsters with woody, leathery bodies of orange color. Their cone-shaped upper portions look much like reversed umbrellas, the interior of which is sooty black. In combat these fungoid monsters lash forward with their cone-shaped caps that eject spores. A successful hit inflicts 2-8 points of damage and requires the victim to save vs. poison or have spores clogging its respiratory tract. The victim can smother from these growths in 2-5 rounds unless a *cure disease* (or its equivalent) is cast. Basidironds can also use hallucinatory spores which they emit only when they are standing quietly. The spores from each basidirond form an invisible cloud around it with a 20-35" radius. The spores cause each creature within the basidirond's cloud to save vs. poison each round or begin hallucinating. Hallucination lasts as long as the individual is within the cloud and for 1-4 rounds after leaving it. Typical hallucinatory effects on 1d8 are:

- 1 = Individual in a swamp—strips off armor to keep from sinking.
- 2 = Spiders attacking—individual strikes/attacks floor area to kill them.
- 3 = Individual has shrunk—shouts for help to return to normal size.
- 4 = Item held is a viper—individual drops it and leaps back to avoid its attack.
- 5 = Individual is suffocating—runs gasping in random directions to breathe.
- 6 = Associates are diseased—individual avoids coming within 10 feet of them.
- 7 = Individual is melting—stands howling and "holding self together."
- 8 = Leech on back—individual tears off anything worn on back and attacks it.

Basidironds have no minds by human standards, so all forms of mental attacks, including *charm monster*, *hold monster*, and similar spells, have no effect. A cold-based attack will not damage a basidirond but will slow the monster to 50% normal movement and prevent spore attacks.

BASILISK, GREATER

FREQUENCY: Very rare
 NO. APPEARING: 1-2
 ARMOR CLASS: 2
 MOVE: 6"
 HIT DICE: 10
 % IN LAIR: 50%
 TREASURE TYPE: H
 NO. OF ATTACKS: 3
 DAMAGE/ATTACKS:
 1-6/1-6/2-16
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Surprised
 only 1 in 6
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low
 ALIGNMENT: Neutral (evil)
 SIZE: L (12' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VII/3000 + 14/hp



The greater basilisk is a cousin of the more common reptilian horror, the ordinary basilisk. Both have 8 legs and move slowly. Because of its fearsome abilities, a greater basilisk is typically used as a guardian of treasure. The monster can attack by raising its forebody, striking with its sharp claws, and biting with its toothy maw. The claws bear a weak poison (saving throws made at +4). Its foul breath is also poisonous, and all creatures within 5 feet of its mouth must save vs. poison (at +2) or die whenever they spend even a moment so exposed. (Check each round of exposure). Worst of all, the greater basilisk also has a gaze which turns its victims to stone. Even if a polished reflector is used under good light conditions, the chance for a greater basilisk to see its own gaze and be petrified is only 10% unless the reflector is within 10 feet of the creature. While its gaze weapon is effective to 50 feet, the creature's oddly-shaped eyes are nearsighted and it cannot see its own gaze unless it is within 10 feet.

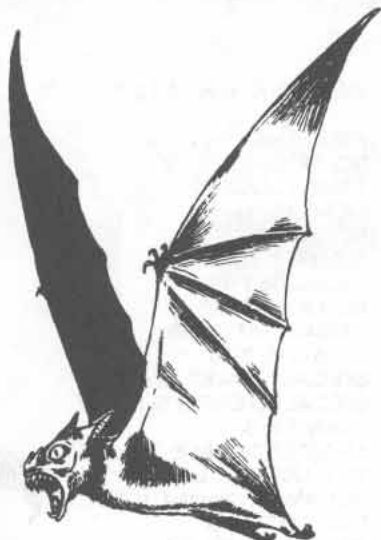
The greater basilisk sees into the Astral and Ethereal Planes, just as its smaller cousin does. The normal habitat of the greater basilisk has been said to be the Elemental Plane of Earth. Coloration of the greater basilisk is much the same as that of other basilisks.

BAT

	Mobat	Ordinary Bat
FREQUENCY:	Rare	Common
NO. APPEARING:	1-8	1-100 (100-1000)
ARMOR CLASS:	7 (see below)	8 (see below)
MOVE:	3"/15" (MC: C)	1"/24" (MC: B)
HIT DICE:	4-6	1-2 hit points
% IN LAIR:	15%	Nil
TREASURE TYPE:	C	Nil
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2-8	1
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	Nil
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Low	Animal
ALIGNMENT:	Neutral (evil)	Neutral
SIZE:	M	S
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	III/150 +5/hp	I/1

Mobat: The huge mobat is found only rarely, and typically in warm climates where large caverns offer shelter and food is plentiful. They are omnivorous but prefer warm-blooded prey which they bite to death with their fangs. Mobats have a wingspread of 12-16 feet and so must have a large area in which to take off. Once airborne, however, their sonics allow them to fly through narrow places, even in total darkness. Their flight being rapid and fairly silent, they surprise prey 50% of the time. They can also give a piercing screech which will cause such pain to prey that the victims seek to cover their ears rather than fight, unless a saving throw vs. paralysis is successful. The mobat's screech is always used if

prey resists. The effective sound radius is 20 feet. Note that mobile mobats have an armor class of 2, and their reflexes and sonics enable them to dodge attacks. Under crowded flying conditions armor class 7 prevails. Out of the air, mobats are armor class 10. These monsters have a dim, evil intelligence and a desire for shiny objects.



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

BAT, FIRE

FREQUENCY: Very rare
NO. APPEARING: 11-20
ARMOR CLASS: 8
MOVE: 6"/20" (MC:B)
HIT DICE: 2
% IN LAIR: 50%
TREASURE TYPE: I
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-8
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Immune to fire
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi-
ALIGNMENT: Neutral evil
SIZE: S
PSIONIC ABILITY: Nil
Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 11/28 + 2/hp



The fire bat is a denizen of the Elemental Plane of Fire, and, although rather common there, it seldom appears in the Prime Material Plane. Its body is bat-like, about 2 feet long, with a wingspan approaching 4 feet; its entire body is flaming, and it radiates a temperature of several hundred degrees. Its mouth is small but the fangs therein are razor-sharp, and the damage from burning affects the victim more than the blood drain (hence 2-8 points of damage per round). The skin of the fire bat is tough and leathery, and even the relatively thin wings are difficult to pierce.

Fire bats live in colonies usually numbering from 1-2 dozen. Naturally, they will only lair in very hot places such as volcanoes, near hot springs, and, of course, on their native plane. How they travel to the Prime Material Plane is a mystery, but some sages have speculated that when fire elementals are summoned, once in a great while some fire bats will appear with them; and woe to the conjurer, for the fire bats are not under the mage's control at all! Fire bats reproduce by fission after gorging themselves on blood, so even 1 fire bat escaping into this plane can start a colony and can replace any casualties. A fire bat colony will not grow very large, however, for they will instinctively limit their population to the available food supply.

When fire bats engage an opponent, they make swooping attacks as they attempt to attach themselves to the victim. Once they have attached themselves, fire bats do not need to roll for further attacks and will automatically burn and bleed their victims for a total of 3 rounds (the first round they scored a hit plus 2 more rounds). At the end of 3 rounds, the satiated fire bat will drop off and return to its lair. If the victim dies before 3 rounds are over, the unsatiated fire bats will attack other opponents to

finish feeding (but will never drain more than 3 rounds' worth of blood whether from 1, 2, or 3 victims). Fire bats can detect invisible opponents because of an advanced sonar sense and infravision; they attack invisible targets without penalty. Unlike ordinary bats, fire bats are not harmed by sunlight (or other bright lights) and can see within the normal vision range quite well. Fire bats are allies of fire elementals and will never attack them.

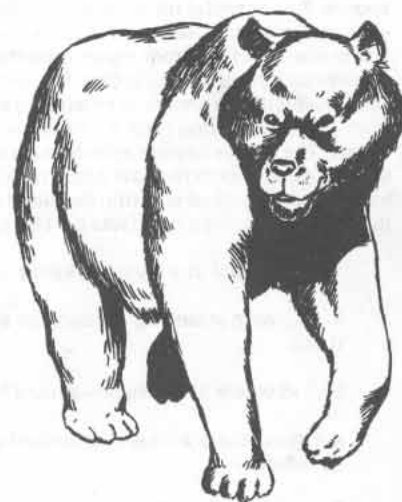
Fire bats are pack hunters, and an attack by these creatures is a marvel of teamwork. Every member of the victim's group is attacked by an approximately equal number of fire bats; if 12 fire bats attack a total of 4 victims, 3 bats will attack each individual; if the same number attack 9 victims, 6 would be attacked by 1 bat each and 3 unlucky victims by 2 bats each (chosen at random). If the number of fire bats ever falls below 25% of their starting force (whether from casualties or satisfied returnees), the fire bats will all instantly withdraw and attempt to escape to their lair. If cornered in their lair, they will fight ferociously to the death. When they die, a burst of flame envelopes them and their physical bodies are transported back to the Elemental Plane of Fire, where they are reborn.

The lair of a fire bat colony tends to be rocky and cavelike, with many exits and labyrinthine passages but only one large, easily noticeable entrance. Treasure is likely to be in the form of gems and jewelry, because fire bats love the sparkling stones and especially prize rubies, jacinths, and carnelians. One or 2 young fire bats (under 1 year old) may be found in the lair if a hunting pack is destroyed, and each young fire bat will have one-half the hit dice and damage per attack of an adult.

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

BEAR, NORTHERN (Polar Bear)

FREQUENCY: Rare
NO. APPEARING: 1-6
ARMOR CLASS: 6
MOVE: 12"/9"
HIT DICE: 8+8
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
 1-10/1-10/2-12
SPECIAL ATTACKS: Hug 3-18
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi-
ALIGNMENT: Neutral
SIZE: L (14' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VI/900 + 12/hp



As with all other types of bears, these dwellers in subarctic and temperate regions are omnivorous. A paw hit of 18 or better indicates a "hug," inflicting 3-18 points of additional damage. These aggressive animals will fight for 2-5 rounds after being brought to 0 to -12 hit points, but from greater damage they die instantly.

BEE, GIANT

	Worker Honeybee	Soldier Honeybee	Bumblebee
FREQUENCY:	Rare	Very rare	Rare
NO. APPEARING:	1-10	1	1
ARMOR CLASS:	6	5	5
MOVE:	9"/30" (MC:D)	12"/30" (MC:C)	6"/24" (MC:E)
HIT DICE:	3+1	4+2	6+4
% IN LAIR:	20%	90%	10%
TREASURE TYPE:	Nil	Nil	Nil
NO. OF ATTACKS:	1 (sting)	1 (sting)	1
DAMAGE/ATTACK:	1-3+poison	1-4+poison	1-6+poison
SPECIAL ATTACKS:	Sting once	Sting once	Sting
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
INTELLIGENCE:	Low	Low	Low
ALIGNMENT:	Neutral	Neutral	Neutral
SIZE:	M	M	L
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	III 150 + 4/hp	IV 200 + 5/hp	V 400 + 8/hp

All forms of giant bees are similar to their ordinary small counterparts. Honeybees have hives; bumblebees have nests. If encountered in their lair the hive will contain 20 times the workers shown by die roll and 3-12 soldiers. There will be 7-12 giant bumblebees in a burrow or nest. Hives will have a noncombatant queen and 2-5 noncombatant drones. Nests will have a combative queen of 8+6 hit dice doing 1-8 points damage per sting. Poison is normal for workers and stronger for soldiers and bumblebees (-1 to save). A queen bumblebee's poison is -2 for saves. Successful save vs. poison will inflict an additional 2-8 points damage. Failure will cause an additional 5-20 +1 for soldiers and bumblebees and +2 for queen bees.

Honey in hives or nests is of proportional quantities. Bee "bread" is excellent food and equal to iron rations. "Royal jelly," found only 20% of the time, is equal to 2-5 *potions of extra-healing* with a side effect of *cure disease* for each. It also can be made into sufficient unguent to treat aging. The unguent preserves a youthful look for up to 1 year and 2-5 such preparations can be made from royal jelly. Charisma will remain unaffected by age when the unguent is used continually without interruption. It is greatly prized by rich and noble women, and each unguent jar commands from 3000-8000 gp on the open market.



BETLE

Death Watch Beetle

FREQUENCY:	Very rare
NO. APPEARING:	1
ARMOR CLASS:	3
MOVE:	12"
HIT DICE:	9
% IN LAIR:	10%
TREASURE TYPE:	See below
NO. OF ATTACKS:	1
DAMAGE/ATTACKS:	3-12
SPECIAL ATTACKS:	Death vibration
SPECIAL DEFENSES:	Nil/camouflage
MAGIC RESISTANCE:	Standard
INTELLIGENCE:	Animal
ALIGNMENT:	Neutral
SIZE:	L (5' long)
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil/nil
LEVEL/X.P. VALUE:	VII/1400 +12/hp



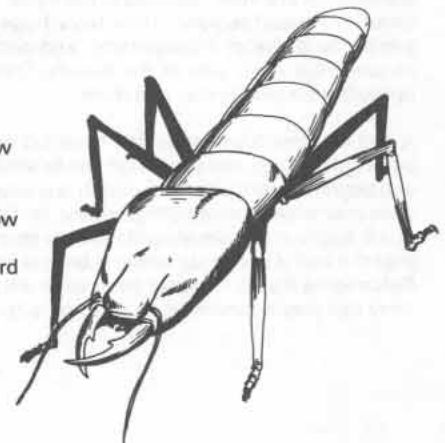
This monstrous insect is found in temperate regions. It is particularly dreaded as it often disguises itself. These disguises range from wearing carapaces of other giant beetles to sticking rubbish to itself with a glue of earth and saliva. Although commonly encountered outdoors, death watch beetles of the giant sort have also been known to invade subterranean areas in search of food.

The normal attack of a death watch beetle is by biting with its great mandibles. Before such an attack, however, the monster will make a clicking sound with its carapace. This sound produces sonic vibrations which are deadly. Creatures within a 30-foot radius must save vs. death magic or die. Those saving must take from 5-20 points of damage. The clicking of the death watch resembles that of a drum or gong. As the sound is diffused and seems to come from everywhere, location of the monster thereby is 90% unlikely. After 1 round, the vibrations have the stated effect. The effort required to produce the killing vibrations is such that the monster is able to perform the clicking only once every 2-5 hours.

As a death watch moves frequently in search of food, it is unlikely that it will have treasure, other than an incidental item possibly stuck upon its back as *camouflage*. Even if a beetle stays in one locale for an extended period (10% chance) only the treasure carried by victims slain by the monster will be in the area.

Slicer Beetle

FREQUENCY:	Rare
NO. APPEARING:	1-3
ARMOR CLASS:	3
MOVE:	6"
HIT DICE:	6
% IN LAIR:	25%
TREASURE TYPE:	See below
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-16
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
INTELLIGENCE:	Non-
ALIGNMENT:	Neutral
SIZE:	L
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil/nil
LEVEL/X.P. VALUE:	V/275 + 6/hp



The slicer beetle is similar to a stag beetle (q.v.) but does not have horns. Its mandibles are razor-sharp. When attacking, a roll of 19 or 20 indicates that it has nipped off an opponent's arm or leg. If the battle is going

against the slicer beetle, it will grab any food conveniently available (i.e., lost limbs) and flee. Its lair usually contains many bones and 1-6 types of normal weaponry. The lair may also contain magical weapons (25% chance) or magical boots (10% chance). However, if a pair of boots or gauntlets is present, the pair is probably not matched (only a 5% chance). Attempts at identifying an unmatched set will give standard (but false) results.

The effects of non-matching boots or gauntlets can be unpredictable. These effects will not commence until the wearer is engaged in an encounter, adventure, or other normal but potentially dangerous activity. Each boot alone will perform as follows:

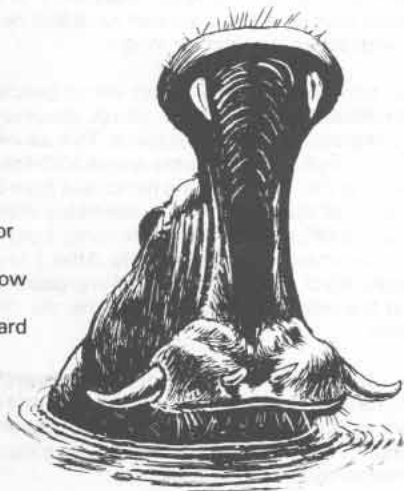
Dancing:	1 foot taps and shuffles.
Elvenkind:	1 foot tip-toes.
Levitation:	1 side of the body tends to rise.
Speed:	1 foot takes 2 steps to the other's 1.
Striding and springing:	1 foot either goose steps or makes hops of 3-4 feet.

Each gauntlet alone will perform as follows:

Dexterity:	1 hand tends to attempt pocket-picking (with base 50% chance of success).
Fumbling:	1 hand tends to drop things (50% chance).
Ogre power:	1 hand sloppily uses more force than intended; if in combat, no strength modifiers will apply.
Swimming and climbing:	1 hand tends to wave about randomly.

BEHEMOTH

FREQUENCY: Rare
NO. APPEARING: 1-4
ARMOR CLASS: 4
MOVE: 6"/12"
HIT DICE: 10+5
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-16 or 6-24
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VII/1600 + 15/hp



Behemoths are huge relatives of the hippo found only in deep rivers and lakes in tropical regions. They have huge mouths with great tusks, similar to those of hippopotami, and outward-pointing tusks which project from each side of the mouth. These latter teeth are used for uprooting aquatic plants and roots.

A bull behemoth will generally have 1-3 cows with him. Bulls do 6-24 points of damage and cows 4-16. Bulls are always aggressive, but cows will aggress only if a calf behemoth is present (25% chance per cow). If a swimmer enters behemoth territory, or if a boat or canoe passes overhead, aggressive animals will move to attack. There is a 50% likelihood that the bull will rise up under a boat or canoe and overturn the craft. Behemoths travel in water by sinking and running along the bottom. They can stay submerged up to 30 minutes.

BEHIR

FREQUENCY: Rare
NO. APPEARING: 1-2
ARMOR CLASS: 4
MOVE: 15"
HIT DICE: 12
% IN LAIR: Nil
TREASURE TYPE: See below
NO. OF ATTACKS: 1 and 1 or 1 and 6
DAMAGE/ATTACK: 2-8/2-5 or 2-8/6 x 1-6
SPECIAL ATTACKS:
 Lightning bolt
SPECIAL DEFENSES: Immune to electricity, poison
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral evil
SIZE: L (40' long)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/Nil
LEVEL/X.P. VALUE:
 VII/2850 + 16/hp



A behir is a snake-like reptilian monster with a dozen legs that allow it to move with considerable speed and climb well (half normal speed). It can fold its limbs close to its long, narrow body and slither in snake-fashion if it desires. The head is more crocodilian than snake-like. Attack is by biting and looping its body around the victim and squeezing. If the latter succeeds, the victim is subject to 6 talon attacks next round. A behir can discharge a 20-foot long stroke of electrical energy once every 10 rounds. This lightning bolt will cause 24 points of damage unless a saving throw vs. breath weapon is made. Half damage is applicable in the latter case. As behir sometimes swallow prey whole, there is a 10% chance that there will be some small item(s) of value inside the monster, such as gems (10xQ 60%), jewelry (1-8 pieces 30%), and a small magic item of indigestible nature (10%). The behir swallows whole on a 20, with effects similar to those caused by a purple worm.

Behir have band-like scales of great hardness. Their color ranges from ultramarine to deep blue with bands of gray-brown. The belly is pale blue.

BLOODTHORN

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 4 (tendrils)/3 (trunk)
MOVE: Nil
HIT DICE: 5-30 (plus special)
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1-4, 2-5, or 5-8
DAMAGE/ATTACK: Special
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: See below
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VI/800 + 35/hp

The bloodthorn, or vampire vine, grows singly in forests. It has 5-12 tendrils of 7-12-foot length that can lash out 5-7 feet. It uses these to attack its prey. Each tendril has many sharp, hollow thorns. Any hit will cause a fluid drain equal to 25% of the victim's total initial hit points. The tendrils are armor class 4, the stalk/trunk armor class 3. Each tendril requires 5-10 points of damage to sever. This damage does not affect the main plant. Attack data and other specifics are as follows:

Hit Dice	Size	No. Tendrils	Range	Tendrils Value	Attacks As
5-16	Average	5	5'	5-6 hp	3 HD monster
17-25	Large	8	6'	7-8 hp	4 HD monster
26-30	Large	12	7'	9-10 hp	5 HD monster

Bloodthorns grow among hornwood trees and resemble them closely. On rare occasions bloodthorns will be found among other sorts of vegetation, but this is only 10% likely. The plant's trunk is yellowish to brown and smooth. Its pointed, two-lobed leaves are not as large as a hornwood's. Its vampiric tendrils appear much as do normal vines and creepers growing on other trees.

BOALISK

FREQUENCY: Rare
NO. APPEARING: 1-3
ARMOR CLASS: 5
MOVE: 12"
HIT DICE: 5+1
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-3 (bill)/2-7 (constriction)
SPECIAL ATTACKS: Gaze, constriction
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: V/350 + 6/hp



The boalisk, a variety of tropical snake, is nearly identical to the constrictor snake (q.v.) in all respects, and it has a gaze attack. It gazes each round in addition to making normal attacks of biting and constriction; this gaze is usually (75%) directed at its opponent in melee (if applicable). Complete surprise (1-2 on 1d6) indicates that someone has met the gaze and gets no saving throw. Otherwise, any creature meeting its gaze (indicated by failing a saving throw vs. petrification) becomes afflicted with a rotting disease identical to that of the touch of a mummy (q.v.). A character refusing to look at the boalisk may automatically avoid the gaze effect but is 20% easier to hit (4 penalty to armor class) while so doing. In tropical climates, constrictors encountered may be accompanied by boalisks (25%), and vice versa. A boalisk cannot constrict more than 1 victim at a time.

BODAK

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 5
MOVE: 6"
HIT DICE: 9+9
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type
SPECIAL ATTACKS: Death gaze
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Low (but cunning; see below)
ALIGNMENT: Chaotic evil
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: VII/1950 + 14/hp



A bodak is a human who was changed to a monster after venturing somewhere upon the Abyssal Planes where mortals were not meant to be. The evil of the human's nature and the exposure to demonic substances triggered a terrible metamorphosis from man to bodak.

Bodak are very rare because they remain upon the Abyssal Planes except when called into service by some evil or foolish magic-user. The cunning of a bodak allows it to attempt control of the summoner, sometimes with a very high intelligence factor. (Roll 1d20 to indicate the random employment of cunning. Intelligence factor for control purposes can be as high as 20.) A few are found on the Prime Material Plane.

A bodak seldom utilizes a weapon, although it is 90% probable that a bodak will have one. The type is determined by the DM. The gaze of a bodak, when met, causes death unless a save vs. death magic is made. This is effective at up to 30 feet. Bodaks can be struck only by +1 or better magic weapons or cold-wrought iron ones. They are immune to spells such as *charm*, *hold*, *sleep*, *slow*. They are otherwise affected as demons are with respect to various attack forms, although poison does them no harm. Direct sunlight inflicts 1 point of damage per round.

Bodak have both *ultra* and *infravisual* capability. They speak the tongue of demons and demonic creatures well but remember few words of human speech.

The sexless bodak has dark gray, pearly skin. The muscular body has no hair, and the head is long with oddly distorted features. The eyes are milky-white, vertical ovals of large size.

BOGGART

FREQUENCY: Rare
NO. APPEARING: 2-5
ARMOR CLASS: -6
MOVE: 18"
HIT DICE: 6
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Very to exceptional
ALIGNMENT: Chaotic evil
SIZE: S (2' + in human-like form)
PSIONIC ABILITY: Nil
 Attack/Defense: Nil/nil
LEVEL/X.P. VALUE: VI/625 + 6/hp



A boggart is the immature form of a will-o-wisp (q.v.). One appears as a small demihuman, humanoid, or will-o-wisp as it desires. However, while a boggart has more forms than its adult counterpart, it can retain 1 of these forms for no more than 10 or 12 rounds before losing control and shifting to some other form. Of course a boggart can purposely change form anytime it wishes. Because these monsters need both *meat* and *life force* to grow to maturity, they tend to use human-like forms to lure human-like adults and larger flesh eating creatures. Once trapped or ambushed, the would-be predator becomes the prey of the boggart. The monster devours the life force of the victim and its physical body too! Thus, no resurrection is possible.

The boggart attacks by touch, delivering 2-12 points of damage with electrical energy. It can also discharge a bolt of this energy every other round for up to 10 feet. However, the opponent so attacked is entitled to a saving throw vs. breath weapon, and, if it succeeds, the victim suffers only half normal damage (1-6 points). The most devious attack of a boggart is *confusion*. A boggart can cause *confusion* once per day by making noise, such as yelling, screaming, shouting, whistling, banging, pounding, or thumping for 2 consecutive rounds. All creatures within a 30-foot radius of this noise will be affected if they can hear it clearly, and even covering the ears will not prevent or alter the effect. Such

creatures must save vs. spell or be confused for 7-12 melee rounds. Only a successful attack on a boggart casting *confusion* will cause it to stop its noise at midpoint. If more than 1 boggart is making the noise, then all must be stopped in order to foil the *confusion*. Saves versus a multiple casting are made at -1 for each boggart completing 2 rounds of continuous noise.

A boggart can also become invisible for up to 12 rounds, and this is possible in any form the creature is in at the time. Note that invisibility will not cease because of the noise made, so an invisible boggart can create a horrible racket. Just as with a will-o-wisp, any weapon will damage this immature form. However, all spells save *magic missile*, *maze*, and *protection from evil* are useless against a boggart. When reduced to 5 or fewer hit points, a boggart will use all of its wit and devices to escape further combat. This escape is usually accomplished by becoming invisible and running away or floating in will-o-wisp form over ground impassable to its enemies.

Boggarts have the ability to use a limited form of *ESP* to understand and speak all languages, although such speech will be very basic and limited. When in glowing will-o-wisp form, they can pass through solid, nonliving objects and even stone walls up to 2 feet thick. They cannot pass through metals, for metals ground the electrical energy of the creatures. Boggarts have normal infravision in human-like form.

In demihuman guise, a boggart typically appears as a small halfling or young gnome. In humanoid form, the creature usually takes the shape of a goblin imp, young xuart, or norker neut. As a will-o-wisp, a boggart is smaller and brighter.

BOGGLE

FREQUENCY: Very rare
NO. APPEARING: 2-8
ARMOR CLASS: 5
MOVE: 9"
HIT DICE: 4+3
% IN LAIR: 25%
TREASURE TYPE: C
NO. OF ATTACKS: 3(2)
DAMAGE/ATTACK:
 1-4/1-4/1-4
SPECIAL ATTACK: Rear claws
 for 1-4/1-4
SPECIAL DEFENSE: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Chaotic neutral
SIZE: S
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 IV/170 + 5/hp



Boggles are 3-foot tall, vaguely humanoid creatures whose coloration varies from blackish-blue to dark gray. They all have large bulbous heads, but the rest of their body parts are disproportionate and vary from individual to individual (large noses, arms of different lengths, spindly legs, and so forth).

The social organization of boggles is loosely tribal. They tend to whine and gibber a lot when dealing with other creatures. Outside their lair, boggles are somewhat cowardly, and they all tend to be thieves. However, when found in their lair, boggles are aggressive and voracious.

Boggles secrete a viscous, nonflammable, black oil from pores in their bodies. Anyone treading on the oil (except creatures specially adapted, like boggles, for climbing on slick surfaces) must roll their dexterity or lower on 1d20 or fall down. Characters who fall must spend an entire round standing back up. Boggles will try to steal articles from a character who has fallen. They must make a successful roll vs. armor class 5 to steal any one item from a fallen or stunned character.

Boggles have a rubbery hide and their bodies are partially elastic. They may stretch to twice their length or contract to one-half their size. Because they have slippery and resilient hides, all weapon attacks on boggles will cause -1 point per die of damage. Boggles naturally resist fire (as the ring)

and can spider climb at will. They like to cling to ceilings in order to drop upon unwary characters and get an additional 2 claw attacks (as do cats.)

Boggles have the special ability to *dimension door* at will for up to 3" through any complete frame, such as a hole, a door frame, grillwork, between a character's legs, and so forth. They can reach through a hole and their hands will come out elsewhere. This enables them to grab or strike at a character from another side. Boggle lairs are often pocked with holes or appear as grillwork. Their main nest is accessible only by *dimension door* or other magical means.

Finally, boggles have an exceptionally keen sense of smell and can even detect invisible creatures by smell. Other races are known to utilize boggles as guards and watchers because of this ability. When boggles sense intruders they set up a high-pitched keening wail to warn their masters.

BOOBRIE

FREQUENCY: Rare
NO. APPEARING: 1-2
ARMOR CLASS: 5
MOVE: 15"/15" (MC: D)
HIT DICE: 9
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
 1-6/1-6/2-16
SPECIAL ATTACKS: Surprises
 2 in 6
SPECIAL DEFENSES: Immune
 to poison
MAGIC RESISTANCE:
 Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: L (12' tall)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VI/900 + 12/hp



The gigantic boobrie resembles a smaller, marsh-dwelling relative of the roc. Its favorite foods, other than the huge marsh catfish, are humans and sheep. Its long legs permit fast running and easy movement through swampy ground, but its claws are relatively weak.

The boobrie's flight is slow. Its principal attack is by means of its long, hooked beak. These birds are totally immune to all forms of poison, and if favored forms of prey are not available they will eat snakes, lizards, and even spiders of sufficient size. They achieve surprise by crouching amidst tall grasses. If 2 are encountered they will be either a mated pair of adults (at least 5 points per hit die) or a pair of young (4 or fewer points per hit die).

A boobrie looks as if it were a huge heron with a beak resembling a cross between that of a heron and an eagle. There are a number of small, sharp teeth along the edges of the beak.



BOOKWORM

FREQUENCY: Rare
NO. APPEARING: 1-2 (10-40)
ARMOR CLASS: 2
MOVE: 12" (3")
HIT DICE: 1/4 (2 hit points)
% IN LAIR: 25%
TREASURE TYPE: See below
NO. OF ATTACKS: Nil
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE:
Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: S
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE: 1/7 + 1/hp

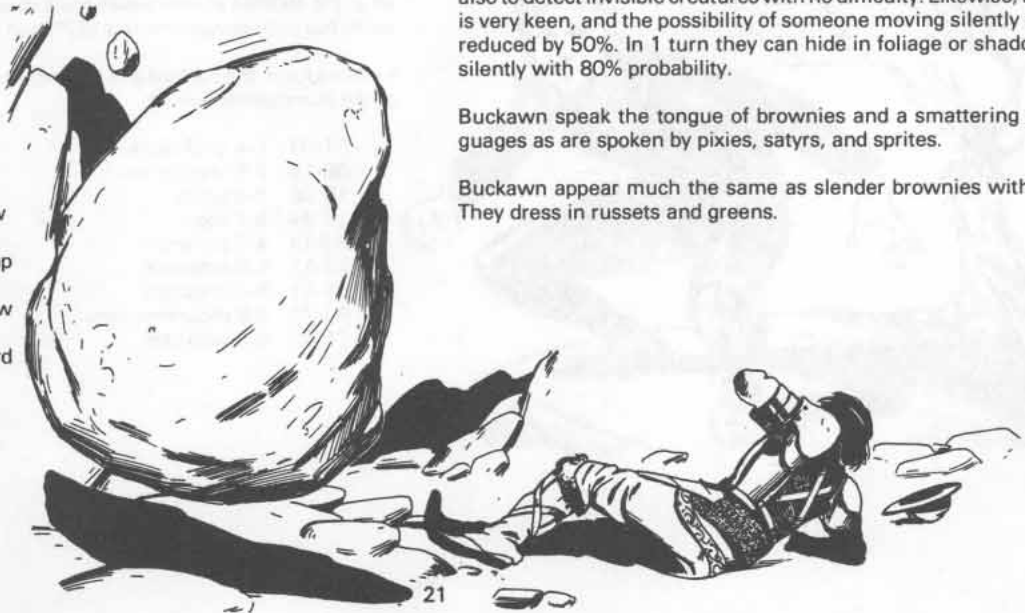
This small worm, only 1 inch long, is greatly feared by magic-users because it is attracted to paper in all forms. It can smell scrolls, maps, arcane tomes, and spell books at a distance of 60 feet. Normally a dull gray color, a bookworm's chameleonlike abilities enable it to instinctively blend into any background. Its armor class is due to its speed and agility; motionless, it is AC 9.

The bookworm surprises initially 95% of the time. If the victim can see invisible things, the bookworm's chances are reduced to 50%. Note that these chances apply even to creatures normally hard to surprise (i.e., rangers and monks), because of its small size, speed (very great in proportion to its size), and inoffensive nature. If the bookworm does initially gain surprise, it may then be discovered (25%) on the outside of a victim's leg or pack; otherwise, it will remain unnoticed unless the victim bearing paper hears the creature's noisy munching (base 50% chance per round). A feeding bookworm is motionless until attacked. After any 1 attack it will flee (if possible) by first jumping 10 feet and then crawling back to its lair at top speed.

A bookworm will always be attracted to the largest volume of paper in an area. It can burrow through dead wood or leather at a 3 inch rate and through a leather scroll case or pack in 1 segment but cannot digest living matter of any type. It will destroy spell books and scrolls at the rate of 1 spell level per round (i.e., 5 rounds for a scroll of a single 5th-level spell). A bookworm lair is always a library or storeroom of some kind, whether in use or long-forgotten. When a bookworm is encountered, there may be undamaged paper items remaining (30% chance); a map (20%), scroll (30%), arcane work (of magic-user level 5-10 20%) or normal spell book (of magic-user level 1-8 10%). If spell books of either type are indicated, they should be appropriate for the determined level of magic-user but will be 0-90% destroyed by the worms (1d10-1).

BOWLER

FREQUENCY: Uncommon
NO. APPEARING: 2-12
ARMOR CLASS: 4
MOVE: 6" + special
HIT DICE: 2-5 hp
% IN LAIR: 35%
TREASURE TYPE: See below
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1 point/hp
of the bowler (2-5)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi-
ALIGNMENT: Neutral
SIZE: S-M
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
1/5 + 1/hp



A bowler is a boulder-like creature found in caves and similar places where the rocks provide it with natural camouflage. A bowler is extremely sensitive to sounds, vibrations, and odors, but it has no visual organs. Upon sensing the approach of prey, a bowler rolls towards its victim, gaining 1" of speed per round of combat, until a maximum move of 15" is achieved. (The vibrations of its own movement enable the monster to detect and avoid walls, pits, etc.) The bowler's attack form is to roll over and crush victims. The weight of a bowler is approximately 28 pounds per hit point. After crushing prey, a bowler rolls back onto the victim and a mouth-like orifice opens to consume the flesh and bone, shell, etc. Each bowler has a central core of a single beryl gem worth a base of 10 gp. Bowlers will roll quietly at first, so there is only a 50% chance that prey will notice them before they are within 40 feet of their intended victim(s). Bowlers may be distant relatives of mimics (q.v.).

BUCKAWN

FREQUENCY: Rare
NO. APPEARING: 5-20
ARMOR CLASS: 3
MOVE: 12"
HIT DICE: 1-1
% IN LAIR: 10%
TREASURE TYPE: X
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
type
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 10%
INTELLIGENCE: Average to very
ALIGNMENT: Neutral
SIZE: S (2' + tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
III/65 + 1/hp



The buckawn are a race of woodland demihumans of the brownie type. They are less friendly and far more tricky than their cousins, however. Buckawn shun human contact and do not regularly associate with brownies either. Buckawn typically arm themselves with small daggers and quivers of darts. The darts have been known to be drugged or poisoned when the creatures attacked had annoyed or offended the buckawn.

Buckawn can, at the 6th level, use the following spell-like powers, 1 at a time, 1 per round, at will: *audible glamor, change self, dancing lights, invisible*. They also use the following spell-like powers, once each per day, at 6th level: *entangle, pass without trace, summon insects, trip*.

Buckawn have very superior senses and are never surprised. Their vision allows them to see not only into the infra and ultraviolet spectrums, but also to detect invisible creatures with no difficulty. Likewise, their hearing is very keen, and the possibility of someone moving silently near them is reduced by 50%. In 1 turn they can hide in foliage or shadows or move silently with 80% probability.

Buckawn speak the tongue of brownies and a smattering of such languages as are spoken by pixies, satyrs, and sprites.

Buckawn appear much the same as slender brownies with dusky skin. They dress in russets and greens.



CAT

FREQUENCY:	Domestic Common	Wild Uncommon
NO. APPEARING:	1 or 2-12	1 or 2-5
ARMOR CLASS:	6	5
MOVE:	5"	18"
HIT DICE:	1-5 hit points	1
% IN LAIR:	Nil	Nil
TREASURE TYPE:	Nil	Nil
NO. OF ATTACKS:	2	3
DAMAGE/ATTACK:	1-2/1	1-2/1-2/1-2
SPECIAL ATTACKS:	Rear claws for 1-2	Rear claws for 1-2/1-2
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Animal	Animal
ALIGNMENT:	Neutral	Neutral
SIZE:	S	S
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	1/5 + 1/hp	1/10 + 1/hp

Domestic and wild cats are closely related and most species can interbreed. Domestic cats are found nearly everywhere in temperate to tropical climates; some have "gone wild." Wild cats are found from subarctic to tropical regions. The smaller domestic variety has only 1 effective attack with forepaw claws, while the larger wild cat has 2 such attacks. Both gain rear claw rakes if forepaw claw attacks succeed in hitting the opponent. From a domestic cat, rear claw rakes inflict 1-2 points of damage and from a wild cat 1-2/1-2 points of damage.



Both sorts of felines surprise prey on 3 in 6. Both are surprised only on a 1 in 6. Both species are agile climbers and can move up and along tree limbs at half their normal movement rate. Domestic cats will not normally attack medium or large creatures.



CAT LORD

FREQUENCY:	Very rare (unique)
NO. APPEARING:	1
ARMOR CLASS:	-9
MOVE:	27"/9" (plus 30-foot spring)
HIT DICE:	81 hp treat as 19 hit dice)
% IN LAIR:	.01%
TREASURE TYPE:	S,T,W,X
NO. OF ATTACKS:	3 (see also below)
DAMAGE/ATTACK:	7-12/7-12/9-16
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	90%
INTELLIGENCE:	Supra-genius
ALIGNMENT:	Neutral
SIZE:	M (see below)
PSIONIC ABILITY:	Nil (immune to psionics)
Attack/Defense Modes:	Nil/nil
LEVEL/X.P. VALUE:	X/13,900



The cat lord, or master cat, is the ruler of all forms of felines from domestic cats through the giant lynx to the largest of smilodons. Some believe the cat lord to be at least a deity of minor sort; others claim the cat lord to be a malign creature of evil. Those who truly understand felines know that the cat lord is neither good nor evil but concerned with cat-things alone. He roams the Prime Material, Astral, and Ethereal Planes.

Rated in human terms, the cat lord has the following statistics: strength 20, intelligence 19, wisdom 17, dexterity 23, constitution 16, charisma variable (25 with respect to all felines, 22 with respect to were-felines, 18 with respect to partial felines and ailurophiles, 13 with respect to those indifferent to the species, 7 with respect to ailurophobes).

In addition to rapid movement, the master cat can spring forward, backward, or upward for 30 feet. As with most felines, the cat lord always lands on his feet and is instantly prepared for whatever action is to come next.

In feline form, the cat lord attacks with his great forepaw claws and huge teeth. Both claws and teeth are magically sharp and inflict terrible wounds. Because of his speed and ferocity, the cat lord will always have initiative in normal circumstances. On occasion, he will take human form. Then, he will be either a 19th-level thief or a 13th-level monk, with all of the abilities of whichever profession he chooses (with no need for tools) but with movement rate (27") and armor class (-9) unchanged.

In feline form, the cat lord can summon other felines at will. The results of the summoning will be:

- 01-07 1-4 smilodons
- 08-15 2-5 spotted lions
- 16-25 3-6 tigers
- 26-34 3-6 lions
- 35-43 4-7 jaguars
- 44-52 5-8 leopards
- 53-61 5-8 cheetahs
- 62-70 6-9 mountain lions
- 71-00 6-9 wild cats

In human form, the cat lord can summon the following:

01-15 1-2 weretigers
16-30 5-8 elfin cats
31-45 7-12 giant lynxes
46-00 31-50 domestic cats

Summoned felines, even of the were-sort, are completely loyal to and will obey every command of the cat lord. Even when he appears in human form, any feline will immediately recognize the cat lord.

The cat lord has the following spell-like powers which are used 1 at a time, 1 per round, at will: *astral travel* (1 per day), *blur*, *detect evil/good*, *dimension door* (9 per day), *etherealness* (2 per day), *haste* (2 per day); does not apply when in human monk form), *hypnotism*, *improved invisibility*, *speed* (as potion), *telepathy*, *teleport without error* (1 per day).

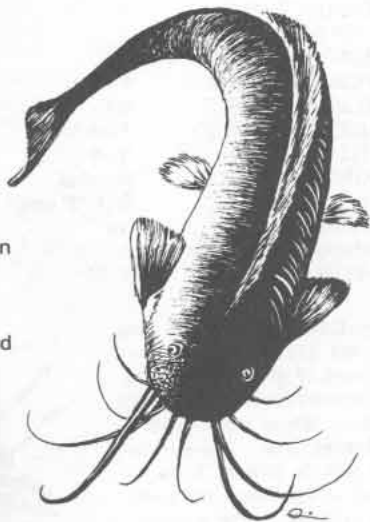
When the cat lord is in feline form, melee attack routine also includes a spit. He can spit only prior to biting every other round. The spit is directed against 1 opponent only. No to-hit roll is needed. That creature must save vs. spells or be blinded. Blindness will persist until a *cure blindness* or *dispel magic* is cast upon the affected individual. This power, as are all of the powers of the cat lord, is at 19th level of ability. This information is required for such things as the casting of a *dispel magic*+ to remove blindness after a spit. If the cat lord foregoes melee attack, he can yowl. This piercing howl will stun all creatures, except other felines, within a 19-foot radius, unless they save vs. spells. Stunned creatures will be unable to move, attack, or defend for 1-4 rounds.

The cat lord can lick his wounds 9 times per day, each such lick restoring 2d4 points of damage. The cat lord has hearing and vision 5 times that of human normal. He always moves with 99% silence. He possesses ultravision of 2 times normal power and infravision of 5 times normal (300 feet). The cat lord speaks the languages of all sorts of felines. He can also converse with caterwauls, chimeras, displacer beasts, dragongones, sea lions, kamadans, tabaxi and weretigers of all sorts. In human form he speaks Common and the secret language of neutrals. The cat lord can communicate telepathically with nearly any creature, if necessary.

The cat lord appears as a black cat, black panther, pale human with dark hair, or dark-skinned human. In human form he always wears black garb with gold and gems matching feline colors. Other than cats, his only known friend is the deity Xan Yae.

CATFISH, GIANT

FREQUENCY: Rare
NO. APPEARING: 1
ARMOR CLASS: 7
MOVE: //18"
HIT DICE: 7-10
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-12
SPECIAL ATTACKS: Poison spines, swallow whole
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal-
ALIGNMENT: Neutral
SIZE: L (16'-24' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: VI/650 + 12/hp



A huge catfish occasionally survives to grow even larger and become a giant of its kind. Catfish of all sorts inhabit fresh waters in warm-temperate to tropical climates. Giant catfish are found only in very large rivers or in lakes fed or emptied by them. They are principally bottom-feeding scavengers, although they are sufficiently aggressive to attack any creature recognized as "food" and of a size small enough to swallow. Specimens of 7 hit dice size can swallow a gnome or halfling, those of 8 hit dice size a dwarf, those of 9 hit dice size a small human or elf, and those of 10 hit dice size a large human whole. Being swallowed inflicts normal

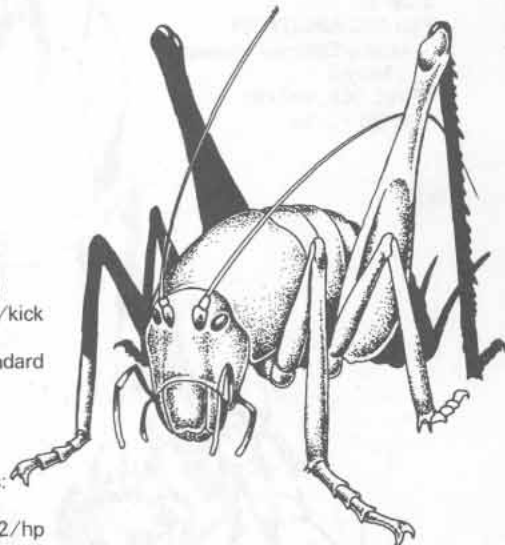
damage and confines the victim within the fish. There, the victim will suffer 1 point of damage per round from digestive fluids and has a 5% chance of suffocating each round. The victim must have a sharp edged or pointed weapon in hand when swallowed in order to have any chance of escaping.

Attacks and damage inflicted while inside a catfish are handled normally, and, if and when this internal damage equals 50% of the total hit points of the fish, the victim has succeeded in cutting/stabbing his or her way out. Attacks which pierce the catfish have a 20% chance of inflicting like damage on a previously swallowed victim.

In addition to its normal attack (and swallowing), a giant catfish has many spiny, tentacle-like feelers around the corners of its mouth. These feelers, or "whiskers," secrete a strong poison. Besides biting a victim, the creature will lash its head from side to side, effectively attacking up to 2 other opponents with its poisonous feelers. A creature so hit will take 2-8 points of poison damage or 1-4 points if a successful saving throw vs. poison is made.

CAVE CRICKET

FREQUENCY: Rare
NO. APPEARING: 1-8
ARMOR CLASS: 4
MOVE: 6"; hop 3"
HIT DICE: 1+3
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: Nil
DAMAGE/ATTACKS: Nil
SPECIAL ATTACKS: Jump/kick
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: S-M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: I/20+2/hp



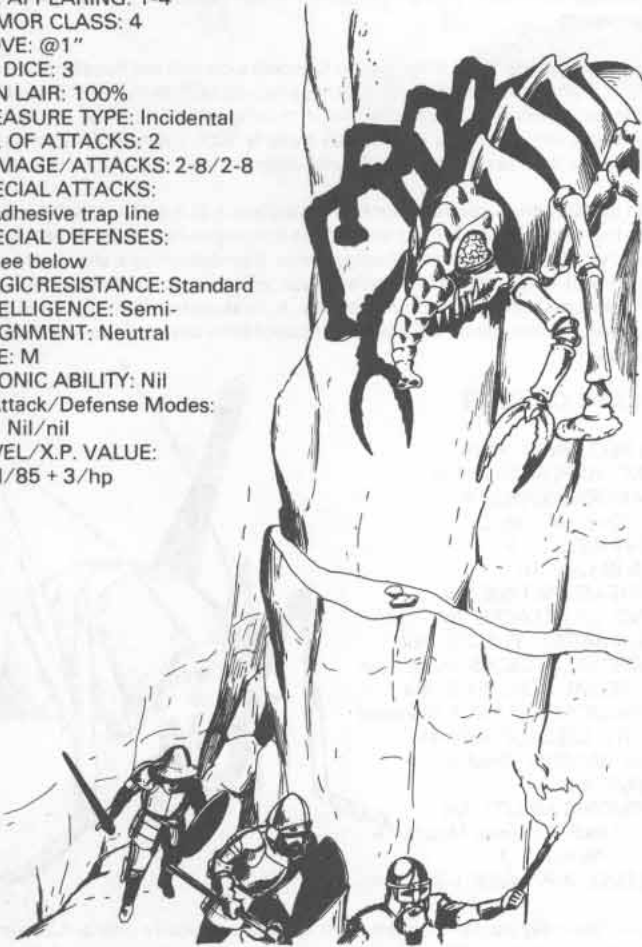
The basically harmless giant cave cricket is typically only a noisy insect pest. If a victim is within 20 feet when it starts its chirping sound, the noise will drown out all speech and, incidentally, have a 2 in 6 chance of drawing all predators within hearing range (about 90"). If frightened, the giant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

Giant cave crickets are the same as normal crickets, save for their size and pale gray or white coloration. They eat vegetation, cloth, paper, and even fungi.



CAVE FISHER

FREQUENCY: Rare
 NO. APPEARING: 1-4
 ARMOR CLASS: 4
 MOVE: @1"
 HIT DICE: 3
 % IN LAIR: 100%
 TREASURE TYPE: Incidental
 NO. OF ATTACKS: 2
 DAMAGE/ATTACKS: 2-8/2-8
 SPECIAL ATTACKS:
 Adhesive trap line
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Semi-
 ALIGNMENT: Neutral
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 III/85 + 3/hp



Cave fishers are hard-shelled, many-legged creatures that live by trapping animals in the subterranean world. To trap its prey, a cave fisher employs a super-strong, highly adhesive filament which extends from its proboscis. This filament is 60-feet long, and tipped with a powerful adhesive sucker. A cave fisher can shoot this filament from its proboscis with great speed and accuracy, striking as a 6 hit dice monster. It will then "reel in" its prey at a rate of 15 feet per round, using a complex organic winch housed in an armored protuberance behind its head. A cave fisher can pull in prey weighing up to 400 pounds (4000 gp weight). The adhesive on the sucker head also coats the filament, and it can be dissolved by liquids with a high alcohol content or a cave fisher's blood, which also contains a lot of alcohol. The filaments are so strong that they can be cut only by a +1 or better edged weapon and so thin that there is only a 20% chance of noticing them within 10 feet and no chance beyond that distance.

When the cave fisher's prey is drawn in, the creature kills and dismembers it with its pincers, cutting it into pieces suitable for ingestion. Two of the cave fisher's 8 legs end in powerful pincers. The other 6 are used by the creature to attach itself to the rock of its hiding place, cementing itself in place with the same adhesive that coats its filament.

Cave fishers prefer to hide on ledges over much-traveled paths. They string their filaments across a likely spot for catching small flying creatures. If something enters the cave fisher's range but does not blunder into its filament, the creature will silently reel its filament in (taking 1 round to do so) and then fire at the potential victim. If it misses, it will try again for as long as the prey is in range.

A cave fisher's ledge or niche is usually covered with the bones and belongings of its victims. If the local animals learn to avoid a cave fisher's abode, it will dissolve its bindings and crawl on to a new area where the prey is less wary.

CAVE MORAY

FREQUENCY: Rare
 NO. APPEARING: 4-16
 ARMOR CLASS: 0/5
 MOVE: 1"
 HIT DICE: 4+4
 % IN LAIR: 100%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1/round
 DAMAGE/ATTACK: 2-8
 SPECIAL ATTACKS:
 Surprise on a 1-5
 SPECIAL DEFENSES:
 Withdraw into cyst
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE: 130+5/hp

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

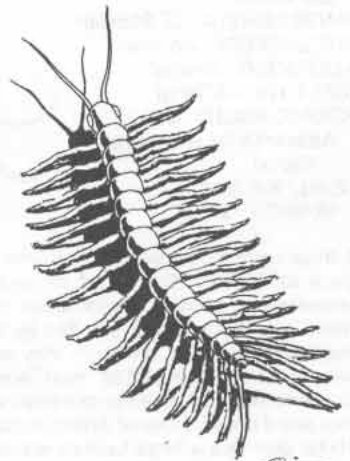
Cave morays have brownish-gray skin. Their heads are knobby and spotted, and their eyes are dull brown and bulbous, and they look like rock.

CENTIPEDE

	Huge	Megalo-
FREQUENCY:	Common	Very rare
NO. APPEARING:	5-30	1-4
ARMOR CLASS:	9	5
MOVE:	21"	18"
HIT DICE:	1 hit point	3
% IN LAIR:	Nil	Nil
TREASURE TYPE:	Nil	Nil
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	Nil	1-3
SPECIAL ATTACKS:	Poison	Poison
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Non-	Animal
ALIGNMENT:	Neutral	Neutral
SIZE:	S (1/2' long)	M (5' long)
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	II/31	III/125 +3/hp

Huge Centipedes: Huge centipedes are simply smaller versions of giant centipedes. They conform in most respects to their larger counterparts, including having a weak poison which allows a +4 on saves vs. its effects. However, due to their smaller size, failure to save vs. poison results in the victim taking 4-16 points of damage rather than death. Huge centipedes make saving throws at -2.

Megalo-centipedes: Megalo-centipedes are colossal cousins of giant centipedes. These creatures have a virulent toxin



which requires saving throws to be made at the normal chances. When the save is successful, the poison burns the skin rather than being injected into the blood stream, and the victim merely takes 1-8 points of damage. Megalo-centipedes gain normal saving throws themselves.

CHEETAH

FREQUENCY: Rare
NO. APPEARING: 1-4
ARMOR CLASS: 5
MOVE: 15" (45"
 for 3-round "sprint")
HIT DICE: 3
% IN LAIR: 15%
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
 1-2/1-2/2-8
SPECIAL ATTACKS: Rear claws
 for 1-2/1-2
SPECIAL DEFENSES: Surprised
 only on a 1
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 III/65 + 3/hp



The cheetah is found on tropical plains and grasslands. It is the only cat with nonretractable claws, and, if taken young, is the only large cat that can be trained and domesticated to a trustworthy level at all times. (Lion-lovers claim that cheetahs are no more faithful than lions. The debate is unresolved.) As with all cats, cheetahs are carnivores who actively stalk and kill game to survive. Because of their camouflage coloration and hunting skill, they surprise on 3 in 6. These felines can burst into triple speed, a 45" "sprint" for 3 rounds. They must rest 3 turns before again sprinting. Cheetahs can spring 10 feet upwards or forward as much as 20 feet. If both forepaws hit during an attack, the cheetah gains 2 additional raking attacks with its rear claws.

If found in its lair, and only 1 or 2 animals are indicated, there will also be 1-4 cubs there. These young have no effective attack. Naturally, parent animals will give their lives in defense of the young. Parent animals defending their young attack at 2 to hit and to damage.

CHOKE CREEPER

FREQUENCY: Rare
NO. APPEARING: 1
ARMOR CLASS:
 6 (vine)/5 (stalk)
MOVE: 1/2"
HIT DICE: 25 (see below)
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 8 (or more)
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS:
 Strangulation
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE:
 Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 IX/7600 + 35/hp

The choke creeper, or strangler vine, seems to be a cousin to the hangman tree (q.v.). The plant stem grows to near tree-trunk thickness,

may be over 100 feet long, and may have a score or more of creeping, strangling vines. Vines creep 5 feet per round by use of flexible tendrils. Each vine takes 2-16 points of damage to sever, and the larger the plant, the harder the vine.

Small choke creepers have only 1 pip per hit die, and the huge old ones have 8 per die (200 points). Damage to attacking strangler vines does not affect the main plant. Vines are attracted to light and movement. As they appear to be normal vegetation, they usually can grab unsuspecting victims. Once the victims are held, they are squeezed for 1-4 points of damage per turn. There is a 10% chance per turn of squeezing that a vine will use a strangling grip. The victim dies at the end of the succeeding round. There are typically 8 strangler vines along each 10-foot section of the choke creeper plant and double that number at its end portion. These mobile vines usually fan out to cover a 360 degree area. Each vine branch is 9-16 feet long.

A choke creeper is not affected by small, torch-sized fires, but a hot fire, such as of burning oil, will cause normal damage and mobile vines will move away. Cold will cause 1 point of damage per damage die and immobilize the plant sections struck for 2-5 rounds. Electrical attacks double the movement rate of vines for 2-5 rounds and do no damage to the plant.

CLOAKER

FREQUENCY: Very rare
NO. APPEARING: 1-4
ARMOR CLASS: 3 (1)
MOVE: 1"/15" (MC:D)
HIT DICE: 6
% IN LAIR: 15%
TREASURE TYPE: C
NO. OF ATTACKS: 2+ special
DAMAGE/ATTACKS:
 1-6/1-6/+ special
SPECIAL ATTACK: See below
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: High
 (See below)
ALIGNMENT: Chaotic neutral
SIZE: L
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 V/350 + 6/hp



A cloaker is a shadow-dwelling, unearthly creature. They are normally only encountered in deep, dark caverns, far beneath the earth. Though they are highly intelligent, their thought processes are alien to most races and usually only magic-users are able to communicate with them.

A cloaker resembles a large semicircular cloak or blanket with two claw-like appendages at the tips and a long, mace-like tail. Black eyespots cover its back like buttons on a cloak, and when the tail is hidden it is almost impossible to distinguish a cloaker from a real cloak. In the middle of its front is a large gaping mouth and 2 glowing red eyespots. Because of all of its eyes a cloaker cannot be surprised by an attack from the rear side. Cloakers are lightweight and can fly at a rate of 15" or creep with their claws along walls at 1".

Cloakers attack by flying at a character and wrapping the victim in their folds, pinning the victim's arms, and preventing the victim from returning the attack. Once a character is wrapped a cloaker may then bite at the victim's belly or back; points of damage done are 1-4 plus the unadjusted armor class of the victim. The cloaker may normally strike with its tail twice per round for 1-6 points of damage. It often uses its tail to fend off attackers while slaying its enveloped victim. The tail is armor class 1 and can take 16 points of damage before being cut off.

Any attacks on the cloaker while it is wrapped around a victim will cause half-damage to the victim and half-damage to the cloaker. Area effect attacks such as a fire-based spell will cause full damage to both victim and cloaker.

Cloakers regularly emit a subsonic moaning. The effects of this moaning are blocked by stone. Cloakers may not bite and moan at the same time. This moaning can cause several effects as the monster desires. The lowest intensity level of moaning causes nervousness and unease to all who are within range. It will numb the minds of those who listen to it for more than 6 consecutive turns, making them zombie-like. Anyone within hearing range of this moaning will fight at -2 to hit and damage. This effect has a range of 80 feet.

The 2nd level of intensity evokes fear, as would a *fear* spell within a 30-foot range. Characters must save vs. spells or run in terror. The duration of this fear will last only 2 rounds.

The 3rd level of intensity causes nausea and weakness very similar to that caused by a *stinking cloud* spell. The area of effect is a cone 30 feet long and 20 feet wide at its open end. The effect will last for 2-5 rounds. Anyone caught within the area of effect must save vs. poison or be helpless due to nausea.

The 4th level of intensity acts as a *hold person* spell. This effect can only be used on 1 target at a time, up to a 30-foot range. The effect lasts 5 rounds. The effects of a cloaker's moaning can be neutralized by use of a *neutralize poison* spell.

A cloaker also has the power to manipulate shadows. It may use shadows to hide in or obscure its opponent's sight, increasing its own armor class to 1. The shadow manipulation is precise enough to allow the cloaker to produce shadowy images. When shrouded in shadows the cloaker can even produce shadow doubles of itself real enough to fool attackers (treat as a *mirror image* spell). A *light spell* will blind a cloaker and prevent shadow shifting.

COOSHEE (Elven Dog)

FREQUENCY: Rare
 NO. APPEARING: 1-8
 ARMOR CLASS: 5
 MOVE: 15"; sprint 21"
 HIT DICE: 3+3
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 7-10
 SPECIAL ATTACKS:
 Overbearing
 SPECIAL DEFENSES:
 Camouflage
 MAGIC RESISTANCE:
 Standard
 INTELLIGENCE: Semi-
 ALIGNMENT: Neutral
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 III/110 + 4/hp

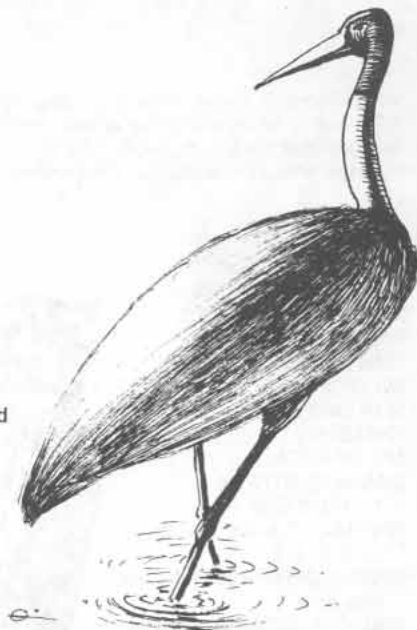


A cooshee, or elven dog, is found only in woodlands or meadows frequented by elves. Most commonly these beasts are found in company with sylvan elves. A cooshee moves quickly, and, when chasing something in a straight line, its speed is even greater (21"). When fighting it will strike with its huge forepaws to knock 2-footed creatures of human size or smaller off their feet. This attack is determined normally before biting. Prone opponents are, of course, then more easily bitten (no dexterity bonus, +2 to hit). Elven dogs avoid others of the canine species. Their bark can be heard for a mile or more, but they bark only to warn their masters.

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

CRANE, GIANT

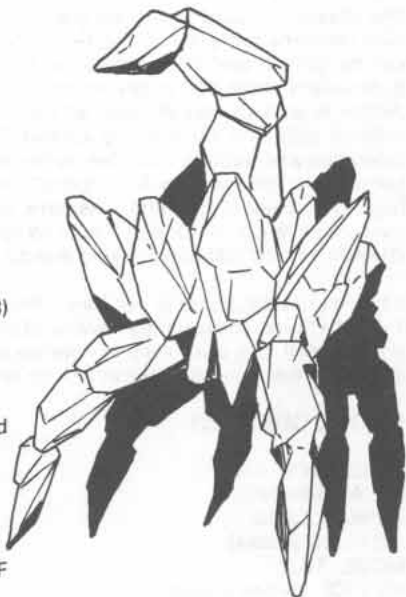
FREQUENCY: Rare
 NO. APPEARING: 1-20
 ARMOR CLASS: 5
 MOVE: 9"/18" (MC:C)
 HIT DICE: 3
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-10
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: M (7' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 II/35 + 3/hp



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

CRYSMAL

FREQUENCY: Very rare
 NO. APPEARING: 1-6
 ARMOR CLASS: -4 or 0
 MOVE: 6"
 HIT DICE: 6+6
 % IN LAIR: Nil
 TREASURE TYPE:
 Q (x 2-8)/individual
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 3-12 (2-8)
 SPECIAL ATTACKS:
 Crystal missile
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE:
 High to exceptional
 ALIGNMENT: Neutral (evil)
 SIZE: S (3 1/2' high)
 PSIONIC ABILITY: 91-110
 Attack/Defense Modes: BC/F
 LEVEL/X.P. VALUE:
 VI/825 + 10/hp



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

Because of its crystalline nature, if edged and piercing weapons are used against a crysmal, it has an effective armor class of -4. Against blunt, metallic weapons it has only an effective armor class of 0. The structure of a crysmal also makes it slow. Its faceted walking appendages (4-6) allow for only stumping, jerky movement. A crysmal attacks with a sharp, rotating appendage it extrudes from its top portion. If sorely pressed, the monster can shoot this appendage up to 2", inflicting 9-16 (1d8+8) points of damage. Thereafter the crysmal has only a secondary appendage to attack with, however, and damage drops from 3-12 to 2-8.

A crysmal is not harmed by fire or cold-based spells. Electrical attacks, such as a *lightning bolt*, cause only one-quarter or no damage, depend-

ing on the saving throw. Poisons, gases, etc., do not harm a crysmal. A *shatter spell* will inflict 3-18 points of damage on a crysmal, a *glasse* spell blinds it for 2-5 rounds, and a *stone to flesh* spell lowers its armor class to 6 to all weapons for 1 melee round. The creature can move through solid rock or earth as does a xorn (q.v.), taking one round to alter its molecular structure to do so. If struck by a *phase door* spell when altering, the creature is slain. Crysmals hate xorn (q.v.) as the latter prey upon them.

Crysmals appear as truncated, prisms of translucent crystals. An individual tends to be of 1 color. Coloration ranges from pale amber through olive into deep violet.

Medium-sized crysmals run up to 16 hit points. Large ones are 17 or more points. Those of over 28 hit point-size are about 2 feet wide, 14 feet long, and 1/2 foot thick.

CRYSTAL OOZE

FREQUENCY: Rare
NO. APPEARING: 1-2
ARMOR CLASS: 8
MOVE: 1"/3"
HIT DICE: 4
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-16
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE:
 See below
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: M to L
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 IV/225 + 4/hp

Crystal ooze is a variety of gray ooze (q.v.) that has adapted to live in water. When immersed, it is 75% invisible. Any dim or dark body of shallow water can be home to crystal ooze. It can exist out of water for several hours.

The attack mode of crystal ooze is to flow over a victim and exude a paralyzing poison. The poison causes damage as indicated above and,

unless a saving throw vs. poison is successful, the victim is paralyzed and will be consumed in a short time. When prey is reduced to -20 hit points, it has been totally consumed. Crystal ooze is unharmed by acid, cold, heat, or fire. Electricity does full damage as do magic missiles. Blows from weapons do only 1 point of damage per hit. Wooden weapons are affected by the corrosive poison, and unless a save vs. acid (per hit) is used, they will be eaten off or break.

CYCLOPSKIN

FREQUENCY: Rare
NO. APPEARING: 1-8
ARMOR CLASS: 3
MOVE: 12"
HIT DICE: 5
% IN LAIR: 35%
TREASURE TYPE: C
NO. OF ATTACKS: 1
DAMAGE/ATTACK:
 By weapon type +2
 (strength bonus)
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low to average
ALIGNMENT: Chaotic -
 chaotic evil
SIZE: L (7 1/2' tall)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 III/90 + 5/hp



The humanoid race of cyclopskin prefer to inhabit wilderness areas. They favor rocky places and dwell in caves. Living alone or in small bands, cyclopskin shun other creatures whenever possible, unless those creatures serve as prey or slaves. Occasionally some particularly powerful cyclopskin has united several bands of these creatures to raid and pillage the lowlands. One such band is said to have numbered over 80.

Because of their poor depth perception, cyclopskin use missile weapons at -2 to hit. Their strength, however, gives them a +2 bonus to damage inflicted. A typical cyclopskin carries a large club (equal to a morning star) or a bladed, bardiche-like weapon. In addition, each carries both a sling of great size and a heavy throwing spear.

Cyclopskin have shaggy black or dull blue hair on their heads and their body skin is ruddy brown to muddy yellow. Their dress is typically made of hides. The single eye of a cyclopskin is usually red.



DAEMON

Daemons inhabit the Lower Outer Planes of Gehenna, Tarterus, and the Glooms of Hades. There is a large number of daemon races, each race dominated by its strongest and most intelligent member. Weaker daemons are usually at the beck and call of stronger members of their race, while the strongest daemon, the oinodaemon, rules all.

Daemons resemble both devils and demons, and they will associate with either for their own purposes. Daemons may move throughout the Lower Planes from the Nine Hells to the Abyss and may travel through the Astral and Ethereal Planes. They may not enter the Prime Material Plane or any of the related Inner Planes without aid, such as by *conjunction*, *summoning*, or a *gate*.

Lesser daemons on any plane may be slain forever, their spirits reincarnating in a different form after death. Greater daemons can only be truly killed on the 3 planes to which they are native. Slaying a greater daemon elsewhere merely sends its essence back to that home plane and its material body re-forms over a long period of time (1 year per hit die).

All daemons have personal names by which they may be summoned and controlled. Lesser daemons have a single name by which they may be commanded, but greater daemons have many personal names, all of which they seek to keep hidden from other powers in the Abyss and the Hells. A greater daemon has a 5% chance to hear the summons of some mortal speaking its name and investigate. The speaker of this fell name should prepare to deal with a powerful daemon who will seek to return the name to secrecy, usually by slaying its betrayer. A pentagram will protect the summoner from daemonkind. Daemons do not like service to weaker

beings, but given a strong, evil leader and a sufficient reward, they may enter into an alliance, making themselves the superior partner.

Each type of daemon has its own separate abilities and characteristics, but all daemons have infra- and ultravision and share the following spell-like abilities: *detect invisible*, *read magic*, *comprehend languages*, *invisibility*, *telepathy* (with creatures of low intelligence or higher), and *word of recall* (once per day, back to their plane of origin).

Daemons, unless otherwise noted, are affected by the following attack forms: acid (half damage), cold (half), electricity or lightning (full), dragon or magical fire (half), gas (full), magic missile (full). Enchanted iron and silver weapons do full damage; poison, paralysis, and normal weapons do no damage.

All daemons have a special form of magic resistance. The listed magic resistance is the resistance to 1st-level spells and decreases by 5% for each level above 1st. All magic resistance is still versus an 11th-level spell-caster. For example, a 12th-level magic-user casts a 5th-level spell at a daemon with 100% magic resistance. The real magic resistance is 100 minus 20 (5th-level spell vs. 1st) minus 5 (12th-level magic-user vs. 11th) equals 75% magic resistance. In addition, *charm* and *suggestion* spells have no effect on daemon life.

This magic resistance affects magic items used by daemons and the magic is treated as a spell of a similar level. For example, a daemon using a *wand of fireballs* must fail his magic resistance roll to use it, treating the wand as a 6th-level spell. For this reason they shy away from most magical items but will use magic shields or weapons, which still have their pluses to hit or defend regardless of the magic resistance of the daemon.

Arcanadaemon (Greater Daemon)

FREQUENCY: Rare
NO. APPEARING: 1-3
ARMOR CLASS: -2
MOVE: 12"/18" (MC:B)
HIT DICE: 13+39
% IN LAIR: 10%
TREASURE TYPE: H
NO. OF ATTACKS: 4
DAMAGE/ATTACK:
1-4/1-4/2-16/1-6
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 100% to
first level spells
INTELLIGENCE: Supra-genius
ALIGNMENT: Neutral evil
SIZE: M (6' tall)
PSIONIC ABILITY: 202-300
Attack/Defense Modes:
All/all
LEVEL/X.P. VALUE:
IX/6950 + 18/hp



The arcanadaemon appears as a robed human with the head of a fanged jackal or war dog and a set of ivory white horns jutting from the top of his skull. In combat, the creature uses these horns to wicked effect doing 2-16 points of damage, biting for 1-6 points, and clawing twice for 1-4. In addition to his clawing attacks, the arcanadaemon can, at will, use *burning hands* as spell, doing 13 points of damage to those within 3 feet of his claw attack. The daemon can attack while using this ability.

The arcanadaemon can *fly* as spell at the speed listed for an unlimited duration. In addition, it may use the following powers at will: *shape-change* to any humanoid form, *telekinese* 3250 gp weight, create *darkness* within a 20' radius, *dimension door* and *teleport* (once per day).

In addition to these abilities, the arcanadaemon uses spells as a magic-user of levels 11-18. The daemon may cast these spells without checking his magic resistance. An arcanadaemon may also use scrolls and wands without checking his magic resistance for success. All other magical devices must first conquer the daemon's magic resistance in order to function.

The arcanadaemon has psionic powers. They usually follow the minor sciences of *body equilibrium*, *detection of good/evil*, *hypnosis* and the major sciences of *aura alteration* and *molecular manipulation*. All these abilities are at the 10th level of mastery.

The arcanadaemon is a civilized breed of daemon, and the race rules from red-iron forts a large number of petty baronies throughout the Lower Planes. These forts will have 1-4 lesser daemons as servants as well as 1-10 hordlings or diakks. The larger fortresses have portals into other planes, some of which are said to reach into the Prime Material. Entry is prohibited, however, by magical signs and pentagrams.

Charon (The Boatman of the Lower Planes)

FREQUENCY: Unique
NO. APPEARING: 1
ARMOR CLASS: -5
MOVE: 18" over all surfaces
HIT DICE: 140 hp
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE: 2-8 + paralysis
SPECIAL ATTACKS: Gaze
inspires *fear*
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: 120% to
1st-level spells
INTELLIGENCE: Godlike
ALIGNMENT: Neutral evil
SIZE: M (6' tall)
PSIONIC ABILITIES: 300
Attack/Defense Modes:
All/all
LEVEL/X.P. VALUE:
X/22,200 + 35/hp



The river Styx links the topmost layers of the Lower Planes, and its branches can be found anywhere from the Nine Hells to the Abyss. When encountered, the river is a deep, swift, and unfordable torrent. Those who touch or drink from the Styx will forget their past lives completely. A saving throw applies. If save is made, treat as a *forget* spell cast by a 15th-level magic-user. The safest passage across the Styx is by the skiff of Charon, boatman of the Lower Planes.

Charon may be summoned only on the banks of the Styx. Any of the following spells attract his attention: *holy* or *unholy word*, *conjure elemental*, summoning an invisible stalker or *aerial servant*, or a *symbol* of any type. He will appear with a large black skiff that holds 10, and if requested will ferry his charges to the topmost layer of any Lower Plane. His charge is a magic item, a silk bag of 100 pp, or two gems of 500+ gp value. Charon never carries this treasure but distributes it among his servants, the charonadaemons (q.v.).

Charon will not transport any beings that do not pay his price, and he has several abilities to enforce this. His gaze causes *fear* (as wand) to all he views. He strikes with a long pole, causing 2-8 points of damage and *paralysis* (saving throw applies) for 2-8 turns. Charon may also tap the power of the river Styx itself, causing it to rise up and attack like a 16 hit dice water elemental. Any hit by this river-incarnation does 5-30 points of damage and causes the target to save or lose its memory. Charon may at any time summon 3-18 charonadaemons or 2-12 hydrodaemons, who will appear in 1-3 rounds.

Charon has the following psionic powers: the sciences of *body equilibrium*, *body weaponry*, *detection of good/evil*, *object reading*, and *sensitivity to psychic impressions*, and the major sciences of *energy control* and *probability travel*.

Charon's form may be destroyed, but he is never truly slain, as he is native to all 5 of the lower planes. His form will cease to exist on that plane for a single day before returning.

Charon appears as a skeletal man with a haggard face and glowing eyes. He is normally dressed in royal robes or ermine and silk.

Charonadaemon (Lesser Daemon)

FREQUENCY: Rare
NO. APPEARING: 1
ARMOR CLASS: -1
MOVE: 18"
HIT DICE: 10+20
% IN LAIR: 100%
TREASURE TYPE: I
NO. OF ATTACKS: 1
DAMAGE: 2-8
SPECIAL ATTACKS: Gaze
inspires *fear*
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: 80% to
first level spells
INTELLIGENCE: Exceptional
ALIGNMENT: Neutral evil
SIZE: M (5' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VIII/ 5300 + 16 hp



The charonadaemons are the servants of Charon (q.v.), boatman of the Lower Planes, and like their master they pilot their small skiffs along the river Styx. These thin, grey, pale-eyed humanoids are more easily summoned than their master but are more cunning and malevolent.

Charonadaemons are normally found only on the Styx and may be called by any of the conjuration/summoning spells listed in the PLAYER'S HANDBOOK. A charonadaemon charges the following for each passenger: a magic item, a bag of 10 platinum coins, or 2 gems of 50+ gp value. If not paid, the charonadaemon will seek to prevent anyone entering its boat, and will *teleport* itself and its craft away. The charonadaemon can pilot its craft through the Astral and Ethereal Planes as well as the Lower Planes, and is occasionally sent to the Prime Material Plane to retrieve a person at behest of Charon, the Oinodaemon, or another powerful evil being.

Even if a charonadaemon is paid (as opposed to sent by a higher evil force), there is still a chance (15%) that the daemon will betray its summoners, either by delivering them to the incorrect place or plane (85%) or leading the party into an ambush of charonadaemons and hydrodaemons (15%). This chance of betrayal can be reduced by additional contributions to the charonadaemon's hoard.

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

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

Derghodaemon (Lesser Daemon)

FREQUENCY: Uncommon
NO. APPEARING: 1-4
ARMOR CLASS 0
MOVE: 12"
HIT DICE: 11+22
% IN LAIR: 20%
TREASURE TYPE: See below
NO. ATTACKS: 5
DAMAGE/ATTACK: See below
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 80% to
1st level spells
INTELLIGENCE: Low
ALIGNMENT: Neutral evil
SIZE: L (8' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
IX / 5800 + 16/hp



Derghodaemons are natives of the Plane of Hades but are found in the Lower Planes of Tartarus and Gehenna as well. Their round bodies have 5 arms and 3 legs, and their insect-like heads can rotate 360 degrees. For this reason they can move and change direction at will. They are extremely strong (as a stone giant) but also extremely stupid.

The derghodaemon's 5 arms end in stubby, 4-clawed hands. These claws do 1-4 points of damage, but the strength of the monster adds 8 points. The derghodaemon is usually (60% of the time) unarmed but will sometimes (25%, 10%, and 5%, respectively) carry 1, 2, or 3 weapons, with a 20% chance of any such weapon being magical. The daemon will attack with claws first, then weapons. If the first 2 claw attacks hit, the target has been grabbed, and the remaining claws or weapons attack at +2. Grabbed characters may attack but cannot move or retreat until the derghodaemon is defeated.

If the derghodaemon has weapons, it may also parry, reducing its armor class to -8 for that round against 1 attacker. It may fight multiple attackers, but its "grabbing" attack applies only to the first 2 attacks.

Derghodaemons may, at will, *create darkness*+ within 10 feet, generate *fear* (as a wand) within 20 feet, *teleport* without error, or cast a *sleep* spell twice a day. Despite their stupidity, they are stubborn creatures and difficult to summon and control.

Derghodaemons in lair have treasure type G. In addition to normal treasure, the Derghodaemon has a gizzard filled with gems and other stones to aid in digestion. There will be 0-3 gems of base 100 gp value in a derghodaemon's stomach.



Hydrodaemon (Lesser Daemon)

FREQUENCY: Uncommon
NO. APPEARING: 2-8
ARMOR CLASS: 2
MOVE: 6"/6"(MC D)//24"
HIT DICE: 9+36
% IN LAIR: 5%
(90% if near Styx)
TREASURE TYPE: I,Y
NO. OF ATTACKS: 3 or 5
DAMAGE/ATTACKS:
1-4/1-4/1-8/1-8/1-10
SPECIAL ATTACKS:
Energy drain
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE:
70% to 1st level spells
INTELLIGENCE: Low
ALIGNMENT: Neutral evil
SIZE: L(10' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VIII/3450 + 14/hp



These grotesque amphibians are the only creatures known to swim in the Styx without losing their memories. As a result they may be found in numbers (10-30) wherever the Styx and its branches appear in the Lower Planes.

The hydrodaemons can launch themselves into the air and glide like flying fish at high speeds for up to 1 turn. When airborne they may make 5 attacks: scratching with their feet for 1-4, clawing with their hands for 1-8, and biting for 1-10; otherwise, on the ground, they will make 3 attacks. The bite of a hydrodaemon does 1-10 points and drains 1 life energy level from its victim.

The hydrodaemon may *teleport* without error at will, and will sometimes use a *dimension door* to gain altitude for its glide. These creatures may also, at will, produce *darkness* within 10 feet, *create water*, and use *water walking* (as ring). They may attempt to *gate* in another hydrodaemon with a 50% chance of success. If encountered on the Prime Material Plane, the hydrodaemon may *summon* a water elemental of 12 hit dice who will fight for the hydrodaemon without being controlled. In addition to normal daemon resistances, hydrodaemons take half damage from water-based attack forms, and no damage if they make their saving throw.

Hydrodaemons are often sent to serve evil on the Prime Material Plane. They prefer water, fire, or lava for their surroundings but can be found almost anywhere.

Oinodaemon (Anthraxus)

FREQUENCY: Unique
NO. APPEARING: 1
ARMOR CLASS: -6
MOVE: 18"
HIT DICE: 233 hp
% IN LAIR: 50%
TREASURE TYPE: R,W
NO. OF ATTACKS: 2
DAMAGE/ATTACKS:
2-12/2-12 + *cause disease*
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE:
120% to 1st level spells
INTELLIGENCE: Godlike
ALIGNMENT: Neutral evil
SIZE: L (9' tall)
PSIONIC ABILITY: 326-365
Attack/Defense Modes:
All/all
LEVEL/X.P. VALUE:
X/29,555



There is but a single daemon master and lord of the Middle Planes. Known by the title oinodaemon, he is a unique individual of great power. The present oinodaemon is Anthraxus the Decayed, and it is to him that all daemons (in theory) pay homage.

Anthraxus has many great powers at his disposal. His very touch can *cause disease* in non-outer plane life, the disease preventing healing and being fatal in 1 week. His gaze can *transfix* 1 target per round, with the target unable to move until the daemonlord permits. (A save vs. spell negates this effect.)

Anthraxus may use the following powers at will, once a melee round: *pyrotechnics*, *flaming sphere*, *burning hands*, *shape change*, *detect magic*, *dispel magic*, *dispel illusion*, *delude*, *ESP*, *water breathing*, *teleport* without error, and *gate* in 1-3 other daemons of his choice with an 85% chance of success. Once per day he may create *walls of fire*, *ice*, and *force*, erect a *minor globe of invulnerability*, cast a *feeblemind* spell, or use *cancellation* as the rod of the same name. He performs the abilities as a 25th-level magic-user.

As oinodaemon, Anthraxus bears the *Staff of the Lower Planes*, which may be wielded by another daemon only upon Anthraxus' death. The staff has the powers of *mass charm*, *beguilement* (as rod), *geas*, and grant another's *wish*. Note that Anthraxus will use the last only if it in some way leads to havoc and benefit to evil. The *charm* and *beguilement* powers will operate even on other daemons, automatically overcoming their magic resistances.

Anthraxus also possesses the psionic abilities of *body equilibrium*, *detection of good/evil*, *expansion*, *domination*, *sensitivity to psychic impressions*, and the major sciences of *mind bar* and *molecular arrangement*, the latter of which he uses to turn lead to platinum. All psionic disciplines are at the 20th level of mastery.

Anthraxus is the most powerful daemon on the Lower Planes, but his position is challenged by other unique daemoniac beings, the chief of which are Bubonis, Choleric, Typhus, and Diptherius, along with others unknown or unrecorded by scholars.

Anthraxus appears as a tall man in a rotting grey suit and cape. His head is that of a ram deformed by disease; his mouth foams and the wool pulls away from the skin in handfuls. There are boils and blisters over his exposed skin, and his flesh is pulled taut over his bones.

Piscodaemon (Lesser Daemon)

FREQUENCY: Common
NO. APPEARING: 3-12
ARMOR CLASS: -1
MOVE: 6"/18"
HIT DICE: 6
% IN LAIR: 50%
TREASURE TYPE: E
NO. OF ATTACKS: 2
DAMAGE/ATTACKS:
2-16/2-16
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 60% to
1st level spells
INTELLIGENCE:
Average to very
ALIGNMENT: Neutral evil
SIZE: M (5' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
V/455 + 6/hp



The fish-tailed, walleyed piscodaemon has the red, chitinous body of a lobster, the talons of a bird, and the head of a carrion crawler. The piscodaemon's arms, while human-like, end in a set of crab-like pincers. This creature is found throughout the Lower Planes and is usually subservient to the more powerful daemons, while bullying and sadistic to all creatures weaker than itself.

Despite its looks, the piscodaemon is quite strong. If both of its massive

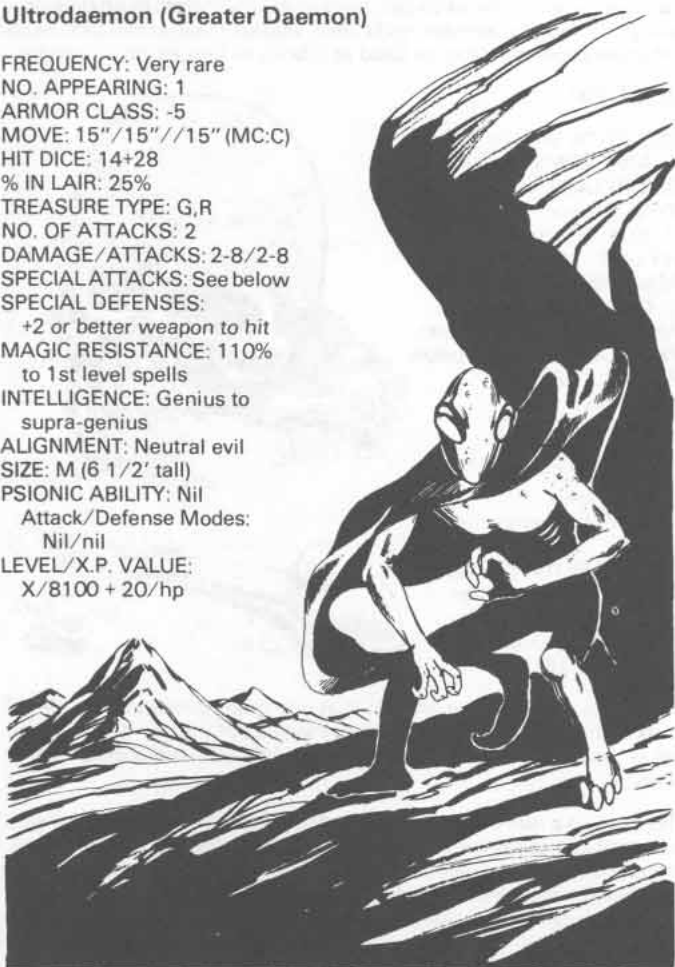
claws hit, the attacked creature has been seized by the daemon and drawn towards its maw. It will then attack with its short tentacles, seeking to inject the target with a venom that will be fatal in 6 rounds. (Saving throw vs. poison applies; if saved, the character is slowed for 6 rounds.) Seized characters attack at -1 to hit. Characters so envenomed may be carried off by the piscodaemon for later dining.

The faceted eyes, bulging from the sides of the monster's head, give the daemon the ability to see around and behind so that it cannot be surprised. Also, due to its aquatic nature, all water-based attacks are -1 per a damage die.

Piscodaemons are oftimes summoned to the Prime Material Plane to act as labor or guards. They are resentful of such tasks, and will conspire to overthrow and enslave their masters.

Ultradaemon (Greater Daemon)

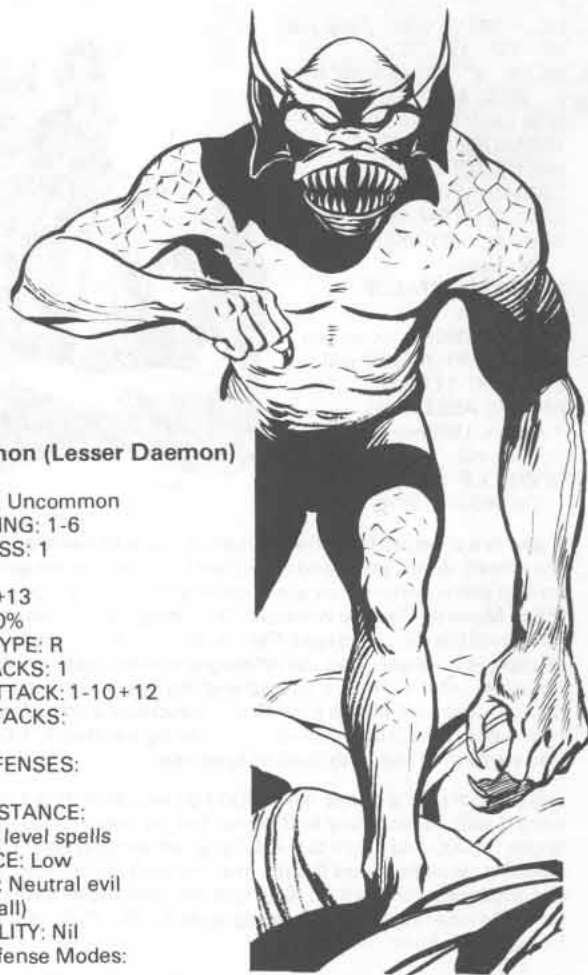
FREQUENCY: Very rare
 NO. APPEARING: 1
 ARMOR CLASS: -5
 MOVE: 15"/15"/15" (MC:C)
 HIT DICE: 14+28
 % IN LAIR: 25%
 TREASURE TYPE: G,R
 NO. OF ATTACKS: 2
 DAMAGE/ATTACKS: 2-8/2-8
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 +2 or better weapon to hit
 MAGIC RESISTANCE: 110%
 to 1st level spells
 INTELLIGENCE: Genius to
 supra-genius
 ALIGNMENT: Neutral evil
 SIZE: M (6 1/2' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 X/8100 + 20/hp



The shadowy ultradaemons roam the Lower Planes at will, and there are few creatures that will contest their power. They appear as faceless humanoids with large eyes that resemble fire-opals. Any being confronted by the gaze of these creatures must save against spells or stop fascinated (as from a *hold person* spell), watching the coursing of colors and patterns. Those saving will not see the ultradaemon but someone loved or respected.

Once per round an ultradaemon may at will cast the following: *fear* on touch, *charm person* or *monster*, *teleport* without error, *ESP*, *clairvoyance*, *clairaudience*, *create illusion* as a wand, *suggestion*, *mislead*, *magic jar*, and *telekinesis* 6000 gp weight. Once per day they may use *wall of fire*; inscribe *symbols* of persuasion, insanity, or hopelessness; or create a *blade barrier*. All these spell-like abilities are performed as if the ultradaemon were a 15th-level spell-caster.

There are said to be ultradaemons that have mastered the arts of summoning, such that they may summon creatures from other planes, including the Prime Material Plane.



Yagnodaemon (Lesser Daemon)

FREQUENCY: Uncommon
 NO. APPEARING: 1-6
 ARMOR CLASS: 1
 MOVE: 18"
 HIT DICE: 13+13
 % IN LAIR: 30%
 TREASURE TYPE: R
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-10+12
 SPECIAL ATTACKS:
 See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE:
 75% to 1st level spells
 INTELLIGENCE: Low
 ALIGNMENT: Neutral evil
 SIZE: L (12' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 X/7050 + 18/hp

The yagnodaemon is a horrible creature with 2 unequal arms, 1 man sized and the other giant sized. It is with its giant's arm that the daemon will inflict damage as a storm giant (+12), whether attacking unarmed or with his weapon, the *tol-kendar*.

The *tol-kendar*, or body-wrecker, is a huge (15-foot long) polearm of steel, topped by an inverted cone ringed with blades and tipped with a harpoon-like point. It requires the strength of a storm giant to wield effectively and is a wicked weapon in the hands of this daemon. The tip does 1-10 points of damage when it hits (+ strength bonus) and 1-6 the next round as it is pulled out. The bladed sides do 1-8 (+ strength bonus), and 2-16 when they are pulled out. The yagnodaemon may make only 1 of the 2 attacks per round. Any roll of a 20 indicates the daemon has successfully struck with the haft of the pole and knocked his opponent out for 2-12 rounds, unless a saving throw vs. paralysis is successful.

If the yagnodaemon has knocked out an opponent, it will attempt to feed on the opponent's life force. The daemon does this by placing its head against the flesh of its victim. It will devour 10-100% of the victim's abilities before being sated. Affected abilities are experience points, hit points, psionic ability, and ability scores (strength, intelligence, etc.). Round any fractions up. This process takes 5 melee rounds and may be interrupted by the victim's awakening. The victim may regain lost abilities only by a *restoration* spell, or by slaying the daemon within a day.

Finally, the yagnodaemon can use *teleport* at will and *shocking grasp* thrice daily, doing 1-8 points +13. The daemon may use the latter ability through his *tol-kendar* to inflict additional damage on his opponents. Due to his sturdy nature, the yagnodaemon takes half-damage from all earth-based attacks.

DAO

FREQUENCY: Rare
NO. APPEARING: 1 (10% 2-5)
ARMOR CLASS: 3
MOVE: 9"/15" (6") (MC:B)
HIT DICE: 8+3
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-18
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE:
Standard
INTELLIGENCE: Low to very
ALIGNMENT: Neutral evil
SIZE: L (8"-11" tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VII/1600 + 12/hp



A dao is a creature from the Elemental Plane of Earth and is related to the efreeti, djinni, jann, and marid (q.v.). While they are generally found on that plane (where they are uncommon), the dao love to come to the Prime Material Plane to work evil. Their magical abilities enable them to use any of the following spell-like powers, 1 at a time, once each per day: *change self*, *detect good*, *detect magic*, *assume gaseous form*, *become invisible*, fulfill another's *limited wish* (in a perverse way), cause *misdirection*, *passwall*, create a *spectral force*, create a *wall of stone*. Dao can turn *rock to mud* 3 times per day and use *dig* as often as 6 times per day. Dao perform at the 18th level of spell use.

It is possible for a dao to carry 5000 gp weight without tiring. Double weight will cause tiring in 3 turns, but for every 1000 gps of weight under 10,000 add 1 turn to the duration of carrying ability. For example, a 6000 gp weight allows 8 turns of either walking or flying. After tiring, a dao must rest for 6 turns. Note that dao can move through earth (not worked stone) as if at a burrowing speed of 6". They cannot take living beings with them.

Dao are not harmed by earth-based/affecting spells. Holy water has double normal effects upon these monsters. Only the efreet are friendly towards dao. Dao hate djinn, jannee, and marids. The dao dwell in the Great Dismal Delve on their own plane and in deep caves, caverns, or cysts on the Prime Material Plane. Their ruler is said to be a khan served by hetmen and atamen. Dao dislike servitude as much as efreet and are even more prone to malice and revenge.

Dao speak all the languages of the geniekind, as well as Common and the languages of earth elementals. Dao can travel in the Prime Material, Elemental, and Astral Planes.

DEATH, CRIMSON

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 0 (4)
MOVE: 12"
(6" after feeding) (MC:B)
HIT DICE: 13
% IN LAIR: 60%
TREASURE TYPE: Z
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-30
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 100%
INTELLIGENCE: Genius
ALIGNMENT: Neutral evil
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
IX/7050 + 18 hp



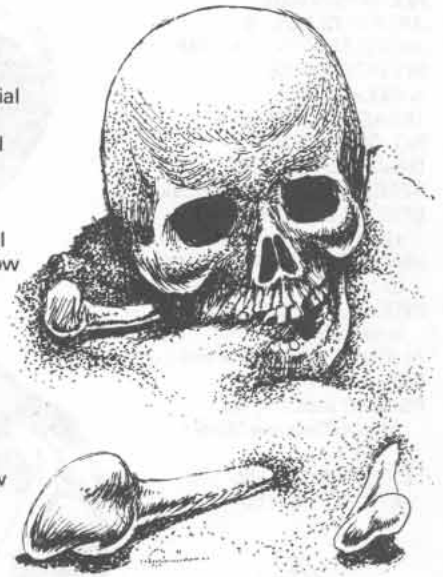
This man-shaped monster dwells only in bogs and similar marshy places where chill and damp prevail. It is a pale, vaporous creature, well able to conceal itself in the mists and fogs of its habitat. Because of the generally insubstantial nature of a crimson death creature, it is normally armor class 0 and hit only by magic weapons of +2 or better. However, immediately after feeding, the monster takes on substance, dropping to armor class 4 and being subject to +7 or better magic weapons. This condition lasts for 6 turns after feeding. Movement is also slowed.

The monster is called crimson death because, after surrounding its victim with vaporous tentacles and draining all of the victim's body fluids, the monster flushes crimson. Until fed, the monster is nearly undetectable and surprises prey 5 in 6 (1d6, 1-5 equals surprise).

In order to conceal its presence, the monster will typically drag the remains of its victims to a bottomless bog or to its own den. The den is usually a thicket, a hollowed-out place under a windfall, or an undercut bank. In its den, the monster will collect valuable items from victims so that these goods can later be used as a bribe or lure for other victims.

DEMILICH

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: -6 and special
MOVE: Special
HIT DICE: 50 hp and special
% IN LAIR: 100%
TREASURE TYPE: Z
NO. OF ATTACKS: Special
DAMAGE/ATTACK: Special
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE:
See below
INTELLIGENCE:
Supra-genius
ALIGNMENT: Neutral (evil)
SIZE: M
PSIONIC ABILITY: See below
Attack/Defense Modes:
See below
LEVEL/X.P. VALUE:
IX/5950 + 16/hp



Demilich is a misleading term in that one might assume the "demi" refers to status. However, it refers to the state of the lich. Only a small part of the body of a lich remains—dust, the skull, and possibly a few bones.

A lich (q.v.) is a human magic-user and/or cleric of surpassing evil who has taken the steps necessary to preserve its life force after death. Ultimately, even the undead life force of a lich begins to wane. Over centuries the lich form decays, and the evil soul roams strange planes unknown to even the wisest of sages. This remaining soul is a demilich.

If the place of a demilich is entered, the demilich dust swirls into the air and forms a man-like shape. If this shape is ignored, it might dissipate in 3 rounds, for it can sometimes (25%) only advance and threaten, not harm. The dust form usually (75%) has the powers of a wraith even without additional energy factors. Any physical attack upon the shape will give it 1 factor of energy, however, and spell attacks give it 1 energy factor for every level of the spell used, i.e., a 3rd-level spell bestows 3 energy factors.

Each factor is equal to a hit point, and if 50 energy factors are gained, the dust will form into a ghost manifestation controlled by the will of the demilich. This thing will attack immediately. The dust will waver and fall back if struck by blow or spell, as if suffering actual damage. Thus, formation of a ghost manifestation is not too improbable, even if no wraith manifestation existed.

A demilich, its wraith manifestation, and its ghost manifestation cannot be turned by a cleric. Neither the wraith manifestation nor the ghost manifestation can actually be harmed. They have energy factors but no hit points. If the demilich is destroyed, the manifestation will be destroyed along with it. Otherwise, the wraith manifestation or ghost manifestation will remain. Left undisturbed, its energy factors dissipate at the rate of 1 per day until entirely gone.

If any creature is so foolish as to touch the skull of a demilich, a terrible thing occurs. In addition to the possible wraith or ghost manifestation, a new attack begins. At the touch, the skull rises into the air. A demilich can sense which member of a party is the most powerful, and it will usually select a member of the magic-user class over a member of the fighter class, a fighter over a cleric, a cleric over a thief. The skull will then give off a howling sound equal to a death ray for a 20-foot radius. All creatures within the radius of effect of this howl must save vs. spell or be permanently slain and forever dead.

On the next round a new attack will take place. Each demilich has 5-8 gems set in its skull's eye sockets and in place of teeth. Each of these gems is a jewel which can draw the soul from any character and trap it within the jewel's confines. The demilich will use 1 of these soul-draining jewels to draw the life force from 1 of the offending intruders. The soul of the strongest will be drawn instantly from his or her body and trapped. The character's body will collapse and moulder in a single round and be totally gone. No saving throw is possible; the attack is irresistible. An *amulet of life protection* will prevail over the life-stealing powers of a gem, but the character's body will perish nonetheless. The skull will then sink down again, sated. If it is struck or touched a 2nd time, it will again rise and howl and then drain the soul of the next strongest character into another gem. This process recurs as long as the skull is still intact and continues to be molested. If all jewels are filled, then only the killing howl will be possible thereafter, but the monster can also pronounce a curse upon the remaining antagonists. Such curses are very powerful and may include: always to be hit by any opponent attacking; never to make a saving throw; or always to lose all treasure without gaining any experience from it. The curse can be removed by a *remove curse* spell, but the charisma of the character so treated will drop permanently by 1 point. (Magical increase of charisma remains possible of course.)

The skull of a demilich must be destroyed if the monster is to be exterminated. It can be harmed only as follows:

A *forget* spell will force the skull to sink down without howling or taking away a soul.

A *shatter* spell cast upon it inflicts 3-18 points of damage.

A *power word kill* pronounced from an astral or ethereal magic-user destroys it.

A fighter or ranger with a vorpal blade, sword of sharpness, *sword* +5, or vorpal weapon; a paladin with a vorpal weapon; or a paladin with a +4 or better weapon inflict full normal damage upon the skull.

Exorcise or *forget* spells cause it to sink.

A *dispel evil* spell cast upon it inflicts 5-8 points of damage.

A *holy word* pronounced against it inflicts 5-30 points of damage.

Any character with a +4 or better magic weapon or a *mace of disruption* can inflict 1 point of damage upon the skull each time it is struck.

A demilich's skull takes 50 hit points before it is destroyed, and it is armor class -6. If the skull is destroyed, a saving throw vs. spell must be made for any gem *trapping a soul* as if the character trapped within it was doing so. Those gems for which saving throws failed contain no life-force; the demilich has drained the souls and devoured them before being destroyed. If a throw succeeds, that gem still contains the character's soul, and this is evidenced by a faint inner light or, if viewed with true seeing, true sight, or a gem of seeing, a tiny figure is visible within the gem. The soul can be freed by crushing the gem, but some material body must be within a 10-foot distance and ready to receive it, such as a clone, a simulacrum, or a soulless body. The demilich dust and any other remaining bits must be destroyed by holy water or the creature will re-form over 1-10 days.

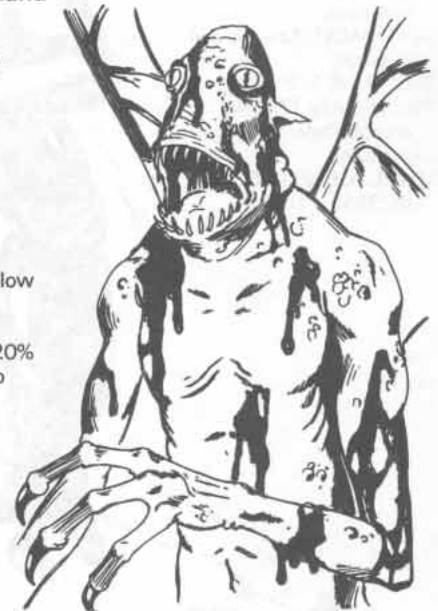
DEMODAND

The manifold planes of abysmal Tarterus are the only home of the winged, tripartite race of demodands. Where these hideous monsters dwell, even nycadaemons tread with circumspection, for demodands are powerful, clever, and cruelly ruthless in their selfish evil. They are formed into a feudal society of barons and commoners. On the Prime Material Plane but a single demodand will be encountered, for these creatures remain on the planes of Tarterus, the Abyss, or Hades unless magically brought to some other plane, possibly as a guardian or executioner.

The total number of demodands summoned by others of that type to a given area can never exceed the number of the same type encounterable on the Planes of Tarterus, i.e., 12, 10, or 8.

Farastu (Tarry) Demodand

FREQUENCY: Very rare
 NO. APPEARING: 1 (2-12)
 ARMOR CLASS: -1
 MOVE: 15"/30"
 HIT DICE: 11
 % IN LAIR: Nil (25%)
 TREASURE TYPE: Nil (A)
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK:
 2-7/2-7/3-12
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: 11-20%
 INTELLIGENCE: Average to
 exceptional
 ALIGNMENT: Chaotic evil
 (neutral)
 SIZE: M (7' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes
 Nil/nil
 LEVEL/X.P. VALUE:
 VII/2850 + 16/hp



The farastu, or tarry demodand, is tall and slender. The monster is fast, but compared to the others of its ilk it is the least powerful. It attacks with long-nailed hands and huge jaws. Because of its tar-like skin excretions, there is a 5% chance that anything it hits or anything that hits it will stick for 1-6 segments. The consequences of this are: a) if the farastu has stuck itself to an opponent, the monster gains another attack sequence immediately; b) if an opponent is stuck to the creature by its own attack, and, if melee proceeds into a new round because the farastu has previously attacked that round, the farastu attacks at +4 gaining the initiative; or c) if a weapon or similar object held by an opponent sticks to the farastu, there is a 25% chance that the object will be pulled from the opponent's grasp, and the initiative will be given to the farastu next round.

A farastu can employ at the 11th level the following spell-like powers, 1 at a time, 1 per round, at will: *detect good*, *detect invisibility*, *detect magic*, *dispel magic* (twice per day), *ESP*, *fascinate*, *fog cloud* (3 times per day), *gaseous form*, *invisibility*, *tongues*, and *weakness* (reverse strength spell usable 3 times per day). A farastu can also summon 1-2 of its fellow tarry demodands but only on the Planes of Tarterus. Success chance is 40%. All farastu together can summon up to a total of 12 of their fellows.

A farastu can be harmed only by +1 or better magic weapons. Acid or poison has no effect upon a farastu, and cold or fire cause only half normal damage. Fear is virtually unknown to a farastu, so magic of that sort is useless. Illusion magic (*illusion* and/or *phantasm*) is also useless. A farastu has both infra- and ultravisual sight of the sort normal for monsters.

Farastu are humanoid in shape with long arms and heads. Their effective strength is 19, and their weight is about 420 pounds. They are the commoners of Tarterus.

Kelubar (Slime) Demodand

FREQUENCY: Very rare
NO. APPEARING: 1 (1-10)
ARMOR CLASS: -2
MOVE: 12"/24"
HIT DICE: 13
% IN LAIR:
TREASURE TYPE: Nil (A)
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
2-8/2-8/4-16
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 26-37%
INTELLIGENCE: Exceptional
to genius
ALIGNMENT: Chaotic evil
(neutral)
SIZE: M (6 1/2' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
IX/3959 + 18/hp



Known as the slime demodand, a kelubar is of shorter stature and thicker build than a farastu. Although it is of ebon hue, a kelubar tends to glisten due to a slimy skin secretion. A kelubar attacks with nails and jaws, and any hit will cause the victim to suffer 1-6 additional points of damage due to the acidic nature of the slime, unless a saving throw vs. poison is successful (or the victim is otherwise unaffected by acid). If all 3 of its attacks per round are successful, the kelubar has grappled the victim and enslaved it. From 4-24 points of additional damage due to the acidic slime then occur, i.e., 2-8/2-8/4-16/4-24. A saving throw reduces acid damage by 50% if successful.

A kelubar can employ at the 13th level the following spell-like powers, 1 at a time, 1 per round, at will: *detect good*, *detect invisibility*, *detect magic*, *dispel magic* (3 times per day), *ESP*, *fascinate*, *fog cloud* (3 times per day), *gaseous form*, *invisibility*, *ray of enfeeblement* (once per day), *tongues*, and *weakness* (reversed strength, usable 3 times per day). A kelubar can also summon 1-2 of its fellows, with up to 10 kelubar being brought by any one. Success chance is 50%. Only +2 or better magic weapons will harm a kelubar. Acid or poison has no effect on a kelubar, and cold or fire cause only half normal damage. Fear is virtually unknown to it, so magic of that sort is useless. Illusion magic (*illusion* and/or *phantasm*) is useless against a kelubar. It has infravision to 120 feet and ultravision of standard sort. Kelubar can summon others of their breed on the Plane of Tarterus.

Kelubar are humanoid in shape, being thickest in the lower torso and limbs. Their hands are very large and their huge heads are oval, the latitudinal axis being longest. Their effective strength is 20, and their weight is about 490 pounds. These creatures are the middle class of Tarterus.

Shator (Shaggy) Demodand

FREQUENCY: Very rare
NO. APPEARING: 1 (1-8)
ARMOR CLASS: -3
MOVE: 9"/18"
HIT DICE: 15
% IN LAIR: Nil (40%)
TREASURE TYPE: Nil (Z)
NO. OF ATTACKS: 3
DAMAGE ATTACK:
2-9/2-9/5-20 (see below)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 41-60%
INTELLIGENCE: Exceptional
to supra-genius
ALIGNMENT: Chaotic evil
(neutral)
SIZE: M (6' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
IX/5250 +20/hp



The great shator, or shaggy demodand, is the most fearsome of its kind. It is the shortest and broadest of demodands, and its hide hangs in overlapping patches which give it its common name. While it is capable of dealing massive amounts of damage with nails and jaws, a shator has sufficient manual dexterity to employ large weapons (footman's mace, bastard sword, etc.). One will do so at +4 on its to-hit roll and +9 on strength bonus, but only 1 attack per round is then possible. As a monster of this sort understands its options fully, the most intelligent plan of attack will always be taken. This means that, if possible, spell-like powers will be used primarily. A shator can employ at the 15th level the following spell-like powers at will, 1 at a time, 1 per round: *beguile* (as a *rod of beguiling*, usable once per day), *cloudkill* (once per day), *detect good*, *detect invisibility*, *detect magic*, *dispel magic* (3 times per day), *ESP*, *fog cloud* (3 times per day), *gaseous form*, *invisibility*, *ray of enfeeblement* (once per day), *stinking cloud* (once per day), *tongues*, and *weakness* (as reversed strength, usable 3 times per day). A shator can summon 1-8 of its fellows on the Plane of Tarterus. Success chance is 60%. Only +3 or better magic weapons will harm a shator. Because of its overlapping hide, edged weapons are at -1 in hitting and damaging a monster of this sort. (Such edged weapons include long, broad, bastard, and 2-handed swords. Short swords are excluded.) Acid or poison has no effect on a shator. Cold or fire cause only half normal damage. Fear magic or illusion magic (*illusion* and/or *phantasm*) are powerless against a shator. Shator have excellent auditory and olfactory senses, and, when they use these along with their normal visual capabilities (including infra- and ultra-), they can be surprised only 10% of the time.

Shator are 6-feet tall, squat, and broad. Their humanoid form appears draped in shaggy skins. The huge heads are mostly mouth with jaws resembling those of a giant bulldog. Their effective strength is 21, and their weight is around 560 pounds. Shators are the ruling nobility of Tarterus.

DEMON

Each type of demon, and especially the high-level demon lords and princes, have many unusual characteristics and extraordinary abilities. Characteristics and abilities which are common to all demons are covered here. Further information can be found in MONSTER MANUAL I under "Demon." See the individual treatment of each demon for specific information.

Demons are able to move from their own plane into those of Tarterus, Hades, or Pandemonium or roam the astral plane. However, they cannot enter the Prime Material Plane without aid (*conjuration, gate, name speaking* or similar means).

Demons are chaotic and evil; the smarter and stronger rule those of their kind who are weaker and less intelligent. The less intelligent will attack without question and fight until slain. No demon can ever be subdued. All are able to divide their attacks amongst 2 or even 3 opponents if their means allow.

Demons will never willingly serve anyone or anything. If forced to serve through magic or threat they will continually seek a way to slay their master/captor. Those to whom demons show a liking are typically carried off to the demons' plane to become a slave (although a favored one). Note that demons can be summoned by characters of any alignment, but controlling a demon is another matter entirely. A thaumaturgic circle will serve to keep out lesser demons. A special pentacle is required for greater demons. The threat or reward which the conjuring party uses to attempt gaining a demon's service must be carefully handled by the dungeon master. Demons are repelled by holy (Good) relics or artifacts.

Demons frequently roam the Astral and Ethereal Planes. Their attention is attracted by persons in an ethereal state. If the name of a particularly powerful demon is spoken there is a chance that he will hear and turn his attention to the speaker. A base 5% chance is recommended. Unless prepared to avoid such attention or to control the demon, the character should know that the demon will thereupon immediately kill, by whatever means are most expeditious, the one pronouncing his name.

Demons are affected by these attack forms: acid, full; cold, half; electricity (lightning), half; fire (dragon, magical), half; gas, (poisonous, etc.), half; iron weapon, full; magic missile, full; poison, full; silver weapon, none unless affected by normal weapons in which case damage will be according to the weapon type.

Because they have a special form of telepathy, demons are able to understand every intelligent communication. Demons with average or better intelligence are likewise able to converse.

Enumeration of the Rulers of the Abyss

Following is a more complete listing of the main demons who reign over the Abyss, although it is by no means exhaustive. Those of lesser stature, who do not have complete sovereignty over an entire layer, are indicated by an (L) for lord rather than prince. (F) indicates a female. Statistics for only a few of these demons are detailed. Interested readers will have to do their own research. There are, of course, layers of the abyss so disgusting that not even the lowliest of demon nobles would deign to rule there.

Abraxas	Bayemon (L)	Laraie (L)
Ahazu (L)	Bechard (L)	Lolth (F)
Ahrimanes	Baltazo (L)	Mastiphal
Aldinach (F) (L)	Baphomet	Munkir (L)
Alrunes (F) (L)	Cabiri (L)	Nekir (L)
Anarazel	Charun (L)	Nergel (L)
Ansitif	Dagon	Nocticula (F)
Ardat (F) (L)	Demogorgon	Obox-ob
Areex	Eblis	Orcus
Aseroth	Ereshkigal	Pazuzu (L)
Asima (L)	Fraz-Urb'luu	Socothbenoth
Astaroth	Graz'zt	Soneillon (F) (L)
Azael (L)	Gresil (L)	Verin (L)
Azazel	Juiblex	Yeenoghu
Barbu (F) (L)	Kostchtchie (L)	Zuggtmoy (F)

Typical Inhabitants of an Abyssal Layer

Although each layer of the Abyss differs from every other and some of these planes change wildly from day to day, the following general types of creatures will be encountered on many of them:

Alu-demon - rare	Hezrou (Type II) - common
Achaierai - common	Manes - common
Babau - uncommon	Mephit - common
Bar-Lgura - uncommon	Nabassu - rare
Cambion - very rare	Nightmare - very rare
Chasme - common	Quasit - common
Daemon - rare (see "Hades")	Rutterkin - common
Demodand - very rare	Succubus - rare
Demon Lord/Prince - very, very rare	Thunder Beast - common
Dretch - common	Type IV - uncommon
Glabrezu (Type III) - uncommon	Type V - rare
Ghast - uncommon	Type VI - very rare
Ghoul - rare	Vrock (Type I) - common
Goristroi - very rare	

Probabilities of encounter are not stated as a percentage, for there will usually be other sorts of creatures on a given plane of the Abyss. For example, on Demogorgon's several layers there will be many sorts of vicious apes, reptiles (including dinosaurs), and bird-like monsters. Similarly, on Juiblex's plane there will be slimes, deadly puddings, jellies, and various amoeboid monsters. Orcus' manifold layers are populated with skeletal monsters, various sorts of zombies, huecuvaes, shadows, sheet phantoms, vampires, and death knights. Yeenoghu's vast plane of the Abyss abounds with hyenas and hyaenodons, gnolls, ghosts, ghouls, and possibly a few trolls. Other planes are populated by insects, arachnids, worms and slugs, fungi and fungoid monsters, and so on.

Some layers of the Abyss are devoid of most of the typical inhabitants of other levels. The liquid plane ruled by Dagon, for instance, does have hezrou (type II) and a form of dretch, but the other inhabitants are octopi, squids, kraken, sea snakes, eels, weird fish, and horrible fish-monsters. In short, use your imagination and creativity to develop these areas.

Alu-demon (Semi-demon)

FREQUENCY: Rare
 NO. APPEARING: 1
 ARMOR CLASS: Base 5
 MOVE: 12"/12" (MC:C)
 HIT DICE: 6+2 to 6+6
 (4-24 for constitution bonus, if applicable)
 % IN LAIR: 15%
 TREASURE TYPE: S, T, U
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK:
 By weapon type plus applicable strength adjustment
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: +1 or better weapon to hit
 MAGIC RESISTANCE: 30%
 INTELLIGENCE:
 Very to genius
 ALIGNMENT: Chaotic evil - chaotic (evil)
 SIZE: M (5 1/2' - 7' tall)
 PSIONIC ABILITY:
 Individuals only
 Attack/Defense Modes:
 Individuals only
 LEVEL/X.P. VALUE:
 VIII or IX/3000 or 4050 + 14/hp



The alu-demons are the offspring of the mating of succubi and humans. They are always female. Their base armor class is high because of their demonic heritage, and this can be increased by magical protections, including enchanted armor. Wearing only mundane protection interferes with the intrinsic protection of alu-demons, so this is never done. If the protection is basically inferior to the normal armor class of the

wearer, then only the magical plus is added, but otherwise full benefit is gained. Thus, +1 *leather* adds +1 only, while +1 *plate mail* would increase armor class to 2.

Furthermore, alu-demons with high dexterity gain bonuses as would a normal human. Twenty-five percent of alu-demons are of genius level. While most of these creatures are able to perform the limited number of spell-like magic powers below, those of genius intelligence are actual magic-users. Magic use level ranges from 1st through 12th with equal probabilities for each. Magic use is in addition to intrinsic powers.

The intrinsic powers of alu-demons, performable 1 at a time, 1 per round, are: *charm person*, *ESP*, *shape change* (to a humanoid form of approximately their own height and weight only), and *suggestion*. Each can be performed up to 3 times per day at 12th level of ability. *Dimension door* can be used once per day. All alu-demons have superior infravision for 240 feet.

In addition to the ability to employ any sort of weapon, regardless of normal class restrictions, alu-demons can, at will, drain life energy from a person and use half of it to restore their own lost hit points. Such attacks must be by firm touch, indicated by a successful to-hit score in melee. From 1-8 hit points of energy are drained. Energy gained is from 1-4 hit points, with fractions rounded up.

Alu-demons can be harmed only by cold-wrought iron or magic weapons. They have natural resistance to magic. Some 20% are not totally devoted to Evil.

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

Babau (Minor Demon)

FREQUENCY: Uncommon
 NO. APPEARING: 1-3 or 1-6
 ARMOR CLASS: -3
 MOVE: 15"
 HIT DICE: 7+14
 % IN LAIR: 20%
 TREASURE TYPE: C
 NO. OF ATTACKS: 1 or 3
 DAMAGE/ATTACK:
 By weapon +7 or
 2-5/2-5/2-8
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: 50%
 INTELLIGENCE: Very
 ALIGNMENT: Chaotic evil
 SIZE: M (7' tall)
 PSIONIC ABILITY: 140
 Attack/Defense Modes:
 A,C,E,/F,G,H
 LEVEL/X.P. VALUE:
 VII/2000 + 12/hp



The babau is also called the 1-horned horror or ebony death. This species of demon is tall and appears much as a skeleton in form-fitting black leather. Its extremities are larger than normal, however. Its feet, hands, and head are the size of a hill giant's. The taloned fingers are deadly and a horn-like growth projects from the back of the skull, curving forward and downward. A babau prefers a weapon (missiles, magic, etc.) to its natural forms of attack if the former gives it the advantage, for the demon is quite clever. It has a strength of 19 which it uses to the fullest. In combat, a babau demon exudes a reddish slime over its whole body. This substance causes cutting, stabbing, and similar attacks to do only half normal damage, as the weapons tend to slide off the demon's body. It is harmed by all weapon forms, however, and cold-wrought iron inflicts +2 points per hit, in addition to normal damage.

A babau demon can cause *darkness* within a 5-foot radius and it has abilities equal to a 9th-level thief. It is well-known that its preferred mode of attack is to leap upon victims from above. A babau demon can perform at will, 1 per melee round: *fear* (by touch only), *levitate* (as a 10th-level magic-user), *fly* (as an 11th-level magic-user), *dispel magic* (as a 12th-level magic-user), *polymorph self*, *heat metal* (as a 14th-level druid), and *gate* in another babau demon (25% chance of success).

Any creature gazing at the glowing red eyes of a babau demon must save vs. spell or be affected as if touched by a *ray of enfeeblement* spell. Gaze range is 20 feet.

Babau demons are hated by vroek, hezrou, and glabrezu. Type IV demons particularly hate and fear numbers of them, as babau detest Type IV demons except as food.

Baphomet (Demon Lord)

FREQUENCY: Unique
 (very rare)
 NO. APPEARING: 1
 ARMOR CLASS: -4
 MOVE: 24"
 HIT DICE: 106 hp
 % IN LAIR: 40%
 TREASURE TYPE: S, T, W, Z
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK
 2-12/5-8/by weapon type
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 +2 or better weapon to hit
 MAGIC RESISTANCE: 75%
 INTELLIGENCE: Genius
 ALIGNMENT: Chaotic evil
 SIZE: L (12' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 X/45,000 (for material form
 only)



Baphomet is lord of minotaurs. His form is like that of a huge bullheaded ogre. He is hated particularly by Yeenoghu, and the two are warring against each other. In battle, Baphomet first attacks by butting and biting and finally uses his huge bardiche for 11-20 (3d4+8) points of damage. Owners of armor, shields, and other items struck by the instrument must make a saving throw vs. a crushing blow or the items are ruined. Baphomet is 75% likely to have 2-5 minotaurs with him, and he is able to summon 5-8 additional ones, possibly in a single round, although he may do so but once per day.

At will, once per round, Baphomet is able to use the following spell-like powers: *darkness* (within 10' radius), *detect invisible*, *detect magic*, *dispel magic*, *levitate*, *maze* (3 times per day), *passwall* (3 times per day), *phantasmal force*, *shape change* (3 times per day), *telekinese* (75,000 gp weight), *teleport*, *wall of stone* (3 times per day). He can bellow horribly once per day, and all creatures within 30" must save vs. spell or flee in panic for 6 rounds. Baphomet can *gate* in a Type III demon (85% chance of success) once per day. His infravision extends to 120 feet and his hearing is double human norm. Baphomet speaks the tongue of minotaurs as well as Common. He has limited telepathic communication ability with animals.

Baphomet is able to breathe out a gout of unholy water 6 times per day. The volume of this fluid is equal to 1 quart per gout, and the range is 1". Damage to creatures of the Upper or Positive Planes is 16-64 points.

Baphomet's horns are large and curve out and forward. His body is covered with black hair, and his hands and feet are broad and thick with stubby fingers and toes. His tail is bovine.

Bar-Lgura (Minor demon)

FREQUENCY: Uncommon
 NO. APPEARING: 1-3 or 1-6
 ARMOR CLASS: -3
 MOVE: 9" @ 15"
 HIT DICE: 6+6
 % IN LAIR: 10%
 TREASURE TYPE: C
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK:
 1-6/1-6/2-12
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: 45%
 INTELLIGENCE: Very to high
 ALIGNMENT: Chaotic evil
 SIZE: M (5' tall, broad)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VII/1725 + 10/hp



The bar-igura, or leaping demon, is similar to an orangutan except for its gruesome visage and tusks. Its hands and feet have 6 digits with exceptionally long claws. These distinguish it from the orangutan as well. A bar-igura shambles along the ground, but where it can employ both arms and legs—in a forest, among rafters, or where ropes or vines are thick—it moves far more rapidly. A bar-igura can spring from all fours and cover 40 feet. In addition to clawing and biting attacks, this demon can use the following spell-like powers, 1 at a time, at will (levels as hit dice): *darkness* (10-foot radius), *create water* (as 6th-level cleric), *cause fear* by touch, *detect illusion*, *detect invisible*, *dispel magic*, *entangle*, *plant growth*, *telekinese* 2500 gp weight, *teleport* without error. If severely threatened, a bar-igura has a 25% chance to *gate* in another of its kind. Twice per day a bar-igura can use the following powers: *change self*, *invisibility*, and *spectral force*. At all times a bar-igura has infravision. When it desires, a bar-igura can change its coloration to any of the following hues: black, brown, gray, green, orange, purple, or red. Transformation requires 1 round. Normal weapons have full effect upon this type of demon.

Bar-igura shun most other types of demons. They prefer to hunt and terrorize with their own fellows only. When accompanied by other demons, bar-igura tend to lead and manipulate the less intelligent and attempt to contravene the desires of the greater demons.

Cambion (Semi-demon)

FREQUENCY: Very rare
 NO. APPEARING: 1
 ARMOR CLASS: See below
 MOVE: 15"
 HIT DICE: See below
 % IN LAIR: See below
 TREASURE TYPE: See below
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK:
 By weapon type
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE:
 See below
 INTELLIGENCE: See below
 ALIGNMENT: Chaotic evil
 SIZE: M-L (6'-7 1/2' tall)
 PSIONIC ABILITY: See below
 Attack/Defense Modes:
 See below
 LEVEL/X.P. VALUE:
 Minor - VII/1275 + 10/hp
 Baron - VIII/4400 + 15/hp
 Marquis* - IX/6500 + 20/hp



*Evil cleric abilities and 16-18 hit dice.

When a human female mates with a demon, the offspring is always a cambion male. The general characteristics and abilities of a cambion depend upon its parentage.

Armor class of cambions is dependent upon the type of armor worn and dexterity of the individual. Base armor class is either 6 or 2, rather than the normal 10, depending on heritage.

Male Parentage Class

	Major	Baron/Marquis
ARMOR CLASS (base):	6	2
HIT DICE:	5-8	9-16
STRENGTH:	17-18*	18-20**
INTELLIGENCE:	9-16	13-18
WISDOM:	5-8	3-18
DEXTERITY:	13-18	15-20
CONSTITUTION:	13-18	15-18
CHARISMA:	1-6	2-24***
SPECIAL DEFENSES:	Nil	+1 or better weapon to hit
MAGIC RESISTANCE:	5%-20%	25%-40%
PSIONIC ABILITY:	Nil	As human
Attack/Defense Modes:	Nil/nil	As human
LEVEL/X.P. VALUE:	VII/1275 +10 hp	Baron: VIII/4409 +15 hp Marquis: IX/6500 +20 hp

*Roll 1d4: 1 = 17, 2 = 18, 3 = 18/10%, 4 = 18/20%, exceptional strength rolls over 18/00 equal 19.

** Roll 1d12 and multiply the resulting number by 10 to find additional base for exceptional strength (10% to 120%); then roll percentile dice: 101%-199% = 19 strength, 200%-220% = 20 strength.

*** Scores over 18 indicate the cambion can, at will, produce an *awe* (revulsion) reaction equal to as many negative charisma points as exceed 18, i.e., 1-6 negative points.

All cambions have infravision and can speak with demons. They are subject to iron as are normal demons and also unharmed by silver. Major cambions have few other abilities. Those whose intelligence exceeds 14 can, with proper training, follow the practice of magic use with a maximum of 5th-level ability. This is in addition to fighting ability equal to a monster of the appropriate hit dice. They can also follow the professions of thievery or assassination with a level of proficiency equal to that of their hit dice. In any event, hit dice cannot exceed the predetermined maximum of 5-8 (1d4+4).

Baron or marquis cambions have from 1-4 of the following abilities: *cause fear* by touch, *detect magic*, *levitate* at magic user level equal to one-half hit dice, and *polymorph self*. They have fighter ability equal to their hit dice (9th-16th level). Those with wisdom greater than 9 can become, with proper training, evil clerics of as high a level as their total hit dice. They can also become assassins, again working upwards to a level equal to their total hit dice. Each profession, other than that of basic fighter, must be followed in turn. Simultaneous practice is not possible.

Any cambion can range from 6-7½ feet in height. Their build is stocky and strong. Many cambions will have demonic features such as an odd-colored complexion, scaly skin, misshapen ears, fangs, small horns, etc. There is no set pattern, cambions being nearly as varied in appearance as humans.

Chasme (Minor Demon)

FREQUENCY: Common
NO. APPEARING: 1-3 or 1-6
ARMOR CLASS: -1
MOVE: 6"/21" (MC:D)
HIT DICE: 7+2
% IN LAIR: 5%
TREASURE TYPE: B
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
2-8/2-8/1-4
SPECIAL ATTACKS:
See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE:
40%
INTELLIGENCE:
Average to very
ALIGNMENT:
Chaotic evil
SIZE: M (7' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VIII/1275 + 10/hp



The chasme, or fly demon, is a particularly loathesome monster, resembling a cross between a common fly and a human. It stands on 4 fly-like hind legs and grasps with its forelimbs, which are equipped with strong, chitinous, pincer fingers. Like flies, chasme can walk on walls and ceilings. A chasme has wings and the blue-black, hairy body of a fly. The head is humanoid with saucer eyes and a mane of stiff, backswept bristles. The mouth is tiny, but the nose is sharp and horn-like and used to bite and draw blood.

As with all minor demons, chasme have infravision, the ability to cause *darkness* (within a 5-foot radius), and to *teleport*. In addition, a chasme can do any of the following, 1 at a time, at will: *detect good*, *detect invisible*, *telekinese* (500 gp weight). The touch of a chasme will cause *fear* as a wand. At all times, except when using spell-like powers, a chasme can buzz and drone in a horrid, rasping voice. This sound has a chance (equal to 100% minus 10% per level or hit die of each opponent) of causing opponents to fall into a comatose sleep. This must be checked each round. Sleeping victims must be splashed with water or vigorously stimulated to awaken them. Otherwise, sleep persists for 2-8 hours or until the chasme drains the victim's blood for 1-4 points of damage. Chasme can be struck by normal weapons, but poison does not affect them. If hard pressed, a chasme will attempt to *gate* in another of its kind (15% chance of success).

While chasme hate most other types of demons, particularly the stupid rock and hezrou, they are intelligent enough to avoid fighting with other demons unless the chasme have the advantage. Rutterkin are allied with chasme, although chasme are not fond of rutterkin and use them.



Dretch (Minor Demon)

FREQUENCY: Common
NO. APPEARING: 2-8 or 5-20
ARMOR CLASS: 2
MOVE: 9"
HIT DICE: 4
% IN LAIR: 15%
TREASURE TYPE:
J, K, L, M
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
1-4/1-4/2-5
SPECIAL ATTACKS:
See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE:
30%
INTELLIGENCE:
Semi to low
ALIGNMENT:
Chaotic evil
SIZE: S (3' to 4' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
IV/175 + 4/hp



Dretch are the most common and least powerful of all demons, being scarcely capable of dealing with a quasit on equal terms. Their numbers enable them to hold their own against most other minor demons, however. Normal attack mode is a bite and 2 clawing attacks. In addition to their normal attack mode, dretch can, at will, perform the following spell-like powers, 1 per round: *darkness* (5-foot radius), *scare*, *stinking cloud* once per day, *telekinese* 500 gp weight, *teleport* once per day. A dretch may *gate* in a Type I demon (5% chance of success).

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

Fraz-Urb'luu (Prince of Deception)

FREQUENCY:

Unique (very rare)

NO. APPEARING: 1

ARMOR CLASS: -2

MOVE: 12"/18" (MC:D)

HIT DICE: 233 hit points

% IN LAIR: 20%

TREASURE TYPE:

O, P, U, Z

NO. OF ATTACKS:

3 and 1

DAMAGE/ATTACK:

See below

SPECIAL ATTACKS:

See below

SPECIAL DEFENSES:

See below

MAGIC RESISTANCE:

70% and special

INTELLIGENCE:

Supra-genius

ALIGNMENT:

Chaotic evil

SIZE: L (18' tall)

PSIONIC ABILITY: 233

Attack/Defense Modes:

All/all

LEVEL/X.P. VALUE:

X/50,000 (for material form)



This huge monster has strength equal to that of a storm giant. Each powerful fist delivers a blow of 13-18 points of damage, while Fraz-Urb'luu can also bite any opponent he is holding for 3-18 points. His 15-foot long, razor-barbed tail can slash for 1-12 points, or it can entwine and lift a victim, allowing him to bite or hit. Fraz-Urb'luu can, at will, use at the 20th level any one of the following powers: *darkness* (30-foot radius), *dispel magic*, *polymorph* others or self, *hypnotic pattern*, *misdirection*, *suggestion*, *programmed illusion*, *telekinese* 10,000 gp weight, *teleport*, or *veil*. Once per day he can perform any of the following, 1 at a time per round: *prismatic spray*, *plane shift*, *power word*, *blind*. While he can *gate in* 1-4 Type I demons, Fraz-Urb'luu is also able to deceive another demon prince or princess into believing that he or she has been summoned, and it is 75% likely that the Prince of Deception will choose to deceive rather than gating the lesser demons. In the case of summoning Type I demons, there is a 60% likelihood of success, while it is 75% likely that Fraz-Urb'luu will be able to cause another of the greatest demons to appear. Naturally, the demon lord appearing will be in a fury to find himself tricked, and it is 85% probable that the creatures nearby will suffer, for the Prince of Deception will have gone elsewhere.

In addition to being 70% resistant to magic, Fraz-Urb'luu is completely resistant to spells which detect or influence (*charm*, *command*, *dominate*, *hypnotize*, *suggest*, etc.). He speaks all known human tongues and is able to telepathically communicate with most other creatures.

Fraz-Urb'luu dwells on an abyssal plane which seems to be totally flat and featureless. The dreary place is actually alive to the demon's wishes, and shapes itself accordingly into hills, caves, etc. From the experiences of the 2 individuals who have been there and returned, the horrible place is not only depressing and sickening, but magic items there lose their dweomer (as proved by the loss of swords of utmost prowess carried there by the 2 hapless individuals). Therefore, while the demon undoubtedly has a great store of treasure (O, P, S, T, U, Z), it seems 90% certain that items of magical nature other than artifacts or relics will be spoiled.

Fraz-Urb'luu's hulking body is covered with short, coarse hair. His feet are broad and splayed, and his hands are very large and stubby. The demon's visage is beautiful but cruel and the mouth is huge and fanged. Large, ragged ears rise from the central portion of the skull to beyond the domed, rather pointed, head. He has pale blue hair and grayish skin, and 2 vast wings of dull black project from his back. The demon's tail is hairless, from a gray base to a pale blue tip.

For several centuries Fraz-Urb'luu was trapped and held in a stone prison in the dungeons beneath Castle Greyhawk (see *WORLD OF GREYHAWK™* set). Many adventurers unwary enough to converse with him were destroyed forever, but eventually 2 powerful characters, a magic-user and a cleric, were duped into performing a series of heroic deeds which set him free. Both were transported to Fraz-Urb'luu's own plane as his slaves. The enraged demon lord has sworn vengeance upon all humankind for his long torment.

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

Graz'zt (Demon Prince)

FREQUENCY: Unique

(very rare)

NO. APPEARING: 1

ARMOR CLASS: -9

MOVE: 12"

HIT DICE: 186 hit points

% IN LAIR: 60%

TREASURE TYPE: U, Z

NO. OF ATTACKS:

2 or 4

DAMAGE/ATTACK:

By weapon type 6

SPECIAL ATTACKS:

See below

SPECIAL DEFENSES:

+2 or better weapon to

hit

MAGIC RESISTANCE:

70%

INTELLIGENCE:

Supra-genius

ALIGNMENT:

Chaotic evil

SIZE: L (8' tall)

PSIONIC ABILITY: 266

Attack/Defense Modes:

All/all

LEVEL/X.P. VALUE:

X/60,000 (for material form)



One of the most powerful demon rulers of the Abyss is Graz'zt, lord of an entire layer and dedicated foe of both Demogorgon and Orcus. He was, in fact, waging a winning battle against the troglodyte, harpy, and bar-igura. At a crucial moment, however, Graz'zt was magically taken to the Prime Material Plane and forced into bondage by a mighty magic-user. He battled free at the cost of being confined to his own plane for a century. Graz'zt is served by lamias and will always have from 1-3 with him at all times. He is also likely to have 1-3 succubi or a Type VI demoness with him in his lair.

His normal attacks can be doubled if Graz'zt chooses to employ 2 weapons in lieu of using a shield. In the latter case, he goes from armor class -9 to -6. Graz'zt normally employs a huge +3 *shield* and a huge, wavy-bladed sword (equal to a bastard sword) which drips acid upon command. The acid inflicts an additional 5-8 points of damage. Those who own nonliving materials must make a saving throw vs. acid if Graz'zt strikes with a natural 20 on his to-hit die roll. The other weapon Graz'zt uses is a +1 *guisarme*.

In addition to his other attacks, Graz'zt can, at will, use the following spell-like powers, 1 per melee round, at the 20th level: *alter reality* for another, *chaos*, *continual darkness*, *disintegrate* once per day, *dispel magic*, *duo-dimension*, *emotion*, *magic missile* (5 missiles), *mirror image*, *polymorph* any object once per day, *polymorph* twice per day, *polymorph self*, *read languages*, *read magic*, *telekinese* 15,000 gp weight, *teleport*, *trap the soul* once per week, *vanish*, *veil* once per day, *water breathing*. By sneer and word, Graz'zt engenders fear in all who

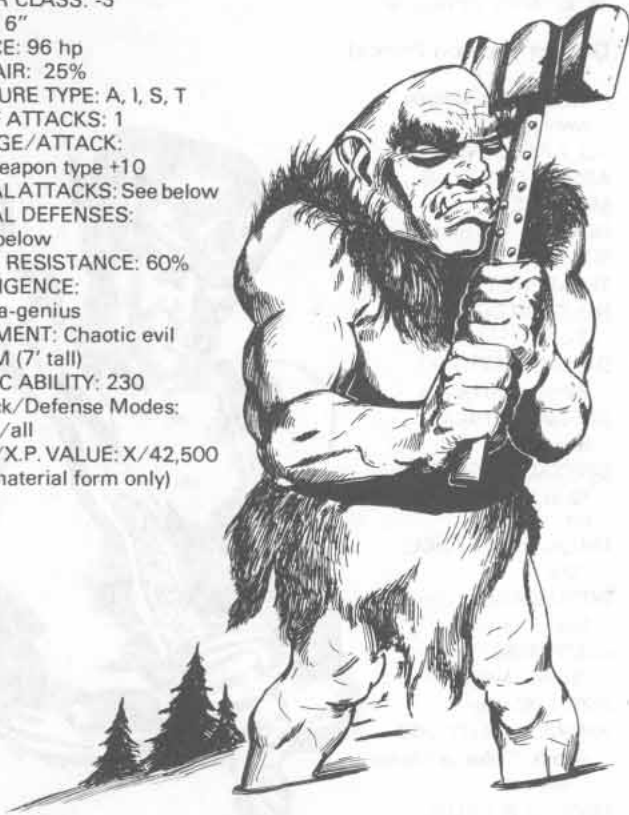
see and hear his displeasure within a 60-foot range. He can *gate* in 1-2 Type VI demons (60%) or 2-5 babau demons (40%) without fail.

Graz'zt is the handsomest of demon rulers, at least by human standards. He appears as a huge, good-looking man, although his skin is shining black and his eyes glowing green. His pointed ears and small fangs are merely indicative of his alien nature. Graz'zt is 6-fingered and 6-toed.

Kostchtchie (Demon Lord)

FREQUENCY:

Unique (very rare)
NO. APPEARING: 1
ARMOR CLASS: -3
MOVE: 6"
HIT DICE: 96 hp
% IN LAIR: 25%
TREASURE TYPE: A, I, S, T
NO. OF ATTACKS: 1
DAMAGE/ATTACK:
By weapon type +10
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 60%
INTELLIGENCE:
Supra-genius
ALIGNMENT: Chaotic evil
SIZE: M (7' tall)
PSIONIC ABILITY: 230
Attack/Defense Modes:
All/all
LEVEL/X.P. VALUE: X/42,500
(for material form only)



Kostchtchie is a powerful demon lord so hateful that he is disliked even by all the rest of his kind, save the minor sorts of demons. He is very strong and gains a bonus to attack damage accordingly. Kostchtchie's favorite weapon is a huge hammer of cold iron (2-12 points of damage) with inlays of nickel and silver. An opponent hit by it must save vs. paralysis or be stunned and unable to act for the balance of that round and all of the next as well. A pair of leucrotta of the largest size (AC 3; MV 18"; HD 9; hp 2x49; #AT 1; D 8-18; SD rear kicks [2 for 2-7 hp damage each]) serve as his constant guards and companions. In addition to other abilities, Kostchtchie can at will, 1 at a time, 1 per round, use at the 20th level the following spell-like powers: *command*, *curse*, *darkness* (15-foot radius), *dispel good*, *harm* once per day, *know alignment*, *poison* twice per day, *protection from good* (10-foot radius), *speak with monsters*, *teleport*, *telekinese* 5000 gp weight, *unholy word* once per day, and *wind walk* twice per day. He can always *gate* in 1-4 babau demons (35%) or 2-5 bar-igura (65%). He speaks many languages and can communicate telepathically also.

At times Kostchtchie will be served by frost giants. He is rumored to have a white dragon of largest size and of ancient age. This monster is said to serve as the demon lord's steed.

Kostchtchie resembles a giant with bandy legs. His legs are short and malformed and his movement is relatively slow. His head is a flat oval with slitted eyes and gross features. His torso and arms bulge with muscles. His skin is pale yellow and hairless save for eyebrows.

Nabassu (Major Demon)

FREQUENCY:

Very rare (common)
NO. APPEARING: 1
ARMOR CLASS: 4 to -5
(see below)
MOVE: 15"/15" (MC:C)
HIT DICE: 5+2-20 (see below)
% IN LAIR: 5%
TREASURE TYPE: See below
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
2-8/2-8/3-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE:
5% to 50%
INTELLIGENCE: High
(+ great cunning)
ALIGNMENT: Chaotic evil
vSIZE: M (7' tall)
PSIONIC ABILITY: Nil
(see below)
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
Immature: VII/1800+12/hp
Mature: VIII/3300+12/hp



The nabassu, or death stealers, are demons who inhabit the Prime Material Plane for a time. Dwelling in places of desolation, these dreadful monsters trouble mankind continually by raiding in order to work their great evil, thus satisfying their lust for cruelty and their desire to regain their place on the Abyssal Planes. In order to grow and mature, each nabassu must slay many humans, create evil undead, and wreak wickedness. Once hatched, each nabassu spends a period of time in the Abyss. Those that survive to young adulthood must come to the Prime Material Plane. This they do through an inborn ability to use psionic probability travel, even though nabassu have no psionic ability or powers otherwise. They may take others with them in this form of travel. Many are slain in coming to the Prime Material Plane, but some few live to begin their growth.

Nabassu demonlings have only armor class 4 and 5 hit dice when they sojourn to the Prime Material Plane. The process of traveling gives them 2 additional hit points (growth). Thereafter, each human they slay and devour builds their hit points by 1. Likewise, the growth adds to their armor class by one-half factor, so that, after killing and devouring 2 humans, a nabassu will have +4 hit points and an armor class of 3. After slaying and eating 18 humans, a nabassu reaches full growth. When fully grown, nabassu gain sufficient power to return to their own plane and establish comfortable domains for themselves. (This they always do within a year or two of maturity.)

When on the Prime Material Plane, nabassu will secrete only gems, jewelry and magic items in their lairs (treasure types Q X 5 [check each separately] and F [magic]). In the Abyss, each will have type H, but it will be guarded by several vassal demons of lesser power.

In addition to their normal clawing and biting attack, nabassu have magical powers of attack and defense. Immature nabassu have the ability to *cause shadows* (within a 20-foot radius), *shed darkness* (within a 5-foot radius), and use their death stealing gaze once per additional hit point above 5 hit dice. *Cause shadows* creates a sphere of dim, shadowy light conditions, except in darkness. *Death stealing* requires the victim to save vs. death magic or become a ghost (or a ghoul if the victim is demihuman or humanoid), who is controlled by the nabassu as soon as the victim dies or is slain. Worse still, nabassu are able to bestow the stolen death upon anyone who fails to save vs. death magic, killing that individual instantly. The victim so slain becomes a shadow (unless he or she has already been subjected to *death stealing*) and is doomed to serve the nabassu whenever called. This doom can be avoided through exorcism of the corpse (with or without restoration of life.) Range for stealing is 2"; for bestowing the range is 1". Each spell-like power is usable 1 per round, 1 at a time, at will. Shadows and darkness cast persist as long as the demon desires or until otherwise dispelled. Nabassu have thief-like

abilities to move silently, hide in shadows, hear noise, and strike from behind. The level of their performance is equal to one-half of their hit point bonus, measured as if it were thief level. Nabassu can be harmed only by iron or +1 or better magic weapons. They have the ability to change their coloration from brown-black to pale dove gray, with all shades in between possible. This allows them to hide in shadows or against the right background coloration. They have an effective strength of 18/00.

Upon reaching maturity, nabassu gain these additional spell-like powers: *summon* 2-5 ghosts once per day if on the Abyssal Planes, *energy drain*, *ethereality* twice per day, *paralyzation* (within a 10-foot radius) once per day, *regenerate* up to 20 hit points per day, *silence* (within a 10-foot radius) once per day, *teleportation*, and *vampiric attack*. *Vampiric attack* is a dweomer that enables the nabassu to drain the power used by his opponent at the time, be it physical or magical, and use it against the opponent. The opponent cannot use it for that round. If the opponent strikes successfully, the effect happens to the attacker, not the nabassu. *Vampiric attack* is usable only once per day, and it has a 2" range. All additional spell-like powers are usable 1 at a time, 1 per round, at will.

Nabassu are tall and thin with scaly, sinewy forms. The head is very long with small horns. The ears are long and bat-like. The teeth are tusk-like and set in a huge mouth. Facial features are small otherwise, and the eyes glow yellow. The fingers are long, tipped by long, razor-sharp talons. The wings are bat-like but scaled. Coloration is near-black through brown to palest dove gray as desired.

Pazuzu (Prince of the Lower Aerial Kingdoms)

FREQUENCY: Unique
 NO. APPEARING: 1
 ARMOR CLASS: -9
 MOVE: 12"/36"/24" (MC:A)
 HIT DICE: 155 hit points
 % IN LAIR: 15%
 TREASURE TYPE:
 S, T, U, V, W, X, Z
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK:
 By weapon type,
 +8 (strength bonus)
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 +2 or better weapon to hit
 MAGIC RESISTANCE: 90%
 INTELLIGENCE:
 Supra-genius
 ALIGNMENT: Chaotic evil
 SIZE: M (7' tall)
 PSIONIC ABILITY: 255
 Attack/Defense Modes:
 All/immune to
 psionic attacks
 LEVEL/X.P. VALUE: X/65,000



Pazuzu, or Pazuzeus, is unlike all other lords of the Abyssal Planes in that he rules the skies above all of the layers, at least to some extent. He differs in several other ways as well. Pazuzu does not compete for rulership on any plane or in any place, for he considers himself above competition. Instead, he treats all those with power on the lower planes equally (if not actually regarding them as equals). Pazuzu can travel freely in the whole of the Lower Outer Planes and is known to be on amicable terms with mighty daemons and the dukes of Hell. Pazuzu is also able to enter the Prime Material Plane at will. Whether he does this by means of his own power or some secret artifact is under question. Pazuzu is lord of all evil flying creatures, and those of under 5 hit dice will obey his every command if he is within sight of them.

The main efforts of Pazuzu are devoted to the Prime Material Plane. There he uses his powers to gain followers and servants. His especial joy is to turn lawful good clerics and paladins from their alignment to his own service. This he accomplishes by first causing them to speak his name aloud 3 times in succession. The alignment change does not occur yet, but the summons brings Pazuzu to the person speaking. Pazuzu then explains that the summoner may call upon him for aid at any time. Pazuzu may in turn ask a service immediately or demand it after his aid

has been given. Compliance with any request or demand of Pazuzu will then change the alignment of the servitor. All such actions tend to bring chaos but not always direct evil. Although chaotic, Pazuzu will help those obeying and serving him if it suits his purpose or amuses him at the time. Of course, the more frequently service is rendered, the greater the evil, and the more evil the servants become.

It is said that Pazuzu has a great sense of humor, and at times he has not taken umbrage at a check or defeat dealt to him, particularly if the opponents were clever and intelligent and managed to outwit him. In addition to the powers typical of all demons, Pazuzu has the following spell-like abilities which he is able to employ at will, 1 at a time, 1 per round: *astral travel*, *call lightning*, *control weather*, *darkness* (within a 20-foot radius), *flesh to stone*, *shape change*, *statue*, *symbol* (1 each of pain, hopelessness, death), *tongues*, *unholy word*, *wind walk*, *wish* once per day. Pazuzu also has a breath weapon, and he is able to employ it 3 times per day, causing 1 of each of the following breath effects: *creeping doom*, *insect plague*, *poison gas* (size equal to green dragon breath).

In defense, Pazuzu will seldom employ a weapon, preferring to send his bodyguard (typically 6 Type VI demons [not those listed in MONSTER MANUAL I]) and use his spell-like or mental (psionic) powers. He can summon 4-16 harpies (50%), 3-12 perytons (25%), or 3-12 gargoyles (25%) with 90% probability.

Pazuzu can also *gate* in 1-4 succubi with 75% probability once per day. In general, Pazuzu prefers to play with and torment victims and opponents rather than use radical attack forms except in life or death situations. Pazuzu has double normal infravision and ultravision. He regenerates at the rate of 1 hit point per round.

Pazuzu can appear as nearly any creature, although he generally takes the form of either a human or some creature of the air. In his true form he appears as a tall humanoid with 4 wings. Although he is handsome, his features betray a great evil, and his eyes glow red. Pazuzu has a noble brow and large head, a solid, muscular body, and taloned, avian feet.

Rutterkin (Minor Demon)

FREQUENCY: Common
 NO. APPEARING: 1-4 or 3-12
 ARMOR CLASS: 1
 MOVE: 12"
 HIT DICE: 5+1
 % IN LAIR: 20%
 TREASURE TYPE: L (x10),
 M(x5), O, Q
 NO. OF ATTACKS: 1 or 2
 DAMAGE/ATTACK:
 By weapon type or 2-7/2-7
 SPECIAL ATTACK: See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: 40%
 INTELLIGENCE:
 Average (high cunning)
 ALIGNMENT: Chaotic evil
 SIZE: M (5-7' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 V/425 + 6/hp



Rutterkin are among the weakest but most bullying sort of demonkind. Whether they actually believe themselves superior or whether they swagger to make up for their inferiority is immaterial. They are hated and abused by most sorts of demons and return the favor whenever opportunity presents itself, especially with respect to a dretch, a lone vrock, or a single hezrou. Although rutterkin have fair attack ability with their clubbed fists, they prefer to use a variety of strange polearms and weird weapons. Favorites are: a snap-tongs device which inflicts 2-8 points upon hitting and then continues to inflict like damage each round until the opponent breaks free (spending a round not attacking but scoring a total equal to a hit); a polearm with a double crescent head (S-M = 1-10, L = 1-12); a saw-toothed flatchet (broad sword +1 damage

against unarmored opponents); and 3-armed blades thrown from an atlatl-like device (S-M = 3-8, L = 3-6) which have a range of 15".

In addition to normal attacks, rutterkin can, at will, use the following spell-like powers, once per round: *darkness* (5-foot radius), *fear* by touch, *fly*, *telekinese* 1000 gp weight), *teleport* once per day. Rutterkin can *gate* in chasmes (15% chance of success), their only demon allies.

Rutterkin are humanoid and resemble ugly humans. They are hairless or nearly so, with pointed skulls, large features, and backward-pointing ears. Bodies and limbs are misshapen.

DERRO

FREQUENCY: Very rare
NO. APPEARING: 3-30
ARMOR CLASS: See below
MOVE: 9"
HIT DICE: 3
% IN LAIR: 20%
TREASURE TYPE: See below
NO. OF ATTACKS: 1 or 2
DAMAGE/ATTACK:
By weapon type
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 30%
INTELLIGENCE:
Very to genius
ALIGNMENT: Chaotic evil
SIZE: S (4' tall)
PSIONIC ABILITY:
Individuals only
Attack/Defense Modes:
Individuals only
LEVEL/X.P. VALUE:
Variables preclude
a fixed number



The derro are a degenerate race of dwarf-like stature, possibly a cross between evil humans and dwarves. They inhabit the great subterranean realms common to drow and their ilk (kuo-toans, mind flayers, troglodytes, etc.). Although the derro hate light and suffer from nausea in sunlight, they venture out upon the surface of the earth at night through secret shaft openings to steal and kidnap humans for slaves. Rumor says that some humans are actually eaten as well. Derros have high dexterity (15-18), so armor class must be adjusted accordingly.

Armor and weapons are as follows. Forty to 50% of the time studded leather armor and a repeating light crossbow (12" maximum range, 2 shots per round, 6-bolt capacity, 1-3 points of damage) will be used. Derro poison on the arrows gives an additional 2-12 points of damage unless a save is made. Studded leather armor, a hook fauchard (a weapon over 6-feet long that does 1-4 points of damage and is 25% likely to pull a man-sized or smaller victim off balance), and a dagger will be used 20-30% of the time. Scaled leather armor (dragon hide or something similar which is equal to mail in protection), a dagger, a buckler (spiked, equal to a dagger in attack), and an aklys are used 10-20% of the time. An aklys is spiked and hooked so as to be half as effective as a hook fauchard in pulling opponents down or off balance. Ten to 20% of the time scaled leather armor, a buckler, a spear, and a leather pick (doing damage as a military pick) will be used.

For every 3 derros encountered there will be 1 having 4 hit dice. For every 6 derros encountered there will be 1 having 5 hit dice. If 10 or more are encountered, there will be a 7-hit dice leader and a 6-hit dice lieutenant. All of these higher level derros are in addition to the initial number encountered. All higher level derros wear scaled leather and use superior weapons. If 20 or more derros are encountered, there will be a savant (detailed below) and 2 student savants as well.

A derro lair will always have 30 plus 3-12 additional normal derros, a corresponding number of higher level leaders, 1-3 savants, 2-5 student savants, 15-40 slaves (80% female), and 1-3 gargoyles (70%), or a lamia (30%) as allies.

Savant derros are sage-like, with the ability to use any sort of magic item and weapon. They cast spells as follows: *affect normal fires*, *anti-*

magic shell, *blink*, *light*, *lightning bolt*, *minor creation*, *charm person*, *cloudkill*, *ESP*, *hypnotic pattern*, *ice storm*, *invisibility*, *levitate*, *paralyzation*, *repulsion*, *shadow magic*, *spider climb*, *ventriloquism*, *wall of fog*, *wall of force*. They have apprentices known as student savants, or merely students. The latter know only a minor field of study and are only 25% likely to be able to use a nonfighter magic item. Derro savants have 5-8 hit dice; students have 4-7. Scholars will have 2-3 useful (and used) magic items of offensive and/or defensive nature, while students will have 1 lesser item. Savants will know 6-9 spells, students 1-3. They also comprehend languages and read magic. Performance is at 12th level of ability.

Typical magic items possessed are any *potion*; any *scroll*; *rings of fire resistance*, *invisibility*, *protection*, and *spell storing*; any *wand*; studded leather +1 *armor* and *shields*; any *swords* up to +3; *bracers of defense*, *brooch of shielding*, *cloak of protection*, etc.; and any miscellaneous weapons.

The derros are said to have a major stronghold somewhere deep beneath the ground, and there their savants plot and scheme to devastate the upper world and enslave all mankind. Derros have poor infravision (30-foot range) but good ultravision (120 feet). They speak a language of their own, some Common, and know the trade vernacular of the underground world.

Derros are very much like humans, only shorter and slightly more muscular in proportion to their height. Their features tend towards grossness. Their hair is pale tan or yellow, their skin is very white with a bluish undertone, and their eyes are very large.

DEVA

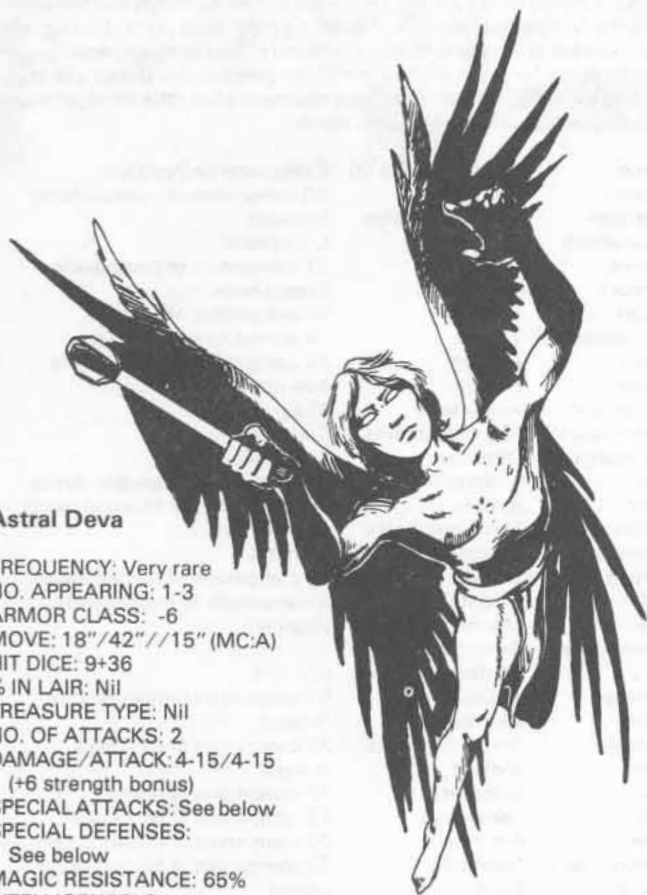
The race of devas inhabit the upper Outer Planes of Good. Devas are servants and messengers of the various deities of good alignment, i.e., some devas are lawful, some chaotic, some neutral, but all are good. Devas are by no means the most powerful creatures on the planes they inhabit, although there is no question that they are powerful minions of Good (cf., Planetary, Solar).

All devas are able to travel about the planes of good alignment, although those of lawful nature will be found doing so only when obeying some instruction from a deity, and even chaotic devas seldom journey from place to place except in service. All devas can become ethereal as well, although only the astral deva can travel astrally except when commanded by a deity. They generally operate equally well in any environment, including water.

When on the Prime Material Plane or any Elemental Plane, only the material body of a deva can be destroyed. The spirit of the deva is invulnerable and will return to its own plane instantly upon destruction of its fleshy form, there to remain for a decade and regain the power necessary to again form a corporeal body. Note, however, that when on any other plane, all devas are subject to actual death. No deva will ever negotiate with beings or creatures of Evil, although nonlawful devas might strike a bargain with nonevil neutrals. A deva can usually evaluate opponents so as to determine which are most powerful and pose the greatest threat and attack accordingly. Attacks can be divided during a round if the deva so desires.

All devas can perform the following spell-like powers, 1 at a time, 1 per round: *cure disease* (3 per day), *cure light wounds* (7 per day), *cure serious wounds* (3 per day), *detect evil*, *detect illusion*, *detect magic*, *detect traps* (7 per day), *dispel magic* (7 per day), *ethereality*, *heal* (1 per day), *know alignment*, *invisibility* (individual or 10-foot radius), *light* (effect varies), *polymorph self*, *read magic*, *remove curse*, *remove fear*, *teleport with no error*, *tongues*, and *ultravision*, *protection from evil*.

Devas are not affected by cold, electrical, magic missile, petrification, poison, normal fire-based, or any gas attack spells. Except for monadic devas who are not affected by fire of any sort, devas take half damage from dragon and magical fire attacks. They take full damage from acid attacks. Although they take no damage from normal iron or silver weapons, they take full damage from those which are magic. The 3 kinds of devas found anywhere on the Upper Outer Planes are detailed hereafter.



Astral Deva

FREQUENCY: Very rare
 NO. APPEARING: 1-3
 ARMOR CLASS: -6
 MOVE: 18"/42"/15" (MC:A)
 HIT DICE: 9+36
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 4-15/4-15
 (+6 strength bonus)
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: 65%
 INTELLIGENCE: Genius
 (wisdom = 20)
 ALIGNMENT: Good
 SIZE: M (7' tall)
 PSIONIC ABILITY: 210
 Attack/Defense Modes:
 ABCE/FGH
 LEVEL/X.P. VALUE:
 X/10,100 +25/hp

Astral devas are principally employed in the Astral Plane or on any of the outer Lower Planes. Alone or in groups, they move about in service to their sovereigns. They are very quick, whether afoot or using their mighty pinions in flight. An astral deva normally carries a huge, mace-like weapon which it can wield nimbly. This weapon is of +3 value when employed by an astral deva. Any creature struck twice in the same melee round and suffering damage in excess of 20 hit points must save vs. spell or be knocked senseless for 14 rounds. The weapon also acts as a *mace of disruption* (q.v.) with chances to hit as if wielded by a 9th-level cleric.

An astral deva can use the spell-like powers given above, at will, 1 per round, to the applicable maximums. Light shed by an astral deva can have a 4-40 foot radius, as desired. The *protection from evil* is a sphere with a 10-foot radius of normal (+2) power. An astral deva can also *dispel illusion*, *dispel invisibility* of any sort, *polymorph self*, or *remove curse*, all also 1 per round. Once per day an astral deva can create a *blade barrier* which will last for up to 7 turns.

Astral devas can never be surprised. It requires a +1 or better magic weapon to harm them. Total vacuum does no harm to astral devas. They are immune to life level loss, whether from undead or magic. Their souls cannot be trapped or imprisoned. They are immune to death spells. Their charisma effect is 20.

Astral devas are tall, slender, and graceful. They have golden skin and hair, amber eyes, and large white wings tinted with gold. They otherwise resemble humans.

Monadic Deva

FREQUENCY: Rare
 NO. APPEARING: 1-4
 ARMOR: -4
 MOVE: 15"/36"/18" (MC:B)
 HIT DICE: 8+32
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 3-12/
 3-12 (+4 strength bonus)
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: 60%
 INTELLIGENCE: Genius
 (wisdom = 19)
 ALIGNMENT: Good
 SIZE: M (6' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 1X/8100 + 20/hp

Monadic devas are usually employed in the Ethereal and the Elemental Planes. Any environment is home to these creatures. A monadic deva normally carries a metal rod equal to a +2 weapon which can be used either to pierce or smite at up to a 10-foot distance. Any very dense creature so struck (such as one of solid rock) and any metal-armored opponent will take double damage on any 2nd hit during a single round of combat. A monadic deva can use the spell-like powers given under "Devas," at will, 1 per round, to the applicable maximums. The radius of light shed by a monadic deva can extend from 3-30 feet, as desired. The *protection from evil* sphere is half-power (+1) but of a 15-foot radius. A monadic deva can also, once per round, at will, *hold monster* (elementals only, 1 creature, 8 rounds, 3 per day) or *project image* (1 per day). A monadic deva can be hit only by a +1 or better weapon. They are immune to life level loss from magic or undead and to death magic from any source. Their charisma effect is 19.

Monadic devas are milky white with silvery hair and colorless eyes. Their wings are white with a silver sheen. They otherwise resemble very strong humans, with broad shoulders and heroic build.

Movanic Deva

FREQUENCY: Uncommon
 NO. APPEARING: 1-6
 ARMOR CLASS: -5
 MOVE: 12"/30"/21" (MC:B)
 HIT DICE: 7+28
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK:
 By weapon type (+5 strength bonus)
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: 55%
 INTELLIGENCE: Exceptional
 (wisdom = 18)
 ALIGNMENT: Good
 SIZE: M (6 1/2" tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 1X/7850 + 18/hp

Movanic devas serve primarily on the Material Planes — Negative, Positive, and Prime. Whether power is negative or positive is all the same to them. A movanic deva is armed typically with a long, slender sword with which it strikes rapidly and skillfully. The weapon generally conforms to the characteristics of a +1 *flame tongue sword* with respect to effects and special bonuses to hit and damage.

A movanic deva can use the spell-like powers given above, at will, 1 per round, to the applicable maximums. Light shed by a movanic deva varies in radius from 2-20 feet, as desired. The *protection from evil* sphere is one of a 10-foot radius and half (+1) power. A movanic deva can also at will, once per round, *cause or cure blindness, detect traps, and neutralize poison* (3 per day).

Movanic devas can be harmed only by +1 or better weapons. Plant life of any sort will not (and cannot) harm them. Similarly, normal animals will not willingly attack them. (Reptiles and similar creatures as well as "monsters" may do so). They are immune to death magic. *Life level loss, energy drain, and/or other energy effects* of the Negative or Positive Material Planes do not affect movanic devas. Their charisma effect is 18.

DEVIL

The inhabitants and rulers of the planes of Hell are principally devils, the most powerful of lawful evil creatures. They somewhat resemble the demons of chaos in their characteristics and abilities, and general attributes will be dealt with below, while specifics pertaining to each individual type or arch-devil are given in the category or individual listings. Further information is available in MONSTER MANUAL I, under "Devil."

Devils follow a definite order or chain of command, which they dare not break for fear of the arch-devils. Still, there is a great rivalry and open antagonism among the devils of the various planes and among the various arch-devils. While the lesser devils squabble, the dukes of Hell vie to usurp the throne of Asmodeus. But the archfiend has always succeeded in playing one against the other and still rules from his lowest plane.

All devils are able to move about the planes of Hell (although they dare not do so without authorization, save for the dukes). They can move to the planes of Gehenna, Hades, and Acheron at will. They can also move through the Astral Plane, although they seldom do so. No devil is able to enter the other planes unless the proper ritual is performed, a *gate* is opened, or the proper name of a devil is spoken (and heard).

It is possible to destroy the material form of a greater devil or duke of Hell, but such creatures cannot actually be slain unless encountered and fought in Hell or those lower planes adjacent to it. Devils can never be subdued. The lesser ones will always fight until destroyed; the greater ones will negotiate if seriously threatened. Devils will serve if properly commanded, but it is risky business, for an improper command will break the law which binds them to service. (It also typically requires a contract for the soul of the creature commanding the infernal power to obey.) It is possible for other than lawful evil persons to invoke or otherwise treat with devils. Magic circles will keep devils off for a time if they are properly scribed (and ensymbled in the case of greater and arch-devils). Devils are repelled by holy (Good) artifacts or relics.

All devils can direct their attacks against 2 or more opponents if means are at hand. If a greater devil has its material form destroyed it is forced to lemure status for 9 decades of torment before it resumes its former station. If the material form of a duke is destroyed, it is bound to its own particular plane of Hell for a decade (unless again properly called prior to the end of the 10 years) and a great loss of face is suffered.

Because they have a special form of telepathy, devils are able to understand and converse with any intelligent creature. Devils are affected by these attack forms: acid, full; cold, half; electricity (lightning), full; fire (dragon, magical), none; gas (poisonous, etc.), half; iron weapon, none unless affected by normal weapons in which case damage will be according to the weapon type; magic missile, full; poison, full.

The Hierarchy of the Planes of Hell

MONSTER MANUAL I details the names and ranks of many of the devils, but it is by no means complete. The following is a list of the dukes of Hell as well as some of their foremost henchmen. Statistics and descriptions are not given for most of their devils. In general, the dukes are about equal to a weaker arch devil, although some are but little stronger than a pit fiend, or are, in fact, actual pit fiends.

Name	In the Service Of	Command or Position
Abigor	Baalzebul	60 companies of malebranche
Adonides	Mephistopheles	Steward
Adramelech	Asmodeus	Chancellor
Agares	Geryon	31 companies of bone devils
Alastor*	Asmodeus	Executioner
Alocer	Dispater	36 companies of erinyes
Amduscias	Tiamat	29 companies of abishai
Amon	Geryon	40 companies of bone devils
Arioch	Dispater	Avenger
Baalberith*	Asmodeus	Major domo
Baalphegor (F)	Mephistopheles	Consort
Baalzephon*	Dispater	Prime minister
Bael	Mammon	66 companies of barbed devils
Balan	Belial	40 companies of bearded devils
Barbas	Mephistopheles	Chamberlain
Barbatos	Baalzebul	Marshal
Bathym	Belial	30 companies of barbed devils
Bel*	Dispater	3 companies of malebranche
Bele	Mephistopheles	Justiciar
Bensozia (F)	Asmodeus, Baalzebul	Consort
Bethage*	Moloch	9 companies of malebranche
Biffant	Dispater	Provost
Bifrons	Mephistopheles	26 companies of ice devils
Bileth	Moloch	Tribune
Bitru	Dispater	70 companies of erinyes
Buer	Asmodeus	15 companies of pit fiends
Bune	Asmodeus	30 companies of malebranche
Caarcrinolaas	Mammon	36 companies of barbed devils
Chamo	Belial	Legate
Cozbi (F)	Geryon	Consort
Fecor*	Geryon	8 companies of malebranche
Focalor	Mammon	Seneschal
Furcas*	Dispater	12 companies of bearded devils
Gaziel	Belial	11 companies of bone devils
Glasya (F)	Mammon	Consort; daughter of Asmodeus
Goap*	Tiamat	3 companies of erinyes
Gorson	Geryon, Baalzebul	Bailiff
Herobaal*	Moloch	16 companies of bone devils
Herodias	Geryon	Magistrate
Hutijin	Mephistopheles	2 companies of pit fiends
Lilis (F)	Dispater	Consort
Lilith (F)	Moloch	Consort
Machalas	Geryon	11 companies of barbed devils
Malphas	Tiamat	40 companies of abishai
Martinet	Asmodeus	Constable
Melchon	Mammon	18 companies of erinyes
Merodach	Dispater	21 companies of barbed devils
Moloch	Baalzebul	Viceroy
Morax	Asmodeus	9 companies of pit fiends
Naome (F)	Belial	Consort
Neabaz	Baalzebul	Herald
Nexroth*	Mephistopheles	16 companies of malebranche
Phongor	Asmodeus	Inquisitor
Rimmon	Asmodeus	5 companies of ice devils
Tartach	Moloch	Legate
Titivilus	Dispater	Nuncio
Zaebos*	Belial	Lieutenant
Zagum	Asmodeus	30 companies of barbed devils
Zapan*	Belial	4 companies of malebranche
Zepar	Baalzebul	28 companies of malebranche
Zimimar*	Mammon	6 companies of bone devils

Frequency of Devils on Plane

Plane	Ruler	Abishai	Arch	Barbed	Bearded	Bone
1st	Tiamat	C	VVR	R	—	—
2nd	Dispater	C	VVR	U	R	—
3rd	Mammon	U	VVR	C	C	U
4th	Belial	R	VVR	C	C	C
5th	Geryon	VR	VVR	R	U	U
6th	Moloch*	—	VVR	—	VR	R
7th	Baalzebul	—	VVR	—	—	VR
8th	Mephistopheles	—	VVR	—	—	—
9th	Asmodeus	—	VVR	—	—	—

Plane	Erinyes	Horned	Ice	Nupperibo	Fiend	Spined	Styx
1st	C	—	—	U	—	C	—
2nd	C	VR	—	C	VR	C	—
3rd	R	VR	—	C	VR	C	VR
4th	VR	R	—	C	VR	C	R
5th	—	U	—	C	VR	C	C
6th	—	C	—	C	VR	U	U
7th	—	C	VR	C	VR	U	—
8th	—	VR	C	C	R	U	—
9th	—	VR	R	C	C	U	—

Frequency of Others on Plane

Plane	Achaierai	Barghest	Daemon	Hell Cat	Hell Hound	Hoarding
1st	R	VR	VR	—	VR	VR
2nd	C	VR	VR	U	U	U
3rd	C	VR	VR	U	U	R
4th	U	VR	VR	R	C	R
5th	U	VR	VR	R	C	R
6th	U	VR	VR	U	R	VR
7th	R	VR	VR	R	VR	—
8th	VR	R	VR	R	—	—
9th	VR	R	VR	—	U	—

Plane	Imp	Lemure	Mephit	Nightmare	Rakshasa	Stench Kow
1st	VR	R	C	VR	VR	C
2nd	C	R	C	R	C	C
3rd	C	U	C	R	C	C
4th	U	U	C	R	U	U
5th	U	C	C	R	U	U
6th	U	C	U	R	R	U
7th	R	C	U	R	—	U
8th	VR	C	U	VR	VR	U
9th	R	C	U	VR	VR	U

Abishai (Lesser Devil)

	Black	Blue	Green	Red	White
FREQUENCY	Common	Common	Common	Common	Common
NO. APPEARING:	1-3 or 2-8	1-4 or 3-12	1-3 or 3-9	1-4 or 3-12	1-3 or 3-12
ARMOR CLASS:	2	3	3	1	3
MOVE: (MC:C)	9"/12"	15"/15"	12"/15"	18"/18"	9"/15"
HIT DICE:	8	5+1	6	4+2	7
% IN LAIR:	20%	35%	30%	40%	25%
TREASURE TYPE:	Nil	Nil	Nil	Nil	Nil
NO. OF ATTACKS:	1	1	1	2	2
DAMAGE/ATTACK:	5-14	5-10	4-10	2-5/2-5	4-9/4-9
SPECIAL ATTACKS:	See below for all				
SPECIAL DEFENSES:	See below for all				
MAGIC RESISTANCE:	35%	20%	25%	40%	30%
INTELLIGENCE:	Average for all				
ALIGNMENT:	Lawful evil for all				
SIZE:	L(8')	M(5')	M(6')	S(4')	M(7')
PSIONIC ABILITY:	Nil for all				
Attack/Defense Modes:	Nil/nil for all				
LEVEL/X.P. VALUE:	VI	VI	VI	V	VI
	855	550	550	320	650
	+10/hp	+6/hp	+6/hp	+5/hp	+8/hp

The race of abishai, the scaly devils, are common to the First Hell. They are reptilian, and most serve Tiamat. As to lower infernal planes, abishai are common on the 1st and 2nd, uncommon on the 3rd, rare on the 4th, and very rare on the 5th and 6th. When encountered in their lair there will always be more abishai, and about 10% of the time there will be 1-4 other types with them. Although they do not value treasure, abishai occasionally (15%) have charge of Q-type treasure which they are taking to some greater devil. Attack damage shown is for the weapon type used by a particular sort of abishai, with strength bonus added, i.e., black use halberds; white use flails; red wield long daggers; green use guisarme-vouges; and blue use tridents.



In hand-to-hand combat, all abishai can grapple. The damage done is 1-4 (due to cuts from sharp scales, talons, etc.) plus strength bonus: red +1, green or white +2, blue +3, black +4. They are also able to strike with their tails for 1-2 points of damage. Abishai regenerate at the rate of 1 point per round, unless struck by silver, holy water, or holy magic weapons.

Abishai can use the following spell-like powers, 1 at a time, 1 per round: *change self*, *command*, *produce flame*, *pyrotechnics*, *scare*, *summon* another abishai (20% chance of success, once per day).

Abishai are the epitome of devils, appearing as humanoids with small horns, snaky hair, fangs, pointed ears, slanting eyes, leathery wings, and barbed tail. They have scaled hides and reptilian feet.

Amon (Duke of Hell)

FREQUENCY: Unique
(Very rare)
NO. APPEARING: 1
ARMOR CLASS: -2
MOVE: 18"
HIT DICE:
126 hit points
% IN LAIR: 60%
TREASURE TYPE: G, P
NO. OF ATTACKS:
1 and 1
DAMAGE/ATTACK:
By weapon type +7/3-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 70%
INTELLIGENCE: Genius
ALIGNMENT: Lawful evil
SIZE: L (9' tall)
PSIONIC ABILITY: 229
Attack/Defense Modes:
All/all
LEVEL/X.P. VALUE:
X/30,000(material form only)



Amon is a vassal of Geryon, mustering and commanding up to 40 companies of bone devils recruited from his fief. He is large and strong, typically attacking with a huge +3 *mace* and delivering a vicious bite as well. He has a winter wolf of the largest size as a companion and guardian. This creature has +3 to hit and +3 to damage and is 25% magic resistant.

One at a time, at will, 1 per turn or melee round, Amon can use the following spell-like powers as a 20th-level magic-user: *animate dead*, *charm monster*, *detect magic*, *detect invisible*, *dispel magic*, *fly*, *geas*, *know alignment*, *polymorph self*, *produce flame*, *read languages*, *read magic*, *suggestion*, *teleportation*, *wall of ice*, fulfill another's limited wish.

Amon causes fear in any individuals he gazes upon, unless they make a saving throw vs. spells. Once per day Amon can use a *symbol* of hopelessness. He can summon 1-4 bone devils with 60% chance of success. Amon is able to regenerate from 1-12 points of damage per turn. On the Prime Material Plane, Amon can summon and control all wolves within 1 mile of him. Amon is wolf-headed but otherwise appears human. His torso is well-formed and muscled.

Bael (Duke of Hell)

FREQUENCY: Unique (very rare)
 NO. APPEARING: 1
 ARMOR CLASS: -3
 MOVE: 12"
 HIT DICE: 106 hp
 % IN LAIR: 55%
 TREASURE TYPE: G, P
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK:
 By weapon type +6
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: 70%
 INTELLIGENCE: Exceptional
 ALIGNMENT: Lawful evil
 SIZE: L(8' + tall)
 PSIONIC ABILITY: 206
 Attack/Defense Modes:
 All/all
 LEVEL/X.P. VALUE: X/35,000
 (material form only)



Bael is vassal to Mammon, commanding 66 companies of barbed devils. In battle array Bael wears armor of bronze fashioned in the ancient style and uses a *morning star* +2 with a long bronze handle which telescopes magically from 4-8 feet in length as Bael desires. In addition to normal attacks, Bael can, at will, once per round, use the following spell-like powers as a 20th-level magic-user: *alter self*, *animate dead*, *cause serious wounds*, *detect invisible*, *detect magic*, *dispel magic*, *invisibility*, *know alignment*, *produce fire*, *pyrotechnics*, *read languages*, *read magic*, *shape change* twice per day, *suggestion*, *teleportation*, *wind walk*, fulfill another's *limited wish*. Once per day Bael can employ a *symbol* of stunning. He radiates *fear* within a 20-foot radius when he so desires. He can summon 1-4 barbed devils with a 65% chance of success. Bael regenerates 1 point per round.

Bael is a well-formed humanoid with golden skin. His head is rather long and has small, forward curling bull's horns. His features are rather bovine with large, round eyes, a long and broad nose, and protruding ears.

Bearded Devil (Lesser Devil)

FREQUENCY: Common
 NO. APPEARING: 1-2 or 4-10
 ARMOR CLASS: 1
 MOVE: 15"
 HIT DICE: 6+6
 % IN LAIR: 15%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1 or 3
 DAMAGE/ATTACK: By weapon type or 1-8/1-2/1-2
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: 45%
 INTELLIGENCE: Average to very
 ALIGNMENT: Lawful evil
 SIZE: M (6 1/2' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VII/1125 + 10/hp



Bearded devils populate the Third Hell, the domain of Mammon, as well as planes below that. They are particularly cruel and violent, using any

excuse to attack. This makes them unpopular and subject to frequent, harsh disciplinary measures, but it also makes them desirable as shock troops.

In most cases, bearded devils carry a saw-toothed glaive equipped with a treble-hook arranged at the base of the blade. The treblehook curves backward and is used to entangle or snag opponents closing or fleeing (1-3 points damage plus held fast unless a die roll equal to success of opening a door is made). Without weapons, bearded devils attack with their wire-like beards and clawed hands. If both hand attacks succeed, beard damage is maximum, i.e., 8 points. Any creature struck for maximum beard damage must save vs. poison or immediately develop a burning rash which reduces dexterity by 1 point per round for 4 rounds.

At will, 1 at a time, 1 per turn or round as applicable, bearded devils can use the following spell-like powers: *affect normal fires*, *command fear* by touch, *produce flame*, *summon* another bearded devil (35% chance of success).

Belial (Arch-devil)

FREQUENCY: Unique (very rare)
 NO. APPEARING: 1
 ARMOR CLASS: -4
 MOVE: 9"/15" (MC:B)
 HIT DICE: 154 hp
 % IN LAIR: 75%
 TREASURE TYPE: A, S, T, Y
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK:
 By weapon type +7
 SPECIAL ATTACK: See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: 80%
 INTELLIGENCE: Genius
 ALIGNMENT: Lawful evil
 SIZE: L (10' tall)
 PSIONIC ABILITY: 279
 Attack/Defense Modes:
 All/all
 LEVEL/X.P. VALUE: X/30,000
 (material form only)



Great Belial rules the Fourth Hell. He is firmly in the camp of Baalzebul, hating Geryon nearly as much as does Moloch. Also, Belial must guard against the machinations of Mammon, so he does not have freedom to act. From his basalt palace, Belial dictates the disposition of the abishai, barbed, bearded, bone, and spined devils populating the reeking fens and smoking plains of his realm. He utilizes a huge *military fork* +4 in combat. This weapon causes the creature struck to save vs. spells or be affected as if smitten by a *symbol* of pain.

In addition, Belial can use the following spell-like powers, at will, 1 at a time, 1 per round as a 20th-level magic-user: *animate dead*, *beguile*, *charm person*, *detect magic*, *dispel illusion*, *detect invisible*, *dispel magic*, *geas*, *illusion*, *invisibility*, *know alignment*, *light*, *produce flame*, *pyrotechnics*, *raise dead fully*, *read languages*, *read magic*, *shape change*, *suggestion*, *teleportation*, *wall of fire*, fulfill another's *wish*. Three times per day Belial can use a *symbol* of pain. He can also pronounce an *unholy word* once per day. Belial causes *fear* in any individual he stares at, saving throw vs. spells applicable. He can summon 1-4 (black) abishai (25%), 1-3 barbed devils (25%), or 1-4 bearded devils (50%) with 85% chance of success.

Belial is the most handsome and diabolic in appearance of all devils. His eyes are large, slanted, and glow red. He is also the lord of pain and sufferings.

Glasya (Princess of Hell)

FREQUENCY: Unique (very rare)
NO. APPEARING: 1
ARMOR CLASS: -2
MOVE: 15"/30" (MC:B)
HIT DICE: 69 hp
% IN LAIR: 80%
TREASURE TYPE: I, Q (x5), S
NO. OF ATTACKS: 2
DAMAGE/ATTACK:
By weapon type +4
SPECIAL ATTACK: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 60%
INTELLIGENCE: Exceptional
ALIGNMENT: Lawful evil
SIZE: L (9' tall)
PSIONIC ABILITY: 206
Attack/Defense Modes:
All/all
LEVEL/X.P. VALUE: X/20,000
(material form only)



As consort to Mammon, Glasya is one of the more powerful and influential of female devils. She does not normally engage in combat, but she has a short sword with a poisoned blade equal to a dagger of venom.

As a 20th-level magic-user, Glasya can employ the following spell-like powers, 1 at a time, at will: *animate dead*, *charm monster*, *charm person*, *dispel magic*, *illusion*, *know alignment*, *poison*, *polymorph self*, *produce flame*, *read languages*, *read magic*, *suggestion*, *teleportation*, fulfill another's *limited wish*. Once per day Glasya can employ a *finger of death*. She causes *fear* by speaking to an individual (saving throw vs. spells applicable). She can summon 1-2 malebranche (70% chance of success). She regenerates 2 hit points every turn.

Glasya is the daughter of Asmodeus and incredibly beautiful. Her wings, forked tail, horns, and copper-colored skin betray her origins.

Hutijin (Duke of Hell)

FREQUENCY: Unique (very rare)
NO. APPEARING: 1
ARMOR CLASS: -4
MOVE: 9"/18"
HIT DICE: 111 hp
% IN LAIR: 30%
TREASURE TYPE: G
NO. OF ATTACKS: 2
DAMAGE/ATTACK:
By weapon type +8
SPECIAL ATTACK: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 65%
INTELLIGENCE: Genius
ALIGNMENT: Lawful evil
SIZE: L (13 1/2' tall)
PSIONIC ABILITY: 275
Attack/Defense Modes:
All/all
LEVEL/X.P. VALUE: X/30,000
(material form only)



Hutijin commands 2 companies of pit fiends in service to Mephistopheles. These creatures are, in fact, the aristocracy of the Eighth Plane, just as Hutijin is one of the greatest of Hell's dukes. He uses a *net of snaring* and a +3 *trident* in battle.

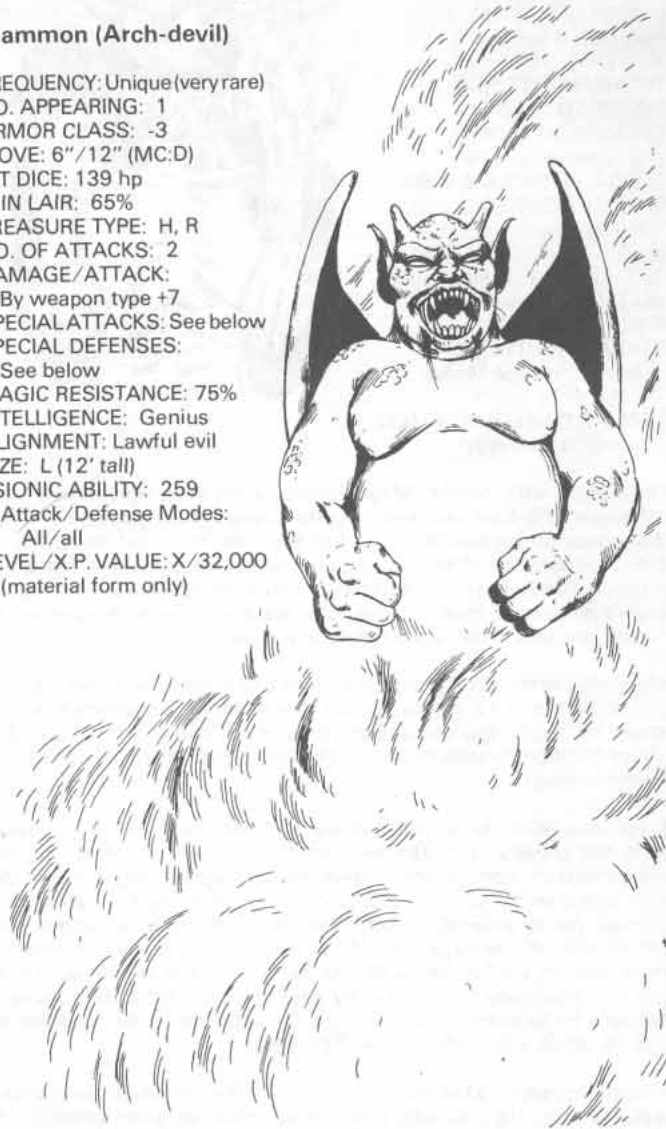
One at a time, at will, 1 per round, Hutijin can use the following spell-like powers as a 20th-level magic-user: *animate dead*, *detect invisible*, *detect magic*, *heal twice per day*, *hold monster*, *invisibility*, *know alignment*, *polymorph self*, *produce flame*, *pyrotechnics*, *ray of enfeeblement*, *read languages*, *read magic*, *shocking grasp*, *suggestion*, *teleportation*, *wall of fire*, fulfill another's *limited wish*. Hutijin causes *fear* by voice tone within a 30 foot radius with a saving throw vs. rods et al.,

applicable. He can use a *symbol* of persuasion once per day. Hutijin can summon a pit fiend with 75% chance of success.

Hutijin resembles a pit fiend, although his wings are proportionately smaller and his head is larger. His hide is a dark rust-red color.

Mammon (Arch-devil)

FREQUENCY: Unique (very rare)
NO. APPEARING: 1
ARMOR CLASS: -3
MOVE: 6"/12" (MC:D)
HIT DICE: 139 hp
% IN LAIR: 65%
TREASURE TYPE: H, R
NO. OF ATTACKS: 2
DAMAGE/ATTACK:
By weapon type +7
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 75%
INTELLIGENCE: Genius
ALIGNMENT: Lawful evil
SIZE: L (12' tall)
PSIONIC ABILITY: 259
Attack/Defense Modes:
All/all
LEVEL/X.P. VALUE: X/32,000
(material form only)



Mammon is the king of Hell's Third Plane. He and Dispater are supposedly allies and jointly support Mephistopheles, but neither has ever failed to obey Asmodeus. It is also doubtful that Mammon places real trust in Dispater. Mammon's realm is a boundless series of rifts with *slime streams* along the bottoms. Hot ash falls from spurting volcanoes scattered over these badlands. Over this grim domain, Mammon rides a nightmare of largest size with a pack of hell hounds at his heels, and he seeks trophies of the hunt. His weapon is a *fauchard-fork* which inflicts normal damage (1-8 or 1-10) but acts otherwise as a *sword of wounding* (q.v.).

At will, 1 at a time, 1 per round, Mammon is able to use the following spell-like powers as a 20th-level magic-user: *animate dead*, *beguile*, *charm person*, *detect invisible*, *detect magic*, *dispel magic*, *fool's gold*, *geas*, *illusion*, *invisibility*, *know alignment*, *produce flame*, *pyrotechnics*, *raise dead fully*, *read languages*, *read magic*, *shape change*, *suggestion*, *teleportation*, *wall of fire*, fulfill another's *wish*. Once per day Mammon is able to use a *symbol* of hopelessness and to pronounce an *unholy word*. He causes *fear* by means of his gaze, saving throw vs. spells applicable. Mammon can summon 1-4 (green) abishai (50%), 1-3 barbed devils (25%), or 1-3 bearded devils (25%) with 80% chance of success.

Mammon is a red-gold color, and his scaled wings gleam like rubies. His form is bloated and soft looking, but Mammon is very strong. He is otherwise typically diabolic in appearance.

Mephistopheles (Arch-devil)

FREQUENCY: Unique (very rare)
NO. APPEARING: 1
ARMOR CLASS: -6
MOVE: 15"/18" (MC:C)
HIT DICE: 188 hp
% IN LAIR: 70%
TREASURE TYPE: R, X, Z
NO. OF ATTACKS: 2
DAMAGE/ATTACK:
By weapon type +9
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 85%
INTELLIGENCE: Supra-genius
ALIGNMENT: Lawful evil
SIZE: L (9' tall)
PSIONIC ABILITY: 309
Attack/Defense Modes:
All/all
LEVEL/X.P. VALUE: X/49,000
(material form only)



The Eighth Hell is ruled by Mephistopheles. His main aim is to wrest the 7th plane from Baalzebul and, with the strength thus gained, challenge Asmodeus for the overlordship of all the hells. His great iron citadel in the ice mountains of the frozen plane is a place of much plotting and intrigue. The Eighth Hell's outer marches of oozing slime and the steaming fringe beyond, from whence come Mephisto's malebranche and pit fiends, are said to be a constant source of worry to him.

Mephistopheles has a great, 3-tined *fork* +3 which can, upon his command, deliver 3-12 points of cold, electrical, or fire damage, saving throw vs. spells applicable. Each function is usable 3 times per day. These function damage points are in addition to all other damage caused by the weapon.

Mephistopheles can, at will, 1 at a time, 1 per round, use the following spell-like powers as a 20th-level magic-user: *animate dead*, *beguile*, *charm person*, *cone of cold*, *detect invisible*, *detect magic*, *dispel illusion*, *dispel magic*, *geas*, *ice storm*, *illusion*, *invisibility*, *know alignment*, *produce flame*, *polymorph self*, *raise dead fully*, *read languages*, *read magic*, *rulership* once per day, *shape change* once per day, *suggestion*, *teleportation*, *wall of ice*, fulfill another's wish, and *unholy word* once per day. Mephisto causes fear by *gaze* (save vs. spells applicable) or within a 10-foot radius (save vs. rods et al, applicable). He can summon 1-3 ice devils with 90% chance of success.

Mephistopheles is a tall, blue-black humanoid with handsome, if diabolical, features. He has huge muscles as befits his great strength. His scales are sooty black. His wings are deep blue, as are his horns and talons. His eyes are pale blue with red irises and pupils. His normal speech is whispering wind.

Moloch (Arch-devil)

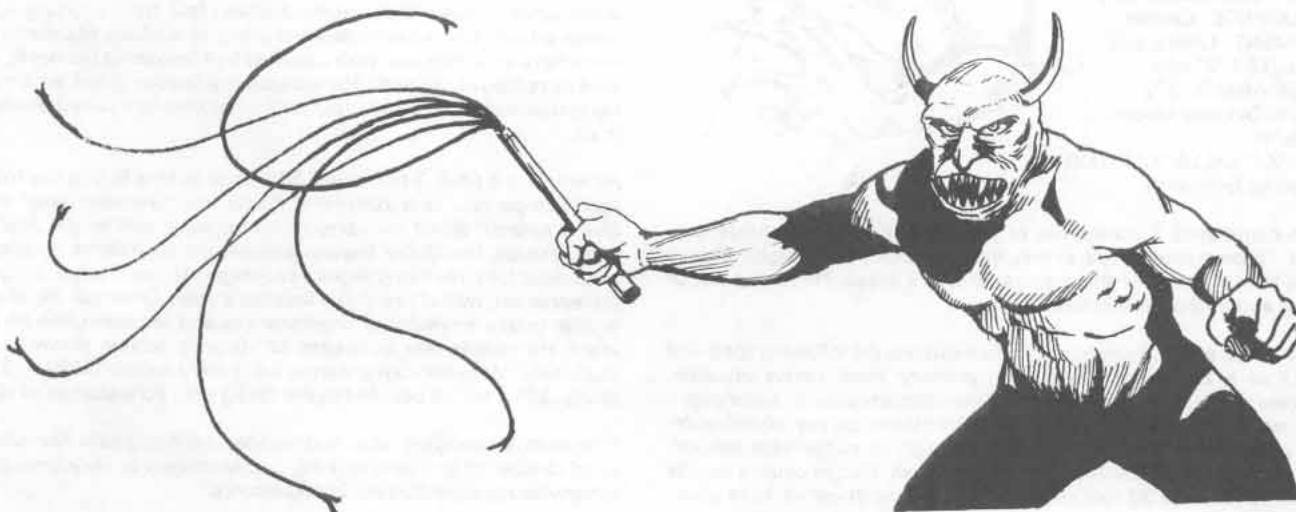
FREQUENCY: Unique (very rare)
NO. APPEARING: 1
ARMOR CLASS: -3
MOVE: 12"
HIT DICE: 126 hp
% IN LAIR: 95%
TREASURE TYPE: I, R, S, T, X
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
8-11/8-11/4-16
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 70%
INTELLIGENCE: Exceptional
ALIGNMENT: Lawful evil
SIZE: L (14 1/2' tall)
PSIONIC ABILITY: 226
Attack/Defense Modes:
All/all
LEVEL/X.P. VALUE: X/42,000
(material form only)



Moloch is a grand duke, viceroy of Baalzebul, and the lord of Hell's Sixth Plane. He is as strong as a hill giant and attacks by grabbing and crushing or piercing with huge hands and taloned fingers and then by biting with his shark-toothed maw. Moloch carries a 6-tailed whip made of unknown, pliable metal. This device delivers 1, 2, or 4 points of damage per tail striking, depending on the charges Moloch expends. He may expend up to 20 charges per turn. Damage is electrical in nature and so greatly feared by less powerful devils. The whip itself has no charges.

Once per turn or melee round, as applicable, Moloch can, at will, use the following spell-like powers as a 20th-level magic-user: *affect normal fires*, *animate dead*, *beguile*, *burning hands* (16 points of damage), *detect invisible*, *detect magic*, *fire charm*, *fly*, *geas*, *illusion*, *know alignment*, *polymorph self*, *produce fire*, *produce flame*, *pyrotechnics*, *raise dead fully*, *read languages*, *read magic*, *suggestion*, *teleport* with no error, *wall of fire*, fulfill another's *limited wish*. Once per day Moloch is able to create a *flame strike*, use a *symbol* of stunning, and pronounce an *unholy word*. When Moloch chooses, he may breathe upon 1-8 persons within 30 feet. Those who fail their saving throw vs. breath weapon will be affected by such fear that they will drop their weapons and flee. He can summon 1-3 horned devils (80% chance of success). Great enmity exists between Moloch and Geryon. If it were not for Baalzebul, there would be open warfare between these two, much to Moloch's detriment and Mephistopheles' delight.

Moloch is a great, square-bodied creature with red-orange skin, short thick arms and legs, and huge square hands and feet. His feet and head are horned. His head is huge with slanting eyes and gaping mouth.



Nupperibo (Least Devil)

FREQUENCY: Common
NO. APPEARING: 10-100
ARMOR CLASS: 9
MOVE: 6"
HIT DICE: 1
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 2 or 1
DAMAGE/ATTACK: 1-2/1-2 or
by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES:
Regenerate 1 point/round
MAGIC RESISTANCE: Standard
INTELLIGENCE: Special
(unratable for spell effects)
ALIGNMENT: Lawful evil
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
I/18 + 1/hp

Nupperibos exist by the hundreds of thousands throughout the hells. They are the remains of all lawful evil creatures not sufficiently malignant to be changed into lemures (q.v.). They are blind, deaf, and unable to speak. They are sensitive to mental commands from stronger devils, and they also sense the presence of their own kind. They readily obey all commands in order to lessen the pain and torment which is the normal lot in the Infernal Region. The normal attack mode of a nupperibo is 2 clawing rakes with its hands. However, when an infernal army is gathered, each member is given some sort of weapon—usually a club, spear, or polearm. The creatures then march and attack blindly but with effect because of the vast numbers gathered into legions and directed by more powerful devils. (Note that, if uncommanded, the hordes of nupperibos will continue to march and attack all things not of the Nine Hells.)

In the Infernal Region or areas of total Evil, nupperibos regenerate at 1 hit point per round, but elsewhere this power is lost. If a holy object (water, weapon) is used against them, regeneration is not possible. Nupperibos which are slain in the cause of evil are 99% likely to be re-formed as Nupperibos. There is, however, a 1% chance that they will be re-formed as lemures of a special sort. These special lemures are those from which the lesser devils are formed. One spending a mere millennium of time as one of these lemures might attain devilhood.

Because of the limited sensory capabilities of nupperibos, no intelligence, per se, can be assigned them. The possible range, were their status changed, would vary from semi- to exceptionally intelligent.

Titivilus (Duke of Hell)

FREQUENCY: Unique (very rare)
NO. APPEARING: 1
ARMOR CLASS: -2
MOVE: 15"/30" (MC:D)
HIT DICE: 86 hp
% IN LAIR: 35%
TREASURE TYPE: G, S, T
NO. OF ATTACKS: 2
DAMAGE/ATTACK:
By weapon type +3
SPECIAL ATTACK: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 75%
INTELLIGENCE: *Supra-genius*
ALIGNMENT: Lawful evil
SIZE: M (5 1/2' tall)
PSIONIC ABILITY: 239
Attack/Defense Modes:
All/all
LEVEL/X.P. VALUE: X/29,000
(material form only)



Titivilus is notorious for his ability to twist words, to use words to confuse, and to confuse those using words. Fittingly, he is the messenger for Dispater. He is not large nor particularly strong, but he is most clever. It is said that Titivilus possesses a silver *sword of wounding*; however, he normally uses his other powers. At will, 1 per round, as applicable, Titivilus can use the following spell-like powers as a 20th-level magic-user: *animate dead, bestow curse, charm person or mammal, chaos, emotion, feeblemind once per day, forget, fumble, hypnotism, illusion, illusionary script, improved invisibility, know alignment, message, misdirection, nondetection, polymorph self, protection from good, suggestion, teleport, tongues, ventriloquism, whispering wind*. Once per day Titivilus can use a *symbol of discord or sleep* (19 levels or hit dice or 99 hit points affected. A saving throw indicates only nodding and dozing with a 1 in 20 chance per round of awakening fully). He causes *fear* by touch only. He can summon 1-4 erinyes (50% chance of success). He regenerates from 1 point of damage per round.

Titivilus appears very similar to a satyr, but he is actually more human looking, save for his bat-like wings. His skin is pale, but his cheeks are slightly ruddy.

Spined Devil (Least Devil)

FREQUENCY: Common
NO. APPEARING: 2-5 or 5-20
ARMOR CLASS: 3
MOVE: 6"/18" (MC:C)
HIT DICE: 3+3
% IN LAIR: 10%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1 and/or 2
DAMAGE/ATTACKS: By
weapon type and/or 1-4/1-4
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 25%
INTELLIGENCE: Low to average
ALIGNMENT: Lawful evil
SIZE: S (3' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/X.P. VALUE:
IV/240 + 4/hp



Spined devils are found on all the planes of Hell, although they are most common on the 2nd, 3rd, 4th, and 5th planes. Spined devils are used as servants, couriers, and the like, for they are too small and weak for most other duties. They often herd lemures.

Attack is usually by weapon, as most spined devils carry a short military fork 4½ feet long. When airborne, they are also able to use their taloned feet to inflict considerable raking damage. The spiked projections of a *spined devil* burst into flame when pulled loose. Up to 12 can be loosed by these creatures when they are flying over an opponent, each inflicting damage as a dart when hits are successful and causing flammable materials to burst into flame. In melee, from 1-4 spines can wound an opponent if the devil chooses to hurl itself upon an antagonist. Hits are automatic, but no other attack is possible.

The following spell-like powers can be used by spined devils, 1 at a time, 1 per round, at will: *affect normal fires, change self, command, produce flame, scare, summon* once per day a barbed devil (5% chance of success).

DIAKK

FREQUENCY: Common
NO. APPEARING: 2-16
ARMOR CLASS: 0 or 3
MOVE: 21" or 12"
HIT DICE: 6+6 or 8+8
% IN LAIR: 25%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1 or 2
DAMAGE/ATTACK: 1-12 or
2-8/2-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 30%
INTELLIGENCE: Low to average
ALIGNMENT: Neutral evil
(lawful)
SIZE: L or M
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VII/1300 + 12/hp



The Glooms of Hades are populated by many monsters, the most common of which are the diakka. Diakka, unlike hordlings (the next most frequently encountered inhabitant of these planes), are more organized and dislike erratic behavior.

The usual attack made by diakka when confronted by obviously strong opponents is to attempt to force them into a compact group. The diakka surround the opponents and use *audible glamer* to make it sound as if more diakka were coming. The largest diakka bound in and out of melee using *jump* and *weakness* as appropriate. If at least 4 of these creatures succeed in circling the opponents while giving out their odd hooting calls and croaks for 4 consecutive rounds, the sounds and rhythm of this circling dance evoke a hypnotic enfeeblement which has an area effect identical to the *ray of enfeeblement* spell. Each subject, regardless of magic resistance, must save vs. spell or become enfeebled as if by a 13th level magic-user, i.e., 40% strength loss for 13 rounds. Once opponents are thus affected, individual diakka use physical attacks and remaining spell-like powers to kill the prey, and then the whole flock feasts. Although these creatures are not too bright, diakka will not attack stupidly. Upon initial contact, the flock's strongest members will assess those encountered for intent and weakness. Weakness will get an opponent in far more peril than hostile intent. Very powerful, hostile creatures will only be attacked if some form of appeasement will not work. No diakk desires to be slain, regardless if it is eaten or not (as they often are by hordlings and other creatures found on the planes). Even other flocks are distrusted, because of the strong rule. Occasionally a diakk will be found on the Prime Material Plane. The appearance is always due to summoning. Nighthags (q.v.) frequently use diakka as guards. Diakka speak the hateful tongue common to Hades. They also speak their own language.

There are two sorts of diakka, the tall (HD 6+6) and the broad (HD 8+8). The differences between the two are noted below, but they are not otherwise separate races, and any group will have an equal or nearly equal mixture of both sorts. In their lair there will always be 13-16 of these creatures.

While a tall diakk can deliver a vicious stabbing attack with its long, sharp bill, and the broad diakk tears with its clawed arms, both sorts of diakka can also employ the following spell-like powers, 1 at a time, 1 per round, at will: *weakness* by touch in attack (1 per day), *jump* (2 per day), *audible glamer* (1 per day), and *enfeeblement* by group only (see above).

Tall diakka resemble huge storks with bills, human-like heads and faces, and thin, human-like arms. Broad diakka resemble huge, squat pelicans with foreshortened bills on human-like heads. Instead of wings, these creatures have short, thick arms with huge, curving claws. Feather color is in sickening hues and combinations and varies wildly, including pea green and rusty-red orange, purple and orange and pink, and dirty yellow. Heads are feathered, but faces are brightly colored and featherless. Legs, bills, feet, claws, etc., are usually black, dark brown, maroon,

or deep green. Tall diakka are very fast and give loon-like cries. Broad diakka are rather slow. They make gobbling croaks and caws while attacking.

DINOSAUR

Dinosaurs are reptiles, their name being derived from the Greek "terrible lizard." They are descended from a variety of the species called thecodonts. All of these reptiles are extremely stupid. Their motivation is primarily hunger. The predatory types are both ferocious and voracious. The herbivorous dinosaurs are likewise insatiable eaters, but they tend to either ignore all noneatable things which do not appear to threaten them or flee in panic from anything they view as dangerous. Certain plant eaters, however, are aggressive in their defense, and these sorts are dangerous.

Marine dinosaurs might overturn vessels to get at the "food" aboard, or they might snatch unsuspecting creatures from the decks of passing ships. Land carnivores will pursue anything that looks or smells edible, only ceasing pursuit when the prey has obviously moved completely out of their grasp. Herbivorous dinosaur herds might stampede in virtually any direction, as long as it is away from one of the big meat eaters. Any creature directly in the path of such a stampede will be carried along or killed if smaller, slower, and weaker.

Several of the creatures listed here are not "true" dinosaurs but are included because they fit into the "lost world" surroundings common to these mighty reptiles. For more information see MONSTER MANUAL I, "Dinosaur."

Ankisauros

FREQUENCY: Common
NO. APPEARING: 2-20
ARMOR CLASS: 7
MOVE: 12"
HIT DICE: 2
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES:
Climbing
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: M (7' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
1/20 + 2/hp

These bipedal herbivores feed either upright or on all fours. If there is vegetation large enough nearby, they will climb it to escape small predators. Their teeth are sharp enough to deliver retaliatory bites upon opponents, but they are non-aggressive.

Camptosaurus

FREQUENCY: Common
 NO. APPEARING: 2-16
 ARMOR CLASS: 7
 MOVE: 9" (stampede at 18" rate)
 HIT DICE: 1-3
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 0
 DAMAGE/ATTACK: 0
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: S, M, or L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 II/5 + 1/hp



These slow, exceptionally stupid creatures are easy prey for any hungry predator. They are typically too stupid to run until one of their number is killed. Anyone caught in a stampede of these creatures must save vs. death ray or be crushed to death. A herd will be composed of small, medium, and large individuals.

Compsognathus

FREQUENCY: Common
 NO. APPEARING: 1-12
 ARMOR CLASS: 5
 MOVE: 10"
 HIT DICE: 1 minus 1
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-3
 SPECIAL ATTACKS:
 Surprise on 1 to 3 on 1d6
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: S (1 1/2 feet tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 I/5 + 1/hp



Compsognathus is a very small carnivorous dinosaur of the Jurassic period. These creatures often hunt in groups. Their small size allows them to hide, even in packs, and surprise prey. Attacks at night might occur on sleeping prey, as the compsognathus tends to be nocturnal.

Dacentrurus

FREQUENCY: Uncommon
 NO. APPEARING: 2-8
 ARMOR CLASS: 3/6
 MOVE: 9"
 HIT DICE: 10
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-16
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L (15' long, 6' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VI/900 + 14/hp

This creature appears to be a stegosaur with long, sharp spikes instead of plates along its back and tail. It is also an aggressive defender, dwelling mainly in areas of heavy vegetation. When attacked, its active defense allows it 75% probability of being armor class 3. Attackers are also 25% likely to have to stand an attack resulting in 1-8 points damage when striking at this dinosaur's neck, back, or tail. The dacentrurus continually turns itself so that its lashing tail can strike opponents.

Deinonychus

FREQUENCY: Rare
 NO. APPEARING: 1-6
 ARMOR CLASS: 4
 MOVE: 21" (+1" jump)
 HIT DICE: 4+1
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK:
 1-2/1-2/2-8
 SPECIAL ATTACKS:
 Gutting talons for 2-12
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L (12' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 III/130 + 5/hp



This fast carnivore uses speed, its long, grasping forearms, its large teeth, and its hind legs with ripping talons in terrible combination. It hunts by running at prey, leaping, and delivering gutting rakes with its rear legs as it claws and bites. The jumping rear talon attack is at +2 to hit and delivers 2-12 points of damage. As these dinosaurs are only about 6 feet tall, they could be mistaken for relatively harmless creatures.

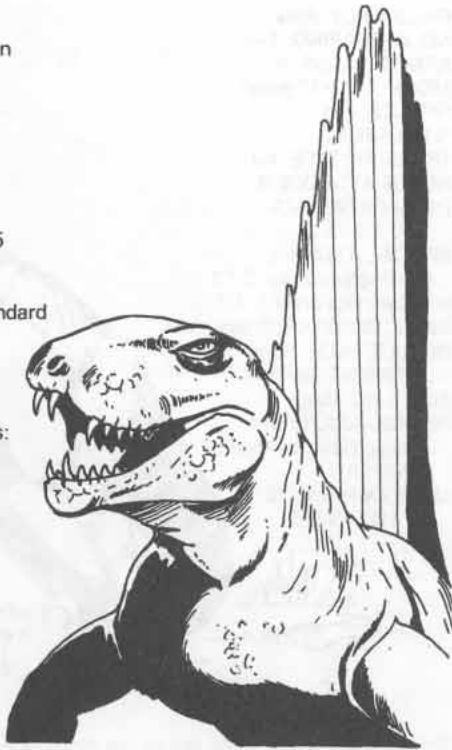
Dilophosaurus

FREQUENCY: Rare
NO. APPEARING: 1-3
ARMOR CLASS: 5
MOVE: 18" (+1" jump)
HIT DICE: 8+2
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
2-12/2-12/1-6
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: L (20' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VI/600 + 12/hp

The weak skull of this monster prevents strong jaw muscle attachments, so it uses its taloned hind feet, especially its spurs, to inflict horrible wounds on its prey, while its snaky neck strikes to deliver biting damage. It prefers open areas to jungle, and seldom ventures into areas thick with trees. Dilophosaurus often hunts with one or more of its kind, seeking a large dinosaur to kill for a feast.

Dimetrodon

FREQUENCY: Uncommon
NO. APPEARING: 1 or 2
ARMOR CLASS: 4
MOVE: 12"//6"
HIT DICE: 3 to 5
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 6-15
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: L (9' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
III/65 + 4/hp



The "sail-backed" dimetrodon is a fierce predator of the lower Permian period. It is alligator-like and is actually a reptile, not a dinosaur. Its ability to swim is questionable but likely. Its powerful bite makes up for its lack of claw attacks.

Euparkeria

FREQUENCY: Common
NO. APPEARING: 2-8
ARMOR CLASS: 5
MOVE: 15"
HIT DICE: 1+1
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-5
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: S (3' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
I/20 + 2/hp



A small dinosaur ancestor of the lower Triassic period, the carnivorous euparkeria is about the size of a small dog. It is found in groups of 2-8, which will attack 1-2 figures of small size or a single man-sized figure if 3 or more are present. If sufficiently hungry, a pack will stalk and attack even a large group of prey, especially if one of the intended victims is wounded.

Kentrosaurus

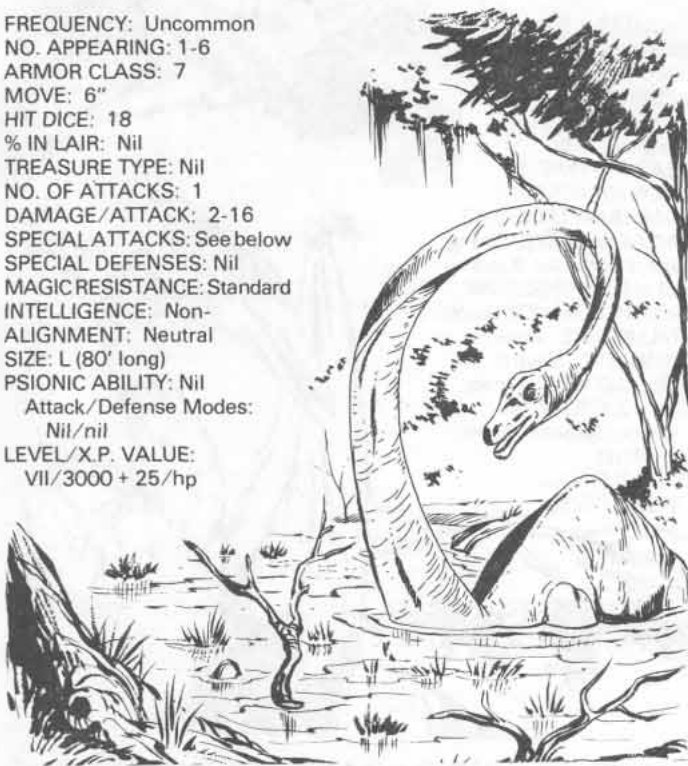
FREQUENCY: Uncommon
NO. APPEARING: 1-6
ARMOR CLASS: 2/6
MOVE: 9"
HIT DICE: 11
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-16
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: L (16'+ long, 6'+ tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VII/2000 + 16/hp



This dinosaur appears to be a cross between a stegosaur and a dacentrurus. The spine area is protected by bony back plates from neck to hip sockets. Behind this, sharp, backward-pointing spikes run to the tail tip. It turns its tail toward enemies. Creatures attacking its rear third have a 25% chance of suffering an attack resulting in 1-8 points damage. It is 80% likely that it will defend at armor class 2. Kentrosaurus is also a jungle dweller. (Cf., "Dacentrurus," "Stegosaurus.")

Mamenchisaurus

FREQUENCY: Uncommon
NO. APPEARING: 1-6
ARMOR CLASS: 7
MOVE: 6"
HIT DICE: 18
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-16
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: L (80' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VII/3000 + 25/hp



This swamp dwelling herbivore is very long and resembles a skinny diplodocus (q.v.). It uses its 35-foot long neck to browse and, to prevent body exposure to lurking predators, keeping its body submerged in water. It will strike only in defense, but if it accidentally steps on some small creature (such as a human), it will inflict 3-24 points of damage.

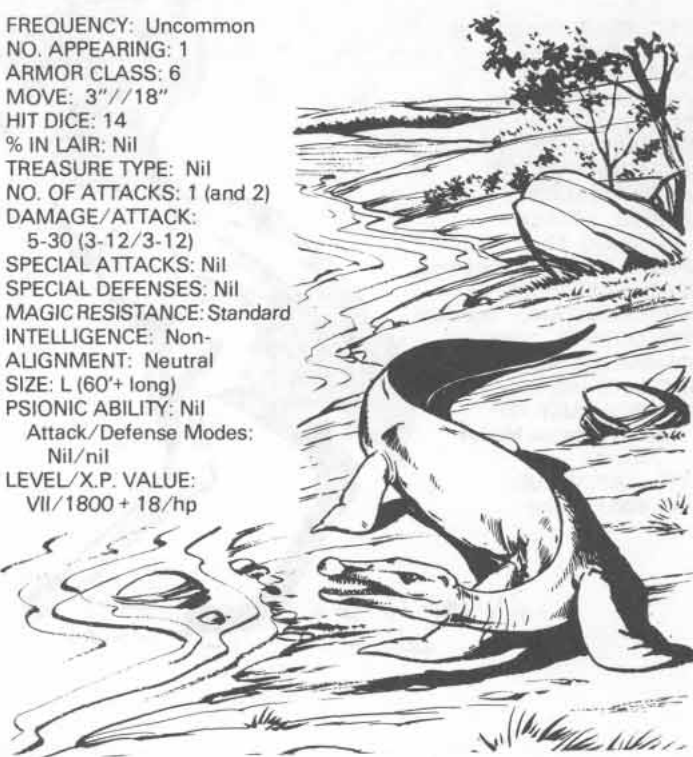
Massopondylus

FREQUENCY: Uncommon
NO. APPEARING: 4-16
ARMOR CLASS: 5
MOVE: 15"
HIT DICE: 7
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-12
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: L (18'+)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
IV/225 + 8/hp

This seemingly peaceful herbivore is well equipped with long, sharp teeth for defensive biting. If attacked, these creatures will deliver swift bites and then run away. They are stupid, and any approach by strange creatures can be interpreted as an attack.

Nothosaurus

FREQUENCY: Uncommon
NO. APPEARING: 1
ARMOR CLASS: 6
MOVE: 3"/18"
HIT DICE: 14
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1 (and 2)
DAMAGE/ATTACK:
5-30 (3-12/3-12)
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: L (60'+ long)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VII/1800 + 18/hp



The nothosaurus is a particularly aggressive marine dinosaur. It dwells in tropical seas, always seeking prey. It lumbers on its flippers when on land but swims rapidly. When in a frenzy it will lash with its huge foreflippers, causing damage only to soft-skinned or small creatures. Its usual attack is a darting bite, the long neck moving the head at great speed.

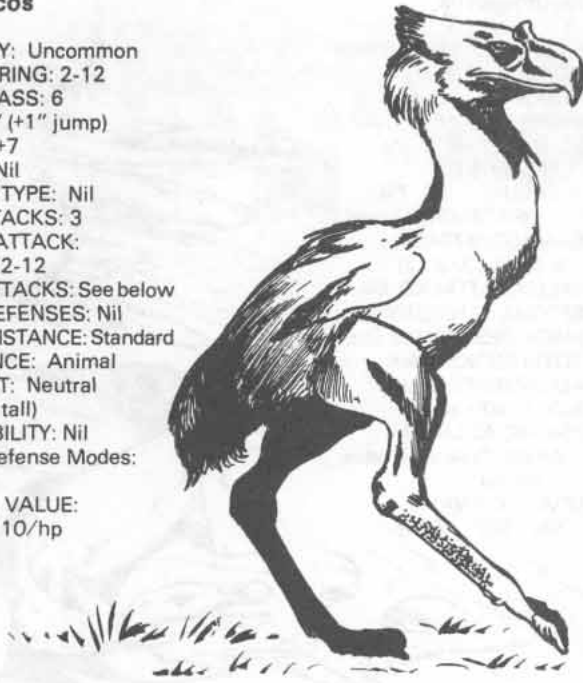
Ornitholestes

FREQUENCY: Rare
NO. APPEARING: 2-12
ARMOR CLASS: 4
MOVE: 24"
HIT DICE: 2
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-8
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: M (6-1/2' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
I/20 + 2/hp

These exceptionally fast carnivores that roam the Jurassic plains hunt small prey from insects and eggs to creatures their own size. Although quite light in weight, they are difficult to strike due to their speed. Ornitholestes will attack larger creatures if they significantly outnumber the victims and are sufficiently hungry.

Phororhacos

FREQUENCY: Uncommon
NO. APPEARING: 2-12
ARMOR CLASS: 6
MOVE: 15" (+1" jump)
HIT DICE: 7+7
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
1-4/1-4/2-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: L (10' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VI/600 + 10/hp



The phororhacos is a nonflying bird of the Miocene period. It is a fearless killer, often attacking even if outnumbered. When jumping to attack (which it will always do initially), its claw attacks inflict double damage (2-8/2-8). This creature is not a dinosaur but could survive in conditions which support such life forms.

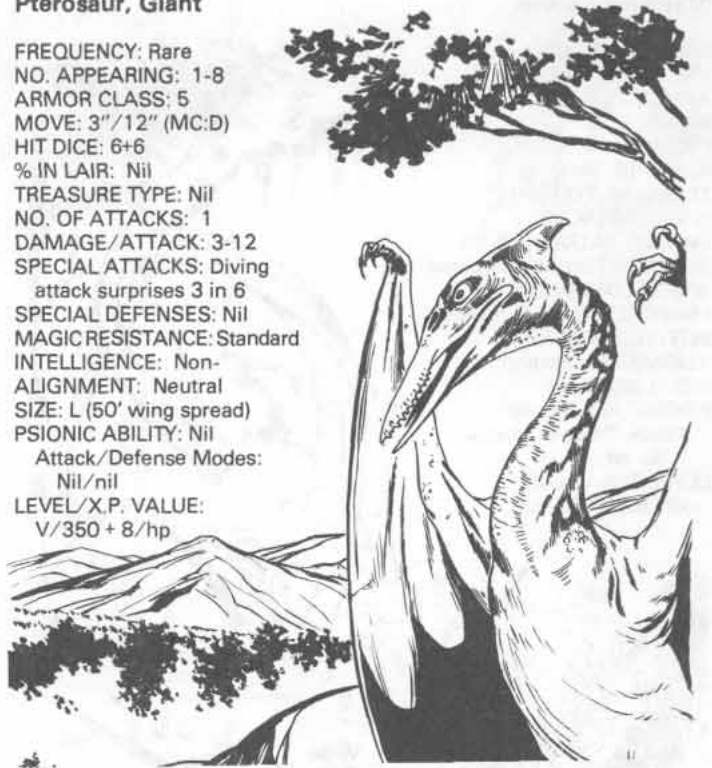
Podokesaurus

FREQUENCY: Uncommon
NO. APPEARING: 3-12
ARMOR CLASS: 4
MOVE: 21"
HIT DICE: 2+2
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1/1/2-5
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: S (10' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
III/35 + 3/hp

These swift carnivores hunt in packs across the grassy plains of the Triassic. They flee larger predators but ruthlessly pursue any creature they perceive as prey. Although 10 feet long from snout to tail, a podokesaur is thin and light in weight. Thus, these creatures are very fast and usually attack first. Their speed also accounts for their fine armor class.

Pterosaur, Giant

FREQUENCY: Rare
NO. APPEARING: 1-8
ARMOR CLASS: 5
MOVE: 3"/12" (MC:D)
HIT DICE: 6+6
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-12
SPECIAL ATTACKS: Diving
attack surprises 3 in 6
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: L (50' wing spread)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
V/350 + 8/hp



This ghastly looking creature, with a 10-foot long snake-like neck and long jaws, is a nightmare to behold. Even though its lower jaw has no teeth, it can inflict great wounds when swooping upon prey. If it surprises an opponent, it has swooped down at double speed to attack, and its chance to hit is 4 and damage thus inflicted is double. Although a pterosaur weighs only about 75 pounds, it can carry prey of 3 or 4 times that weight.

Struthiomimus

FREQUENCY: Uncommon
NO. APPEARING: 1-6
ARMOR CLASS: 6
MOVE: 18"
HIT DICE: 6+3
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
1-2/1-2/2-8
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: L (16' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
IV/225 + 8/hp

This Upper Cretaceous dinosaur is omnivorous. It will have to be very hungry to attack men, but smaller humanoids and demihumans will be seen as likely food items. It generally prefers areas of tall grass as its habitat.

Tanystropheus

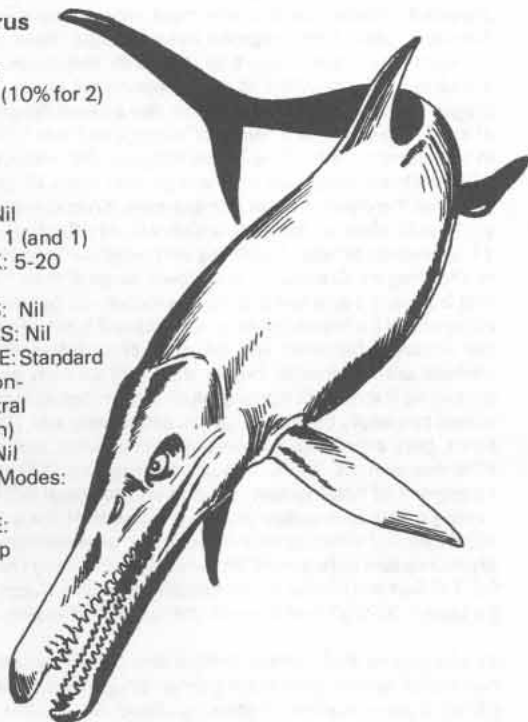
FREQUENCY: Rare
 NO. APPEARING: 1
 ARMOR CLASS: 5
 MOVE: 6"/18"
 HIT DICE: 6+6
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 5-12
 SPECIAL ATTACKS:
 Surprises 5 in 6
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L (31'-40' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 V/375 + 10/hp



This creature resembles a snake with thin, projecting legs, the rear set webbed for swimming. About half its length is neck and head. The head and jaws are long, the latter being filled with many sharp teeth. Compared to its body the head is small. This carnivore lurks along river banks and swamp edges, prowling through the waters. When attacking by surprise, it strikes at +2 to hit. If the victim is under 500 pounds in weight, the monster will drag it into the water to further attack and devour it.

Tennodontosaurus

FREQUENCY: Rare
 NO. APPEARING: 1 (10% for 2)
 ARMOR CLASS: 4
 MOVE: //24"
 HIT DICE: 10
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1 (and 1)
 DAMAGE/ATTACK: 5-20
 (and 2-12)
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L (30'+ length)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VII/1500 + 14/hp



This monster is a large ichthyosaur (q.v.). Although it is not a dinosaur, it thrives in the same marine habitats as do mosasaurs, for example. Its speed and ferocity allow it to compete for prey with any creature. When in a feeding frenzy, a tennodontosaurus will strike with its powerful tail, inflicting damage on any creature behind it which is struck by this lashing. It will attack fearlessly or fight other predators for choice food.

DRACOLISK

FREQUENCY: Very rare
 NO. APPEARING: 1-2
 ARMOR CLASS: 3
 MOVE: 9"/15" (MC:E)
 HIT DICE: 7+3
 % IN LAIR: 35%
 TREASURE TYPE: C, I
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK:
 1-6/1-6/3-12
 SPECIAL ATTACKS: Breath
 weapon, gaze weapon
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low to average
 ALIGNMENT: Chaotic evil
 SIZE: L (15'-20' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VII/2200 + 12/hp



The dracolisk is said to be the offspring of a rogue black dragon and a basilisk of largest size. The result is a deep brown, dragon-like monster that moves with relative quickness and can fly, but only for short periods—a turn or two at most. This 6-legged horror can attack with its taloned forelegs and deliver vicious bites. In addition, it can spit a 1/2" wide stream of acid up to 3" distance, hits causing 4-24 (4d6) points of damage, half-damage if save vs. breath weapon is successful. This it can do 3 times per day. Worse still, the eyes of a dracolisk can petrify any opponent within 20 feet if the monster's gaze is met. Because of its hooded eyes with nictating membranes, the monster is 90% impervious to having its own gaze reflected. Opponents meleeing a dracolisk and seeking to avoid its gaze will fight at -4 on their to-hit dice rolls.

Chances of meeting the gaze of a dracolisk or any large creature using a gaze weapon are as follows (add 1 if the creature is man-sized, such as a medusa, and 2 if the creature is small):

Character is —

Completely surprised	9 in 10
Surprised	7 in 10
Viewing monster	5 in 10
Attacking normally	3 in 10
Avoiding gaze	1 in 10

Dracolisks cannot use spells, and they speak only a very limited type of black dragon language. If a dracolisk is surprised, it is because the creature is sleeping. Note, however, that a dracolisk can never be subdued. The gaze of a dracolisk extends into the Astral and Ethereal Planes, just as does that of a basilisk (q.v.).

DRAGON

Dragons have 3 general size categories, small, average, and huge, according to the size typical of each. This categorization is determined by die roll. An 8-sided die is rolled; 1-2 = small, 3-7 = average, 8 = huge. This size determination indicates the number of hit dice a dragon has.

Dragons pass through 8 ages in their lives. These growth stages are:

1 = very young (1-5 years)	1 hp per die
2 = young (6-15 years)	2 hp per die
3 = subadult (16-25 years)	3 hp per die
4 = young adult (26-50 years)	4 hp per die
5 = adult (51-100 years)	5 hp per die
6 = old (101-200 years)	6 hp per die
7 = very old (201-400 years)	7 hp per die
8 = ancient (40+ years)	8 hp per die

To determine the age (and thus the number of hit points per die a dragon has) simply roll an 8-sided die, the number rolled indicating the age as shown above.

All dragons see equally well in daylight or darkness (infravision, 60 feet). They have excellent sight, smell, and hearing. Because of these keen

senses, all dragons are able to detect hidden or invisible creatures within 1" per age level. Dragons also develop the power to panic enemies as they mature. At adult age and older they radiate a powerful aura which causes a fear reaction when a dragon flies overhead or charges, as follows:

All creatures under 1 hit die, as well as noncarnivorous creatures of any sort which are not trained for warfare or are not basically fearless or aggressive will flee in panic. Such rout will be made at fastest speed possible, and it will continue for 4-24 turns.

Creatures with fewer than 3 hit dice must save vs. spell or be paralyzed with fear (50%) or panic as above (50%).

Creatures with 3 or more hit dice will fight at a penalty of -1 on their to-hit rolls unless they also save vs. spell.

Creatures with 6 or more hit dice automatically disregard the aura effect.

The aura of adult, old, and very old dragons is not as powerful as that of ancient dragons, so saving throws applicable to their auras are at +5, +3, and +1, respectively. Thus, a 2nd-level fighter, normally needing a 16 or better to save against spell (the dragon's aura in this case), would gain a bonus of +5 on his saving throw versus an adult dragon's aura; thus any score of 11 or more would avoid the panic.

A considerable percentage of dragons have the ability to speak 1 or more human languages in addition to the language of their species. Similarly, a fair number of dragons that can speak are able to employ magic spells. The chances for either of these abilities occurring in any individual dragon are shown under that species. The chance that any given dragon will be asleep will also be given. Details on attacking or subduing a dragon can be found in MONSTER MANUAL I.

Treasure: Very young dragons will usually have no treasure, but there is a 10% chance that they will have one-quarter the possible listed treasure. Young dragons have 25% chance for one-quarter the possible listed treasure. Subadults have a 50% chance for one-half the possible listed treasure. Young adults and old dragons have normal treasure. Very old and ancient dragons are 50% and 75% likely to have 150% and 200%, respectively, of the listed treasure.

Saving Throws: When a dragon attains 5 or more hit points per die, its saving throw is calculated by dividing its total hit points by 4, thus giving a higher number of hit dice than it actually has. This reflects the magic resistance and general toughness of this creature. Conversely, even a very young dragon gains the benefit of the actual number of its hit dice, (even though the hit points/die are but 1 each) for determining scores required. This reflects the same nature of dragonkind, i.e., magic resistance and toughness.

Cloud Dragon (Draco Cumulus Welkin)

FREQUENCY: Very rare
NO. APPEARING: 1 or 2
ARMOR CLASS: 0 or -3
MOVE: 6"/39"
HIT DICE: 12 - 14
% IN LAIR: 25%
TREASURE TYPE: R,T,X,Z
NO. OF ATTACKS: 4
DAMAGE/ATTACK:
1-10/1-10/3-36/3-12
SPECIAL ATTACKS: Breath
weapon, magic use
SPECIAL DEFENSES:
Magic use
MAGIC RESISTANCE: Standard
or 50%
INTELLIGENCE: Genius
ALIGNMENT: Neutral
SIZE: L (66' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
X/6100 + 10/hp + 100/hp
over 48



Cloud dragons are most solitary creatures, and 95% of all encounters will be with a lone individual. In cases where 2 are found, they will be a mated pair of adults (1d4 +4 for age category determination). Cloud dragons are sky-dwelling creatures. While some live in caves which are shrouded by clouds, most (75%) dwell on cloud islands and lair there (cf., "Cloud Giant"). They dislike intrusion and will either avoid contact with or attack unwanted visitors.

It is 75% unlikely that a cloud dragon can be distinguished from a normal cloud, as all of these creatures can assume a cohesive gaseous form at will. Not only is recognition difficult, but gaseous armor class is -3. However, their only attacks while in cloud form are spells. In order to physically attack, the dragons must assume solid form (armor class 0). Similarly, solid form negates innate magic resistance. Attack routine consists of a claw/claw/bite/tail-lash sequence. The latter mode of attack is useful only if 1 or more opponents are at the rear of the cloud dragon's position. Three times per day a cloud dragon can exhale a blast of air. This airblast is 3" wide, 3" deep, and from 12-14" long (according to the number of hit dice of the dragon). All creatures caught within it will be blown around if they weigh less than 10 pounds times the hit points of the cloud dragon. For example, an ancient cloud dragon of huge size could blow an airblast which would affect all creatures weighing 1120 pounds or less. Tumbling and wind damage is 1 point per hit point of the dragon. Creatures not blown around take half normal damage, this from wind and wind-borne particles. All paper and similarly flimsy objects will be blown away or shredded if held and torn free. Garments not securely fastened will be torn off or tattered. Objects with large surface areas (shields, boxes, etc.) will be torn away and battered or broken as if struck a crushing blow. Creatures able to hold on to a secure object can apply their strength to effectively add 10 points per strength point, plus any weight allowance (in pounds, not gold pieces) to their effective weight. Thus, a human weighing 200 pounds with 18/00 strength and holding fast to a tree would equal 680 pounds weight. No saving throw is possible unless a victim is at the edge of the airblast; if so, either full effect or half-effect must be determined. All fully affected creatures and objects will be tumbled back along the path of the airblast for 1-6 feet per hit die of the breathing dragon. Light, flimsy objects will be blown 20-200 feet beyond the range of the airblast.

In addition to their attack modes and breath weapons, cloud dragons have spell ability. Spells are gained at age categories, as follows: 1-fog cloud, 2-precipitation, 3-stinking cloud, 4-cloudburst, 5-call lightning, 6-weather summoning, 7-control weather, 8-control winds. Each spell is usable twice per day and performed at a level equal to the dragon's hit dice.

Precipitation causes a brief shower (12-14 segments) up to HD" away from the dragon in a cylinder 12" high with a diameter of 3". This rain will completely dampen small flames such as candles and causes small fires to smoulder for 1 round but will not affect large fires. All but the

most porous surfaces will be wetted. Any very hot creature, such as a salamander, will take 1 point of damage for each segment in the rain. Saving throw applies.

Cloudburst affects a cylinder 6" high with a diameter of 3" up to HD" away from the dragon and precipitates all the water in the air into huge drops, drenching everything and extinguishing all normal fires. Magical fires will be extinguished as well, with permanent magical fires relighting in 1-2 rounds and re-lightable flames extinguished until rekindled. Spells such as *burning hands* and *produce flame* will be negated, and a *fireball* or similar spell will be extinguished, creating a cloud of steam doing 1-3 points of damage (2-6 for cold-using creatures) to all within it for 2-5 rounds.

Cloud dragons have their own dialect of draconian speech, although they can converse with all other sorts of dragons. All cloud dragons can converse, if but haltingly, in the human common tongue as well.

Cloud dragons appear to be fringed and frilled gold dragons. Coloration depends on surroundings and mood, ranging from dark gray (angry) through pearly white (neutral) to golden or rose-colored (satisfied or very pleased). In solid form they have a translucent, opaline coloration with color specks reflecting mood.

Faerie Dragon

FREQUENCY: Very rare
 NO. APPEARING: 1-6
 ARMOR CLASS: 5
 (1 when invisible)
 MOVE: 6"/24" (MC:A)
 HIT DICE: See below
 % IN LAIR: 25%
 TREASURE TYPE: S, T, U
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-2
 SPECIAL ATTACKS: Breath
 weapon, magic use
 SPECIAL DEFENSES: Invisibility
 MAGIC RESISTANCE:
 See below
 INTELLIGENCE: High to genius
 ALIGNMENT: Chaotic good
 SIZE: S (1-1 1/2' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 CHANCE OF:
 Speaking: 90%
 Magic use: 100%
 Sleeping: 40%
 LEVEL/X.P. VALUE:
 V/280 + 4/hp



This chaotic offshoot of the pseudodragon lives in peaceful, tangled forests in all climes, often with a group of sprites or pixies.

Faerie dragons can become invisible at will. They are able to attack or employ magic or breath weapons when invisible. They attack as 4 hit dice monsters, biting for 1-2 points of damage. However, the faerie dragon is much more likely to use its breath weapon of "euphoria" gas. The creature expels the gas in a 2-foot diameter spherical cloud—just enough to give the target a good dose! A victim failing to make his or her saving throw vs. breath weapon will wander blissfully about for 3-12 rounds, during which time he or she will be unable to attack and will have an effective armor class 10% worse than normal. The victim will be able to keep his or her mind on the situation and surroundings only as long as he or she makes a saving throw of intelligence or less on 1d20 during each round the effect of the gas lasts. As soon as a victim fails an intelligence saving throw, he or she will completely lose interest in the matters at hand, indicating that the gas has had its maximum euphoric effect.

The faerie dragon will never attack directly by any means unless cornered or defending its lair. However, the faerie dragon will use its magic at any opportunity to wreak mischief on passersby. Most (65%) faerie dragons will employ magic-user spells as per a magic-user of the level indicated on the accompanying chart; 35% will use druid spells. All their

spells are chosen solely for their mischief potential. Offensive or defensive spells will never be learned unless the particular faerie dragon has thought up an exquisite prank using some such spell. All faerie dragons will learn water breathing and legend lore at the first opportunity. Though many faerie dragon pranks are spur-of-the-moment affairs, months of preparation often go into a single grand practical joke.

Faerie dragons enjoy swimming and diving. They can hover and are maneuverability class A. They eat fruit, roots, tubers, nuts, honey, and grains and may go to great lengths to get a fresh apple pie.

All faerie dragons can communicate telepathically with one another at a distance of up to 2 miles. They speak their own language and their alignment tongue plus the languages of sprites, pixies, elves, and the birds and animals in their area. They frequently use forest creatures to help them in their pranks.

Faerie dragons appear as thin, miniature dragons with long, prehensile tails, butterfly wings, and huge smiles. Their colors range through the spectrum from red for the very young to purple for ancient individuals, as shown on the accompanying chart. Females' hides shine with a bright golden tinge in the sunlight, while males have a silver tinge.

Suggested spells for faerie dragons are given below. The DM should keep in mind that spell choice is bounded only by imagination and that a faerie dragon will never have damage to the victim as its aim.

Magic-user Spells

- 1st level: *dancing lights, message, sleep, unseen servant, ventriloquism*
- 2nd level: *audible glamer, forget, levitate, magic mouth, pyrotechnics*
- 3rd level: *fly, phantasmal force, slow, suggestion, water breathing*
- 4th level: *fire charm, fumble, hallucinatory terrain, polymorph other, polymorph self*
- 5th level: *distance distortion, Mordenkainen's faithful hound, telekinesis, transmute rock to mud, wall of force*
- 6th level: *control weather, legend lore, project image*
- 7th level: *limited wish, simulacrum*
- 8th level: *Otto's irresistible dance*

Druid Spells

- 1st level: *animal friendship, entangle, faerie fire, pass without trace, speak with animals*
- 2nd level: *charm person or mammal, create water, obscurement, trip, warp wood*
- 3rd level: *plant growth, pyrotechnics, stone shape, water breathing*
- 4th level: *summon animal (I), call woodland beings, control temperature within 10-foot radius, speak with plants*
- 5th level: *animal growth, control winds, transmute rock to mud*
- 6th level: *transport via plants, weather summoning*
- 7th level: *animate rock*

Dragon Ages

Color	Magic Resistance	Magic-user Level	Druid Level
Red	12%	2	3
Red-orange	24%	4	4
Orange	35%	6	5
Yellow	48%	8	6
Green	60%	10	8
Blue-green	72%	12	10
Blue	84%	14	12
Purple	96%	16	14

Age Level	HP	Age
1	1-2	Very young
2	3-4	Young
3	5-6	Sub-adult
4	7-8	young adult
5	9-10	Adult
6	11-12	Old
7	13-14	Very old
8	15-16	Ancient

Mist Dragon (Draco Nebulus Obscura)

FREQUENCY: Rare
 NO. APPEARING: 1 or 2
 ARMOR CLASS: 1 or -2
 MOVE: 6"/33"
 HIT DICE: 9 - 11
 % IN LAIR: 35%
 TREASURE TYPE: X,Y,Z
 NO. OF ATTACKS: 4
 DAMAGE/ATTACK:
 1-4/1-4/2-24/2-8
 SPECIAL ATTACKS: Breath
 weapon, magic use
 SPECIAL DEFENSES: Magic use
 MAGIC RESISTANCE:
 Standard or 30%
 INTELLIGENCE: Exceptional
 ALIGNMENT: Neutral
 SIZE: L (51' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 CHANCE OF SLEEPING: 20%
 LEVEL/X.P. VALUE:
 VIII/3450 + 5/hp + 50/hp
 over 36



Mist dragons are solitary creatures, and it is only 10% likely that a mated pair will be encountered. These creatures are found only near waterfalls, seacoasts, or in areas where rainfall is heavy, i.e., rain forests. A mated pair will always be adults or older (1d4+4 for age category determination). The lair is always some great natural cave, cavern, or similar place. At least 50% of the time encounters with mist dragons will not be recognized as such unless the creature(s) so desires. Mist dragons can assume a cohesive gaseous form and appear as mist, which is their favored state. If annoyed or threatened, they will, of course, assume solid form and attack. In their mist form they are armor class -2 and have 30% magic resistance. In solid form, they are armor class 1 and have standard magic resistance. Only spells can be cast in gaseous (mist) form. Other attacks require a substantial body.

The normal attack routine of a mist dragon consists of a double clawing, a bite, and a lash with its jagged-scaled tail. The latter attack form is effective only if opponents are at the rear. Three times per day a mist dragon can breathe out a cloud of misty vapors. This is a cloud of 3" width, 9" length, and 3" depth. All air-breathing creatures within the cloud are blinded for 1-4 rounds and must save vs. breath weapon or suffer 3-12 points of drowning damage each round they remain within the cloud. Creatures who succeed in saving vs. the cloud of wet mist are coughing and choking but sustain only 1-4 points of drowning damage per round. The mist persists for 5-8 rounds, depending on wind conditions.

A mist dragon is not affected by such a cloud. Mist dragons are able to employ the following spells, each gained at the appropriate age cate-

gory: 1=precipitation (9-11 segments), 2=create water, 3=water breathing, 4=zephyr, 5=predict weather, 6=cloudburst, 7=gust of wind, 8=airy water. (See "Cloud Dragon" for precipitation and cloudburst; see below for zephyr.) Performance is at a level equal to the dragon's hit dice. Each is usable twice per day. Mist dragons speak their own dialect of draconian but can converse with virtually all other sorts of dragons as well. Most know a smattering of Common.

Mist dragons resemble gold dragons in body form. They are semitransparent even in material form and have a grayish-white to blue-white color.

Zephyr: By means of zephyr a gentle draft of air moves from the spell caster and travels in the direction he or she is facing. It continues until the area of effect is equalled. The force of the spell is sufficient to cause small flames to waver and dance. It fans flames and fires of larger size, making them hotter (+1 on damage dice, if applicable). It will hold back moving clouds of vapors, such as a cloud kill, for 1 round. It will weaken such vapors as fog cloud and wall of fog so as to reduce their duration by one-half. It will move stagnant air, vapors, or even poisonous gas backwards by 1", and this force also reduces their duration and potency by one-half, unless the vapors or gas are renewed at some source. Duration: 1 segment; range: 0; area of effect: 1" path, 1/2" per level in length; casting time: 2 segments.

Shadow Dragon

FREQUENCY: Very rare
 NO. APPEARING: 1 (75%)
 2 (25%)
 ARMOR CLASS: -2
 MOVE: 18"/24" (MC: E)
 HIT DICE: 4-6 (each +1)
 % IN LAIR: 40%
 TREASURE TYPE: See below
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK:
 2-5/2-5/3-12
 SPECIAL ATTACK: See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: 20%
 INTELLIGENCE: Very to genius
 ALIGNMENT: Neutral evil
 SIZE: L (20'-30' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 CHANCE OF:
 Speaking: 100%
 Magic use: See below
 Sleeping: 50% in daylight,
 5% otherwise
 LEVEL/X.P. VALUE:
 IV/245 + 5/hp



The shadow dragon is nocturnal, subterranean, or found on planes of dimness such as Shadowland. The species is also independent and solitary. Only occasionally will a mated pair be encountered. The female lays a clutch of 5-8 eggs in a dark place, and the first one to hatch quickly devours the others. Shadow dragons cannot abide either very hot climates or arctic conditions, but they thrive in cooler temperate regions.

Shadow dragons prefer to walk rather than fly, for they are poor flyers and tire in a few turns. The size of a shadow dragon determines its hit dice. Twenty-five percent are small (all female), 50% are average, and 25% are large (all male). Age determines pips per hit die, as with all dragons, but a shadow dragon always has +1 per die, so a very young dragon (hatchling) has 2 pips per die and an ancient specimen 9 pips per die.

The visual capabilities of a shadow dragon are inferior in bright light. They see normally (at least 100% of human daylight standard) in starlight. They have ultravisual capability and very superior infravision (180 feet).

All shadow dragons speak the tongue of all evil dragons and from 1-4 additional languages (intelligence 11-12 = 1 language, 13-14 = 2, etc.).

Those of 17-18 intelligence are able to use illusionist spells of 3rd-4th levels, 2 spells per level, attained from adult age. Thus an adult shadow dragon with 17 or 18 intelligence will have 2 illusionist spells of 1st level; an ancient one of 18 intelligence will have 2 each of 1st-4th levels. Normal clawing and biting attack typically follows a breath attack. The breath weapon of a shadow dragon is a cloud of darkness 40-feet long, 30-feet wide, and 20-feet high. This tangible stuff blinds those within its confines, even those with infravision capabilities, and lowers their life energy so as to leave them only 25% of their usual vitality (level or hit dice; 50% if a saving throw is successful) for as many turns as the dragon has age categories. Spells will be lost permanently from such exposure until relearned or regained normally. Exposure does not affect a shadow dragon at all, of course.

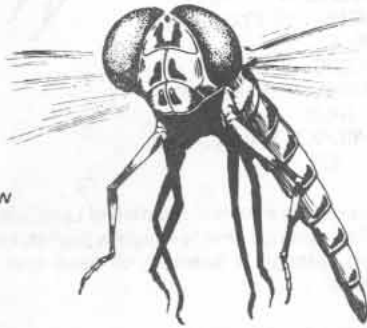
All shadow dragons have the ability to hide in shadows as a 10th level thief. Due to their nature and substance, they can be harmed only by magic weapons. They are immune to life level loss of all types. Shadow dragons cannot be subdued and sold.

The hoard of a shadow dragon is typically of 10-80 gems of opaque substance and dark hue, black being preferred. It prizes items connected with shadows and darkness and will try to destroy magic which deals with fire and/or light. Likewise, the spells used will not be those of light or fire.

Shadow dragons appear as wormlike dragons of lighter and darker shadows. The bat-like wings are semitransparent, as is most of the body. If someone is trying to spot a shadow dragon, the eyes, pools of feral gray opalescence, are the easiest to detect. Then, however, it is usually too late.

DRAGONFLY, GIANT

FREQUENCY: Rare
NO. APPEARING: 1-6
ARMOR CLASS: 3
MOVE: 1"/36" (hover) (MC:B)
HIT DICE: 7 (8+1-8)
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-12 (4-16)
SPECIAL ATTACKS:
 +2 on initiative
SPECIAL DEFENSES: See below
MAGIC RESISTANCE:
 Save as 16th-level magic-user
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VI/525 + 8/hp



Unlike their small cousins, giant dragonflies are dangerous predators known to hunt humans. Because of their fearless nature and voracious appetites, these huge insects hunt not only all other sorts of similar creatures but prey on any warm-blooded creature as well. Giant dragonflies are found from subtropical to temperate regions. Even larger specimens exist in tropical areas, and statistics for such monsters are shown in parentheses. Because of their great speed, hovering, and darting ability, giant dragonflies gain +2 on initiative checks. If they have initiative they cannot be effectively combatted with hand-held weapons, and missile attacks are made at a penalty of -4. Without initiative, giant dragonflies can be hit normally with hand-held weapons, but missile discharge is still at a -2 penalty.

Giant dragonflies are unremarkable save for their brilliant, glittering coloration and valuable skin. Properly preserved by magic, their skin brings up to 600 gp per square foot. It is used for apparel and decoration. Only about 6 square feet can be taken from a normal specimen.

DRAGON HORSE

FREQUENCY: Rare
NO. APPEARING: 1 or 2-3 (15%)
ARMOR CLASS: 0
MOVE: 24"/48" (MC:B)
HIT DICE: 8
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-8/1-8
SPECIAL ATTACKS: Breath (spells)
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE: 25%
INTELLIGENCE: Average to exceptional
ALIGNMENT: Neutral (good)
SIZE: L (6' tall at shoulder)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VII/1275 + 10/hp



The skydwelling dragon horse is a relative of the ki-rin. These creatures roam the expanses of the air (above the Prime Material Plane or the Elemental Plane of Air) and are seldom (5%) encountered elsewhere. It is also unlikely that more than 1 will be encountered, but if 2 or 3 are found they will be a stallion, mare, and foal (50%-75%-grown; use 1d6 with 45% +5% per pip). Free-roaming dragon horses have no interest in material possessions or treasure. Attack is by 2 hoof blows. If the creature attacks while flying or by rearing, damage is +2 per hit (3-10/3-10). In addition to hoof attacks, a dragon-horse is able to use his breath as a weapon or in defense. Once per turn a dragon horse can, at will, breathe a *fog cloud*, *gust of wind*, or a *cone of cold* of limited size and effect (1" diameter base, 2" length, for 4d8 damage). Other breath weapon usage is at 8th level of performance. The exceptionally keen senses of dragon horses, including infra- and ultravision capability, are triple normal. Thus, these creatures are never surprised. Their visual capabilities include aura detection, so they can sense the alignment of creatures they encounter. This power, as well as a rudimentary empathy, make it exceedingly unlikely that one will ever be misled or enslaved by evil natured creatures.

Dragon horses can travel the Astral and Ethereal Planes, although they are not known to do so except on rare occasions and when crossing the latter plane to sojourn for a time upon the Elemental Plane of Air. They speak a rudimentary form of the languages of ki-rin, much communication being accomplished via mutual empathic reception. The dragon horse is a much-desired steed and destrier, but few succeed in using it as such, for the creature must be a willing companion and associate and no dragon horse enjoys being land bound for any period of time. A foal, raised lovingly and carefully and taken often into the vault of the sky, might become a trusted companion and steed, providing that no land bound requirements were placed upon it. As the maturation process takes 20 years, such cases of foal raising are nearly unknown. The presence of Evil makes these creatures desire to go elsewhere.

A dragon horse appears to be ki-rin without any horn. Their coats are pale azure to silvery blue, with flowing manes and tails of pure white to silver. Hooves are deep sky blue to indigo.

DRAGONNEL

FREQUENCY: Very rare
NO. APPEARING: 1-4
ARMOR CLASS: 3
MOVE: 12"/18"
(MC:C unmounted;
D mounted)
HIT DICE: 8+4
% IN LAIR: 10%
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
1-6/1-6/4-16
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE:
Semi-intelligent
ALIGNMENT: Neutral (evil)
SIZE: L (24'+ long)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VI/600 + 12/hp

These creatures seem to be related distantly to both the dragons and airdragons (pteranodons), although they are a distinct species. Although as large as a small dragon, a dragonnel has no breath weapon. Dragonnels attack by vicious strikes with their taloned forefeet, followed by a snapping bite from their toothy beaks. These creatures have a dim intelligence and have been known to have performed evil deeds at times.

At one time, dragonnels inhabited the World of Greyhawk from the Kron Hills and Glorioles to the Drachensgrab Mountains, but the species is now virtually extinct everywhere save the Pomarj. In that area, the monsters have been caught, tamed, and are now used as steeds by evil humans dwelling amongst the humanoid hordes infesting the place. Luckily, there are too few of these creatures to pose a serious threat to the surrounding states, although rumor has it that several score of dragonnel-mounted raiders have been sighted along the Wild Coast.

The grayish underbelly of a dragonnel fades into a dusty red-violet along the sides and tail. Back spines are maroon, the beak gray, and the head frills white.

DRELB (Haunting Custodian)

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 2
MOVE: 6"
HIT DICE: 5+3
% IN LAIR: 100%
TREASURE TYPE: See below
NO. OF ATTACKS: 1
DAMAGE/ATTACKS: 3-12
SPECIAL ATTACKS:
Chill (see below)
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average to very
ALIGNMENT: Neutral (evil)
SIZE: M
PSIONIC ABILITY: See below
Attack/Defense Modes:
See below
LEVEL/X.P. VALUE:
VI/800 + 6/hp



Drelb inhabit the Negative Material Plane, but evil-minded persons will sometimes call them to the Prime Material Plane to serve as guardians of hidden wealth or secret places, so whenever they are encountered on this plane they are guarding something. Unfortunately a drelb looks so much like a wraith that one is indistinguishable from the other until an

attack takes place. The effect of the nether chill of a drelb is to make its victim fall shivering to the ground for the following round (no saving throw), immediately dropping anything it holds and unable to perform any actions until after the chill passes. When confronted by a cleric attempting to turn it, or if prey is hesitant, the cunning monster uses a trick of illusion. It causes its form to rapidly diminish in size while gliding smoothly forward. This is 90% likely to give the viewer(s) the impression that the drelb is retreating, while it is actually moving up to attack. Although drelb resemble undead, they are not and cannot be turned. Magic weapons are needed to harm drelb; silver has no effect, unless it is magicked silver, which causes double damage. Drelb also have the facility of imitation and/or reflection of psionic power. Any power used within 30 feet of the creature or any psionic attack directed at it is imitated or reflected back upon the attacker. Drelb can speak only their own strange language, although they can understand simple phrases in the common tongue. Magic which draws a drelb to the Prime Material Plane is likely to function only from sunset to sunrise; so, much like undead, drelb appear only in twilight or darkness.

DRIDER

FREQUENCY: Very rare
NO. APPEARING: 1-4
ARMOR CLASS: 3
MOVE: 12"
HIT DICE: 6+6
% IN LAIR: Nil
TREASURE TYPE:
Individuals N (x2), Q
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
type or 1-4
SPECIAL ATTACKS:
Spells, paralyzation
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: 15%
INTELLIGENCE: High
ALIGNMENT: Chaotic evil
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VI/875 + 8/hp



The drider is a special creation of Lolth's magic. When drow of promising ability reach 6th level or slightly higher, Lolth will summon them and put them through a specially-devised test. The drow that fail become driders.

A drider appears to be a cross between a giant spider and a drow. The torso, head, and arms of a pale, bloated drow sprout 8 spider legs. Due to the bloated form, it is impossible to distinguish the sex of a drider, but 60% of those encountered will be female.

A drider retains whatever drow abilities it possessed before the transformation; therefore, all driders have magical or clerical ability, the type depending on whether they are male or female. Female driders have clerical abilities equal to a 6th or 7th level cleric; male driders have the magic ability of a 6th, 7th, or 8th level magic-user. In addition, a drider has the natural spell ability of a drow and is thus able to cast the following spells once per day: *dancing lights*, *darkness*, *detect magic*, *faerie fire*, *know alignment*, and *levitate*. Female driders can also cast *clairvoyance*, *detect lie*, *dispel magic*, and *suggestion* spells once per day.

In combat, all driders fight as 7 hit dice monsters, typically using swords or axes, though many carry bows strapped to their backs. A drider may also attack with its bite (for 1-4 points of damage). Those bitten must save vs. poison at -2 or be paralyzed by the drider's spittle for 1-2 turns.

Driders are outcasts from drow communities and thus bear them no great love. They are seldom found in numbers, preferring to work alone. Driders will be accompanied by 2-12 huge spiders 10% of the time. Generally living underground, they will often stalk their victims until the right opportunity for a kill presents itself. Their diet consists mainly of the blood of their victims, as they have acquired a spider's tastes.

DUERGAR

FREQUENCY: Very rare
NO. APPEARING:
2-8 or 201-300
ARMOR CLASS: 4
MOVE: 6"
HIT DICE: 1+2
% IN LAIR: 5%
TREASURE TYPE: Individuals
M,Q; Lair B (magic only), F
NO. OF ATTACKS: 1 (or more)
DAMAGE/ATTACK:
By weapon type
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
Save at +4
MAGIC RESISTANCE: Standard
INTELLIGENCE:
Average to genius
ALIGNMENT: Lawful evil
(neutral)
SIZE: S (4' tall)
PSIONIC ABILITY: 71-90
(2/level)
Attack/Defense Modes:
B,C,D/F,G,H
LEVEL/X.P. VALUE:
Variable/variable



The duergar are the seldom-encountered race of evil dwarves. They are also known as the gray dwarves or gray ones. Malicious in the extreme, duergar dwell in subterranean depths where their evil need not withstand the light. Normally but a handful of these wicked creatures will be discovered, but occasionally a lair will be discovered with hundreds of duergar there.

For every 4 normal duergar encountered there will be 1 with double hit dice, i.e., 1 in 4 is 2nd level. If 9 are encountered outside their lair, an additional duergar of triple or quadruple hit dice (3rd or 4th level) will be leading the group. First-level duergar carry pick, hammer, spear-chain, and shield and are encountered 75% of the time; 2nd level carry pick, light crossbow-chain and shield and are encountered 25% of the time. Additional weapons and armor are as follows:

- +1/16 3rd level: hammer, short sword-plate and shield
- +1/16 4th level: hammer, short sword-plate and shield
- +4-6 5th level: hammer, short sword-plate and shield
- +2-3 6th level: hammer, short sword-plate and shield
- +1 7th-9th level: hammer*, short sword*-plate* and shield*
- +4-6 3rd-6th/3rd-6th level cleric/assassins: any usable*/any usable*
- +1 7th-9th/7th-9th level cleric/assassins: any usable*/any usable*
(*5% chance/level for magical item; where split level, add one-half of lower to higher to find approximate actual level, rounding upwards)

There will also be noncombatant young duergar equal to 10% of the total number of the normal fighters, i.e., 21-30 young. The duergar lair will always be subterranean, extensive, and consist of many passages, rooms, chambers, and secret areas. There may (25%) be some monster kept as a guardian in the lair complex. There is a 75% probability that there will be 10-40 slaves there. Roll 1d20 to find the type of slaves kept: 1-8 = mountain dwarves or orcs; 9-12 = dwarves or goblins; 13-16 = gnomes or xvarts; 17-18 = halflings (stout) or kobolds; 19 = svirfneblins or norkers; 20 = adventurers or others. Adventurer types will be typical,

and "others" will be drow, grimlocks, etc.

Duergar have been known to dwell with derro (q.v.) and similar evil creatures, but such communities are rare. Duergar surprise on 3 in 6. They are surprised only 1 in 10. As with normal sorts of dwarfkind, duergar save vs. magical attacks (death magic, polymorph, rod et al, and spell) at +4. They are immune to paralysis and poison. Spells of the illusion/phantasm category do not affect duergar.

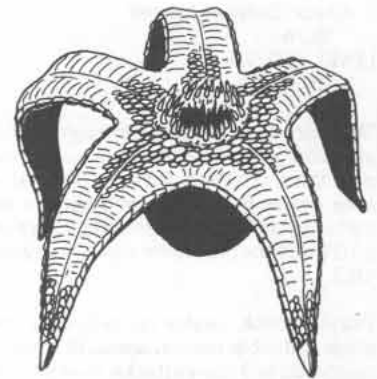
All duergar have the following psionic disciplines: *expansion*, *invisibility*, *molecular attraction*, and *reduction*. Performance level is equal to hit dice of experience.

Duergar have infravision of 12" range. They speak the silent speech of subterranean creatures, their own tongue, and Dwarf. Some speak other tongues as well.

Duergar appear as emaciated, evil-visaged dwarves. Their skin is medium to dark gray. They favor garb of drab color, typically that which blends into their environment. They live longer than do normal dwarves, some reaching 500 or more years of age.

DUSTDIGGER

FREQUENCY: Uncommon
NO. APPEARING: 1-20
ARMOR CLASS: 4
MOVE: 3"
HIT DICE: 4
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK:
1-8 + AC of victim
SPECIAL ATTACKS:
Illusion/mirage (see below)
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
IV/165 + 4/hp



The dustdiggers inhabit arid areas that have loosely packed, sandy soil, such as desert dunes. A dustdigger will typically dig a hole, cover itself with a layer of sand, and then inflate itself to fill up the hole it made, leaving the ground above level with the surrounding terrain. When an animal walks on top of the dustdigger, the dustdigger deflates, creating an area very much like a sinkhole. The dustdigger uses the sands shifting towards its mouth to slow the escape of its prey. After it has fully deflated, it folds its arms up around the victim and attempts to kill it before swallowing. The dustdigger's back is armor class 4 but its front side is only armor class 7. Once the dustdigger has folded up, its prey is caught and cannot attack. Thus, the best defense strategy is to recognize a dustdigger before it folds.

Dustdiggers look like giant starfish with 5 arms around a central maw. They travel above ground only at night and never for longer than a few minutes at a time. They often travel in groups.

Twenty percent of dustdiggers have a born talent for illusion. They will typically project a pool of bubbling water in the desert sands when approaching victims come within striking range.



EAGLE

FREQUENCY: Rare
NO. APPEARING: 1 or 2
 (5-12)
ARMOR CLASS: 6
MOVE: 1"/30" (MC:C)
HIT DICE: 1+3
% IN LAIR: 20%
TREASURE TYPE: See below
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
 1-2/1-2/1-2
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: M (6'; 7'+ wing spread)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 II/35 + 2/hp

There are several species of eagles, all of which conform generally to the statistics given here. While it is usual to encounter a single bird or mated pair, there is a slight (5%) chance that an encounter will be in a rookery area where 5-12 of these creatures will nest. Nests are in the tallest trees, on cliffs or in mountains. There will be 1-4 eggs in a nest. There is a 10% chance that some small, shiny item will also be there (a coin, gem, etc.).

During attack, eagles typically dive from a great height. Diving movement is double normal speed (if from 100 feet or more) and damage is restricted to 2 claw attacks. However, these attacks are at +2 to hit and cause twice normal damage. Due to their exceptional eyesight, eagles are almost never surprised. Unless exceptionally hungry, eagles will not attack even the smaller demihumans, although a brownie, for instance, would be in considerable danger, for the birds would attack prey of that size without hesitation.

Eagles are difficult to train for hunting. Only about 25% can be properly managed. Nevertheless, viable eggs or eaglets will bring 60-100 gp on the open market.

EBLIS

FREQUENCY: Very rare
NO. APPEARING: 4-16
ARMOR CLASS: 3
MOVE: 12"/12" (MC:C)
HIT DICE: 4+4
% IN LAIR: 50% (see below)
TREASURE TYPE: See below
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low to
 exceptional
ALIGNMENT: Neutral evil
SIZE: M (8' tall)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 IV/165 + 5/hp



Eblis, or storkmen, are seldom seen by humans, or possibly few men live to tell of such an encounter. These tall, evil natured birdmen dwell in marshes and swamps of subtropical and tropical climes. Each group comprises several mated pairs and their offspring. When a tribe of this sort becomes too large for its habitat, the younger ones form a new band and seek their own area. Eblis pairs live in carefully constructed huts of reeds and grasses with 2-8 huts in a community. It is 90% unlikely that these dwellings will be discovered, even by careful search. In these huts are piles of rushes, sticks, etc., with an egg 30% of the time. There is also a 25% chance that there will be 1 of the following: 1-2 = scroll in metal tube; 3-5 = potion; 6 = ring; 7 = miscellaneous magic item (small size only) 8-9 = magic dagger or magic knife; 10-20 = 1-4 pieces of metal jewelry.

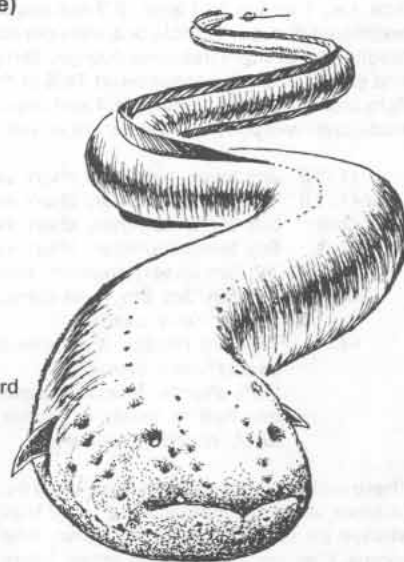
Because these creatures love shiny objects, there will always be some metal, glass, or similar items in a nest.

Eblis are very fast in shifting and striking, and thus their excellent armor class. Their necks are snaky, sinewy, and very powerful. Attack is by stabbing with the beak. In each community of eblis will be 1 individual capable of using illusionist magic by means of dancing and vocalization. Each such storkman will have 2-8 of the following spells usable once each per day, at 3rd level ability: 1 = *audible glamer*; 2 = *change self*; 3 = *hypnotism*; 4 = *spook*; 5 = *wall of fog*; 6 = *blur*; 7 = *hypnotic pattern*; 8 = *whispering wind*;

Because these creatures love water and wetness and are always damp, they are not as vulnerable to fire as their feathery forms would indicate. Saving throws vs. fire are made at +1 and damage is at -1 per die. Eblis look like giant, gray-brown storks. Males have red-brown heads and black necks and legs.

EEL, ELECTRIC (Marine)

FREQUENCY: Rare
NO. APPEARING: 1
ARMOR CLASS: 6
MOVE: //9"
HIT DICE: 6-8
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK:
 2-8, 3-12, or 4-16
SPECIAL ATTACKS:
 Electrical discharge
SPECIAL DEFENSES:
 As above
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
 Alignment: Neutral
SIZE: L (20'-40' long)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 V/400 + 8/hp



Giant marine electric eels are found only in warm, relatively shallow salt waters, 30-150 feet deep being the common range. Although these creatures move with relative lack of speed, they strike quickly, gaining a +1 on initiative. Once every turn, these creatures are able to release a charge of electricity. All creatures within a 5-foot radius of the individual eel so doing take 6-36 points of damage. Those within 5-10 feet take 4-24 points, and those within 10-15 feet take 2-12 points.

Unless such victims make a successful saving throw vs. paralysis, they will be stunned and helpless for a number of rounds equal to the points of damage sustained from electrical shock. Saving throws at 5-10 feet are made at +1, and at 10-15 feet at +2. Note that a successful save does not reduce damage by one-half, but merely negates stunning.

ELF

Grugach

FREQUENCY: Very rare
NO. APPEARING: 20-80
ARMOR CLASS: 6
MOVE: 15"
HIT DICE: 1+1
% IN LAIR: 50%
TREASURE TYPE:
Individuals N, Q
NO. OF ATTACKS: 1
DAMAGE/ATTACK:
By weapon type
SPECIAL ATTACKS: +1 with
bow or spear
SPECIAL DEFENSES: Traps
(see below)
MAGIC RESISTANCE: 90% to
charm and sleep only
INTELLIGENCE: Average and up
ALIGNMENT: Neutral (chaotic)
SIZE: S (4 1/2' tall)
PSIONIC ABILITY: Nil*
Attack/Defense Modes:
Nil/nil*
LEVEL/X.P. VALUE: 65+2/hp

*Possible in unusual character



The grugach are "wild" elves akin to sylvan ones, but smaller, thinner, and very fair. They are completely xenophobic, distrusting even other sorts of elves. Thus, they are seldom, if ever, encountered outside their tribal bands.

Except as noted, grugach conform to the specifics of wood elves and elfkind in general. Despite their small stature, grugach have broad shoulders and great strength (add +2 on strength dice roll, treating 19 or 20 as 18).

Grugach are not magic-users, but dual-classed individuals will be fighter/druids. The grugach are on good terms with all animals of the forest, save those of evil nature. They will often (70%) have stags for mounts.

About 20% of random contacts made supposedly with wood elves will actually be with grugach. All adult grugach are able to set traps. These consist principally of pits and snares in and around their home territory. All such traps are well concealed, and there is almost a 90% probability that creatures passing near one will be caught in it. If characters passing through a trapped area examine it carefully, likelihood of being caught in a trap is reduced to 30%. Pits are normally 10 feet deep and spiked, so damage is 1-4 (fall into earth-floored pit), plus 1-6 per spike, plus poison (50% chance). Snares are usually set to encircle and jerk creatures off their feet and suspend them 5 feet or more above the ground. Some snares can be deadfalls, where a heavy log crashes down for 5d6-8d6 of damage and pins the victim as well.

Valley Elf

FREQUENCY: Very rare
NO. APPEARING: 10-40
(20-240)
ARMOR CLASS: 4
MOVE: 12"
HIT DICE: 1+2
% IN LAIR: 10%
TREASURE TYPE: Individuals
M, N; in lair G, S, T
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
type or 1-10
SPECIAL ATTACK: +1 with
bow or sword
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 90% to
charm and sleep only
INTELLIGENCE: High and up
ALIGNMENT: Chaotic neutral
SIZE: M (5 1/2'+ tall)
PSIONIC ABILITY: Nil*
Attack/Defense Modes:
Nil/nil*
LEVEL/X.P. VALUE:
III/65+2/hp
(average individuals only)

* Possible in unusual characters



Whether a separate race of elvenkind or whether simply an offshoot of gray elves, the elves of the Valley of the Mage (valley elves) have distinctive features and characteristics. As tall as most humans, they are thin and have sharp and pointed features. They are reclusive and resent intrusion. If anything, valley elves are neutral in alignment. Otherwise, they tend to follow the same characteristics as gray elves, although they do not use steeds other than horses as far as is known. All other sorts of elves, including the dark elves (drow), shun valley elves. The latter, in turn, dislike association with any races save perhaps gnomekind, whom they tolerate. With respect to type of habitat, composition of a group, weaponry, and special abilities, valley elves follow the statistics found in MONSTER MANUAL I, "Elf" (q.v.).

Valley elves use cooshee (q.v.) as guard animals, and 75% of the time there will be 1-4 with a wandering band and in their lairs a 90% probability of 2-8. In the WORLD OF GREYHAWK™ fantasy world setting, valley elves are found only in the immediate vicinity of the Valley of the Mage. Bands of these elves have raided into Bissel, Gran March, Ket, and the Grand Duchy of Geoff—probably at the behest of their liege. Their tolerance of gnomes probably stems from the fact that these demihumans also serve the Mage of the Valley.

ELFIN CAT

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 4
MOVE: 18"
HIT DICE: 3+6
% IN LAIR: 5%
TREASURE TYPE: See below
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
1-2/1-2/1-3
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 20%
INTELLIGENCE: Semi to low
ALIGNMENT: Neutral
SIZE: S
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
IV/135+4/hp

The elfin cat dwells only in sylvan woodlands of temperate regions. It is usually mistaken for a wild cat or possibly a lynx, but this is because the creature does not wish to be recognized as out of the ordinary. Elfin cats are fast, climb very rapidly, swim well, and are able to leap 20 feet or more with ease. They are solitary, but if encountered in their lair there will be 1 adult female, 1-4 kits, and 1 male within 1-4 rounds traveling distance. Any treasure in the lair will be that placed there for safe keeping by some friendly creature, such as an elf, or gnome, etc. Although elfin cats are able to attack and defend themselves with claw and fang, they prefer avoiding confrontations of that sort. They rely on their magical powers to survive. These include: *enlarge* (1 per day), *reduce* (2 per day), *pass without trace*, *tree* (limb, not entire tree; 2 per day), and *trip* (1 per day). *Enlarge* actually increases attack power to double normal. Spell-like powers are performed at 9th level ability.

In addition, elfin cats are able to move 99.9% silently. They conceal themselves in natural surroundings at 90% probability. Their keen senses prevent surprise except 1 in 20. They, in turn, surprise 5 in 6. Elfin cats use a limited *ESP* ability to read the thoughts of creatures nearby to determine friendly or hostile intent. These creatures communicate with each other in their own language. They can speak a few words of Elf, due to association, and some speak Gnome, Brownie, etc., as well. One or more elfin cats will associate with a community of sylvan elves, woodland gnomes, brownies, sprites, etc. In return for feeding and protection, the elfin cats serve as sentinels and report the presence of any monsters or other intruders in the area and tell what purpose the creature or creatures had in mind. The elfin cats roam field and wood in their small size. They use an enlarged form only to frighten possible enemies.

An elfin cat is about the size of an average dog. The fur is gray-brown and striped with dark brown or black.

EXECUTIONER'S HOOD

FREQUENCY: Rare
 NO. APPEARING: 1
 ARMOR CLASS: 6
 MOVE: 6"
 HIT DICE: 2+2, 4+4, 6+6
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-4 (1d4)
 SPECIAL ATTACKS: Surprise on a 1-3; see below
 SPECIAL DEFENSES: Immune to sleep spells
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Semi-
 ALIGNMENT: Neutral
 SIZE: S-M (1'-3' diameter in bag form)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
 LEVEL/X.P. VALUE: V/320 + 8/hp



An executioner's hood is a small, bag-like monster which has a unique method of capturing its prey. The monster crawls into some niche and awaits the approach of the victim. When the prey enters, the hood closes fast about the victim's head (to-hit roll needed), inflicting 1-4 points of damage immediately and a further 1-4 points of damage from strangulation and suffocation until the prey is killed or the monster is slain. Because of the monster's propensity to surround the head, it is very difficult to slay an executioner's hood. It is totally unaffected by sleep spells, and its attack method (fibrous strands) causes the victim to suffer whatever other spell effects the executioner's hood sustains. Pouring strong brandy on the hood, however, causes the monster to lose 1 point of damaging ability per round, and after 4 rounds the hood will fall off, intoxicated (assuming that a full quart has been used).

This monster looks almost exactly like an actual executioner's hood. Color is dull black, and there are 2 eye holes which actually can be used to see out of or into its cavity. The monster is about 1 inch thick. It can spread out into disc shape and has been known to hunt as does a lurker above (q.v.).



FALCON (HAWK)

	Small	Large
FREQUENCY:	Rare	Uncommon
NO. APPEARING:	1 or 2	1 or 2
ARMOR CLASS:	5	6
MOVE:	1"/36"	1"/33"
HIT DICE:	1 minus 1	1
% IN LAIR:	30%	30%
TREASURE TYPE:	See below	See below
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1/1/1	1-2/1-2/1
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Animal	Animal
ALIGNMENT:	Neutral	Neutral
SIZE:	S (2-3' wingspread)	S (3-4' wingspread)
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	I/15 + 1/hp	II/25 + 1/hp

Falcons and hawks are common throughout the world, from tropic to subarctic regions. These birds nest in tall trees or inaccessible cliff areas. There is a 5% chance that a nest will contain some small, shiny item, such as a coin or gem. Attack is typically by a plummeting dive from 100 feet or higher. This increases to-hit probability by +2 and inflicts twice the amount of normal talon damage, but no beak attack is then possible. Because of their exceptional eyesight, birds of this sort are never surprised. If taken while young and trained by an expert, falcons and hawks can be

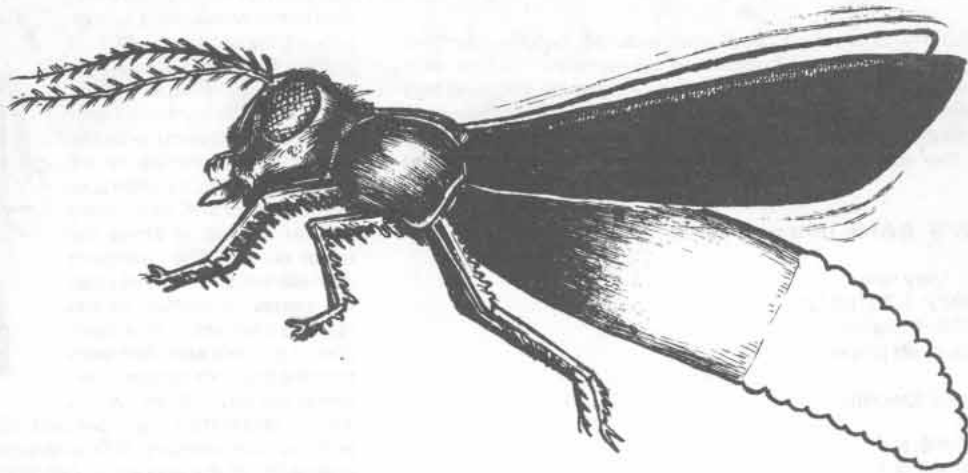


taught to hunt. These same birds can be set upon opponents, and this attack will be by claw and beak. However, if the opponent has unprotected eyes, a beak hit has a 25% probability of actually blinding 1 eye.

Large falcons have been known to attack small demihumans while hunting in the wild. Such occurrences are extremely rare.

FIREFRIEND (Giant Firefly)

FREQUENCY: Very rare
 NO. APPEARING: 1-4
 ARMOR CLASS: 4
 MOVE: 3"/15" (MC:B)
 HIT DICE: 1+4
 % IN LAIR: 0%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-2
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 Immune to
 electrical and fire attacks
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low
 ALIGNMENT: Neutral (good)
 SIZE: S (1' + long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/ X.P. VALUE:
 II/36 + 2/hp



The firefriend, or giant firefly, is a well-regarded but rarely encountered creature found in temperate climes. Although this giant insect has only low intelligence by human standards, it is clever and shuns obvious enemies. Humans and demihumans of friendly disposition are sought as companions, however, for firefriends love to converse with them and to hear stories of a fanciful nature. A firefriend has small but sharp mandibles with which to protect itself. In addition, its glowing abdominal light, normally equal in luminosity to a torch, can be brightened and concentrated once every turn. A beam of greenish light about 3 inches in diameter and up to 14 feet long can be shot forth. Flesh struck will suffer 5-20 points of damage, one-half damage if a saving throw vs. wands is successful. These creatures are not harmed by electricity or fire.

Firefriends speak their own language as well as the common tongue in most cases. They hatch in spring, grow to maturity by age 2, and live about 10 years or so. By age 1 or 2 they learn to converse with humans.

FLY, GIANT

	Bluebottle	Horsefly
FREQUENCY:	Rare	Very rare
NO. APPEARING:	1-10	1-4
ARMOR CLASS:	6	5
MOVE:	9"/30" (MC:D)	6"/27" (MC:D)
HIT DICE:	3	6
% IN LAIR:	Nil	Nil
TREASURE TYPE:	Nil	Nil
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-8	2-16
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	Jump	Jump
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Non-	Non-
ALIGNMENT:	Neutral	Neutral
SIZE:	M	L
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	II/35 + 3/hp	IV/150 + 6/hp

All giant flies shun fire. A hit with a torch will burn their wings off and they seem to know this instinctively. Aggressively defensive prey will cause giant flies to jump away. A jump is a backward spring of 3" which takes place in 1 segment and allows the giant fly to be airborne at 1" height at the end of the movement. Thus, a giant fly can land on or near a victim, bite, and jump away if it has initiative. Of course, opponents able to attack the giant fly at a distance can always do so.

Bluebottle: This species of giant fly seldom attacks living prey, preferring carrion, offal, and the like. They are attracted to sweet things. They also attack creatures covered with blood or with open wounds. Their bite is 10% likely (per hit) to inflict the victim with some form of disease.

Horsefly: This largest of all giant flies is very aggressive. It is prone to alight on any creature and attack for its blood. After biting, the giant horsefly will cause an equal amount of damage next round by drawing off blood or fluids from the wound, unless it is driven off or slain.

FOO CREATURES

	Dog	Lion
FREQUENCY:	Rare	Very rare
NO. APPEARING:	2-8	1-4
ARMOR CLASS:	0	-1
MOVE:	27"	21"
HIT DICE:	7+7	11+11
% IN LAIR:	0	0
TREASURE TYPE:	Nil	Nil
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	2-5/2-5/1-12	2-8/2-8/2-16
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	45%	55%
INTELLIGENCE:	Very	Exceptional
ALIGNMENT:	Chaotic good	Chaotic good
SIZE:	M	L
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	VII/1200 + 12/hp	VII/2850 + 16/hp

Foo creatures are found in separate areas of the Prime Material Plane, as well as in some of the Upper Outer Planes. They can become ethereal and travel astrally or ethereally. Attack is by 2 clawing rakes with the forepaws and then a bite. When engaged in combat with Evil opponents, foo creatures attack as if dogs were 10 and lions were 15 hit dice creatures. If the opponents are lawful evil, especially devils, they gain +1 per attack, both to hit and to damage. All foo creatures can become invisible at will. Their barking roar alerts humans to danger and threatens evil creatures, for the sound is 20% likely to bring 1-6 additional foo dogs or 1-2 foo lions if it continues for 7 or more rounds. The newcomers will appear from the Astral Plane in 1-10 rounds. Foo creatures can travel the Astral Plane and often do so. Evil opponents attack foo creatures at -1 on both to-hit dice and damage dice.



Foo creatures can sometimes be convinced to serve and guard humans

of the very Good sort. They will not stay for extended periods in any case. They have their own language and can understand human speech if familiar with the tongue.

Foo creatures have large, blunt heads with wide-set, bulging eyes and huge mouths with large fangs. Their bodies appear rather leonine, with bush-tipped tails. Dogs have short tails, lions long ones. The hind legs are quite canine, while the forelegs are more lion-like. Coloration runs from golden-toned to black. Odd foo creatures range from white to almost any other color. Foo lions have manes and larger mouths than foo dogs.

FORESTER'S BANE (Snapper-saw)

FREQUENCY: Very rare
 NO. APPEARING: 1-2 (1d4/2)
 ARMOR CLASS: 4 (stalks)/
 7 (leaves)/9 (bush proper)
 MOVE: Nil
 HIT DICE: 5 (plus special)
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 3-6
 DAMAGE/ATTACK: 2-5 each
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 IV/165 + 5/hp

The forester's bane, or snapper-saw plant, is a low-growing shrub. Broad, tough leaves with sinewy ribs radiate 5-7 feet from the central plant. The bushy center hides 3-6 stalks with saw-toothed edges. When a creature steps on or near the leaves, the leaves snap shut around it, holding it fast. The jagged stalks then saw away at the prey.

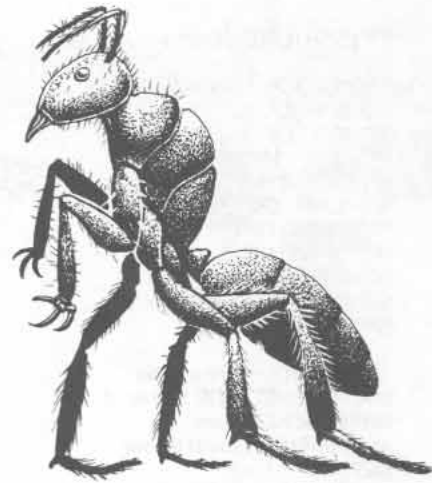
Trapping is automatic and subjects the victim to 3-6 attacks that round. On successive rounds there is a 5% chance per 1 point of strength that a victim can pull away and escape further attacks. In addition to the damage which the main plant can withstand, leaves can withstand 9-16 points of damage and stalks 17-24. Lost leaves and stalk will grow back in 2-8 weeks unless the central plant is slain.

The forester's bane is green to dark green. Stalks are purple. The bushy central plant grows luscious-smelling berries of white, greenish, golden, or bright yellow color. They are large, plump, and delicious, being very nutritious and rich in protein.

FORMIAN (Centaur-ant)

	Myrmarch	Warrior	Worker
FREQUENCY:	Very rare	Very rare	Rare
NO. APPEARING:	5-8	21-40	100-400
ARMOR CLASS:	1	2	3
MOVE:	15"	15"	18"
HIT DICE:	6+6	3+3	1+1
% IN LAIR:	100%	50%	20%
TREASURE TYPE:		Nil for all	
NO. OF ATTACKS:	2	4	1
DAMAGE/ATTACK:	2-8/1-2	1-6/1-4/1	1-4
SPECIAL ATTACKS:	Poison	Poison	Nil
SPECIAL DEFENSES:		Nil for all	
MAGIC RESISTANCE:		Standard for all	
INTELLIGENCE:	Exceptional	Low	Low
ALIGNMENT:		Lawful Neutral for all	
SIZE:	L	M	S
PSIONIC ABILITY:	Nil for all		
Attack/Defense Modes:		Nil/nil for all	
LEVEL/X.P. VALUE:	V	III	II
	400/+8/hp	150+4/hp	20+2/hp

The race of intelligent ant men, the formians, are sometimes called centaur-ants. They dwell in cities of above- and below-ground construction. At first glance, these odd habitations appear to be normal walled cities made by humans. However, the structures inside the smooth-walled enclosure are truncated cones, cylinders, or hemispheres and have entry only at the top or along the upper portion. The chambers in these structures have sloping ramps or vertical shafts leading downward to a complex of tunnels and chambers forming the underground portion of the city—always about 3 times larger than the upper part. Ninety per cent of encounters will be with formian workers, 10% with warriors. In either case, check for the probability of the encounter taking place within 1 mile of the formians' city ("in lair").



Workers (10-40) are only 10% likely to be accompanied by warriors. If warriors are indicated, then the group is a raiding party, probably involved in attacking another city or a giant termite nest.

Myrmarches are formian nobles and are encountered only in the cities of the centaur-ants. Each myrmarch will be served by 2 warrior guards and 8 workers. These 10 formians are in addition to those indicated by dice rolls.

There will also be the following special formians in a city: 2-5 gymarches (males) equal to myrmarches, but with 7+7 hit dice, and 1 queen (noncombatant). All of these special formians will be found in a special royal chamber complex on a level near the bottom of the underground city. There will be 1-4 myrmarches, 11-20 warriors, and 31-40 workers attending these special individuals. All the attendants are in addition to those normal individuals indicated by dice rolls. With these formians will be type A treasure.

In city complexes, there will be the following extra formians: 10 warriors per level below ground; 100 workers per level below ground; 200 slave workers per level below ground; 10 eggs (near royal chamber complex); 10 larvae (near royal chamber complex); 10 pupae (near royal chamber complex). Slaves are individuals of different colors. They will not attack, report, communicate with, support, or aid intruders. They are merely there. Formians whose nursery is threatened will fight fanatically to save it or bargain to prevent its destruction.

Attacks by myrmarches are made with their large mandibles and a stinger located in the abdomen. The poison causes 4-16 points of damage, or 2-8 if a saving throw is successful. Warriors attack with mandibles, 2 pincer-like foreleg claws, and a small sting causing poison damage of 2-8 or 1-4 points. Workers use only their small mandibles in attack. Formians communicate silently (telepathically) by touching the other individual with 1 or both of their antennae. Myrmarches and special formians are 75% likely to be able to speak Common, although with a limited vocabulary. All formians are strong. Workers have the equivalent of 22 strength points, warriors have 23, and myrmarches have 24.

The formian worker is about the size of a large dog, the warrior is pony-sized, and the myrmarches are horse-sized. Gymarches are as large as draft horses and the queen half again as large. All formians are ant-like, but their waists are flexible and they often go about on 4 legs with thorax and head raised. Thus, they resemble centaur-ants. The forelegs are jointed at the wrist and have 3 opposing claws. In workers these claws are clumsy and in warriors enlarged, but in the others they are nearly as useful as human hands. The color of the formian indicates its city of origin. Each city continually wars with any other nearby. The colors known are: solid dark brown, striped brown and tan, tan, red, striped red and tan, red head with black body, black head with red body, black, striped black and gray, and dark gray.

FROGHEMOTH

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 2 (tentacles)
/4 (body)/6 (tongue)
MOVE: 2"/8"
(4" in normal swamp)
HIT DICE: 16 (see below)
% IN LAIR: 40%
TREASURE TYPE: See below
NO. OF ATTACKS: 1 or 4
DAMAGE/ATTACK: 5d10 or
5-8 (+4)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE:
See below
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: L (18' long, 10' wide)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
IX/8100 + 20/hp



Huge and weird, froghemoths are found only where there are large swamps or relatively shallow (100 feet or less) bodies of fresh water containing large life forms that serve as prey. Froghemoths are solitary except during spring mating season. In late spring, females lay only 10-100 eggs of about 1 foot in diameter. These eggs are left in shallow water, and when the tadhemoths hatch, about 90% are eaten by their earlier-hatching fellows or by other predators. The few survivors search for deeper waters to grow in for a period of 3 years to adulthood. Survival rate is about 1-4%. The tentacles of a froghemoth are very strong and covered with a thick, leathery hide. Each of the 4 is about 15 feet or more in length. The body of the monster is only slightly less well-protected than its tentacles, and while 1 of those members requires from 19-22 hit points to sever or disable, the creature's body can withstand a full 16 hit dice of damage (16-128 points) before the creature is actually slain. Injured members heal or regenerate in 2-5 weeks. The tongue is the most vulnerable attack appendage, taking only 12-16 hit points to sever.

Movement in water is fairly rapid, the webbed rear feet kicking to thrust the monster forward. In marsh or swamp, a froghemoth moves by lying on its belly and sliding along, propelled by rear legs and tentacles. On dry land, movement is by short, vaulting hops, the tentacles thrust well ahead, the legs lifting the body forward and up.

The only treasure a froghemoth might have is that dropped by hapless victims. Most prey is slain and devoured away from the monster's lair, which is usually a submerged collection of trees and debris. Normal hunting/attack modes are from ambush. The monster will float with its body submerged, retractable eye-stalk thrust up to its full 3-foot height to just break water, nostril stalks likewise, and the 4 tentacles thrust

ahead, possibly near shore, to seize unwary victims. Another ambush mode is for the monster to crouch amid shielding vegetation, and, when prey comes within range, it thrusts its head forward and lashes out with its 10-foot long, barbed tongue (18/50 strength) and captures the prey. The tongue retracts instantly, dragging the victim to the toothy maw to be swallowed whole on a score of 19 or 20 (14-20 if size S); otherwise, damage will be 5-50 hit points from biting/chewing.

Creatures swallowed whole suffer an immediate 4-16 points of damage from digestive juices. They can attack the stomach of the monster only with dagger or similar short, stabbing weapons, excluding short swords. Each successive round inside the stomach inflicts another 4-16 points of damage. The victim is unconscious after 2 rounds. When hit points equal -10 or less, the victim is digested and totally gone. Resurrection of any sort is not then possible. If a victim seized by tongue attack is not surprised (1 or 2), the 1d6 result (3, 4, 5, or 6) is compared to a 1d8 result (1-8) rolled for the speed and accuracy of the froghemoth. If the victim's score equals or exceeds the froghemoth's, it can attempt to grab some stationary object and resist being drawn to the monster's mouth. If such an object is within reach, a successful grabbing and holding will result. Unless the prey's strength exceeds 18/50, it must compare its 1d6 score to the froghemoth's 1d8 score each round after being seized. Any result which is less than the 1d8 score indicates the victim's hold is broken, and it will be bitten or swallowed instantly. The tongue held creature cannot attack the tongue, but associates can attack it. Meanwhile, the monster will use its tentacles to damage the resisting prey and any creatures assisting it. If a froghemoth's tongue is severed, it will attack for 2-5 rounds with its tentacles, doing double damage (10-16 hp) with each. If it is still opposed by active opponents thereafter, it will retire to submerge and heal itself.

Normal fire will not harm a froghemoth, but very large fires or very hot ones will cause half-normal damage and drive the monster back for 1 round. *Burning hands* will not drive a froghemoth back unless 10 or more points of damage are so inflicted, but a *fireball*, *flame strike*, etc., will. Electrical attacks do only 1 point per die of damage and slow the creature to one-half normal movement and attacks for 1 round. Other forms of attack result in normal damage.

A froghemoth has a yellow underbelly; undersides of the rear legs and tentacles are a pale yellowish color. Sides are light green and back and upper legs and tentacles are mottled green. The ocular appendage is yellow-green, as are its 2 nostril stalks. Eyeballs are amber with a greenish tinge, and the slit, vertical pupils are bright green edged with orange.

Tadhemoth Stage: The immature froghemoth grows about 1 foot per month for 6 months, then slows by 60% until maturity. The early form has 4 fins in the pectoral area and 2 in the rear. The creature is fish-like and has a vicious bite (2-8 hit points). After 6 months, the pectoral growths begin lengthening into tentacles, while no discernable change occurs in the rear members until the last month or two of its tadhemoth stage, when these appendages lengthen into thick, bowed legs with webbed toes. After initial growth, the creature's mouth enlarges considerably and its damage score is from 3-24, 4-32, or 5-40, depending on size. A tadhemoth is wholly aquatic and has gills. It swims at a rate of 16".





GALEB DUHR

FREQUENCY: Very rare
NO. APPEARING: 1-4
ARMOR CLASS: -2
MOVE: 6"
HIT DICE: 8-10
% IN LAIR: 15%
TREASURE TYPE: Q (x3), X
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-16,
 3-18 or 4-24
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE: 20%
INTELLIGENCE: Very
ALIGNMENT: Neutral
SIZE: L (8'-12' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VII/2000 + 12/hp



The galeb duhr is a curious boulder-like creature with appendages that act as hands and feet. These intelligent beings are very large and slow moving. They live in rocky or mountainous areas where they can feel the "earth power" and control the rocks around them. Galeb duhr can cast the following spells as 20th-level magic-users, once per round: *move earth*, *stone shape*, *passwall*, *transmute rock to mud*, and *wall of stone*.

They animate 1-2 boulders within 6" of them (AC 0; MV 3"; HD 9; DM 4d6) as a treant controls trees. Galeb duhrs take double damage from cold-based attacks and save at -4 against them. They are not harmed by lightning or normal fire, but take full damage from magical fire, saving at +4 against fire attacks.

GIANT

Giants are huge humanoids. There are 6 major races of giants described in *MONSTER MANUAL I* as well as minor races listed below and in the *FIEND FOLIO™*. Each race has some similarities to and many differences from the others. Common characteristics can be found in *MONSTER MANUAL I*, "Giant."

Fomorian Giant

FREQUENCY: Uncommon
NO. APPEARING: 1-4
ARMOR CLASS: 3
MOVE: 9"
HIT DICE: 13 + 1-3
% IN LAIR: 45%
TREASURE TYPE: D, Q (x 10)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-32
SPECIAL ATTACK: Nil
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average
ALIGNMENT: Neutral evil
SIZE: (13 1/2' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VII/2750 + 18/hp



Fomorians are the most hideous, deformed, and wicked of all giantkind. They tend to be solitary, dwelling in forlorn places such as mountain caves

or abandoned mines. Their thick, hairy hides, combined with the pelts and odd metal bits they wear for protection, give an effective armor class of 3. Although these deformed monsters move but slowly for their size, they can do so with considerable stealth, and they have +1 to +3 on surprise depending upon the terrain.

If encountered in the lair, there is a 25% chance that there will be 1-2 females for every male. There will also be 1-3 young per female. Female fomorians are equal to males, but they get no bonus points to their hit dice. Young fomorians get the following:

Size	Hit Dice	Damage
Small (1)	7d4	2-8
Half-grown (2-3)	13d4	4-16
Near-adult (4-6)	13d6	4-24

Although their deformities prevent them from hurling rocks, these same handicaps aid them so that fomorian giants can never be surprised under normal circumstances. Oddly placed eyes, huge ears, and/or large noses enable them to detect any normal approach.

Weapons used range from huge clubs to chains with heavy metal balls attached. The strongest will sometimes have crude shields and better armor, so armor class 2 or even 1 is possible.

A fomorian will have terrible deformities, such as one arm misplaced; huge feet on short legs; eyes on the side like a fish's or one in the back of the head; a hump on the back; a pointed, long head; flapping ears; a gaping or tiny mouth; a huge nose or snout; and so on. They have scattered patches of hair as tough as wire.

Firbolg

FREQUENCY: Very rare
NO. APPEARING: 1-4 or 4-16
ARMOR CLASS: 2
MOVE: 15"
HIT DICE: 13+2-7
% IN LAIR: 45%
TREASURE TYPE: Individuals
 M (x10), Q: in lair E,Y
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
 type 10 (strength bonus)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE: 15%
INTELLIGENCE: Average to
 genius
ALIGNMENT: Neutral (chaotic
 good)
SIZE: L (10-1/2' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VIII/3650 + 18/hp



Of the minor races of giantkind, the firbolg is the most powerful. They are cautious, crafty, and have considerable magical power. They have learned to distrust (and fear) humans, and will be found only in remote and wild places. Ninety percent of encounters will be with small groups of firbolgs or a lone wanderer. Ten percent of the time, however, the meeting will be with an enclave of several groups meeting for some purpose. Firbolgs prefer 2-handed swords and great halberds as weapons. All firbolg weapons are very large, so they use their preferred human-made weapons with just one hand and their own with 1 or 2 hands. Their double sized clubs, axes, spears, etc., inflict double normal weapon damage when used with both hands.

Firbolgs with 1 hand free are able to bat away missiles such as arrows, bolts, bullets, darts, and stones or catch such projectiles as javelins,

spears, and boulders. They can do this twice per round, succeeding on a 6 or better on 1d20 (75% chance).

In addition to magic resistance, each firbolg has (by hit dice regardless of age) innate spell-like powers usable at will, 1 per round, when not otherwise engaged in melee combat. These powers are: *detect magic*, *diminution* as potion (double effect and double maximum duration), *fools gold*, *forget*, and *alter self*. Each is usable once per day.

There is a 5% chance per firbolg encountered that 1 in the group will be a shaman type. However, in addition to the standard shaman spells, Firbolg shamans are able to use 2 1st-level illusionist spells per level, determined randomly. At 6th and 7th levels, firbolg shamans gain 2nd-level illusionist spells, likewise determined randomly. Thus, a 7th level shaman will have 10 1st-level and 4 2nd-level illusionist spells in addition to all other spells and spell-like powers.

These human-looking giants will not always greet strangers with open arms, but usually firbolgs will not try to kill them (unless given provocation, of course). They do, however, enjoy appearing as little people and duping humans out of their treasure.

Verbeeg

FREQUENCY: Uncommon
NO. APPEARING: 1-2, 1-6, or 5-30 (see below)
ARMOR CLASS: 4 or better
MOVE: 18"
HIT DICE: 5+5
% IN LAIR: 30%
TREASURE TYPE: Individuals K,L,M, (x5); in lair B (but 25% for magic)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: By weapon type + strength bonus
SPECIAL ATTACKS: Throw spears for 1-6 (+ strength bonus)
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average to very
ALIGNMENT: Neutral (evil)
SIZE: L (8 1/2'- 10' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: V/275 + 6/hp



Verbeeg, or human behemoths, are a race of human giants inhabiting the same areas as hill giants and ogres (q.v.). An encounter with verbeeg is 30% likely to be in conjunction with hill giants (40%) or ogres (60%), 50% with 1-6 wandering creatures, and 30% in the lair where a total of 5-30 verbeeg will be found, and 20% with 1-2+ others. Because verbeeg are intelligent, they will typically command any hill giants or ogres with whom they dwell. Also, if these giants have them, they will wear protective materials to improve their armor class, i.e., hides and furs, odd pieces of metal such as shields, and so forth. While verbeeg use clubs and spears typically, those able to gain superior weaponry will do so. Verbeeg range in strength from 18/51 to 18/00. To find the strength and appropriate bonus, roll 1d10:

1-2	18/51-75 = +3 and 3"	to throwing range
3-6	18/76-90 = +4 and 4"	to throwing range
7-9	18/91-99 = +5 and 5"	to throwing range
0	18/00 = +6 and 6"	to throwing range

Thrown spears have normal range plus a bonus range of 3" to 6". Thus, a verbeeg with 18/00 strength hurls the spear up to 9" distance for 7-12 points of damage. Each of these giants will have at least 3 spears when encountered.

In a lair of verbeeg there will always be a leader with 18/00 strength and with no fewer than 40 hit points. There will be 2 females for the leader and 1 for each additional male. Young verbeeg are about 50% of the total

population over 9. All verbeeg encountered are likely (2% per verbeeg) to have with them a shaman of either sex. Verbeeg shamans can attain 7th level. The tribal group is 90% unlikely to have any magic item which they cannot understand or use. Females are equal to males in combat. Young are equal to bugbears (50%) or goblins (50%) in fighting ability. The lair will include 2-8 wolves (75%) or 1-4 worgs (25%) as guards. In arctic climes, 1-3 winter wolves (25%) or 1-2 polar bears (75%) will be kept for this purpose.

Verbeeg are unusually thin for their great height. Some have deformities which only add to their rather fearsome aspect. Notable verbeeg are usually rogues who stalk humans (Jimmy Squarefoot and Jack-in-Irons are but two). They otherwise appear human.

GIBBERING MOUTHER

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 1
MOVE: 3"/6"
HIT DICE: 4+3
% IN LAIR: 95%
TREASURE TYPE: Q
NO. OF ATTACKS: 6+
DAMAGE/ATTACK: 1 (x6) + 1 per round
SPECIAL ATTACKS: Spit, babble, save vs. *confusion*
SPECIAL DEFENSES: Control ground density for 5 foot radius
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi-
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITIES: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: IV/210 + 5/hp



The gibbering moulder is an amoeboid-like form of life, composed of all mouths and eyes. Its favorite tactic is to lie in wait with its eyes and mouths shut so it appears to be a lump of earthy material. Thus it surprises a party stumbling across it. Its only motive is to eat whatever is edible and within reach, regardless of whether the food is animal, vegetable, or mineral. Because of the creature's excessive hunger, the moulder's lair and the surrounding area will be stripped bare.

Gibbering moulthers prefer to inhabit cold and underground regions. The creature propels itself by oozing forward, fastening several mouths to the ground, and pulling itself along. A moulder may move faster over fluid, viscous terrains, such as mud and quicksand, by a series of muscular contractions. Given a chance it will alter the ground (see below) with its special talent to allow this faster form of movement.

The brain of a moulder is located in its mid-portion, and its gelatinous-like body makes it difficult to strike this one vital spot; thus its armor class 1.

The moulder attacks in more than one way. The spittle of a moulder will burst into a bright flare if it strikes any hard, cold, surface. The resulting flash will blind for 1 round those characters looking at the flash if they fail to save vs. petrification. A moulder attacks by extending and biting with 6 mouths per round. Each mouth which hits will fasten on and drain an additional 1 point of damage per round attached. When 3 or more mouths are attached to a single character, that person must check each round thereafter for slipping. A roll of 4 or less on 2d6 indicates the character has fallen (+1 if dexterity is 15+). If the character falls, the gibbering moulder will flow over the victim and bite with 12 more mouths. Given the opportunity once it has pulled down 1 victim, a moulder will trap other prey.

When any edible object is sighted by a moulder, it may begin an incoherent gibbering that causes *confusion* in all characters within a 6" radius unless a save vs. spells is made. For each round that the gibbering is heard, characters within range must roll another save. If a character becomes confused, roll a 1d8 to see what action he or she will take: 1 =

wander for 1 round; 2-5 = stand stunned for 1 round; 6-7 = attack the nearest living creature for 1 round; 8 = treat as a *fear* spell (save at +2) and run away for 2 rounds.

A mouther always warms the ground and stone within a 5-foot radius of itself and can control the consistency of this material by changing it to dough-ish, tarry quicksand or concrete. It requires 5 segments to alter earth and 1 full round to shift stone to its next nearest form.

GLOOMWING

FREQUENCY: Rare
NO. APPEARING: 1
ARMOR CLASS: 1
MOVE: /12" (MC: D)
HIT DICE: 5+1
% IN LAIR: 0%
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
1-3/1-3/1-8
SPECIAL ATTACKS:
Pheromone
SPECIAL DEFENSES:
Confusion
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: M (8' wingspan)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VI/525 + 6/hp



Gloomwings are aerial carnivores with great speed and agility. Their larva stage is the tenebrous worm (q.v.). Although not as robust as tenebrous worms, gloomwings are nevertheless deadly opponents who aggressively seek prey both in the air and on the ground.

The wings and body of the creature are geometrically patterned with black and silver that will cause *confusion* in any intelligent being that views the monster squarely from above (save vs. spell or be *confused*). This coloration provides excellent camouflage, making the gloomwing almost impossible to detect. Thus the gloomwing gains surprise with a roll of 1-3 on a 1d6. Creatures on the ground that are smaller than a halfling will be carried away and devoured in midair; larger prey are attacked by hovering and slashing with the 2 front claws (the creature lacks the strength and coordination to employ all 8) and its mandibles. On the 2nd and each successive round of melee it will emit a pheromone which can cause weakness in any non-insect. Exposed creatures must save vs. poison or lose 1 point of strength per round of exposure. Lost points are restored 1-4 turns after the exposure ceases. Creatures who make their initial save need not save again, and multiple gloomwings do *not* require multiple saves. The scent may also attract 1-4 additional gloomwings (20% per round, regardless of the number of gloomwings present).

Egg-laden females (1-2 on a 1d6) will use the corpse of a slain victim as a repository for their eggs, which will hatch in 12 days, sprouting 4-10 tenebrous worms (q.v.). The corpse will not survive any attempt at resurrection unless the infestation is removed with a *cure disease* spell. Unless killed, the worms will completely devour the body.

Gloomwings are huge moths with black and silver streaked over the wings and body. The large fern-like antennae are dusky sable tipped with white. Each of the 8 legs is armed with an iridescent pearl claw. The extended mouth is equipped with a double set of ivory mandibles (value 25 gp per gloomwing).

GOAT

FREQUENCY: Uncommon
NO. APPEARING: 5-20
ARMOR CLASS: 7
MOVE: 15"
HIT DICE: 1+2
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-3
SPECIAL ATTACKS: Charge
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
II/24 + 2/hp



Goats inhabit areas of scrub growth on hills, plains, and in mountainous regions. All attack only if cornered. Buck goats may charge, thereby gaining +2 on their to-hit roll and an additional 1-2 points of damage. A herd will consist of 1-2 bucks and up to 12 does, and the remainder will be kids (noncombatants).

GORGIMERA

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 5/2
MOVE: 12"/15" (MC:E)
HIT DICE: 10
% IN LAIR: 25%
TREASURE TYPE: F
NO. OF ATTACKS: 5
DAMAGE/ATTACKS:
1-3/1-3/2-8/2-12/3-12
SPECIAL ATTACKS: Breath
weapons (2)
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi-
ALIGNMENT: Chaotic evil
SIZE: L (5' tall at shoulder)
PSIONIC ABILITY: Nil
Attack/Defenses:
Nil/nil
LEVEL/X.P. VALUE:
VII/2557 + 14/hp



Although similar in appearance to a chimera, a gorgimera is a more fearsome monster. This sterile hybrid has the hindquarters and head of a gorgon; the forequarters and head of a lion; and the mid-body, wings, and head of a red dragon. Only the lion parts have armor class 5. The gorgimera can attack with its claws, bite with its lion head, butt with its gorgon head, and bite with its dragon head. Additionally, the gorgon head can breathe its petrifying breath twice per day (3" long x 1" wide base cone), while its dragon head can breathe its fiery breath twice per day (5" long x 2" wide base cone). The monster will always use 1 of its breath weapons against opponents 10 feet or more distant, as it is aware of breath weapon ranges and effects. If in melee, there is a 1 in 6 chance it will use fire and a like chance it will use petrification (roll 1d6, 1= dragon breath; 2= gorgon breath; 3-6= standard attack routine). Dragon breath is for 3-24 (3d8) points of damage; save vs. breath weapon applies. Gorgon breath turns victims to stone unless their saving throws vs. petrification succeed. Gorgimerae speak a very limited form of red dragon language. The gorgon head can see into the Astral and Ethereal Planes, and its breath weapon extends therein.

A gorgimera looks almost exactly the same as a chimera, except its gorgon parts are a metallic blue color. Gorgon eyes are a red-rimmed pale blue.

GREENHAG

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: -2
MOVE: 12"/12"
HIT DICE: 9
% IN LAIR: 40%
TREASURE TYPE: M (x100),
N (x10) Q (x5), X
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 7-8/7-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 35%
INTELLIGENCE: Low to very
ALIGNMENT: Neutral evil
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VII/1600 + 12/hp



Greenhags are a race of evil creatures related to both annis and night-hags (q.v.). As do the annis, greenhags dwell on the Prime Material Plane. While many of these horrid creatures live in forests and lonely moors, there are some inhabiting swamps and rivers. These latter sort are often called shellycoats. The lair is always a small cave, possibly one dug in earth. Greenhags of any sort attack by clawing with rock-hard talons. They have strength of 18/00 and thus add +6 to the damage inflicted by each such attack.

In order to lure victims to them, greenhags typically use their mimic ability. This allows them to imitate the voice of a mature or immature male or female, human or demihuman. Calls for help, crying, and so forth are quite common deceptions employed by greenhags. They are also able to mimic common animal sounds, such as those of barnyard fowl, cats, dogs, goats, sheep and cattle.

Greenhags have the following spell-like powers which they can employ 1 at a time, at will, 1 per round: *audible glamor*, *dancing lights*, *invisibility*, *pass without trace*, *change self*, *speak with monsters*, *water breathing*, *weakness*. Each power is employed at 9th level of ability.

Because of their coloration and the fact that they are 90% likely to be able to move silently and hide in foliage (even of the underwater sort), greenhags surprise 5 in 6 (19 in 20 if attacking from invisible state). Because of their highly acute senses, including infra- and ultravision, they are surprised only 1 in 20. Greenhags speak their own language (a dialect of Annis), Ogre, common Giant, and Common.

A typical greenhag appears to be a night-hag with green skin. Hair color ranges from near black to olive green. Eye color ranges from amber to orange. They often dress as peasants do.

GRIPPLI

FREQUENCY: Rare
NO. APPEARING: 1-10;
in lair 5d6
ARMOR CLASS: 9
MOVE: 9"/15"
HIT DICE: 1+1
% IN LAIR: 30%
TREASURE TYPE: Q (x4), I
NO. OF ATTACKS: 1 weapon
DAMAGE/ATTACKS:
1-4 or weapon
SPECIAL ATTACKS:
Surprise on 1-4
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Very to
exceptional
ALIGNMENT: Neutral
SIZE: S (2 1/2' tall)
PSIONIC ABILITY: 151 to 250
Attack/Defense Modes:
A,C/G,J
LEVEL/X.P. VALUE:
II/45 + 2/hp



The grippli resemble small, intelligent, humanoid tree frogs. They eat insects and fruit. Grippli hands and feet are adapted for easy movement through tree branches. They have 700-year life spans and produce few offspring. Grippli live in swamps and rain forests. Their gray-green skin gives them a natural camouflage (surprise on 1-4). They have ultravision for 10" which allows them to operate well both at night and in the daytime. Grippli are not warlike. They love bright colors and have been known to make raids on travelers to steal bright colored clothing for their huts. They defend themselves with snares, nets, poisoned darts and bolts, and occasionally a sword or dagger. A few (1%-2%) have psionic power.

A grippli lair is built on the ground and consists of mud and wood huts. In the lair there will be 5-30 males, an equal number of females, and 1-6 offspring (noncombative). Also, the tribe mother (AC 7; HD 3; DM 1d6+1 + a musk cloud once per day, treat as a *stinking cloud*) will be there with 1-3 mates (AC 8; HD 2; DM + 1d4+1 poison).

GRIG

FREQUENCY: Very rare
NO. APPEARING: 2-12 (or 5-50)
ARMOR CLASS: 2
MOVE: 6" (or 12" leap)
HIT DICE: 1/2+1
(2-5 hit points)
% IN LAIR: 10%
TREASURE TYPE: X,Y
NO. OF ATTACKS: 3 or 2
DAMAGE/ATTACK:
By weapon type
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Spells
MAGIC RESISTANCE: 30%
INTELLIGENCE: Low to average
ALIGNMENT: Neutral (good)
SIZE: S (1 1/2' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
II/50 + 1/hp



The leaping grigs appear to be some form of sprite. Found only in sylvan woodlands and meadows, these creatures are shy of strangers but otherwise good-natured and friendly. They are nocturnal and in most instances are encountered in a glen. There with 1 or, possibly, several other bands of grigs or a tribe of atomies (q.v.) or both, they will meet to play and dance in the moonlight. There is a 30% probability for other grigs or atomies to be there: 1-15 = 5-50 grigs, 16-25 = 2-12 grigs and 30-120 atomies, and 26-30 = 5-50 grigs and 30-120 atomies. One or

more of the grigs will play bowed string instruments while the others enjoy circle dances and other pastimes.

The grigs' high armor class is due to their size, dexterity, and leaping ability. Their legs are more like a cricket's or grasshopper's than a sprite's, and these limbs give the grigs the ability to leap long distances, assisted by their small, gauze-like wings. Attack is made only upon evil enemies or those who molest the grigs. It is typically a combination of missile release and melee. Due to their skill and dexterity, grigs attack at +2 to hit when hurling missiles. Each grig carries at least 6 small darts. These they hurl during their hopping flight. Then they alight and thrust needle-like daggers. Their small darts are equal to large ones when used by the grigs, but when used by others, these weapons cause but 1 point of damage. Similarly, the grig dagger is but a knife save in the hands of grigs where it inflicts damage equal to a short sword.

Grigs have the following spell-like powers which they can employ at will, 1 at a time, 1 per round: *change self*, *entangle*, *invisibility*, *pyrotechnics*, *trip*, and *ventriloquism*. These magical powers are used at 6th level of ability.

The grigs enjoy using the dweomers for jolly fun as well as for self-protection, and many are the practical jokes reported from encounters with these creatures.

Grig fiddlers are 25% likely to be able to play a tune the effect of which equals that of the magic-user spell *Otto's Irresistible Dance*. A saving throw vs. spell is applicable to all within a 30-foot radius of the playing grig. Failure means the victim must dance until the grig ceases playing or the victim drops of exhaustion. Grigs can play for hours. Grigs are 90% likely to surprise and only 10% likely to themselves be surprised. They have hearing equal to double human norm, infravision to 180 feet, and ultravision.

In addition to their own tongue, grigs speak Atomie, Brownie, Pixie, and Sprite. Of course, they speak Common as well if they choose to slow their speech and pitch it downwards in scale.

GRIM

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 0
MOVE: 18" or /36"
(MC:C in owl form)
HIT DICE: 4+2-8
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: See below
DAMAGE/ATTACK: See below
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 25%
INTELLIGENCE: Average
ALIGNMENT: Neutral good
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
V/285 + 5/hp

The grim are guardians who watch for and oppose Evil. They are night creatures, usually frequenting the fringes of human habitations or burial grounds. Grim will be encountered in any of the following forms: black cat (as a giant lynx for attacks 1-2/1-2/1-4+raking), black dog (as a war dog for attacks 2-8), and a black owl (as a giant owl for attacks 2-8/2-8/2-5).

Each grim must stay in the form chosen for a full night. In daylight they become ethereal and await the setting sun. Damage sustained the previous day is alleviated on the next as the sun sets. In addition to the attack modes of their chosen form, grim are able to turn undead as if they were clerics of the 8th level with +2 on the die if versus creatures of Evil from the Lower Outer Planes. They can be hit only by weapons of +1 or better magical enchantment. Each grim radiates a protection from evil within a 10-foot radius and can detect evil at a 7" distance. Thus,

they are never surprised by Evil creatures, and their senses make it possible for them to surprise others 1 in 10.

Grim typically ward off evil natured creatures and warn those of good of imminent peril from such monsters. The latter is done by their weird call, be it yowl, howl, or hoot of mournful tone. They do not otherwise communicate or do anything else in conjunction with humans or demihumans unless an immediate confrontation is at hand. In this case, the creatures will always assist in combat against Evil.

GRUE, ELEMENTAL

Chaggrin

FREQUENCY: Very rare
(uncommon)
NO. APPEARING: 1 (2-5)
ARMOR CLASS: 4
MOVE: 12" (3")
HIT DICE: 5 + 5
% IN LAIR: Nil (20%)
TREASURE TYPE: Nil
(C, Qx5)
NO. OF ATTACKS: 2
DAMAGE/ATTACKS: 3-6/3-6
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +1 or
better weapon to hit; immune
to earth-based magic
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low to average
ALIGNMENT: Neutral evil
SIZE: S
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
V/425 + 6/hp
(Statistics in parenthesis are for the Elemental Plane of Earth with the exception of movement rates.)



The chaggrin, or soil beast, is a grue from the Elemental Plane of Earth. When on the Prime Material Plane, it typically takes the form of a yellowish hedgehog, although its skull-like head readily distinguishes it from a normal animal of that sort. Although only 2 or 3 spans long, a chaggrin weighs over 140 pounds, some being as heavy as 210 pounds. A chaggrin loves to torment its victim, and it will usually attack by digging its long, razor-sharp foreclaws into its prey and then hold on while the hapless victim dashes hither and thither trying to escape from or dislodge the grue.

Each round of such clinging inflicts an additional 7-12 points of damage. Contact with unprotected flesh will inflict 1-4 points of damage per round from quills if the grue is in hedgehog form. No earth-based/affecting spell, including the following, will work against a chaggrin: *earthquake*, *dig*, *glasse*, *statue*, *stone shape*, *passwall*, *move earth*, *glassteel*, *transmute rock to mud*, *wall of stone*, *stone to flesh*. The mere presence of the chaggrin within 40 feet of such magic dispels the magic, even if the dweomer had been previously permanent. Magic items are not affected.

Whenever it desires, a chaggrin can assume the shape of a large mole, hedgehog, or bipedal, man-like form. The latter is its natural shape on its own plane. In the latter form it can merge into surfaces of natural soil or stone, emerging suddenly so as to surprise opponents on 1-5. The only clue to the grue's presence is a damp, dark outline which is faintly perceptible if the area is carefully observed.

The natural chaggrin form is disgusting. The body appears much like lumpy, wet clay. The visage is asymmetrical and vicious. The small eyes gleam with feral light.

Harginn

FREQUENCY: Very rare (uncommon)
NO. APPEARING: 1 (2-8)
ARMOR CLASS: 3
MOVE: 15"
HIT DICE: 4+4
% IN LAIR: Nil (15%)
TREASURE TYPE: Nil (1/2 x 1)
NO. OF ATTACKS: 1
DAMAGE/ATTACKS: 5-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +1 or better weapon to hit; immune to fire-based spells
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average to high
ALIGNMENT: Neutral evil
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: IV/245 + 5/hp



The harginn, or flame horror, is a grue from the Elemental Plane of Fire. When summoned to the Prime Material Plane, a harginn will typically appear in the form of a human with flames where its lower torso and legs would be were it a man. A harginn can assume the shape of a normal bonfire, a column of fire up to about 8 feet high, or become very humanoid in form, assuming the form of a bronze human statue. A harginn moves rapidly in any form and attacks by sending forth a gout of flames from its fingertips. This gout balloons outward to encompass an area of 3 feet in width and 6 feet in length, and all within the fiery blast take damage. It is also possible for a harginn to *blink* (cf., spell of that name), and one will always do so when in battle. No fire-based/affecting spell, including the following, will work against a harginn: *produce flame*, *pyrotechnics*, *produce fire*, *wall of fire*, *fire seeds*, *chariot of sustarre*, *fire storm*, *burning hands*, *fireball*, *flame strike*, *flame arrow*, *fire charm*, *fire shield*, *fire trap*, *delayed blast fireball*, *incendiary cloud*, and *meteor swarm*. The very presence of a harginn within 20 feet of such magic dispels the magic, even if previously permanent. Magic items are not affected.

That harginn are gruesome is undoubtable. Whenever features are discernable, they express leering evil and great cruelty. The monster's eyes are glowing black, and the body color is typical of such fiery hues as scarlet and orange, crimson and purple-blue, yellow and orange.

Ildriss

FREQUENCY: Very rare (uncommon)
NO. APPEARING: 1 (2-8)
ARMOR CLASS: 2
MOVE: 3" as rolling fog; 24" otherwise (MC:A)
HIT DICE: 4
% IN LAIR: Nil (10%)
TREASURE TYPE: Nil (Q, x 2, X)
NO. OF ATTACKS: 1
DAMAGE/ATTACKS: 3-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +2 or better weapon to hit; immune to air-based spells
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low to very
ALIGNMENT: Neutral evil
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: IV/245 + 5/hp



The ildriss, or wind terror, is a creature from the Elemental Plane of Air. When on the Prime Material Plane, an ildriss is either as invisible as the

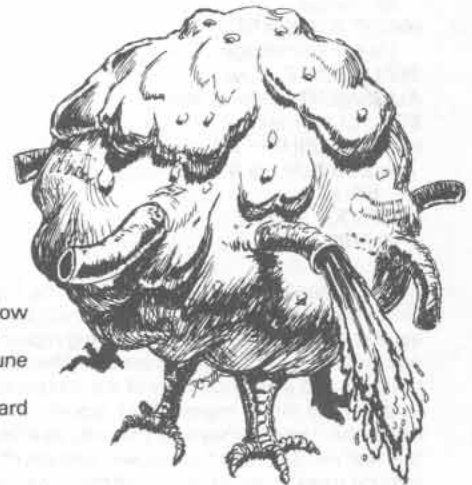
wind or it is seen as a fog-like cloud with vaporous tentacles and 3 faintly gleaming red eyes. (The latter is its natural form on its own plane). It whisks about in the former guise, but to attack it must become more substantial, i.e., form as a misty entity. The ildriss then twirls, its fog arms carrying small particles which strike with such force as to cause horrible abrasive wounds, much as a storm of wind-driven sand wounds a living creature. Because the ildriss can move invisibly high up or along the ground, they always gain a 4 in 6 chance of surprise. They also attack first in any round.

No air-based/affecting spell, including the following, will work against an ildriss: *control weather*, *wind walk*, *call lightning*, *control winds*, *stinking cloud*, *gust of wind*, *lightning bolt*, *cloudkill*, *cone of cold*, *invisible stalker*, *wall of fog*, and *fog cloud*. If an elemental grue from the Plane of Air is within 50 feet, not only do air-based/affecting spells fail to function, but existing effects, even if permanent, are fully and totally dispelled. Magic items are unaffected.

Because of their nebulous form and airy nature, ildriss are hard to hit; thus they have armor class 2. They are less substantial on the Prime Material Plane than other grue (thus a +2 or better magic weapon is required to hit them). Ildriss are generally gray, pale yellow, or (rarely) white. Eyes are pyramidal, ranging from dark orange through scarlet to maroon.

Varrdig

FREQUENCY: Very rare (uncommon)
NO. APPEARING: 1-3 (2-5)
ARMOR CLASS: 5
MOVE: 6"/18"
HIT DICE: 6+6
% IN LAIR: Nil (20%)
TREASURE TYPE: Nil (1/2 x F)
NO. OF ATTACKS: 2 (1)
DAMAGE/ATTACK: 1-4/1-4 (4-16)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +1 or better weapon to hit; immune to water-based spells
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi to average
ALIGNMENT: Neutral evil
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: VI/650 + 8/hp



(Statistics in parentheses are for the Elemental Plane of Water.)

The varrdig, or fluid brute, is a creature from the Elemental Plane of Water. A varrdig can appear as a pool of water, a fountain, or as part of a greater body of water, although in the latter case its greenish tinge tends to make it noticeable if the observer is careful. Its actual form is that of a globular, jelly-like blob. It is translucent and a lower fringe of small, clawed legs and pipe-like protrusions radiate from its middle. These flexible hoses provide propulsion by jetting water when the creature is in its element. Otherwise, a varrdig uses these jets of fluid to attack with, because the water force is considerable for up to 6 feet with a 1 in 6 chance of blinding the victim for 1-4 rounds. A helpless opponent will be drowned in a single round as the varrdig thrusts a tube into a nostril. In water, the attack is by rapid propulsion of the body into contact with its opponent.

No water-based/affecting spell will work against a varrdig or within 30 feet of one. The spell will fail, even if previously cast and permanent. The spells included are: *create water, part water, ice storm, purify...drink, purify water, wall of ice, create...water, obscurement, airy water, lower water, water breathing*. Magic items are not affected.

It is possible for several varrdig to combine to form an entity which resembles a snowman in form. The joint ambulatory appendages move the thing along smoothly. The midbody portion houses the sensory organs (if any do exist) as evidenced by odd outgrowths of cilia and stalks, and the upper portion sprouts 3-6 tubes which can shoot water streams out to 10 feet with a damage factor of 1-6 hit points.



HANGMAN TREE

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 3/5
(appendages)
MOVE: 0" (effectively)
HIT DICE: 61 hp/year
% IN LAIR: 0%
TREASURE TYPE: Incidental
NO. OF ATTACKS: 3
DAMAGE ATTACK: 1-3
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE:
1% per year of age
INTELLIGENCE: Low
ALIGNMENT: Neutral (evil)
SIZE: L (20"+ tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VII/1600 + 8/hp

The hangman tree is so named for its rope-like appendages. These sinewy vines resemble nooses at their ends and when dropped down appear much as if they were hanging ropes. Hangman trees are deciduous and are found in temperate to subtropical climates. Their shallow root systems and small numbers of leaves require them to supplement their nutrition by direct ingestion of protein. Thus, each tree traps prey. A hangman tree can move very slowly, its effective movement being but a few feet per day once fully grown. Saplings* move about 6 feet per hour, mature trees at about one-third that rate. All are solitary. During freezing weather, a taproot is put down and the tree is dormant. A hangman tree has no interest in any sort of treasure, and as each moves constantly, it is unlikely that any treasure will be found near one, although indigestible items will be expelled from the belly-trunk periodically. The tree attacks by dropping its noose-like appendages around prey. Although each tree has 6-9 appendages, only 3 can be controlled at one time. It takes 13-20 points to sever and destroy a vine. This is exclusive of damage to the tree proper. When in contact with a victim, the vine-like appendage is drawn tight. From 1-3 points of damage accrue to the victim each round as the vine tightens and lifts the prey (up to 1000 pounds) to the upper trunk opening. This requires 4 full rounds. On the 5th round, the victim is dropped into the acidic secretion contained within the barrel of the trunk of the hangman tree. The victim will suffer 3-12 points of acid damage per round until dead, and then digestion takes place. Escape from the trunk-stomach is nearly impossible due to sharp growths which surround the top opening and point down and inward. About 3 man-sized victims can fit within the tree's digestive cavity at one time.

Each hangman tree has a hallucinatory perfume which it can release at will, usually doing so while prey is 30-80 feet distant. This will cause victims to believe the tree to be some ordinary sort of quickwood or treant, etc. A tree of this sort can speak haltingly in Common learned over the years. Each also has a magic resistance based on its age because it draws power from the environment. Lightning or electricity will cause double damage if used to attack the tree. Extreme cold will shock the tree into dormancy until it thaws out. Darkness also causes it to slow down its activity, although it still functions at half efficiency.

A hangman tree resembles a thick oak with few branches and sparse foliage. There are knot-like protruberances where the sensory organs

are, usually high on the trunk. The lower trunk will show a scar-like place for expulsion of indigestibles.

*Optional guide for tree ages: noncombatant sprout, 1-10 years; sapling, 11-25 years; mature tree, 26-75 years; old tree, 76-150 years; ancient tree, 151+ years.

HAUNT

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 0/victim's AC
MOVE: 6"/as possessed victim
HIT DICE: 5/victim's hp
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1/1, as
5 HD monster
DAMAGE/ATTACKS:
See below/by weapon
SPECIAL ATTACKS: Possession
SPECIAL DEFENSES:
See below/none
INTELLIGENCE: Non-
ALIGNMENT: Any
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
IV/165 + 5/hp



(Note: Where statistics are separated by a slash, those to the left refer to the haunt in its natural state, those to the right are for the haunt when within a possessed victim.)

A haunt is the restless spirit of a person who died leaving a vital task unfinished. A haunt inhabits an area within 6" of the site where it died. The haunt's sole purpose is to possess a living body and use it to complete the task, thus gaining a final release.

Haunts can assume either of 2 forms, at will: a hovering, luminescent ball of light (identical in appearance to a will-o-wisp) or a nebulous, translucent image of the haunt's former body. Haunts are similar in appearance to a groaning spirit, spectre, or ghost, for which they are often mistaken.

A haunt's attack will drain 2 points of dexterity per hit. As a character's dexterity is drained, he or she will suffer the penalties of lower dexterity. The character will feel an increasing numbness and cold creeping over his or her body. When a character's dexterity reaches zero, the haunt will step into the body and possess it. Once a body is possessed the dexterity will return to normal.

The haunt will use the possessed body to complete its unfulfilled task, which need not necessarily be dangerous. Once the task is completed, the haunt will pass on to its final rest, and the victim will regain control of its body. When the haunt leaves a victim the character will have a dexterity of 3. Lost dexterity may be regained at a rate of 1 point for each turn of complete rest. If a haunt's possessed body is slain, it will haunt the place where the body was killed.

If the possessed victim has an alignment opposite to that of the haunt (good vs. evil), the haunt will try to strangle the character. It will fasten its ghostly hands around the victim's neck on a successful to-hit roll. The victim will then take 1 point of damage the first round, 2 the second, 4 the third, and so on, doubling each round, until the victim is dead or the haunt is driven off.

Haunts may not be turned because they are linked to the site of their deaths. When in their natural forms, haunts can be struck only by silver and magical weapons and by fire. Weapons cause only 1 point of damage per attack plus any magical bonuses. Fire will inflict 1 point of damage per round, and magical fire will do full damage. When a haunt is reduced to zero hit points it will lose control of its ectoplasm and fade away. The haunt will reform in 1 week to haunt its location again until its task is completed. Exorcism will destroy a haunt forever.

Any attacks on a possessed character will do full damage to the character. The only safe ways to free a possessed person are an exorcism or a *hold person* spell. When a *hold person* spell is used, the haunt must save vs. paralyzation or it will be expelled from the body.

A haunt must remain within 6" of the place where it died until it possesses a body. The best defense against a haunt is to leave the area it inhabits.

HOLLYPHANT

FREQUENCY: Rare
 NO. APPEARING: 1-3
 ARMOR CLASS: -4
 MOVE: 9"/42" (MC:B)
 HIT DICE: 8+8
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 1-3/1-3
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: 60%
 INTELLIGENCE: Genius
 ALIGNMENT: Good (lawful)
 SIZE: S (2' + long)
 PSIONIC ABILITY: 201-300
 Attack/Defense Modes:
 All/all
 LEVEL/X.P. VALUE:
 VIII/3750 + 14/hp



Hollyphants are creatures of the Upper Outer Planes. They are used as messengers and helpers by the deities, and as such are sometimes encountered on the Prime Material Plane. When so seen, there will be from 1 to 3 hollyphants flying, for it is only 5% probable that a hollyphant will be going by foot. The sight of the strange, golden-furred creatures will engender great fondness and desire to cooperate in good characters, unease in those of neutral standing, and loathing tinged with fear in evil characters. This reaction is caused by the sort of telepathic aura which surrounds hollyphants. No saving throw is permitted. Hollyphants desire to aid Good, dislike Neutral, and will seek to destroy Evil.

Normal attack is by means of their upward-jutting tusks, but Hollyphants have far more effective attack and defense modes. Three times per day each hollyphant can trumpet through its trunk. Each blast can deliver the results desired by the particular hollyphant: blasting as per *horn of blasting*; deafening as per *drums of deafening* but in a cone-shape 1" x 3" x 7"; and sun-sparkles, which is a cone-shaped blast of positive energy particles, 1" x 2" x 5", that inflicts 8d6 +8 points of damage on creatures such as undead and those of the Lower Outer Planes.

Hollyphants are also able to use the following spell-like powers, 1 at a time, 1 per round, at will, at 16th level of ability: *banish* once per day (see below); *bless*, *cure serious wounds* twice per day; *flame strike* once per day; *heal* once per day, *light*, *protection from evil* (within a 10-foot radius) twice per day, *raise dead* once per day, and *teleport* with no error.

A *banishment* spell forces some creature from another plane to return instantly to its own abode. The subject cannot come back without some special summoning or means of egress from its own plane. More than 1 creature can be forced into magical banishment, if within 2" range and if the total hit dice of all affected is 32 or less. If the subject creature makes its saving throw vs. the spell, the hollyphant will be stung by a backlash of energy, take 2-12 points of damage, and be stunned for 2-12 segments.

Live hollyphants are always protected by a *globe of invulnerability* radiated by their fur. Their tusks give them immunity to all diseases and poisons, but the tusks do not function thus for others. They are harmed only by +1 or better magic weapons. They automatically *detect evil* in a 2" radius. Hollyphants can *gate* (50% success) another hollyphant* (70%) or an appropriate deva* (30%). Psionic disciplines are usually 4 minor and 2 major ones. They never duplicate the hollyphants' spell-like or other powers. Communication is by their own speech or by a limited form of telepathy.

Hollyphants are travelers of the Astral and Ethereal planes, of course, for they must travel there in the course of their duties.

The golden fur of these creatures seems to glow. Their wings are also golden and their small tusks are ivory-colored. Hollyphant eyes are amber-colored to glowing brown, large, and kindly.

* As an alternative, a baku, lamassu, opinicus, shedu, etc., might be possible.

** As an alternative, greater lamassu, greater shedu, ki-rin, phoenix, etc., might be possible.

HORDLING (Hordes of Hades)

FREQUENCY: Very rare
 (common on the
 Planes of Hades)
 NO. APPEARING: 1 (1-6)
 ARMOR CLASS: 3, 2, 1, OR 0
 MOVE: 6", 9", 12", or 15"
 (see below) (MC:D with
 bat wings)
 HIT DICE: 6+3, 7+2, 8+1, or 9
 % IN LAIR: 0% (15% in Hades)
 TREASURE TYPE: Nil
 (C in Hades)
 NO. OF ATTACKS: By type
 of hordling
 DAMAGE/ATTACK:
 See Attack Table
 SPECIAL ATTACKS: See
 Special Attacks Table
 SPECIAL DEFENSES: +1 or
 better weapon to hit,
 plus see Special Defenses
 defense Table
 MAGIC RESISTANCE: 0%, 5%,
 15%, 30%
 INTELLIGENCE: Semi-, low, average, very
 ALIGNMENT: (Neutral evil)
 SIZE: S, M, L (8' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
 LEVEL/X.P. VALUE:
 VI/525 + 8/hp
 VI / 825 + 10/hp
 VII/1300 + 12/hp
 VII/1400 + 12/hp



The hordlings who form the Hordes of Hades are of varied form, size, power, and appearance. They have in common hideousness and hatefulness. They roam the reaches of Hades preying upon all things, including one another. The strong slay and devour the weak. They will serve under strong leaders such as night hags, but they are untrustworthy, rebellious, and quarrelsome, so hordes are not long-lived (nor are hordlings). The disposition of hordlings is, in fact, chaotic. Similar creatures are also common on the Planes of Tarterus, and a few are found on the Abyssal Planes. The only known method of drawing more than 1 hordling to the Prime Material Plane is the bringer of doom, a strange device created by arcane magic during the Invoked Devastation (see *WORLD OF GREYHAWK™* set) and now lost.

The exact appearance and abilities of a given hordling are determined randomly. Armor class, movement rate, hit dice, magic resistance, intelligence and size are determined using 1d4 (see above for size, 1=small, 2-3=medium, 4=large.) Roll 1d6 for each physical characteristic detailed below.

Head

- 1 = Wedge-shaped
- 2 = Conical
- 3 = Discoid
- 4 = Spherical
- 5 = Cubical
- 6 = Ovoid

Head Adornment

- 1 = Bald
 - 2 = Mane
 - 3 = Frills
 - 4 = Lumps
 - 5 = Spikes (2-8)*
 - 6 = Horns (1-4)*
- * Attack 1/spike; 1-2/horn

Strength

- 1 = 17 (+1/+1)
- 2 = 18 (+1/+2)
- 3 = 18/50 (+1/+3)
- 4 = 18/75 (+2/+3)
- 5 = 18/90 (+2/+4)
- 6 = 18/99 (+2/+5)

Color

- 1 = Black-brown
- 2 = Russet-red
- 3 = Orange-yellow
- 4 = Olive-green
- 5 = Blue-purple
- 6 = Gray-white

Overall Visage

- 1 = Gibbering, drooling
- 2 = Glaring, menacing
- 3 = Twitching, crawling
- 4 = Wrinkled, seamed
- 5 = Hanging, flaccid
- 6 = Rotting, tattered

Ears 2 (1-4) or 4 (5,6)

- 1 = Large, pointed
- 2 = Small, pointed
- 3 = Large, drooping
- 4 = Large, fan-like
- 5 = Huge, humanoid
- 6 = None

Eye Color 3 (4), 4-6 (5-6)

- 1 = Dull black
- 2 = Purple
- 3 = Metallic
- 4 = Maroon
- 5 = Blank White
- 6 = Opalescent

Eyes - 1 (1), 2 (2,3), 3 (4),

- 1 = Huge, protruding
- 2 = Small, stalked
- 3 = Large turreted
- 4 = Small, sunken
- 5 = Large, round
- 6 = Small, slitted

Nose

- 1 = Wide, protruding
- 2 = Slits only
- 3 = Hanging snout
- 4 = Long, pointed
- 5 = Large, many-warted
- 6 = Narrow, beaked

Mouth-large (1-4), huge (5,6)

- 1 = Out-thrust tusks (a)
- 2 = Many small fangs (b)
- 3 = Long canines (c)
- 4 = Tushes (d)
- 5 = Crushing teeth (e)
- 6 = Saw-toothed (f)

Appearance of torso

- 1 = Fat
- 2 = Rubbery
- 3 = Thin
- 4 = Narrow, long
- 5 = Wide
- 6 = Short, thick

Neck

- 1 = Short, thick
- 2 = Short, thin
- 3 = Long, thick
- 4 = Thrust forward, thick
- 5 = Long, thin
- 6 = None apparent

Back

- 1 = Humped
- 2 = Hunched
- 3 = Knob-maned
- 4 = Bristle-maned
- 5 = Fan-winged *
- 6 = Bat-winged **

* Flies 18" — maximum move 9" on ground

** Flies 12" — maximum move 12" on ground

Tail

- 1 = Long, prehensile
- 2 = Short
- 3 = Long
- 4 = Long, clubbed (l)
- 5 = Long, barbed (k)
- 6 = None

Arms- 1(1), 2(2-5), 3-4 (6)

- 1 = Multi-jointed
 - 2 = Telescoping •
 - 3 = Short, thick
 - 4 = Trunk-like
 - 5 = Long, thin
 - 6 = Tentacle
- * Reach is double

Legs- 2(1-4), 3(5), 4(6)

- 1 = Long, thin
 - 2 = Short, bowed
 - 3 = Short, massive
 - 4 = pringing *
 - 5 = Hopping **
 - 6 = Telescoping ***
- * can spring 20'
 ** can jump 10' any direction
 *** can add 50% to normal height

Hands/extremities

- 1 = Large, thick-fingered (g)
- 2 = Clawed (h)
- 3 = Taloned (i)
- 4 = Pinched (j)
- 5 = Barbed (k)
- 6 = Knobbed (l)

Feet/extremities

- 1 = Prehensile toes, long
 - 2 = Full hoofed (m)
 - 3 = Splay hoofed (n)
 - 4 = Clawed (o)
 - 5 = Suckered
 - 6 = Full webbed *
- * swims 6", 9", 12" or 15" (d4)

Attack Table - Damage

(Match with rolled characteristics)

- a = Tusks, large = 2-8, huge = 2-12
- b = Small fangs, large = 2-8, huge = 2-8
- c = Long canines, large = 1-6, huge = 1-8
- d = Tushes, large = 1-8, huge = 1-10
- e = Crushing teeth, large = 3-6, huge = 4-7
- f = Saw-toothed large = 1-3 and 1-4/round thereafter; huge = 1-4 and 1-6/round thereafter
- g = Blow = 1 strength, 2 hits = strangle for 2-8 +strength
- h = Claw = 2-5
- i = Talon = 1-6
- j = Pincer = 1-4 strength
- k = Barbed = 1/round and held fast (except by tail)
- l = Knobbed = 1-3 +strength bonus
- m = Full hoof = 1-2 +strength
- n = Splay hoof = 1-3
- o = Claw (hind) = 1-4

Special Attacks Table

(10% chance for 2)

- 1 = Breath equals small *stinking cloud* spell vs. 1 opponent in 3' range
- 2 = Gaze equals ray of enfeeblement spell vs. 1 opponent in 5' range
- 3 = Legs used to equal *trip* spell vs. 1 opponent in melee
- 4 = Sound emanation equals *fumble* spell vs. 1 opponent in 5' range
- 5 = Double attacks for 1 round once per turn
- 6 = Acidic spittle missile, 10' range, 2-8 points damage, once per turn

Special Defenses Table

(10% chance for 2)

- 1 = +2 or better weapon to hit
- 2 = Fire and acid attack immunity
- 3 = Cold, gas, and poison immunity
- 4 = Electrical and magic missile immunity
- 5 = Immunity to illusions and mental paralysis (*charm, hold*)
- 6 = Regenerates at 2-5 hp/turn rate

All hordlings have ultravisual capabilities. Those with usable hands can use weapons. They all can become near-invisible (75%) for up to 1 full turn once per day; this requires 1 round. Hordlings are otherwise unremarkable. Note: Treat hordlings as minor demons with respect to clerical "turning" and like effects.

HYBSIL

FREQUENCY: Rare
 NO. APPEARING: 1d6 x 10
 ARMOR CLASS: 7
 MOVE: 15"
 HIT DICE: 1-1
 % IN LAIR: 30%
 TREASURE TYPE: I
 NO. OF ATTACKS: 1 weapon
 DAMAGE/ATTACK:
 1-4 or by weapon
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES:
 +4 to all saving throws
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Average
 to very
 ALIGNMENT: Lawful good
 SIZE: S (3' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 II/22 + 1/hp



These small antelope centaurs look like a cross between a centaur and a pixie, brownie, or sprite. They speak Hybsil, Elf, and Common. Bugbears, ogres, and especially gnolls are their mortal enemies. They are often on friendly terms with most 4-legged mammals, including antelopes, zebras, deer, and horses.

In combat, they use short daggers, but their main weapons are their arrows. These cause 1-4 points of damage and are coated with a rare

plant juice that causes sleep for 1-4 hours (save vs. poison at -4). Hybsils add +4 to all their saving throws because of their hearty constitutions.

Hybsils live in large families or close-knit tribes in temperate or subtropical grasslands. They are seminomadic and may roam over vast areas or live an entire lifetime within a small thicket or grove. The tribal leader will be a witch doctor capable of either druid (60%) or magic-user (40%) spells and a casting ability of up to 7th level.



JANN

FREQUENCY: Very rare
NO. APPEARING: 1-2 (10%
 1-8)
ARMOR CLASS: 5
 (plus possible armor)
MOVE: 12"/30" (MC:A)
HIT DICE: 6+2
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK:
 By weapon type +
 strength bonus
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: 20%
INTELLIGENCE: Very to
 exceptional
ALIGNMENT: Neutral (good)
SIZE: M (6'-7' tall)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VI/975 + 8/hp



The race of the jannee is the weakest of the elemental humanoids (cf., dao, djinni, efreeti, marid) collectively known as genies, because a jann is formed out of all 4 of the elements and must therefore spend most of his or her time on the Prime Material Plane.

Jannee often (60%) wear chainmail armor which gives an effective armor class of 2. They typically use large scimitars (equal to bastard swords) and composite longbows. Male jannee have strength ranging from 18/01 to 18/00 and females from 17 (roll of 01-50) to 18/50 (roll of 51-00).

In addition to the ability to fly, jannee have the following spell-like powers which they can employ at will, 1 at a time, 1 per melee round: *growth/reduction* twice each per day, *invisibility* 3 times per day, *create food and water* once per day as a 7th-level cleric, and *etherialness* once per day for a maximum of 1 hour. Jannee perform at 12th level ability, except as noted. Jannee are able to dwell in air, earth, fire, or water environments for up to 48 hours. This includes the elemental planes, to which any jann can travel, even taking up to 6 individuals along if those persons hold hands in a circle with it. Failure to return to the Prime Material Plane inflicts 1 point of damage per hour on the jann, until a return to that plane occurs or until death. Travel to other elemental planes is possible, sans damage, providing at least 2 days were spent on the Prime Material Plane immediately prior to the travel.

Jannee tend to be suspicious of humans. They do not like demihumans, and detest humanoids. Jannee will accept djinn, but shun daos, efreet, and marids. They favor dwelling in forlorn desert areas at hidden oases, where they have privacy and safety. They will sometimes befriend humans or work with them for some desired reward such as potent magic items.

The society of jannee is very open, and males and females are regarded as equals. A group of 11-30 individuals typically makes up a tribe ruled by a sheik and 1-2 viziers. Exceptionally powerful sheiks are given the title of amir, and in time of need they gather and command large forces

of jannee (and allied humans at times). Jannee leaders have genius intelligence, higher hit dice (up to 84 for sheiks, 95 for amirs) and greater strength (19 possible 10% of the time). Viziers have intelligence of genius to supra-genius and the following spell-like powers: *augury*, *detect magic*, and *divination*, 3 times per day each at 12th level ability. In addition to speaking the common tongue and the various languages of geniekind, jannee are able to speak with animals.

JELLY, MUSTARD

FREQUENCY: Rare
NO. APPEARING: 1
ARMOR CLASS: 4
MOVE: 9" (See below)
HIT DICE: 7+14
% IN LAIR: 35%
TREASURE TYPE: See below
NO. OF ATTACKS: 1 or 2
DAMAGE/ATTACK:
 5-20 or 2-8/2-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +1 or
 better weapon to score
 effective damage
MAGIC RESISTANCE: 10%
INTELLIGENCE: Average
ALIGNMENT: Neutral
SIZE: L (9'-12' diameter)
PSIONIC ABILITY: Nil
 Attack Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VI/825 + 18/hp (half awarded
 if half the creature slain)

The mustard jelly is a strain of, or perhaps a relative of, the ochre jelly. The monstrous amoeboid mustard jelly, however, is far more dangerous. The only clue to its presence is a faint odor not unlike that of blooming mustard plants. That and its translucent yellowish-brown color give it its name.

Normally, a mustard jelly attacks by forming a pseudopod of its acidic substance and striking with it. Those nearby must save vs. poison each round, however, for the monster exudes a vapor within a 10-foot radius, and this toxic stuff causes victims to become lethargic and move at half-normal speed unless they save against the effect. Toxic effects last 2 rounds and are cumulative. This large creature is able to divide itself into 2 smaller, faster halves (move 12-18"). Each is capable of attacking as well, but each has only half the hit points of the whole. A mustard jelly can, for example, flow into a room, divide itself into halves which are able to attack independently and simultaneously, and then form itself into torus-shape in order to surround a pillar which its prey has climbed. It cannot move through small spaces, however, and it cannot move along ceilings as an ochre jelly can.

Although not unintelligent, mustard jelly is not known to value treasure of any sort. Of course, it is possible that some treasure might remain after a victim has been devoured.

Mustard jelly is impervious to normal weapons, and electrical attacks and magic missiles cause it to grow. The mustard jelly gains hit points equal in number to the damage rolled. Cold causes only half damage; other attack forms are normal.



KAMPFULT

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 4
MOVE: 3"
HIT DICE: 2
% IN LAIR: 35%
TREASURE TYPE:
 See below
NO. OF ATTACKS: 6
DAMAGE/ATTACK: 1
SPECIAL ATTACKS:
 Surprise on 1-3
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral (evil)
SIZE: S (many slender parts)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE:
 II/36 + 2/hp



Also known as the sinewy mugger, the kampfult originally inhabited thick woodlands where it disguised its rope-like body among vines and creepers. Unsuspecting prey would then be entrapped as the kampfult looped its coils of vine-like appendages around the victim, crushing and strangling it to death. Actively hunted down by humans, the few remaining monsters of this kind are now typically found in ruins or dungeons. There, appearing to be ropes or a net, the monster surprises the unwary.

Several creatures can be attacked at the same time. Once hit by an appendage, the victim cannot escape until the kampfult is slain. Only the central section of the creature can be harmed. A kampfult has 6 attack appendages of about 6 feet in length and 6 movement appendages of 1 foot in length. These are spaced along its slightly thicker body segment, which is a trunk of about 4 feet in length. The monster will hold or pull in its appendages in order to disguise itself.

KECH

FREQUENCY: Rare
NO. APPEARING: 2-8
ARMOR CLASS: 4
MOVE: 15" (see below)
HIT DICE: 5
% IN LAIR: 30%
TREASURE TYPE: B
NO. OF ATTACKS: 3
DAMAGE/ATTACK:
 2-5/2-5/1-6
SPECIAL ATTACKS:
 Surprise 5 in 6
SPECIAL DEFENSES:
 Camouflage
MAGIC RESISTANCE:
 Standard
INTELLIGENCE: Average
ALIGNMENT: Neutral evil
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 IV/205 + 5/hp



Keches are evil forest fiends whose chief goals in life seem to be to mislead, snare, and devour humans. They roam throughout the deep woodlands of all climes, from tropical to subarctic. There they dig pits, set snares, and rig deadfalls to catch the unwary traveler. Worse still, several small bands will occasionally amalgamate in order to raid forest

communities and carry off hapless victims to some faraway spot where the keches can feast undisturbed. It is also common for these creatures to imitate calls of distress to lure prey into trapped areas and ambush. Attack is by means of clawing rakes and a bite. As keches are likely to surprise prey 5 in 6, they usually rush upon 1 or 2 selected victims, slay them, and then carry off the corpses. Their camouflage coloration and skills in woodcraft make it 50% unlikely that their tracks can be followed. They move with 50% chance of silence.

Keches are green humanoids covered with leaf-like, leathery skin. Their long arms and prehensile-toed feet allow them to climb trees very rapidly (60 feet per round) and swing through the upper branches as well. Their human-like faces have large fang-filled mouths and protruding jaws.

KORRED

FREQUENCY: Very rare
NO. APPEARING: 1-4
ARMOR CLASS: 5
MOVE: 9"
HIT DICE: 6+1
% IN LAIR: 1%
TREASURE TYPE: E
NO. OF ATTACKS: 1 or
 by weapon
DAMAGE/ATTACK: 1-2
 +4 or by weapon
SPECIAL ATTACKS:
 Hurl rocks (2d8)
SPECIAL DEFENSES:
 Laugh (6")
MAGIC RESISTANCE: 25%
INTELLIGENCE: Very
ALIGNMENT: Chaotic neutral
SIZE: S (3' tall)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VI/900 + 8/hp



These dance-loving folk always carry cudgels and large pouches containing hair, shears, and other items. They can trap intruders by weaving the hair into animated entangling ropes and snares in 1-4 rounds (rope: AC 1; hp 5; MV 3"; save vs. paralysis or be trapped). The items in a korred's pouch will turn to gold if sprinkled with holy water (50-200 gp value).

Korreds have great strength and can hurl boulders up to 10" (damage 2d8) and are rumored to have built the druid stone circles. They can attack with their shears (damage d4+4), cudgels (damage d6+4), or without a weapon (damage 1-2+4). Korreds may laugh 3 times per day; those within 6" hearing the laugh must roll their charisma or higher on 1d20 or be stunned for 1-4 rounds. Korreds can use the following abilities at will: *stone shape*, *animate rock*, *stone door* (teleport 3"), *shatter rock*, *transmute rock to mud*, and *stone tell*.

Each week the korreds have a holiday when they dance and play music. Those who interrupt the dance must save vs. spells or dance themselves, losing 1-4 points per round until they are dead, restrained, or until the korreds flee.

KRAKEN

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 5/0
MOVE: //3" (21")
HIT DICE: 20
% IN LAIR: 75%
TREASURE TYPE: G, R, S
NO. OF ATTACKS: 2 and 4-6
and 1
DAMAGE/ATTACK: 2-12 (x2),
2-8 (x4-6), 5-20
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Genius +
ALIGNMENT: Neutral evil
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
X/16,900 + 30/hp



The kraken are a race of air- and water-breathing squid-like creatures who dwell in the dark depths of the ocean. It is said that at one time these monsters were smaller, lived in shallow coastal waters, and had human worshippers who served them and brought them sacrifices. Some upheaval in nature—and possibly a battle with Good forces—caused the surviving monsters to retreat to the depths. There, although their number dwindled to a mere handful, the survivors grew huge and powerful. They now seek to kill any good creatures and to devour all small life. Kraken are aggressive hunters. They will battle even large sperm whales and usually win.

Tentacles are armor class 6, as is the exposed head. The body is protected by a shell of great thickness and durability and has an armor class of 0. Backward jetting movement is at 21" rate and swimming at 3".

Attack is with a pair of barb-covered tentacles, 4-6 other striking tentacles, and a possible bite with a huge beak. At least 2 of the 10 tentacles will be used to anchor the kraken or for stabilization. The barbed tentacles rake and draw prey to the beaked mouth. The others, if they hit, then wrap and constrict the prey, causing 3-12 points of damage on the 2nd and each subsequent round. To escape this constriction, the tentacle must be severed (16 points of damage from sharp weapons). (See "Squid, Giant" for details of how tentacle hits impair victims.) If 4 or more tentacles grasp prey while the kraken is taking damage, the monster will slip away to the depths, carrying the hapless victims to its den in a submarine cavern at least 1000 feet beneath the surface. If 3 or more of a kraken's tentacles are severed, the creature will immediately retreat. Its ink cloud is 8"x8"x12" long, and the substance is poisonous for 2-5 rounds until diluted by the water. Creatures within the sepia ink cloud will suffer 1-4 points of damage per round of exposure. In the meantime, the kraken will jet backwards to its lair.

A kraken will attack ships in order to drag them down. Being at least 10% larger than the largest giant squid, a kraken can drag vessels of 60-foot length beneath the water. Larger ships will be dragged to halt in 10 rounds. If, during the attack, the kraken is able to maintain a constricting grasp with 6 or more of its tentacles for 3 consecutive rounds, the vessel will suffer damage as if rammed. It will then take water, and within 2-8 rounds the ship will be subject to being dragged under by the kraken because of lost buoyancy.

Kraken have the innate power to cause *airy water* in a sphere (128 feet across) or hemisphere 6 times as large as usual (240 feet across). Such a condition lasts for a full day. They can also employ the following spell-like powers, 1 at a time, at will: *faerie fire* for 8 hours, *control temperature* within a 40-foot radius for 1 day, *control winds once per day*, *weather summoning once per day*, and *animal (fish) summoning III 3 times per day*. (Fish summoning brings them to the area but does not control them.)

It is rumored that some kraken maintain complexes of caverns wherein they keep and breed human slaves to serve and feed them. These undersea dungeons are stocked when the krakens use wind and weather to bring vessels to the area. Such lairs will be 50% likely to contain treasure of type A as well as that indicated.



LAMMASU, GREATER

FREQUENCY: Very rare
NO. APPEARING: 1-2
ARMOR CLASS: 3
MOVE: 15"/30" (MC: B)
HIT DICE: 12+7
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-12/2-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 40%
INTELLIGENCE: Supra-genius
ALIGNMENT: Lawful good
SIZE: L (5' high at shoulder)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VIII/3950 + 18/hp

As with their smaller, less powerful kin, greater lammasu favor warm regions but occasionally venture even into arctic ones. They, too, seek to protect and assist creatures of good alignment, especially those of order and law. They typically dwell with 6 or more ordinary lammasu.

Greater lammasu can travel the Astral and Ethereal Planes at will. They can become *invisible*, *dimension door*, and *teleport* with no error, at will, 1 at a time, 1 per round. They radiate *protection from evil* for a 20-foot radius with double effect: -4 to evil attacks and +4 on any saving throws. Their clerical spell usage is of 5th level ability and consists of 5 1st-level, 4 2nd-level, 3 3rd-level, 2 4th-level, and 1 5th-level spells. The cures of the greater lammasu are double strength and based on 1d6+1, so that a *cure light wounds* will cure 4-14 lost hit points and a *cure serious wounds* has double effect (8-28). Fifty percent of greater lammasu can speak a *holy word* in addition to lower level spell use. Their level of spell-like ability is 12 (as hit dice).

Greater lammasu have *empathy*, *telepathic communication*, and speak both the limited language of lawful good and the speech of the lammasu.

LAMPREY, LAND

FREQUENCY: Uncommon
NO. APPEARING: 2-12
ARMOR CLASS: 7
MOVE: 12"
HIT DICE: 1+2
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK:
1 hp/round (see below)
SPECIAL ATTACKS:
Drain blood, encumber
(see below)
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE:
Standard
INTELLIGENCE: Non-
SIZE: S
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
II/36 + 2/hp



The land lamprey is a mutated version of the sea lamprey. It breathes air and moves in snake-like fashion. Land lampreys may be found in almost any climate except desert or extreme cold. They prefer dark and damp environments. Like their aquatic cousins, land lampreys feed by biting their victims, fastening themselves to the victims with their sphincter-like mouths, and draining blood. Once attached (a hit for 1 point of damage), a lamprey will drain blood for 3 successive rounds (unless killed or removed first) for 1 hit point of damage per round. In addition, while attached to a character, each land lamprey will *encumber* the individual; this is equivalent to a loss of 1 point of dexterity per lamprey attached. Land lampreys can be removed only by killing them or exposing them to fire, whereupon they will release their hold in an effort to avoid the flames.

A land lamprey is only about 3-feet long but fairly thick and heavy. Coloration ranges from light green to blackish green.

LUCK EATER

FREQUENCY: Rare
NO. APPEARING: 1
ARMOR CLASS: 7
MOVE: 15"
HIT DICE: 4
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: Nil
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: S (1' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
III/125 + 4/hp

The deceptive form of the luck eater is that of a golden-furred cat. It may be found nearly anywhere, often lurking in a hidden niche and surprising on 1-4. It purrs when approached, causing all creatures within 30 feet to save vs. spell or become attracted to the beast. Creatures attracted to it will want to take it with them, unharmed; it will always permit this and stay with the victim(s) for 2-5 hours, purring all the while. The aura emanated by the luck eater is such that all creatures within range of the purr suffer a 10% (-2) penalty on all saving throws, damage, and chances to hit. Failure to save has no effect, but note that all within range must save each round until attracted. The luck eater somehow feeds on the luck thus lost, becoming satiated only after the

indicated duration has elapsed. If the creature goes without food for any 3-turn period (i.e., if no rolls are made in 30 minutes of character time), the luck eater will alter its purr slightly, causing its benefactors to attack the next creature encountered. If yet another 3 turns elapse with no food forthcoming, the aura is altered again, causing the benefactors to fight among themselves for 10 rounds or until a death occurs. However, this extreme measure effectively negates the enchantment, and the luck eater always sneaks off unnoticed near the end of such battles. Otherwise, the creature will leave quickly when satiated, still purring. Creatures previously attracted will allow it to leave, defending it if necessary; they will regain their senses 1-6 turns later.

LYCANTHROPE

Lycanthropes are humans with the ability to assume animal form. During the hours of darkness they most commonly shape change to their animal form. In periods with a full moon lycanthropes are 90% likely to be compelled to assume their alter-shape. They usually move about as humans for whatever purposes they may have. Each type knows its own language in addition to Common.

Any humanoid creature bitten by a lycanthrope for damage equal to or greater than 50% of its total potential (but not actually killed and eaten) is infected by the disease of lycanthropy. If the person is carrying belladonna there is a 25% chance that this will cure the affliction if it is eaten within 1 hour. Note that this infusion will incapacitate the victim for 1-4 days and there is a 1% chance that the poison in the belladonna will kill. Otherwise, a *cure disease* spell from a 12th or higher level patriarch must be placed upon the victim within 3 days or he or she will become a lycanthrope in 7-14 days. There are some other forms of lycanthropes, but these are very rare in the extreme.

Foxwoman

FREQUENCY: Very rare
NO. APPEARING: 1 (see below)
ARMOR CLASS: 2 or 4 or 6
MOVE: 24" or 18" or 12"
HIT DICE: 8+1
% IN LAIR: 25%
TREASURE TYPE: E, Q (x5), S
NO. OF ATTACKS: 1
DAMAGE/ATTACK:
1-2 or 2-12 or
by weapon type
SPECIAL ATTACKS:
Charm, spells
SPECIAL DEFENSES:
Hit only by
silver or +1 or
better magic weapons
MAGIC RESISTANCE: Standard
(except as elven woman)
INTELLIGENCE: Average to
exceptional
ALIGNMENT: Chaotic evil
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VII/1700 + 12/hp



Foxwomen are lycanthropes able to assume 3 forms rather than the standard 2. The statistics above reflect the 3 possible forms in which they may be encountered.

Foxwomen are solitary only with respect to their own kind. They have infravision (6") in all forms. Dwelling in lonely woodlands, the foxwoman will always have 2-5 charmed males as servants and companions. The lair will be a hidden cottage or comfortable cave complex complete with typical human comforts. The males with the lycanthrope will be armed and do their utmost to protect their mistress. The males may be elven (25%), human (25%), or half-elven (50%).

At least 1 of the males will be a fighter (70%) or ranger (30%) of 2nd-5th level. There is a 50% chance for any 1 of the other males to also be a fighter of 1st-4th level. There is a 10% chance that 1 of the remaining

males will be a cleric (10%), druid (45%), magic user (5%), illusionist (5%), thief (25%), or some other class of 1st-4th level character (10%). Of course, if the male is an elf or half-elf he can have multi-class ability (25% chance for 2 or 3 professions), and this is automatically true if "doubling up" is indicated by the results of the rolls given above. All males who do not fit into the above categories are 0-level fighters and 1-hit die elves and half-elves. Determination of males' magic items should be accomplished by use of Appendix P in THE DUNGEON MASTER'S GUIDE.

There is a 10% chance that the foxwoman has stolen an elven girl child, infected her with her form of lycanthropy, and is raising her as a foxwoman. Such a child will be from 6-13 (1d8+4) years of age. If she is 12 or 13, treat her as a normal foxwoman; otherwise, she will be noncombatant. Foxwomen can inflict lycanthropy only in their vixen form. A foxwoman may be encountered in any of the 3 forms given below.

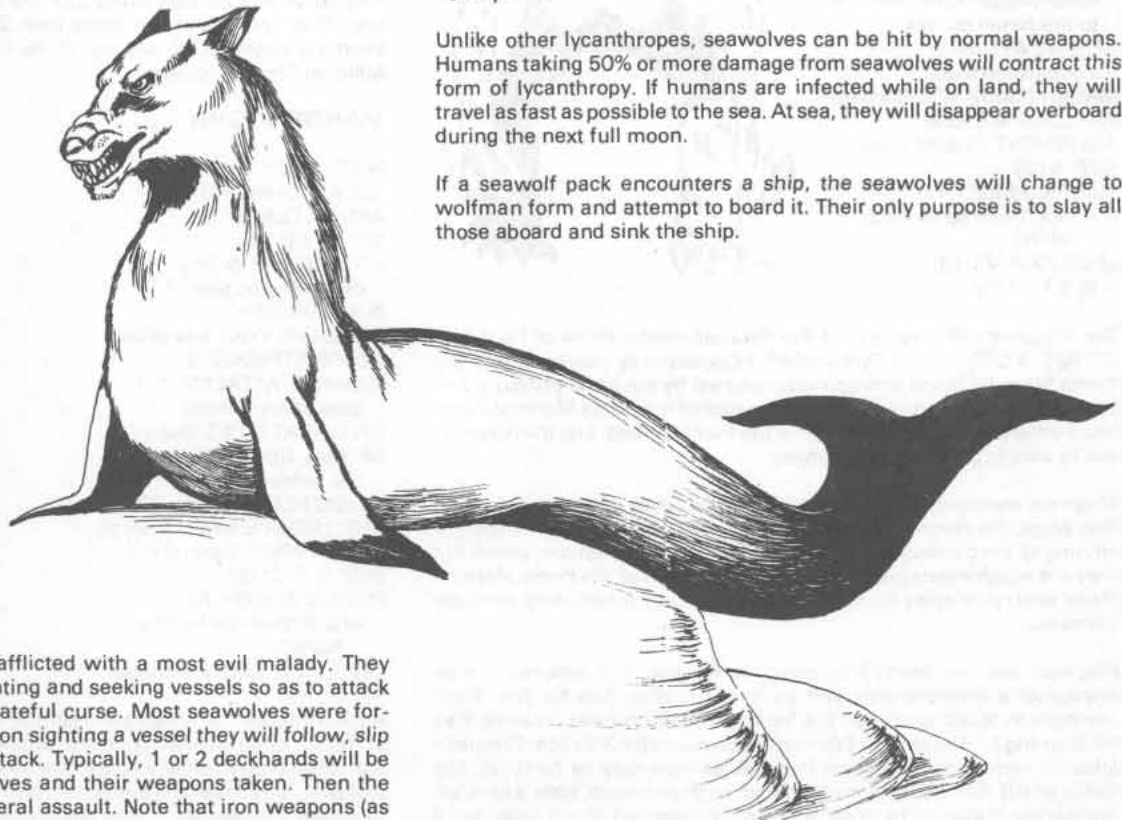
Silver Fox: In this form, the foxwoman appears to be nothing more than a large fox. The movement rate is very fast (24"), and the foxwoman can *pass without trace* (as spell) and be 90% undetectable in natural cover if she passes out of actual view for only 1 segment.

Vixen: This form is a mix between fox and elf. When in vixen form, the foxwoman appears to be a silver-furred elf with a fox-like head. The vixen form allows a ferocious biting attack which will infect elven and half-elven females with lycanthropy and cause such victims to themselves become foxwomen within 3 days unless both *cure disease* and *remove curse* are used to negate the horrible effect.

Elven Woman: In this form the foxwoman has a comeliness rating of 21 with respect to human and demihuman males. Those males with wisdom of 13 or less will effectively be under a charm spell. Those of 14 or greater wisdom will not be charmed, but they will find the foxwoman attractive nonetheless. Preferred males will be kept; those not kept will be slain quietly. Dwarves, gnomes, and halflings will definitely be automatically slain (as opportunity presents). The foxwoman in elven woman form will have magic use as well. Level will be between 1st and 4th, but no progression is possible. Cantrips and spells known (and in spell books) must be determined randomly. In this form, a foxwoman is 90% resistant to sleep and charm spells and gains +1 with bow and sword (as does a normal elf). The hair will be silver or silver streaked, and will show a widow's peak. Thus, a prudent person can be alerted to the fact that the elf is actually a foxwoman.

Seawolf (Greater)

FREQUENCY: Very rare
 NO. APPEARING: 4-16
 ARMOR CLASS: 5
 MOVE: 9"/27"
 HIT DICE: 9+2
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1 or 2
 DAMAGE/ATTACK:
 3-12 or 1-2 and
 by weapon type
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Hit only
 by silver, cold iron,
 or +1 or better magic weapons
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low to high
 ALIGNMENT: Chaotic evil
 SIZE: L (12'-15' long) or M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VI/900 + 12/hp



Seawolves are lycanthropes afflicted with a most evil malady. They roam the waters in packs, hunting and seeking vessels so as to attack and inflict others with their hateful curse. Most seawolves were formerly fishermen or sailors. Upon sighting a vessel they will follow, slip aboard in human form, and attack. Typically, 1 or 2 deckhands will be bitten to death by the seawolves and their weapons taken. Then the lycanthropes will begin a general assault. Note that iron weapons (as

well as silver and magic ones) harm seawolves. Bites of non-fatal sort cause seawolf lycanthropy in 2-5 days. The afflicted individual will then hurl himself or herself overboard in the night, change to the seawolf form, and swim away in search of a pack of fellow seawolves.

Seawolves are air breathers. Although able to stay submerged for 17-24 minutes, they must surface to get oxygen. In human form a seawolf has a lupine visage, tiny ears, and is covered with thick fur. The hair of the head streams down the neck and shoulders in a mane. In seawolf form the creature appears much as if it were a huge, wolf-headed seal which has fangs filling its mouth.

Seawolf (Lesser)

FREQUENCY: Very rare
 NO. APPEARING: 3-18
 ARMOR CLASS: 6 (7)
 MOVE: 30"/12"
 HIT DICE: 2+2
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1 (3)
 DAMAGE/ATTACK:
 2d4 (1-2/1-2/1-4)
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Average
 ALIGNMENT: Neutral evil
 SIZE: M (6'-7')
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 II/50 + 3/hp



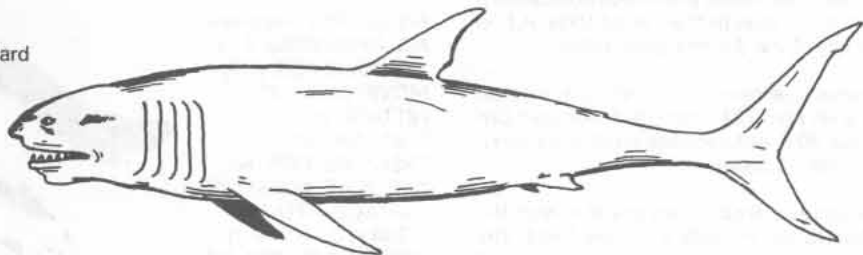
These savage lycanthropes have 2 forms. The first form is a furred mammal, porpoise-like in shape, with a wolf's head. In this form, seawolf packs hunt the creatures of the sea, surrounding their prey and biting with their canine fangs. The second form is that of a wolfman, a man-shape possessing the fur, claws, and teeth of a seawolf. Statistics for the wolfman form are given in parentheses above. Seawolves breathe air and must surface periodically. They can hold their breath as do dolphins.

Unlike other lycanthropes, seawolves can be hit by normal weapons. Humans taking 50% or more damage from seawolves will contract this form of lycanthropy. If humans are infected while on land, they will travel as fast as possible to the sea. At sea, they will disappear overboard during the next full moon.

If a seawolf pack encounters a ship, the seawolves will change to wolfman form and attempt to board it. Their only purpose is to slay all those aboard and sink the ship.

Wereshark

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 0
MOVE: 12"/21"
HIT DICE: 10+3
% IN LAIR: 20% (if underwater)
TREASURE TYPE: See below
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 5-20
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Hit only by silver or +1 or better magic weapon
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low to exceptional
ALIGNMENT: Neutral evil
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: VII/1500 + 14/hp



Weresharks are humans afflicted with a form of lycanthropy which enables them to take shark form whenever they choose, as long as it is in darkness. Weresharks are found only in tropical areas. The human form of the creature is virtually indistinguishable from that of a normal human, although a wereshark will be large, muscular, cruel, and domineering. In shark form the creatures are huge and resemble great white sharks. They are solitary and will not hesitate to attack and devour true sharks if the mood is upon them. Weresharks have been known to establish an underwater lair in some place where sunken treasure lies so as to guard it for use in their human form. Such treasure can range from a few hundred coins to a considerable trove (such as type F). The wereshark lair will always be guarded by 2-5 normal sharks, whether or not the monster is personally present.

MAGMAN

FREQUENCY: Very rare
NO. APPEARING: 2-24
ARMOR CLASS: 6
MOVE: 9" (6")
HIT DICE: 2
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACKS: 3-24
SPECIAL DEFENSES: +1 or better weapon to hit; immune to fire-based attacks
SPECIAL ATTACKS: Combustion touch
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Chaotic neutral
SIZE: S (3')
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: III/97 + 2/hp



The magmen are creatures of the Para-elemental Plane of Heat (see DEITIES & DEMIGODS Cyclopedic™). Occasionally they pass into the Prime Material Plane through gaps created by the great pressure and heat of subterranean lava. The molten rock of the Prime Material Plane has a different "taste" from that on the Plane of Heat, and the magmen like to visit it to absorb its essences.

Magmen especially like to swim around in active volcanos, for when they erupt, the magmen are released to engage in their favorite sport of igniting all the combustibles they can reach. They are not very smart, but they are mischievous and love to watch creatures of the Prime Material Plane scurrying away from the flames that they themselves consider harmless.

Magmen are not really interested in fighting, but whenever they encounter a creature they will try to set it afire, just for fun. Their combustion touch ignites all the flammable items of any creature they hit, burning for 1-8 points of damage each round for 3-6 (1d4+2) rounds (plus incidental damage from flammables they may be carrying, like flasks of oil). Combustible magic items, such as scrolls, gain a save vs. normal fire. If attacked and actually hurt, a magman will run away, but if

cornered, it will defend itself, striking with a molten fist for 3-24 points of damage. Fire-resistant creatures, including those protected by magical means, take only half damage. However, magmen are not easy to hurt: a +1 or better weapon is required to hit them, but any weapon of less than a +2 bonus that contacts a magman will melt! In addition, they are immune to all fire-based attacks.

Magmen are 3-foot tall, glowing, human-shaped creatures. Small puffs of flame burst constantly from their skin, and each magman radiates heat like a small bonfire, making the area near it quite uncomfortable. Magmen are simple beings who just love to set things on fire; it never occurs to them that other creatures might be actually hurt. Magmen can stay out of lava for only 6 hours before they stiffen and become immobile. They rarely stay out more than 2 or 3 hours, as they consider anything under 1000 degrees to be cold. Magmen speak no Prime Material Plane languages.

MANDRAGORA

FREQUENCY: Very rare
NO. APPEARING: 3-18
ARMOR CLASS: 5
MOVE: 12" (6")
HIT DICE: 1+1 or 2+2 depending on size
% IN LAIR: 45%
TREASURE TYPE: See below
NO. OF ATTACKS: 2
DAMAGE/ATTACKS: 1-4 (plus strangulation)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 20%
INTELLIGENCE: Low to average
ALIGNMENT: Neutral evil
SIZE: S (1'-2' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: Variable

A mandragora is a vegetable creature, a thing that lurks in woodlands and preys upon unsuspecting humans. A group of mandragora typically lair in the heavy soil of a forest, favoring areas near ipp trees, briar, or willows. They develop a system of narrow burrows which enable them to attach themselves to tree roots to feed if there is no human food

MARID

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 0
MOVE: 9"/15"/24" (MC: B)
HIT DICE: 13
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 8-32
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 25%
INTELLIGENCE: High to genius
ALIGNMENT: Chaotic
SIZE: L (18' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE: VIII/5000



A marid is the most powerful of all geniekind (see "Dao," "Djinni," "Efreeti," and "Jann.") They are formed of material from the Elemental Plane of Water. On their own plane they are rare; marids seldom come to the Prime Material Plane. Their magical properties allow them any of the following spell-like powers, 1 at a time, twice each per day: *detect evil/good*, *detect invisible*, *detect magic*, *become invisible*, *assume liquid form* (similar to *assume gaseous form*), *polymorph self*, *purify water*. Marids can do the following up to 7 times per day: *assume a gaseous form*, *lower water*, *part water*, *create a wall of fog*, *bestow water breathing* upon others for up to 1 full day. Marids can always *create water*, which they can direct in a powerful jet up to 6" long which causes both *blinding effect* on the individual struck (saving throw applies) and from 1-6 points damage and *water walk* (as ring by the same name). Once per year a marid can use an *alter reality*. Marids perform at a level of spell use equal to 26th. It is possible for a marid to freely carry 10,000 gp in weight. Double this weight causes tiring in but 3 turns. For every 2000 gp weight under 20,000, add 1 turn to the length of carrying ability, i.e., 12,000 gp weight can be carried for 8 turns before tiring occurs. A tired marid must rest for 6 turns. Note that marids swim very fast. Of course they can breathe water and are at home at any depth. They have both ultravisual and infravisual capabilities.

Marids are not harmed by water-based spells. Cold-based spells allow them +2 on saving throws and -2 on each die of damage. Fire does +1 per die of damage, with saving throws at -1. Note that steam does not harm them.

Marids tolerate djinn but do not particularly like them. The same is true of jannee. Daos and efreet are disliked. Marids are loosely ruled by a padisha, for all claim to be shahs, atabegs, beglerbegs, or mufti at the very least. The race of marids is very independent and egoistic. Forcing a marid to serve is a most difficult task. Bribery and flattery may be slightly more successful, but marids can never be relied upon. Marids speak all languages through a form of ESP.

The Astral, Elemental, Ethereal, and Prime Material Planes are all open to marids.

MASTIFF, SHADOW

FREQUENCY: Uncommon
NO. APPEARING: 4-16
ARMOR CLASS: 6
MOVE: 18"
(9" in bright light)
HIT DICE: 4 (-1 hp/die
in bright light)
% IN LAIR: 20%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-8
SPECIAL ATTACKS:
Baying causes panic
SPECIAL DEFENSES: Hide in
shadows
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi-
ALIGNMENT: Neutral (evil)
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
IV/185 + 4/hp



These hound-like creatures are normally encountered on the Plane of Shadow. In their natural habitat, they roam in packs or are used as trained guard beasts. In shadowy conditions (Plane of Shadow, moonlight, etc.) a shadow mastiff is a terrible foe. It can strike and then blend with the shadows so that it is 40% unlikely to be seen. However, in bright light it loses 50% of its normal movement ability and cannot use shadows for concealment.

The lair of a pack of shadow mastiffs is 50% likely to contain 2-5 whelps. These young can be taken and sold for from 200-500 gp each. The baying of a pack of shadow mastiffs is certain to cause panic, resulting in flight directly away from the baying while dropping any item held in the hand, unless a save vs. spells is made. For each number of shadow mastiffs under 10, add +1 to the roll (a 1 always failing), but for every 2 mastiffs over 12 subtract 1 from the roll.

MIHSTU

FREQUENCY: Very rare
NO. APPEARING: 1-4
ARMOR CLASS: -2
MOVE: 6"/6" (MC:B)
HIT DICE: 8+2
% IN LAIR: 10%
TREASURE TYPE: I
NO. OF ATTACKS: 4 tentacles
DAMAGE/ATTACK:
1d6+1 each
SPECIAL ATTACKS: Constitu-
tion drain
SPECIAL DEFENSES: +2 or
better weapons to hit
MAGIC RESISTANCE: 10%
INTELLIGENCE: High
ALIGNMENT: Neutral evil
SIZE: M (6' diameter)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VII/1700 + 12/hp



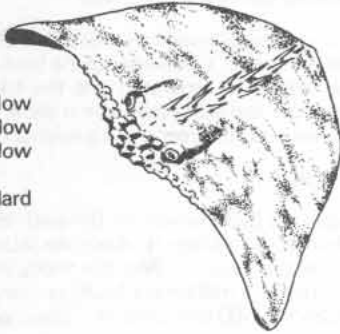
These free-willed elementals normally inhabit the Para-elemental Plane of Air but sometimes are found in cool, damp places with little or no sunlight. Mihstu look like clouds of swirling mist and can seep through small cracks and openings. They can shape their bodies at will and, when attacking, they will form 4 solid tentacles tipped with razor-sharp talons. A mihstu can also envelope a victim in its misty body and drain 1 constitution point per round. If a victim's constitution reaches 0, death occurs. One point of constitution may be regained per full day of rest. During this time wounds can be healed only by magic.

Mihstu can be harmed only by +2 or better weapons. They are immune to all electrical and missile attacks (even *magic missile*). Cold-based attacks only stun them for 2d6 rounds.

Mihstu are solitary creatures and prefer to be left alone. They will assume a ghostly shape to scare away intruders. However, they may perform tasks for powerful magic-users in exchange for substantial payment of powerful magic items.

MINER

FREQUENCY: Rare
 NO. APPEARING: 1
 ARMOR CLASS: 4
 MOVE: 3" (6")
 HIT DICE: 10
 % IN LAIR: 40%
 TREASURE TYPE: G
 NO. OF ATTACKS: See below
 DAMAGE/ATTACK: See below
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Highly
 ALIGNMENT: Neutral
 SIZE: Large
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VI/1000 + 14/hp



The miner is a relative of the trapper and adapted to woodland survival. It is carnivorous and preys on small woodland animals; however, it often employs a form of ambush by which it acquires more substantial meals. It tunnels through earth to position itself a few inches below a traveled path or road, then extends its spinal barbs upwards through the surface. Passing creatures do not usually notice the barbs, which look like twigs, and may step upon them (75% chance if surprised, otherwise 25% per creature passing.) Druids and rangers may, if unsurprised, see and correctly identify the barbs at a 5% chance per character level. The barbs are poisonous; any creature stepping on one must save vs. poison or be paralyzed for 2-40 turns. Nevertheless, the miner will not reveal its presence until all surface vibrations have ceased (i.e., no movement), at which time it will dig out and attack what it has caught, enveloping it in a manner identical to the trapper (q.v.). This is an attack mode it will also employ if engaged in combat. As it usually remains underground while foraging, the miner is difficult to attack unless dug out of its hiding place.

Miners are not as amorphous as their trapper cousins and are usually similar in appearance to a tailless aquatic ray. Skin is mottled brown or greenish brown. Its frontal edge is hard bone, which extends to a central dorsal ridge lined with 6-25 brown barbs.

MINIMAL

FREQUENCY: Very rare
 NO. APPEARING: As full size but 50% likely for twice number rolled
 ARMOR CLASS: As full size +2 (worse)
 MOVE: As full size multiplied by 2/3, rounded up
 HIT DICE: See below; roughly 1/4 of full size
 % IN LAIR: As full size plus 10%
 TREASURE TYPE: 40% for J, K, L, M or N plus 5% for magic (see below)
 NO. OF ATTACKS: As full size or fewer (itemized below)
 DAMAGE/ATTACK: Not to exceed 3-6 points of damage from any single form (see below)
 SPECIAL ATTACKS: Surprise is more likely for carnivores: +1 on such chances
 SPECIAL DEFENSES: More difficult to surprise by +1
 MAGIC RESISTANCE: +2 vs. all attack forms vs. level equivalent; saving throw as full size animal vs. poison or death magic
 INTELLIGENCE: Animal to semi-
 ALIGNMENT: Neutral (chaotic)
 SIZE: 1/2 normal height, 1/4 normal weight
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
 LEVEL/X.P. VALUE: See below

All minimal (a contraction of "miniature animals") are small mammals. They were (and possibly are yet) created by means of spells similar to those that were so successful in creating giant reptiles, insects, amphibians and the like. In a locale where miniature animals exist (an isolated valley, small island, or peninsula) they are 80% likely to be the only type of mammal in the area. They seldom if ever exist where large carnivores do, as they would most likely be quickly wiped out. Minimal conform to their larger cousins in most respects, but they group/herd together more often. They are also more aggressive and have a pronounced chaotic tendency.

Thus, any type of minimal is 50% likely to be found with greater frequency than that given for the full-sized animal (as given in the *MONSTER MANUAL* or the *FIEND FOLIO™ Tome*. Their smaller size harms their armor class by 2 levels, and causes them to be slowed by a factor of 1/3 (but rounded up in their favor in all cases). Their hit dice can be as low as 1/4 hit dice and as high as 3+4 hit dice. Typical examples are given below:

Type	New HD	No. of Attacks	Damage/Attack	X.P. Value	Notes
Ape, gorilla	1	3	1/1/1-2	10 +1/hp/	No rending
Ape, carnivorous	1+2	3	1/1/1-3	30+2/hp	Rending 1-2
Baboon	1/4	1	1	5+1/hp	—
Badger	1/4+11	1	1-2	7+1/hp	—
Bear, black	1-1	3	1/1/1-2	12+1/hp	No hug
Bear, brown	1+3	3	1-2/1-2/1-2	28+2/hp	Hug 1-3
Bear, cave	2+2	3	1-2/1-2/1-3	50+3/hp	Hug 2-5
Boar, wild	1-1	1	1-4	10+1/hp	—
Boar, warthog	1-1	2	1-2/1-2	10+1/hp	—
Buffalo	1+2	2	1-2/1-2	20+2/hp	—
Bull	1	2	1-2/1-2	10+1/hp	—
Camel, wild	1-1	1	1	10+1/hp	—
Dog, war	1/2+11	1	1-2	7+1/hp	—
Dog, wild	1/4	1	1	5+1/hp	—
Elephant, Asian	2+4	5	1-4/1-4/1-3 1-2/1-2	90+3/hp	—
Elephant, African	2+6	5	2-5/2-5/1-4 1-3/1-3	125+3/hp	—
Hippopotamus	1/2	1	1-4 or 3-6	20+2/hp	—
Horse, wild	1/2+11	1	1	5+1/hp	—
Hyena	1-1	1	1-2	10+1/hp	—
Jaguar	1	3	1/1/1-2	45+2/hp	Surprise only 1 in 12; rear claws 1/1
Leopard	1	3	1/1/1-2	45+2/hp	Surprised only 1 in 12; rear claws 1/1
Lion	13	3	1/1/1-3	65+2/hp	Surprised only 1 in 12; rear claws 1/1
Lion, mountain	1-1	3	1/1/1-2	25+2/hp	Surprise only 1 in 12; rear claws 1/1
Lynx	1/4	1	1	5+1/hp	Surprises 10 in 12
Mammoth	3+4	5	3-6/3-6/2-5	125+4/hp 1-3/1-3	—
Rhinoceros	2+1	1	1-2 or 1-4	90+3/hp	Charge 2-4 2-8
Stag	1-1	1 or 2	1-2 or 1/1	7+1/hp	—
Tiger	2+1	3	1-2/1-2/1-3	50+3/hp	Surprised only 1 in 12; rear claws 1-2/1-2
Wolf	1/2	1	1-2	5+1/hp	—

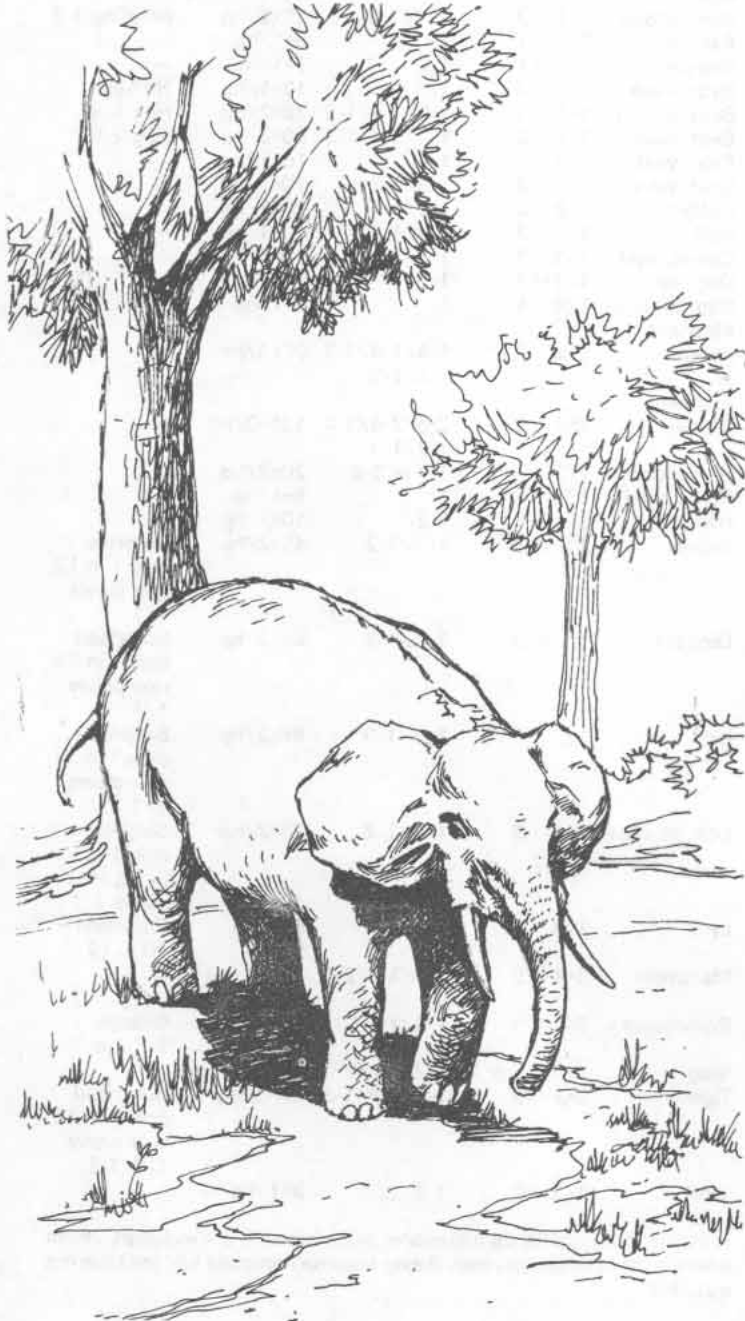
Note that no humans, demihumans, or humanoids are included. Those animals listed as giants rarely if ever become minimal and are thus not included.

Being small, these creatures are more likely to surprise and less likely to be surprised. Damage never exceeds 3-6 points in any single attack, special attacks being lost in most cases. Since they are the products of magic they gain +2 to all saving throws and gain the saving throw of the full-sized mammal vs. death and poison. They gain +4 to saving throw vs. any spell that will charm them, including the druid spell *animal friendship*.

Minimals are as aggressive as their full-sized counterparts and the minimal carnivores are more so. They respect larger opponents and will usually attack only small prey or when they have superior numbers. Naturally, they will fight if cornered. Minimals cannot and will not be familiars under any circumstances.

Minimals are sometimes found in association with brownies, pixies, dryads, leprechauns, etc. (30% likely if the encounter is in a truly isolated locale).

Minimals may have incidental treasure in their lairs or near a kill. Any magic item found will usually be a shield, armor, or weapon, though other items are possible. It would be unlikely to find an item valued at 5000 gp or more or items with a cumulative value of even twice that amount.



MODRON

The Plane of Nirvana is a plane of balance and absolute order. It is equally hot and cold, equally light and dark, and made of equal parts of solid and liquid. The chief inhabitants of this plane are known as modrons and live in a rigid caste system under the absolute rule of Primus the One.

Nirvana is laid out like a great wheel with the Tower of Primus at the hub. The wheel is infinitely wide but divided into 64 sectors, each sector with its own governor. Four sectors become a region, maintained by its ruler, and 4 regions are ruled by a viceroy as a single quarter. The 4 quarters are ruled by Primus. Access to this great wheel is possible by astral means or by portals that connect to Arcadia, Acheron, and the Plane of Concordant Opposition, but the locations of these portals change as the wheel revolves around the Tower of Primus.

In modrons' society all beings are classified, all actions regulated, and all procedures delineated. Obedience to the laws is immediate and unquestioned. The society is separated into the base modrons who are the largest in number and act as the servant class, and the hierarch modrons, who are the leaders, enforcers, and governors. The castes are as follows:

Base Modrons

- Monodrones (300 million +) - General laborers
- Duodrones (55 million +) - Complex tasks
- Tridrones (6 million +) - Multiple tasks, minor supervision
- Quadrones (1.5 million +) - Multiple complex tasks, supervision
- Pentadrones (500 thousand +) - Lesser police, law enforcement

Hierarch Modrons

- Decatons (100) - Physical welfare of the base modrons
- Nonatons (81) - Police supervision
- Octons (64) - Governors of the sectors of Nirvana
- Septons (49) - Inspectors
- Hextons (36) - Generals of the armies of Nirvana
- Quintons (25) - Bureau chiefs and record-keepers
- Quartons (16) - Rulers of the regions of Nirvana
- Tertians (9) - Judges
- Secundi (4) - Viceroys of the 4 quarters
- Primus (The One) - Absolute ruler of Nirvana

Modrons will always check with superiors if confronted with a situation beyond their expertise or covered by the regulations. If the question is beyond the knowledge of their immediate superior, it is relayed up the chain of command. Most base modron questions stop at a pentadrone or decaton. Queries concerning regulations sometimes reach the quintons, and a precious few inquiries reach the tertians.

The modrons are not affected by any illusions or magic that affects the mind (*beguilement, charm, domination, hold, hypnosis, and sleep* are examples.) *Fear* and other emotion spells have no effect, and the modrons are unaffected by attacks based in the Positive or Negative Planes (including life-draining or life-stealing). All modrons save vs. cold, fire, and acid attacks at +1 and take damage at -1 per die.

The upper tier, the modron hierarchs, are never surprised. Their precision of order allows them to determine the initiative sequence in a melee round. Each hierarch also has the following spell-like powers that it can perform, once per melee round at a time, at will: *clairaudience, clairvoyance, command, dimension door, teleport* with no error, and *wall of force*. The hierarchs are able to travel the Astral and Ethereal Planes, but they will never do so unless commanded by Primus.

Modrons speak their own precise, complex tongue, the language from which lawful neutral speech is derived. All hierarchs can also communicate telepathically, the distance is determined by rank as follows:

Rank	Miles
Decaton	44
Nonaton	63
Octon	80
Septon	190
Hexton	216
Quinton	238
Quarton	384
Tertian	405
Secundi	420
Primus	All Nirvana

Base modrons slain anywhere simply return to the energy pool of Nirvana, re-forming as new modrons in 9 days. In times of excess population, the lower levels are promoted, and the highest tier, the pentadrones, has its numbers reduced; the infirm or damaged pentadrones are sent to the pool permanently. Hierarchy modrons slain in Nirvana also become part of the energy pool and are reborn in 9 days. Those slain elsewhere return to Primus directly and are not reborn. The gap in the hierarchy is then filled by promoting a lower hierarchy 1 stage into the vacant position. The process is repeated to fill the new gap in the lineup, until an outstanding pentadron is promoted to the hierarchy as a decaton. This promotion requires 1 day, during which time the promoted modron changes shape into its new form and takes no other action.

Promotion can be initiated by any hierarchy higher than the one promoted. Likewise, demotion can be made by a higher hierarchy, sending the offending creature back to the energy pool for later rebuilding. As long as Primus is alive, the ranks of the hierarchies remain fairly constant. Should Primus be slain, the 4 *secundi* vie for his position in a contest lasting a week. The contest is to slay as many powerful chaotic creatures (measured in levels) as possible. The slayers of Primus are judged immediately chaotic and worth 100 times their level. The succeeding *secundus* is invested with the spirit of Primus and becomes the new One and Prime, master of Nirvana.

Rogue Units: There is a very small chance that modron units encountered are defective in some way, either through natural decay or exposure to outside, chaotic forces. This is most common in the base modrons, though there are cases of a few hierarchies being affected in this way, but never any creature of quarton status or higher. Rogue modrons do not act in accordance with Primus' wishes and directives; they break laws and disobey orders, and may prove violent. These rogues are usually hunted down by the efficient pentadron police force commanded by the nonatons.

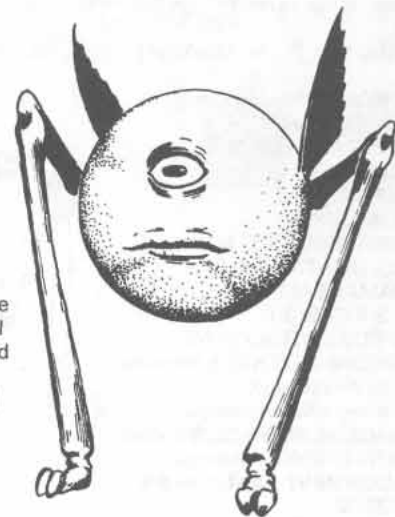
The Armies of Nirvana: There are 36 great armies on the plane of Nirvana, each a powerful fighting force. Each of the 16 regions of the plane has its own army, and the *secundi* have 2 armies each in addition to their regional forces. The *tertians* have 3 armies to aid in law enforcement and punishment. The final 9 armies serve Primus directly, 1 as the official tower guards and the other 8 available for dispatch as needed.

Each army is commanded by a hexton, and comprises 4 corps, each corps led by 40 pentadrones in telepathic hookup with the hexton. Each corps has 2 divisions commanded by 20 pentadrones, and each division has 4 brigades led by 10 pentadrones. Each brigade has 4 regiments, the regiment being the standard tactical unit and led by 5 pentadrones. There are 70 officers, 192 NCOs, 252 messengers, and 2628 line troops in a brigade for a total of 3142.

A regiment consists of 2 "battles" plus a squad of winged monodrone messengers and a special squad of 12 pentadrones. Each battle is led by 4 quadrones and consists of 6 companies of monodrones, 2 companies of duodrones, a special company of tridrones, a squad of quadrones, and another squad of messengers. The 8 regular companies are each divided into 2 wings plus a headquarters unit. Each company consists of 12 squads and 3 officers. A squad numbers 12 troops and will contain an NCO of the same type as the troops. Special units of messengers, "shock troops," and the like may be attached to the headquarters' units of brigades, divisions, and corps.

Monodrone (Base Modron)

FREQUENCY: Common
 NO. APPEARING: 12-144
 ARMOR CLASS: 7
 MOVE: 6"/6" or 6"/18" (MC:D)
 HIT DICE: 1+1 or 1-1
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1 or Nil
 DAMAGE/ATTACKS: 1-4 or by weapon type
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Immune to illusion and mind control
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Semi-
 ALIGNMENT: Lawful Neutral
 SIZE: S (3' - 6")
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/Nil
 LEVEL/X.P. VALUE: II/28 + 2/hp



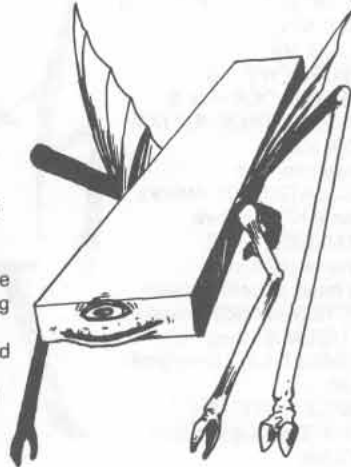
Monodrones make up the bulk of the population of Nirvana. They are single-function modrons, and are generally assigned some simple labor or serve as a group to form the regiments of the Nirvanan Army. Thousands of spherical monodrones, armed with spears, fouchards, and crossbows, are impressive when marshaled against the foe, as is their unswerving, singleminded performance. They exist for their work and what limited conversations they can carry on usually concern their functions.

Monodrones are usually assembled in units of 12 and supervised by a duodrone or tridrone. One twelfth of all monodrones lack the spider-like arms and have fan-like wings joined to the body at a single point. These faster, smaller creatures are used as messengers. They are able to relay perfectly any message of up to 48 words. Unlike their armed relatives, the messenger monodrones cannot exist in liquid environments.

Monodrone senses are slightly less than a normal human's, though they have a limited form of infravision (30-foot range).

Duodrone (Base Modron)

FREQUENCY: Common
 NO. APPEARING: 1-12
 ARMOR CLASS: 6
 MOVE: 9"/9" (MC E)/9"
 HIT DICE 2+2
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 2-5/2-5 or by weapon type
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Immune to illusion and mind-affecting magic
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low
 ALIGNMENT: Lawful neutral
 SIZE: S (4' - 6" long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
 LEVEL/X.P. VALUE: II/50 + 3/hp

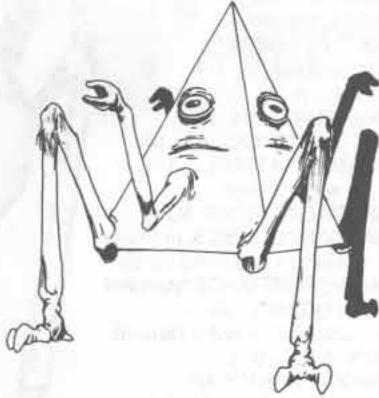


Duodrones are bifunctional modrons, capable of supervising 12 units of monodrones or performing complex tasks beyond the abilities of the monodrones. Duodrones serve in the forces of Nirvana as noncommissioned officers and as special shock troops armed with thrusting and smashing weapons. The blocky, rectangular duodrones are very strong and absolutely obedient to their superiors. They have limited conversational ability but can report their operations and observations clearly and

completely. Duodrones have senses equal to most humans and infravision at the normal range (90 feet).

Tridrone (Base Modron)

FREQUENCY: Uncommon
 NO. APPEARING: 1-4
 ARMOR CLASS: 5
 MOVE: 12
 HIT DICE: 3+3
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK:
 3-6/3-6/3-6
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Immune
 to illusion and
 mind-affecting magic
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Average
 ALIGNMENT: Lawful neutral
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 III/ 85 + 4/hp

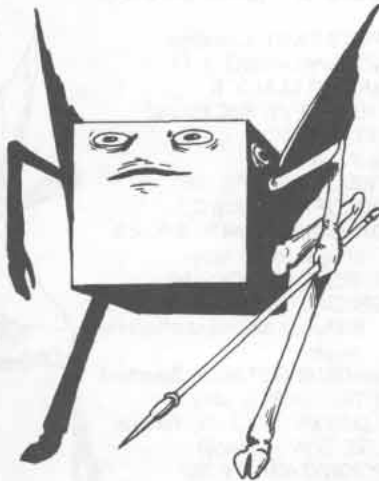


Tridrones appear as 3-sided pyramids with spidery arms and legs. Their main function is to supervise lower orders of modrons. They supervise gross units of 144 monodrones and duodrones, work on multiple task projects, and serve as leaders of companies in the regiments of the Army of Nirvana. There are guard units and special companies of tridrones equipped with 3 javelins per being. The tridrones hurl these javelins before entering melee. Tridrones are capable of reporting actions and observations and actually planning limited objectives on the battlefield.

Tridrones have senses equal to human, as well as infravision and ultravision, 90 feet and 100 yards, respectively.

Quadrone (Base Modron)

FREQUENCY: Uncommon
 NO. APPEARING 1-4
 ARMOR CLASS: 4
 MOVE 15" or 15"/15" (MC:D)
 HIT DICE 4+4
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 4 or 2
 DAMAGE/ATTACK: 4-7 (X4)
 or 6-9 (x2) or
 by weapon type
 SPECIAL ATTACKS: Attacks
 as an 8 HD creature
 SPECIAL DEFENSES:
 Immune to illusion
 and mind-affecting magic
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Very
 ALIGNMENT: Lawful neutral
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 IV/ 165 + 5/ hp



The cubic quadrones make up the upper level of workers on the Plane of Nirvana. These modrons have 4 complete functions, most of which are not connected to the performance of some operation. They also serve as field officers in the regiments of Nirvana, and each battle has a special "dozen-unit" comprising the most able quadrone fighters. The cubic quadrones are excellent archers, capable of wielding 2 bows at the same time. As 4-functioned creatures, quadrones can report actions and observations, make plans, react to unexpected occurrences, and act to remedy them.

Some quadrones are winged, the wings replacing 1 set of arms and negating their use of bow and arrow. These winged quadrons are used for special missions or for aerial combat.

All quadrones have senses equal to 150% human normal as well as infravision (180-foot range) and ultravision (200-yard range). As they have sensory organs on all 6 sides, quadrones are never surprised under normal circumstances.

Pentadrone (Base Modron)

FREQUENCY: Rare
 NO. APPEARING: 1
 ARMOR CLASS: 3
 MOVE: 18" /6"
 HIT DICE: 5+5
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 5
 DAMAGE/ATTACK: 5-8 (x5)
 SPECIAL ATTACKS:
 Paralysis gas
 SPECIAL DEFENSES:
 See Below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Very
 ALIGNMENT: Lawful neutral
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE: V/350 +
 7/hp



Nirvana's worker populace is policed on a day-to-day basis by pentadrones. These 5-armed creatures resemble starfish on thin stilt-like legs. In addition to powerful arm attacks and an effective 18/00 strength, pentadrones have a paralysis gas which they can emit in a stream 2 feet in diameter and 5 feet in length. Any creature caught within this stream must save vs. paralysis or remain immobile for 5 rounds. Pentadrones can use this gas stream no more than once every 5 turns, 5 times per day. Alternately, the pentadrones are able to use this gas to *levitate* as 5th-level magic-users.

As 5-functioned beings, these creatures can communicate, operate, monitor, plan, and manage. They can also react to unplanned situations. Pentadrones are in charge overall of all lesser modrons. In the forces of Nirvana a dozen are always assigned to each regimental headquarters as an elite unit, while others actually command the regiment.

Pentadrones are able to exist in virtually any environment. They can stand temperature extremes of 210 degrees to -100 degrees F. without discomfort. Cold, fire, and acid attacks on them are always at -2 per die of damage. They are immune to illusion and mind-affecting magic, and only magical weapons of +1 or better will harm them.

Pentadrones have double human senses and double normal infravision and ultravision (180 feet and 200 yards, respectively).

Decaton (Hierarch Modron)

FREQUENCY: Rare
NO. APPEARING: 1 (of 100)
ARMOR CLASS: 2
MOVE: 15"/3"(MC E)//9"
HIT DICE: 10+10
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 10
DAMAGE/ATTACKS: 1-4 x10
SPECIAL ATTACKS: Spell use
SPECIAL DEFENSES: +2 or
better weapons to hit
MAGIC RESISTANCE: 10%
INTELLIGENCE: High
ALIGNMENT: Lawful neutral
SIZE: M (7' tall, 5'
long tentacles)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VII/2550 + 14/hp



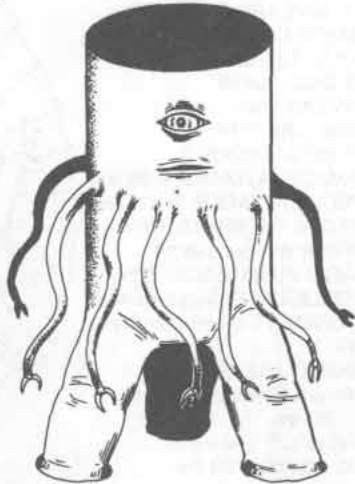
There are exactly 100 decatons, the lowest order of officials found in Nirvana. These creatures appear as 10-tentacled spheres on stumpy legs and are overseers of the physical welfare of the base modrons. One decaton is assigned to each sector of Nirvana, while the remaining 36 serve with the hextons commanding the armed forces of the plane.

Decatons have spell ability equal to that of a 10th-level cleric but lack the power to *turn undead*. They also have the following spell-like powers which apply only to other modrons: *cure* 1 hp of damage for all modrons within 144 feet, *cure disease* in a 12-foot radius, *heal* on touch up to 10 modrons per round, and *remove paralysis* by touch for up to 10 modrons per round. These spell-like powers are usable 1 at a time, at will, once per round.

The spherical decatons fly by generating a light gas within their bodies. They only rise into the air to get an overview of the situation when commanding large numbers of base modrons.

Nonaton (Hierarch Modron)

FREQUENCY: Rare
NO. APPEARING: 1 (of 81)
ARMOR CLASS: 0
MOVE: 18" /18"
HIT DICE: 11+11
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 9
DAMAGE/ATTACKS: 1-6 (x9)
SPECIAL ATTACKS: Spell use
SPECIAL DEFENSES: +2 or
better weapon to hit
MAGIC RESISTANCE: 20%
INTELLIGENCE: High
ALIGNMENT: Lawful neutral
SIZE: L
PSIONIC ABILITY: 199
Attack/Defense Modes:
All/all
LEVEL/X.P. VALUE:
VIII/5250 + 16/hp



The 81 nonatons are the principal overseers of law and order. These cylindrical modrons act as captains and chief inspectors of the pentadrome police force. One nonaton serves each sector, 9 serve the tertians, and the 8 remaining report directly to Primus. Each nonaton has 12 pentadrome lieutenants, each lieutenant commands 12 quadrone sergeants, and each sergeant commands 12 tridrone police.

Nonatons have spell-use as clerics of the 12th level. In addition, they have the following spell-like abilities: *ESP*, *mirror image*, *slow*, *web*, *detection of good/evil*, *detect lie*, and *detect charm*, each usable at will, once per melee round. They may use *power word stun* once per day.

Nonatons usually head up investigations of rogue modron units and small party invasions on the Plane of Nirvana. In the latter case they first attempt to detect the party's intentions, then act accordingly, and disruptive groups are eliminated or exiled.

Octon (Hierarch Modron)

FREQUENCY: Rare
NO. APPEARING: 1 (of 64)
ARMOR CLASS: 1
MOVE: 9"/9"(MC B)//9"
HIT DICE: 12+12
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 8
DAMAGE/ATTACK: 1-8 (x8)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +2 or
better weapon to hit
MAGIC RESISTANCE: 30%
INTELLIGENCE: Exceptional
ALIGNMENT: Lawful neutral
SIZE: L (7-0' tall)
PSIONIC ABILITY: Nil
(Immune to psionics)
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VIII/5250 + 16/hp



Each of the 64 octons is in charge of a sector of the Plane of Nirvana. The base modrons of the sector, along with those decatons and nonatons assigned to these governors, are considered wards of the octons and their responsibility. The octons guard their sectors most rigidly and see that regulations are obeyed, routine is observed, and reports are invariably correct.

Octons move through air and water by means of a circular collar at shoulder level. This collar, part of the octon's body, forces air or liquid through it, giving the creature lift, propulsion, and a high amount of maneuverability. The 8-tentacled arms are attached to the outside of this collar.

The octons use spells as 14th-level clerics. They also have the following spell-like abilities, usable once per round, at will, 1 at a time: *water walking* as ring of the that name, *haste*, *detection of good/evil*, and *telekinese* 3500 gp weight. They are totally immune to psionic combat and effects of psionics.

Each octon has a personal staff consisting of 1 decaton, 1 nonaton, 5 pentadrones, 16 quadrones, 81 tridrones, 256 duodrones, and 1728 monodrones. They maintain small towers, which are smaller versions of the towers of the quartons, the secondi, and of Primus.

Septon (Hierarch Modron)

FREQUENCY: Very rare
NO. APPEARING: 1 (of 49)
ARMOR CLASS: -1
MOVE: 9"/9"
HIT DICE: 13+13
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 7
DAMAGE/ATTACK: 1-10 (x7)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +2 or
better weapons to hit
MAGIC RESISTANCE: 40%
INTELLIGENCE: Exceptional
ALIGNMENT: Lawful neutral
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
IX/8250 + 18/hp



Septons are the officials who maintain order and see that all regulations have been obeyed. One serves each quinton, 4 serve each secundus, and 8 serve The One directly. They travel from place to place as inspectors and examiners of work and records and are charged with transferral of information from outlying areas to the towers of the regions, quarters, and the capitol tower itself.

Septons appear as humanoids with large bald heads. They have shoulder collars similar to those of the octons, although smaller and, while insufficient to move them through the air, they make for excellent transport underwater.

In order to assure the proper performance of their duties, each septon has 7 senses which operate continuously: hearing, sight, smell, taste, touch, *ESP* (with 30-foot range), and *detect magic*. They are also mighty spell-casters, having clerical spells at the 16th level and magic-user spells at the 12th level.

Septons, as with all high hierarchs without psionic ability, are completely immune to psionic attacks and combat.

Hexton (Hierarch Modron)

FREQUENCY: Very rare
 NO. APPEARING: 1 (of 36)
 ARMOR CLASS: -2
 MOVE: 12"/12"(MC:C)//12"
 HIT DICE: 14+14
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 6
 DAMAGE/ATTACK: 2-13 (x6)
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: +3 or better weapon to hit
 MAGIC RESISTANCE: 50%
 INTELLIGENCE: Genius
 ALIGNMENT: Lawful neutral
 SIZE: L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 IX/8250 + 18/hp



There are 36 hextons, each a general in charge of 1 of the armies of Nirvana. These armies are maintained to assure order and prevent invasion from Acheron, Arcadia, and the Plane of Concordant Opposition. One hexton and his army are assigned to each region, 2 serve directly under each viceregal quarter, and 3 serve the tertians as special police. The remaining 9 serve Primus.

Hextons appear as humanoids with 6 arms: 2 large human arms with 6 fingers, and 4 tentacles below tipped with sharp claws. They have thin, fan-like folded wings joined at the shoulders.

Hextons use spells as 18th-level clerics but have no special spell-like abilities other than noted for hierarch modrons. They are immune to all psionic attacks.

There is a 75% chance that any hexton will be accompanied by his guard, a staff of special pentadrones numbering 12-48 and fanatic in their dedication to the hexton whose life they must preserve.

Quinton (Hierarch Modron)

FREQUENCY: Very rare
 NO. APPEARING: 1 (of 25)
 ARMOR CLASS: -3
 MOVE: 6"/6"(MC C)//6"
 HIT DICE: 15+15
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 5
 DAMAGE/ATTACK: 3-17 (x5)
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: +3 or better weapon to hit
 MAGIC RESISTANCE: 60%
 INTELLIGENCE: Genius
 ALIGNMENT: Lawful neutral
 SIZE: L
 PSIONIC ABILITY: Nil
 Attack/Defense:
 Nil/nil
 LEVEL/X.P. VALUE:
 X/10,950 + 20/hp



Quintons are the major bureau chiefs and record keepers of Nirvana. Each has a septon and a staff of 25 pentadrones, 64 quadrones, 81 tridrones, and countless duodrones and monodrones. There are bureaus in each of the sector and quarter towers, and 5 main bureaus in Primus Tower at the capitol, each headed by a quinton.

Quintons look like tall, stocky humanoids with 4 flexible arms jutting from the shoulders. A prehensile tail serves as the creature's 5th arm. They have fan-like wings similar to those of the hextons. As a symbol of rank, the quintons have a diamond inscribed in their foreheads indicating their post.

Quintons are capable of *legend lore*, as if the questioned object or person were at hand (1-4 rounds). They may *detect evil/good* and *detect magic* at will and may cast spells as 20th-level clerics. They are also immune to all forms of psionic attack.

Quarton (Hierarch Modron)

FREQUENCY: Very rare
 NO. APPEARING: 1 (of 16)
 ARMOR CLASS: -4
 MOVE: 12"/24"(MC B)//12"
 HIT DICE: 16+16
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 4
 DAMAGE/ATTACKS: 4-26 (x4)
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: +3 or better weapons to hit
 MAGIC RESISTANCE: 70%
 INTELLIGENCE: Supra-genius
 ALIGNMENT: Lawful neutral
 SIZE: L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 X/10,950 + 20/hp



Quartons administer the regions of Nirvana and oversee the operation of the bureau, sector governors, and army units attached to their region. Each quarton has a personal staff of those hierarchs assigned to his staff plus 36 pentadrones that act as a guard unit.

Quartons are 12-foot tall humanoids with 4 jointed arms and fan-like wings. They cast spells as 22nd-level clerics and are immune to all psionics and psionic abilities.

Tertian (Hierarch Modron)

FREQUENCY: Very rare
NO. APPEARING: 1 (of 9)
ARMOR CLASS: -5
MOVE: 12"
HIT DICE: 17+17
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 5-40 (x3)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +4 or better weapon to hit
MAGIC RESISTANCE: 80%
INTELLIGENCE: Supra-genius
ALIGNMENT: Lawful neutral
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: X/15,200 + 25/hp



Trial, judgment, and sentencing of both modrons and invading non-natives is the province of the 9 tertians. It is they that supervise the police, command the law enforcement armies, declare faulty modrons rogues, and see to it that the rules of Primus are obeyed. Eight of these creatures report to the secundi, 1 to Primus himself.

Tertians look very human, save for their 12-foot tall size, the horns jutting from the sides of their bald heads, and the long prehensile tails ending in a mace-like ball. All struck by this tail must save vs. paralysis at -4 or fall, unable to rise. In addition, tertians may cast spells as clerics of the 24th level and as magic-users of the 20th level. As with other hierarchs, they cannot use psionics but are immune to effects of any psionic attack.

Secundus (Hierarch Modron)

FREQUENCY: Very rare
NO. APPEARING: 1 (of 4)
ARMOR CLASS: -6
MOVE: 18" in all environments, MC:B
HIT DICE: 18+18
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 6-72 (X2) stun
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +4 or better weapon to hit
MAGIC RESISTANCE: 90%
INTELLIGENCE: Godlike
ALIGNMENT: Lawful neutral
SIZE: L
PSIONIC ABILITY: 300-310 points
Attack/Defense Modes: All/all
LEVEL/X.P. VALUE: X/15,200 + 25/hp



The 4 secundi, viceroys of the quarters, are the virtual rulers of Nirvana, reporting only to Primus the One. Each has a staff of 2 tertians, 2 hextons, 4 septons, and a multitude of base modrons.

The secundi appear as incredibly thin, tall humanoids with long, narrow faces and deepset eyes. They use spells as 26th-level clerics and 22nd-level magic-users. If, during combat, a secundus scores 5 or better on the number to hit, it has stunned its opponent unless that being is of demigod status. Secundi have special abilities as 13th-level monks, including the dreaded "quivering palm," the latter applicable to any mortal creature.

The secundi live in great towered cities near the centers of their realms.

They will always live in harmony with each other save during that time when a new Primus must be chosen.

Primus (The One and the Prime)

FREQUENCY: Unique
NO. APPEARING: 1
ARMOR CLASS: -10
MOVE: 24" in all environments, MC:A
HIT DICE: 220 hp
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 20-160 + special
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +5 or better weapon to hit
MAGIC RESISTANCE: 100%
INTELLIGENCE: Godlike
ALIGNMENT: Lawful neutral
SIZE: L
PSIONIC ABILITY: 365 points
Attack/Defense Modes: All/all
LEVEL/X.P. VALUE: X/32,500



Primus is the ruler of all the planes of Nirvana. Primus, and Primus alone, sets the order, writes the laws, and establishes the rules and regulations. All others carry out the plans and obey the rules of Primus. Failure to meet this powerful creature's standards means a return to the energy pool at best as a monodrone.

Primus is a huge being who rises from the energy pool in the central part of his great tower at the center of the plane, although the Prime One may also appear as a normal human. In giant-form, Primus' hands are unseen, the right swathed in rainbow-bright lights, the left clouded in inky darkness. Those creatures struck by the light-hand must save vs. spells or be teleported to Arcadia; those struck by the left must save or be sent to Acheron.

Primus casts spells as a 30th-level cleric and a 25th-level magic-user. Primus may communicate immediately with any of the creatures of Nirvana; this allows Primus almost total knowledge of the plane.

MOLD, RUSSET

FREQUENCY: Very rare
NO. APPEARING: 1 patch
ARMOR CLASS: 9
MOVE: 0"
HIT DICE: 12-16 hp/
 10 square feet
% IN LAIR: Nil
NO. OF ATTACKS: 0
DAMAGE/ATTACK: 0
SPECIAL ATTACKS: Spores
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: S to L
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: Not ratable

Found only in damp areas underground, this mold is often mistaken for rust at distances greater than 30 feet (70% chance). It is immune to all attacks involving weapons, fire, and cold but is vulnerable to applications of alcohol, acid, and compounds harmful to plants (such as salt). It can be killed instantly by casting a *cure disease* or a *continual light* upon it.

Russet mold makes no physical attacks but emits a barely visible cloud of

available. If such a lair is exposed to full daylight, the mandragoras will be stunned for 1-4 segments by the light, for they are creatures of darkness.

They attack by whipping their tentacle-like upper appendages. These whip blows not only cause lacerations but will also cause a victim to strangle if struck around the throat. Any to-hit score of 20 indicates a neck/throat hit. If appropriate, such a hit thereafter causes strangulation damage of 1-4 points per round. This reduces the mandragora's attacks to 1, and if the other upper appendage also hits on a score of 20, then strangulation damage is doubled, and no further attacks, other than choking constriction, are made. The strangulation will always continue until the mandragora is killed.

Because the mandragora is vegetable, it is not affected by spells which normally affect animals. *Sleep* spells have no effect. It suffers only half-damage from all forms of fire, because a mandragora is always wet and slimy. Its smaller, hair-like roots enable it to both "smell" and "hear." It will always sense the presence of creatures within 120 feet, but until the sun sets, a mandragora will not leave its earthy lair to attack.

The mandragora has a mottled brown and black covering which oozes a greenish fluid. The splay-rooted lower appendages, trunk, upper appendages, and pointed "head" having warty growths which resemble a human face give it a man-like appearance. It is often confused with the mandrake, a different sort of creature altogether.

MANTIS, Giant

FREQUENCY: Rare
 NO. APPEARING: 1
 ARMOR CLASS: 3
 MOVE: 6"/12" (MC: D)
 HIT DICE: 10
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1 or 1
 DAMAGE/ATTACK: 2-1 2 or 3-12
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Camouflage
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L (12' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
 LEVEL/X.P. VALUE: VII/1350 + 14/hp

The towering giant mantis is found only in places where vegetation is of such size as to allow the creature to be camouflaged by its green coloration and form as it awaits passing prey. Although these creatures prefer to devour giant insects of various sorts, any creature will be attacked if recognized as living and edible. Attack is with 2 vise-like forelimbs. This attack, if successful, inflicts 2-12 points of damage and holds fast prey with under 19 strength. The next round the monster will bite with its sharp, tearing mandibles. Held prey gains no dexterity or shield bonus. Damage inflicted is 3-12 points.

It is 75% probable that a mantis will attack by surprise. If it recognizes another creature as dangerous, the mantis will stay still and thus avoid detection 75% of the time.

MANTRAP

FREQUENCY: Very rare
 NO. APPEARING: 1-2
 ARMOR CLASS: 6
 MOVE: Nil
 HIT DICE: 4-9
 % IN LAIR: 100%
 TREASURE TYPE: J-N (x5), Q
 NO. OF ATTACKS: 2-5
 DAMAGE/ATTACK: See below
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L (3' per hit die)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
 LEVEL/X.P. VALUE: V/275 + 6/hp



This insidious plant attracts prey by scent, entrapping and dissolving its victims in acidic secretions. During daylight hours it releases pollen continuously, with the resulting effect that all creatures within 60 feet must save vs. poison or become fascinated by the odor. Those fascinated will proceed to the body of the plant and will even voluntarily climb into 1 of the 2-5 leaf traps on the plant. Once entered, the leaf traps will close, firmly entrapping the victim. The acidic secretion therein will dissolve the victim quickly, inflicting a number of points damage per round equal to the victim's armor class (discounting dexterity bonuses, for a minimum of 1 point of damage per round). Items exposed to the acid must save once per turn against the effects; all metal receives a +2 bonus. The victims cannot be pulled free until the plant is dead. Nor can the fascination be dispelled until the odor sours 24 hours later or unless the plant is burned.

MARGOYLE

FREQUENCY: Rare
 NO. APPEARING: 2-8
 ARMOR CLASS: 2
 MOVE: 6"/12" (MC: C)
 HIT DICE: 6
 % IN LAIR: 30%
 TREASURE TYPE: Individuals Q; in lair C
 NO. OF ATTACKS: 4
 DAMAGE/ATTACK: 1-6/1-6/2-8/2-8
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: +1 or better weapon to hit
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low
 ALIGNMENT: Chaotic evil
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
 LEVEL/X.P. VALUE: V/350 + 6/hp



A margoyl is a particularly horrid form of gargoyle found principally in natural caves and caverns. The creature's substance is so like stone that there is an 80% probability it will be undetected when lurking against it, and one can thus often surprise opponents. Attack is by 2 claws, a pair of horns, and a bite with stony fangs. Only magic weapons equal to or better than +1 will harm a margoyl. The low intelligence of this creature does not prevent it from gathering valuable items, particularly those magical sorts which could harm it. The language of these creatures is similar to that of gargoles, and they can speak the tongue of the latter monsters well enough. Margoyls are sometimes (20%) found with their lesser kin, gargoyles, either as masters or leaders.

spores within a 3-foot radius; beyond this radius the spores settle to the floor, inert. Also, if the mold is touched it will inject these spores. All creatures passing within 3 feet or touching it will take 5-20 points of damage from the toxicity and must save vs. poison. Failure to save results in a sickness that will kill in 2-5 turns unless a *cure disease* is cast.

Any character who dies from touching russet mold will undergo a transformation. The body will first start to sprout new growths of mold from the spores left at contact. Then, when entirely encased in mold, a vegepygmy (q.v.) will rise from the remains. The entire process will take 21-24 hours (1d4+20). A *hold plant* spell will halt the growth of the mold for the duration of the spell. If the mold grows for more than 1 hour, the victim cannot be recovered except by a *wish* spell.

Russet mold is golden-brown to rust-red in color. Its lumpy texture is similar to cold porridge, and it is covered by short, hair-like growths. These stand upright and constantly waver as if in a gentle breeze.

MONGRELMAN

FREQUENCY: Rare
 NO. APPEARING: 1-100
 ARMOR CLASS: 5
 MOVE: 9"
 HIT DICE: 1-4
 % IN LAIR: 35%
 TREASURE TYPE: C
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK:
 1-4, 1-6, 1-8, 1-10
 or by weapon
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES:
 Camouflage
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low to average
 ALIGNMENT: Lawful neutral
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 1 HD = 1/20 + 1/hp
 2 HD = 11/36 + 2/hp
 3 HD = 111/65 + 3/hp
 4 HD = 1111/110 + 4/hp



Although not a race unto themselves, mongrelmen do not belong clearly to any other race. They are a mixture of many different creatures, each mongrelman having possibly the blood of humans, orcs, gnolls, ogres, dwarves, hobgoblins, bugbears, elves, bullywugs and others flowing through his or her veins. Because of this mixture, they are seldom welcome in lawful or good societies and are usually abused or enslaved by chaotic and evil groups. Such treatment has forced mongrelmen to develop special skills for survival.

All mongrelmen have the abilities of *camouflage* and *mimicry*. When using the camouflage ability, mongrelmen are able to hide themselves and their items with great skill. Normally, 1 turn is required for a mongrelman to camouflage himself, another creature, or an item. The chance of remaining unnoticed is 80% plus 1% for every turn spent preparing the camouflage after the first, up to a maximum of 95%. Thus a mongrelman who spends 8 turns would have an 87% chance of success. When camouflaging buildings and structures, the time required is weeks instead of turns. Successfully camouflaged persons and items will be unnoticed unless the person or item moves or is touched. Camouflaged buildings will be unrecognizable at distances greater than 50 feet (this may be adjusted for the size and type of structure). *Mimicry* allows the mongrelmen to almost perfectly imitate the sound of any animal or monster, although this does not apply to special attack forms, which they cannot mimic.

To assist them in obtaining items and goods they need, all mongrelmen are accomplished pickpockets. Each has a 70% chance of success.

For every 10 mongrelmen, there will be at least 1 with 2 hit dice; for every 30, there will be 1 with 3 hit dice; and for every 40, there will be 1

with 4 hit dice. In the lair will be a leader (AC 4, MV 12", HD 5, Dmg 1-12, +1 to-hit) and 5 bodyguards (HD 4). In combat, mongrelmen will normally fight with clubs or swords, but 5% of any group will be armed with blowguns and poison or paralyzing darts.

Mongrelmen normally live in areas of large mixed populations. They lair in ruins, deserted buildings, or other places that humans once lived in or built. In appearance they vary greatly, combining the worst features of each race. They speak fragmented Common mixed with various animal cries and nonsense. Their names are almost always the sounds animals make.

MOON DOG

FREQUENCY: Rare
 NO. APPEARING: 1 (2-8)
 ARMOR CLASS: 2 or 0 or -2
 MOVE: 30"
 HIT DICE: 8+16
 % IN LAIR: 0
 TREASURE TYPE: N
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 3-12
 SPECIAL ATTACK: See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: 25%
 INTELLIGENCE: High to exceptional
 ALIGNMENT: Neutral good
 SIZE: M (3' at shoulder)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VII/2000 + 12/hp



The moon dog, also known as the black hound or night prowler, is often mistaken for a baneful monster, when, in fact, the creature protects mankind and seeks out evil predators to slay in the night. Encounters almost never occur in heavily populated areas. Normally only a single creature will be found, but in areas of great Evil from 2-8 will be encountered. Likewise, on the Upper Outer Plane from which they come (Elysium), they will be found in larger numbers. They serve only deities of Good and great servants of such deities, such as devas, planetars, et al.

The armor class of a moon dog depends on light conditions. In bright, wholesome light, armor class is 2. In twilight armor class equals 0. In heavy shadow or darkness armor class is -2.

Normal attack is a bite which inflicts considerable damage. A moon dog, however, has voice weapons which are effective against evil opponents. Baying causes all evil beings within 8" to save vs. spells or flee in panic (as if struck by a fear spell). If several moon dogs bay, the effect is cumulative. Howling causes all creatures of Evil in a 4" radius to suffer 5-8 points of damage per round of such noise; furthermore, each affected creature not native to the Prime Material Plane will suffer great pain from the noise and therefore has a cumulative 5% chance (per moon dog howling per round of such activity) of being forced to return to its own plane, magic resistance notwithstanding in creatures under 10 hit dice.

One at a time, 1 per round, at will, a moon dog can employ the following spell-like powers at the 12th level of ability: *change self*, *dancing lights*, *darkness*, *improved invisibility*, *light*, *mirror image*, *non-detection*, *shades* once per day, *wall of fog*.

In addition, a moon dog can become ethereal. It can travel astrally or etherally. It has superior vision equal to double normal vision for all spectra. This, plus the unusually keen senses of hearing and smell, enable a moon dog to *detect* the following: *evil*, *illusion* (90%), *invisibility* including the improved form but only at 80% probability, *magic* (70%), and *snares and pits* (100%). Having prehensile forepaws, a moon dog will sometimes employ small items.

When in shadowy light, a moon dog is able to move in such a way as to effectively create magic equal to a *hypnotic pattern* of shadows. Only

Evil creatures will be affected. At the same time, each creature of Good within the area will effectively gain a *protection from evil* and *remove fear*. When weaving the pattern, the moon dog cannot otherwise attack or perform other acts. A moon dog can be hit only by weapons of +2 or better. It can never be surprised but is 50% likely to surprise opponents. A moon dog is not subject to fear. It saves vs. attacks based on cold, electricity, and fire/heat at +2, taking either half- or quarter-damage accordingly. The whine of a moon dog will serve to *dispel illusion*, while its bark serves as a *dispel evil*. The lick of the creature serves as follows: *cure disease*, *cure light wounds*, or *slow poison*. Each function can serve a given individual but once per day. Association with a moon dog for 1 or more hours serves to *dispel charm* or *remove curse*. A moon dog can effectively *dispel magic*, but to do so it must expend its energy to such a degree as to be forced back to its own plane instantly.

Moon dogs have their own language and can speak with all forms of canines and lupines as well. Additionally, they can speak Common and communicate by a limited form of telepathy. While they will communicate with and aid humans and demihumans of good will, they do not associate with them for periods beyond immediate needs when evil threatens.

A moon dog is similar in form to a canine, and resembles a great wolf hound. The head, however, is vaguely human, and the forepaws are prehensile; the creature is quite capable of bipedal locomotion (9" rate). Coloration is mottled dark gray with deepest black predominating. Eye color is amber.

MUCKDWELLER

FREQUENCY: Rare
 NO. APPEARING: 5-20
 ARMOR CLASS: 6
 MOVE: 3"/12"
 HIT DICE: 1-4 hp
 % IN LAIR: 40%
 TREASURE TYPE: In lair:
 J, K, L, M, N;
 individual: Q
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-2
 SPECIAL ATTACKS: Water jet
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Average
 ALIGNMENT: Lawful evil
 SIZE: S
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 1/7 + 1/hp



A muckdweller is a bipedal amphibian monster which lurks in swamps, marshes, or still mud-bottomed waters. Being omnivorous, a muckdweller will eat plants, insects, aquatic animals, or even carrion, but fresh warm-blooded meat is its preferred diet. Packs of muckdwellers will lurk in wait for unwary victims. When one approaches, several will squirt jets of muddy water for up to 10 feet at the victim's eyes (save vs. wands negates, no saving throw if surprised) while others will clamber forth to bite their prey with their small but sharp teeth. As a blinded victim cannot react that round, and all attacks against such a victim are at +2 (with no dexterity bonus for the victim's armor class), a muckdweller attack is dangerous indeed.

The lair of a tribe of these creatures is always underwater, but they will always have a muddy, above-water area for rest and eating. There, the muckdwellers heap up their hoards of shiny things. If 16 or more monsters are encountered in their lair, there will be double the given type Q treasure.

Muckdwellers have been known to associate with lizard men on rare occasions. They also have been reported serving kuo-toan masters. These monsters speak their own croaking-hissing tongue and possibly that of lizard men.

A muckdweller has a back of mottled gray and brown and a pale, yellowish underbelly. The short tail is used for swimming and walking

on land. Digits of the forefeet are prehensile but weak. Rear feet are partially webbed.

MUD-MAN

FREQUENCY: Very rare
 NO. APPEARING: 2-12
 ARMOR CLASS: 10
 MOVE: 3"
 HIT DICE: 2
 % IN LAIR: 100%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: Nil
 SPECIAL ATTACKS:
 Mud-throwing
 SPECIAL DEFENSES:
 Need magical weapons to hit; immune to certain spells (see below)
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: S (c.4')
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 11/28 + 2/hp



Mud-men are formed in pools of mud where enchanted waters (even mildly enchanted ones, such as a stream eroding a magical structure) collect and evaporate and concentrate the dweomer.

Physically they are animated mud, taking a stocky humanoid form when roused. Slow moving and unable to leave their pool of mud, mud-men have but one aim in life which is to kill any creature entering the pool who is more mobile than themselves. Virtually all creatures, and certainly all humans and demihumans, fall into this category.

In their dormant state, mud-men lie below the surface of their pool with the substance of their bodies spread throughout, feeding on the dweomer of the mud. In this state they are immune to attacks with weapons (magical or otherwise). They are, however, susceptible to spell attacks (see below).

When a character or creature enters the mud pool the mud-men sense its presence immediately and take 1 round to draw together the substance of their bodies and rise to a standing position ready to attack the next round. Once fully formed and standing they may be harmed by weapons, provided the weapons are magical.

Mud-men attack by hurling mud at their opponents, who are considered as armor class 10 (modified by dexterity) for the purposes of determining hits. The mud hardens on impact and slows the movement of the victim. At first the mud-men hurl only blobs of mud (maximum range 6"). These slow the movement rate of the victim by 1" if they hit. However, while hurling blobs of mud, the mud-men move toward their opponents at their full movement rate. Once within 1" they will hurl themselves (literally) rather than a mere blob. A successful hit means the death of the mud-man but it also slows the victim's movement by 4". A miss means that the mud-man must spend the next round re-forming to be ready to attack again.

A victim is unable to move and begins to suffocate once the movement rate reaches zero, taking 1-8 points of damage per round until the mouth and/or nose is clear. The victim will die from suffocation after 5 rounds unless rescued. The hardened mud can be broken away from wholly or partially immobilized creatures. In this manner movement can be restored at a rate of 1" per 5 rounds.

Note that mud-men cannot sense creatures outside their pool and will not attack them. Once there are no living opponents left within the pool, therefore, the roused mud-men will sink back below the surface, only to rise again if the pool is re-entered.

Mud-men are affected by all spells which cause damage directly to living creatures (e.g., *cause light wounds*, *magic missile*, *fireball*, *flame strike*).

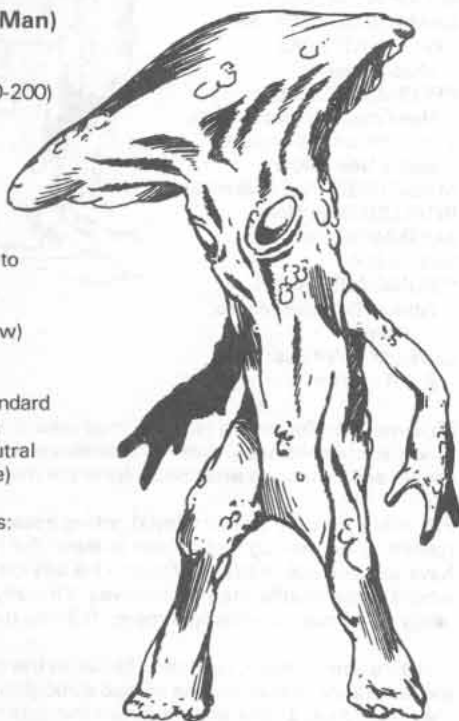
Dispel magic and *dig* act as *fireballs* cast by a magic-user of the same level as the caster. *Transmute mud to rock* kills all mud-men it is able to affect, allowing no saving throw.

They are immune to poisoning, whether produced magically (e.g. *cloud-kill*, *poison*) or otherwise, and are similarly unaffected by spells which affect the mind (e.g., *charm*, *sleep*) or by psionics.

So long as mud-men are not fully formed from their pool, the damage caused by spells cast on them does not have an area of effect (e.g., *magic missile*) and is divided amongst them (fractions rounded down) since the substance of their bodies is evenly spread out in the mud.

MYCONID (Fungus Man)

FREQUENCY: Rare
 NO. APPEARING: 1-12 (20-200)
 ARMOR CLASS: 10
 MOVE: 9"
 HIT DICE: 1-6
 % IN LAIR: 70%
 TREASURE TYPE: S (x2)
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-4 to 6-24 (d4xHD)
 SPECIAL ATTACKS:
 Spore clouds (see below)
 SPECIAL DEFENSES:
 Poisonous skin
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Average
 ALIGNMENT: Lawful neutral
 SIZE: S to L (2' per hit die)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 1 HD = I/14 + 1/hp
 2 HD = II/28 + 2/hp
 3 HD = III/50 + 3/hp
 4 HD = IIII/150 + 4/hp
 5 HD = IV/205 + 5/hp
 6 HD = V/425 + 6/hp



The myconids, or fungus men, resemble walking toadstools in humanoid form. Their flesh is bloated and spongy and varies in color from purple to gray. Their skin, except on their hands, oozes a substance poisonous to animal flesh. Personal contact with a myconid in most places will result in 1-4 points of damage to the creature doing the touching. Each of their pudgy hands has 2 stubby fingers and a thumb on either side. The myconids live deep underground under conditions suitable to fungi. They never venture out onto the surface, and they have a deathly fear of direct sunlight. (The exact effects of sunlight on a myconid are unknown, but they must be detrimental or the fungus men wouldn't fear them so.)

Myconid society is based on "circles," extremely tight social groups linked by group work and melding sessions. Each circle's day is rigidly structured: 8 hours of rest, followed by 8 hours farming the fungus crops or doing other necessary work, followed by 8 hours of melding. For the myconids, melding is entertainment, worship, and social interaction combined. The fungoids gather in a tight circle, and the elder members release rapport and hallucinator spores. The entire group then merges into a collective telepathic hallucination for 8 hours. Myconids consider this melding to be the reason for existence. Only distress spores will bring a circle out of meld early.

A myconid circle usually consists of 20 members, 4 of each hit dice size from 1-5, i.e., 4 1-hit dice myconids, 4 2-hit dice myconids, etc. As myconids age, they continue to grow in height and weight, gaining 2 feet of height with each hit die. A 1-hit die myconid is only 2 feet tall, but the 6-hit dice king stands 12 feet tall. The damage they do in melee combat also increases with their size. Fungus men fight by clubbing with their clasped hands, doing 1d4 points of damage per hit die of size, i.e., 1 hit die myconids do 1-4 points of damage, 2-hit dice myconids do 2-8 points, etc., up to the 6-hit dice king who inflicts 6-24 points of damage on a hit.

The myconids also have the ability to spew forth clouds of specialized spores. The number and kind of spores they can emit increases as they grow. As each myconid advances to another size level, it gains the ability to spray another type of spores, and the number of times per day each type of spore can be emitted also increases. A myconid can emit each of its spore types a number of times per day equal to its hit dice. For example, at 3 hit dice, a myconid will be able to spray 3 different types of spores, and each may be sprayed 3 times a day. The spore types are listed and explained below, in the order in which the abilities are gained:

Distress: This spore type is used to alert other myconids to danger or a need for aid. The cloud, which expands at the rate of 40 feet per round, will gain the attention of all myconids around the emitter. It will expand to 120 feet maximum. This ability is gained at the 1 hit die level.

Reproducer: These spores are emitted only at the proper time for growing new myconids so that the population may be properly controlled. They are also automatically ejected by a dying myconid. This ability is gained at the 2 hit dice level.

Rapport: These spores are used primarily in the melding process. However, they can also be used by the myconids to communicate with other species (since the fungus men do not talk). A small cloud of spores may be puffed at 1 creature; if the being fails to save vs. poison, it will be able to go into telepathic rapport with myconids, speaking mind-to-mind in a normal manner. Willing recipients of the spores may deliberately fail their save. The duration of the effect is equal in turns to the hit dice of the myconid originator. This spore-ability is gained at the 3 hit dice level.

Pacifier: This type of spore cloud may be spewed at a single creature. If the creature fails to save vs. poison, it will be unable to do anything, becoming totally passive. The affected creature may only observe; it may take no action, even if under attack. This effect lasts for a number of rounds equal to the hit dice of the myconid spore spewer. The pacifier spore ability is gained at the 4 hit dice level.

Hallucinator: These spores are also primarily used in the melding ritual. However, they will affect other creatures as well. The spore cloud may be shot at 1 creature, and if that creature fails its save vs. poison, it will suffer violent hallucinations for a number of turns equal to the hit dice of the myconid responsible. Hallucinating creatures will react as follows (using 1d20):

1-10	Cower whimpering
11-15	Stare into nothingness
16-18	Flee shrieking in a random direction
19-20	Attack closest creature to kill

The ability to emit hallucinator spores is gained at the 5 hit dice level.

Animator: This spore ability is gained at the 6 hit dice level, the level which only the king may achieve. The king can use these spores to infect a dead person or animal. A purple fungus will cover the corpse, taking over the dead body systems and putting them back to work, animating the corpse so that it resembles a zombie (AC 10, MV 9", HD 1, hp 4, #AT 2, D bony claws for 1-3/1-3). It is not undead, however, and cannot be turned by a cleric. The animated bodies are slower than they were in life, and they always strike last in a melee round (another resemblance to zombies). The body continues to rot and the fungus gradually replaces missing parts, becoming specialized to take over their functions. Eventually, however, the decay proceeds too far, and the body stops functioning, able to rest at last. Animation takes place 1-4 days after infection, and the corpse will be animated for 2-5 weeks before it decays. Animated creatures will follow simple orders (given by the animator with rapport spores) to the best of their ability. Orders take priority over self-preservation.

The myconid king is always the largest member of the fungoid colony and the only member at the 6 hit dice level. It is also the only myconid who is not a member of a circle. The other myconids regard separation from their circle with horror and pity the lonely king. The leadership role is thought of as a very unpleasant duty, almost a condemnation. However, when the old king dies, the strongest 5 hit dice myconid always assumes the role of the new king. The king must remain outside circle affairs to retain objectivity and pay close attention to the duties of leadership. The king animates guardians for the colony so that the myconids need not commit violence. It coordinates the work schedule and pays attention to affairs outside the colony that could affect the

fungus men. The king also practices fungal alchemy, brewing special potions which may be useful in a time of trouble.

In general, the myconids are a peaceful race, desiring only to work and meld in peace. In combat, they will avoid killing, if they can, as violence

adversely affects their meld hallucinations. However, accord has never been reached between fungoid and humanoid; each views the other as a disgusting threat, and population pressures in the limited underworld inevitably cause conflicts.



NEREID

FREQUENCY: Very rare
NO. APPEARING: 1-4
ARMOR CLASS: 10
MOVE: 12"
HIT DICE: 4
% IN LAIR: 100%
TREASURE TYPE: X
NO. OF ATTACKS: Nil
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: Spit;
controls water in lair
SPECIAL DEFENSES: Kiss;
mesmerize men
MAGIC RESISTANCE: 50%
INTELLIGENCE: Very
ALIGNMENT: Chaotic
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
IV/200 + 4/hp



Nereids are creatures from the Elemental Plane of Water. Their name means "the honeyed ones" and they can assume human form when not in the water. These forms are always beautiful and mostly female. Nereids are depicted as young and slim with long golden hair and pale white skin and possessing beautiful voices. Perhaps they are garbed in white and gold but they are often devoid of raiment. They have a white shawl which they carry in their hands or wear draped over their head and shoulders. In water a nereid is transparent and 95% undetectable except as golden angel seaweed.

These creatures may be found in the sea, rivers, wells, mountain and cavern springs, and on the Elemental Plane of Water. Like the water they inhabit, their motives are chaotic and capricious, but whether they are good, neutral or evil depends on the individual. The majority of nereids are chaotic neutral, but there are those who are very good as well as those who are diabolically evil. However, all nereids are shy and flighty and their antics have a playful quality.

The nereid's only physical attack is her spittle (range of 20 feet) which may blind a target for 2-12 rounds if it hits. This venom may be washed away with water. A blinded victim will attack at -4 and his or her saves and armor class will be lowered by 4.

A nereid has some control of the water in which she lairs for a radius of 3". She can make the waters heave in great waves which will slow movement to one-fourth of normal or cause the water to boil and froth, increasing the chance of drowning by 10%. She can cause waves to crash with such a roaring sound that characters within 6" may be deafened for 3-12 rounds if precautions are not taken. Lastly, the nereid may form watery shapes which may be no more than pleasant entertainment or may become a substantial defense. This latter will take the form of a watery serpent or fist which strikes as a 4 hit dice monster and inflicts 1-4 points of damage. Only 1 of these attacks may be done per round.

All males that look at a nereid will find themselves incapable of causing her harm, and her actions will seem to be casual flirtations. Men have been known to sit and watch a nereid's antics all day. And many a man has been tempted to try and take a nereid for a wife or merely to pursue her for her embrace. This may bring disastrous results, however, for while the kiss of a nereid can bring sweet bliss, it may also result in a

water doom. If a nereid is caught, she may save vs. poison and if successful will flow away like water. Still, if a kiss is forced from a nereid (for she is loath to give them), the player character must save vs. breath weapons at -2 or drown instantly; otherwise ecstasy is his.

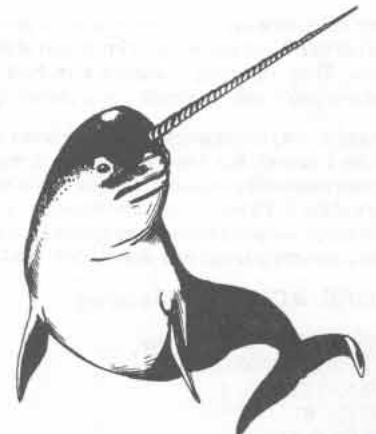
The nereid's greatest weakness lies in her shawl, for it contains her soul. If the shawl is destroyed the nereid will dissolve into formless water. Thus, if a character can obtain her shawl, he or she will be able to command the nereid who will respond out of fear. However, a nereid will lie and attempt almost anything short of hostile actions to gain return of her shawl.

Nereids are 85% likely to have a pet. To find out the type of pet roll a 1d8 and use the following:

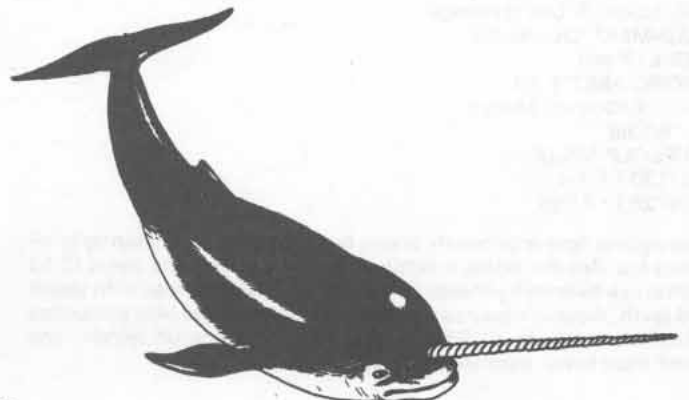
- | | |
|------------------------------|------------------|
| 1 = Eel, giant | 5 = Squid, giant |
| 2 = Otter, giant | 6 = Dolphin |
| 3 = Snake, giant (poisonous) | 7 = Leech, giant |
| 4 = Octopus, giant | 8 = Ray, sting |

NARWHALE

FREQUENCY: Rare
NO. APPEARING: 1-6
ARMOR CLASS: 6
MOVE: //21"
HIT DICE: 4+4, 5+5 or 6+6
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK:
2-24, 6-24, or 7-28
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
IV/190 + 6/hp



Narwhales, the "unicorns of the ocean," are common in cool to cold waters. They are marine mammals of considerable size, ranging from about 20-40+ feet, exclusive of the spiral "horn" which is 6-12 feet long. Basically non-aggressive, narwhales will defend themselves with their great horn if serious threat or actual attack occurs. Narwhales are used as pets and guards by communities of dolphins. They are also trained and used occasionally by aquatic elves.





OBLIVIAX (Memory Moss)

FREQUENCY: Rare
 NO. APPEARING: 2-12
 ARMOR CLASS: 10
 MOVE: Nil
 HIT DICE: 1-2 hp
 % IN LAIR: 100%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: Nil
 DAMAGE/ATTACK: Nil
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Average
 ALIGNMENT: Neutral evil
 SIZE: S (1/2' square)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 II/30 + 1/hp



This evil black moss has the magical power to steal memories from others. When an intelligent creature is within 60 feet it must save vs. spells or the moss will steal all the creature's memories from the last 24 hours (including memorized spells). It can try to steal from 1 creature per round until it succeeds, and then it will not attack again for 24 hours.

If an oblivix with stolen memories is attacked, it will, in 1 round, form a part of itself into a tiny moss imitation of the creature whose memories it stole. This mossling remains attached to the parent moss and can defend itself only by casting any stolen spells.

The only way to regain stolen memories is to eat the living oblivix. This takes 1 round. If a save vs. poison is made, the eater will gain all the stolen memories including spells. If the save fails the eater will become very ill for 3-18 turns. It is possible to gain another's memories by eating this moss. Anyone who gains spells by eating the oblivix can cast them. The memory gained this way fades in 24 hours.

OGRE, AQUATIC (Merrow)

FREQUENCY: Uncommon
 NO. APPEARING: 2-24
 ARMOR CLASS: 4
 MOVE: 6"/12"
 HIT DICE: 4+4
 % IN LAIR: 20%
 TREASURE TYPE: A
 NO. OF ATTACKS: 3 or 1
 DAMAGE/ATTACK:
 1-6/1-6/2-8 or by weapon
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 Camouflage
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low to average
 ALIGNMENT: Chaotic evil
 SIZE: L (9' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 II/130 + 5/hp
 (IV/250 + 6/hp)

This aquatic ogre is generally faster, tougher, and fiercer than its land-based kin. Aquatic ogres typically attack with a piercing spear (2-12 points) in a swimming charge at 1 to hit, followed by melee with talons and teeth. Aquatic ogres use their green coloration to hide (becoming effectively invisible 10-80% of the time, depending on terrain) and attack from cover, surprising 4 in 6.

Aquatic ogres dwell in relatively shallow waters of 50-250 foot depth. They lair in caves, often in association with scraggs. They can survive out of water for up to 2 hours, so they sometimes raid the land. Of 7-12 ogres, 1 will have 31-36 hit points; of 13-18, 2 will have 31-36 hit points; and of 19-24 ogres, 3 will have 31-36 hit points.

In the lair of a group of merrow there will be:
 1 chief, AC 3, 6+6 hit dice, +2 on damage
 2 sub-chiefs, AC 3, 5+5 hit dice, +1 on damage
 2-24 females, AC 5, 3+3 hit dice, 1-2/1-2/1-6 damage
 1-12 young, AC 6, 2+2 hit dice, 1-2/1-2/1-4 damage
 1 shaman, normal male or female

Aquatic ogres are able to speak Ogre as well as their own dialect.

Aquatic ogres are greenish and scaled with sloping shoulders. Their necks are long and very thick. They have huge mouths and undershot jaws. Hands and feet are webbed.

OLIPHANT

FREQUENCY: Rare
 NO. APPEARING: 1-8
 ARMOR CLASS: 4
 MOVE: 15"
 HIT DICE: 8+4 (10+5)
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 4
 DAMAGE/ATTACK:
 3-12/3-12/3-12/3-12
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low
 ALIGNMENT: Neutral
 SIZE: L (8' tall,
 some much larger)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 IV/600 + 12/hp



The oliphant is probably a modern-day relative of the Pleistocene mastodon. Its hairy hide enables it to survive in cooler temperate or subarctic climates. The solitary oliphant avoids inhabited areas. Oliphants can be captured and trained if young enough.

An oliphant attacks with its down-curving tusks and heavy forelegs. Its trunk is too short to be used as an effective weapon. An oliphant can fight 4 man-sized opponents simultaneously, 2 ogre-sized enemies, or 1 of giant-size. The intelligence of oliphants is such that when properly trained they become engines of destruction, especially the large males. When fed and cared for, these creatures can grow 10 feet or greater in size (10+5 hit dice) and bulk, which is far larger than their wild counterparts. Such creatures are used in war and for other military duties when armored with leather or scale and plate reinforcements, spikes projecting from head and forelegs, and bearing castle-like houdas containing archers and pikemen. Elephants are armed in warm climates, but those less-intelligent creatures lack the ferocity of trained oliphants.

Oliphants do not fear fire unless it directly threatens them. They are aggressive and tend to try to eliminate threats rather than flee from them. Oliphant tusks range in value from 100-400 gp value each, the ivory being worth about 4 gp per pound.

If 3 or more oliphants are encountered, there is a 25% chance for a calf and 75% for a half-grown animal (check for each oliphant above the original 2). The young are equally divided in sex between male and female. All single oliphants will be male. Only 1 mature male will be in a group of 2 or more.

OPHIDIAN

FREQUENCY: Uncommon
NO. APPEARING: 3-12
ARMOR CLASS: 5 or better
MOVE: 9"/18"
HIT DICE: 3-4
% IN LAIR: See below
TREASURE TYPE: See below
NO. OF ATTACKS: 1 and 1
DAMAGE/ATTACK:

By weapon type and 1-3
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:

See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low to very
ALIGNMENT: Chaotic (evil)
SIZE: M

PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil

LEVEL/X.P. VALUE:
III/125 + 4/hp



Ophidians, or snakemen, are typically encountered in tropical jungles. Unlike nagas, ophidians have human-like arms and hands and can employ weapons, shields, and magic items of the sort fighters can use. Attack is first by weapon and then a fanged bite. The latter requires a saving throw vs. poison or the victim will suffer a lycanthrope-like affliction. The affliction begins in 2-5 days, lasts 8-16 days, and ends by turning the creature into an ophidian if it was human or humanoid or killing it otherwise. The process can be prevented by a *cure disease* spell.

It is unusual for ophidians to be in a self-determined group. They are usually servants of spirit nagas or similar creatures. Ophidians appear to be short-tailed, thick-bodied snakes. Arms protrude about 2 feet below the neck. These arms are human-like and end in 4-fingered hands. Color ranges from gray-black to black and dark-brownish green to pale blue-green.

OPINICUS

FREQUENCY: Very rare
NO. APPEARING: 1-2
ARMOR CLASS: -2
MOVE: 21"/30 (MC: B)
HIT DICE: 7+7
% IN LAIR: 10%
TREASURE TYPE: A
NO. OF ATTACKS: 4
DAMAGE/ATTACK:
1-3/1-3/1-6/1-6

SPECIAL ATTACKS: See below
SPECIAL DEFENSES:

See below
MAGIC RESISTANCE: 35%
INTELLIGENCE:

Very to exceptional
ALIGNMENT: Chaotic good
SIZE: M

PSIONIC ABILITY: 205-250
Attack/Defense Modes:
All/all

LEVEL/X.P. VALUE:
VII/2300 + 12/hp



Opinicus are desert dwelling creatures of good will. Their usual habitat will be old ruins, such as a deserted city, palace, or temple. They will occasionally be encountered elsewhere, usually on some mission of weal. Although known for their beneficial acts and friendly dispositions, opinicus also love teasing and jokes. While these actions detract from their popularity, the assistance of opinicus is very rarely shunned by good creatures. Creatures of Evil most certainly dread opinicus.

Normal attack mode is by means of 2 claw attacks (1-3/1-3) and rakes with rear claws. In addition, opinicus have the spell capacity of 7th-level

clerics and can turn undead. Each is also able to pronounce a *holy word* once per day, *dimension door* twice per day, and *heal* 3 times per day. Opinicus have a glowing gaze, also called sun sparkles, of a 1/2"x1"x2" cone-shape which affects undead and creatures of the Lower Outer Planes (Acheron, the Nine Hells, Gehenna, Hades, Tartarus, the Abyss, and Pandemonium). This gaze is usable but once every 10 rounds. It inflicts 2-16 points of damage upon the victims, and one-half damage if a saving throw vs. spells is successful.

Due to their keen senses, opinicus are never surprised. They surprise 5 in 6 in their habitat and 3 in 6 elsewhere. Opinicus can travel both astrally and etherally. Opinicus have 3-5 minor psionic disciplines and 1-2 of a major variety. It is with these that they often play pranks.

Opinicus appear to be a mixture of monkey, camel, lion, and eagle. They are not, of course, any such mixture, but creatures in their own right. Their coloration ranges from light buff to golden brown with wings slightly darker than bodies. The forepaws of opinicus are prehensile.

OTTER

FREQUENCY: Uncommon
NO. APPEARING: 1-4
ARMOR CLASS: 5
MOVE: 12"/18"
HIT DICE: 1-1 (1+1)
% IN LAIR: 20%

TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-2 (1-3)
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: S

PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil

LEVEL/X.P. VALUE:
I/5 + 1/hp

Otters are aquatic relatives of the weasel, et al. They are found in rivers, ponds, and lakes. The sea otter is the largest sort of ordinary otter and is found along shallow, coastal waters; differences are in parentheses above. These creatures are fast and playful. They will attack only if cornered. Their pelts have value as fur.

OWL

FREQUENCY: Uncommon
NO. APPEARING: 1 or 2
ARMOR CLASS: 5
MOVE: 1"/27" (MC: D)
HIT DICE: 1

% IN LAIR: 10% (daylight only)
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-2/1-2/1
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:

See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: S (4'-5" wingspread)
PSIONIC ABILITY: Nil

Attack/Defense Modes:
Nil/nil

LEVEL/X.P. VALUE:
II/30 + 1/hp

Various types of owls are found in every clime. While some are smaller than those covered by this data, most encounters will be with the large specimens. Attack is by talon and beak. When plummeting from a 50-foot or greater height, attack is at +2 to hit, and damage inflicted is twice normal, but no beak attack is possible. Owls have double normal

ultravision, have quadruple normal hearing, and they fly in total silence. They are likely to surprise prey 5 in 6, and are never surprised during hours of dusk or darkness. In light of twilight to daylight brightness, owls see at just under human standard. Thus, despite their hearing, they are surprised 3 in 6 if discovered in their hidden daylight roosting place. While they cannot be trained to hunt, they can be somewhat domesti-

cated if taken young enough and inured to human presence. Because daylight birds (such as crows, ravens, etc., which are normally prey to night-hunting owls) flock to attack an owl discovered in daylight, the owls are sometimes used as decoys by hunters. The anger and determination of attacking birds causes them to lose caution in their desire to kill the decoy owl.



PARA-ELEMENTAL

The para-elementals are the inhabitants of the para-elemental planes, Ice, Ooze, Magma, and Smoke, that lie between the major planes of Earth, Air, Fire, and Water. Para-elementals are summoned as normal elementals are, except that there is a chance of not getting the summoned elemental but one from either of the major elemental planes adjoining it. This chance is 100% minus 5% per level of the summoner.

Conjured para-elementals fall into 3 hit-dice-strength categories like their major plane brethren: those of 16 HD strength are conjured by spell; those of 12 HD are conjured by summoning device; and those of 8 HD strength are conjured by means of a staff.

Para-elementals are impervious to attacks from weapons of less than +1 enchantment or by creatures without magical ability of 4 hit dice or less. As with ordinary elementals, control over the para-elemental must be maintained at all times, otherwise it will turn on its summoner. The material components needed for summoning the para-elementals (aside from a large amount of the element) are as follows: a lens of clear crystal or glass is used to summon ice elementals; a damp cloth is used for ooze; volcanic glass is used for magma; and dry ash is used for smoke.

Ice

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 3
MOVE: 6"
HIT DICE: 8, 12, or 16
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACKS: 3-36
SPECIAL ATTACKS: Cold
SPECIAL DEFENSES: +1 or better weapon to hit
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: VII/2850 + 15/hp



The Para-elemental Plane of Cold is located at the juncture of the major elemental Planes of Air and Water, and para-elementals from that wintry land resemble tall, translucent, white humanoids coated with frost. Those coming within 10 feet of a cold para-elemental take 1-4 points damage per round due to the intense cold that surrounds its being. The cold para-elemental has the ability to freeze on touch water or liquids containing mostly water for up to 100 square feet per round to a depth of 6 inches. In addition, it may remove damage to itself if it is in contact with ice, snow, or sleet and takes no further damage while healing itself, at a rate of 1-8 hit points per round. Cold does half-damage to an ice para-elemental, while fire-based attacks do double damage. Attacks against cold-using opponents are at -1 to damage dice.

The ice para-elementals have a loose organization with no set leader, though there are rumors that several powerful ice-lords exist on their plane.

Smoke

FREQUENCY: Very rare
NO. APPEARING: 1
MOVE: 6/18"
HIT DICE: 8, 12, 16
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: Special
DAMAGE: 2-16
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +1 or better weapons to hit
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: VII/2850 + 15/hp



Smoke para-elementals move either by drifting along the ground as black ash or by flying in the form of a concentrated blast of black fog. The latter form has a maneuverability class E but does double damage when it hits a target. While forming and dissolving, the fog-form takes a full turn. During normal attacks it can engage as many targets as are within 10 feet. All within 10 feet must save vs. poison or be -2 to hit from the blinding smoke. Smoke elementals are -1 on damage dice from all air-based attacks, including those from air elementals.

The para-elemental Plane of Smoke is a dry, empty area with few long-term inhabitants. The smoke para-elementals have no king, but several exceptional types rule small pockets of the others. These exceptional para-elementals are usually feuding for control of the plane.

Magma

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 3
MOVE: 6"
HIT DICE: 8, 12, 16
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-24
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +1 or better weapon to hit
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: VII/2850 + 15/hp



Magma para-elementals, often called heat para-elementals, are natives of the Para-elemental Plane of Magma, a rocky, volcanic place located at the edges of the Elemental Planes of Fire and Earth. Para-elementals summoned from this plane are humanoid from the waist up, and their legs and torsos are molten rock. The eyes and mouths of these

creatures glow with a reddish light from the fires within.

The heat from a magma elemental is similar to the druidic *heat metal* spell, affecting all within 20 feet. During the 1st round of exposure, metals will grow hot; during the 2nd, metallic armor and weapons will do 1-4 points of damage to their wielders; and on the 3rd and succeeding rounds, metal-using characters will take 2-8 points damage and nonmetal-using characters will take 1-4 points. Leaving the area of the effect causes the damage to drop 1 level immediately and to disappear completely the following round. Wood and other flammable objects brought in contact with either the para-elemental or metal heated by it will burst into flame.

The Para-elemental Plane of Magma is a lonely volcanic plain spotted by volcanos, and its denizens carry out their tasks in packs with no set leader, although there may be exceptional para-elementals with magical power.

Ooze

FREQUENCY: Very Rare
NO. APPEARING: 1
ARMOR CLASS: 3
MOVE: 36" (MC:A)
HIT DICE: 8, 12, OR 16
% IN LAIR: Nil
NO. OF ATTACKS: 1 constrict
DAMAGE/ATTACK: 2-16
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +7 or
better weapons to hit
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VII/2850 + 15/hp

The ooze para-elemental, also called the mud elemental, appears as a liquid mass of dark writhing tendrils. If an ooze para-elemental hits, it has wrapped a tendril around its opponent and will constrict for 2-16 points of damage per round until the para-elemental is dispelled, defeated, or releases the opponent on command of the summoner. Any number of opponents can be constricted, but only 1 can be attacked and ensnared at a time. A captured character may still attack but can be swept off his feet by the para-elemental and carried off. The ooze para-elemental's form is mutable, such that one can fit into tight crevices and beneath doorways with ease.

The Elemental Plane of Ooze is a cloudy, grey plane at the borders of the Elemental Planes of Water and Earth. Both water and earth creatures from these planes may be found in this para-plane. Ooze para-elementals have no fixed leader, but there are a number of contending slime-barons vying for control.

PECH

FREQUENCY: Rare
NO. APPEARING: 5-20
(double in lair)
ARMOR CLASS: 3
MOVE: 9"
HIT DICE: 4
% IN LAIR: 05%
TREASURE TYPE: See below
NO. OF ATTACKS: 1
DAMAGE/ATTACK:
By weapon +3
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 25%
INTELLIGENCE:
Average to exceptional
ALIGNMENT: Neutral (good)
SIZE: S (4' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
IV/240 + 4/hp



No one knows what the pech actually are, or whether they are from the Prime Material or Earth Planes. In any event, these spindly creatures dwell in dark places and work stone. Their flesh is nearly as hard as granite itself. In their lair there will be several larger pech, females equal to the number of males, and young equalling 20-50% of the females. There also will be 50-100 gems plus various dishes and ornaments worked from ornamental stone and raw metal (5-30 jewelry of lowest base value for worth, average weight 150 gp each). The pech use picks and peat hammers (treat as war hammers) for work and armament, and are usually equipped with equal numbers of each type.

Each pech is able to cast 4 *stone shape* and *stone tell* spells per day. Four together can cast a *wall of stone* spell as if they were 16th-level magic-users. Eight can together cast a *stone to flesh* spell. These "group" spells can be cast but once per day by any group. Pech are immune to petrification. If engaged against some lithic monster such as a stone golem, pech are quite capable of knocking it to rubble, as their knowledge of stone allows them full normal attack capability. Pech are basically good creatures desiring to be left to themselves. They hate bright light and open skies. They have both infra- and ultravision.

Pech are thin with long arms and legs. Their broad hands and feet are excellent for bracing and employing tools to work stone. They have pale, yellowish skin and red or red-brown hair. Their eyes are large and pupilless.



PEDIPALP

	Large (Schizomida)	Huge (Amblypygus)	Giant (Uropygus)
FREQUENCY:	Rare	Rare	Very rare
NO. APPEARING:	1-4	1-4	1-2
ARMOR CLASS:	7	4	2
MOVE:	12"	9"	6"
HIT DICE:	1+1	2+2	4+4
% IN LAIR:	5%	10%	20%
TREASURE TYPE:	M, Q (x2)	Q (x4), T	I
NO. OF ATTACKS:	1	3	3
DAMAGE/ATTACK:	1-8	1-6/1-6/1-8	1-8/1-8/2-8
SPECIAL ATTACKS:	Nil	Grip	Poison gas, grip
MAGIC RESISTANCE:		Standard for all	
INTELLIGENCE:		Non-for all	
ALIGNMENT:		Neutral for all	
SIZE:	S	S	L
PSIONIC ABILITY:		Nil for all	
Attack/Defense Modes:		Nil/nil for all	
LEVEL/X.P. VALUE:	I/20 + 2/hp	II/50 + 3/hp	IV/170 + 5/hp

Commonly called whip scorpions, these creatures can be found in nearly any climate except that of arctic or tundra. They appear to be a cross between a spider and a scorpion. Pedipalpi may be found in a variety of different colorings, browns and tans being the most common.

Large Pedipalp: The smallest of the pedipalpi, the schizomidae, have no obvious whips, although they do have 2 grasping arms and fearsome-looking mandibles. They are incapable of holding any prey larger than themselves.

Huge Pedipalp: The amblypygi, or huge pedipalpi, have developed 2 whip-like appendages in place of 1 pair of legs. Another set of legs has developed spiny pincers on the ends, which these creatures use to attack their prey. They also bite. After a hit has been scored, the huge pedipalp will grip and automatically do crushing damage (the same as 2 pincer hits; 2-12) on all rounds thereafter. The chance of a character breaking this grip is the same as that for opening doors.

Giant Pedipalp: The largest of their species, the uropygi or giant pedipalpi, have whip-like tails and forelegs that end in large pincers. Although the tail looks dangerous, it is not used to attack; instead, these creatures attack with 2 pincers and a bite. After a hit has been scored, the giant pedipalp will grip, automatically bite (for 2-8 points), and do crushing damage (the same as 2 pincer hits; 2-16) on all rounds thereafter. This grip may be broken only by killing the monster or severing the pincer (which requires a roll 3 higher than the normal to-hit number). The giant pedipalpi also discharge a noxious vapor when in combat. This irritant will affect all non-pedipalp creatures within a 20-foot radius, and all within it who fail a saving throw vs. poison fight with a -3 on their to-hit rolls for 1-6 rounds. Uropygi may discharge this gas 3 times per day.



PHANTOM

FREQUENCY:	Very rare
NO. APPEARING:	1
ARMOR CLASS:	Nil
MOVE:	9"
HIT DICE:	Nil
% IN LAIR:	Nil
TREASURE TYPE:	Nil
NO. OF ATTACKS:	Nil
DAMAGE/ATTACKS:	Nil
SPECIAL ATTACKS:	Fear
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	See below
INTELLIGENCE:	Nil
ALIGNMENT:	Any
SIZE:	M
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil/nil
LEVEL/X.P. VALUE:	Nil/nil

Phantoms are soulless shells left behind by a particularly strong death trauma. Phantoms are merely images and have no power to directly cause harm and cannot themselves be harmed. Because of the superstitious awe they inspire, however, anyone who gazes on the translucent form of a phantom must save vs. spells at -2 or immediately panic and run away as if under the effects of a *fear* spell.

Phantoms are like a three dimensional motion picture image filmed at the time of a character's death in the area where he or she died. They have no intelligence and neither are they alive or undead. A phantom often records the death of the character or the images of what was foremost in the character's mind when he or she died.

Phantoms are often mistaken for ghosts, haunts, or groaning spirits, but they may not be turned as undead. The clerical spell *exorcism* will dispel a phantom.

PHOENIX

FREQUENCY:	Very rare
NO. APPEARING:	1 (1-4)
ARMOR CLASS:	-3
MOVE:	6"/39"(MC: D)
HIT DICE:	20
% IN LAIR:	0
TREASURE TYPE:	See below
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	2-12 or 1-8/1-8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
INTELLIGENCE:	Genius
ALIGNMENT:	Neutral good
SIZE:	M
PSIONIC ABILITY:	See below
Attack/Defense Modes:	See below
LEVEL/X.P. VALUE:	IX/8600 + 30/hp



The phoenix, so rarely seen on the Prime Material Plane, is native to the Upper Outer Planes of Elysium. Of course, the phoenix is quite capable of dwelling in nearly any climate or even the void, as cold, heat, and like conditions won't harm it. However, a phoenix prefers beauty and sylvan peace and will typically be found only in such places on the Prime Material Plane. Unfortunately, phoenix feathers command an average of 50 gp each, their gem-like beak, talons, and eyes a hundred times that, and their bodies are prized by alchemists seeking to make certain potions. Thus, the rare phoenix is rarer still.

A phoenix in flight attacks with its diamond-hard talons. When on the ground it has but a single attack with its long, sharp beak. However, being both intelligent and magical, a phoenix usually opts for more

effective measures of attack and defense.

The piercing whistle voiced by a phoenix enables it to act first in melee, as opponents within a 30-foot radius are so affected by the sound as to give the phoenix a +3 advantage on its initiative die. With this advantage, the creature can use any of the following spell-like powers, 1 at a time, 1 per melee round, at 20th level: *affect normal fires*, *audible glamer*, *blink*, *blindness*, *blur*, *call woodland beings* once per day, *control temperature* within a 10-foot radius, *continual light*, *color spray* 3 times per day, *dancing lights*, *duo-dimension* once per day, *find the path* once per day, *find traps*, *fire charm*, *fire quench* once per day, *fire seeds* once per day, *fire shield*, *fire storm* once per day, *heat metal* 3 times per day, *improved invisibility*, *incendiary cloud* once per week, *misdirection*, *neutralize poison* once per day, *polymorph self* 3 times per day, *produce fire*, *pyrotechnics*, *reincarnate* once per day, *remove curse*, *remove fear* within a 10-foot radius, *snake charm*, *veil* once per day, *wall of fire* once per day.

The phoenix needs only to spread its wings and voice a call to *dispel illusion* or *dispel magic* at the 40th level of ability. Additionally, the dance of a phoenix acts as a double-strength (40th level) *exorcise* spell and is effective against all but the greatest of evil magics, such as that of an artifact or relic.

A phoenix automatically *detects charms, evil, and magic*. It radiates a 10-foot radius *protection from evil*. The creature can become ethereal and travel astrally or ethereally. It can be hit only by +3 or better weapons. The phoenix can never be surprised. It has infravision to 120 feet and double normal ultravision. A touch of its wing is equal to a *cure light wounds* spell, with 2 touches possible per individual per day per phoenix. A touch of the comb gives an effect equal to *cure disease*, but is restricted in the same manner as a *staff of curing*. When hard-pressed, the phoenix is able to cause spilled droplets of its own blood to act as *fire seeds* of the holly berry type, 1 being created for every 5 points of damage taken by the phoenix. In extremis, the phoenix creates a double-strength (40th level) combination of *fire storm* (2" high x 5" wide x 8" deep) and *incendiary cloud*, even if it has already used these powers previously. This destroys the adult phoenix but leaves a gem-like egg behind from which a new phoenix will arise in 20 days. As well as its own language, a phoenix can speak with all avians. It otherwise communicates by limited telepathy or by empathy and telepathy of a limited sort.

Although the phoenix can neither attack nor be attacked by psionic means, the creature has the following disciplinary powers: *cell adjustment* (cleric class) once per day at 20th level; *energy control* 3 times per day; *molecular agitation* 3 times per day at 20th level; *probability travel* once per week at 10th level.

A phoenix appears similar to a peacock, although it is far larger and its beak is longer in proportion. The plumage includes bright violet, scarlet, crimson and flaming orange areas. Beak and claws are of blue-violet. Eyes are a deep, glowing ruby color.

PHYCOMID

FREQUENCY: Rare
NO. APPEARING: 1-4
ARMOR CLASS: 5
MOVE: 3"
HIT DICE: 4
% IN LAIR: 80%
TREASURE TYPE: Incidental
NO. OF ATTACKS: 2
DAMAGE/ATTACK:
3-6/3-6
SPECIAL ATTACKS: Infection
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE:
See below
INTELLIGENCE: Unratable
ALIGNMENT: Neutral (evil)
SIZE: S (2' diameter maximum)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
V/280 + 5/hp



The algae-like phycomids resemble fibrous blobs of decomposing, milky-colored matter with capped fungi growing out of them. They exude a highly alkaline substance when attacking. When phycomids attack they extrude a tube and discharge the alkaline fluid in small globules that have a range of 7-12 feet. These fungoid monsters have sensory organs for heat, sound, and vibrations located in several clusters. In addition to alkaline damage, the globs which these creatures discharge might also cause victims to serve as hosts for new phycomid growth. If a victim fails to save vs. poison, the individual will begin to sprout mushroom-like growths in the infected area. This will occur in 5-8 rounds and inflict 5-8 points of damage. The growths will then begin to spread throughout the host body, killing it in 5-8 turns, and turning it into a new phycomid. A *cure disease* spell will stop the spread through the host.

Phycomids are immune to all forms of mental attacks, including charms, holds, etc. Fire-based attacks are saved against at +4, and damage inflicted is either half-normal or none.

PLANETAR

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: -7
MOVE: 15"/48"//24" (MC:B)
HIT DICE: 144 hp
% IN LAIR: 0
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK: By weapon
type +7 (strength bonus)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 75%
INTELLIGENCE:
Supra-genius; wisdom: 21
ALIGNMENT: Good
SIZE: L (8 1/2' tall)
PSIONIC ABILITY: 288
Attack/Defense Modes:
All/all
LEVEL/X.P. VALUE:
X/60,000 + 35/hp



A planetar is one of a powerful spirit group, numbering not fewer than 100, who serve the deities of good alignment. One or more will typically serve as the right hand of a minor deity, while numbers of planetars will attend a major deity. These creatures inhabit the Upper Outer Planes of Good but actually travel at will to any plane except the lowest (the Hells, Gehenna, Hades, Tarterus, the Abyss). If commanded by their deity, they can, in fact, enter even the lowest planes of Evil. Only a solar (q.v.) is more powerful in the cause of Good.

Planetars can be of any good alignment—lawful, neutral, or chaotic. Their specific alignment is determined by the master they serve. Each planetar has 3 attacks per round, typically with a bastard sword (usable only by planetars) equal to a +4 weapon with both defender (q.v.) and wounding (q.v.) qualities, the latter effective only against creatures of Evil. For purposes of attack determination, consider each planetar to have a dexterity of 21 and a 17th-level fighting ability. All planetars have spell-like abilities equal to those of a 7th-level cleric and 7th-level druid, plus bonuses to each (wisdom equals 21). In addition, they each have the following spell-like abilities which can be used 1 at a time, 1 per round, at will: *animate object* once per day, *blade barrier* 3 times per day, *continual light* up to 10" radius, *control weather* once per day, *dispel evil* 3 times per day, *dispel illusion* 7 times per day, *dispel magic* 3 times per day, *earthquake* once per day, *etherealness*, *feeblemind* once per day, *limited wish* once per day, *polymorph object*, *fire storm* once per day, *flame strike* 3 times per day, *heal* 3 times per day, *holy word* once per day, *improved invisibility* up to 10-foot radius, *insect plague* once per day, *limited wish* once per day, *polymorph self*, *raise dead* 3 times per day, *read magic*, *remove curse*, *remove fear*, *resist cold* (double effect), *resist fire* (double effect), *restoration* once per day, *shape change* once per day, *speak with dead*, *symbol* (any) once per day, *teleport* with no error, *true seeing* 3 times per day, *weather summoning* once per day, *wind walk* 7 times per day.

Each planetar radiates a globe of *protection from evil* from individual size to a full 40-foot radius, as desired. The maintenance of the area is automatic. A planetar can commune at need. Each can always *cure blindness, deafness, disease or light wounds* by touch. They automatically *detect evil, illusion, invisibility, lie, magic and traps*. Each always has *know alignment* functioning automatically. A planetar can communicate by *ESP* or *tongues* as well as read any language. Each always has infravision to 12" and ultravision of double normal range. Once per day a planetar can *gate* in the indicated number (1-3, 1-4, or 1-6) of the appropriate sort of deva (q.v.) whether astral, monadic, or movanic. They can summon the following creatures once per day: lawful good — 1-4 couatl; neutral good — 1-2 baku; chaotic good — 1-2 androsphinx.

Planetars are affected by the attack forms indicated for devas (q.v.). Only +4 or better weapons affect them. They are never surprised. They are immune to any life level loss, whether from undead or magic. They cannot be *beguiled, charmed, confused, dominated, or feebleminded*. Their souls cannot be *imprisoned or trapped*. They are immune to death spells. They regenerate at a rate of 4 points per round. Unless encountered on the Upper Outer Planes, only the material body of these creatures can be harmed. The planetar's spirit returns to its own plane to re-form and become corporeal again; the process requires 4 decades. Charisma effect is 21.

Psionic abilities are animal telepathy (14th level), aura alteration, body control, body equilibrium, body weaponry (9th level), mass domination (17th level), molecular agitation, precognition, reduction, telekinesis (17th level), and telepathic projection.

A planetar resembles a tall and powerful humanoid. In material form the skin is opaline, the head hairless, and the eyes glowing blue. The wings are double and likewise opaline.

PSEUDO-UNDEAD

FREQUENCY: Uncommon
 NO. APPEARING: See below
 ARMOR CLASS: See below
 MOVE: See below
 HIT DICE: See below
 % IN LAIR: 50%
 TREASURE TYPE: A
 NO. OF ATTACKS: See below
 DAMAGE/ATTACK: See below
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low to average
 ALIGNMENT: Neutral evil
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE: Treat as
 human fighters (except
 pseudoghost, as below)

The pseudo-undead are humanoid creatures who prosper due to their physical similarity to certain undead monsters, such as ghouls, ghosts, wights, wraiths, spectres, and vampires. Each pseudo-undead looks and smells exactly like its parallel. The same number appear. The armor class, movement rate, hit dice, number of attacks, and damage are the same. Thus they can be moderately dangerous. However, they lack the special attack forms (*paralysis, level drain*, etc.) of the undead, though they have normal (6") infravision. Note that the stench of pseudoghosts has the same effect as that of ghosts. Pseudowraiths and pseudospectres cannot fly but walk so lightly as to leave no trace, and are often thought (unless closely observed) to be floating above the surface, although this is an illusion. Pseudovampires have red eyes and behave menacingly but have no special abilities.

Pseudovampires are more nearly human than others of the genre and have been known to interbreed. Several clans of bandits (q.v.) are known to have been thereby engendered, their members ranging in power from that of normal bandits (though of pale and menacing visage) to leaders and spell casters of full pseudovampire status in addition to their bandit abilities. Other man/pseudovampire combinations may be possible.

The pseudo-undead cannot be turned by a cleric and have no connection to the Negative Material Plane. They avoid sunlight but are not harmed by it. They are never found with or near true undead. Normal attacks affect them.

PUDDING, DEADLY

	Brown	Dun	White
FREQUENCY:	Uncommon	Rare	Rare
NO. APPEARING:	1 or 1-4	1 or 1-3	1 or 1-3
ARMOR CLASS:	5	7	8
MOVE:	6"	12"	9"
HIT DICE:	11	8+1	9
% IN LAIR:	Nil	Nil	Nil
TREASURE TYPE:	Nil	Nil	Nil
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	5-20	4-24	7-28
SPECIAL ATTACKS:	See below for each		
SPECIAL DEFENSES:	See below for each		
MAGIC RESISTANCE:	Standard for all		
INTELLIGENCE:	Non-for all		
ALIGNMENT:	Neutral for all		
SIZE:	S to L (3' d. to 8' d.) for all		
PSIONIC ABILITY:	Nil for all		
Attack/Defense Modes:	Nil for all		
LEVEL/X.P. VALUE:	VIII 1600 + 16/hp	VIII 1000 + 12/hp	VIII 1200 + 12/hp

Each form of deadly pudding is a variety of the better-known black (deadly) pudding. Acid, cold and poison have no effect on deadly puddings. Lightning bolts or blows from weapons divide these monsters into viable creatures of smaller size. Fire causes normal damage, as do magic missile spells. Details of each type are given separately below. See "Black Pudding" for information on movement abilities.

Brown Pudding: This type dwells principally in marsh areas. It has a tougher skin but its attack is less effective than other varieties. Brown puddings do not dissolve metals but do destroy leather or wood in a single round, regardless of any magical pluses.

Dun Pudding: Adapted to dwell in arid regions, these monsters scavenge barrens and deserts and feed on silicates if animal or vegetable matter is unavailable. They dissolve leather as does a brown pudding. Metals are eaten at a rate equal to half that of a black pudding, i.e., chainmail in 2 rounds, plate in 4. In other respects they are like brown puddings.

White Pudding: These cold-dwelling creatures are 50% likely to be mistaken for snow and ice under the best of conditions. They haunt polar regions or icy places in order to find prey, although they can live by devouring any animal or vegetable material; even ice provides them with enough nutrition to exist. They do not affect metals but dissolve animal or vegetable materials in a single round, inflicting damage to flesh at an astounding rate. They are subject to attack forms as are all other deadly puddings.

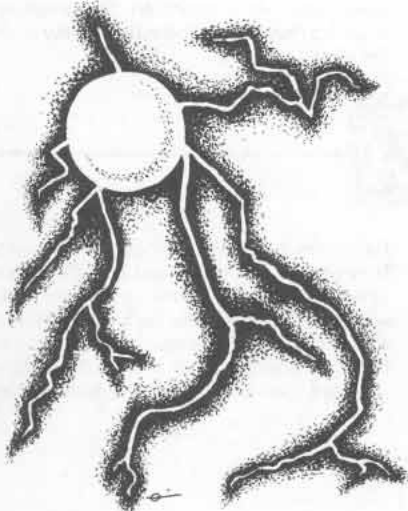
PYROLISK

FREQUENCY: Rare
NO. APPEARING: 1-4
ARMOR CLASS: 6
MOVE: 6"/18" (MC: C)
HIT DICE: 43
% IN LAIR: 30%
TREASURE TYPE: D
NO. OF ATTACKS: 1
DAMAGE/ATTACKS: 1-4
SPECIAL ATTACKS: Gaze
SPECIAL DEFENSES:
Immune to fire
MAGIC RESISTANCE:
Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral evil
SIZE: S
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
IV/240 + 5/hp

This monster is nearly identical to the cockatrice (q.v.), except that close inspection will reveal 1 red feather in the tail and a reddish cast to the grey wings. The pyrolisk inhabits temperate to tropical regions, as does its cousin. In addition to its minor beak attack, the creature has a gaze which, if met, causes the victim to erupt in flames from within, killing it instantly if a saving throw vs. petrification fails and doing 2-13 points of damage otherwise. Any creature innately or magically fire-resistant (whether by spell, ring, or other effect) is immune to this gaze attack, and any victim making his or her saving throw is thereafter immune to the gaze of that particular pyrolisk. The creature can, in addition, cause any fire source within 30 feet to explode in fireworks, an effect identical to the druidical *pyrotechnics* spell (q.v.). It does so at will, once per round, for the sheer joy of the flames; the area of effect is 10 times that of the fire source, lasts for a full round, and temporarily blinds all those within it. The pyrolisk is immune to all fire-based attacks, magical and normal. Its mortal enemy is the phoenix, as the latter is also immune to fire and detests Evil.

QUASI - ELEMENTAL LIGHTNING

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 2
MOVE: 18" (plus special)
(MC: A)
HIT DICE: 6, 9, or 12
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK:
1-6 +1 point/HD
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE:
See below.
INTELLIGENCE: Low
ALIGNMENT: Neutral (chaotic)
SIZE: S
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VII/1000 + 15/hp



Creatures of this sort inhabit the Elemental Plane of Air and the Positive Material Plane. They are rare even in those places. During a great lightning storm on the Material Plane, large numbers of lightning quasi-elementals will sometimes gather. During such violent thunderstorms, the creatures feed and reproduce. In addition to normal movement, lightning quasi-elementals can "arc," leaping up to 6" to any grounded or metallic object of mass greater than 50 gp. Such leaping arc is in addition to normal movement, coming either at the beginning or end of it.

There are 3 hit die categories of quasi-elementals, and the small 6-hit-die variety are most common in the Prime Material Plane (60%), the 9-hit-die size less common (30%) and the 12 (or more)-hit-die size rarest of all (10%). In the Elemental Plane these figures are reversed, the smallest quasi-elemental being encountered 10% of the time, the medium-sized encountered 30% of the time, and the largest type encountered 60% of the time.

In addition to normal attack of electrical discharge by touch, a creature of this sort can discharge 1 small globe of ball lightning each round for 6, 9, or 12 rounds (depending on hit dice). This globe will float near the quasi-elemental until some creature of large mass (2000 gp or more) or with a large quantity of conductive metal comes within 5 feet. The ball lightning will then move to that object and discharge, inflicting 1-4, 1-6, or 1-8 points of damage, depending on the size of the quasi-elemental that discharged it.

Lightning quasi-elementals can be harmed only by +1 or better magic weapons. If the weapon used against such a creature is of conductive material, its wielder will suffer electrical damage of 1-4 points whenever the weapon strikes the lightning quasi-elemental. Lightning and electrical attacks do no damage. Fire and acid do only half-normal damage. Cold does full damage. Water attacks inflict 1-8 points of damage per gallon, or double full normal damage. For example, an *ice storm* spell does 6-60. Falling water, as in some form of rain, inflicts 2 points of damage for each 1/10th of an inch of precipitation which falls upon the creature.

Lightning quasi-elementals have no known social organization. It is generally not possible to conjure quasi-elementals, although powerful magic-users have been known to do so.

QUICKLING

FREQUENCY: Very rare
NO. APPEARING: 4-16
ARMOR CLASS: -3
MOVE: 96"
HIT DICE: 1½
% IN LAIR: 10%
TREASURE TYPE: O,P,Q,X
NO. OF ATTACKS: 3
DAMAGE/ATTACK: As dagger
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: Save as
19th-level clerics
INTELLIGENCE: High to genius
ALIGNMENT: Chaotic evil
(neutral)
SIZE: S (2' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
IV/200 + 3/hp



These small, slender, extremely fast-moving creatures are said to be a race of brownies who dabbled in magic and mysteries better left alone. Thus, legend relates, the little folk were changed into evil creatures of great maliciousness towards humans, demihumans, and other little people. They dwell in dark woodlands and wild, evil areas.

In any group of quicklings encountered there will be 1 individual of 3 hit dice strength. If more than 10 quicklings are encountered, then 2 of them will have 3 hit dice and 1 will be a 4½ hit dice leader. Because of their amazing speed, quicklings have an excellent armor class. This speed also allows them 3 attacks per round with their needle-like daggers. Leaders will be 75% likely to have a poison which causes victims to fall into a drugged slumber unless a saving throw vs. poison is successfully made after each hit from these creatures' daggers.

All quicklings are able to use the following spell-like powers once per day, 1 at a time, at will: *ventriloquism*, *forget*, *levitate*, *shatter*, *dig*, and *fire charm*. They are 90% likely to be visible when moving, due to their speed. When motionless in natural cover they are totally invisible. When attacking, quicklings can be seen only as a blur. Thus, their speed and

dexterity (18) allow them to save against all attack forms as if they were 19th-level clerics. It is impossible to surprise a quickling.

Quicklings speak their own language and that of brownies, pixies, and halflings. Most can speak many words of Common, although at a high pitch and too quickly to be easily understood.

The quickling race is short-lived because of their accelerated rate of motion. Mature at about 1 or 2 years of age, quicklings die between 12 and 15 years of age.

QUICKWOOD (Spy Tree)

FREQUENCY: Very rare
NO. APPEARING: 1 (90%),
2-4 (10%)
ARMOR CLASS: 5
MOVE: 1" (3" for roots)
HIT DICE: 5-10 (5 hp/die)
% IN LAIR: 100
TREASURE TYPE: See below
NO. OF ATTACKS: Special
DAMAGE/ATTACK: Special
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
Never surprised
MAGIC RESISTANCE:
See below
INTELLIGENCE: Very
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
V/350 + 10/hp

It is said that the quickwood grows only through the magical offices of some great wizard (or possibly druid) who planted a mandragora root after ensorcelling it with mighty spells. Others claim that these weird trees are a natural progression of vegetable life towards a state equivalent to man's. In any case, the quickwood is certainly sentient, unlike most of the vegetation found in the world. This great hardwood tree appears to be an oak, although close inspection will reveal that it has a visage and sensory organs which resemble a distorted human face. It is 90% unlikely that the "face" will be noticed unless the observer is within 30 feet of the quickwood (10 feet if the thing is attempting to conceal its presence by not using its sensory organs). These creatures may be found in any habitat which supports normal oak trees, including the warmer regions where live oaks are found.

As it is very difficult for a quickwood to move its massive trunk, the creature will typically remain still if at all possible. It can, however, send out thick roots that move at 3" per round through the loose top soil. These roots can seize and hold immobile any creature under 1000 pounds of weight. The roots are too strong to be broken, and blunt weapons do not damage them, but an edged weapon may be used to sever one. (Treat roots as large, with 10 hit points each. Note that root damage will not accumulate towards destruction of the quickwood proper.)

The creature will allow only 6 of its roots to be severed before it withdraws the other 7-12 to safety. The quickwood also has numbers of lesser roots which it spreads to sense approaching creatures. Its sensitive leaves can detect air movements and changes in pressure.

The visual, auditory, and olfactory organs (resembling large human eyes, ears, and nose) are slightly superior to the human norm, and the creature is able to see infravisually up to 120 feet. In addition, a mature spy tree is able to cause from 2-8 other normal oaks to serve as its hosts. These trees resemble the quickwood while so possessed, having visages and sensory organs through which the master tree actually controls the hosts and gains information. Such control extends up to 36".

The limbs of the creature are too stiff to serve as offensive members, but a quickwood has a mouthlike opening that can clamp shut for 3-12 points damage. The victim must be touching the trunk or forced into a position by a nearby grasping root where the maw can inflict damage before this is an actual danger, however. The roots themselves do no damage and have a range of 30 yards.

It is possible to use plant effective spells against a quickwood, but most others do not work. The creature is able to perspire, drenching itself in water so fire does not harm it. Lightning is harmlessly channeled off. Poisons and gases do not harm a quickwood. *Disintegrate* will certainly destroy one of these things. However, if under spell attack, a quickwood will use the spell energy to radiate *fear* in a radius equal to 10 feet per level of spell energy. If the spell caster fails to make his or her saving throw, the quickwood has channeled all of the spell energy into *fear*; otherwise, the *fear* is only a side effect of the spell use, and the magic has standard effects. Mind-affecting spells do not affect a quickwood.

Quickwoods are sometimes charmed or otherwise convinced to serve as repositories for treasure or as guardians of an area. In the former role, the treasure guarded will be typical of the creature having placed it there. Such items are always stored within the trunk orifice of the quickwood. As a guardian, the creature spies for intruders and upon sighting them will send out a hollow drumming sound which can be heard for a mile or more.



RAM

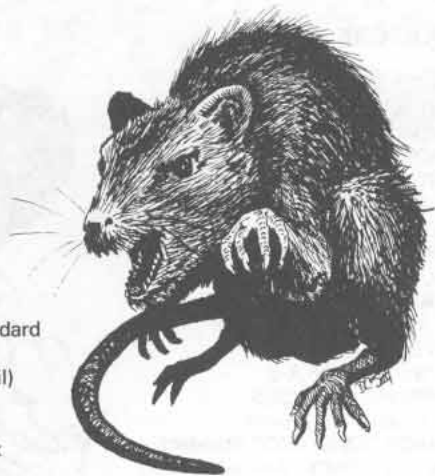
FREQUENCY: Uncommon
NO. APPEARING: 1 or 1-6
ARMOR CLASS: 6
MOVE: 15"
HIT DICE: 2
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-2
SPECIAL ATTACKS: Charge
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
II/28 + 2/hp

Rams are found in subarctic to temperate regions. They prefer rocky, hilly grasslands and avoid heavily wooded places. Twenty-five percent of encounters will be with a lone animal; others will be with 1-6, and in addition, there will also be 3-18 ewes and half as many lambs. Rams will attack creatures threatening the herd only if the herd cannot escape by flight. A charge of 20 feet more adds +1 to hit and doubles damage inflicted. Ewes only butt and do not charge. Lambs are noncombatant.

RAT

Ordinary Rat

FREQUENCY: Common
 NO. APPEARING: 1-100
 ARMOR CLASS: 7
 MOVE: 15"
 HIT DICE: 1/4
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral (evil)
 SIZE: S
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 1/2 + 1/hp



Rats of all sizes and colors are found everywhere from forest wilderness to city sewers. Although cowardly, a trapped or cornered rat will fight ferociously. When starved, rat packs will attack anything alive in order to feed. As is true of giant rats, typical rodents of this sort have a filthy bite with a 5% chance of causing a serious disease unless a save vs. poison indicates otherwise. Normal rats fear fire, but, when driven by hunger, they will sometimes brave it.

Vapor Rat

FREQUENCY: Rare
 NO. APPEARING: 2-16
 ARMOR CLASS: 6 (or special)
 MOVE: 12"/6" (1")
 HIT DICE: 2
 % IN LAIR: 30%
 TREASURE TYPE: See below
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK:
 1-2 hp
 SPECIAL ATTACKS:
 Stinking cloud
 SPECIAL DEFENSES:
 Gaseous form
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low
 ALIGNMENT: Chaotic (neutral)
 SIZE: S
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 11/52 + 2/hp

Vapor rats appear to be nothing more than large, gray giant rats. Their habitat, however, includes areas not common to giant rats, for these creatures also dwell in and on the substantial cloud islands which frequently serve as the abode of cloud giants.

It is possible for vapor rats to alter the substance of their bodies and assume a gaseous form. In this condition they appear to be wisps of cloud or similar vapors. In normal solid state, vapor rats move very quickly and rapidly, are able to swim well, and are capable of burrowing rapidly through loose soil or the material of cloud islands. In their vaporous condition, they are able to direct their movement much as a ship would steer before the wind, and they are thus able to move from cloud to cloud around the sky.

Vapor rats are omnivorous, loving garbage and carrion, which is typical of all rats. While they do not seek treasure, there is a possibility that the remains of their meals will contain some items of value. If discovered in their lair, there is a 25% chance for each of the following treasure types to be there: J (1-4), K (1-4), L (1-4), M (1-4), N (1-2), C-type for gems,

jewelry, and magic. If angry, hungry, or cornered, vapor rats will attack by scurrying in and delivering sharp bites. Whenever one is killed or seriously wounded, it gives off a small puff of noxious fumes. This gaseous release is the equivalent of a *stinking cloud* spell (q.v.), but it will affect only 1 individual if within 5-8 feet of the vapor rat. The rat always directs its release at its opponent, and the gas dissipates beyond the maximum distance shown above. Thus, while it is safe to slay these monsters from a distance, they are particularly dangerous in close proximity.

Wounded or seriously threatened vapor rats will always assume gaseous form. In such state, they can only be harmed by attack forms which cause their vapors to be destroyed. Such attack forms include very hot or magical fire, lightning, and exceptionally strong winds.

RAVEN (Crow)

	Ordinary	Huge	Giant
FREQUENCY:	Common	Rare	Rare
NO. APPEARING:	4-36	2-8	4-16
ARMOR CLASS:	7	6	4
MOVE:	1"/36"	1"/27"	3"/18"
HIT DICE:	1/4	1-1	3+2
% IN LAIR:	25%	15%	10%
TREASURE TYPE:	See below	See below	See below
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1	1-2	3-6
SPECIAL ATTACKS:	See below	See below	Nil
SPECIAL DEFENSES:	See below	See below	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
INTELLIGENCE:	Animal	Semi-+	Low+
ALIGNMENT:	Neutral	Neutral (evil)	Neutral (evil)
SIZE:	S (2'-4' wingspread)	M (4'-6' wingspread)	M-L (6'-10' wingspread)
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	1/Nil	11/30+1/hp	111/60+4

Ravens (or rooks) and crows are found from cold-temperate to tropical climes. They are principally scavengers, but, being omnivorous, they will raid crops, nests, or unattended caches of food. All birds of this type travel in flocks, although a few might be encountered seemingly alone; these are scouts. As soon as any approaching creature which could threaten the flock is seen or detected, the scout or scouts will give warning cries, screen themselves, and maintain a safe distance while keeping track of the creatures and reporting events to the flock by means of raucous calls and, possibly, movements as well. Thus, ravens or crows can never be surprised during lighted conditions. Because of their intelligence, these birds are 10% likely to attack an opponent's eye. In other words, whenever a to-hit roll indicates a hit, there is a 1 in 10 chance of eye attack and resultant loss of the organ.



Ravens and crows have their own, limited language. Certain ravens, including some huge and most giant specimens, can speak as many as 100 words of the common tongue and can communicate in meaningful phrases. Huge ravens tend towards a malicious disposition and are known to serve evil masters when opportunity permits. All birds of this sort love objects which glitter and shine. Thus, they are 25% likely to have several small metal objects, gems, and the like in their nests. Giant ravens are both pugnacious and easily trained (if raised from fledglings), and so are often used as guards and messengers. In their nests, there may be Type Q treasure (a 1 in 6 chance per nest, base gem value 10gp).

RETCH PLANT

FREQUENCY: Rare
NO. APPEARING: 2-20
ARMOR CLASS: 8
MOVE: Nil
HIT DICE: 5-8
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: Nil
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: L (16'-24' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
III/150 + 6/hp

The retch plant, or globe palm, is found only in warm climates. It is a typical palm tree, except that each constantly has from 5-8 globe-like, coconut-sized fruit growing at its top. Each globe is membraneous and taut and blue, violet, or lilac in color. When they strike they burst, and a nauseating fluid is splashed over a 5-foot radius. (A 25% chance for splash contact at 5-9 foot distance.) The sticky, foul liquid will cause creatures splashed to vomit and retch for the next 3 rounds and for 6 turns (1 hour) thereafter to be at 50% normal strength. There is no saving throw allowed.

Creatures splashed must be washed in alcohol (wine, beer, brandy, etc., will do) or be much more likely to attract carnivores in the area at double the normal frequency of checks, with double probabilities of encounter. The odor is discernible within a 50-foot radius. It persists for 1-4 hours. Walking under a retch plant makes it 20% likely that one of its globes will

fall. If there is solid contact with a tree trunk—such as banging against, running into, or climbing it—2-5 of the noisome fruit will plop down.

ROCK REPTILE

FREQUENCY: Rare
NO. APPEARING: 1-2
ARMOR CLASS: 3
MOVE: 6"
HIT DICE: 5+1 hp/1
foot of length
% IN LAIR: 30%
TREASURE TYPE: See below
NO. OF ATTACKS: 1
DAMAGE/ATTACKS: 1-4
+1 point/foot of length
SPECIAL ATTACK:
Surprises on 1-3
SPECIAL DEFENSES:
Chameleon powers
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: M-L (5'-12' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
M = V/400 + 7/hp;
L = VI/600 + 9/hp



This weird lizard has a lumpy, warty hide and chameleon-like powers. It can thus lie in wait in rocky areas, appearing to be nothing more than a pile of rubble or rocks. The rock reptile favors darkness but will occasionally venture out in daylight if it is sufficiently hungry. Its initial rush is at twice normal speed, thus surprising prey on a 3 in 6 basis. As it drags some prey to its lair, there might be bits of treasure therein—25% each for types J, K, L, and M, and also types Q, S x ¼, and T x ½. If 2 of the monsters are encountered, they have double metal and gems only.



SANDLING

FREQUENCY: Rare
NO. APPEARING: 1
ARMOR CLASS: 3
MOVE: 12"(6")
HIT DICE: 4
% IN LAIR: 65%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACKS: 2-16
SPECIAL DEFENSES: Immune
to *sleep*, *hold*, *charm* and
other mind influencing spells
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
III/85 + 4/hp

A sandling appears to be an amorphous mass of moving, sliding sand. An adult sandling is a solitary creature, and it dwells in lonely sandy areas such as uninhabited deserts, siliceous caverns and deserted beaches. Sandlings are savagely territorial and will attack any creatures that trespass in their areas. They fight by slashing and lacerating with a coarse, abrasive pseudopod. Sandlings' flexible, shifting forms are difficult to damage by physical assault (thus the armor class of 3). If a sufficient quantity of water or other liquid (10 gallons or more) is cast upon the creature, it will have the same effects as a *slow* spell and the

sandling will strike for only one-half damage (1-8).

Sandlings are apparently silicon-based creatures, and some sages believe that they originated on the Elemental Plane of Earth. A sandling grows until it reaches full size (10 feet in diameter), and then it begins to reproduce by budding. Tiny sandlings grow to about 2 inches in diameter before they split from the parent. An adult sandling's territory often swarms with thousands of infant sandlings, none larger than 1/2 foot in diameter. When one grows above this size, the parent sandling perceives it as a threat and kills it. When the parent sandling dies, the largest infant grows to take its place, killing all rivals (if it can). A group of sandling infants grouped together form an uneven surface and may trip an unwary creature.

Sandlings sense heat, sound and moisture. They dislike wetness and will burrow underground to avoid rain or water unless already defending their territories. There have been reports of huge sandlings 3 times as large as normal adults, but these reports have not been substantiated. Sandlings are always the same temperature as their surroundings and thus are invisible to infravision.

SCORPION

	Large	Huge
FREQUENCY:	Common	Uncommon
NO. APPEARING:	1-6	1-4
ARMOR CLASS:	5	4
MOVE:	9"	12"
HIT DICE:	2+2	4+4
% IN LAIR:	25%	25%
TREASURE TYPE:	D	D
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1-4/1-4/1	1-8/1-8/1-3
SPECIAL ATTACKS:	Poison sting	Poison sting
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Non-	Non-
ALIGNMENT:	Neutral	Neutral
SIZE:	S	M
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	III/90 + 3/hp	IV/165 + 5/hp

Often found in dungeons and wildernesses, these creatures are merely smaller versions of the giant scorpion. Each attacks with pincers and tail stinger. If struck by the stinger, the victim must save vs. poison or be instantly killed. However, the poison of the large scorpion is weaker than normal (+2 on saving throw).

SCUM CREEPER

FREQUENCY:	Uncommon
NO. APPEARING:	2-24
ARMOR CLASS:	8
MOVE:	3"
HIT DICE:	1 (2-8 hp)
% IN LAIR:	Nil
TREASURE TYPE:	Nil
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Nil (1)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
INTELLIGENCE:	Non-
ALIGNMENT:	Neutral
SIZE:	S (1/2' dia., 1' length)
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil/nil
LEVEL/X.P. VALUE:	I/14 + 1/hp

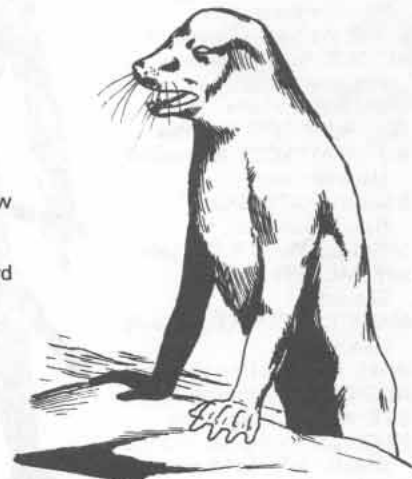
Scum creepers are small, slug-like things which inhabit subterranean places or dismal swamps where there is little light. They feed upon plant growth and anything else which their small mouths are able to devour. This includes rotting cloth, wood, or flesh. A scum creeper can move freely upon walls or ceilings due to its myriad tiny hooked legs and its suctioning underbelly segments. The scum creeper's small, sucker-like mouth has very sharp shearing plates of hornlike substance.

Attacks are initially attempts to attach to the intended prey. A hit indicates that the scum creeper is fastened to some portion of the prey (1 in 20 will fasten the monster onto the face, blinding the victim until the monster is removed). Each round thereafter the scum creeper inflicts 1 point of damage automatically, and this continues until the monster is killed or the victim is dead. Rock salt rubbed on a scum creeper's soft flesh causes it to suffer 2 points of damage per round for 1-4 rounds. (Additional applications are ineffective until the previous saline effects are complete.)

Scum creepers have fat, slimy bodies of gray color with pale yellow heads and underbellies of sickly white. They have only vestigial eyes and sensory organs in a cluster of cilia at the head. The mouth is on the lower portion of the head.

SELKIE

FREQUENCY:	Very rare
NO. APPEARING:	1 or 12-30
ARMOR CLASS:	5
MOVE:	12"/36"
HIT DICE:	3+3
% IN LAIR:	0 or 90%
TREASURE TYPE:	A
(magic only), R	
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type or 1-6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Standard
INTELLIGENCE:	Average to exceptional
ALIGNMENT:	Neutral (good)
SIZE:	M
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil/nil
LEVEL/X.P. VALUE:	III/75 + 4/hp



The selkie is a seal-like creature able to take human form for a few days and becomes a sort of sealwere. The selkie will usually take human form to be able to visit a human community to trade for or purchase certain supplies or items needed by its group. The habitat of the selkie is marine and cold-temperate to subarctic. They lair in large caverns or grotto complexes having both air and water areas, because selkie young must breathe air until they have grown to half-size (about 1 year of age).

Selkies are omnivorous, eating fish, shellfish, crustaceans, and various forms of seaweed. They can also eat human fare, and they relish wine.

In human form a selkie will have some weapon, but in its seal-like form the creature cannot carry a weapon and swim rapidly. Therefore, selkies encountered underwater are 90% likely to be unarmed and will usually attack by biting. Any weapon possessed by a selkie will be used if necessary, especially in defense of the home.

A selkie community will be divided between males and females, with slightly more females in most cases. The two sexes are equal. The leader will be an old selkie able to perform the following powers: *augury, cure light wounds, cure disease, weather summoning, control weather*. Each is usable 1 per round, once per day, except weather spells which require 1 week of rest between castings and are used only in dire need for exacting revenge.

The treasure of a selkie community is gathered from ships lost at sea and from sea creatures. Thus, they are likely to own many pearls. Monetary treasure of this sort is kept principally for trade. Magical treasure is also garnered from sunken ships and used to aid and protect the community.

In human form selkies are very attractive and fine looking. Their eyes are particularly bright. When in true form, they are nearly indistinguishable from seals. Close examination, however, will reveal arms with slightly webbed hands instead of foreflippers, and legs rather than a tapering body and rear flippers.

SHADE

FREQUENCY: Very rare (rare)
NO. APPEARING: Typically 1-2
ARMOR CLASS:
 As original creature
MOVE: As original creature
HIT DICE: As original class and level
% IN LAIR: Variable
TREASURE TYPE: Variable
NO. OF ATTACKS: As original class and level
DAMAGE/ATTACKS:
 By weapon type
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE: Variable (see below)
INTELLIGENCE: Low to genius
ALIGNMENT: Any (except good)
SIZE: As original creature
PSIONICS: As original creature
 Attack/Defense Modes:
 As original creature
LEVEL/X.P. VALUE: Variable



All knowledgeable authorities agree that shades are, or were, normal humans who through arcane magic or dark sciences have traded their souls or spirits for the essence of shadowstuff. While still retaining the shape and abilities of their original species, they have grown in power by joining with this shadowstuff. The true native shade is unknown, and no one knows if shades are connected with the shadow (q.v.) or some power or substance from the Plane of Shadow. The method of transmutation from living being to unliving shade life has been lost.

Any human or demihuman, if the formula is rediscovered, can become a shade. Dwarves, elves, gnomes, half-elves, halflings, humans, and an occasional half-orc, are known to have forsaken goodness for the dark lure of shadowstuff. Becoming a shade does not alter species limitations of ability, class, or level (except as noted hereafter). The stuff of shadow most certainly prolongs the life of shades, for unless they meet with an accident or are killed, they are undying. Disease has no effect on them once they enter shadow, and they may regrow body parts lost in combat (save the head) in 1-4 weeks. This unnatural vitality also manifests itself in the regeneration of hit points, allowing them to regain them at 1 hit point per turn.

Because of changing light on the Prime Material Plane, shades live in the Plane of Shadow whenever possible (where they are rare). They do not leave that plane unless sufficiently motivated, such as by treasure, enforced servitude, revenge, etc.

Shades wield great power in shadows, but as shadows diminish, whether from increase in light or darkness, so too wanes the power of these shadow-beings. The exact power of a shade in varying light conditions is detailed below.

Light Conditions	Ability Scores	Magic Resistance	Hit Points	Special Abilities
Bright light; sunlight	-2	Standard; saves at -4	-2/die	None
Average light	-1	5%/level	-1/die	None
Twilight	Normal	5%/level	Normal	Shadow-walk
Shadowy light	+2	5%/level	+1/die	Shadow-walk; shadow images
Night/dark	+1	5%/level	Normal	Shadow-walk
Complete darkness	Normal	Standard	Normal	None

Light Conditions: A shade's power varies according to the amount of shadow available. They are most vulnerable in cases of total light and total darkness.

Type	Occurrences
Bright light	Bright sunlight on a clear day Center of <i>continual light</i> spell Light without shadows (as from several sources around the shade)
Average Light	Normal daylight with shade or clouds Center of a <i>light</i> spell Outline of a <i>faerie fire</i> spell
Twilight	Sunset Average indoor light Edges of <i>light</i> and <i>continual light</i> spells
Shadowy light	Dimly-lit room or forest
Underground torchlight	Normal illumination on Plane of Shadow
Night/dark	A room with windows at night A moonless or cloudy night sky
Total darkness	Pitch black, overcast night sky Unlit, interior room or cavern A <i>darkness</i> spell

Ability Scores: Light affects the ability statistics of the shade. Bonuses will exceed normal species maximums with the exception of strength. Each +1 adds 10% to 18 strength, and strength scores over 18/00 are treated as a 19 strength. Penalties lower strength by a full point (an 18/00 strength drops to 17 at -1 and 16 at -2).

Magic Resistance: Check the basic ability of the shade to resist spells vs. the light conditions. Magic resistance for a shade will never exceed 60% (a 13th-level shade fighter in twilight will have a 60% magic resistance, not 65%). Note that a shade in bright light has standard magic resistance and all saves are made at -4 on the die because of the shade's weakness.

Hit Points: Penalties and bonuses are per hit die. No hit die may be less than 1 point.

Special Abilities: All shades have the following special spell-like abilities, depending on local light conditions.

Shadow-walk — This is the ability to gather shadows around itself and use them to transport itself to the Plane of Shadow. The transport requires 1 full round.

Shadow images — This is the ability to form exact duplicates of itself out of shadow and cause the duplicates to act as if they were living entities. A shade can create 2-5 shadow images and can control their actions as long as they remain within 30 feet of their creator. They may only be dispelled by altering the lighting conditions around the shade. Note that shadow images have no material substance (so they do no damage in their attacks), and that the shade must draw from surrounding shadow to create them.

Other Abilities: All shades may hide in shadows in conditions of twilight, shadowy light, and night/dark. They hide as a thief of the same level. Shades with thieving ability gain 2% per level in shadowy conditions, and 5% per level in night/dark conditions.

As mentioned before, becoming a shade does not change the basic characteristics of the individual. Those having psionic abilities may have those powers enhanced, but psionic ability may not be gained by becoming a shade. Shades with psionic ability will lose all mastery in the disciplines of *invisibility* and *etherealness* but will gain 2 levels in *dimension walking* when in shadows. Shades with psionic abilities usually gain the ability of *shape alteration* (10% chance per year as a shade), if they do not already have this power. The psionic strength of gifted shades will alter upon attaining shadehood because ability scores will be changed. New power and discipline gained by such a shade will operate only on the Plane of Shadow.

Finally, it is nearly impossible to detect a shade, for its appearance does not differ greatly from its mortal form. A shade's eyes show no white, however, just a dark grey or purple iris and pupil, and its skin tone becomes dusky and grey. They prefer garb of grey or black and will rarely wear brightly-colored clothes. The transformation to shade has some evil in it, for the shade becomes gloomy and brooding. They are generally solitary due to this fact, as they cannot trust other shades, nor can they deal with normal creatures without dominating or exploiting them.

SHEDU, GREATER

FREQUENCY: Very rare
NO. APPEARING: 1-2
ARMOR CLASS: 2
MOVE: 15"/30" (MC: B)
HIT DICE: 14+14
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3-18/3-18
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 50%
INTELLIGENCE: Genius +
(wisdom 16-18)
ALIGNMENT: Lawful good
SIZE: L (6' high at shoulder)
PSIONIC ABILITY: 120-150
Attack/Defense Modes:
All/all
LEVEL/X.P. VALUE: IX/5250
+20/hp

Greater shedu are close allies of their lesser cousins. They typically rule any group of 6 or more normal shedu, doing so most beneficently. While preferring the warm, dry climes which all lammasu and shedu favor, greater shedu are prone to roam the Prime Material, Astral, and Ethereal Planes seeking to succor creatures of good alignment, aid them, and combat Evil. The attacks of greater shedu are by powerful blows of the forehooves. They radiate *protection from evil* within a 10-foot radius. They can become *ethereal* and *invisible* at will. Greater shedu have 7 minor and 4 major psionic disciplines which they perform at 14th level of mastery. Usual minor disciplines are: *clairaudience* or *clairvoyance*, *detection of evil* or *detection of magic*, *domination* or *hypnosis*, *molecular agitation*, *object reading* or *sensitivity to psychic impressions*, and *precognition*. Usual major disciplines are: *body control* or *energy control*, *mass domination* or *mind bar*, *molecular manipulation* or *telekinesis* (3150 gp weight), and *shape alteration*.

Greater shedu perform the disciplines of *dimension walk*, *probability travel*, and *teleportation* without any strength cost whatsoever. In addition to the languages of lawful good, lammasu, shedu, Common, and root languages, greater shedu can speak telepathically with most animals and monsters and can even communicate with plants in an elementary manner.

SIRINE

FREQUENCY: Rare/very rare
NO. APPEARING: 1 or 2-8
ARMOR CLASS: 3 or less
MOVE: 12"/24"
HIT DICE: 4-7
% IN LAIR: 30%
TREASURE TYPE: Individual:
L,M,N,Q; In lair: X
NO. OF ATTACKS: 1
DAMAGE/ATTACK:
By weapon type
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE:
20% or more
INTELLIGENCE: High to genius
ALIGNMENT: Any
(equal chances); see below
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
V/350 + 10/hp



Sirines, beautiful human-like females, are equally at home above or beneath salt or fresh waters. Normally, but a single sirine will be

encountered. All encounters will be in lonely, uninhabited places.

The armor class of a sirine is 3 because of the high dexterity of the race (18) and their magical nature. They usually will carry small (short) swords and daggers, although 30% will have 3 javelins (40%) or a sling (60%) as well. There is a base 10% chance that any weapon will be magic +1 or *javelin of lightning*; each should be checked for this possibility.

Sirines have the following magical powers; *song*, which will *charm person* at 3" range all subject creatures of hostile nature within hearing suggestion; *polymorph self*; *fog cloud*; and *improved invisibility*. Each is usable once per day, 1 at a time, at will. Additionally, any intelligent creature touched in melee by a sirine must save vs. poison or become an idiot (intelligence=2). The idiocy so caused can be removed at will but requires a touch from the sirine. Otherwise, *dispel magic* may be used to bring back intelligence. Sirines are immune to all forms of gas.

All of their saving throws are made as if they were 11th-level magic-users with a +2 bonus vs. poison. If more than 1 sirine is encountered (30% chance) it will always be in the sirines' home area. A single sirine will always be of 6 or 7 hit dice. If 2-8 are encountered, at least 1 will be of 6 or 7 hit dice, with equal chances for 4, 5, 6, or 7 hit dice otherwise. Alignment of a group of sirines will always be the same with respect to good, evil, and absolute neutral alignment. In a group of evil sirines, for example, there can be lawful, neutral, and chaotic members.

Sirines breathe air or water with equal facility. They have infra- and ultraviolet capacity. They speak their own language and Common.

SKELETON, ANIMAL

FREQUENCY: Very rare
NO. APPEARING: 2-20
ARMOR CLASS: 8
MOVE: 6"
HIT DICE: 1-1
% IN LAIR: 85%
TREASURE TYPE: See below
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE:
See below
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: S to M
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
I/10 + 1/hp

Animal skeletons are animated from small vertebrate creatures by means of an *animate dead* spell. Animal skeletons are produced at the rate of 1-1/2 per experience level of the caster. They are typically created to serve as guardians of a minor sort. Thus, they will not usually have treasure nearby, save possibly that incidentally remaining from past encounters. Usual animal skeletons are from the size of domestic cats to the size of large dogs. (Nothing larger than a human can be animated by the spell.)

Animal skeletons have no special attack forms. They are, of course, immune to *charm*, *cold*, *death magic*, *hold*, and *sleep*. Blunt weapons inflict normal damage, but edged weapons inflict only one-half normal damage. They are turned as normal skeletons, but at +1 in the cleric's favor, and 1d6+6 will be turned or destroyed.

SKUNK

FREQUENCY: Common
NO. APPEARING: 1 or 1-6
ARMOR CLASS: 8
MOVE: 12"
HIT DICE: 1/4
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1
SPECIAL ATTACKS:
Squirt musk
SPECIAL DEFENSES:
Squirt musk
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: S
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
I/4 + 1/hp

Skunks are found in most temperate and subtropical regions, dwelling in lightly populated and uninhabited areas. While they will bite if cornered, their major attack and defense method is to back towards any threatening creatures and release a 1"x1"x1" cloud of stinking musk which will require all those within to make a saving throw vs. poison. Those who succeed must retreat immediately or count as failing to save. Those failing will be nauseated for 1-4 rounds and must retreat and retch. Each must also save again vs. poison or also be blinded for 1-4 rounds. The musk will cause normal clothing to smell so bad as to require burying or burning. Flesh, leather, metal, etc., must be washed repeatedly for several days in order to remove the horrid odor. (Vinegar will cut the stench in only 2 or 3 washings.)

SLIME CREATURE

FREQUENCY: Rare
NO. APPEARING: 1 to 20
ARMOR CLASS: 9
MOVE: 6"
HIT DICE: 3+2, 5+2, or 8+2
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK:
1-4 or 2-8 or 4-16
SPECIAL ATTACKS:
Olive slime
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE:
See below
INTELLIGENCE: Animal
(cunning)
ALIGNMENT: Neutral
SIZE: S, M, or L
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
III/110 + 4/hp, 3+2 HD
V/300 + 6/hp, 5+2 HD
VII/1200 + 12/hp, 8+2HD



Slime creatures are the metamorphosed hosts of olive slime (q.v.). The new vegetable creature formed is linked symbiotically with the olive slime. Regardless of its former existence and despite its general form, a slime creature is only small, medium, or large—thus the variable hit dice and damage. Slime creatures gather together for mutual assistance in feeding and for defense. They can be identified only upon close examination.

Habitat varies from well populated subterranean places to damp forests, swamps, etc. Slime creatures are equally at home on land or in war-

mish, shallow water. When attacking, slime creatures have a 10% chance of infecting their opponent with olive slime when a hit is scored. Slime creatures are harmed by acid, freezing cold, fire (of a magical sort only if water dwelling), and *magic missile* spells. Magical powers which affect plants also affect them. All other attack forms have no effect upon slime creatures.

The vegetable intelligence of slime creatures is of animal nature, but their cunning enables them to learn from experience. They also can use their cunning to lay traps. Slime creatures have limited telepathic communication with their own kind effective in a radius of up to 20".

SLIME, OLIVE

FREQUENCY: Very rare
NO. APPEARING: 1-4
ARMOR CLASS: 9
MOVE: 0"
HIT DICE: 2+2
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 0
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE:
See below
INTELLIGENCE: Non- and
special
ALIGNMENT: Neutral
SIZE: S
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
V/330 + 3/hp

Olive slime is a strain of monstrous plant life akin to green slime (q.v.) but contact with it is worse in most respects. Olive slime favors subterranean growing areas, feeding on animal, vegetable, and metallic substances. The vibrations of a passing creature are sufficient to cause the stuff to release its tendrils and drop.

Contact with olive slime causes a numbing poison to be exuded from the creature. The victim must save vs. poison or fail to notice the attachment of the olive slime. The attachment might (50%) be noticed by others in the vicinity; the check is made once for the group, not individually, with no adjustment except for magic. The stuff then spreads itself over the body area of its victim, sending parasitic tendrils to feed on the fluids of the host. With humans this attachment is usually along the spinal area. The host then begins to change, the mind being affected by secretions of the olive slime, so that the mind's main concern is to feed, protect, and aid the growth. Intake of food must be doubled or the host body wastes away (10% of hit points per day). After 7-12 days, the host will begin a metamorphosis into vegetable creature. The olive slime gradually replaces skin and muscle tissue and forms a symbiotic brain attachment as well. The new creature has no interest in its old form or fellows. It exists as a new species more akin to plants than any other life form. Feeding is then either photosynthetic, parasitic, or both. Upon death, the creature generates a new patch of olive slime.

Olive slime can be harmed only by acid, freezing cold, fire, or by a *cure disease* spell. Magical powers which affect plants also work upon it. Other attacks, including spells, do not harm it. Green slime and olive slime will attack and neutralize each other. See "Slime Creature" for details on metamorphosed creatures created by olive slime attack.

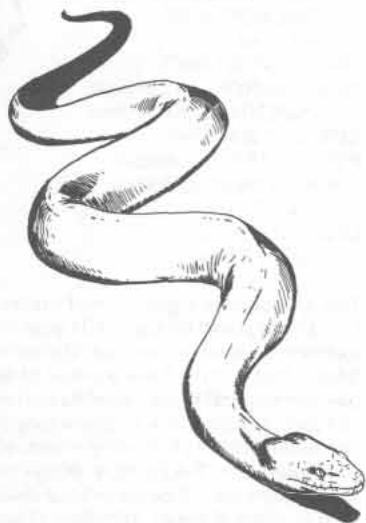
SNAKE

	Constrictor	Poisonous
FREQUENCY:	Uncommon	Uncommon
NO. APPEARING:	1-2	1-6
ARMOR CLASS:	6	6
MOVE:	9"	15"
HIT DICE:	3+2	2+1
% IN LAIR:	Nil	Nil
TREASURE TYPE:	Nil	Nil
NO. OF ATTACKS:	2	1
DAMAGE/ATTACK:	1/1-3	1
SPECIAL ATTACKS:	Constriction	Poison
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Animal	Animal
ALIGNMENT:	Neutral	Neutral
SIZE:	M (15' long)	S (5' long)
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	III/85 +4 hp	V/255 +3/hp

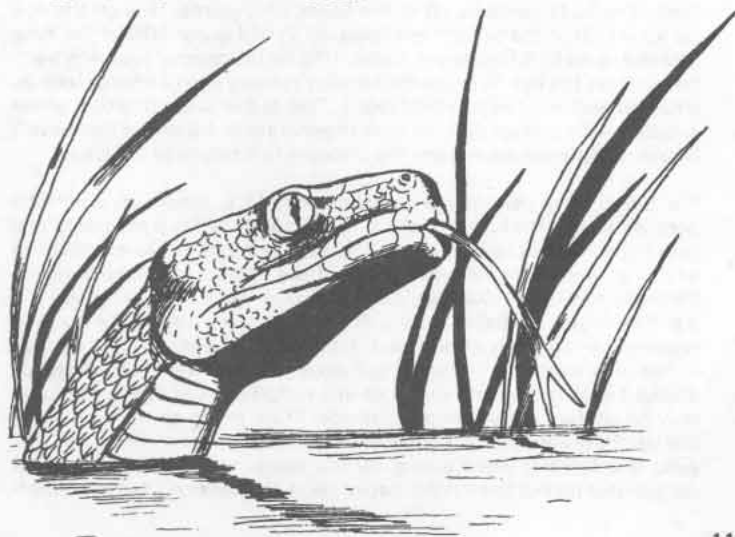
Snakes of all sorts inhabit regions from the cold-temperate to tropical. Larger sorts (constrictors) are usually found only in subtropical climates.

Constrictor: These snakes typically lay in wait for prey, preferring wooded areas or swamps. They attack by bite and coiling to constrict. A successful coiling attack indicates automatic constriction damage each round thereafter. Any creature of humanoid sort can escape from coiling attack by strength. This is indicated by a roll to open doors, penalized by +1 to the roll. (cf., "Snake, Giant Constrictor.")

Poisonous: The varieties of poisonous snakes are many. Use the table below to determine strength and effect of poison. Actual length, color, habitat, etc., are variable.



Die Roll	Modifier To Save vs. Poison	Results of Failure to Save
1-4	+3	Sickness + incapacitation, 2-8 days
5-8	+2	Death
9-11	+1	2-8 points of damage
12-14	+/-0	3-12 points of damage
15-17	-1	Sickness + incapacitation, 1-4 days
18-19	-2	Sickness + incapacitation, 2-12 days
20	-3	Death



SOLAR

FREQUENCY:	Very rare
NO. APPEARING:	1
ARMOR CLASS:	9
MOVE:	18"/40"//18"
HIT DICE:	177 hp
% IN LAIR:	0
TREASURE TYPE:	Nil
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	By weapon type (+12 strength bonus)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	85%
INTELLIGENCE:	Supra-genius; wisdom: 24
ALIGNMENT:	Good
SIZE:	L (10' tall)
PSIONIC ABILITY:	354
Attack/Defense Modes:	All/all
LEVEL/X.P. VALUE:	X/95,000 +35/hp



A solar is the most powerful of spirits, usually directly serving a greater deity of good alignment and typically as his or her marshal, steward, etc. On rare occasions, a solar will be found attending a lesser deity. There are at least 24 solars. They can go to any place but do so only in service to their deities. As with devas (q.v.) and planetars (q.v.), solars can be of any good alignment—lawful, neutral, or chaotic. They are totally faithful and unswerving in their alignment and loyalty.

Each solar has 4 attacks per melee round. Each has a huge composite bow (36" range) and various arrows of slaying. Each also has a sword equal to a 2-handed weapon (usable only by solars) equal to +5 with qualities of *dancing* (q.v.) and *sharpness* (q.v.). The former function operates sans severing. For purposes of attack determination, consider each solar to have a dexterity of 24 and a 17th+ level as a fighter.

All solars have spell-like abilities equal to those of a 12th level cleric, druid, magic-user, and illusionist. In addition, they each have the following spell-like powers which can be used 1 at a time, 1 per round, at will:

<i>antipathy/sympathy</i> (3/day)	<i>polymorph</i> (any object, 1/day)
<i>animate object</i> (3/day)	<i>power word</i> (1/day)
<i>astral spell</i> (1/day)	<i>polymorph self</i> (1/day)
<i>confusion</i> (3/day)	<i>prismatic spray</i> (1/day)
<i>control weather</i>	<i>read magic</i>
<i>creeping doom</i> (1/day)	<i>regenerate</i> (1/day)
<i>Drawmij's instant summons</i> (double effect)	<i>restoration</i> (1/day)
<i>earthquake</i> (3/day)	<i>resurrection</i> (3/day)
<i>finger of death</i> (1/day)	<i>shape change</i> (3/day)
<i>fire storm</i> (1/day)	<i>symbol</i> (any, 3/day)
<i>holy word</i> (3/day)	<i>teleport</i> (no error)
<i>imprisonment</i> (1/day)	<i>vanish</i> (3/day)
<i>improved invisibility</i>	<i>vision</i> (1/day)
<i>mass charm</i> (3/day)	<i>wind walk</i> (7/day)
<i>permanency</i> (3/day)	<i>wish</i> (1/day)

Each solar can cast a *globe of protection from evil* (150% normal effect for +3/-3) from individual size to a full 70-foot radius, the size being willed but the protection otherwise maintained automatically. This sphere also serves as *protection from normal missiles* and a *minor globe of invulnerability*. A solar can *commune* as needed. Each can always *cure* (any sort) by touch, *detect* (any sort, automatically), and *dispel* (any sort) by gaze. When laying hands upon a creature, a solar can bestow *perfect adaptation* to any environment for up to as long as a century. Each solar automatically *knows alignment*. Each has communication ability via *ESP* or *tongues*, as well as the ability to *read and comprehend* any sort of language. Solar infravision extends to 24" and ultravision to triple normal range. Hearing and normal vision are double human norm. Charisma effect is 24.

A solar of lawful good service can summon 1-2 ki-rin; one of neutral good service 1-2 phoenix; and one of chaotic good service 1-2 greater

titans. Such summons can be made once every hour. Once per day a solar can *gate* in either a planetar or double the indicated number of the appropriate sort of devas, the option resting with the solar.

Solars are affected by the attack forms indicated for devas (q.v.) except that acid does not harm them. Only +5 or better weapons affect them. They are never surprised and always strike first against opponents with less than 22 dexterity. They are immune to life level loss from undead or magic. They cannot be *beguiled, charmed, held, confused, dominated, feebleminded, paralyzed, or petrified*. Their souls cannot be imprisoned or trapped. They are immune to death spells and death magic. They regenerate at a rate of 7 hit points per round. Unless on their own plane of service, only the material form of a solar can be destroyed. The solar's spirit returns instantly to its own plane to re-form a corporeal body, but this requires a full 7 decades. Solar psionic abilities are:

- animal telepathy* (4th level)
- aura alteration*
- body equilibrium*
- body weaponry* (12th level)
- mass domination* (24th level)
- mind bar* (24th level)
- molecular rearrangement* (16th level)
- object reading*
- precognition*
- reduction* (24th level)
- telekinesis* (24th level)
- telepathic projection* (24th level)

The skin of a solar is the color of molten copper, hair color is bronze, and eyes are glowing topaz. Its form is beautiful and muscular, and the deep, resonant voice is commanding. The wings are double and of a coppery-gold color.

SOLIFUGID

	Large	Huge	Giant
FREQUENCY:	Rare	Very rare	Very rare
NO. APPEARING:	1-6	1-6	1-4
ARMOR CLASS:	6	5	4
MOVE:	9"	9"	12"
HIT DICE:	3+3	5+5	6+6
% IN LAIR:	10%	20%	25%
TREASURE TYPE:	Q	Q,S	N(x4), Q2 or 1
NO OF ATTACKS:	2 or 1	2 or 1	2 or 1
DAMAGE/ATTACK:	2-8	3-12	4-16
SPECIAL ATTACKS:	Grip	Grip	Grip
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
INTELLIGENCE:	Non-	Non-	Non-
ALIGNMENT:	Neutral	Neutral	Neutral
SIZE:	M	M	L
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	III/85+4/hp	IV/225+6/hp	V350+8/hp

Variouly known as false spiders, camel spiders, or sun spiders, the solifugids are arachnid in nature. They have powerful, hooked beaks and 10 legs, the first pair ending in sucker-like clamps. When in combat, a solifugid will attempt to attack with each of its 2 front legs. Should either score a hit, no damage will be done but the character struck will be caught in the grip of the solifugid. On each melee round thereafter, the beak attack will gain +3 on its to-hit roll; note that only the beak can do actual damage (the amount indicated). This bonus will continue for as long as a character is held; the only way to break the grip is to sever a limb by rolling a 3 or more above the normal number needed to hit.

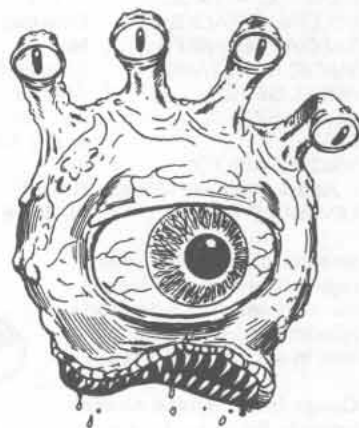


Whenever solifugids are encountered outdoors, there is a 60% chance that they will be of the nocturnal variety, normally venturing out only at night. These creatures will flee from lights brighter than a torch or lantern and attack at -2 when in daylight.

Solifugids live in warm desert climates. They are indiscriminate eaters, and if hungry will attack anything that moves.

SPECTATOR

FREQUENCY: Very rare
 NO. APPEARING: 1-2
 ARMOR CLASS: Body 4, eyes 7
 MOVE: 10" (MC:B)
 HIT DICE: 4+4
 % IN LAIR: 100%
 TREASURE TYPE: See below
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 5%
 INTELLIGENCE: Very to high
 ALIGNMENT: Lawful neutral
 SIZE: L (4' diameter)
 PSIONIC ABILITY: Special
 Attack/Defense Modes: Nil/nil
 LEVEL/X.P. VALUE: V/350 + 9/hp



The spectator is a guardian of places and treasures. Once it is given a task it will guard for up to 101 years and will let no one use, borrow, or examine an item or treasure. The treasure being guarded is 90% likely to be a magic item or have a value of at least 15,000 gp. If the spectator gains incidental treasure while performing its duty, this will not trouble its conscience and the treasure may be taken freely. Incidental treasure can amount to the following sums: 40% for 3-300 coins of mixed types (1-20 platinum, 2-40 gold, 4-80 electrum, and the balance, if any, will be silver); 30% for 1-6 gems of base value 50 gp; 20% for 1-4 potions; 15% for a +1 piece of armor; 15% for a +1 weapon; and 5% for a miscellaneous magic item valued under 10,000 gp.

Spectators are summoned from Nirvana by *monster summoning V* and the sacrifice of 3 small eyes (or more) from a beholder. The spectator can be commanded only to guard some treasure. It will perform no other duty, and if commanded in some other way it will return to Nirvana immediately. If its guarded item(s) is ever destroyed or successfully stolen the spectator is released from service and may return to Nirvana. The summoner, of course, may take the item himself and thus release the spectator.

The spectator has a large central eye and 4 smaller eye stalks protruding from the top of its spherical body. The body surface is covered in tough hide and thus is armor class 4. Any general blow is 70% likely to hit the body. The body contains all of the beast's hit points. Hits on the eye stalks (AC 7) or the central eye (also AC 7) will occur 30% of the time (divided up as 20% for the eye stalks, 10% for the central eye). Any such hit destroys the eye. A spectator blinded in every eye cannot defend its treasure and will teleport to Nirvana. This is the only condition under which it will leave its post. Its eyes regenerate in 1 day and then it will return. If the treasure is gone the creature will return to Nirvana.

The beast has a general magic resistance of 5%. However, when the central eye is undamaged, it can reflect 1 spell fired at it per round and turn the spell back to the caster. This does not apply to touch spells of any kind. The reflection occurs only if the spectator makes a saving throw vs. spells. For example, if a magic-user casts a *lightning bolt* at a spectator, the spectator rolls a saving throw to see if the spell is reflected, and if it is not then it rolls for its magic resistance percentage. If this also fails, the *lightning bolt* does damage. The spell caster is allowed a normal saving throw vs. the reflected spell in all cases and only he or she must suffer any damage. Thus, in the above example, if the lightning bolt were reflected, only the magic-user could be hit by it, even if a familiar were sitting on the magic-user's shoulder. If the magic-user makes the saving throw, he or she takes no damage what-

soever! Reflection is possible only if the spell caster is standing in front of the central eye within the space of a 60 degree arc. Range is not a factor, since getting the spell to the spectator is the only consideration. The central eye can only reflect 1 spell per round, even if 2 spells arrive in the same segment. These small eyes act by glance and are thus very fast. The other eyes have magical powers as follows:

- Eye 1: *Create food and water.* Obviously this is not an attack.
 Eye 2: *Cause serious wounds.* Inflicts 2d8+3 damage vs. a single figure at a range of 60 feet. A saving throw vs. spells is allowed and, if successful, only half-damage is sustained.
 Eye 3: *Paralyzation ray.* Range of 90 feet, one target only, duration 5-20 rounds. The spectator never attacks a paralyzed character or uses him or her for food. A paralyzed character might be allowed to go its own way if it is willing to leave in peace.
 Eye 4: *Telepathy.* Range 120 feet, 1 target only. Communication is possible in this way. The beast can also implant a suggestion if the target fails to make a saving throw. This suggestion is always to leave in peace.

Initiative for the spectator is made rolling a 1d8 instead of a 1d6 in all cases. All three "attack eyes" can be brought into play. Causing wounds or paralyzation takes only 1 segment, as does the suggestion to leave in peace. Communication takes 2 segments. Creating the amount of food and water for a large meal (up to 6 persons) takes 1 full round.

The spectator can sense psionic disciplines, powers, and spell-like effects at a range of 240 feet, even through wood, although not through metal or stone. Thus, the spectator is difficult to surprise (only on a 1 on a 1d12). The spectator, being basically passive, will attempt to communicate and implant its suggestion as its first act unless it is immediately attacked. In close combat the spectator can bite for 2-5 points of damage.

If properly confronted, the spectator can be quite friendly. It will tell a party exactly what it is guarding early in any conversation so that there will be no argument! If its charge is not threatened it can be quite amiable and even talkative via telepathy.

Spectators move by a very rapid levitation in any direction. They will drift aimlessly when asleep (20% likely when encountered), never touching the ground.

SPIDER, GIANT MARINE

FREQUENCY: Uncommon
 NO. APPEARING: 1-6
 ARMOR CLASS: 4
 MOVE: 15"
 HIT DICE: 7+7
 % IN LAIR: 70%
 TREASURE TYPE:
 Incidental only
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 3-12
 SPECIAL ATTACKS: Poison
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Semi-
 ALIGNMENT: Neutral
 SIZE: L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VI/650 + 12/hp

Giant marine spiders inhabit shallow seas and ocean waters in semi-tropical and tropical areas. Much as their fresh water cousins do, giant marine spiders build from webs and vegetation huge air-filled underwater nests. They hide in seaweed, rush out and grab their prey, paralyze it by poisonous bite, and carry it back to the nest lairs. In all respects other than those noted above, giant marine spiders resemble giant water spiders (q.v.).

SPRIGGAN

FREQUENCY: Very rare
 NO. APPEARING: 3-12
 ARMOR CLASS: 3 (5)
 MOVE: 9" (15")
 HIT DICE: 4 (8+4)
 % IN LAIR: 30%
 TREASURE TYPE: A
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: By weapon
 type (2-8/2-8)
 SPECIAL ATTACKS: Spells,
 thief abilities
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Average
 exceptional
 ALIGNMENT: Chaotic (evil)
 SIZE: S, 3' tall (L, 12' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VI/1000 + 10/hp



These ugly, dour cousins of the gnomes are found near isolated communities or in uninhabited areas. They dwell in burrows or ruins. They are able to become giant-sized (gaining the appropriate statistics as given in parentheses above) to terrorize, rob, and otherwise work vile deeds. They hate only gnomes more than humankind, and they associate only with their own ilk. In addition to their usual attack forms, a spriggan can use the following spell-like powers at will, 1 at a time 1 per round: *affect normal fires*, *assume giant size*, *scare* at -2 on saving throws due to ugliness, *shatter*.

In giant-sized form a spriggan can no longer cast other magic, but small size can be regained at will. All spriggans in small form have the abilities of an 8th-level gnome thief of 18 dexterity. They can pick pockets (75%), open locks (78%), find/remove traps (70%), move silently (77%), hide in shadows (64%), hear noise (35%), climb walls (81%), read languages (40%).

Back stabbing is for triple dagger damage and can only be performed in small form.

In small form spriggans are basically thieves, while in large form they are giant bandits. It is quite possible for a group of these creatures to be of mixed sizes if it aids their nefarious ends.

SQUEALER

FREQUENCY: Very rare
 NO. APPEARING: 1 (or 2-4)
 ARMOR CLASS: 6
 MOVE: 12" @ 9"
 HIT DICE: 12
 % IN LAIR: 15%
 TREASURE TYPE: See below
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK:
 7-12/1-3/1-3
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES:
 Camouflage
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Semi-
 ALIGNMENT: Neutral
 SIZE: L
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 V/3000 + 16/hp



Squealers inhabit only temperate to tropical forests. They are usually solitary, although there is a 10% chance that an encounter with a mated

pair (and up to 2 young) will occur. Young have 1-2 hit points per die and can bite only, doing 1-4 points of damage.

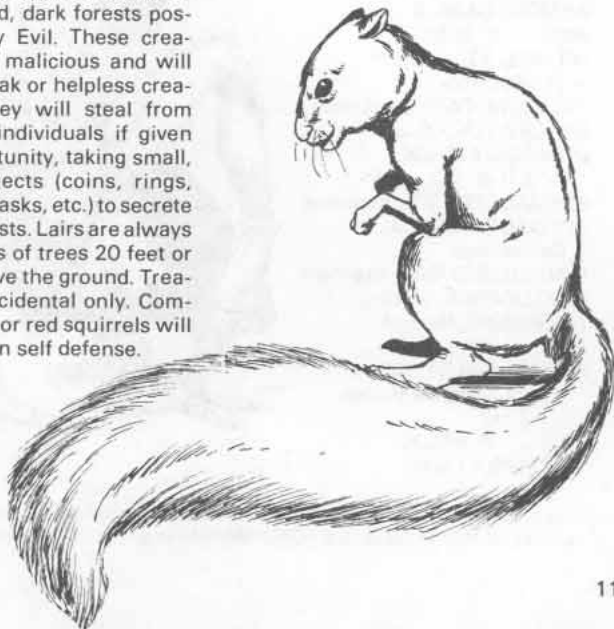
Although a squealer cares nothing for treasure, most prey will be dragged near the lair to be devoured, so there can be items of value there. A squealer can imitate many sounds perfectly, so it will imitate the distress calls, death shrieks, mating calls, etc., of other creatures to attract prey. Squealers are voracious beasts and will attack any other carnivores or herbivores. Typically, the squealer will crouch upon a low branch, and, when a victim comes near, the monster will grasp the limb it is upon with 3 of its appendages and swing head down to bite and claw its prey. If both claw attacks succeed, the squealer has grasped and held its victim and will fall upon it next round doing 5-8 points of crushing damage and 2 additional clawing attacks. The attack mode is bite, claw, claw, claw (7-12/1-3 x4). The squealer has 18/00 strength and weighs 400 or more pounds.

When amidst foliage, the squealer's bulk is 75% invisible due to its coloration, stillness, and care in concealment. If attacking by surprise, the squealer adds +2 to each attack both to hit and to damage. It is 50% likely to surprise a victim. A squealer is very fierce. When full grown, it is about the size of a large gorilla and is a match for almost anything. The fur of a squealer is long and colored yellow and green in alternating splotches. Its form is topped by hunched shoulders and a thrust-forward, pig-like head. The head is about 2 feet long and is mostly mouth filled with sharp tushes. The arm-like forelimbs sprout from the hunched back, and the rear limbs come from high up on the hindquarters. The forelimbs are nearly 4 feet long and rear ones are 3 feet long. A 5th limb grows from the middle of the back, and its 4-foot length can be turned either forward or rearward. All limbs are tipped with 3 clawed digits. The forelimb and back appendage digits are prehensile.

SQUIRREL

	Giant, Black	Ordinary
FREQUENCY:	Rare	Common
NO. APPEARING:	1-12	1-6
ARMOR CLASS:	6	8
MOVE:	12"	9"
HIT DICE:	1+1	1 h/p
% IN LAIR:	Nil	Nil
TREASURE TYPE:	Incidental, see below	Nil
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-3	1
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Semi-	Animal
ALIGNMENT:	Neutral (evil)	Neutral
SIZE:	S (2' long)	S
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil
LEVEL/X.P. VALUE	1/20 + 2/hp	1/0

Giant black squirrels are found only in old, dark forests possessed by Evil. These creatures are malicious and will attack weak or helpless creatures. They will steal from careless individuals if given the opportunity, taking small, shiny objects (coins, rings, jewelry, flasks, etc.) to secrete in their nests. Lairs are always in hollows of trees 20 feet or more above the ground. Treasure is incidental only. Common gray or red squirrels will bite only in self defense.



SQUIRREL, CARNIVOROUS FLYING

FREQUENCY:	Rare
NO. APPEARING:	3-18
ARMOR CLASS:	7
MOVE:	9"/15"
	(MC - special; E for short spaces)
HIT DICE:	1-7 hp
% IN LAIR:	40%
TREASURE TYPE:	Incidental, see below
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2
SPECIAL ATTACKS:	"Flying" surprises on 4 in 6
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
INTELLIGENCE:	Animal
ALIGNMENT:	Neutral
SIZE:	S (1/2' long)
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil/nil
LEVEL/X.P. VALUE:	1/10 + 1/hp

Flying squirrels "fly" by means of loose folds of skin on the inside of their fore and rear legs. In fact, they can only glide and cannot gain altitude once they have jumped. Their range is 5 feet for every foot of altitude from which they jump (usually a tree). If surprise is achieved during a flying attack, they make their initial attack as 2 hit dice monsters. They attack only when they have 2 to 1 odds or better. In their lair, a tree top nest, there can occasionally be found gems, jewelry and other small items that are bright and shiny. Thus, they could never have armor, shields, most weapons, potions, etc. Treasure is incidental only.

STEGOCENTIPEDE

FREQUENCY:	Very rare
NO. APPEARING:	1
ARMOR CLASS:	3/6
MOVE:	15"
HIT DICE:	9
% IN LAIR:	Nil
TREASURE TYPE:	Nil
NO. OF ATTACKS:	1 and 1
DAMAGE/ATTACK:	2-8 and 3-12
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Spine armor
MAGIC RESISTANCE:	Standard
INTELLIGENCE:	Non-
ALIGNMENT:	Neutral
SIZE:	L (18' long)
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil/nil
LEVEL/X.P. VALUE:	VII/1700 + 12/hp



It is probable that stegocentipedes developed on some far removed parallel world or were the creation of some insane genetic manipulator. In either case, it is fortunate that these monsters are infrequently encountered. Although stegocentipedes are adaptable to both temperate and tropical conditions, they find nearly any habitat suitable. They tend to be sterile.

The chitinous plates running along the stegocentipede's spine give it armor class 3 in most (75%) combat situations. Its greater weight and legless tail portion make it move somewhat slower than others of its kind.

The monster hunts continually, rushing prey and seizing it in its huge mandibles. Poison is injected with each bite, and saving throws are applicable. The rear portion of the stegocentipede ends in a thinner, scorpion-like tail. This appendage is heavily armored at its terminus.

effectively forming a ball-like club which can lash 6 feet in any direction to strike opponents. Worse still, this weapon also contains poison. Victims struck by the tail must save vs. poison or be slain. If they are not slain, they take 3-12 points of damage.

The stegocentipede raises its spine plates defensively and moves rapidly. The spiked plates at the front are such that any opponents attacking the creature's head are themselves subject to what is effectively a horn attack. If the attack is successful, (normal to-hit roll needed), it inflicts 1-6 hit points damage. Note that up to 3 attackers can be subject to this defense attack due to the stegocentipede's rapid defensive motions.

Stegocentipedes are about 2 feet high with back spines adding another 1 to 2 feet when erect. The chitinous plates are in double rows which flatten along the creature's back when it is not engaged in combat. Color is from light brown to gray-brown; green specimens have been reported. Each segment of a stegocentipede's body has a pair of legs except for the tail segment, which is elongated and specialized.

STENCH KOW

FREQUENCY: Common (hells only)
NO. APPEARING: 15-60
ARMOR CLASS: 2
MOVE: 15"
HIT DICE: 3+3
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: L (bison-sized)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 III/150 + 4/hp



Stench kine are the cattle of the Nine Hells. They roam the reeking plains, fiery fields, and even the wintry wastes of the lower hells. Some are found as far as the planes of Acheron, Gehenna, and even Hades. Much as do common herd animals, these odorous beasts form great herds, grazing on the noxious and poisonous growths of the vile terrain. A herd will contain 5-30 young, but these creatures have no attack form.

For every 5 beasts encountered, 1 will be a bull. Bulls have at least 6 points per hit die and never do less than 5 points of damage. They are treated as monsters of 6 hit dice. If any stench kow charges to attack and succeeds in hitting, damage is double (at least 10 points for a bull), and another to-hit roll is made for trampling, which causes 2-12 points of damage if successful. Charging requires at least a 1" move. In general, only bulls will charge unless the herd is cornered.

Stench kine are immune to all forms (including magical) of cold, fire, poison, and poison gas. In close quarters, the odor of their breath and bodies is so foul that a saving throw vs. poison must be made, or individuals will be affected as if struck by a *stinking cloud* spell. This check must be made every 3 rounds of exposure for individuals not affected by the smell.

Stench kine resemble huge, misshapen bison. Bulls have large humps over the shoulders, and cows have smaller ones. Horns are long and downward curving. Heads are huge with pugged features, large round eyes, and lolling tongues. Coloration is dull orange with greenish, matted manes.

STONE GUARDIAN

FREQUENCY: Very rare
NO. APPEARING: 1-4
ARMOR CLASS: 2
MOVE: 10"
HIT DICE: 4+4
% IN LAIR: 100%
TREASURE TYPE: See below
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-9/2-9
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE:
 See below
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: 75% M, 25% L
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VI/550 + 8/hp

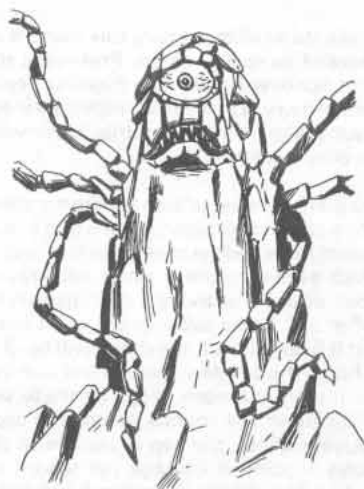


The stone guardian is a special type of golem-like figure. It is manufactured somewhat like a golem or a *figurine of wondrous power* by using *enchant item*, *transmute mud to rock*, *magic mouth*, *detect invisibility*, and *limited wish* or *wish*. (Note: *detect invisibility* is optional but no other detection spell may be substituted for it.) A figure of a creature from man- to ogre-size (smaller or larger will not work) is made of mud and given a heart of stone. The heart must have *enchant an item* cast on it. The mud is transmuted to rock and the *wish* is cast. *Magic mouth* is required so that it can be activated under precise circumstances. However, there is a 20% chance per activation that the precise instructions will be disregarded, and then the stone guardian will attack anything! A special *ring of protection* from stone guardians can be crafted at the same time a stone guardian is manufactured. This ring will keep the wearer and all others within a 10-foot radius immune to a guardian's attack. The ring will work only for the stone guardian(s) made at the time the ring was magicked and will be useless against other stone guardians.

The stone guardian takes only one-quarter damage from edged weapons, and normal missiles cannot harm it at all. It takes half-damage from cold, fire, and electrical-based spells. It cannot be poisoned, held, charmed, paralyzed, or affected by fear since it has no mind whatsoever and no living body. It will attack until destroyed. *Stone to flesh*, *transmute rock to mud*, *stone shape*, or *dig* spells will kill it instantly with no saving throw. A stone guardian can see and hear due to the power of the *wish* but can *detect invisibility* only if that spell is used in its creation.

STOROPER

FREQUENCY: Rare
NO. APPEARING: 1
ARMOR CLASS: 0
MOVE: 1"
HIT DICE: 6
% IN LAIR: 90%
TREASURE TYPE: M, N, Qx2
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-10
SPECIAL ATTACKS: 6;
 see below
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: High
ALIGNMENT: Chaotic evil
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VI/500 + 6/hp



The storoper (from "stone roper," also called "tar roper") is about 5 feet high and 2 feet in diameter and appears to be a small statue of a roper. It is a cigar-shaped creature with 6 tentacles and a gaping maw, and it weighs about 500 pounds. The storoper has a silicon-based, rock-like body. It can sense movement up to 200 feet away and will become perfectly still, resembling a statue.

If anything approaches within 50 feet of the storoper, it will attack by suddenly shooting out its tentacles; it prefers to attack 2 victims at once, each with 3 tentacles. The first 2 victims successfully attacked will be injected with the storoper's venom (through the tentacles—no saving throw). The victims will be immobilized; in fact, they will appear to have turned to stone! One round after the "petrification," the victims will recover, but they are now drugged and will fight to aid the storoper to the best of their ability! If the storoper is killed, its drugged "defenders" will stop attacking and wander about aimlessly until the venom wears off. This takes 10 turns. The storoper can inject victims only twice per day; thereafter its attacks are similar to those of a normal roper. Each hit by a tentacle causes weakness (50% loss of strength in 1-3 rounds), and during each round the victim (or victims) is dragged 10 feet closer to its maw. The chance to break these strong tentacles is double the character's chance to bend bars or lift gates (for example, a character with a strength of 15 has a 14% chance).

Because of their stony exteriors, normal missile fire will not injure storopers, but magic missiles and normal or magical hand-held weapons will. All spells, including those using lightning, cold, and fire, will do normal damage to the creature. Once dead, the storoper can be pried open using a chisel or an iron spike. Inside its gizzard may be found a few coins and possibly a small number of gems as well.

SUNDEW, GIANT

FREQUENCY: Uncommon
NO. APPEARING: 1-4
ARMOR CLASS: 7
MOVE: 1"
HIT DICE: 8
% IN LAIR: 0%
TREASURE TYPE: Nil
NO. OF ATTACKS: Special
DAMAGE/ATTACKS: 1-3
(see below)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi-
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VII/1075 + 10/hp

Unlike its smaller cousin, this plant is almost sentient, being slightly aware of its surroundings. Preferring shaded, cool places to grow, the giant sundew grows only hair-like roots to lightly anchor it in place. Furthermore, it may at will withdraw these roots and pull itself along the ground with its sticky tendrils. It derives its sustenance primarily from the prey it catches.

The giant sundew is able to detect moving creatures by vibrations, and when anything moves within 5 feet of it, it will lash out with its tendrils. Its lump-like body is covered with hundreds of tendrils, and up to 6 may attack each creature in range each round. These tendrils end in sticky globs of sap. For every 3 tendrils that strike a victim, that victim will suffer a -1 on its subsequent to-hit rolls. This effect is cumulative, so that if 6 tendrils hit, the victim will be -2 on its to-hit roll. If a 20 is rolled to hit by the sundew, that tendril will have struck the character across the mouth and nose, clogging these with its sap. The character will suffocate in 2-4 rounds unless the sap is removed. In addition to its clogging effect, the sap is composed of a mild enzyme acid that will cause 1 point of damage per tendril each round until the tendril is broken. The chance these tendrils may be broken is the same as that for opening doors for each character, and each tendril should be checked individually. The sap will dissolve and become harmless if soaked with

vinegar or alcohol (such as wine), and this is the only non-magical way to prevent suffocation. Due to the plant's sticky exterior, missile and fire-based attacks will only do half-damage.

Giant sundews appear as 3-4 foot high mounds of gray-green tarry ropes or rags. Areas where they are found are often heavily fly-infested, and the air will often have a thick odor like sweet syrup.

SWAN

FREQUENCY: Uncommon
NO. APPEARING: 1 or 2-16
(25%/75%)
ARMOR CLASS: 7
MOVE: 3"/18" (MC:D)
HIT DICE: 1+2
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1/1/1-2
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
Surprised only 1 in 10
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal +
ALIGNMENT: Neutral
SIZE: M (8' wingspan)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE: I/Nil

These aquatic birds tend to inhabit areas which similar waterfowl frequent—rivers, ponds, lakes, and marshes. A single swan will always be male (a cob). It is only 25% probable that a lone swan will be encountered. Otherwise, encounters will be with mated pairs of cobs and pens (females) and their immature (but full-grown) cygnets. The latter will number 1-2 per mated pair. In situations where the swan's territory is invaded or the creatures actually attacked, both cob and pen will aggressively threaten or attack as circumstances warrant. Attack is by flying leap, a strong bill strike, and blows with both wings. This attack mode is 50% likely to blind and disorient an opponent so as to make any return attack in that melee round impossible. Also, swans (much as geese) have exceptional senses, so that the approach of any danger will be noted 90% of the time. If there are eggs, the nest will contain 1-3. If there are no eggs or nestlings, the swans will escape by swimming or flying when severe danger threatens.

SWANMAY

FREQUENCY: Very rare
NO. APPEARING: 1 or 2-5
ARMOR CLASS: 7
MOVE: 3" or 15" and/18"
(MC:D)
HIT DICE: 2 or more
% IN LAIR: Nil
TREASURE TYPE: See below
NO. OF ATTACKS: As swan
or human
DAMAGE/ATTACK: As swan
or by weapon type
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE:
2% per hit die
INTELLIGENCE: High to genius
ALIGNMENT: As ranger
SIZE: M
PSIONIC ABILITY: Unlikely
Attack/Defense Modes:
See below
LEVEL/X.P. VALUE:
Variable/variable



A swanmay is a human female who has the magical power to change herself into a swan. Although this power is conveyed through the

dweomer of an item, no male is known to have ever possessed and successfully used a captured item of this sort. The power to become a swan is typically contained in a feather token or feathered garment (both of which become part of the feathering of the swan), or possibly a signet ring (which will become a band on the swan's leg).

A swanmay can be harmed only by +1 or better magic weapons when in swan form. Also, in that form, she has a magic resistance of 2% per hit die. In human form, all swanmays are rangers. Thus, they possess all of the characteristics and abilities of that subclass of fighters. To find the level of a swanmay, 2d6 are rolled, and this shows the level between 1st (2) and 11th (12), i.e., 3 indicates a 2nd level swanmay/ranger, 4 a 3rd level, etc. Although rangers, swanmays are principally attuned to solitude, nature, and the company of their adopted kind. Thus, while they might aid good persons in need, they otherwise shun humanity and civilization, and abhor subterranean places even more than enclosed places above ground. They attract no followers. The swanmay may possess psionics as a normal human.

When encountered, a swanmay will have light armor and attendant gear, bow and arrows, sword, and dagger carefully hidden somewhere nearby. These items will not usually be magical. Swanmays are typically friendly with the little folk of the woods, such as sylvan elves, dryads, and like creatures. They dislike noisy, brash creatures, ferocious beasts, and all Evil. Only druids are known to associate regularly with swanmays, and then only because of the latter's desire for druidical assistance against some evil.

SWORDFISH

FREQUENCY: Uncommon
 NO. APPEARING: 1-8
 ARMOR CLASS: 6
 MOVE: //24"
 HIT DICE: 1+1, 2+2, or 3+3
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK:
 2-12, 3-12, or 4-16
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: M to L (2+2 or 3+3)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 II/35 + 3/hp

These hardy fish are common to salt water. They are fast and generally nonaggressive, fleeing rather than fighting. However, if attacked, maddened, or controlled or trained, they will use their long, bony "sword" as a fearsome weapon. Swordfish of smaller size are typically kept as pets and used as guards by aquatic elves and dolphin communities.



TAER

FREQUENCY: Very
 NO. APPEARING: 11-30
 ARMOR CLASS: 4
 MOVE: 18"
 HIT DICE: 3+6
 % IN LAIR: 40%
 TREASURE TYPE: See below
 NO. OF ATTACKS: 3 or 1
 DAMAGE/ATTACK:
 1-6/1-4/1-4 or weapon
 SPECIAL ATTACKS: Stench
 SPECIAL DEFENSES:
 Immune to cold
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low
 (very cunning)
 ALIGNMENT: Neutral
 SIZE: M (6-1/2' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 III/150 + 4/hp



The vile race of taers inhabits the coldest mountain regions, dwelling in caves and continually hunting for food. Normal attack is by kick, punch, and bite, although 50% of these creatures will have crude spears which they will hurl prior to closing for melee. Spear hurling is at +1 to hit and +3 to damage.

The taers ooze a fatty excretion which has a particularly vile odor. Any creature within 10 feet of a taer must save vs. breath weapon or suffer a disorientation and nausea which will last for 2-5 hours. Attacks will be penalized by -2 to hit probability and -1 damage. This same secretion aids these creatures to withstand cold, even of the magical sort.

Taers' treasure is typically a collection, of polished teeth, horns, and crudely sculpted stone idols. There is a 15% chance for real treasure captured from some human victims. If such treasure does exist, there is a 10% chance for 1 magic item to be included, especially a weapon.

TARRASQUE

FREQUENCY: Unique
 NO. APPEARING: 1
 ARMOR CLASS: -3
 MOVE: 9" (+6" rush)
 HIT DICE: 300 hp
 % IN LAIR: See below
 TREASURE TYPE: See below
 NO. OF ATTACKS: 6
 DAMAGE/ATTACK:
 1-12/1-2/2-24/5-50/1-10/1-10
 SPECIAL ATTACKS:
 "Sharpness" bite, terror
 SPECIAL DEFENSES:
 See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: L (50' long)
 PSIONIC ABILITY: Nil (immune to psionics)
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE: X/37,500



The legendary tarrasque is possibly the most dreaded monster of all, for when it is active it ravishes the countryside for miles. All vegetation and animal life is devoured or driven away. The land through which the monster passes becomes a barren waste which requires years to recover. The tarrasque eats voraciously and continually, and all living things are food to it, although it prefers warm-blooded creatures over others. Normal attack modes of the tarrasque are with 2 forelimb claws, a sweeping tail lash inflicting 2-24 points of damage, a savage bite (the effect of which resembles a sword of sharpness in that a to-hit score of 18 or better indicates that a victim has some portion severed, such as a limb, head, torso, etc.), and 2 thrusting horn attacks for 1-10 points of damage each. The rush of the tarrasque is possible but once every turn,

because the monster is so large and ponderous.

The mere sight of the tarrasque is so terrifying that creatures under 3 levels or hit dice will be paralyzed until it is out of their range of vision (no saving throw).

Creatures of 3 or more levels or hit dice will flee in panic, although those of 7 or more levels or hit dice who manage to save vs. paralysis, will not be so affected.

The tarrasque has a carapace of exceptional hardness and reflective quality. Bolts and rays such as *lightning bolts*, *cones of cold*, and even *magic missiles* are useless against the tarrasque. The reflection is such that 1 in 6 such attacks actually reflect directly back upon the caster, while the remainder bounce harmlessly away from the monster. Fire of any sort has no effect upon the tarrasque. The monster's metabolic rate is such that it regenerates 1 hit point per round after sustaining damage. The tarrasque can be struck only by +1 or better magic weapons.

The slaying of the tarrasque is said to be possible only if the monster is reduced to -30 or fewer hit points and a *wish* for its death then used. Otherwise, even the slightest piece of the tarrasque will regenerate and restore the monster completely. Legend says that a great treasure can be extracted from the tarrasque's carapace. The upper portion, treated with acid and then heated in a furnace, will yield gems—10-100 diamonds of 1000 gp base value each. The underbelly material, mixed with the creature's blood and meteoric iron, will produce a metal which can be forged by dwarf blacksmiths into 1-4 shields of +5 magical power.

It is fortunate that the tarrasque is active only for short periods of time. Typically, the monster comes forth to forage for a week or two, ravaging all but a few square miles of land. The tarrasque then seeks a hidden lair underground and lies dormant, sleeping for 5-20 months before coming forth again. Once every decade or so, the monster will be particularly active, staying abroad for several months. Thereafter its period of dormancy becomes 4-16 years long unless disturbed. The ratio of active to dormant state appears to be about 1:30.

TASLOI

FREQUENCY: Rare
NO. APPEARING: 10-100
ARMOR CLASS: 6 (5)
MOVE: 9" @15"
HIT DICE: 1
% IN LAIR: 30%
TREASURE TYPE: Q (x5)
NO. OF ATTACKS: 2 or 1
DAMAGE/ATTACK: 1-3/1-3
or by weapon type
SPECIAL ATTACKS:
Surprise 1-4
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low to average
ALIGNMENT: Chaotic evil
SIZE: S (2-3')
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
1/10 +1/hp



Living in steamy tropical forests, these creatures are rarely seen by man. Shy and malicious, they prefer to lurk in the tree tops where they may surprise the weak and unwary. Adapted to life above ground, they are slow and clumsy when forced to earth, adopting a semi-erect posture. They are quick and nimble in the arboreal passageways, however. Masters of stealth, tasloi surprise on a 1-4 (1d6). They may also hide in shadows 75% of the time. They have infravision and are suited to dark jungles. Full daylight will cause a -1 on their to-hit rolls.

Tasloi will eat anything, but they particularly like all kinds of flesh, especially humans and elves. They normally attack from above, trying to capture if possible. If they gain surprise, they will use their nets. If a party is too vigilant or prepared, the tasloi will attempt to wear down the group through short, sudden attacks followed by retreat. If possible, tasloi will attempt to steal the dead of an enemy after an attack.

The tasloi live in loosely-structured bands of several families. For every band of 70 or more, there will be a chief (5 HD). There is a 30% chance that any band will have a shaman. Tasloi shamans may advance up to 5th level. Weapons carried are as follows: small shield and javelin (AC 5) 20%; club and javelin 40%; short sword and small shield (AC 5) 10%; javelin and net 15%; short sword and net 10%; javelin and lasso 5%. When using a shield, the armor class of the tasloi becomes 5. Javelins and shields are customarily carried on their backs when they travel through the trees.

When found in their lair, in addition to the males, there will be 70% females and 50% young. Females will fight as normal tasloi, but the young will not fight at all. The lair will consist of a series of 1-6 large trees with 4-24 platforms 50-100 feet from the ground. All the trees will be connected by vines and ropes. There is a 60% chance of the tasloi having 1-6 trained giant spiders and a 20% chance of their having 2-8 trained giant wasps. It is said the tasloi are able to ride wasps great distances.

Tasloi speak their own tongue and can also speak the languages of monkeys and apes. About 5% of their kind have also learned a pidgin Common that they use when trading.

Tasloi are long-legged, flat-headed humanoids. They walk in a crouching posture, touching their knuckles to the ground from time to time. Their skins are a lustrous green and are thinly covered with coarse black hair. Their eyes are similar to a cat's and are gold in color. Their feet are long and prehensile. Often they can be heard at night, speaking in their high and whispery voices.

TERMITE, GIANT HARVESTER

	Worker	Soldier
FREQUENCY:	See below	See below
NO. APPEARING:	6-60	3-18
ARMOR CLASS:	2/10 (head/body)	2/8 (head/body)
MOVE:	9"	9"
HIT DICE:	1+2	2+2
% IN LAIR:	20%	20%
TREASURE TYPE:	See below	
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-2	1-4
SPECIAL ATTACKS:	Nil	See below
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Animal	Semi-
ALIGNMENT:	Neutral	Neutral
SIZE:	S (3' long)	M (4½' long)
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil
LEVEL/X.P. VALUE	1/20 +2/hp	11/50 +3/hp
	King - V/500 +10/hp	
	Queen - VI/900 +13/hp	

Giant termites are found in subtropical and tropical forests and jungles where large amounts of vegetation are available. The nest will consist of a stone-hard mound about 100 feet in diameter and 200-500 feet high. There will be numerous circular openings near the top, each of 5-8 feet in diameter. These holes lead to vertical, diagonal and horizontal passages, which in turn lead to various chambers underground.

Termites are nocturnal and shun light. A group of workers numbering more than 30 will always be accompanied by 3-16 soldier termites. While the weak-mandibled worker is able to bite for only 1-2 points of damage, soldier termites have strong jaws and are able to spit an irritating fluid (similar to kerosene). This liquid will blind any creature struck unless a saving throw vs. poison is successful.

Blindness lasts for 5-20 rounds. The fluid will burn if exposed to flame or heat, and the effect of 1 quantity spit on a target and ignited will inflict 5-16 points of burning damage. The fluid can be spit but once per turn. Range is 1," volume is about 1 pint.

In the lair there will always be 10 times the number of workers and soldiers first encountered, but these creatures will be spread throughout the nest.

There will be the following additional giant harvester termites:

5-30	workers/attendants in egg chamber
2-12	soldier/guards in egg chamber
4-24	worker/attendants in royal chamber
2-8	soldier/guards in royal chamber
1	king (AC 5; MV 6"; HD 6+6; hp 30 or more; #AT +1; Dmg 3-18; SA double range and quantity fluid spit possible every other round) size L
1	queen (AC 4; MV 3": HD 8+8; hp 40 or more; #AT +1; Dmg 5-30) size L

Obviously, the king and queen termites will be found only in the royal chamber somewhere near the bottom of the underground levels of the nest. The egg chamber will be nearby. There will be as many eggs in this chamber as there are workers and soldiers combined. When either the egg or royal chambers are entered by intruders, all regular termites (not special attendants and guards) will begin moving to the violated area. Meanwhile, termites already there will fight fiercely to protect the place. All such workers and guards get a +1 both to hit and to damage. This applies to workers and soldiers entering later as well.

Somewhere near the royal chamber there will be a shaft leading to a repository well. There, unusable metal and mineral items are dumped. It is possible that there will be incidental treasure there. Such treasure will be rare and of small value in most cases.

The worst enemies of giant termites are formians, for formians are bigger and more intelligent, hate termites, and enjoy eating their eggs. If giant termites detect such raiders, they will immediately rush to defend their nest. Communications between giant termites are usually accomplished by touching of antennae. In crisis situations, a broadcast telepathic call is sent out.

THESSALHYDRA

FREQUENCY: Rare
 NO. APPEARING: 1
 ARMOR CLASS: 0
 MOVE: 12"
 HIT DICE: 12 (body)
 % IN LAIR: 50%
 TREASURE TYPE: See below
 NO. OF ATTACKS: Up to 10
 DAMAGE/ATTACK:
 1-6 (x8)/1-12/1-20
 SPECIAL ATTACKS: Acid saliva and spitting
 SPECIAL DEFENSES:
 Immune to acid
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low
 ALIGNMENT: Neutral
 SIZE: L (36' long, 20' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 IX/5800 + 16/hp



The dreaded thessalhydrae are monsters which love dark and damp conditions, so they are typically encountered in swamps, jungles, and subterranean lairs.

Normal attack is from the fringe of snake-like heads which ring the vast main mouth of the thessalhydra. Each bite inflicts 1-6 points of damage plus an additional 1-6 unless the victim saves vs. poison. In addition, the main mouth bites for 1-20 points plus another 1-20 points of acid damage unless a saving throw vs. poison succeeds. The tail pincer is

used to grasp an opponent, inflict 1-12 points of damage in the process, and then deposit the victim in the gaping central maw during the same round.

Each head in the fringe is some 6 feet long, so many creatures can be attacked during a melee round. Fringe heads each take 12 points of damage to sever. Thessalhydrae regenerate lost fringe heads in 12 days. Damage to fringe heads does not harm the body. Once per day a thessalhydra can spit a glob of acidic saliva from its main mouth. The area covered is effectively a 12-foot diameter circle up to 3" distant from the monster. Creatures within this area will sustain 12-72 points of acid damage and half damage if a saving throw vs. poison is successful. Acids of any sort, including poisonous acids, have no effect upon a thessalhydra.

Note that items placed in the central maw are usually destroyed, as each owner must save vs. acid and crushing blows every round until the items are removed.

THRI-KREEN (Mantis Warrior)

FREQUENCY: Rare
 NO. APPEARING: 2-12
 ARMOR CLASS: 5
 MOVE: 18"
 HIT DICE: 6+3
 % IN LAIR: 5%
 TREASURE TYPE: Q
 NO. OF ATTACKS: 5 or 3
 DAMAGE/ATTACK:
 1-4(x4)/d41 or
 by weapons +2
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Dodge
 missiles on roll of 9 or better
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: High
 ALIGNMENT: Chaotic neutral
 SIZE: M (6')
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VI/800 + 8/hp

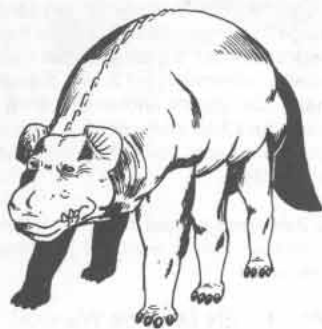


The thri-kreen are a race of carnivorous insectmen who inhabit deserts and dry grasslands. They live in small, lightless burrows and are not social creatures. Thri-kreen warriors hunt many creatures, especially elves. These mantis warriors are strong and agile, able to leap 20 feet upward and 50 feet forward. The thri-kreen often use 2 specialized weapons of their own design. One is a polearm with a blade on each end which can be used to slash like a glaive or be thrown as a spear (damage 3-8). The other weapon is a small triangular "throwing wedge" carved from a hard crystalline substance. These wedges will return to the thrower and may be caught to be thrown again if they miss their target. A thri-kreen may carry up to 10 of the wedges and can throw them up to a distance of 9" (damage 3-6). A thri-kreen can successfully dodge missiles on a roll of 9 or better on 1d20.

Even unarmed, the insect warriors strike with 4 clawed, arm-like appendages (damage 1-4) and bite with their mandibles (damage 2-5). Anyone bitten must save vs. paralyzation or be paralyzed for 2-16 rounds.

THUNDER BEAST

FREQUENCY: Common
(Abyss only)
NO. APPEARING: 5-20(adults)
ARMOR CLASS: 4
MOVE: 9" (18" charge)
HIT DICE: 4-9, +1/die
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-12
SPECIAL ATTACKS: Trampling
(see below)
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: L (elephant-sized)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VI/650 + 10/hp



These bloated, pig-like creatures roam in herds across the layers of the Abyss. They are known as thunder beasts because of their rumbling bellow, intestinal sounds, and offensive breath. The monsters subsist on both vegetation and ooze from which unwholesome growths spring. In turn, they feed many of the other creatures likewise inhabiting the place. Their flesh is rank, fibrous, and disgusting to all but demons and their ilk—and possibly even to them!

For every 2 adult creatures in a herd of thunder beasts there will be 1 immature specimen. The young have no attack form. Adults attack by biting or by a trampling charge. This latter attack form must be from 2" or greater distance when it commences. Damage inflicted is 1d4 per hit die if the attack succeeds. (Determine hit dice by rolling 1d6: 1=4, 2=5, 3=6, etc.; at least 1 in every 5 has 9 hit dice.) Frightened or angry thunder beasts will begin bellowing. In combat situations, each creature will breathe on its opponent. This breath builds to equal a *fog cloud* after 3 rounds. Creatures affected by odors will fight at -2 hit probability. The cloud persists for 1-4 rounds.

A thunder beast is pig- or hippo-like in form but with longer legs of which it has 6. Also, its body is quite round and appears swollen. The creature's head is low-set and cylindrical with fan-like ears and a huge mouth. It has small, beady eyes and no nostrils. The tail is broad, thick, flatish and fairly short. Color ranges from yellow brown to olive, all with darker mottling and warty growths.

THUNDERHERDER

FREQUENCY: Rare
NO. APPEARING: 10-100+
ARMOR CLASS: 3
MOVE: 20" (9")
HIT DICE: 7
% IN LAIR: 5%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: Earthquake
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
V/350 + 8/hp



Thunderherders are distant cousins to the purple worm but are not aggressive. These creatures travel in vast herds just a few feet under the ground. They are inoffensive and of sizes ranging from 3-5 feet wide and 5-10 feet long. They are found in desert regions.

The main dangers from thunderherders are the incidental earth tremors and the terrible trumpeting that they create as they stampede underground. They do no real damage but generate a great deal of confusion, knock over tents, and panic all pack animals. A single creature can cause a small tremor.

TIME ELEMENTAL

FREQUENCY: Very rare
NO. APPEARING: 1 (See below)
ARMOR CLASS: 2
MOVE: 1"
HIT DICE: 12 or 16 (20)
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK:
3-12 or 4-16 (5-20)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +3 or
better weapon to hit
MAGIC RESISTANCE: Special,
see below
INTELLIGENCE: Very to
exceptional (genius to
supra-genius)
ALIGNMENT: Neutral
SIZE: S
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
VII/3000 + 20/hp

Time elementals are basically of 2 sorts, the regular and noble. Information given in parentheses pertains to noble specimens. Time elementals exist in more than 1 time period, so they are always perceived as small creatures resembling a cloud of fire dust or vapor. They attack normally by spraying a fine, powdery substance at opponents. Those hit suffer damage due to cell death (aging).

Common time elementals can bring themselves from other times so as to effectively add 1-4 additional creatures, but a hit on any 1 damages all the manifestations of the time elemental. Therefore, when under attack, a time elemental will typically bring its other manifestations to its present time locale, gain multiple attacks that round, and then vanish completely into the time stream the next.

As a time elemental has the power to move forward, backward or sideways in time, (1 round for each hit die). It can usually avoid contact or break off contact at will. Unless the avoided party also has the ability to travel in time, the time elemental is then absolutely untraceable. Those able to follow will see a faint trail of haze in the direction of the time elemental's movement. Similarly, a time elemental can pursue by time movement, 1" for each hit die, thus equalling up to a 13" or 17" movement rate. This could even put the elemental in front of a fleeing opponent.

All time-related spells are useless within 3" physical distance of a time elemental, and no such spell will affect or reveal anything about a time elemental or its actions. In addition, as these creatures exist across multiple times, there is only 1 chance in 10 that any spell cast or magic employed against or upon a time elemental will actually affect it. (To determine this, roll 1d10 to find its current center of vulnerability, then roll a second 1d10 to see if it matches the first number rolled. If so, the spell or magic works.) Again, any opponent able to move through time can determine where the time elemental is most vulnerable, so magic or spells used by such an opponent will function properly, although the time elemental is still allowed a saving throw.

Noble time elementals have all the powers of common ones. In addition, each has the power to cast a *time stop* spell (which will affect even time elementals of common sort), age a creature by 1-20 years, make a creature younger by 1-20 years, age nonliving vegetable matter by 10-200 years, age mineral material by 100-2000 years, and move up to 4 other creatures along time (forward, backward, or sideways) randomly, or to a desired locale, singly or jointly, providing the creatures are willing to go or fail to save vs. spells. Each power is usable per round, at

will, once per day. Time elementals seldom appear on any plane but that of Time; on other planes they feel discomfort and the weight of the forward (or other) motion of time in relation to the plane upon which one of their manifestations exist. Similarly, time elementals cannot be conjured, summoned, or otherwise brought into being by any standard means or known spell.

On the Time Plane there are other creatures dissimilar to time elementals. There are also said to be certain royal time elementals of greater power than even the nobles'. These creatures rule their fellows and serve certain deities. Royal time elementals have 24 or 28 hit dice, cause the same number of hit points of attack damage (6-24 or 7-28), and have double the number of powers. In addition, royal time elementals can summon 1-4 common (70%) or 1-2 noble elementals (30%) once per day.

TRANSPOSER

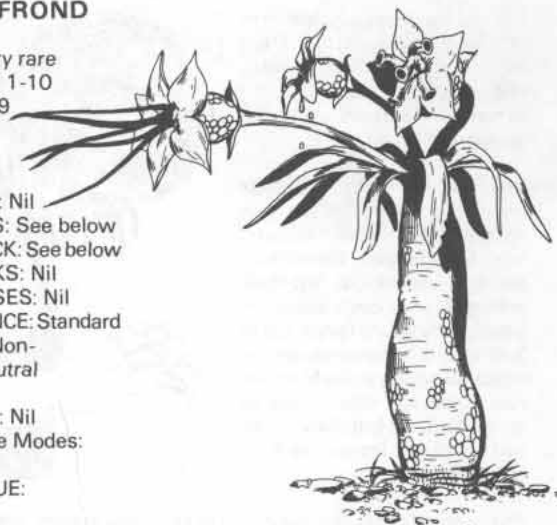
FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 7
MOVE: 15"
HIT DICE: 6 (up to 48 hp)
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE:
 See below
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: M (5' tall)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 VI/525 + 7/hp

The bipedal transposer appears vaguely humanoid, although it has no actual features and its limbs end in sucker-like members. It attacks by lashing its arms, and the horny-ridged suckers inflict 1-6 points of damage to the victim. Such a hit also sets up a field of some unknown kind between the creature and the opponent so struck. Thereafter, any damage inflicted by that opponent upon the transposer does the attacker harm and restores hit points to the transposer in equal proportion. Thus a spell attack for 20 points of damage would harm the caster for that amount and restore or build the transposer's hit points to its maximum of 48. Weapon attacks are likewise transposed to harm the attacker and benefit the transposer. Only healing-type spells will harm the creature if the opponent has been contacted by a successful transposer attack. In such case, the curative effect damages the transposer and restores the individual casting the healing spell at the monster. Of course, opponents not bound to the transposer by the field will harm the creature normally.

In order to disguise itself and its powers, a transposer will use a minor illusion ability, a sort of *change self* power, to appear as a human, demihuman, etc., in order to entice prey into melee. The illusion power is destroyed only if the transposer flees or is slain. Special aids or disbelief can detect the ruse, but such must be actively employed.

TRI-FLOWER FROND

FREQUENCY: Very rare
NO. APPEARING: 1-10
ARMOR CLASS: 9
MOVE: Nil
HIT DICE: 2+8
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: See below
DAMAGE/ATTACK: See below
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 III/120 + 3/hp



The deep green 5-8 foot tall stalks of this plant are topped by trumpet-shaped flowers of vivid orange, bright yellow, and intense red. Each flower has its own function. The orange one shoots 2-8 tendrils from its center, each 3 feet long, and any creature struck must save vs. the poison from the pollen of a tendril or fall into a comatose slumber. The yellow bloom will bend over the sleeping victim immediately (sensitive rootlets note where the victim is) and tremble. This vibration looses a shower of sticky enzyme which causes 2-8 points of damage per round until the victim is completely rotted away. Each flask of water dumped upon a victim in the same round as the damage is done will reduce damage by 1 point; total immersion in water removes the sap entirely. The red flower extends tubular tendrils of 1 foot length, sinking them into the slumbering victim, first drawing body fluids at the rate of 1-6 hit points per turn and then sucking up the residual matter after the enzyme has dissolved the victim's body.

Other color combinations of the plant's flowers are white, pale silvery-gray, pink or golden brown, chocolate brown, and russet.

TROLL, MARINE (Scrag)

	Fresh Water	Salt Water
FREQUENCY:	Rare	Uncommon
NO. APPEARING:	1-6	1-8
ARMOR CLASS:	3	2 (see below)
MOVE:	3"/15"	3"/12"
HIT DICE:	5+5	6+12
% IN LAIR:	20%	15%
TREASURE TYPE:	C	D
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	2-5/2-5/3-12	1-4/1-4/9-16
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	Regeneration	Regeneration
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Semi- to low	Low to average
ALIGNMENT:	Chaotic (evil)	Chaotic evil
SIZE:	M (7' + tall)	L (10" tall)
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	V/400 + 8/hp	VI/900 + 12/hp

Marine trolls are a gilled form of the common troll. They inhabit large bodies of water and need considerable room to hunt. Coloration runs from blue-green to olive.

Freshwater Trolls: Scraggs found in fresh water are smaller than normal trolls and have heavy scales. Their claws are less formidable, but their enlarged lower jaw bears many small, very sharp fangs. Up to 3 different opponents can be attacked during a single melee round. Scraggs regenerate as do trolls (q.v.) but they do so only when immersed in freshwater.



Saltwater Trolls: Scraggs found in seas and oceans are at least as large as ordinary trolls. Their skins are thick and heavily scaled. Some few (10%) are intelligent enough to further protect themselves with armor made of shells and sharkskin or similar substances; such protection gives an effective armor class of 1.

The forelimbs of the scraggs are shorter and weaker than those of ordinary trolls, but the saltwater variety has developed a huge maw and numerous fangs to make up for the loss of talon attacks. As do freshwater scraggs, saltwater scraggs regenerate when in their saltwater element.

TWILIGHT BLOOM

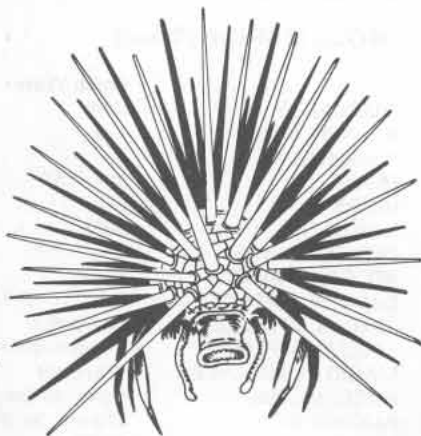
FREQUENCY: Very rare
NO. APPEARING: 1-6
ARMOR CLASS: 8
MOVE: Nil
HIT DICE: 3+8
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: See below
DAMAGE/ATTACK: See below
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-Alignment: Neutral
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 III/125 + 4/hp

A twilight bloom, or purple death, is a poisonous plant. This tall (8-13 feet), thick-stalked specimen has a branchless, scaled trunk with fern-like foliage at the top. These fronds droop a short distance. Mixed with these are cup-shaped purple flowers with silvery stamens; the flowers point upward. Around the base of the plant is a fine, mossy mat which is actually the roots. The flowers exude a very attractive perfume and sweet sap. The vibrations of any creature passing beneath the cupped lavender blooms will cause them to gently tilt and drip a syrupy poison from the flower. There is a 25% chance of the creature being struck by this toxic sap. If the creature fails to save vs. poison, it dies instantly, and its decomposition feeds the roots of the plant.



URCHIN, LAND

FREQUENCY: Rare
NO. APPEARING: 1-2
ARMOR CLASS: 3
MOVE: 12"
HIT DICE: 3+3
% IN LAIR: Nil
TREASURE TYPE: See below
NO. OF ATTACKS: 2-12
DAMAGE/ATTACK:
 1-2 + paralysis
SPECIAL ATTACKS: Paralysis
SPECIAL DEFENSES:
 Smoke cloud
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: S (3')
PSIONIC ABILITY: Nil
Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 III/150 + 4/hp

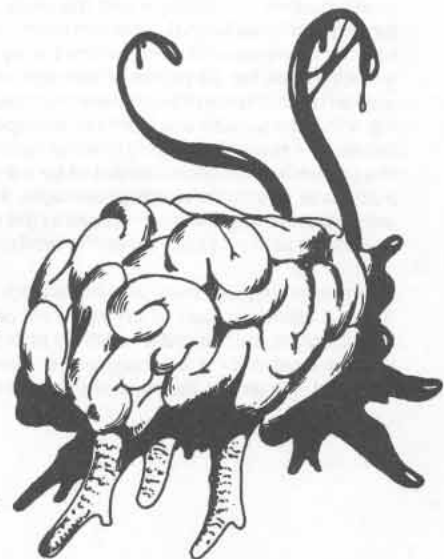


A land-dwelling distant cousin of the sea urchin, the land urchin's spine covered body is often mistaken for a bush. The land urchin is a scavenger that consumes virtually anything that is edible. Its small mouth is located on the underside of its body and it has a rasping tongue with which to saw through armor and gather food. It is a shy creature and will attack only if another creature approaches within 1". It defends itself by shooting 2-12 spines (damage 1-2) per round, and the victim must save vs. poison or be paralyzed for 6 turns. If it must flee, the urchin will release a dark gas cloud with a 10-foot radius to aid in its escape. The land urchin has no visual organs but uses 2 small antennae to detect any movement within 1". It has no front or back, and its 5 spindly legs can rotate to allow it to move in any direction.

Occasionally, a land urchin will eat a bit of material that it cannot digest or eliminate. It will coat the object with a shiny greenish-black substance, forming "pearls" similar to oyster pearls worth 100-600 gp each. Very old urchins may have up to a dozen pearls.

USTILAGOR

FREQUENCY: Rare
NO. APPEARING: 1-3
ARMOR CLASS: 5
MOVE: 9"
HIT DICE: 3+3
% IN LAIR: 90%
TREASURE TYPE: Q (x 1-20)
NO. OF ATTACKS: 1
DAMAGE/ATTACKS: 2-5
 (+ poisoning)
SPECIAL ATTACKS: Psionics
SPECIAL DEFENSES: Psionics
MAGIC RESISTANCE:
 See below
INTELLIGENCE: Unratable
ALIGNMENT: Neutral (evil)
SIZE: S (1'-1 1/2' d.)
PSIONIC ABILITY: 150 + 5
 to 30
Attack/Defense Modes: D/F
LEVEL/X.P. VALUE:
 III/135 + 4/hp



Ustilagor fungi appear to be brain-like growths with coral-like appendages. Although soft and not fast by normal standards, they can scuttle and dart, and this accounts for their relatively high armor class. Their attack consists of flicking out ribbon-like tendrils about 3 feet long. A hit inflicts damage due to alkaline fluids and causes the victim to save vs. poison or suffer additional like damage (2-5 hp) on the following round as the caustic substance affects its body.

Ustilagors have no intelligence or mind as defined by human standards, so mental attacks do not affect them. (Cf., PLAYERS HANDBOOK, p. 11, Wisdom Table, asterisked paragraph regarding magical attack adjustment.) These monsters do, however, have some form of brain, for they have psionic powers. Ustilagors can employ telepathic projection to project the following emotions on an individual during a round: hate for

associate, distrust of associate, fear of fungi, loathing of area, or uncertainty. These projected emotions cause attack, bickering, desertion, or dithering, accordingly. Ustilagors also use energy control to protect themselves from spell attacks and the like. They attack psionic individuals only by id insinuation (as related to the strongest basic emotions.) Only a psionic blast will affect them in turn.



VAGABOND

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: As form
MOVE: As form
HIT DICE: As form
% IN LAIR: 0
TREASURE TYPE: See below
NO. OF ATTACKS: As form
DAMAGE/ATTACK: As form
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: As form
MAGIC RESISTANCE: As form
INTELLIGENCE: Genius to
supra-genius
ALIGNMENT: Neutral (any)
SIZE: As form
PSIONIC ABILITY: 201-300
Attack/Defense Modes: All/all
LEVEL/X.P. VALUE: Variable

A vagabond is a life force of unknown origin, possibly from a far planet, parallel universe, or undiscovered plane. Though very rare, it may be encountered anywhere. The life force occupies the form of any one intelligent corporal creature indigenous to the area in which it is encountered, apparently forming or controlling the body for its own ends. A vagabond is often immediately recognizable if communication is established, as its odd speech and behavior patterns (always atypical of the form assumed) indicate its unfamiliarity with local customs and expectations.

As vagabonds may have nearly any appearance (though they have no power to change the form once assumed), their movement rates and other physical characteristics are those of the creatures. The vagabond is typically very inquisitive, often about mundane or personal details. If attacked, it will use its form to defend (or retreat) as best possible. If invited to accompany a party for an adventure, however, it will usually agree (90%), offering its form as an asset for use in exploration and (if necessary) combat. If the body is slain, the vagabond life force will depart, never to return. If an entire adventure is completed, the creature will give a special gift to each party member before departing. It can enchant any gem with a variety of *word of recall* (3 uses per enchantment) and will enchant 1 gem per character accompanying it on the adventure by way of thanks. (Only the possessor will know the 1-segment phrase needed to activate the gem).

Vagabonds are creatures of legend, and nothing is known of their true forms or society (if any). They are immune to all forms of mental attack or control, save psionics.

VARGOUILLE

FREQUENCY: Very rare
NO. APPEARING: 1-20
ARMOR CLASS: 8
MOVE: /12" (MC - B)
HIT DICE: 1+1
% IN LAIR: 80%
TREASURE TYPE: See below
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral evil
SIZE: S (3' wingspread)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE:
III/118 + 2/hp

These horrible monsters are said to have been spawned in Tarterus and released upon the Prime Material Plane to wreak havoc. Appearing as hideous flying heads crowned with writhing tentacles, they appear at dusk and are gone by dawn. They lair in caves, caverns, and deep subterranean delves. Vargouilles hate light. They will attack and extinguish torches or smash lanterns. They will shun light of brighter sort, and daylight blinds them. They are most feared because their bite is so destructive that hit points are actually lost forever unless a saving throw vs. poison is successfully made for each bite inflicted. Failure indicates permanent loss of points of damage inflicted, i.e., 1-4 hit points lost and not restorable by any means short of a *wish*. Vargouilles have both infravision and ultravision.

Treasure possessed by vargouilles is incidental only. If some victim happened to have items of value, then these will possibly be amongst the litter of the vargouilles' lair.



VEGEPYGMY

FREQUENCY: Very rare
NO. APPEARING: 30-300
ARMOR CLASS: 4
MOVE: 12"
HIT DICE: 1-6
% IN LAIR: 40%
TREASURE TYPE: O, P
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 or by
 weapon type
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE:
 See below
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: S
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 1 HD = III/53 + 1/hp
 2 HD = III/81 + 2/hp
 3 HD = III/120 + 3/hp
 4 HD = IV/175 + 4/hp
 5 HD = IV/245 + 5/hp
 6 HD = V/425 + 6/hp



Vegepygmies are vegetable creatures of low intelligence. They organize themselves into regional bands and live by scavenging and hunting. Meat forms their diet and they will eat it no matter what its condition.

Vegepygmies vary in color and size. Usually their colors will be similar to their normal surroundings. When encountered in areas that match their coloration, they will blend into the background, surprising 50% of the time. They have 1-4 hit dice, although leaders will have more. The composition of a force will be 1 hit die 50%; 2 hit dice 25%; 3 hit dice 15%; and 4 hit dice 10%.

Those with 1 hit die will be 2 feet tall. One-half foot is added for every hit die over 1.

For every 50 vegepygmies there will be 1 subchief of 5 hit dice and 2-5 bodyguards of 3 hit dice each. Every band will have a leader of 6 hit dice. He will have 2-8 bodyguards of 4 hit dice each.

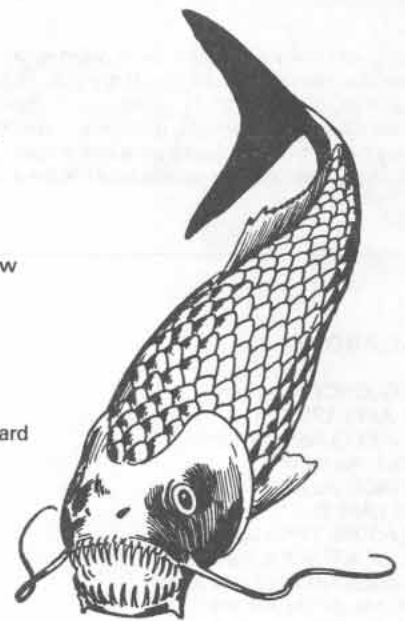
Attacks from piercing weapons such as arrows and spears do only 1 point of damage to vegepygmies. Electrical attacks do no damage. Fire and cold do normal damage. Vegepygmies are immune to all *charm/enchantment* spells except those that affect plants. They always have saving throws against *enchantment*, even if one is not normally given.

Vegepygmy lairs are usually found in warm areas underground, although some may be found in dark forests. They form bands near their main food supply and are usually well-organized in the defense of this food supply. They coexist well with other forms of plant life. There is a 40% chance that there will be 1-3 shriekers guarding their lair. Vegepygmies of the same band have the ability to pass by shriekers unnoticed. There is a 70% chance that russet mold will be found in the vicinity of the lair.

Vegepygmies are short bipedal creatures with sharp thorn-like claws. Their shoulders, abdomens, and limbs are fringed with leaf-like tendrils. Their heads have a topknot of small leaves. They eat carrion and meat. Vegepygmies reproduce by russet mold or by propagating buds from their bodies. Although they do not have a spoken language, they are capable of vocalized cries. Their major form of communication is a code of chest slappings and thumpings. They live with dog-like creatures (thornies) with the following statistics: AC 3, MV 15", HD 4, hp 21-30, #AT 1, Dmg 2-5 (plus 3-12 ripping damage from their thorn-like growths if in close combat), animal intelligence, man-sized.

VERME

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 3 (head)/
 5 (body)
MOVE: 18"
HIT DICE: 18+18
% IN LAIR: Nil
TREASURE TYPE: See below
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 7-28
SPECIAL ATTACKS:
 Swallow whole
SPECIAL DEFENSES:
 See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: L (50' - 80' long)
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 IX/8550 + 25/hp



The verme is the largest of fish, usually inhabiting great rivers, although some venture into saltwater. Regardless of its locale, the verme prefers warm water with an abundance of food, such as fish, reptiles, cattle, humans, or virtually anything else. Although the verme is long, it is flattish along its belly and wider than it is high. This enables it to lurk on the bottom and swim in relatively shallow water. The verme's head is heavily scaled and very bony, thus giving it an armor class of 3, while the body is less well protected. Because the verme swallows prey whole—even that as large as a water buffalo—the stomach can contain metallic or other items of indigestible nature (such as gems, crystal, etc.). Swallowing occurs on any hit if prey is not more than 12 feet tall. Damage (3d8+4) is incurred during the swallowing process. Swallowed creatures receive 2-16 points of additional damage per round. Any swallowed being will be dissolved in 6 rounds. The monster is able to upset vessels of up to small galley size when hungry and seeking food. Its thick, slime-covered scales make edged weapons useless, such attacks inflicting but 1 point of damage per blow. Fire-based attacks cause only one-half damage to the verme, unless the attack strikes the inside of the mouth or somewhere internally. In the latter case, damage is at a factor of +1 per die.

The verme looks much like a giant catfish, except it has large scales and numerous, needle-like teeth. It is pale yellow along its underside, the flanks shading from dark brown to a mottled green and brown back.

VILSTRAK

FREQUENCY: Rare
NO. APPEARING: 2-20
ARMOR CLASS: 2
MOVE: 9"
HIT DICE: 1-6 hp
% IN LAIR: 5%
TREASURE TYPE: C
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-5/2-5
SPECIAL ATTACK:
 Surprise on a 1-4
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral (evil)
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
LEVEL/X.P. VALUE:
 I/7 + 1/hp



The vilstrak are known as marl muggers or tunnel thugs by humans. A vilstrak's stony substance provides it with both excellent protection and the uncanny ability to physically merge with earth or stone. This makes

them 75% undetectable even at as little as a 20-foot distance. A vilstrak's attack consists of 2 club-like blows of its fists.

A vilstrak's lair is typically in a hollow space in the earth or stone, which is reachable only by beings able to pass through solid stone or packed soil. However, not being too bright, vilstraks sometimes (5%) select a den where the hollow can be detected and broken into. There, plunderers will find treasures carried into it by the avaricious creatures.

VULCHLING

FREQUENCY: Rare
 NO. APPEARING: 2-16
 ARMOR CLASS: 7
 MOVE: 6"/3" (MC:C)
 HIT DICE: 1
 % IN LAIR: 25%
 TREASURE TYPE: J, K,
 L, M/individual
 NO. OF ATTACKS: 1 or 2
 DAMAGE/ATTACK:
 2-5 or 1-4/1-4
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low
 ALIGNMENT: Chaotic evil
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 1/10 + 1/hp



Vulchlings are a race of bird-like creatures having the appearance of vultures with vaguely human features. They favor desolate or subterranean lairs. Vulchlings will consort with harpies or even Type I demons at times. They roost in trees or on ledges and swoop down upon unsuspecting prey, attacking with extended talons. Thereafter, they hop to the attack with their sharp beaks. There will be from 0-9 eggs in a vulchling lair.

VULTURE

	Giant	Ordinary
FREQUENCY:	Very rare	Common
NO. APPEARING:	2-12	4-24
ARMOR CLASS:	7	6
MOVE:	3"/24" (MC:D)	3"/27" (MC:E)
HIT DICE:	2+1	1+1
% IN LAIR:	Nil	Nil
TREASURE TYPE:	Nil	Nil
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-4	1-2
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Animal	Animal
ALIGNMENT:	Neutral	Neutral
SIZE:	L (12' + wingspread)	M (5'-6'+wingspread)
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	1/20 + 2/hp	11/35/hp

Carrion eaters of this sort are found in temperate to tropical regions. Vultures have eyesight at least equal to that of any falcon, hawk, or eagle. Thus, they remain at a very great altitude, searching the land beneath from a great vantage point. At the sight of erratically moving, crippled, or fallen creatures, any vultures present will swoop lower to determine if the creature is near dead or dead. Helpless or dead creatures will be eaten by vultures. A potential victim able to actually strike at a vulture will cause ordinary vultures to move out of attack range, where they will wait for the victim to weaken past the point of resistance. Giant specimens, however, must actually be struck (a successful to-hit score) to drive them off to a safe distance.

During the course of a melee in terrain where vultures are present, the vultures will appear 7-12 rounds after a creature is felled, whether it is unconscious, killed, or magically sleeping or held. If combatants are not within 20 feet of fallen creatures, the vultures attracted to the scene will alight and begin pecking at the victim, with 1-6 attacking each round. Note that game killed will not attract vultures if removed quickly and kept in the presence of active, obviously healthy beings.



WEASEL

FREQUENCY: Uncommon
 NO. APPEARING: 1-2
 ARMOR CLASS: 6
 MOVE: 15"
 HIT DICE: 1/4
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: S
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE: 1/2 + 1/hp

Weasels and their kin, such as mink, ferrets, and stoats, are common predators. Armor class is attributed to small size, darting movement, and speed. They will not attack unless cornered. Some of these creatures are hunted for their pelts, as their fur is valued. Ferrets can be captured while young and trained to hunt small burrowing game.

WEBBIRD

FREQUENCY: Very rare
 NO. APPEARING: 12-48
 ARMOR CLASS: 8
 MOVE: 3"/18"
 HIT DICE: 1/2
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1 hp
 SPECIAL ATTACKS: Webs,
 egg insertion
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Semi-
 ALIGNMENT: Neutral
 SIZE: S
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 1/7 + 1/hp



The webbird is not actually an avian; it might be some form of feathered insect or arachnid. It is found in semitropical lands, usually inhabiting the fringes of woodlands so it can seek prey in nearby open ground. A webbird appears to be a beakless bird, about raven-sized, with long-feathered wings and a long spiky tail. Careful inspection will reveal a slitted mouth with hard, sharp ridges for biting and a drooping chest appendage about 4 inches long.

Food consists of small flying creatures. When large, warm-blooded creatures come within sight, a flock of webbirds will take to the air. They then gather together and make low passes over the heads of the intended victims. Each webbird can emit a 7-12 foot long strand of sticky, inflammable web, once per round. The effectiveness of a flock's attack is determined by rolling 1d6 and adding 1 for every 6 webbirds in the flock. The area of attack is 12 feet by 12 feet square. Attacks are as follows:

Die Score	Result
1-3	Ineffective attack
4-6	1 creature ensnared for 2-8 rounds
7-10	2-5 creatures ensnared for 2-5 rounds
11 and up	Entire area covered with webs, and all therein are held fast for 2-5 rounds

A strength score of 17 will shorten immobilization time by 1 round and 18 (with or without exceptional rating) by 2. Alcohol dissolves the strands, 1 flask of wine being sufficient to free 1 man-sized creature. As soon as a victim is held fast, 1-4 webbirds will alight upon it. Next round the webbirds will insert their chest appendages in exposed flesh and inject 2-8 eggs. Grubs hatch from the eggs in 3-6 turns, and each grub eats its way into the host and inflicts 1 point of damage per round (per grub), eventually killing it. Fledgling webbirds will emerge from a corpse within 7 turns after the victim has died. Pain from grubs is excruciating. (A *cure disease* spell will kill the grubs.)

Webbirds shun flame and fire. An individual with a torch will be safe from attack as the webbirds will avoid him or her and attack unprotected creatures. A webbird can be caught in a person's hand (a successful to-hit score) and crushed then and there. The monster will always inflict a dying bite (1 hit point) upon its slayer.

Webbird feathers are metallic gray with greenish hues at wingtips and tails. Underbellies are bright gray, shading to light green near the tail.

WEMIC

FREQUENCY: Very rare
 NO. APPEARING: 2-16
 ARMOR CLASS: 6 (5)
 MOVE: 12"
 HIT DICE: 5+8
 % IN LAIR: 50%
 TREASURE TYPE: B
 NO. OF ATTACKS: 2 claws,
 1 weapon
 DAMAGE/ATTACK: 1-4/1-4
 weapon
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Surprised
 on a 1
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Average
 ALIGNMENT: Neutral
 SIZE: L (7' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 IV/200 + 7/hp



Wemics are large lion centaurs that roam temperate grasslands and savannas and hunt antelope and similar herd animals. They speak their own language and Common. Wemics are intelligent, know how to use fire, and are reported to be excellent trackers and guides.

Wemics are surprised only on a 1. In combat they attack with claws and a weapon. They are able to leap 10 feet upward and 30 feet forward. Wemic males carry javelins and a stone club or short sword. They often use tough leather shields (armor class 5). Females fight without weapons but gain a +2 on to-hit rolls if their young are attacked. Females use a clawing attack with armor class 7. The young are noncombative.

Wemics live in groups, called prides, of 4-16 males, 2-24 females, and 1-12 young. From 3-30 prides will band together to form a tribe led by a chief (AC 5, HD 6+4, Dmg 1-6/1-6 + weapon +1). Sometimes 2d4 tribes will form a clan or nation led by a king (AC 3, HD 9, Dmg 1-8/1-8 +

weapon +2) and 2-8 chieftain bodyguards. There is a 70% chance a witch doctor will be present with any tribe (7th level cleric/4th level magic-user maximums).

WILLOW, BLACK

FREQUENCY: Very rare
 NO. APPEARING: 1
 ARMOR CLASS: 2
 MOVE: 1/4"
 HIT DICE: 12-19
 % IN LAIR: 100%
 TREASURE TYPE: See below
 NO. OF ATTACKS: 7-12
 (within 30' of trunk)
 DAMAGE/ATTACK: 1-4 each
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low to very
 ALIGNMENT: Neutral (evil)
 SIZE: L (6'-9' diameter trunk)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VIII/2400 + 20/hp

The black willow is a mobile, sentient tree of evil disposition. Although it inhabits areas where normal willows grow, it gets only a portion of its nourishment from sun, air, water, and earth. The monster is carnivorous, relishing elves, gnomes, and humans particularly. It is 90% unlikely that a creature will recognize a black willow as such, for they can alter their trunks and limbs to appear as normal trees of the various willow sorts. Sometimes they will have smooth trunks and broad, inviting limbs; other times they will show safe-looking trunk cavities at base or high on the upper trunk. Of course, treants can spot black willow instantly, but even druids cannot do so without magical aid (such as *locate plants*, for example).

Treasure of any sort is sometimes found buried beneath this tree monster along with bones and other immediately indigestible matter. Of course, this assumes victims have treasure which weak acid could not digest. It also assumes the black willow has stayed in a locale for a period of weeks.

Normal attack is with lashing, whip-like branches, but there are 2 special attack forms, one of which is generally employed earlier. If a creature has climbed out on a safe-looking limb, the black willow will generate an aura of drowsiness within a 20-foot radius, making tired creatures fall into natural sleep. No saving throw is possible. A hole will open underneath, and 1 or more victims will then be taken into the hollow limb. The limb will then tilt to slide them into the trunk cavity. The trunk's safe-looking openings are also used to close and trap the victim(s) in the digestive cavity of the trunk. The stomach is coated with sticky, nonflammable sap. Digestive sap then oozes up from the roots, filling the cavity at the rate of 1 foot per 10 rounds until the entire 8-foot cavity is filled. The juice is acidic and inflicts 1-4 points of damage per round until death occurs. Digestion is indicated by -12 or more hit points, and any resurrection is thereafter impossible. Creatures trapped inside can employ only short, sharp weapons because of the confined space. Maximum normal damage is 1 point per round; magical and strength bonuses apply to weapon damage. Rescue, if any, must usually come from outside. A black willow regenerates at the rate of 1 point per turn.

WOLF-IN-SHEEP'S-CLOTHING

FREQUENCY: Very rare
 NO. APPEARING: 1
 ARMOR CLASS: 3
 (root tentacles)/5
 (body stump)/7 (eyestalks)
 MOVE: 1"
 HIT DICE: 9 (see below)
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1-3
 DAMAGE/ATTACK: 1-4
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low
 ALIGNMENT: Neutral
 SIZE: S (effective)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VI/900 + 14/hp



This weird vegetable monster lurks in undergrowth or in grassy meadows. It creeps slowly from place to place, using its 7 root tentacles for locomotion, early feeding, and even to capture live prey. Its 2 or 3 eyestalks are long enough to give the monster excellent, wide-angle vision.

While the actual body (stump) of the wolf-in-sheep's-clothing can stand 9 hit dice of damage, its appendages can be broken or severed without permanent harm to the monster, as it can regenerate them in 1-4 weeks. Root tentacles take 19-22 hit points each and eyestalks 13-16 hit points. The creature's attack is to lure prey within 12 feet and then strike and grasp with 1-3 of its gnarled root tentacles. A successful strike inflicts 1-4 points of damage and entwines the victim. The prey will then be drawn to the stump's maw next round. Damage will be another 1-4 hit points plus a certain bite for another 7-12 hit points unless the victim manages to break free of the grasping root or roots.

Breaking a root tentacle by sheer strength requires an unhindered grasp; thus, a creature held by a root cannot break it, but the creature may break free. Breaking free requires 13 or greater strength. Each point allows a 5% chance. At 18 strength, the chance to break free is 30% +1% per 1% of exceptional strength; thus, a character with 18/70 strength has 100% probability of breaking loose. Only creatures with exceptional strength can break a root tentacle.

The wolf-in-sheep's-clothing is 90% likely to attack by surprise. It uses its resemblance to a tree stump or its ability to sprout a growth resembling a small furry creature to attract prey. The lure-growth is moved so as to "look" at approaching prey and then it will "freeze" so as to be "unnoticed."

The body of the wolf-in-sheep's-clothing appears to be a grayish-brown tree stump from 2-3 feet in diameter. Eyestalks are 10-15 feet long, brown near the base, green at the tips, and with pinkish or violet flower-like eyes. Roots are from 9-12 feet long. The vertical maw located in the trunk has jagged teeth and thick, black lips. When shut, it appears to be an old scar on a normal tree stump.

WOLFWERE

FREQUENCY: Rare
 NO. APPEARING: 1-3
 ARMOR CLASS: 3
 MOVE: 15"
 HIT DICE: 5+1
 % IN LAIR: 35%
 TREASURE TYPE: B, 50%
 of S, T
 NO. OF ATTACKS: 1 or 2
 DAMAGE/ATTACK:
 2-12 plus possible weapon
 SPECIAL ATTACKS: Singing
 brings on lethargy
 SPECIAL DEFENSES: Iron or
 +1 or better weapon to hit
 MAGIC RESISTANCE: 10%
 INTELLIGENCE: High
 to exceptional
 ALIGNMENT: Chaotic evil
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VI/550 + 6/hp



Inhabiting out of the way places, the hated and feared wolfwere is the bane of humans and demihumans alike, for it is able to take the form of a human male or female of considerable charisma. In either its true shape or that of man, the wolfwere slyly hunts, slays, and devours its favored prey—men, halflings, elves, etc. A wolfwere will usually (75%) run with a pack of normal wolves (30%) or worgs (70%). When strong prey is encountered, the monster will slip away to its lair, don human garb, and approach the victims in the guise of a pilgrim, minstrel, tinker, or similar wanderer. Oftimes the wolfwere will carry a stringed instrument to play upon, so its crooning will not arouse suspicion. The powerful jaws of this creature can deliver terrible bites. Additionally, the wolfwere can half-change, gain human-like arms and legs, and wield a human weapon. It can still bite in this form. Worst of all, however, is the monster's song. Listeners are overcome with lethargy, just as if they had been slowed by a *slow* spell, unless each makes a saving throw vs. spells. The lethargy lasts for 5-8 rounds and cannot be countered once it takes effect. The monster can be hit only by cold-wrought iron weapons or those equal to +1 or better magic. It must be noted that a great enmity exists between wolfwere and werewolves. The wolfwere are disgusted by wolvesbane and shun it if possible.

WORM

Tenebrous Worm

FREQUENCY: Rare
 NO. APPEARING: 1
 ARMOR CLASS: 1
 MOVE: 1"
 HIT DICE: 10
 % IN LAIR: 0%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-20
 SPECIAL ATTACKS: Acid
 SPECIAL DEFENSES:
 Poison bristles
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: M (6 feet long)
 PSIONIC ABILITY: None
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VII/2400 + 20/hp



These insectoid predators inhabit most of the Plane of Shadows, though they are more common in forested areas. They seek warm-blooded prey but will hesitate to attack humans.

Tenebrous worms are formidable opponents in combat; their heads are equipped with powerful mandibles that drip a highly caustic acid secreted from glands located behind the creature's multi-faceted eyes. Any opponent struck by the mandibles is also subject to the effects of the secretion (save vs. poison at -3, or take double damage from the bite).

The head and forebody of the monster are covered with stiff bristles which are poisonous to mammals. Any opponent who strikes the protected area with an open hand or similar attack (claw, bite, *cause wounds* spell, etc.) will immediately be filled with filaments from the bristles and will suffer 1-4 (1d4) points of damage. The victim must also save vs. poison or be paralyzed from the contact. Such victims must receive a *neutralize* or *slow poison* spell within 1-4 rounds or the contact will be fatal. Opponents who strike with a weapon gain the benefit of armor against this defense. To determine if contact occurs, multiply the attacking character's armor class (minus shield and dexterity bonuses) by 10 to determine a percentage. Contact occurs if this number or lower is rolled on percentile dice. Note that there are fewer bristles on the creature's head. To reflect this, reduce the chance of contact by 20%. For example, a character with plate and shield would have a 30% chance of contact with the bristles (AC 2 plus 1 for disregarding the shield times 10), but this would drop to 10% if the attack were aimed at the head.

Tenebrous worms look like huge, partially bare caterpillars. The front section of the body is covered with lusterless black bristles, while the hind parts are a wet, nauseating grey. The many facets of the creature's eyes reflect the half-light of the Plane of Shadows with a luminous glimmer. This glimmer is the only warning of their presence. Their small, black legs allow them to move rapidly. Their great maws are flanked by huge, pearly mandibles. These tusk-like weapons are quite beautiful if cut into sheets and inlaid (as is mother of pearl), so they have a value of 1000-3000 gp per set.

For the adult stage of this monster, see "Gloomwing."

Tunnel Worm

FREQUENCY: Uncommon
 NO. APPEARING: 1-6
 ARMOR CLASS: 4
 MOVE: 6"
 HIT DICE: 9+3
 % IN LAIR: 75%
 TREASURE TYPE: M, N, Q
 NO. OF ATTACKS: 1 Bite
 DAMAGE/ATTACK: 2-16
 SPECIAL ATTACKS: Lunge at +2 to hit
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Non-Alignment: Neutral
 SIZE: L (30' long)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 VII/1350 + 14/hp



This giant cousin of the centipede is an aggressive predator and scavenger. It lives in burrows which honeycomb the walls and ceiling of caves and dungeons. The tunnel worm feeds on and lays its eggs on carrion and will drag corpses back to its lair. It lies in wait near the hidden entrance to its burrow for prey to pass.

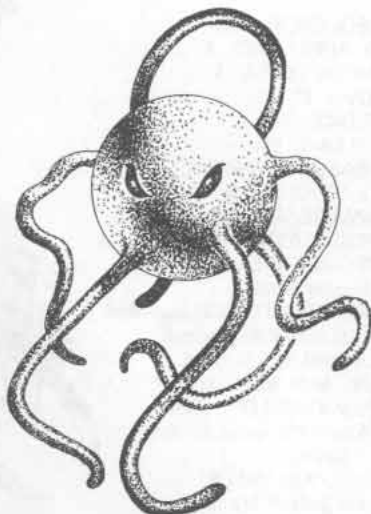
A tunnel worm attacks by lunging out of its tunnel and seizing prey with its mandibles at +2 to hit. If it hits, no damage is scored until its teeth have torn through the victim's armor. The tunnel worm takes 1 round to chew through leather, 2 rounds for chain mail, and 3 rounds for plate mail. Once the armor is bitten through, the worm will automatically bite for 2-16 points of damage per round. If the tunnel worm takes 15 or more points of fire damage, or if it loses more than 60% of its hit points, it will release its victim and retreat into its burrow, not attacking again unless cornered.

Tunnel worm burrows are 2 feet in diameter. There may be treasure in its nest which was dragged in with a corpse.



XAG-YA and XEG-YI

FREQUENCY: Very rare
 NO. APPEARING: 1
 ARMOR CLASS: 0
 MOVE: 6"
 HIT DICE: 5-8
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 7-12
 SPECIAL ATTACKS: Energy blast or drain
 SPECIAL DEFENSES: +1 or better weapon to hit; see below
 MAGIC RESISTANCE: 15%
 INTELLIGENCE: High (mindless by human standards)
 ALIGNMENT: Neutral
 SIZE: M
 PSIONIC ABILITY: 120 + 10 to 60
 Attack/Defense Modes:
 All/all
 LEVEL/X.P. VALUE:
 VIII/1100 + 10/hp



from the Negative Material Plane. They are much alike, being reverse images of each other. Xag-ya are silver and fiery. Their touch brings a surge, much like a bolt of lightning, that will cause combustion of highly flammable materials such as parchment, cloth, wood, etc.

Every other round, a xag-ya can loose a bolt of energy that equals its touch up to 10 feet at a single target. The bolt heats metallic objects to glowing. Metallic items of magical nature do not heat if their owners succeed in making their saving throw vs. lightning. (Base 11 for hard metal, 16 for soft, with pluses to the die roll for magic components.) Heated metal must be dropped and any worn discarded. Damage per segment of contact with such metal is 1-4 points.

The touch of a black, lifeless xeg-yi causes cell death, life energy drain of a mild sort, and aging and rotting of such materials as are burned by xag-ya. Xeg-yi send identical tendrils of negative current which chill metal and inflict damage. Normal metal, magical properties, and magical metals which have not been saved vs. the energy melt are lost. That which fails against the negative current of xeg-yi shatters or decays due to corrosion. (Saving throw is the same as that vs. the attack of a xag-ya.)

Slaying either type of creature releases a burst of energy or negative force with a 10-foot radius. This release inflicts double damage (14-24) on all victims within its area of effect, and saving throws must be made as if a bolt had actually touched the affected creatures. If a xag-ya and a xeg-yi should ever meet, they will rush together and destroy each other in a huge (30-foot radius) explosion which looses 28-48 points of damage (4d6+24) in the blast area.

Xag-ya are creatures from the Positive Material Plane, and xeg-yi are

Only magic weapons will affect these creatures. Xag-ya are affected by

magic creating cold, xeg-yi by that creating heat. Both sorts of creatures are subject to attack by *disintegrate* and *magic missile*. *Negation* and *absorption* are effective against the attack of xag-ya, while a *mace of disruption* and *rod of cancellation* are effective vs. xeg-yi attacks without harm to the devices used. A *shield* spell prevents the attack of either creature. A *circle of protection* (spell, magic circle, thaumaturgic triangle, or pentagram) will repulse attacks of either kind of creature. All other magic or spells, unless of one of the above sorts, have no effect except the following which can slay or return either creature to its own plane: *abjure*, *alter reality*, *banishment*, *dismissal*, *dispel magic* (treat as magic of a level equal to twice the creature's hit dice), *holy* (*unholy*) *word*, *limited wish*, *plane shift*, *wish*.

Xag-ya and xeg-yi are often used as guardians of magic. They can be ensnared by magic summons and linked to an object. When the object is torn, broken, or opened without properly negating the summoning link, the xag-ya or xeg-yi appears and attacks all within a 3" radius of the object.

Both creatures are spherical with many radiating, tentacle-like protrusions. Xag-ya have glowing golden eyes. Xeg-yi have dull metallic orbs.

XAREN

FREQUENCY: Very rare
 NO. APPEARING: 1-4
 ARMOR CLASS: 1
 MOVE: 9"
 HIT DICE: 5+5
 % IN LAIR: 70%
 TREASURE TYPE: See below
 NO. OF ATTACKS: 4
 DAMAGE/ATTACK: 1-3 (x3),
 4-16
 SPECIAL ATTACKS:
 Surprise on a 1-5
 SPECIAL DEFENSES: Immune
 to fire, cold attacks
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Average
 ALIGNMENT: Neutral
 SIZE: (4' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE: 55 + 8/hp



The xaren are relatives of the xorn. They exist on the Elemental Plane of Earth but enjoy travel to the Prime Material Plane to feed. Their favorite metals are iron, copper, silver, gold and electrum (in that order). Magic metal gives them 1 hit point permanently for every plus on an eaten item. Items that are not plus enchanted neither help nor harm a xaren unless they are aligned to harm neutral creatures. This +1 to +5 for eating a shield, for example, is limited so that total hit points can never exceed 45. Yet they will still crave magic metal and will be eager to obtain it. They are intelligent enough to realize the relationship between magic metal and their health.

Xaren, like xorn, blend with rock-like surroundings and thus are very likely to surprise others in such a setting. They like to snack on metal, even in ore form, and they can smell ore at 20 feet and magic metal at 40 feet. They do not eat very much at a single meal, and metal weighing 5-8 pounds is quite enough to satiate one for 1-4 days. Xaren speak a bizarre tongue but telepathy or knowledge of tongues can aid one in understanding them. They will approach and seek a hand-out. They will become highly aggravated if they smell magic metal which is not offered to them; in such a situation they are 80% likely to attack. Failure to offer ordinary metal will produce an attack 40% of the time.

Xaren are not harmed by fire and cold (even magical varieties) but lightning will deal out half or no damage. *Move earth*, *flesh to rock* and *dig* will kill them instantly. *Rock to mud* lowers their armor class to 10 in 1-4 rounds. Sharp weapons do only half-damage to xaren, but blunt weapons do full damage. If attacked with a magic weapon, a xaren is 40% likely to try to bite the weapon (consider the weapon as armor class -2 for this attempt)! A xaren bite will destroy any weapon utterly, but the weapon's owner is allowed a saving throw vs. crushing blow (with no bonus).

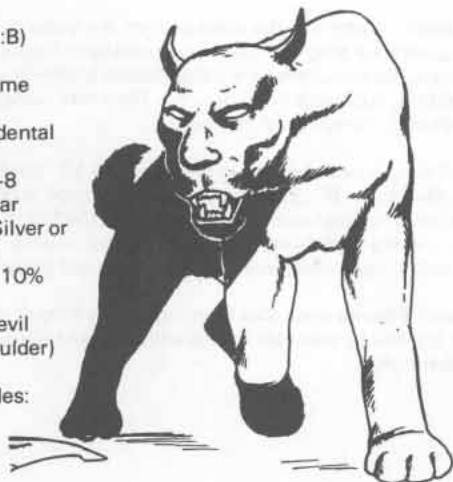
Xaren can move to the Elemental Plane of Earth at will and can move through solid rock at 9" per round. It takes a xaren 1 full round to adjust its molecules so it can do this.

Xaren who reside on the Prime Material Plane are usually near treasure or ore of some kind. They hoard treasure for emergencies and eat it only if no other metal is at hand. Treasure type is as follows: 40% for 2-200 of each type of coin except platinum; 20% for 1-8 gems (10 gp base value) 10% for 1-2 magic items not made of metal and valued at under 10,000 gp. Occasionally nonmetal magic items might be in their hoard. Their lair might be a room inside of solid rock, for they can burrow in rock at 3" per round. If this is the case (70% likely) it will not be very deep in the earth (only 10 feet or so). Xaren losing a melee will flee to their lair, and, if found there, escape to the Elemental Plane of Earth.



YETH HOUND

FREQUENCY: Very rare
 NO. APPEARING: 4-16
 ARMOR CLASS: 0
 MOVE: 15"/27" (MC:B)
 HIT DICE: 3+3
 % IN LAIR: 100% (daytime
 only, otherwise 0%)
 TREASURE TYPE: Incidental
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-8
 SPECIAL ATTACKS: Fear
 SPECIAL DEFENSES: Silver or
 magic weapon to hit
 MAGIC RESISTANCE: 10%
 INTELLIGENCE: Low
 ALIGNMENT: Neutral evil
 SIZE: L (4-1/2' - 5' at shoulder)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes:
 Nil/nil
 LEVEL/X.P. VALUE:
 IV/235 + 4/hp



The hideous monster hounds known as yeth are found only in the wildest, most remote places. They lair in subterranean dens until the clean sunlight fades and they can come forth to hunt. They will devour any warm-blooded prey but vastly prefer demihumans, brownies, and the like.

Yeth hounds make a ghostly baying which can be heard for a mile or more. Creatures within 9" must save vs. spells or flee in panic—usually to be pulled down and gnawed to death by the ferocious pack. Yeth hounds can be struck only by silver or magic weapons, and only the magical pluses of such weapons actually inflict damage, i.e., a +1 *long sword* inflicts 1 point of damage, a +2 *dagger* 2 points, a +3 *spear* 3 points, etc. Silver weapons inflict 1 point because of their metal. As yeth hounds have the magical ability to fly and enjoy service to such creatures as *night hags*, *evil humans*, and the like, they will often be encountered cooperating with some sort of evil huntsmen. Of course, such things as will hunt with yeth are not subject to fear from their dreadful baying.

Yeth hounds appear to be huge dogs of dull black color. Their heads have an almost human appearance, and their ears are horn-like. Their eyes glow a cherry red color.

YOCHLOL (Handmaiden of Lolth)

FREQUENCY: Common
(very rare)
NO. APPEARING: 1-4 (1)
ARMOR CLASS: -10 or 10
MOVE: 12"
HIT DICE: 6 (1d10)
% IN LAIR: 0%
TREASURE TYPE: Nil
NO. OF ATTACKS: See below
DAMAGE/ATTACK: See below
SPECIAL ATTACKS: See below
SPECIAL DEFENSES:
See below
MAGIC RESISTANCE: 50%
INTELLIGENCE: High
ALIGNMENT: Chaotic evil
SIZE: M
PSIONIC ABILITY: 133
Attack/Defense Modes:
C,D/F,H
LEVEL/X.P. VALUE:
VII/1275 + 10/hp



The yochlol normally have no discernible form at all, being misty columns of gas which materialize pseudopods as needed. They are noticeable only by their vile odors and a hazy smudge in the air. While common in the Abyss, they are very rare elsewhere. If they do not take mates, yochlol have an effective armor class of -10. Yochlol are a type of demon and are affected by such things as affect demons.

It is not possible for these handmaidens to remain immaterial and attack physically, although when gaseous their touch gives an effect equal to a *stinking cloud* spell. A yochlol must materialize (thus becoming armor class 10) to do physical damage. The form taken can be an amorphous column with 8 pseudopods, the form of a giant spider, or that of a beautiful human or elf. In humanoid form, a yochlol can use its psionic abilities (plus other abilities only available in this form, such as weapon attacks,) as if it were a 6th-level fighter. In spider form, it conforms in all but armor class (10) and psionics to the specifications of a giant spider. In its natural amorphous form, it can use psionics or attack with its 8 pseudopods, 1 blow from which does 5-8 points of damage, as the strength of a yochlol is effectively equal to 18/50.

Several special effects apply to a yochlol in gaseous form. In this condition, only a +1 or better weapon can hit it. A *stinking cloud* spell will heal it for 3-12 points. A *gust of wind* spell will cause 6-36 points of damage, unless the yochlol's magic resistance prevents the spell from affecting it. A *wind walk* spell will destroy one yochlol (checking its magic resistance is not necessary); if the cleric would normally be able to take 2 other persons into the spell effect, then 2 yochlol may be destroyed. In either case, however, the cleric must touch the victims for the spell to take effect.

A yochlol can change from one form to another within a single round. Thus, a gaseous yochlol can materialize during the same round as its *stinking cloud* attack, and attack again (in a manner applicable to its new form) at the end of the same round. Similarly, a yochlol in its amorphous form could use multiple attacks, then turn to spider form at the end of the round so as to climb into webs for its next round's escape.

Psionic disciplines possible to yochlol are *cell adjustment* (only in humanoid form), *domination*, *aura alteration*, and *probability travel*. When in humanoid form, a yochlol is able to use with equal ease, weapons and magic items normally usable by clerics and fighters. Armor may likewise be used, but doing so will force the yochlol to become gaseous before changing to spider or amorphous form, as the armor worn would cause bodily harm to either of these forms.

YUAN TI

FREQUENCY: Very rare
NO. APPEARING: 1-4
ARMOR CLASS: 4/0
MOVE: 12" or 9"
HIT DICE: 6-9
% IN LAIR: 70%
TREASURE TYPE: C
NO. OF ATTACKS: 2
DAMAGE/ATTACK: See below
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: 20%
INTELLIGENCE: Genius
ALIGNMENT: Chaotic evil
SIZE: M
PSIONIC ABILITY: 150
Attack/Defense Modes:
B,D/F,I,J
LEVEL/X.P. VALUE: Variable



Inhabitants of tropical jungles, the yuan ti are a degenerate and corrupt race of creatures who were once human. All are devout demon worshippers who have a high regard for all kinds of reptiles. Through dark and unknown practices, their blood has become fouled and they produce monstrosities. There are 3 types of yuan ti: purebloods, halfbreeds, and abominations.

Purebloods are the weakest of the yuan ti, having only 6 hit dice. They are human in appearance, except for some slight differences, such as scaly hands, a forked tongue, or a somewhat reptilian look about them. They are able to pass as humans 80% of the time. Purebloods normally handle affairs with the outside world and may travel far and wide doing so.

Halfbreeds are highly distinctive. Some part of one's body is that of a snake, while the rest is human. Appearance may be determined by the table below (rolling once or twice), or the DM may select the changes.

- 1 = Snake head
- 2 = Torso can bend and move like a snake's
- 3 = No legs, torso ends in a snake's tail
- 4 = Has snakes instead of arms
- 5 = Body is covered by scales
- 6 = Snake tail is growing from backside

If any combination seems impossible or unworkable, the result should be ignored. The DM may also create other results involving snakes and humans.

In attacks, a halfbreed with a snake-head will bite for 1-10 points of damage, one with snake-headed arms will bite for 1-6 points, and one with a tail will constrict for 1-4 points. Otherwise the yuan ti will be able to handle weapons as normal humans. All snake parts will have an armor class of 0. Halfbreeds have 7-8 hit dice.

Abominations are the strongest of the yuan ti. All have 9 hit dice. In appearance they are often confused with nagas and other snake creatures. Abominations are either totally snake-like or have only 1 human feature, such as a head or arms. Their bite (unless from a human head) will do 1-10 points of damage.

All yuan ti with human legs may move 12" per turn. Those with snake bodies move 9" per turn and are able to coil around pillars and the like. Human-headed yuan ti are able to cast the following spells once per day: *cause fear*, *darkness* within a 15-foot radius, *snake charm*, *stick to snakes*, *neutralize poison*, *suggestion*, and *polymorph other*.

Yuan ti speak their own language. They may also speak with any snake or snake-like monster. Those with human heads also speak Chaotic and Common.



ZOMBIE, JUJU

FREQUENCY: Very rare
NO. APPEARING: 1-4
ARMOR CLASS: 6
MOVE: 9"
HIT DICE: 3+12
% IN LAIR: 0%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +1 or better magic weapon to hit, see below
MAGIC RESISTANCE: See below
INTELLIGENCE: Low
ALIGNMENT: Neutral (evil)
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: III/110 + 4/hp



Juju zombies are created by magic-users who drain all life levels from humans or man-sized humanoids by means of an *energy drain* spell (q.v.). Although they are "programmed" as are regular zombies, they are superior in every way. They have a better armor class, move quickly (even under water, for they do not breathe), climb like 6th-level thieves, and attack with great force as if they were 6 hit dice monsters. A juju zombie can hurl weapons or discharge a bow or crossbow. Because they exist in part on the Negative Material Plane, juju zombies can be hit only by +1 or better magic weapons. Because of their undead nature, piercing or blunt weapon attacks do only one-half normal damage. Only cleaving weapons do normal damage, i.e., axes, broad and bastard or two-handed swords, bardiches, halberds, or voulges and similar weapons.

Juju zombies are unaffected by all dweomers which affect the mind *illusion, charms, holds, etc.*, as well as poison, electricity, *magic missiles, death, and cold* spells. Fire has only one-half normal effect. Acid and holy water have full normal effects. A juju zombie is equal to a spectre with respect to clerical turning of undead.

A juju zombie appears to be an ordinary zombie, although its flesh is less rotted and has a gray color and is leathery and hard. A hateful light burns in the monster's eyes, as it realizes its condition and wishes to destroy living things.

ZOMBIE, MONSTER

FREQUENCY: Very rare
NO. APPEARING: 1-6
ARMOR CLASS: 6
MOVE: 9"
HIT DICE: 6
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-16
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: L
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: III/150 + 6/hp



Monster zombies are the animated corpses of huge humanoid monsters such as bugbears, giants, etc. They are typically the creatures of evil natured clerics or magic-users who create and control them. These huge zombies can obey simple commands or follow instructions of a few words in length.

Monster zombies strike last in melee, for they are slow-moving. They attack until destroyed. Blunt weapons inflict but one-half damage on monster zombies. Monster zombies are immune to *charm, cold, death magic, hold, and sleep*. They are turned by clerics as if they were ghosts. Holy water has normal damage effect upon monster zombies, i.e., 2-8 points of damage per vial that strikes.

ZORBO

FREQUENCY: Rare
NO. APPEARING: 1-4
ARMOR CLASS: 10 (See below)
MOVE: 15"/9"
HIT DICE: 4+2
% IN LAIR: 30%
TREASURE TYPE: P, Q, X
NO. OF ATTACKS: 2 claws
DAMAGE/ATTACK: 1-2 each + special
SPECIAL ATTACKS: Absorption
SPECIAL DEFENSES: Absorption
MAGIC RESISTANCE: 20%
INTELLIGENCE: Semi-
ALIGNMENT: Neutral
SIZE: S (3' tall)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: V/280 + 5/hp

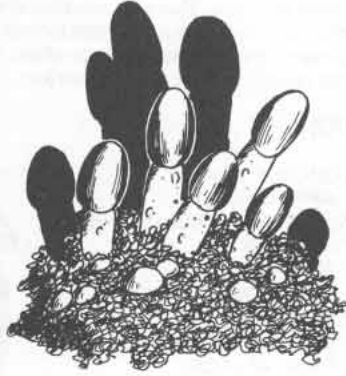


This carnivorous beast likes human and demihuman flesh. A zorbo has poor armor class and attack damage when first encountered, but it can absorb the natural armor class of its surroundings in one round: earth = AC 7; wood = AC 5; metal = AC 3; stone = AC 0.

This new armor class lasts 10 rounds and also gives the zorbo a damage bonus equal to its original armor class 10 minus the new armor class. When a zorbo hits an opponent it can absorb the armor class and defensive bonuses of 1 random protective item (armor, shield, ring of protection, etc.), turning that item to dust (no save). If this would make the zorbo's current armor class worse, the item is destroyed, but the armor class is not absorbed. For example, if a zorbo is attacked in a cave and on the 1st round absorbs the armor class of stone, this gives it armor class 0 and a damage bonus of armor class 10-0 = 10. The next round it hits and absorbs its opponent's *shield*+2. This gives it a new armor class of -2 and a damage bonus of +12. The 3rd round it hits the opponent's plate mail (armor class 3), which turns to dust but does not change the zorbo's armor class or damage.

ZYGOM

FREQUENCY: Rare
NO. APPEARING: 1-3
ARMOR CLASS: 8
MOVE: 1" (or host - see below)
HIT DICE: 3 (host's - see below)
% IN LAIR: 50%
TREASURE TYPE: By host type and/or incidental
NO. OF ATTACKS: By host type
DAMAGE/ATTACKS: By host
SPECIAL ATTACKS: Milky glue
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Unratable
ALIGNMENT: Neutral (evil)
SIZE: By host size (1/6' - 1/4' per growth)
PSIONIC ABILITY: Nil
Attack/Defense Modes:
Nil/nil
LEVEL/X.P. VALUE: III/85 + 4/hp, plus experience for host



Zygoms are small individual fungoid growths which consist of a short, thin stem with an ovoid cap. One or 2 dozen such growths are joined by a rhizome structure to form a singular communal creature, a zygom. Although able to exist in earth, zygoms prefer to infest living flesh and nourish themselves on the host's blood and tissue. This infestation controls the host creature by brain and nerve connections. It leads to death in 1-8 weeks, depending on the size and constitution of the host creature. The zygom remains until the whole of the dead body is consumed and then moves on. As host creatures are controlled, they move, attack, and defend according to the dictates of the possessing zygoms. Infestation is typically on head, neck, and back (spinal) areas. Typical host creatures are: ants (giant), rats (giant), osquips, and occasionally small humanoids. Whenever a colony of zygoms comes into rough contact with any creature, there is a 1 in 6 chance that the pale blue "milk" of a broken cap will stick fast to the creature. This milk is extremely sticky, and it has the power to glue materials together for 2-5 days before the substance dries and crumbles. If glued to flesh, a colony of zygom spores will infect the creature and begin growth by the time the glue powders, allowing the zygoms to infest and control the host. Only a *cure disease* will remove infestation. Zygom glue can be otherwise embarrassing, for it will stick weapons to targets, creatures to creatures, etc.

As zygoms have fungoid intelligence which is totally alien to humans, no magic affecting the mind—*beguiling, charming, dominating, holding, hypnotizing, etc.*, will affect them.



Monster Random Encounter Tables

The tables below are to be used in conjunction with those in Appendix C of the DUNGEON MASTER'S GUIDE and include creatures from this book, the first MONSTER MANUAL, and the FIEND FOLIO™. All dice scores are produced from the sum of 1 8-sided and 1 12-sided die (1d8+1d12) to produce a range from 2-20.

This is not a complete listing of all the creatures in the three above-mentioned books but "typical" encounters for easy use by the DM. Modification of these tables or creation of new ones for special areas can be undertaken by the DM as desired. See the "Creating Encounter Tables" section following this listing.

Dungeon Random Encounter Tables

MONSTER LEVEL I

Die Roll	Creature Encountered	Number Encountered
2	Al-mi'raj (FF)	1-4
3	Webbird (MM2)	2-12
4	Bullywug (FF)	3-18
5	Pedipalp, Large (MM2)	2-12
6	Bowler (MM2)	1-3
7	Bat, Giant (FF)	1-4
8	Goblin (MM1)	6-15
9	Men, Bandit (MM1)	5-15
10	Bat (MM2)	2-20
11	Character Party — see character subtable in DMG	
12	Orc (MM1)	7-12
13	Rat, Giant (MM1)	5-20
14	Kobold (MM1)	6-17
15	Piercer (MM1)	1-4
16	Skeleton (MM1)	1-4
17	Norker (FF)	2-8
18	Vulching (MM2)	2-12
19	Gnome (MM1)	5-15
20	Demon, Nupperibo (MM2)	1-3

MONSTER LEVEL II

Die Roll	Creature Encountered	Number Encountered
2	Azer (MM2)	1-6
3	Duergar (MM2)	2-12
4	Coffer Corpse (FF)	1
5	Gas Spore (MM1)	1
6	Lizard Man (MM1)	1-12
7	Gnoll (MM1)	4-10
8	Land Lamprey (MM2)	2-8
9	Centipede, Giant (MM1)	2-8
10	Toad, Giant (MM1)	1-4
11	Character Party — see character subtable in DMG	
12	Troglodyte (MM1)	2-8
13	Centipede, Hudge (MM2)	3-18
14	Grimlock (FF)	2-12
15	Stirge (MM1)	5-15
16	Mongrelman (MM2)	2-12
17	Quaggoth (FF)	4-10
18	Pedipalp, Huge (MM2)	2-8
19	Frog, Killer (MM1)	2-7
20	Firebat (MM2)	1-4

MONSTER LEVEL III

Die Roll	Creature Encountered	Number Encountered
2	Leprechaun (MM1)	1
3	Mephit, Fire or Smoke (FF)	1-3
4	Phantom (MM2)	1
5	Ankheg, 4-5 HD (MM1)	1-3
6	Ochre Jelly (MM1)	1
7	Kenku (FF)	2-8
8	Luck Eater (MM2)	1
9	Character Party — see character subtable in DMG	
10	Ogre (MM1)	1-4
11	Beetle, Giant Boring (MM1)	1-3
12	Spider, Large (MM1)	1-4
13	Scorpion, Large (MM2)	1-4
14	Bugbear (MM1)	2-7
15	Gelatinous Cube (MM1)	1
16	Ustilagor (MM2)	1-3
17	Shocker (FF)	1-3
18	Weasel, Giant (MM1)	1-4
19	Thoquaa (FF)	1-2
20	Elf, Drow (FF)	2-8

MONSTER LEVEL IV

Die Roll	Creature Encountered	Number Encountered
2	Lava Children (FF)	1-6
3	Meenlock (FF)	2-5
4	Hook Horror (FF)	2-5

Die Roll	Creature Encountered	Number Encountered
5	Pech (MM2)	3-12
6	Owlbear (MM1)	1-2
7	Rust Monster (MM1)	1-2
8	Pseudo-undead, Ghost (MM2)	1-4
9	Character Party — see character subtable in DMG	
10	Yellow Mold (MM1)	1
11	Scorpion, Huge (MM2)	1-6
12	Toad, Poisonous (MM1)	1-4
13	Gargoyle (MM1)	1-2
14	Hornet, Giant (FF)	1-2
15	Hydra (5-6 heads) (MM1)	1
16	Ghost (MM1)	1-4
17	Caterwaul (FF)	1
18	Solifugid, Giant (MM2)	1-4
19	Spectator (MM2)	1
20	Githyanki (FF)	1-4

MONSTER LEVEL V

Die Roll	Creature Encountered	Number Encountered
2	Grue, Chaggrin (MM2)	1
3	Cloaker (MM2)	1
4	Algoid (FF)	1-2
5	Phycomid (MM2)	1-4
6	Minotaur (MM1)	1-3
7	Snake, Giant Poisonous (MM2)	1-3
8	Lizard, Subterranean (MM1)	1-3
9	Bear, Cave (MM1)	1-2
10	Character Party — see character subtable in DMG	
11	Cockatrice (MM1)	1-2
12	Spider, Giant (MM1)	1-4
13	Giant, Verbeeg (MM2)	2-5
14	Hydra, 7 Heads (MM1)	1
15	Snake, Poisonous (MM2)	2-5
16	Margoye (MM2)	1-2
17	Rock Reptile (MM2)	1-2
18	Doppelganger (MM1)	1-3
19	Solifugid, Giant (MM2)	1-3
20	Hydra, Pryo- (5 heads) (MM1)	1

MONSTER LEVEL VI

Die Roll	Creature Encountered	Number Encountered
2	Drider (MM2)	1-3
3	Rakshasa (MM1)	1
4	Green Slime (MM1)	-
5	Basilisk (MM1)	1
6	Grell (FF)	1
7	Otyugh (MM1)	1
8	Wyvern (MM1)	1
9	Wraith (MM1)	1-2
10	Wight (MM1)	1-4
11	Character Party — see character subtable in DMG	
12	Pseudowraith (MM2)	1-2
13	Carrion Crawler (MM1)	1-2
14	Scorpion, Giant (MM1)	1-2
15	Troll (MM1)	1-3
16	Devil, Abishai (MM2)	1-2
17	Dragon, Black, Old (MM1)	1
18	Ogre Mage (MM1)	1-2
19	Yuan-ti (MM2)	1-3
20	Slaad, Red (FF)	1

MONSTER LEVEL VII

Die Roll	Creature Encountered	Number Encountered
2	Dao (MM2)	1
3	Basilisk, Greater (MM2)	1
4	Umber Hulk (MM1)	1
5	Mimic (MM1)	1
6	Chimera (MM1)	1
7	Lurker Above (MM1)	1
8	Giant, Frost or Fire (MM1)	1-3
9	Character Party — see character subtable in DMG	
10	pudding, Black (MM1)	1
11	Giant, Hill (MM1)	1-4
12	Will-o-wisp (MM1)	1-3

MONSTER LEVEL VI cont.

Die Roll	Creature Encountered	Number Encountered
13	Slug, Giant	(MM1) 1
14	Pseudo-undead, Spectre	(MM2) 1-2
15	Sundew, Giant	(MM2) 1
16	Mummy	(MM1) 1-2
17	Spectre	(MM1) 1
18	Invisible Stalker	(MM1) 1
19	Diakk	(MM2) 1-4
20	Daemon, Mezzo-	(FF) 1

MONSTER LEVEL VIII

Die Roll	Creature Encountered	Number Encountered
2	Foo Lion	(MM2) 1
3	Xag-ya	(MM2) 1
4	Demon, Chasme	(MM2) 1-2
5	Aurumvorax	(MM2) 1-2
6	Vampire	(MM1) 1
7	Pudding, Deadly Brown	(MM2) 1
8	Demon, Alu-	(MM2) 1-2
9	Character Party — see character subtable in DMG	
10	Hydra (13-16 heads)	(MM1) 1
11	Pseudo-undead, Vampire	(MM2) 1-2
12	Rust Monster	(MM1) 1-2
13	Will-o-wisp	(MM1) 1
14	Trapper	(MM1) 1
15	Demon, Type V	(MM1) 1
16	Purple Worm	(MM1) 1
17	Ghost	(MM1) 1
18	Dragon, Black, Anicent	(MM1) 1
19	Xag-yi	(MM2) 1
20	Daemon, Charona	(MM2) 1

MONSTER LEVEL IX

Die Roll	Creature Encountered	Number Encountered
2	Demon, Type VI	(MM1) 1
3	Deva, Monadic	(MM2) 1
4	Devil, Pit Fiend	(M1) 1
5	Dragon, Red, AN	(MM1) 1
6	Hydra, Pryo (12-heads)	(MM1) 1
7	Slaad, Grey	(FF) 1
8	Titan, Minor	(MM1) 1
9	Character Party — see character subtable in DGM	

Die Roll	Creature Encountered	Number Encountered
10	Deva, Movanic	(MM2) 1
11	Thessalhydra	(MM2) 1
12	Vampire, former cleric, level 7-10	(MM1) 1
13	Golem, Stone	(MM1) 1
14	Dragon, Black; AN, O	(MM1) 2
15	Demodand, Kelubar	(MM2) 1-2
16	Daemon, Nyca-	(FF) 1
17	Titan, Major	(MM1) 1
18	Baku	(MM2) 1
19	Daemon, Ultra-	(MM2) 1
20	Demilich	(MM2) 1

MONSTER LEVEL X

Die Roll	Creature Encountered	Number Encountered
2	Demon Prince	(ALL) *
3	Elemental Prince of Evil	(FF) *
4	Modron, Quarton	(MM2) 1
5	Tarrasque	(MM2) 1
6	Dragon, Red, AN, VO	(MM1) 2
7	Dragon, Blue, AN, VO	(MM1) 2
8	Solar	(MM2) 1
9	Golem, Iron	(MM1) 1
10	Planetar	(MM2) 1
11	Slaad, Death	(FF) 1
12	Beholder	(MM1) 1
13	Character Party — see character subtable in DMG	
14	Lich	(MM1) 1
15	Vampire; former magic-user, level 9-12	(MM1) 1
16	Dragon, Cloud; Ancient	(MM2) 1
17	Modron, Quinton	(MM2) 1
18	Titan, Elder	(MM1) 1
19	Daemon, Charon	(MM2) *
20	Devil, Duke or Arch-	(ALL) *

*Note: Powerful, unique creatures such as demon princes, daemon masters, and dukes of the hells will always be accompanied by a court of servants and vassals. For example, Orcus will be found with undead, Tiamat with her abishai devils and several huge dragons, and Anthraxus the Oinodaemon with lesser powerful daemons.

Outdoor Random Encounter Tables

These tables cover 6 main areas: cold wilderness (including arctic and subarctic), cold civilized regions, temperate wilderness, temperate civilized regions, tropical and subtropical wilderness, and tropical and subtropical civilized regions. Civilized regions include inhabited and patrolled areas. Each of the 6 main areas is subdivided into mountains,

hills and rough terrain, forest, swamp and marsh, plains and scrub, and desert. Encounters in each terrain are typical to it. Feel free to modify or replace these tables, using the suggestions in the section on creating tables.

COLD WILDERNESS AREAS

Die Creature
Roll Encountered

Mountains

2 Giant, Mountain
3 Hoar Fox
4 Galeb Duhr
5 Toad, Ice
6 Lycanthrope, Werebear
7 Dragon, White
8 Wolverine
9 Dwarf, Mountain
10 Rhinoceros, Woolly
11 Mammoth
12 Raven, Normal
13 Ogre
14 Lion, Mountain
15 Giant, Hill
16 Giant, Frost
17 Fortress
18 Taer
19 Yeti
20 Dragon, Red

Hills and Rough Terrain

2 Wolf, Winter
3 Owl, Giant
4 Badger
5 Character Party — see character subtable in DMG
6 Bear, Northern
7 Troll, Ice
8 Mammoth
9 Giant, Hill
10 Herd Animal
11 Wolf
12 Orc
13 Dwarf, Hill
14 Bear, Cave
15 Snake, Poisonous (white-furred)
16 Boar, Wild
17 Wolverine, Giant
18 Irish Deer
19 Remorhaz
20 Elf, Grugach

Forest

2 Giant, Frost
3 Forlarren
4 Treant
5 Pudding, White
6 Bear, Northern
7 Porcupine, Giant
8 Bugbear
9 Wolf
10 Ogre
11 Orc
12 Dog, Wild
13 Lycanthrope, Werewolf
14 Manticore
15 Dragon, White
16 Baluchitherium
17 Ogrillon
18 Grim
19 Korred
20 Lycanthrope, Foxwoman

Swamp and Marsh

2 Troll, Ice
3 Wolf, Winter
4 Wolf, Dire
5 Tiger or Spectre (Night)
6 Crystal Ooze
7 Pseudo-undead, Spectre
8 Hydra
9 Dog, Wild
10 Orc
11 Quaggoth or Deadly White Pudding
12 Ogre
13 Rat, Giant
14 Volt or Ghoul (Night)
15 Herd Animal
16 Irish Deer
17 Moon Dog
18 Dragon, White
19 Owl, Giant
20 Black Willow

Plains and Scrub

2 Gorgon
3 Yeth Hound
4 Troll, Ice
5 Men, Dervishes
6 Giant, Hill
7 Snake, Poisonous (white-furred)
8 Men, Bandit
9 Mammoth
10 Mastodon
11 Herd Animal
12 Ogre
13 Camel, Bactrian
14 Men, Nomad
15 Dragon, White
16 Devil Dog
17 Wolf
18 Wolfwere
19 Lynx, Giant
20 Remorhaz

Desert

2 Dragon, Gold
3 Hobgoblin
4 Rock Reptile
5 Sandling
6 Hoar Fox
7 Men, Nomad
8 Scorpion, Huge
9 Dog, Wild
10 Camel, Bactrian
11 Herd Animal
12 Scorpion, Large
13 Raven, Normal
14 Tiger
15 Raven, Giant
16 Wolf
17 Devil Dog
18 Bugbear
19 Gambado
20 Succubus

GOLD CIVILIZED REGIONS

Die Creature
Roll Encountered

Mountains

2 Denzellian
3 Xorn
4 Aarakocra
5 Men, Berserker
6 Quaggoth
7 Goblin
8 Bugbear
9 Man, Bandit
10 Character Party
11 Man, Patrol
12 Dwarf, Mountain
13 Falcon, Small
14 Hobgoblin
15 Pilgrim
16 Man, Merchant
17 Minotaur
18 Grim
19 Wolf, Dire
20 Vampire

Hills and Rough Terrain

2 Vampire
3 Toad, Ice
4 Snyad
5 Wolf, Dire
6 Man, Berserker
7 Pseudoundead, Vampire
8 Hobgoblin
9 Man, Bandit
10 Man, Patrol
11 Character Party
12 Man, Merchant
13 Dwarf, Hill
14 Mammoth
15 Bat
16 Halfling
17 Goblin
18 Gnome
19 Bugbear
20 Xaren

Forest

2 Shedu
3 Groaning Spirit
4 Castle
5 Lycanthrope, Werebear
6 Hobgoblin
7 Bat
8 Bugbear
9 Man, Patrol
10 Boar, Wild
11 Wolf
12 Ogre
13 Man, Bandit
14 Elf, Wood
15 Character Party
16 Goblin
17 Shadow
18 Norcker
19 Bookworm
20 Shadow Mastiff or Ghost (Night)

Swamp and Marsh

2 Demon, Afu-
3 Poltergeist
4 Luck Eater
5 Man, Berserker
6 Crab, Giant
7 Hobgoblin
8 Man, Patrol
9 Centipede, Giant or Huge
10 Rat or Giant Rat
11 Man, Bandit
12 Ogre
13 Character Party
14 Ghoul
15 Pseudo-undead, Ghoul
16 Ghost
17 Penanggalan
18 Coffin Corpse
19 Bugbear
20 Grue, Varrdig

Plains and Scrub

2 Disenchanter
3 Hollyphant
4 Dragon, Earth
5 Wolf, Dire
6 Quaggoth
7 Osquip
8 Owl
9 Man, Bandit
10 Man, Patrol
11 Man, Merchant
12 Ogre
13 Wolf
14 Bugbear
15 Character Party
16 Lycanthrope, Werewolf
17 Goblin
18 Man, Dervish
19 Lycanthrope, Wererat
20 Tween

Desert

2 Shedu, Greater
3 Vortex
4 Dragon, Gold
5 Falcon, Large
6 Wolf, Dire
7 Character Party
8 Pilgrim
9 Man, Merchant
10 Man, Bandit
11 Goblin or Jermalaine
12 Raven, Normal
13 Camel, Bactrian
14 Character Party
15 Wolf
16 Man, Dervish
17 Man, Berserker
18 Griffon
19 Crypt Thing
20 Deva, Movanic

TEMPERATE WILDERNESS

Die Creature
Roll Encountered

Mountains

2 Cave Fisher
3 Gorgimera
4 Dragon, Red
5 Lion, Spotted
6 Bat, Giant
7 Giant, Stone
8 Bloodhawk
9 Vulture, Normal
10 Spider, Large
11 Dwarf, Mountain
12 Bat
13 Orc
14 Lion, Mountain
15 Cockatrice
16 Bear, Black
17 Caveman
18 Chimera
19 Kharga
20 Galeb Duhr

Hills and Rough Terrain

2 Gorgon
3 Displacer Beasts
4 Ant Lion, Giant
5 Bee, Giant Bumble-
6 Harpy
7 Giant, Verbeeg
8 Scorpion, Large
9 Giant, Hill
10 Wolf
11 Orc
12 Ogre
13 Lycanthrope, Werewolf
14 Tiger
15 Spider, Huge
16 Mantis, Giant
17 Aspis
18 Hybsil
19 Vulture, Giant
20 Manticore

Forest

2 Death Watch Beetle
3 Elf, Grugach
4 Atomie
5 Bee, Giant Honey
6 Dragon, Green
7 Boar, Giant
8 Kobold
9 Boar, Warthog
10 Rhinoceros
11 Centipede, Giant or Huge
12 Bear, Black
13 Beetle, Giant Stag
14 Porcupine, Giant
15 Clubnek
16 Owlbear
17 Kech
18 Greenhag
19 Elfin Cat
20 Basilisk, Greater

Swamp and Marsh

2 Algoird
3 Dragon, Mist
4 Troll, Giant
5 Shambling Mound
6 Phycomid
7 Toad, Poisonous
8 Lizard, Giant
9 Toad, Giant
10 Vulture, Normal
11 Spider, Large or Huge
12 Crocodile, Normal
13 Orc
14 Wyvern
15 Basidiron
16 Caterwaul
17 Eblis
18 Pseudo-undead, Wight
19 Crayfish, Giant
20 Beholder

Plains and Scrub

2 Ascomoid
3 Giant, Firbolg or Verbeeg
4 Xvart
5 Troll
6 Tiger Fly
7 Kenku
8 Lion
9 Boar, Wild
10 Cattle, Wild
11 Wolf
12 Jackal
13 Scorpion, Huge
14 Shadow Mastiff
15 Titanothera
16 Bee, Giant Bumble-
17 Blink Dog
18 Gnoll
19 Yeth Hound
20 Bullette

Desert

2 Giant, Fire
3 Dune Stalker
4 Lammasu
5 Purple Worm
6 Fly, Giant Horse-
7 Scorpion, Giant or Huge
8 Dustdigger
9 Camel, Bactrian
10 Spider, Large or Huge
11 Jackal
12 Vulture, Normal
13 Scorpion, Large
14 Ogre
15 Snake, Giant Poisonous
16 Ant Lion, Giant
17 Man, Dervish
18 Thunderherder
19 Lamia
20 Wind Walker

TEMPERATE CIVILIZED REGIONS

Die Creature
Roll Encountered

Mountains

2 Dragoonel
3 Spider, Giant
4 Minotaur
5 Ghouls with Ghast
6 Dragon, Earth
7 Gnoll
8 Bugbear
9 Man, Bandit
10 Character Party
11 Dwarf, Mountain
12 Ogre
13 Spider, Large
14 Goblins
15 Man, Patrol
16 Norcker
17 Spider, Phase
18 Vampire
19 Rakshasa
20 Ki-rin

Die Creature
Roll Encountered

Hills and Rough Terrain

- 2 Hollyphant
- 3 Oblivix
- 4 Scarecrow
- 5 Snyad
- 6 Beetle, Giant Fire
- 7 Basilisk
- 8 Killmouli
- 9 Man, Bandit
- 10 Lycanthrope, Werewolf
- 11 Man, Merchant
- 12 Man, Patrol
- 13 Wolf
- 14 Gnoll
- 15 Hobgoblin
- 16 Jackal
- 17 Pedipalp, Large or Huge
- 18 Wolf, Dire
- 19 Jackalwere
- 20 Huecuva

Forest

- 2 Vampire
- 3 Bullette
- 4 Centipede, Megalo-
- 5 Ankheg
- 6 Man, Berserker
- 7 Troll
- 8 Leprechaun
- 9 Beetle, Giant Stag
- 10 Bull
- 11 Man, Bandit
- 12 Spider, Large
- 13 Man, Patrol
- 14 Character Party
- 15 Man, Pilgrim
- 16 Thessalhydra
- 17 Spider, Giant
- 18 Demon, Bar-Lgura
- 19 Norker
- 20 Shedu, Greater

Swamp and Marsh

- 2 Kelpie
- 3 Grayfish, Giant
- 4 Goblin
- 5 Frog, Poison
- 6 Boar, Wild
- 7 Lycanthrope, Wererat
- 8 Man, Patrol
- 9 Man, Bandit
- 10 Rat, Normal or Giant
- 11 Centipede, Giant or Huge
- 12 Vulture, Normal
- 13 Spider, Giant or Huge
- 14 Vulture, Giant
- 15 Basilisk
- 16 Man, Berserker
- 17 Crane, Giant
- 18 Crab, Giant
- 19 Mud-man
- 20 Zygom

Plains and Scrub

- 2 Lammasu, Greater
- 3 Ghost
- 4 Lycanthrope, Wererat
- 5 Castle
- 6 Ankheg
- 7 Owl
- 8 Man, Pilgrim
- 9 Man, Bandit
- 10 Cattle, Wild
- 11 Man, Merchant
- 12 Falcon, Small
- 13 Man, Patrol
- 14 Character Party
- 15 Bugbear
- 16 Halfling
- 17 Man, Dervish
- 18 Goblin
- 19 Oliphant
- 20 Quasi-elemental, Light

Desert

- 2 Dragon, Copper
- 3 Hellhound
- 4 Bat
- 5 Goblins & Barghest
- 6 Man, Dervish
- 7 Lion
- 8 Character Party
- 9 Man, Bandit
- 10 Man, Merchant
- 11 Spider, Huge or Large
- 12 Camel, Bactrian
- 13 Jackal
- 14 Man, Pilgrim
- 15 Osquip
- 16 Falcon, Large
- 17 Pedipalp, Large or Huge
- 18 Vortex
- 19 Griffon
- 20 Demon, Type I

TROPICAL AND SUBTROPICAL WILDERNESS

Die Creature
Roll Encountered

Mountains

- 2 Aarakocra
- 3 Dragon, Black
- 4 Wind Walker
- 5 Dragon, Red
- 6 Caveman
- 7 Dragon, Copper
- 8 Bugbear
- 9 Spider, Large
- 10 Pteradactyl, Small
- 11 Dog, Wild
- 12 Bat
- 13 Ogre
- 14 Giant, Fire
- 15 Manticore
- 16 Firedrake
- 17 Giant, Storm
- 18 Pyrolisk
- 19 Ogre Magi
- 20 Grue, Elemental

Hills and Rough Terrain

- 2 Zorbo
- 3 Hangman Tree
- 4 Firenewt
- 5 Bee, Giant Bumble-
- 6 Ant, Giant
- 7 Witherweed
- 8 Kenku
- 9 Cattle, Wild
- 10 Giant, Hill
- 11 Lycanthrope, Werewolf
- 12 Spider, Large
- 13 Wolf
- 14 Basilisk
- 15 Scorpion, Large
- 16 Hyena
- 17 Sphinx, Hieraco-
- 18 Assassin Bug
- 19 Axebeak
- 20 Vilstrak

Forest

- 2 Dragon, Green
- 3 Bloodthorn
- 4 Grippli
- 5 Ettercap
- 6 Baluchitherium
- 7 Ophidian
- 8 Kobold
- 9 Baboon
- 10 Boar, Warthog
- 11 Flightless Bird
- 12 Elephant, African
- 13 Ogre
- 14 Beetle, Giant Rhino
- 15 Jaguar
- 16 Basidirond
- 17 Buckawn
- 18 Forester's Bane
- 19 Choke Creeper
- 20 Stego-centipede

Swamp and Marsh

- 2 Basilisk, Greater
- 3 Grabman
- 4 Shambling Mound
- 5 Mongrelman
- 6 Muckdweller
- 7 Basilisk
- 8 Meazel
- 9 Centipede, Giant or Huge
- 10 Scorpion, Large
- 11 Spider, Huge
- 12 Toad, Giant
- 13 Rat, Normal or Giant
- 14 Sundew, Giant
- 15 Troll
- 16 Caterwaul
- 17 Cifal
- 18 Dragonfly, Giant
- 19 Naga, Guardian
- 20 Dragon, Black

Plains and Scrub

- 2 Ascomoid
- 3 Cockatrice
- 4 Wyvern
- 5 Thri-kreen
- 6 Hybsil
- 7 Dakon
- 8 Owl
- 9 Baboon
- 10 Boar, Wild
- 11 Cattle, Wild
- 12 Ogre
- 13 Scorpion, Large
- 14 Man, Nomad
- 15 Ghoul
- 16 Gheetah
- 17 Axebeak
- 18 Giant, Hill
- 19 Dragon, Blue
- 20 Deva, Movanic

Desert

- 2 Giant, Fire
- 3 Boalisk
- 4 Sphinx, Gyno-
- 5 Sandman
- 6 Pudding, Deadly (Dun)
- 7 Kenku
- 8 Flightless Bird
- 9 Camel
- 10 Hyena
- 11 Jackal
- 12 Scorpion, Giant
- 13 Spider, Large or Huge
- 14 Dustdigger
- 15 Scorpion, Large or Huge
- 16 Ant Lion, Giant
- 17 Moon Dog
- 18 Dune Stalker
- 19 Formain
- 20 Jann

TROPICAL AND SUBTROPICAL CIVILIZED REGIONS

Die Creature
Roll Encountered

Mountains

- 2 Xaren
- 3 Castle
- 4 Lammasu
- 5 Norker
- 6 Quaggoth
- 7 Character Party
- 8 Bugbear
- 9 Man, Bandit
- 10 Bat
- 11 Ogre
- 12 Vulture, Normal
- 13 Spider, Large
- 14 Man, Patrol
- 15 Man, Pilgrim
- 16 Dwarf, Hill
- 17 Dragon, Earth
- 18 Rothe
- 19 Lycanthrope, Wererat
- 20 Hell Hound

Hills and Rough Terrain

- 2 Penanggalen
- 3 Lycanthrope, Wereboar
- 4 Bettle, Fire
- 5 Boar, Wild
- 6 Falcon, Large
- 7 Man, Pilgrim
- 8 Pseudoundead, Ghoul
- 9 Cattle, Wild
- 10 Dwarf, Hill
- 11 Lycanthrope, Werewolf
- 12 Man, Patrol
- 13 Man, Merchant
- 14 Character Party
- 15 Hobgoblin
- 16 Oliphant
- 17 Pedipalp, Huge and Large
- 18 Shedu
- 19 Rakshasa
- 20 Lammasu, Greater

Forest

- 2 Shadow Demon
- 3 Snake, Giant Amphisbaena
- 4 Goblin
- 5 Hobgoblin
- 6 Cattle, Wild
- 7 Man, Merchant
- 8 Stirge
- 9 Man, Bandit
- 10 Elephant
- 11 Herd Animal
- 12 Man, Patrol
- 13 Bull
- 14 Character Party
- 15 Elf, Wood
- 16 Shadow
- 17 Jackal
- 18 Halfling
- 19 Centipede, Megalo-
- 20 Revenant

Swamp and Marsh

- 2 Haunt
- 3 Crayfish, Giant
- 4 Mud-man
- 5 Frog, Poisonous
- 6 Man, Patrol
- 7 Lion
- 8 Crane, Giant
- 9 Man, Bandit
- 10 Centipede, Giant or Huge
- 11 Rat, Normal or Giant
- 12 Spider, Huge or Large
- 13 Toad, Giant
- 14 Lycanthrope, Wererat
- 15 Ghoul
- 16 Vapor Rat
- 17 Zombie, Juju
- 18 Skeleton, Animal
- 19 Vampire
- 20 Shade

Plains and Scrub

- 2 Tween
- 3 Zygom
- 4 Snake, Giant Amphisbaena
- 5 Jackalwere
- 6 Ankheg
- 7 Lion
- 8 Character Party
- 9 Man, Bandit
- 10 Man, Patrol
- 11 Man, Merchant
- 12 Herd Animal
- 13 Jackal
- 14 Pilgrims
- 15 Snake, Poisonous
- 16 Troll
- 17 Shedu
- 18 Basilisk
- 19 Disenchanter
- 20 Dragon, Gold

Desert

- 2 Thunderherder
- 3 Griffon
- 4 Vortex
- 5 Jeramlaine
- 6 Dervish
- 7 Snake, Constrictor
- 8 Character Party
- 9 Man, Bandit
- 10 Man, Merchant
- 11 Jackal
- 12 Camel
- 13 Vulture
- 14 Osquip
- 15 Snake, Poisonous
- 16 Man, Berserker
- 17 Snake, Giant Constrictor
- 18 Lycanthrope, Weretiger
- 19 Jann
- 20 Demon, Succubus

Aquatic Random Encounter Tables

Aquatic regions are broken down into 6 main areas: cold freshwater; cold saltwater; temperate freshwater; temperate saltwater; tropical and subtropical freshwater; and tropical and subtropical saltwater. Each of these 6 areas is subdivided into water at the surface and in the depths.

Modifiers to aquatic encounters, such as ice, are described below.

Ice: Ships can encounter ice floes in freshwater and icebergs in salt, the latter ranging from single mountains of ice to fields of 10-20 small ice mountains that continually break against each other and anything that gets in their way. The chief danger to ships from ice is damage to the hull (10-16 feet in fresh water, 10-60 feet in salt). Ice does 1-6 points of hull damage for every round it is in contact with the ship. In addition, icebergs at sea have a 10% chance of putting a hole in the ship (treat as rammed; see "Ramming" in the DUNGEON MASTER'S GUIDE).

Ghost Ships: Many ships have been lost at sea and on hidden rivers. These ships still sail, manned by undead sailors and commanded by the more powerful of their breed. A ghost ship can be any type of ship from galley to warship. On a percentile die, the crew will be: 01-40 = 10-40 skeletons; 41-80 = 10-40 zombies; 81-00 = 10-20 juju zombies.

The commanding officers will be: 01-30 = 1-4 wights; 31-40 = 1-3 wraiths; 61-80 = 1-2 spectres; 81-95 = 1-2 ghosts; 95-00 = 1 lich. A ghost ship can be sighted in daylight and at night but will usually only attack at night, when the ship's masters are at full power.

Sunken Ships: These victims of storms, ice, or hostile ships can be any type of ship. They often still bear their original merchandise and trea-

sure and just as often have inhabitants, either new creatures moving in or remains of the original crew. On a percentile die the inhabitants are as follows: 01-20 = carries merchant treasure (see "Man, Merchants"); 11-20 = no treasure; 21-60 = 2-24 lacedons from the original crew; 61-00 = other monsters (roll on main chart).

Floating Seaweed: Floating seaweed is a hazard and sometimes serves as a lair for creatures like seahags. Any ship entering an area of floating seaweed is slowed by 50%, and there is a 40% chance of its having another encounter while among the mass of sea plants.

Seaweed Beds: The underwater equivalent of surface seaweed, these beds are rooted to the sea floor and are from 30-300 feet high. Vision is reduced to 10 feet in beds of seaweed, and there is a 30% chance of another encounter in the area.

Land Encounters: Roll on the appropriate table for the terrain nearest the water. If not applicable, treat as no encounter.

Islands: Freshwater game can be found on islands, as can unfriendly creatures and tribesmen (treat as land encounter). Islands have surrounding reefs 10% of the time that do 2-12 points hull damage to ships. There is a 20% chance they will put a hole in the ship (treat as ramming).

Whirlpools: The whirlpool is a trap for the unwary. Seventy-five percent can drag down only small craft (50 feet or less), while 25% can drag any size ship to the bottom. Ships are dragged into the whirlpool at 1" per round, cumulative (1" the 1st round, 2" the 2nd, 3" the 3rd). A ship must exceed the speed of the flow to escape. Otherwise, it will be dragged to the bottom in 6 rounds (see "Afac" in this volume).

COLD FRESHWATER

Die Creature

Roll Encountered

Surface

- 2 Dragon Turtle
- 3 Harpy
- 4 Greenhag
- 5 Naga, Water
- 6 Lacedon
- 7 Turtle, Giant Snapper
- 8 Swan
- 9 Ice
- 10 Surface Encounter
- 11 Man, Merchant
- 12 Surface Encounter
- 13 Crystal Ooze or Island
- 14 Buccaneer
- 15 Merrow
- 16 Scrag
- 17 Nixie
- 18 Falcon, Large
- 19 Dragon, Sea
- 20 Swanmay

Depths

- 2 Giant, Storm
- 3 Verme
- 4 Quipper
- 5 Vodyanoi
- 6 Sirine
- 7 Lacedon
- 8 Kopoacanth
- 9 Crab, Giant or Scrag
- 10 Pike, Giant or Nixie
- 11 Otter or Dragonfish
- 12 Octopus or Sunken Ship
- 13 Gar, Giant or Nixie
- 14 Merrow
- 15 Turtle, Giant Snapping
- 16 Lamprey, Normal
- 17 Hippocampus
- 18 Morkoth
- 19 Otter, Giant
- 20 Neried

COLD SALTWATER

Die Creature

Roll Encountered

Surface

- 3 Wind Walker
- 4 Whirlpool
- 4 Dragon, White
- 5 Ghost Ship
- 6 Narwhale

Surface cont.

- 7 Turtle, Giant Sea
- 8 Sea Lion
- 9 Man, Merchant
- 10 Shark
- 11 Whale
- 12 Pirate or Holyphant
- 13 Ice
- 14 Dolphin
- 15 Island
- 16 Scrag
- 17 Will-o-wisp
- 18 Seawolf, Greater
- 19 Selkie
- 20 Dragon Turtle

Depths

- 2 Verme
- 3 Water Weird
- 4 Seawolf, Lesser
- 5 Urchin, Green
- 6 Urchin, Red
- 7 Dolphin
- 8 Elf, Aquatic
- 9 Shark
- 10 Crab, Giant or Nixie
- 11 Narwhale or Naga, Water
- 12 Octopus or Shark, Giant
- 13 Whale
- 14 Sea Lion
- 15 Kopoacanth
- 16 Squid, Giant
- 17 Octopus
- 18 Slime, Green
- 19 Titan
- 20 Dragon, Sea

TEMPERATE FRESHWATER

Die Creature

Roll Encountered

Surface

- 2 Dragonfly, Giant
- 3 Dragon, Carp
- 4 Lizardman
- 5 Crystal Ooze
- 6 Buccaneer
- 7 Merrow
- 8 Swan
- 9 Crocodile, Normal
- 10 Man, Merchant
- 11 Throat Leech
- 12 Crane, Giant or Dragon, Mist
- 13 Surface Encounter
- 14 Crayfish, Giant
- 15 Frog, Giant

Surface cont.

- 16 Sirine
- 17 Otter, Giant
- 18 Scrag
- 19 Dragon, Red
- 20 Boobrie

Depths

- 2 Mud-man
- 3 Muckdweller
- 4 Beaver, Giant
- 5 Lamprey, Giant
- 6 Dragon Man
- 7 Turtle, Giant Snapper
- 8 Kopoacanth
- 9 Beetle, Giant Water
- 10 Spider, Giant Water
- 11 Throat Leech
- 12 Crocodile
- 13 Otter, Giant or Nymph
- 14 Crayfish, Giant
- 15 Lamprey
- 16 Dragon, Carp
- 17 Gar, Giant
- 18 Octopus
- 19 Algid
- 20 Lizard Man with Lizard King

TEMPERATE SALTWATER

Die Creature

Roll Encountered

Surface

- 2 Ki-rin
- 3 Dragon, Cloud
- 4 Ghost Ship
- 5 Whirlpool
- 6 Crabman
- 7 Eel, Giant
- 8 Island
- 9 Dinosaur, Plesiosaur
- 10 Man, Merchant
- 11 Shark
- 12 Whale
- 13 Seaweed, Floating
- 14 Dinosaur, Elasmosaur
- 15 Will-o-wisp
- 16 Crab, Giant
- 17 Lacedon
- 18 Dragon, Bronze
- 19 Seawolf, Giant
- 20 Verme

Depths

- 2 Morkoth
- 3 Kraken
- 4 Narwhale

Depths cont.

- 5 Lamprey, Giant
- 6 Shark, Giant
- 7 Sea Lion
- 8 Urchin, Black
- 9 Dinosaur, Plesiosaur
- 10 Sea Horse
- 11 Shark
- 12 Whale
- 13 Seaweed
- 14 Masher
- 15 Eel, Giant
- 16 Dragon Turtle
- 17 Mottled Worm
- 18 Seawolf, Lesser
- 19 Eye of the Deep
- 20 Titan

TROPICAL AND SUBTROPICAL FRESHWATER

Die Creature

Roll Encountered

Surface

- 2 Frogemoth
- 3 Couatl
- 4 Catfish, Giant
- 5 Crystal Ooze
- 6 Dragon, Mist
- 7 Spider, Giant Underwater
- 8 Crayfish, Giant
- 9 Man, Merchant
- 10 Land Encounter
- 11 Crocodile, Normal
- 12 Throat Leech
- 13 Behemoth or Crane, Giant
- 14 Frog, Giant
- 15 Hippopotamus
- 16 Sirine
- 17 Merman
- 18 Manticore
- 19 Kelpie
- 20 Thork

Depths

- 2 Verme
- 3 Eel, Weed
- 4 Kelpie
- 5 Vodyanoi
- 6 Behemoth
- 7 Merman
- 8 Snapper, Giant
- 9 Beetle, Giant Water
- 10 Dinosaur, Diichty
- 11 Spider, Giant Water
- 12 Throat Leech

Depths cont.

- 13 Dragonfish or Scrag
- 14 Dinosaur, Archelon
- 15 Kopoacanth
- 16 Bunyip
- 17 Lizardman
- 18 Dragon, Spirit
- 19 Sea Hag
- 20 Water Weird

TROPICAL AND SUBTROPICAL SALTWATER

Die Creature

Roll Encountered

Surface

- 2 Wereshark
- 3 Seawolf, Greater
- 4 Roc
- 5 Whirlpool
- 6 Sahaguin
- 7 Portuguese Man-o-war
- 8 Sea Hag
- 9 Crocodile, Giant
- 10 Dinosaur, Plesiosaur
- 11 Man, Merchant
- 12 Shark
- 13 Whale
- 14 Man, Pirate
- 15 Dinosaur, Mosasaur
- 16 Ghost Ship
- 17 Shark, Giant
- 18 Sphinx, Andro-
- 19 Ixitachitl
- 20 Triton

Depths

- 2 Morkoth
- 3 Urchin, Silver
- 4 Crocodile, Giant
- 5 Octopus
- 6 Pungi-ray
- 7 Sahaguin
- 8 Urchin, Black
- 9 Dinosaur, Dinichty
- 10 Ray, Sting
- 11 Shark
- 12 Seaweed
- 13 Strangleweed
- 14 Barracuda
- 15 Dinosaur, Nothasaur
- 16 Eel, Electric Marine
- 17 Triton
- 18 Wereshark
- 19 Kraken
- 20 Ixitachitl

Astral and Ethereal Random Encounter Tables

ASTRAL PLANE

Die Creature
Roll Encountered

2	Arch-devil
3	Cat Lord
4	Foo Dog
5	Demon, Greater
6	Modron, Hierarchy
7	Pyrolisk*
8	Basilisk*
9	Demon, Lesser
10	Devi, Minor
11	Human Traveler**
12	Daemon, Minor
13	Deva, Astral
14	Medusa*
15	Cockatrice*
16	Devil, Major
17	Daemon, Greater
18	Planetar
19	Solar
20	Demon Prince

ETHEREAL PLANE

Die Creature
Roll Encountered

2	Intellect Devourer
3	Terethian
4	Basilisk, Greater
5	Salamander
6	Xorn
7	Para-elemental
8	Daemon, Charona-
9	Human Traveler**
10	Elemental
11	Geniekind
12	Cerebral Parasite
13	Deva, Monadic
14	Gorgon*
15	Medusa*
16	Planetar
17	Wind walker
18	Xeq-yi or Xag-ya
19	Pyrolisk*
20	Lammasu, Greater

*These creatures do not travel on the Astral and Ethereal Planes, but their perceptions (and magical attack forms) extend there. Their possible appearance applies only to interaction with the Prime Material Plane; otherwise, ignore the result and roll again.

**Use the Dungeon Random Encounter Tables in the DUNGEON MASTERS GUIDE with the following modifications. Party size will be 1-6 with no limits on the number of characters of 1 class. There will always be a minimum of 1 cleric in the party, and, if there are 2 or more clerics present, there will be at least 1 magic-user. Character level will be:

Cleric	Level 9 to 18	Illusionist	Level 10 to 17
Druid	Level 7 to 14	Thief	Level 9 to 16
Fighter	Level 8 to 15	Assassin	Level 10 to 15
Paladin	Level 7 to 16	Monk	Level 8 to 17
Ranger	Level 7 to 16	Bard	Level 11 to 18
Magic User	Level 11 to 20		(Level 7-8 Fighter, Level 6-9 Thief)

Creating Your Own Random Encounter Tables

The random encounter charts at the beginning of this section utilize a small selection of the 900+ monsters listed in the combined MONSTER MANUALS I and II and FIEND FOLIO™. These charts are designed for general use in campaign settings and as a guide for dungeon masters in creating their own charts.

The following method of creating charts is based on the sum of 1 8-sided and 1 12-sided die, producing a range from 2-20 with a large flat spot of equal probability in the 9-13 range. Those desiring "unique" creatures might assign them 2 to 20 pips. Monsters can be placed into the 19 resulting slots according to their frequency in the region, as follows:

Die Roll	Frequency
2	Very rare
3	Very rare
4	Very rare or rare
5	Rare
6	Rare
7	Uncommon*
8	Uncommon*
9	Common**
10	Common**
11	Common**
12	Common**
13	Common**
14	Uncommon*
15	Uncommon*
16	Rare
17	Rare
18	Very rare or rare
19	Very rare
20	Very rare

Below are 2 sample charts drawn from the temperate, wild, forested areas. In Example 1 the forest is the sylvan home of elves, plagued by gnomish raiders. In example 2 the forest is a dark woods inhabited by spiders and other foul beasts. DMs are encouraged to tailor their encounters to their own worlds in a similar fashion.

Example 1

Elven Forest

2	Faerie Dragon
3	Elfin Cat
4	Brownie
5	Elf, Grugach
6	Cooshee
7	Leprechaun
8	Elf, Wood,
9	Bear, Black
10	Falcon, Stag
11	Stag
12	Raven, Normal
13	Boar, Wild
14	Owl
15	Gnoll
16	Elf, Grey
17	Barkburr
18	Dryad
19	Gnolls with Flind
20	Foxwoman or Groaning Spirit (night)

Example 2

Spider Woods

Retriever
Centipede, Megalo-
Basidiron
Pedipalp, Large
Etercap
Spider, Huge
Spider, Giant
Centipede, Giant
Spider, Large
Bettle, Giant Stag
Toad, Giant
Centipede, Huge
Hornet, Giant
Sundew, Giant
Pedipalp, Huge
Scorpion, Giant
Spider, Phase
Black Willow
Death Watch Beetle

A complete listing of creatures broken down according to a region's temperature, degree of civilization, terrain, and frequency follows.

*Alternately; choice of two very rare creatures

** Alternately; choice of two rare creatures

Dungeon Monsters by Level and Frequency at That Level

(Abbreviations used may be found in the main text under the creature listed.)

LEVEL I MONSTERS

Common

Bandit
Bat
Beetle, Giant Fire
Character Party
Dwarf, Hill
Dwarf, Mountain
Goblin
Orc
Rat
Rat, Giant
Shrieker
Throat Leech

Uncommon

Bat, Giant
Booka
Bowler
Cat, Wild
Gibberling
Hobgoblin
Jermaine
Kobold
Piercer
Rothe
Scum Creeper
Skunk
Snyad
Xvart

Rare

Ant, Giant
Badger
Berserker
Bookworm
Bullywug
Carbuncle
Cave Cricket, Giant
Caveman
Dire Corby
Jaculi
Killmoulis
Mite
Norker
Pedipalp, Large
Rot Grub
Skeleton
Vilstrak
Vulchling
Zombie

Very Rare

Al-mi'raj
Berserker
Demon, Manes
Devil, Nupperibo
Ear Seeker
Elf, Wood
Gnome
Haffling
Larva
Minimal, War Dog
Minimal, Wolf
Skeleton, Animal
Squirrel, Giant Black
Squirrel, Normal
Termite, Giant Harvest
Tween
Webbirds

LEVEL II MONSTERS

Common

Centipede, Giant
Centipede, Huge
Character Party
Gnoll
Stirge
Toad, Giant
Troglodyte

Uncommon

Frog, Giant
Gorbel
Grimlock
Land Lamprey
Lizard man
Piercer
Volt

Rare

Coffer Corpse
Crabman
Fiind

Rare cont.

Fiumph
Fly, Giant Bluebottle
Formian
Frog, Poisonous
Gas Spore
Goldbug
Mongrelman
Myconid
Obliviax
Ogrillon
Owl
Pedipalp, Huge
Poltergeist
Quaggoth
Skulk
Troll, Ice
Vapor Rat
Wolf
Zombie, Yellow Musk

Very Rare

Assassin Bug
Azer
Brain Mole
Duergar
Firebat
Firefriend
Frog, Killer
Galltrit
Githzerai
Kuo-toa
Minimal, Mountain Lion
Minimal, Cave Bear
Modron, Duodrone
Modron, Monodrone
Mud-Man
Vagabond
Vortex

LEVEL III MONSTERS

Common

Beetle, Giant Boring
Bugbear
Ghoul
Character Party
Ogre
Scorpion, Large
Spider, Huge
Spider, Large

Uncommon

Bat, Mobat
Fire Snake
Gelatinous Cube
Kenku
Lizard, Giant
Lycanthrope, Wererat
Meazel
Ochre Jelly
Osquip
Piercer
Pseudo-undead, Ghoul
Snake, Constrictor
Whipweed

Rare

Aherar
Anhkheg (4-5 HD)
Bee, Giant Honey
Bonesnapper
Cave Fisher
Cave Moray
Cyclopskin
Dark Creeper
Devil, Lemure
Dragon, Black, VY
Dragon, White, VY
Fire Drake
Fungi, Violet
Garbug, Black
Land Urchin
Luck Eater
Quillan
Sandling
Screaming Devikin
Shocker
Solifugid, Large
Stunjelly
Tick, Giant
Ustilagor
Weasel, Giant
Witherstench
Witherweed
Wolverine

Rare cont.

Yellow Musk Creeper
Zygom

Very Rare

Babbler
Berbalang
Blindheim
Boggle
Centipede, Megalo-
Death Dog
Dragon, Brass, VY
Dragon, Coiled, VY
Elf, Drow
Envelope
Eye Killer
Firenewt
Forlarren
Frost Man
Gambado
Gryph
Harpy
Huecuva
Imorph
Iron Cobra
Leprechaun
Magmen
Mantari
Mephit, Fire
Mephit, Lava
Mephit, Smoke
Minimal, Lion
Minimal, Mammoth
Modron, Tridrone
Necrophidius
Needleman
Nilbog
Ophidian
Phantom
Sheet Phantom
Stench Kow
Symbiotic Jelly
Taer
Thoqqua
Tirapheg
Vargouille
Vegepygmy
Wolf, Dire
Wolf, Winter
Worg
Zombie, Juju
Zombie, Monster

LEVEL IV MONSTERS

Common

Character Party
Gargoyle
Hornet, Giant
Hydra (5-6 heads)
Mold, Yellow
Rust Monster
Scorpion, Huge
Snake, Giant Constrictor
Toad, Poisonous

Uncommon

Demon, Dretch
Ghast
Gray Ooze
Lycanthrope, Werewolf
Owlbear
Pseudo-undead, Ghast
Shadow Mastiff
Su-monster

Rare

Bloodworm
Caterwaul
Devil, Spined
Dragon, Red, VY/Y
Dragon, White, Y/SA
Ettercap
Firetoad
Garbug, Violet
Hell Hound
Hook Horror
Leech, Giant
Pech
Pyrolisk
Sandman
Toad, Ice

Very Rare

Anhkheg (6 HD)
Ape, Carnivorous

Very Rare cont.

Blink Dog
Dark Stalker
Denzelian
Derro
Disenchanter
Dragon, Black, Y/SA
Dragon, Blue, VY/SA
Dragon, Brass, Y/SA
Dragon, Bronze, VY/Y
Dragon, Coiled, Y/SA
Dragon, Copper, VY/Y
Dragon, Earth, VY/Y
Dragon, Gold, VY/Y
Dragon, Green VY/Y
Dragon, Mist, VY/Y
Dragon, Silver, VY/Y
Flail Snail
Fly, Giant Horsefly
Gibbering Moulder
Githyanki
Grim
Grue, Harginn
Grue, Ildriss
Kamadan
Lava Children
Meenlock
Mephit, Steam
Modron, Quadrone
Mold, Russet
Pedipalp, Giant
Quickling
Scarecrow
Shadow Dragon
Sheet Ghoul
Solifugid, Huge
Son of Kyuss
Spectator
Wolverine, Giant
Yeth Hound

LEVEL V MONSTERS

Common

Character Party
Bear, Cave
Cockatrice
Giant, Verbeeg
Lizard, Subterranean
Snake, Poisonous
Spider, Giant

Uncommon

Hydra (7 heads)
Leucrotta
Margoyle
Minotaur
Pseudo-undead, Wight
Rock Reptile
Snake, Giant Poisonous

Rare
Aspis
Bee, Giant Bumble-
Beetle, Giant Slicer
Boalisk
Daemon, Pisco-demon, Rutterkin
Displacer Beasts
Doombat
Doppelganger
Dragon, Black, YA/A
Dragon, Blue, SA/YA
Executioner's Hood
Imp
Lion, Spotted
Phycomid
Quasit
Shadow
Snake, Giant Spitting
Tentamort
Tiger Fly
Zorbo

Very Rare

Algoird
Anhkheg (7 HD)
Caryatid Columns
Cloaker
Crypt Thing
Dragon, Brass, YA/A
Dragon, Bronze, SA/YA
Dragon, Cloud, VY/Y
Dragon, Coiled, YA/A
Dragon, Copper, SA/YA
Dragon, Earth, SA/YA
Dragon, Gold, SA/YA

Very Rare cont.

Dragon, Green, SA/YA
Dragon, Mist, SA/YA
Dragon, Red, SA/YA
Dragon, Silver, SA/YA
Dragon, White, YA/A
Grue, Chaggrin
Haunt
Hydra, Pryo- (5 heads)
Ice Lizard
Khargra
Modron, Petadrone
Slime Creature
Slime, Olive
Snake, Giant Amphisbaena
Solifugid, Giant
Svirfneblin
Umpleby
Water Weird
Xill
Yeti

LEVEL VI MONSTERS

Common

Character Party
Carriion Crawler
Manticore
Otyuch
Scorpion, Giant
Troll
Wight
Wraith

Uncommon

Basilisk
Green Slime
Hydra (8-9 heads)
Pseudo-undead, Wraith
Rakshasa
Salamander
Wyvern

Rare

Anhkheg (8 HD)
Boggart
Devil, Abishai
Devil, Erinyes
Dragon, Black, O
Dragon, Blue, A
Gloomwing
Grell
Hellcat
Jelly, Mustard
Lizard, Minotaur
Medusa
Penanaggalan
Protein Polymorph
Slaad, Red
Spider, Phase
Storoper
Thri-kreen
Troll, Giant
Wind Walker
Wolfwere
Yuan Ti

Very Rare

Ant Lion, Giant
Apparition
Basidiron
Cerebral Parasite
Crysmal
Devil, Bearded
Djinn
Dragon, Brass, O
Dragon, Bronze, A
Dragon, Cloud, SA/A
Dragon, Coiled, O
Dragon, Cooper, A
Dragon, Earth, A
Dragon, Gold, A
Dragon, Green, A
Dragon, Mist, A
Dragon, Red, A
Dragon, Silver, A
Dragon, White, O
Drelb
Drider
Grue, Varrdig
Hordlings
Hydra, Pryo- (6 heads)
Jackalwere
Jann
Korred
Lammasu

Very Rare cont.

Lizard King
Lycanthrope, Werebear
Mold, Brown
Nightmare
Ogre Mage
Shadow Dmeon
Sphinx, Hieraco-
Spriggan
Stone Guardian
Sussurus
Terithran
Thunder Beast
Transposer
Troll, Spirit
Vision
Xaren

LEVEL VII MONSTERS**Common**

Character Party
Giant, Hill
Black Pudding
Giant, Fire
Giant, Fomorian
Giant, Stone
Slug, Giant
Tunnel Worm
Will-o-wisp

Uncommon

Chimera
Hydra (10-12 heads)
Giant, Frost
Lurker Above
Mimic
Pseudo-undead, Spectre
Spectre
Sphinx, Crio-
Sundew, Giant

Rare

Behir
Cifal
Demon, Babau
Demon, Bar-Lgura
Demon, Hezrou (Type II)
Demon, Succubus
Demon, Vrock (Type I)
Diakk
Foo Dog
Mind Flyer
Moon Dog
Mummy
Naga, Spirit
Neo-otyugh
Roper
Shambling Mound
Slaad, Blue
Trapper

Rare cont.

Umber Hulk

Very Rare

Aboleth
Achaieria
Agathion
Annis
Ascomoid
Basilisk, Greater
Beetle, Death Watch
Bodak
Couatl
Dao
Demon, Glabrezu (III)
Demon, Nabassu
Devil, Barbed
Devil, Bone
Devil, Horned
Devil, Styx
Dragon, Black, VO
Dragon, Blue, O
Dragon, Brass, VO
Dragon, Bronze, O
Dragon, Cloud, A
Dragon, Coiled, VO
Dragon, Copper, O
Dragon, Earth, O
Dragon, Gold, O
Dragon, Green, O
Dragon, Mist, O
Dragon, Red, O
Dragon, Silver, O
Dragon, White, VO
Dragonne
Efreeti
Elemental, Air
Elemental, Earth
Elemental, Fire
Elemental, Water
Ettin
Eye of Fear and Flame
Galeb Duhr
Gorgimera
Gorgon
Greenhag
Groaning Spirit
Guardian Daemon
Guardian Familiar
Hydra, Pyro- (7-9 heads)
Intellect Devourer
Invisible Stalker
Lamia Noble
Lizard, Fire
Lycanthrope, Foxwoman
Magnesium Spirit
Mezzodaemon
Mihstu
Modron, Decaton
Night Hag
Nonafel

Very Rare cont.

Para-elemental, Cold
Para-elemental, Dust
Para-elemental, Heat
Para-elemental, Vapor
Remorhaz
Revenant
Shedu
Sphinx, Andro-
Sphinx, Gyno-
Squealer
Stegocentipede
Tenebrous Worm
Troll, Giant Two-headed
Xorn
Yochlol

LEVEL VIII MONSTERS**Common**

Character Party
Hydra, (13-16 heads)
Pseudo-undead, Vampire
Pudding, Brown
Rust Monster
Trapper
Will-o-wisp

Uncommon

Demon, Alu-
Pudding, Dun
Purple Worm
Shade
Vampire

Rare

Daemon, Charona-
Daemon, Hydro-
Demon, Nalfeshness (IV)
Dragon, Black, AN
Dragon, Brass, A
Dragon, Celestial, O
Dragon, Cloud, O
Ghost
Golem, Flesh
Slaad, Green
Slug, Giant

Very Rare

Aurumvorax
Barghest
Death Knight
Demodand, Farastu
Demon, Cambion
Demon, Chasme
Demon, Marilith (Type V)
Devil, Ice

Very Rare cont.

Dracolisk
Dragon, Blue, VO
Dragon, Bronze, VO
Dragon, Coiled, AN
Dragon, Cooper, VO
Dragon, Earth, VO
Dragon, Gold, VO
Dragon, Green, VO
Dragon, Mist, VO
Dragon, Red, VO
Dragon, Silver, VO
Dragon, White, AN
Foo Lion
Giant, Firebolg
Golem, Clay
Hydra, Lernaean
Marid
Modron, Nonaton
Modron, Octon
Naga, Guardian
Pudding, White
Retriever
Skeleton Warrior
Time Elemental
Trilloch
Xag-ya
Xeg-yi

LEVEL IX MONSTERS**Common**

Baku
Character Party
Daemon, Dergho-
Demodand, Kelubar
Deva, Movanic
Thessalhydra
Vampire, Cleric (7-10)

Uncommon

Daemon, Yagno-
Deva, Astral
Dragon, Blue, AN
Dragon, Celestial, AN
Dragon, Earth, AN
Dragon, Green, AN
Dragon, Red, AN
Shade

Rare

Daemon, Ulro-
Dragon, Bronze, AN
Dragon, Cloud, VO
Dragon, Copper, AN
Dragon, Gold, AN
Dragon, Mist, AN
Dragon, Silver, AN
Golem, Stone
Nycadaemon
Titan, Lesser

Very Rare

Daemon, Arcana-
Demilich
Demodand, Shator
Demon, Blaur (Type VI)
Deva, Monadic
Devil, Pit Fiend
Dragon, 2 Black, AN & O
Dragon, 2 Brass, AN & O
Dragon, 2 White, AN & O
Dragon, 2 Coiled, AN & O
Hydra, Pyro- (12 heads)
Modron, Hexton
Modron, Septon
Slaad, Grey
Titan, Major

LEVEL X MONSTERS**Common**

Beholder
Character Party
Golem, Iron
Planetar
Slaad, Death
Vampire, M-U, 9-12

Uncommon

Dragon, 2 Blue, AN & VO
Dragon, 2 Celest, AN & A
Dragon, 2 Earth, AN & VO
Dragon, 2 Green, AN & VO
Dragon, 2 Red, AN & VO
Dragon, Cloud, AN
Lich
Solar

Rare

Dragon, 2 Bronze, AN & V
Dragon, 2 Cooper, AN & VO
Dragon, 2 Gold, AN & O
Dragon, 2 Silver, AN & O
Modron, Quarton
Modron, Quinton
Modron, Tertian
Titan, Elder

Very Rare

Daemon, Charon
Daemon, Onino-
Demon Prince or Lord
Devil, Duke or Arch-
Dragon, Chromatic
Dragon, Platinum
Elemental Prince
Modron, Primus
Modron, Secundus
Slaad Lord
Tarrasque

Monsters by Terrain and Frequency on That Terrain**COLD, CIVILIZED MOUNTAINS****Common**

Bandit
Bat
Dwarf, Mountain
Falcon, Small
Mammoth
Ogre
Raven, Normal

Uncommon

Bugbear
Centipede, Huge
Character Party
Dog, War
Falcon, Large
Ghoul
Goblin
Griffon
Herd Animal
Hobgoblin
Owl
Patrol
Pilgrim
Pseudo-undead, Ghoul
Pseudo-undead, Vampire
Ram
Snake, Poisonous
Squirrel, Normal
Wolf

Rare

Berserker
Dragon, Earth
Dwarf, Hill

Rare cont.

Ghast
Horse
Jermaline
Killmoulis
Lycanthrope, Werebear
Lycanthrope, Werewolf
Merchant
Minotaur
Mule
Norker
Ogrillon
Quaggoth
Rat
Rat, Giant
Shadow
Shadow Mastiff
Shedu
Toad, Ice
Troll
Vapor Rat

Very Rare

Aarakocra
Barghest
Brain Mole
Castle
Cave Fisher
Centipede, Giant
Coffer Corpse
Crypt Thing
Demon, Bar-Lgura
Denzelian
Deva, Movanic
Dragon, Gold
Ghost

Very Rare cont.

Gnome
Grue, Ghaggrin
Grue, Ildriss
Haunt
Hollyphant
Ki-rin
Luck Eater
Lycanthrope, Wererat
Nilbog
Obliviex
Oliphant
Otyugh
Penanggalan
Poltergeist
Rothe
Shade
Shadow Demon
Shedu, Greater
Snyad
Vagabond
Vampire
Wolf, Dire
Xaren
Xorn
Zombie
Zombie, Juju

COLD, CIVILIZED HILLS**Common**

Bandit
Dwarf, Hill
Herd Animal

Common cont.

Lycanthrope, Werewolf
Merchant
Mule
Ogre
Patrol
Raven, Normal
Squirrel, Normal
Wolf

Uncommon

Bat
Centipede, huge
Character Party
Dog, War
Falcon, Small
Ghoul
Hobgoblin
Horse
Killmoulis
Mammoth
Owl
Pilgrim
Pseudo-undead, Ghoul
Pseudo-undead, Vampire
Ram
Rat
Rat, Giant
Snake, Poisonous

Rare

Berserker
Boar, Wild
Camel, Bactrian
Castle
Dwarf, Mountain

Falcon, Large

Ghast
Gnome
Goblin
Halfling
Jermaline
Lycanthrope, Werebear
Minotaur
Norker
Ogrillon
Oliphant
Shadow Mastiff
Shedu
Troll
Vapor Rat
Wolf, Dire

Very Rare

Aarakocra
Barghest
Brain Mole
Bugbear
Centipede, Giant
Coffer Corpse
Deva, Movanic
Dragon, Earth
Dragon, Gold
Elf, Wood
Ghost
Griffon
Groaning Spirit
Grue, Chaggrin
Hollyphant
Ki-rin
Luck Eater
Lycanthrope, Werebear

Very Rare cont.
Lycanthrope, Wererat
Oblivix
Penanggalan
Quaggoth
Revenant
Shedu, Greater
Snyad
Toad, Ice
Vampire
Xaren
Xorn
Zombie

COLD, CIVILIZED FOREST

Common
Bandit
Boar, Wild
Centipede, Giant
Centipede, Huge
Falcon, Small
Herd Animal
Lycanthrope, Werewolf
Mammoth
Ogre
Patrol
Rat
Raven, Normal
Squirrel, Normal
Wolf

Uncommon
Bat
Bugbear
Character Party
Dog, War
Elf, Wood
Falcon, Large
Horse
Jermlaine
Killmoulis
Mechant
Owl
Pilgrim
Pseudo-undead, Vampire
Rat, Giant
Snake, Poisonous
Stirge
Troll

Rare
Berserker
Camel, Bactrian
Castle
Dwarf, Hill
Dwarf, Mountain
Goblin
Halfling
Hobgoblin
Luck Eater
Lycanthrope, Werebear
Lycanthrope, Werewolf
Minotaur
Mule
Oblivix
Ogrillon
Oliphant
Penanggalan
Pseudo-undead, Ghoul
Shadow
Toad, Ice
Vapor Rat
Wolf, Dire

Very Rare
Barghest
Bookworm
Brain Mole
Demon, Bar-Lgura
Deva, Movanic
Dragon, Gold
Ear Seeker
Ghost
Gnome
Groaning Spirit
Lycanthrope, Wererat
Norker
Poltergeist
Quaggoth
Reveant
Shadow Demon
Shadow Mastiff
Shedu
Shedu, Greater
Vampire
Zombie

COLD, CIVILIZED SWAMP

Common
Bandit
Centipede, Giant
Centipede, Huge
Mule
Ogre
Rat
Rat, Giant
Raven, Normal

Uncommon
Buccaneer (Pirate)
Character Party
Dog, War
Falcon, Small
Ghoul
Herd Animal
Hobgoblin
Jermlaine
Lycanthrope, Wererat
Mammoth
Patrol
Pilgrim
Pseudo-undead, Ghoul
Pseudo-undead, Vampire
Snake, Poisonous
Squirrel, Normal
Troll
Wolf

Rare
Bat
Berserker
Boar, Wild
Camel, Bactrian
Crab, Giant
Falcon, Large
Ghast
Goblin
Horse
Killmoulis
Luck Eater
Lycanthrope, Werebear
Lycanthrope, Werewolf
Merchant
Minotaur
Norker
Oblivix
Owl
Penanggalan
Quaggoth
Shadow
Shadow Mastiff
Skeleton
Toad, Ice
Vapor Rat
Zombie

Very Rare
Barghest
Bookworm
Bugbear
Castle
Coffer Corpse
Demon, Alu-
Demon Cambion
Deva, Movanic
Dragon, Gold
Elf, Wood
Ghost
Grue, Varrdig
Haunt
Hollyphant
Lycanthrope, Werebear
Oliphant
Poltergeist
Revenant
Shade
Shedu
Shedu, Greater
Skeleton, Animal
Vampire
Wolf, Dire
Zombie, Juju
Zombie, Monster

COLD, CIVILIZED PLAINS

Common
Bandit
Boar, Wild
Camel, Bactrian
Centipede, Giant
Centipede, Huge
Falcon, Small
Herd Animal

Common cont.
Mammoth
Merchant
Mule
Ogre
Patrol
Rat
Rat, Giant
Raven, Normal
Squirrel, Normal
Wolf

Uncommon
Bugbear
Character Party
Dog, War
Falcon, Large
Ghoul
Horse
Jermlaine
Killmoulis
Osquip
Owl
Pilgrim
Pseudo-undead, Ghoul
Pseudo-undead, Vampire
Ram
Shadow Mastiff
Snake, Poisonous

Rare
Bat
Berserker
Castle
Dervishes
Dwarf, Hill
Dwarf, Mountain
Ghast
Goblin
Halfling
Hobgoblin
Luck Eater
Lycanthrope, Werebear
Lycanthrope, Werewolf
Ogrillon
Penanggalan
Poltergeist
Quaggoth
Shedu
Toad, Ice
Troll
Vapor Rat
Wolf, Dire

Very Rare
Barghest
Bookworm
Brain Mole
Demon, Alu-
Demon, Cambion
Deva, Movanic
Disenchanter
Dragon, Earth
Dragon, Gold
Ghost
Groaning Spirit
Grue, Harginn
Grue, Ildriss
Hollyphant
Lycanthrope, Wererat
Norker
Oliphant
Shade
Shedu, Greater
Tween
Vagabond
Vampire
Vortex
Zombie
Zombie, Juju

COLD, CIVILIZED DESERT

Common
Bandit
Camel, Bactrian
Herd Animal
Merchant
Raven, Normal

Uncommon
Centipede, Huge
Character Party
Dog, War
Falcon, Small
Horse
Ogre
Osquip
Owl

Uncommon cont.
Patrol
Pilgrim
Pseudo-undead, Vampire
Rat
Shadow Mastiff
Snake, Poisonous
Squirrel, Normal
Wolf

Rare
Berserker
Boar, Wild
Dervishes
Dwarf, Hill
Dwarf, Mountain
Falcon, Large
Goblin
Jermlaine
Killmoulis
Lycanthrope, Werewolf
Poltergeist
Rat, Giant
Shedu
Troll
Vapor Rat
Wolf, Dire

Very Rare
Barghest
Bat
Bugbear
Castle
Centipede, Giant
Coffer Corpse
Crypt Thing
Demon, Succubus
Demon, Vrock (Type I)
Deva, Movanic
Disenchanter
Dragon, Earth
Dragon, Gold
Griffon
Groaning Spirit
Grue, harginn
Hobgoblin
Hollyphant
Luck Eater
Lycanthrope, Werebear
Lycanthrope, Wererat
Norker
Oliphant
Penanggalan
Quaggoth
Ram
Shade
Shedu, Greater
Vampire
Vortex
Zombie

COLD, WILDERNESS MOUNTAINS

Common
Bat
Dog, Wild
Dwarf, Mountain
Falcon, Small
Mammoth
Ogre
Orc
Raven, Normal
Rhinoceros, Wooly

Uncommon
Bandit
Bear, Cave
Bowler
Bugbear
Cat, Wild
Centipede, Huge
Dragon, White
Falcon, Large
Ghoul
Giant, Fire
Giant, Formorian
Giant, Hill
Giant, Stone
Goat
Goblin
Griffon
Herd Animal
Hobgoblin
Lion, Mountain
Manticore
Owl
Pilgrim

Uncommon cont.
Pseudo-undead, Ghast
Pseudo-undead, Ghoul
Pseudo-undead, Spectre
Pseudo-undead, Vampire
Pseudo-undead, Wight
Pseudo-undead, Wraith
Ram
Scorpion, Huge
Scorpion, Large
Snake, Poisonous
Squirrel, Normal
Tiger
Weasel
Wolf
Wolverine

Rare
Bat, Giant
Bear, Black
Bear, Brown
Bear, Northern
Caterwaul
Caveman
Character Party
Cyclopskin
Devil Dog
Dragon, Earth
Dragon, Red
Dwarf, Hill
Eagle
Eagle, Giant
Fly, Giant Bluebottle
Fortress
Ghast
Giant, Cloud
Giant, Frost
Giant, Storm
Giant, Verbeeg
Gorgon
Harpy
Hippogriff
Horse
Jermlaine
Leucrotta
Lion, Spotted
Lycanthrope, Werebear
Lycanthrope, Werewolf
Margoyl
Mastodon
Minotaur
Mongrelman
Moon Dog
Mule
Norker
Ogrillon
Owl, Giant
Pertyon
Pudding, White
Quaggoth
Ram, Giant
Rat
Rat, Giant
Raven, Giant
Raven, Huge
Rock Reptile
Scorpion, Giant
Screaming Devilkin
Shadow
Shadow Mastiff
Shedu
Shocker
Skulk
Spectre
Toad, Ice
Troll
Troll, Giant
Troll, Ice
Tunnel Worm
Vapor Rat
Vilstrak
Volt
Wight
Wind Walker
Wolfwere
Wolverine, Giant
Worg
Xvart

Very Rare
Aarakocra
Annis
Badger
Barghest
Berserker
Boggart
Boggle
Brain Mole
Cave Fisher
Centipede, Giant

Very Rare cont.
 Coffin Corpse
 Crypt Thing
 Demon, Bar-Lgura
 Demon, Nabessu
 Denzelian
 Deva, Movanic
 Doppleganger
 Dragon, Gold
 Dragon, Silver
 Elf, Valley
 Ettin
 Fly, Giant Horse
 Forlarren
 Galeb Duhr
 Gargoyle
 Ghost
 Giant, Firbolg
 Giant, Mountain
 Gloomwing
 Gnome
 Grim
 Grue, Chaggrin
 Grue, Ildriss
 Haunt
 Hoar Fox
 Hydra
 Ice Lizard
 Kharga
 Ki-rin
 Kobold
 Land Urchin
 Lycanthrope, Foxwoman
 Lycanthrope, Weretiger
 Lynx, Giant
 Magnesium Spirit
 Mantari
 Medusa
 Minimal, Mountain Lion
 Minimal, Badger
 Minimal, Cave Bear
 Minimal, War Dog
 Minimal, Wild Dog
 Minimal, Wild Horse
 Minimal, Mammoth
 Minimal, Stag
 Minimal, Tiger
 Minimal, Wolf
 Mummy
 Naga, Guardian
 Naga, Spirit
 Night Hag
 Nightmare
 Nilbog
 Nymph
 Oblivix
 Ogre Mage
 Oliphant
 Otyugh
 Pech
 Pegasus
 Porcupine, Giant
 Quasi-elemental, Lightning
 Quickwood
 Remorhaz
 Rothe
 Shade
 Shedu, Greater
 Shunk
 Spriggan
 Squirrel, Carniv. Flying
 Storoper
 Sylph
 Taer
 Taer
 Tenebrous Worm
 Trapheg
 Titan, Elder
 Titan, Lesser
 Titan, Major
 Transposer
 Troll, Giant Two-headed
 Vagabond
 Vampire
 Vargouille
 Will-o-wisp
 Wolf, Dire
 Wolf, Winter
 Wraith
 Xaren
 Xill
 Xorn
 Yeth Hound
 Yeti

Very Rare cont.
 Zombie
 Zombie, Juju

COLD, WILDERNESS HILLS

Common
 Bear, Black
 Bear, Brown
 Dog, Wild
 Dwarf, Hill
 Giant, Hill
 Herd Animal
 Lycanthrope, Werewolf
 Mule
 Ogre
 Orc
 Raven, Normal
 Rhinoceros, Woolly
 Squirrel, Normal
 Wolf

Uncommon
 Bandit
 Bat
 Bear, Cave
 Cat, Wild
 Centipede, Huge
 Falcon, Small
 Ghoul
 Giant, Verbeeg
 Goat
 Hobgoblin
 Horse
 Kenku
 Mammoth
 Mastodon
 Owl
 Pilgrim
 Pseudo-undead, Ghast
 Pseudo-undead, Ghoul
 Pseudo-undead, Vampire
 Ram
 Rat
 Rat, Giant
 Scorpion, Large
 Skunk
 Snake, Poisonous
 Tiger
 Wolverine

Rare
 Bat, Giant
 Bear, Northern
 Beetle, Giant Bombardier
 Boar, Wild
 Bowler
 Camel, Bactrian
 Caveman
 Character Party
 Cyclopskin
 Dragon, Red
 Dwarf, Mountain
 Falcon, Large
 Fortress
 Ghast
 Giant, Cloud
 Gnome
 Goblin
 Harpy
 Hoar Fox
 Jermlaine
 Lion, Mountain
 Lycanthrope, Werebear
 Minotaur
 Norcker
 Ogrillon
 Oliphant
 Patrol
 Peryton
 Porcupine, Giant
 Pudding, Deadly (White)
 Purple Worm
 Raven, Giant
 Raven, Huge
 Rock Reptile
 Scorpion, Huge
 Shadow Mastiff
 Shedu
 Skulk
 Troll
 Troll, Giant
 Troll, Ice
 Vapor Rat
 Volt
 Weasel
 Wolf, Dire
 Wolverine, Giant
 Worg
 Xvart

Very Rare
 Aarakocra
 Badger
 Barghest
 Beaver, Giant
 Berserker
 Boar, Giant
 Boggle
 Brain Mole
 Brownie
 Bugbear
 Castle
 Centipede, Giant
 Coffin Corpse
 Cooshee
 Deva, Movanic
 Devil Dog
 Dragon, Earth
 Dragon, Gold
 Dragon, Green
 Dragon, White
 Elf, Grugach
 Elf, Wood
 Fly, Giant Bluebottle
 Forlarren
 Galeb Duhr
 Ghost
 Giant, Fire
 Giant, Fog
 Giant, Frost
 Giant, Stone
 Gorgon
 Griffon
 Grim
 Groaning Spirit
 Grue, Chaggrin
 Grue, Harginn
 Hippogriff
 Hollyphant
 Ice Lizard
 Irish Deer
 Ki-rin
 Kobold
 Lycanthrope, Foxwoman
 Lycanthrope, Wereboar
 Lycanthrope, Weretiger
 Lynx, Giant
 Manticore
 Mergoyle
 Medusa
 Minimal, Mountain Lion
 Minimal, Badger
 Minimal, Black Bear
 Minimal, Brown Bear
 Minimal, Cave Bear
 Minimal, Wild Boar
 Minimal, Bactrian Camel
 Minimal, War Dog
 Minimal, Dog Wild
 Minimal, Wild Horse
 Minimal, Mammoth
 Minimal, Stag
 Minimal, Tiger
 Minimal, Wolf
 Minimal, Mongrelman
 Moon Dog
 Mummy
 Nymph
 Oblivix
 Owl, Giant
 Pegasus
 Quasi-elemental, Lightning
 Quaggoth
 Quickwood
 Ram, Giant
 Remorhaz
 Screaming Devilkin
 Shedu, Greater
 Shocker
 Spriggan
 Storoper
 Tenebrous Worm
 Toad, Ice
 Vampire
 Vargouille
 Vilstrak
 Wolf, Winter
 Wolfwere
 Xaren
 Xorn
 Yeth Hound
 Zombie

COLD, WILDERNESS FOREST

Common
 Bear, Black
 Bear, Brown

Common cont.
 Beetle, Giant Bombardier
 Boar, Wild
 Centipede, Giant
 Centipede, Huge
 Dog, Wild
 Falcon, Small
 Herd Animal
 Lycanthrope, Werewolf
 Mammoth
 Mastodon
 Ogre
 Orc
 Rat
 Raven, Normal
 Squirrel, Normal
 Wolf

Uncommon

Badger
 Bandit
 Bat
 Boar, Giant
 Bugbear
 Cat, Wild
 Dragon, White
 Elf, Wood
 Falcon, Large
 Horse
 Jermlaine
 Kobold
 Lion, Mountain
 Manticore
 Owl
 Pilgrim
 Porcupine, Giant
 Pseudo-undead, Vampire
 Rat, Giant
 Rhinoceros, Woolly
 Scorpion, Large
 Snake, Poisonous
 Stirge
 Tiger
 Troll
 Weasel
 Wolverine
 Xvart

Rare

Baluchitherium
 Bear, Northern
 Brownie
 Camel, Bactrian
 Caveman
 Character Party
 Cooshee
 Dragon, Green
 Dwarf, Hill
 Dwarf, Mountain
 Elf, Gray
 Fly, Giant Bluebottle
 Fortress
 Gambado
 Giant, Hill
 Goblin
 Harpy
 Hoar Fox
 Hobgoblin
 Irish Deer
 Kech
 Lycanthrope, Werebear
 Lycanthrope, Wereboar
 Lynx, Giant
 Medusa
 Miner
 Minotaur
 Mule
 Oblivix
 Ogrillon
 Oliphant
 Owl, Giant
 Patrol
 Pseudo-undead, Ghast
 Pseudo-undead, Ghoul
 Pudding, White
 Raven, Huge
 Scorpion, Giant
 Screaming Devilkin
 Shadow
 Skulk
 Squirrel, Carniv. Flying
 Tenebrous Worm
 Toad, Ice
 Treant
 Vapor Rat
 Volt
 Vulchling
 Wolf, Dire
 Wolfwere
 Wolverine, Giant

Rare cont.
 Worg

Very Rare

Annis
 Aurumvorax
 Barghest
 Bat, Giant
 Bear, Cave
 Beaver, Giant
 Berserker
 Brain Mole
 Castle
 Demon, Bar-Lgura
 Deva, Movanic
 Devil Dog
 Dragon, Gold
 Dragon, Red
 Eagle
 Ear Seeker
 Elf, Grugach
 Elf, Valley
 Faerie Dragon
 Fly, Horse
 Forlarren
 Gargoyle
 Ghost
 Giant, Firbolg
 Giant, Fire
 Giant, Frost
 Giant, Verbeeg
 Gnome
 Gorgon
 Greenhag
 Grim
 Groaning Spirit
 Hydra
 Kenku
 Korred
 Lycanthrope, Foxwoman
 Lycanthrope, Weretiger
 Mantari
 Tiger
 Minimal, Mountain Lion
 Minimal, Badger
 Minimal, Black Bear
 Minimal, Cave Bear
 Minimal, Wild Boar
 Minimal, Bactrian Camel
 Minimal, War Dog
 Minimal, Wild Dog
 Minimal, Wild Horse
 Minimal, Mammoth
 Minimal, Stag
 Minimal, Tiger
 Minimal, Wolf
 Mongrelman
 Moon Dog
 Mummy
 Needleman
 Norcker
 Nymph
 Pegasus
 Phoenix
 Pixie
 Quaggoth
 Quickling
 Quickwood
 Raven, Giant
 Shadow Mastiff
 Shedu
 Shedu, Greater
 Shocker
 Skunk
 Swanmay
 Troll, Giant
 Troll, Ice
 Vampire
 Vargouille
 Willow, Black
 Wolf, Winter
 Zombie

COLD, WILDERNESS SWAMPS

Common

Centipede, Giant
 Centipede, Huge
 Crocodile, Normal
 Dog, Wild
 Mule
 Ogre
 Orc

Common cont.

Rat
Rat, Giant
Raven, Normal
Scorpion, Large

Uncommon

Buccaneer (Pirate)
Cat, Wild
Falcon, Small
Ghoul
Herd Animal
Hobgoblin
Hydra
Jermlaine
Mammoth
Mastodon
Pilgrim
Pseudo-undead, Ghast
Pseudo-undead, Ghoul
Pseudo-undead, Spectre
Pseudo-undead, Vampire
Pseudo-undead, Wight
Pseudo-undead, Wraith
Rhinoceros, Woolly
Scorpion, Giant
Scorpion, Huge
Snake, Poisonous
Squirrel, Normal
Troll
Volt
Weasel
Will-o-wisp
Wolf

Rare

Bandit
Bat
Bear, Black
Bear, Brown
Beetle, Giant Bombardier
Boar, Wild
Boggart
Camel, Bactrian
Caterwaul
Character Party
Crab, Giant
Crystal Ooze
Falcon, Large
Fly, Giant Bluebottle
Fortress
Ghast
Giant, Hill
Goblin
Harpy
Hoar Fox
Horse
Irish Deer
Leucrotta
Lycanthrope, Werebear
Lycanthrope, Werewolf
Medusa
Minotaur
Mongrelman
Moon Dog
Norker
Oblivix
Ogre, Aquatic
Owl
Porcupine, Giant
Pudding, White
Quaggoth
Raven, Huge
Screaming Devilkin
Shadow
Shadow Mastiff
Skeleton
Spectre
Tiger
Tiger
Toad, Ice
Troll, Giant
Urchin, Black
Vapor Rat
Wolfwere
Worg
Xvart
Zombie

Very Rare

Annis
Badger
Barghest
Bat, Giant
Berserker
Boar, Giant

Brain Mole
Brownie
Bugbear
Coffer Corpse
Cooshee
Death, Crimson
Demon Alu-
Demon, Cambion
Demon, Nabassu
Deva, Movanic
Devil Dog
Doppelganger
Dragon, Gold
Dragon, Green
Dragon, White
Elf, Wood
Fly, Giant Horse
Gargoyle
Ghost
Giant, Fog
Giant, Verbeeg
Gloomwing
Gorgon
Greenhag
Grim
Grue, Varrdig
Haunt
Hollyphant
Hydra, Lernaean
Kech
Kobold
Land Urchin
Lion, Spotted
Lycanthrope, Wereboar
Lycanthrope, Weretiger
Mantari
Manticore
Mihstu
Miner
Minimal, Badger
Minimal, Black Bear
Minimal, Brown Bear
Minimal, Wild Boar
Minimal, Bactrian Camel
Minimal, War Dog
Minimal, Wild Dog
Minimal, Wild Horse
Minimal, Tiger
Minimal, Wolf
Mummy
Naga, Guardian
Naga, Spirit
Night Hag
Ogre Magi
Oliphant
Owl, Giant
Phantom
Quickling
Quickwood
Raven, Giant
Shade
Shedu
Shedu, Greater
Skeleton, Animal
Skulk
Skunk
Son of Kyuss
Tenebrous Worm
Tirapheg
Transposer
Treat
Triloch
Troll, Ice
Urchin, Green
Urchin, Red
Vampire
Vulchling
Wight
Black Willow
Wolf, Dire
Wolf, Winter
Wraith
Zombie, Juju
Zombie, Monster

COLD, WILDERNESS PLAINS**Common**

Boar, Wild
Camel, Bactrian
Centipede, Giant
Centipede, Huge
Dog, Wild
Falcon, Small
Herd Animal
Mammoth
Mastodon

Common cont.

Mule
Ogre
Rat
Rat, Giant
Raven, Normal
Rhinoceros, Woolly
Scorpion, Large
Squirrel, Normal
Wolf

Uncommon

Badger
Bandit
Bugbear
Cat, Wild
Dragon, White
Falcon, Large
Ghoul
Goat
Horse
Jermlaine
Kenku
Nomad
Owl
Pilgrim
Pseudo-undead, Ghast
Pseudo-undead, Ghoul
Pseudo-undead, Vampire
Ram
Scorpion, Giant
Scorpion, Huge
Shadow Mastiff
Snake, Poisonous
Tiger
Weasal
Wolverine

Rare

Baluchtherium
Bat
Bear, Northern
Character Party
Dervishes
Devil Dog
Dwarf, Hill
Dwarf, Mountain
Fly, Giant Bluebottle
Fortress
Ghast
Giant, Hill
Goblin
Hoar Fox
Hobgoblin
Lion, Mountain
Lion, Spotted
Lycanthrope, Wereboar
Lycanthrope, Werewolf
Moon Dog
Mummy
Ogrillon
Orc
Patrol
Pudding, White
Quaggoth
Raven, Giant
Raven, Huge
Shedu
Toad, Ice
Troll
Troll, Ice
Vapor Rat
Volt
Wolf, Dire
Wolfwere
Wolverine, Giant
Xvart

Very Rare

Aurumvorax
Barghest
Bat, Giant
Berserker
Brain Mole
Castle
Caterwaul
Demon, Alu-
Demon, Cambion
Deva, Movanic
Disenchanter
Dragon, Earth
Dragon, Gold
Fly, Giant Horse
Forlarren
Gambado
Ghost
Giant, Firbolg
Giant, Fire
Giant, Fog
Giant, Verbeeg

Gorgon
Greenhag
Grim
Groaning Spirit
Grue, Harginn
Grue, Ildriss
Harpy
Hollyphant
Hydra
Irish Deer
Land Urchin
Lycanthrope, Foxwoman
Lycanthrope, Weretiger
Lynx, Giant
Manticore
Medusa
Miner
Minimal, Badger
Minimal, Black Bear
Minimal, Brown Bear
Minimal, Wild Boar
Minimal, Bactrian Camel
Minimal, War Dog
Minimal, Wild Dog
Minimal, Wild Horse
Minimal, Stag
Minimal, Tiger
Minimal, Wolf
Mongrelman
Norker
Oliphant
Owl, Giant
Phoenix
Porcupine, Giant
Purple Worm
Quickwood
Remorhaz
Sandling
Screaming Devilkin
Shade
Shedu, Greater
Shocker
Skulk
Spriggan
Troll, Giant
Vagabond
Vampire
Vargouille
Vortex
Willow, Black
Worg
Yeth Hound
Zombie
Zombie, Juju

COLD, WILDERNESS DESERT**Common**

Camel, Bactrian
Dog, Wild
Herd Animal
Raven, Normal
Scorpion, Large

Uncommon

Bandit
Cat, Wild
Centipede, Huge
Falcon, Small
Fly, Giant Bluebottle
Horse
Kenku
Lion, Mountain
Nomad
Ogre
Owl
Pilgrim
Pseudo-undead, Vampire
Rat
Scorpion, Giant
Scorpion, Huge
Shadow Mastiff
Snake, Poisonous
Squirrel, Normal
Wolf

Rare

Boar, Wild
Character Party
Dervishes
Devil Dog
Dwarf, Hill
Dwarf, Mountain

Falcon, Large
Fly, Giant Horse
Fortress
Goblin
Hoar Fox
Jermlaine
Lycanthrope, Werewolf
Mastodon
Moon Dog
Mummy
Orc
Pudding, White
Purple Worm
Rat, Giant
Raven, Giant
Raven, Huge
Rhinoceros, Woolly
Sandling
Shedu
Shocker
Tiger
Troll
Vapor Rat
Weasel
Wolf, Dire
Wolfwere

Very Rare

Badger
Barghest
Bat
Berserker
Bugbear
Centipede, Giant
Coffer Corpse
Crypt Thing
Demon, succubus
Demon, Vrock (Type I)
Deva, Movanic
Disenchanter
Dragon, Earth
Dragon, Gold
Dragon, White
Gambado
Giant, Fire
Goat
Gorgon
Griffon
Groaning Spirit
Grue, Harginn
Harpy
Hobgoblin
Hollyphant
Lion, Spotted
Lycanthrope, Foxwoman
Lycanthrope, Wereboar
Manticore
Medusa
Minimal, Badger
Minimal, Wild Boar
Minimal, Bactrian Camel
Minimal, War Dog
Minimal, Wild Dog
Minimal, Wild Horse
Minimal, Tiger
Minimal, Wolf
Mongrelman
Norker
Oliphant
Owl, Giant
Pegasus
Quaggoth
Ram
Remorhaz
Rock Reptile
Screaming Devilkin
Shade
Shedu, Greater
Skulk
Troll, Giant
Troll, Ice
Vampire
Vargouille
Volt
Vortex
Wind Walker
Worg
Yeth Hound
Zombie

TEMPERATE, CIVILIZED MOUNTAINS**Common**

Bandit
Bat
Dwarf, Mountain
Falcon, Small

Common cont.

Ogre
Raven, Normal
Spider, Large
Vulture, Normal

Uncommon

Bugbear
Cat, Domestic
Centipede, Huge
Character Party
Dog, War
Falcon, Large
Ghoul
Gnoll
Goblin
Griffon
Herd Animal
Hobgoblin
Lion
Owl
Patrol
Pilgrim
Pseudo-dead, Ghoul
Pseudo-dead, Vampire
Ram
Snake, Poisonous
Snake, Giant Poisonous
Spider, Huge
Squirrel, Normal
Wolf

Rare

Beetle, Giant Fire
Berserker
Cattle, Wild
Dragon, Earth
Dwarf, Hill
Ghost
Horse
Jermlaine
Killmoulis
Lammasu
Lycanthrope, Werebear
Lycanthrope, Werewolf
Merchant
Minotaur
Mule
Norker
Ogrillion
Pedipalp, Huge
Pedipalp, Large
Quaggoth
Rat
Rat, Giant
Shadow
Shadow Mastiff
Shedu
Snake, Giant Constrictor
Spider, Phase
Toad, Giant
Troll
Vapor Rat

Very Rare

Aarakocra
Barghest
Basilisk
Brain Mole
Carrion Crawler
Castle
Cave Fisher
Centipede, Giant
Coffer Corpse
Crypt Thing
Demon, Bar-Lgura
Denzelian
Deva, Movanic
Dragon, Gold
Dragonnel
Flind
Ghost
Gnome
Grue, Chaggrin
Grue, Ildriss
Haunt
Hell Hound
Hollyphant
Ki-rin
Lammasu, Greater
Luck Eater
Lycanthrope, Wererat
Nilbog
Oblivix
Oliphant
Otyugh
Penanggalan
Poltergeist
Rakhasa

Very Rare cont.

Rothe
Shade
Shadow Demon
Shedu, Greater
Snake, Giant Amphisbaena
Snyad
Spider, Giant
Thessalhydra
Vagabond
Vampire
Wolf, Dire
Xaren
Xorn
Zombie
Zombie, Juju
Zygom

TEMPERATE, CIVILIZED HILLS**Common**

Bandit
Cat, Domestic
Cattle, Wild
Dwarf, Hill
Herd Animal
Lycathrope, Werewolf
Merchant
Mule
Ogre
Patrol
Raven, Normal
Spider, Large
Squirrel, Normal
Vulture, Normal
Wolf

Uncommon

Basilisk
Bat
Booka
Centipede, Huge
Character Party
Dog, War
Falcon, Small
Ghoul
Gnoll
Hobgoblin
Horse
Killmoulis
Leprechaun
Lion
Owl
Pilgrim
Pseudo-dead, Ghoul
Pseudo-dead, Vampire
Ram
Rat
Rat, Giant
Snake, Poisonous
Snake, Giant Poisonous
Spider, Huge

Rare

Beetle, Giant Fire
Beetle, Giant Stag
Berserker
Boar, Wild
Camel, Bactrian
Castle
Dwarf, Mountain
Falcon, Large
Ghost
Gnome
Goblin
Halfling
Jackal
Jermlaine
Killmoulis
Lammasu
Lycanthrope, Werebear
Minotaur
Norker
Ogrillion
Oliphant
Pedipalp, Huge
Pedipalp, Large
Shadow Mastiff
Shedu
Snake, Giant Constrictor
Toad, Giant
Troll
Vapor Rat
Wolf, Dire

Very Rare

Aarakocra
Barghest
Brain Mole
Bugbear
Bulette

Very Rare cont.

Bull
Centipede, Giant
Coffer Corpse
Deva, Movanic
Dragon, Earth
Dragon, Gold
Dragonnel
Elf, Wood
Flind
Ghost
Griffon
Groaning Spirit
Grue, Chaggrin
Grue, Harginn
Hell Hound
Hollyphant
Huecuva
Jackalwere
Ki-rin
Lammasu, Greater
Luck Eater
Lycanthrope, Wereboar
Lycanthrope, Wererat
Oblivix
Penanggalan
Poltergeist
Quaggoth
Rakhasa
Revenant
Scarecrow
Shedu, Greater
Snyad
Spider, Giant
Spider, Phase
Vampire
Xaren
Xorn
Zombie
Zygom

TEMPERATE CIVILIZED FOREST**Common**

Bandit
Beetle, Giant Fire
Beetle, Giant Stag
Boar, Wild
Bull
Centipede, Giant
Centipede, Hguc
Falcon, Small
Herd Animal
Lycanthrope, Werewolf
Ogre
Patrol
Rat
Rat, Normal
Spider, Large
Squirrel, Normal
Toad, Giant

Uncommon

Wolf
Basilisk
Bat
Booka
Bugbear
Cat, Domestic
Character Party
Dog, War
Elf, Wood
Falcon, Large
Gnoll
Horse
Jermlaine
Killmoulis
Leprechaun
Lion
Merchant
Minotaur
Pilgrim
Pseudo-dead, Vampire
Rat, Giant
Snake, Poisonous
Snake, Giant Constrictor
Snake, Giant Poisonous
Spider, Giant
Spider, Huge
Stirge
Troll
Vulture, Normal

Rare

Ankhheg
Berserker
Camel, Bactrian
Castle
Cattle, Wild

Rare cont.

Dwarf, Hill
Dwarf, Mountain
Goblin
Halfling
Hobgoblin
Jackal
Lammasu
Luck Eater
Lycanthrope, Werebear
Lycanthrope, Wereboar
Minotaur
Mule
Oblivix
Ogrillion
Oliphant
Pedipalp, Huge
Penanggalan
Pseudo-dead, Ghoul
Rakhasa
Shadow
Spider, Phase
Thessalhydra
Tick, Giant
Vapor Rat
Wolf, Dire

Very Rare

Barghest
Bookworm
Brain Mole
Bulette
Centipede, Megalo-
Demon, Bar-Lgura
Deva, Movanic
Dragon, Gold
Ear Seeker
Flind
Frog, Giant
Ghost
Gnome
Groaning Spirit
Jackalwere
Lammasu, Greater
Lycanthrope, Wererat
Norker
Pedipalp, Large
Poltergeist
Quaggoth
Revenant
Shadow Demon
Shadow Mastiff
Shedu
Shedu, Greater
Snake, Giant Amphisbaena
Vampire
Zombie
Zygom

TEMPERATE CIVILIZED SWAMP**Common**

Bandit
Centipede, Giant
Centipede, Huge
Mule
Ogre
Rat
Rat, Giant
Raven, Normal
Spider, Huge
Spider, Large
Toad, Giant
Vulture, Normal

Uncommon

Basilisk
Buccaner (Pirate)
Cat, Domestic
Character Party
Dog, War
Falcon, Small
Frog, Giant
Ghoul
Gnoll
Herd Animal
Hobgoblin
Jermlaine
Lion
Lycanthrope, Wererat
Patrol
Pilgrim
Pseudo-dead, Ghoul
Pseudo-dead, Vampire
Snake, poisonous
Snake, Giant Constrictor
Snake, Giant Poisonous
Squirrel, Normal
Troll

Uncommon cont.

Wolf

Rare

Bat
Beetle, Giant Fire
Berserker
Boar, Wild
Camel, Bactrian
Cattle, Wild
Crab, Giant
Crane, Giant
Falcon, Large
Frog, Poisonous
Ghost
Goblin
Horse
Jackal
Killmoulis
Luck Eater
Lycanthrope, Werebear
Lycanthrope, Werewolf
Merchant
Minotaur
Norker
Oblivix
Owl
Pedipalp, Huge
Pedipalp, Large
Penanggalan
Quaggoth
Rakhasa
Shadow
Shadow Mastiff
Skeleton
Thessalhydra
Vapor Rat
Zombie

Very Rare

Ankhheg
Barghest
Bookworm
Brain Mole
Bugbear
Bull
Castle
Centipede, Magalo-
Coffer Corpse
Crayfish, Giant
Demon, Alu-
Demon, Cambion
Deva, Movanic
Dragon, Gold
Elf, Wood
Flind
Ghost
Grue, Varrdig
Haunt
Hell Hound
Hollyphant
Huecuva
Jackalwere
Kelpie
Lammasu
Lycanthrope, Wereboar
Mud-Man
Oliphant
Poltergeist
Revenant
Shade
Shedu
Shedu, Greater
Skeleton, Animal
Snake, Giant Amphisbaena
Tick, Giant
Vampire
Wolf, Dire
Zombie, Juju
Zombie, Monster
Zygom

TEMPERATE, CIVILIZED PLAINS**Common**

Bandit
Beetle, Giant Stag
Boar, Wild
Bull
Camel, Bactrian
Cat, Domestic
Cattle, Wild
Centipede, Giant
Centipede, Huge
Falcon, Small
Herd Animal
Jackal
Merchant

Common cont.

Mule
Ogre
Patrol
Rat
Rat, Giant
Raven, Normal
Spider, Huge
Spider, Large
Squirrel, Normal
Toad, Giant
Vulture, Normal
Wolf

Uncommon

Books
Bugbear
Character Party
Dog, War
Falcon, Large
Ghoul
Horse
Jermlaine
Killmoulis
Lion
Osquip
Owl
Pilgrim
Pseudo-undead, Ghoul
Pseudo-undead, Vampire
Ram
Shadow Mastiff
Snake, Poisonous
Snake, Giant Poisonous

Rare

Anhkheg
Bat
Berserker
Castle
Dervishes
Dwarf, Hill
Dwarf, Mountain
Ghast
Goblin
Halfling
Hobgoblin
Jackalwere
Lammasu
Luck Eater
Lycanthrope, Wereboar
Lycanthrope, Werewolf
Ogrillon
Pedipalp, Huge
Pedipalp, Large
Penanggalan
Quaggoth
Shedu
Snake, Giant Constrictor
Troll
Vapor Rat
Wolf, Dire

Very Rare

Barghest
Basilisk
Bookworm
Brain Mole
Bulette
Centipede, Megalo-
Demon, Alu-
Demon, Cambion
Deva, Movanic
Disenchanter
Dragon, Earth
Dragon, Gold
Flind
Frog, Giant
Ghost
Gnoll
Groaning Spirit
Grue, Harginn
Grue, Ildress
Hollyphant
Huecuva
Lammasu, Greater
Lerechaun
Lycanthrope, Wererat
Norker
Oliphant
Rakshasa
Scarecrow
Shade
Shedu, Greater
Snake, Giant Amphisbaena
Tween
Vagabond
Vampire
Vortex

Very Rare cont.

Zombie
Zombie, Juju
Zygom

TEMPERATE CIVILIZED DESERT**Common**

Bandit
Camel, Bactrian
Herd Animal
Jackal
Merchant
Raven, Normal
Spider, Huge
Spider, Large
Vulture, Normal

Uncommon

Cat, Domestic
Centipede, Huge
Character Party
Dog, War
Falcon, Small
Horse
Lion
Ogre
Osquip
Owl
Patrol
Pilgrim
Pseudo-undead, Vampire
Rat
Shadow Mastiff
Snake, Poisonous
Snake, Giant Poisonous
Squirrel, Normal
Wolf

Rare

Berserker
Boar, Wild
Cattle, Wild
Dervishes
Dwarf, Hill
Dwarf, Mountain
Falcon, Large
Flind
Goblin
Jackalwere
Jermlaine
Lammasu
Lycanthrope, Werewolf
Pedipalp, Huge
Pedipalp, Large
Poltergeist
Rat, Giant
Shedu
Snake, Giant Constrictor
Toad, Giant
Troll
Vapor Rat
Wolf, Dire

Very Rare

Barghest
Bat
Booka
Bugbear
Bulette
Bull
Castle
Centipede, Giant
Coffer Corpse
Crypt Thing
Demon, Succubus
Demon, Vrock (Type I)
Deva, Movanic
Disenchanter
Dragon, Earth
Dragon, Gold
Griffon
Groaning Spirit
Grue, harginn
Hell Hound
Hogoblin
Hollyphant
Huecuva
Lammasu, Greater
Luck Eater
Lycanthrope, Wereboar
Lycanthrope, Wererat
Nroker
Oliphant
Penanggalan
Quaggoth
Rakshasa
Ram
Shade

Very Rare cont.

Shedu, Greater
Vampire
Vortex
Zombie

TEMPERATE, WILDERNESS MOUNTAINS**Common**

Bat
Dog, Wild
Dwarf, Mountain
Falcon, Small
Ogre
Orc
Raven Normal
Skunk
Spider, Large
Vulture, Normal

Uncommon

Bandit
Bear, Cave
Bloodhawk
Bugbear
Cat, Wild
Centipede, Huge
Cockatrice
Falcon, Large
Ghoul
Giant, Fire
Giant, Fomorian
Giant, Hill
Giant, Stone
Gnoll
Goat
Goblin
Griffin
Herd Animal
Hobgoblin
Lion
Lion, Mountain
Manticore
Owl
Pilgrim
Pseudo-undead, Ghast
Pseudo-undead, Ghoul
Pseudo-undead, Spectre
Pseudo-undead, Vampire
Pseudo-undead, Wight
Pseudo-undead, Wraith
Ram
Scorpion, Huge
Scorpion, Large
Snake, Poisonous
Snake, Giant Poisonous
Spider, Huge
Squirrel, Huge
Squirrel, Normal
Tiger
Weasel
Witherweed
Wolf

Rare

Bat, Giant
Bear, Black
Bear, Brown
Bear, Northern
Bee, Giant Bumble-
Bee, Giant Honey
Beetle, Giant Boring
Beetle, Giant Fire
Blink Dog
Bonesnapper
Caterwaul
Cattle, Wild
Caveman
Character Party
Chimera
Cyclopskin
Dakon
Dragon, Earth
Dragon, Red
Dwarf, Hill
Eagle
Eagle, Giant
Firedrake
Fly, Giant bluebottle
Fortress
Ghost
Giant, Cloud
Giant, Frost
Giant, Storm
Giant, Verbeeg
Gorgon
Harpy
Hippogriff
Horse

Rare cont.

Jermlaine
Lammasu
Leucrotta
Lion, Spotted
Lycanthrope, Werebear
Lycanthrope, Werewolf
Margoyl
Mastodon
Minotaur
Mongrelman
Moon Dog
Mule
Norker
Ogrillon
Owl, Giant
Owlbear
Pedipalp, Huge
Pedipalp, Large
Peryton
Phycomid
Pyrolisk
Quaggoth
Ram, Giant
Rat
Rat, Giant
Raven, Giant
Raven, Huge
Rhinoceros
Rock Reptile
Screaming Devilkin
Shadow
Shadow Mastiff
Shedu
Shocker
Skulk
Snake, Giant Constrictor
Spectre
Spider, Phase
Stag, Giant
Su-monster
Toad, Giant
Tunnel Worm
Vapor Rat
Vilstrak
Volf
Wasp, Giant
Whipweed
Wight
Wind Walker
Wolfwere
Worg
Wyvern
Xvart
Zorbo

Very Rare

Aarakocra
Achaieria
Annis
Ascomoid
Badger
Barghest
Basilisk
Behir
Berserker
Black Pudding
Boggart
Boggle
Brain Mole
Carrion Crawler
Cave Fisher
Centipede, Giant
Coffer Corpse
Crypt Thing
Demon, Bar-Lgura
Demon, Nabassu
Denzelian
Deva, Movanic
Displacer Beast
Doppelganger
Dragon, Black
Dragon, Bronze
Dragon, Cloud
Dragon, Gold
Dragon, Silver
Dragon Horse
Dragonne
Elf, Valley
Ettercap
Ettn
Executioner's Hood
Firefriend
Flind
Fly, Giant Horsefly
Forlarren
Galeb Duhr
Gargoyl
Gelatinous Cube
Ghost

Very Rare cont.

Giant, Firebolg
Giant, Mountain
Gibberling
Gloomwing
Gnome
Gorgimera
Grim
Grue, Chaggrin
Grue, Ildress
Haunt
Hell Hound
Hollyphant
Hornet, Giant
Hydra
Hydra, Pyro-
Khargra
Ki-rin
Kobold
Lammasu, Greater
Land Lamprey
Land Urchin
Lava Children
Lizard, Fire
Lycanthrope, Foxwoman
Lycanthrope, Weretiger
Magnesium Spirit
Mantari
Meazel
Medusa
Meenlock
Minimal, Mountain Lion
Minimal, Badger
Minimal, Cave Bear
Minimal, War Dog
Minimal, Wild Dog
Minimal, Wild Horse
Minimal, Lion
Minimal, Mammoth
Minimal, Stag
Minimal, Tiger
Minimal, Wolf
Mummy
Naga, Guardina
Naga, Spirit
Night Hag
Nightmare
Nilbog
Nymph
Oblivix
Ogre Mage
Oliphant
Otyugh
Pech
Pegasus
Porcupine, Giant
Pseudo Dragon
Quickwood
Rothe
Sandman
Shade
Shedu, Greater
Skunk
Snake, Giant Amphisbaena
Snake, Giant Spitting Spider, Giant
Spriggan
Squirrel, Carniv. Flying
Stegocentipede
Storoper
Sundew, Giant
Sussurus
Sylph
Tenebrous Worm
Tentamort
Thessalhydra
Tirapheg
Titan, Elder
Titan, Lesser
Titan, Major
Toad, Poisonous
Transposer
Troll, Giant Two-headed
Umpleby
Ustilagor
Vagabond
Vampire
Vargouille
Vulchling
Vulture, Giant
Will-o-wisp
Witherstench
Wolf, Dire
Wraith
Xaren

Very Rare cont.

Xill
Xorn
Yellow Musk Creeper
Yeth Hound
Zombie
Zombie, Juju
Zombie, Yellow Musk
Zygom

TEMPERATE WILDERNESS HILLS**Common**

Bear, Black
Bear, Brown
Cattle, Wild
Dog, Wild
Dwarf, Hill
Giant, Hill
Herd Animal
Lycanthrope, Werewolf
Mule
Ogre
Orc
Raven, Normal
Skunk
Spider, Large
Squirrel, Normal
Vulture, Normal
Wolf

Uncommon

Bandit
Basilisk
Bat
Bear, Cave
Cat, Wild
Centipede, Huge
Dakon
Falcon, Small
Ghoul
Giant, Verbeeg
Gnoll
Goat
Hobogoblin
Horse
Kenku
Leprechaun
Lion
Mastodon
Owl
Pilgrim
Pseudo-undead, Ghast
Pseudo-undead, Ghoul
Pseudo-undead, Vampire
Ram
Rat
Rat, Giant
Rhinoceros
Satyr
Scorpion, Large
Skunk
Snake, poisonous
Snake, Giant Poisonous
Spider, Huge
Stag
Tiger
Witherweed

Rare

Adherer
Ant Lion, Giant
Ant, Giant
Aspis
Bat, Giant
Bear, Northern
Bee, Giant Bumble-
Bee, Giant Honey
Beetle, Giant Bombardier
Beetle, Giant Boring
Beetle, Giant Fire
Beetle, Giant Stag
Blink Dog
Bloodhawk
Boar, Warthog
Boar, Wild
Bowler
Camel, Bactrian
Caveman
Centaur
Character Party
Chimera
Choke Creeper
Cyclopskin
Dragon, Red
Dwarf, Mountain
Falcon, Large
Firedrake
Fortress

Ghast
Giant, Cloud
Gnome
Goblin
Harpy
Jackal
Jermaine
Lammasu
Lion, Mountain
Lycanthrope, Werebear
Mantis, Giant
Minotaur
Norker
Ogrillon
Oliphant
Patrol
Pedipalp, Huge
Pedipalp, Large
Peryton
Porcupine, Giant
Purple Worm
Raven, Giant
Raven, Huge
Rock Reptile
Scorpion, Giant
Scorpion, Huge
Shadow Mastiff
Shedu
Skulk
Snake, Giant Constrictor
Stag, Giant
Su-monster
Titanother
Toad, Giant
Troll
Troll, Giant
Unicorn
Vapor Rat
Volt
Wasp, Giant
Weasel
Whipweed
Wolf, Dire
Worg
Xvart

Very Rare

Aarakocra
Achaieria
Ascomoid
Assassin Bug
Atomie
Axebeak
Badger
Barghest
Basidirond
Basilisk, Greater
Beaver, Giant
Beetle, Giant Slicer
Behir
Berserker
Boar, Giant
Boggle
Brain Mole
Brownie
Bugbear
Bulette
Bull
Castle
Centipede, Giant
Clubnek
Cockatrice
Coffer Corpse
Cooshee
Deva, Movanic
Displacer Beasts
Dragon, Earth
Dragon, Gold
Dragon, Green
Dragonne
Elf, Grugach
Elf, Wood
Ettercap
Flind
Fly, Giant Bluebottle
Forlarren
Galeb Duhr
Ghost
Giant, Fire
Giant, Fog
Giant, Frost
Giant, Stone
Gibberling
Gorgimera
Gorgon
Griffon
Grig
Grim
Groaning Spirit
Grue, Chaggrin

Very Rare cont.

Grue, Harginn
Hangman Tree
Hell Hound
Hippogriff
Hollyphant
Hornet, Giant
Huecuva
Hybsil
Irish Deer
Jackalwere
Ki-rin
Kobold
Lammasu, Greater
Land Lamprey
Lycanthrope, Foxwoman
Lycanthrope, Wereboar
Lycanthrope, Weretiger
Manticore
Margoyle
Medusa
Minimal, Mountain Lion
Minimal, Badger
Minimal, Black Bear
Minimal, Brown Bear
Minimal, Cave Bear
Minimal, Warthog Boar
Minimal, Wild Boar
Minimal, Bull
Minimal, Bactrian Camel
Minimal, War Dog
Minimal, Wild Horse
Minimal, Lion
Minimal, Mammoth
Minimal, Rhinoceros
Minimal, Stag
Minimal, Tiger
Minimal, Wolf
Mongrelman
Moon Dog
Mummy
Nymph
Oblivix
Owl, Giant
Pegasus
Pseudo Dragon
Pyrolisk
Quasi-elemental, Lightning
Quaggoth
Quickwood
Ram, Giant
Screaming Devilkin
Shedu, Greater
Shocker
Snake, Giant Spitting
Spider, Giant
Spider, Phase
Spriggan
Stegocentipede
Sundew, Giant
Tenebrous Worm
Toad, Poisonous
Vampire
Vargouille
Vilstrak
Vulture, Giant
Wolf-in-Sheep's Clothing
Wolfwere
Xaren
Xorn
Yeth Hound
Zombie
Zorbo
Zygom

TEMPERATE, WILDERNESS FOREST**Common**

Bear, Black
Bear, Brown
Beetle, Giant Bombardier
Beetle, Giant Boring
Beetle, Giant Fire
Beetle, Giant Stag
Boar, Warthog
Boar, Wild
Bull
Centipede, Giant
Centipede, Huge
Dog, Wild
Falcon, Small
Herd Animal
Lycanthrope, Werewolf
Mastodon
Ogre
Orc
Rat
Raven, Normal

Common cont.

Rhinoceros
Skunk
Spider, Large
Squirrel, Normal
Stag
Toad, Giant
Wolf

Uncommon

Badger
Bandit
Basilisk
Bat
Boar, Giant
Bugbear
Cat, Wild
Clubnek
Dakon
Elf, Wood
Falcon, Large
Gibberling
Gnoll
Hornet, Giant
Horse
Jermaine
Kobold
Leprechaun
Lion
Lion, Mountain
Manticore
Owl
Pilgrim
Porcupine, Giant
Pseudo-undead, Vampire
Rat, Giant
Scorpion, Huge
Scorpion, Large
Snake, Poisonous
Snake, Giant Constrictor
Snake, Giant Poisonous
Spider, Giant
Spider, Huge
Stirge
Su-monster
Sundew, Giant
Tiger
Toad, Poisonous
Troll
Vulture, Normal
Weasel
Whipweed
Witherweed
Wyvern
Xvart

Rare

Adherer
Ant Lion, Giant
Ant, Giant
Aspis
Atomie
Axebeak
Baluchitherium
Barkburr
Basidirond
Bear, Northern
Bee, Giant Honey
Beetle, Giant Slicer
Blink Dog
Brownie
Buckawn
Bullywug
Camel, Bactrian
Carbuncle
Cattle, Wild
Caveman
Centaur
Character Party
Choke Creeper
Cifal
Cooshee
Dragon, Green
Dwarf, Hill
Dwarf, Mountain
Elf, Gray
Ettercap
Executioner's Hood
Fly, Giant Bluebottle
Fortress
Gambado
Giant, Hill
Goblin
Harpy
Hobgoblin
Irish Deer
Jackal
Kech
Lammasu
Land Lamprey

Rare Cont.

Lycanthrope, Werebear
Lycanthrope, Wereboar
Mantis, Giant
Medusa
Miner
Minotaur
Mule
Oblivix
Ogrillon
Oliphant
Owl, Giant Owlbear
Patrol
Pedipalp, Huge
Pseudo-undead, Ghast
Pseudo-undead, Ghoul
Raven, Huge
Scorpion, Giant
Screaming Devilkin
Shadow
Skulk
Spider, Phase
Sprites
Squirrel, Carniv. Flying
Squirrel, Giant Black
Tenebrous Worm
Thessalhydra
Tick, Giant
Titanother
Treant
Volt
Vulchling
Wasp, Giant
Weasel, Giant
Wolf, Dire
Wolfwere
Worg
Yellow Musk Creeper
Zombie, Yellow Musk

Very Rare

Achaieria
Al-mi-raj
Annis
Assassin Bug
Aurumvorax
Barghest
Basilisk, Greater
Bat, Giant
Bear, Cave
Beaver, Giant
Bee, Giant Bumble-
Beetle, Death Watch
Berserker
Bloodhawk
Bloodthorn
Boobie
Brain Mole
Bulette
Castle
Cotoblepas
Centipede, Megalo-
Cockatrice
Demon, Bar-Lgura
Deva, Movanic
Displacer Beasts
Dragon, Coiled
Dragon, Gold
Dragon, Mist
Dragon, Red
Dryad
Eagle
Ear Seeker
Elf, Grugach
Elf, Valley
Elfin Cat
Faerie Dragon
Firefriend
Flind
Fly, Giant Horse
Forester's Bane
Forlarren
Frog, Giant
Gargoyl
Ghost
Giant, Firebolg
Giant, Fire
Giant, Frost
Giant, Verbeeg
Gnome
Gorgon
Greenhag
Grim
Groaning Spirit
Hangman Tree
Hybsil
Hydra

Very Rare cont.

Jackalwere
Kampful
Kenku
Korred
Lammasu, Greater
Lizard, Giant
Lycanthrope, Foxwoman
Lycanthrope, Weretiger
Mandradora
Mantari
Meazel
Mihstu
Minimal, Mountain Lion
Minimal, Badger
Minimal, Black Bear
Minimal, Brown Bear
Minimal, Cave Bear
Minimal, Warthog Boar
Minimal, Wild Boar
Minimal, Bull
Minimal, Bactrian Camel
Minimal, War Dog
Minimal, Wild Dog
Minimal, Wild Horse
Minimal, Lion
Minimal, Mammoth
Minimal, Rhinoceros
Minimal, Stag
Minimal, Tiger
Minimal, Wolf
Mongrelman
Moon Dog
Mummy
Needleman
Norker
Nymph
Pedipalp, Large
Pegasus
Phoenix
Pixie
Pseudo Dragon
Pudding, Deadly (Brown)
Pyrolisk
Quaggoth
Quickling
Quickwood
Qullan
Raven, Giant
Scum Creeper
Shadow Mastiff
Shedu
Shedu, Greater
Shocker
Skunk
Snake, Giant Amphisbaena
Snake, Giant Spitting
Squealer
Stegocentipede
Sussurus
Swanmay
Tiger Fly
Troll, Giant
Umpleby
Ustilagor
Vampire
Vargouille
Vegepygmy
Willow, Black
Witherstench
Wolf-in-sheep's clothing
Zombie
Zorbo
Zygom

TEMPERATE WILDERNESS SWAMP

Common
Centipede, Giant
Centipede, Huge
Crocodile, Normal
Dog, Wild
Mule
Ogre
Orc
Rat
Rat, Giant
Raven, Normal
Rhinoceros
Scorpion, Large
Skunk
Spider, Huge
Spider, Large
Throat Leech
Toad, Giant
Vulture, Normal

Uncommon

Axebeak
Basilisk
Buccaneer (Pirate)
Cat, Wild
Cockatrice
Falcon, Small
Frog, Giant
Ghoul
Gnoll
Herd Animal
Hobgoblin
Hornet, Giant
Hydra
Jermiaine
Land Lamprey
Leech, Giant
Lion
Lizard, Giant
Mastodon
Meazel
Pilgrim
Pseudo-undead, Ghost
Pseudo-undead, Ghoul
Pseudo-undead, Spectre
Pseudo-undead, Vampire
Pseudo-undead, Wight
Pseudo-undead, Wraith
Pudding, Deadly Brown
Scorpion, Huge
Scum Creeper
Snake, Poisonous
Snake, Giant Constrictor
Snake, Giant Poisonous
Squirrel, Normal
Su-monster
Sundew, Giant
Toad, Poisonous
Troll
Volt
Weasel
Whipweed
Will-o-wisp
Witherweed
Wolf
Wyvern

Rare

Adherer
Assassin Bug
Bandit
Basidiron
Bat
Bear, Black
Bear, Brown
Beetle, Giant Bombardier
Beetle, Giant Boring
Beetle, Giant Fire
Beetle, Giant Stag
Bloodhawk
Boar, Warthog
Boar, Wild
Boggart
Boobrie
Bullywug
Bunyip
Camel, Bactrian
Carbuncle
Caterwaul
Cattle, Wild
Character Party
Cifal
Crab, Giant
Crane, Giant
Crystal Ooze
Dragon, Coiled
Dragonfly, Giant
Falcon, Large
Fly, Giant Bluebottle
Fortress
Frog, Poisonous
Gas Spore
Ghost
Giant, Hill
Goblin
Harpy
Horse
Hybsil
Irish Deer
Jackal
Leucrotta
Lizard Man
Lycanthrope, Werewolf
Lycanthrope, Werewolf
Medusa
Minotaur

Rare cont.

Mongrelman
Moon Dog
Muckdweller
Norker
Obliviah
Ogre, Aquatic
Owl
Owlbear
Pedipalp, Huge
Pedipalp, Large
Phycomid
Porcupine, Giant
Pyrolisk
Quaggoth
Raven, Huge
Screaming Devilkin
Shadow
Shadow Mastiff
Shambling Mound
Skeleton
Snake, Giant Spitting
Spectre
Thessalhydra
Tiger
Tiger Fly
Titanothera
Troll, Giant
Urchin, Black
Ustilagor
Vapor Rat
Wasp, Giant
Weasel, Giant
Wolfwere
Worg
Xvart
Zombie

Very Rare

Achaierai
Algoid
Annis
Badger
Barghest
Barkburr
Basilisk, Greater
Bat, Giant
Bee, Giant Bumble-
Bee, Giant Honey
Beetle, Death Watch
Beetle, Giant Slicer
Beholder
Berserker
Boar, Giant
Brain Mole
Brownie
Bugbear
Bull
Centipede, Megalo-
Clubnek
Coffer Corpse
Cooshee
Crabman
Crayfish, Giant
Death, Crimson
Demon, Alu-
Demon, Chambion
Demon, Nabassu
Deva, Movanic
Displacer Beasts
Doppelganger
Dracolisk
Dragon, Black
Dragon, Gold
Dragon, Green
Dragon, Mist
Eblis
Elf, Wood
Firefriend
Flind
Fly, Giant Horsefly
Forester's Bane
Galltrit
Gargoyle
Ghost
Giant, Fog
Giant, Verbeeg
Gibberling
Gloomwing
Gorgon
Greenhag
Grim
Grue, Varrdig
Hangman Tree
Haunt
Hell Hound
Hollyphant
Huecuva
Hydra, Pryo-
Jackalwere

Very Rare cont.

Kech
Kelpie
Kenku
Kobold
Lammasu
Land Urchin
Lion, Spotted
Lizard King
Lycanthrope, Wereboar
Lycanthrope, Weretiger
Mandradora
Mantari
Manticore
Mihstu
Miner
Minimal, Badger
Minimal, Black Bear
Minimal, Brown Bear
Minimal, Warthog Boar
Minimal, Wild Boar
Minimal, Bull
Minimal, Bactrian Camel
Minimal, War Dog
Minimal, Wild Dog
Minimal, Wild Horse
Minimal, Lion
Minimal, Rhinoceros
Minimal, Tiger
Minimal, Wolf
Mud-man
Mummy
Naga, Guardian
Naga, Spirit
Night Hag
Ogre Magi
Oliphant
Owl, Giant
Phantom
Quickling
Quickwood
Qullan
Raven, Giant
Shade
Shedu
Shedu, Greater
Skeleton, Animal
Skulk
Skunk
Snake, Giant Amphisbaena
Son of Kyuss
Squealer
Stegocentipede
Sussurus
Tenebrous Worm
Tentamort
Tick, Giant
Tirapheg
Transposer
Treant
Trilloch
Umpeby
Urchin, Green
Urchin, Red
Vampire
Vegepygmy
Vulchling
Vulture, Giant
Wight
Willow, Black
Witherstench
Wolf, Dire
Wraith
Zombie, Juju
Zombie, Monster
Zygom

TEMPERATE, WILDERNESS PLAINS

Common
Beetle, Giant Stag
Boar, Wild
Bull
Camel, Bactrian
Cattle, Wild
Centipede, Giant
Centipede, Huge
Dog, Wild
Falcon, Small
Herd Animal
Jackal
Mastodon
Mule
Ogre
Rat
Rat, Giant
Raven, Normal

Common cont.

Rhinoceros
Scorpion, Large
Skunk
Spider, Huge
Spider, Large
Squirrel, Normal
Stag
Toad, Giant
Vulture, Normal
Wolf

Uncommon
Badger
Bandit
Bugbear
Cat Wild
Clubnek
Dakon
Falcon, Large
Ghoul
Goat
Horse
Jermiaine
Kenku
Lion
Nomad
Owl
Pilgrim
Pseudo-undead, Ghost
Pseudo-undead, Ghoul
Pseudo-undead, Vampire
Ram
Scorpion, Giant
Scorpion, Huge
Shadow Mastiff
Snake, Poisonous
Snake, Giant Poisonous
Tiger
Titanothera
Weasel
Witherweed

Rare

Ant Lion, Giant
Ant, Giant
Aspis
Axebeak
Baluchitherium
Bat
Bear, Northern
Bee, Giant Bumble-
Beetle, Giant Slicer
Blink Dog
Bonesnapper
Centaur
Character Party
Dervishes
Dwarf, Hill
Dwarf, Mountain
Fly, Giant Bluebottle
Fortress
Ghost
Giant, Hill
Goblin
Hobgoblin
Hybsil
Lammasu
Land Lamprey
Lion, Mountain
Lion, Spotted
Lycanthrope, Wereboar
Lycanthrope, Werewolf
Moon Dog
Mummy
Ogrillon
Orc
Patrol
Pedipalp, Huge
Pedipalp, Large
Quaggoth
Raven, Giant
Raven, Huge
Shedu
Snake, Giant Constrictor
Tiger Fly
Troll
Vapor Rat
Volt
Wasp, Giant
Whipweed
Wolf, Dire
Wolfwere
Wyvern
Xvart

Very Rare
Al-mi'raj
Ascomoid
Assassin Bug

Very Rare cont.

Atomie
 Aurumvorax
 Barghest
 Basidirond
 Basilisk
 Bat, Giant
 Bee, Giant Honey
 Berserker
 Bloodhawk
 Brain Mole
 Bulette
 Castle
 Caterwaul
 Centipede, Megalo-
 Cifal
 Cockatrice
 Death Watch
 Demon, Alu-
 Demon, Cambion
 Deva, Movanic
 Disenchanter
 Displacer Beasts
 Dragon, Coiled
 Dragon, Earth
 Dragon, Gold
 Dustdigger
 Firefriend
 Flind
 Flumph
 Fly, Giant Horse
 Forester's Bane
 Forlarren
 Frog, Giant
 Gambado
 Ghost
 Giant, Firbolg
 Giant, Fire
 Giant, Fog
 Giant, Verbeeg
 Gnoll
 Gorgon
 Greenhag
 Grim
 Groaning, Spirit
 Grue, Harginn
 Grue, Ildriss
 Harpy
 Holyphant
 Hornet, Giant
 Huecuva
 Hydra
 Hydra, Pyro-
 Irish Deer
 Lammasu, Greater
 Land Urchin
 Leprechaun
 Lizard, Giant
 Lycanthrope, Foxwoman
 Lycanthrope, Weretiger
 Manicore
 Meazel
 Medusa
 Meenlock
 Miner
 Minimal, Badger
 Minimal, Black Bear
 Minimal, Brown Bear
 Minimal, Wild Boar
 Minimal, Bull
 Minimal, Bactrian Camel
 Minimal, War Dog
 Minimal, Wild Dog
 Minimal, Wild Horse
 Minimal, Lion
 Minimal, Rhinoceros
 Minimal, Stag
 Minimal, Tiger
 Minimal, Wolf
 Mongrelman
 Norker
 Oliphant
 Owl, Giant
 Phoenix
 Porcupine, Giant
 Pudding, Deadly (Brown)
 Purple Worm
 Pyrolisk
 Quickwood
 Qullan
 Sandling
 Sandman
 Screaming Devilkin
 Scum Creeper

Very Rare cont.

Shade
 Shedu, Greater
 Shocker
 Skulk
 Snake, Giant Amhisbaena
 Snake, Giant Spitting
 Springgan
 Stegocentipede
 Su-monster
 Sundew, Giant
 Sussurus
 Thunderherder
 Toad, Poisonous
 Troll, Giant
 Ustilagor
 Vagabond
 Vampire
 Vargouille
 Vortex
 Vulture, Giant
 Weasel, Giant
 Wemic
 Willow, Black
 Witherstench
 Wolf-in-sheep's-clothing
 Worg
 Yeth Hound
 Zombie
 Zombie, Juju
 Zorbo
 Zygom

**TEMPERATE, WILDERNESS
DESERT****Common**

Camel, Bactrian
 Dog, Wild
 Herd Animal
 Jackal
 Raven, Normal
 Scorpion, Large
 Spider, Huge
 Spider, Large
 Vulture, Normal

Uncommon

Bandit
 Cat, Wild
 Centipede, Huge
 Dustdigger
 Falcon, Small
 Fly, Giant Bluebottle
 Horse
 Kenku
 Lion
 Lion, Mountain
 Nomad
 Ogre
 Owl
 Pilgrim
 Pseudo-undead, Vampire
 Rat
 Rhinoceros
 Scorpion, Giant
 Scorpion, Huge
 Shadow Mastiff
 Skunk
 Snake, Poisonous
 Snake, Giant Poisonous
 Squirrel, Normal
 Toad, Poisonous
 Wolf

Rare

Ant Lion, Giant
 Aspis
 Bee, Giant Bumble-
 Blink Dog
 Boar, Wild
 Cattle, Wild
 Character Party
 Chimera
 Dervishes
 Dwarf, Hill
 Dwarf, Mountain
 Falcon, Large
 Firetoad
 Flind
 Fly, Giant Horse
 Fortress
 Goblin
 Jackalwere
 Jermaline
 Lammasu
 Lycanthrope, Werewolf
 Mastodon
 Moon Dog
 Mummy

Rare cont.

Orc
 Pedipalp, Huge
 Pedipalp, Large
 Purple Worm
 Rat, Giant
 Raven, Giant
 Raven, Huge
 Sandling
 Sandman
 Shedu
 Shocker
 Snake, Giant Constrictor
 Thunderherder
 Tiger
 Titanothera
 Toad, Giant
 Troll
 Vapor Rat
 Weasel
 Whipweed
 Witherweed
 Wolf, Dire
 Wolfwere

Very Rare

Ascomoid
 Badger
 Barghest
 Bat
 Berserker
 Bloodhawk
 Bugbear
 Bulette
 Bull
 Centipede, Giant
 Cifal
 Clubnek
 Cockatrice
 Coffe Corpse
 Crypt Thing
 Dakon
 Death Dog
 Demon, Succubus
 Demon, Vrook (Type I)
 Deva, Movanic
 Disenchanter
 Displacer Beasts
 Dragon, Earth
 Dragon, Gold
 Dune Stalker
 Flumph
 Gambado
 Giant, Fire
 Goat
 Gorgimera
 Gorgon
 Griffon
 Groaning Spirit
 Grue, Harginn
 Harpy
 Hell Hound
 Hobgoblin
 Holyphant
 Hornet, Giant
 Huecuva
 Lamia
 Lamia Noble
 Lammasu, Greater
 Lion, Spotted
 Lycanthrope, Foxwoman
 Lycanthrope, Wereboar
 Manticore
 Medusa
 Meenlock
 Minimal, Badger
 Minimal, Wild Boar
 Minimal, Bull
 Minimal, Bactrian Camel
 Minimal, War Dog
 Minimal, Wild Dog
 Minimal, Wild Horse
 Minimal, Lion
 Minimal, Rhinoceros
 Minimal, Tiger
 Minimal, Wolf
 Mongrelman
 Norker
 Oliphant
 Opinicus
 Owl, Giant
 Pegasus
 Pyrolisk
 Quaggoth
 Ram
 Rock Reptile
 Screaming Devilkin
 Shade
 Shedu, Greater

Very Rare cont.

Skulk
 Snake, Giant Spitting
 Stegocentipede
 Tiger Fly
 Troll, Giant
 Vampire
 Vargouille
 Volt
 Vortex
 Vulture, Giant
 Wemic
 Wind Walker
 Worg
 Wyvern
 Yeth Hound
 Zombie
 Zorbo

**TROPICAL, CIVILIZED
MOUNTAINS****Common**

Bandit
 Bat
 Falcon, Small
 Ogre
 Raven, Normal
 Spider, Large
 Vulture, Normal

Uncommon

Bugbear
 Cat, Domestic
 Centipede, Huge
 Character Party
 Dog, War
 Falcon, Large
 Ghoul
 Gnoll
 Goblin
 Griffon
 Herd Animal
 Hobgoblin
 Lion
 Owl
 Patrol
 Pilgrim
 Pseudo-undead, Ghoul
 Pseudo-undead, Vampire
 Snake, Constrictor
 Snake, Poisonous
 Snake, Giant Poisonous
 Spider, Huge
 Wolf

Rare

Beetle, Giant Fire
 Berserker
 Cattle, Wild
 Dragon, Earth
 Dwarf, Hill
 Ghast
 Horse
 Jermaline
 Killmoulis
 Lammasu
 Lycanthrope, Werewolf
 Merchant
 Minotaur
 Mule
 Norker
 Ogrillon
 Pedipalp, Huge
 Pedipalp, Large
 Quaggoth
 Rat
 Rat, Giant
 Shadow
 Shadow Mastiff
 Shedu
 Snake, Giant Constrictor
 Spider, Phase
 Toad, Giant
 Troll
 Vapor Rat

Very Rare

Aarakocra
 Barghest
 Basilisk
 Brain Mole
 Castle
 Cave Fisher
 Centipede, Giant
 Coffe Corpse
 Crypt Thing
 Demon, Bar-Lgura
 Denzelian
 Deva, Movanic

Very Rare cont.

Dragon, Gold
 Dragonnel
 Flind
 Ghost
 Gnome
 Grue, Chaggrin
 Grue, Ildriss
 Haunt
 Hell Hound
 Holyphant
 Ki-rin
 Lammasu, Greater
 Luck Eater
 Lycanthrope, Wererat
 Nilbog
 Oblivix
 Oliphant
 Otyugh
 Pedipalp, Giant
 Penanggalan
 Poltergeist
 Rakshasa
 Rothe
 Shade
 Shadow demon
 Shedu, Greater
 Snake, Giant Amphisbaena
 Snyad
 Spider, Giant
 Thessalhydra
 Vagabond
 Vampire
 Wolf, Dire
 Xaren
 Xorn
 Zombie
 Zombie, Juju
 Zygom

**TROPICAL, CIVILIZED
HILLS****Common**

Bandit
 Cat, Domestic
 Cattle, Wild
 Dwarf, Hill
 Herd Animal
 Lycanthrope, Werewolf
 Merchant
 Mule
 Ogre
 Patrol
 Raven, Normal
 Spider, Large
 Vulture, Normal
 Wolf

Uncommon

Basilisk
 Bat
 Centipede, Huge
 Character Party
 Dog, War
 Falcon, Small
 Ghoul
 Gnoll
 Hobgoblin
 Horse
 Killmoulis
 Lion
 Owl
 Pilgrim
 Pseudo-undead, Ghoul
 Pseudo-undead, Vampire
 Rat
 Rat, Giant
 Snake, Constrictor
 Snake, Poisonous
 Snake, Giant Poisonous
 Spider, Huge

Rare

Beetle, Giant Fire
 Berserker
 Boar, Wild
 Camel, Bactrian
 Castle
 Elephant, African
 Elephant, Asian
 Falcon, Large
 Ghast
 Gnome
 Goblin
 Halfling
 Jackal
 Jermaline
 Lammasu

Rare cont.
Minotaur
Norker
Ogrillon
Oliphant
Pedipalp, Huge
Pedipalp, Large
Shadow Mastiff
Shedu
Snake, Giant Constrictor
Toad, Giant
Troll
Vapor Rat
Wolf, Dire

Very Rare
Aarakocra
Baku
Barghest
Brain Mole
Bugbear
Bull
Centipede, Giant
Coffer Corpse
Deva, Movanic
Dragon, Earth
Dragon, Gold
Dragonnel
Elf, Wood
Flind
Ghost
Griffon
Groaning Spirit
Grue, Chaggrin
Grue, Harginn
Hell Hound
Hollyphant
Huecuva
Jackalwere
Ki-rin
Lammasu, Greater
Luck Eater
Lycanthrope, Wereboar
Lycanthrope, Wererat
Oblivix
Pedipalp, Giant
Penanggalan
Poltergeist
Quaggoth
Rakshasa
Revenant
Shedu, Greater
Snyad
Spider, Giant
Spider, Phase
Vampire
Xaren
Xorn
Zombie
Zygom

TROPICAL, CIVILIZED FOREST

Common
Bandit
Beetle, Giant Fire
Boar, Wild
Bull
Centipede, Giant
Centipede, Huge
Elephant, African
Elephant, Asian
Falcon, Small
Herd Animal
Lycanthrope, Werewolf
Ogre
Patrol
Rat
Raven, Normal
Spider, Large
Toad, Giant
Wolf

Uncommon
Basilisk
Bat
Bugbear
Cat, Domestic
Character Party
Dog, War
Elf, Wood
Falcon, Large
Gnoll
Horse
Jermlaine
Killmoulis
Lion
Merchant

Uncommon cont.
Owl
Pilgrim
Pseudo-undead, Vampire
Rat, Giant
Snake, Constrictor
Snake, Poisonous
Snake, Giant Constrictor
Snake, Giant Poisonous
Spider, Giant
Spider, Huge
Stirge
Troll
Vulture, Normal

Rare
Ankhheg
Baku
Berserker
Camel, Bactrian
Castle
Cattle, Wild
Dwarf, Hill
Goblin
Halfling
Hobgoblin
Jackal
Lammasu
Luck Eater
Lycanthrope, Wereboar
Minotaur
Mule
Oblivix
Ogrillon
Oliphant
Pedipalp, Huge
Penanggalan
Pseudo-undead, Ghoul
Rakshasa
Shadow
Spider, Phase
Thessalhydra
Tick, Giant
Vapor Rat
Wolf, Dire

Very Rare
Barghest
Bookworm
Brain Mole
Centipede, Megalo
Demon, Bar-Lgura
Deva, Movanic
Dragon, Gold
Ear Seeker
Flind
Frog, Giant
Ghost
Gnome
Groaning Spirit
Jackalwere
Lammasu, Greater
Lycanthrope, Wererat
Norker
Pedipalp, Giant
Pedipalp, Large
Poltergeist
Quaggoth
Revenant
Shadow Demon
Shadow Mastiff
Shedu
Shedu, Greater
Snake, Giant Amphisbaena
Vampire
Zombie
Zygom

TROPICAL, CIVILIZED SWAMP

Common
Bandit
Centipede, Giant
Centipede, Huge
Mule
Ogre
Rat
Rat, Giant
Raven, Normal
Spider, Huge
Spider, Large
Toad, Giant
Vulture, Normal

Uncommon
Basilisk
Buccaneer (Pirate)
Cat, Domestic

Uncommon cont.
Character Party
Dog, War
Falcon, Small
Frog, Giant
Ghoul
Gnoll
Herd Animal
Hobgoblin
Jermlaine
Lion
Lycanthrope, Wererat
Patrol
Pilgrim
Pseudo-undead, Ghoul
Pseudo-undead, Vampire
Snake, Constrictor
Snake, Poisonous
Snake, Giant Constrictor
Snake, Giant Poisonous
Troll
Wolf

Rare
Bat
Beetle, Giant Fire
Berserker
Boar, Wild
Camel, Bactrian
Cattle, Wild
Crab, Giant
Crane, Giant
Elephant, African
Elephant, Asian
Falcon, Large
Frog, Poisonous
Ghast
Goblin
Horse
Jackal
Killmoulis
Luck Eater
Lycanthrope, Werewolf
Merchant
Minotaur
Norker
Oblivix
Owl
Pedipalp, Huge
Pedipalp, Large
Penanggalan
Quaggoth
Rakshasa
Shadow
Shadow Mastiff
Skeleton
Thessalhydra
Vapor Rat
Zombie

Very Rare
Ankhheg
Baku
Barghest
Bookworm
Brain Mole
Bugbear
Bull
Castle
Centipede, Megalo
Coffer Corpse
Crayfish, Giant
Demon, Alu
Demon, Chabion
Deva, Movanic
Dragon, Gold
Elf, Wood
Flind
Ghost
Grue, Varrdig
Haunt
Hell Hound
Hollyphant
Jackalwere
Kelpie
Lammasu
Lycanthrope, Wereboar
Mud-man
Oliphant
Pedipalp, Giant
Poltergeist
Revenant
Shade
Shedu
Shedu, Greater
Skeleton, Animal
Snake, Giant Amphisbaena
Tick, Giant

Very Rare cont.
Vampire
Wolf, Dire
Zombie, Juju
Zombie, Monster
Zygom

TROPICAL, CIVILIZED PLAINS

Common
Bandit
Boar, Wild
Bull
Camel, Bactrian
Cat, Domestic
Cattle, Wild
Centipede, Giant
Centipede, Huge
Elephant, African
Elephant, Asian
Falcon, Small
Herd Animal
Jackal
Merchant
Mule
Ogre
Patrol
Rat
Rat, Giant
Raven, Normal
Spider, Huge
Spider, Large
Toad, Giant
Vulture, Normal
Wolf

Uncommon
Bugbear
Character Party
Dog, War
Falcon, Large
Ghoul
Horse
Jermlaine
Killmoulis
Lion
Osquip
Owl
Pilgrim
Pseudo-undead, Ghoul
Pseudo-undead, Vampire
Shadow Mastiff
Snake, Constrictor
Snake, Poisonous
Snake, Giant Poisonous

Rare
Ankhheg
Bat
Berserker
Camel, Dromedary
Castle
Dervishes
Dwarf, Hill
Ghast
Goblin
Halfling
Hobgoblin
Jackalwere
Lammasu
Luck Eater
Lycanthrope, Wereboar
Lycanthrope, Werewolf
Ogrillon
Pedipalp, Huge
Pedipalp, Large
Penanggalan
Poltergeist
Quaggoth
Shedu
Snake, Giant Constrictor
Troll
Vapor Rat
Wolf, Dire

Very Rare
Barghest
Basilisk
Bookworm
Brain Mole
Centipede, Megalo
Demon, Alu
Demon, Chabion
Deva, Movanic
Disenchanter
Dragon, Earth
Dragon, Gold
Flind
Frog, Giant

Very Rare cont.
Ghost
Gnoll
Groaning Spirit
Grue, Harginn
Grue, Ildriss
Hollyphant
Huecuva
Lammasu, Greater
Lycanthrope, Wererat
Norker
Oliphant
Pedipalp, Giant
Rakshasa
Shade
Shedu, Greater
Snake, Giant Amphisbaena
Tween
Vagabond
Vampire
Vortex
Zombie
Zombie, Juju
Zygom

TROPICAL, CIVILIZED DESERT

Common
Bandit
Camel, Bactrian
Camel, Dromedary
Herd Animal
Jackal
Merchant
Raven, Normal
Spider, Huge
Spider, Large
Vulture, Normal
Wolf

Uncommon
Cat, Domestic
Centipede, Huge
Character Party
Dog, War
Falcon, Small
Horse
Lion
Ogre
Osquip
Owl
Patrol
Pilgrim
Pseudo-undead, Vampire
Rat
Shadow Mastiff
Snake, Constrictor
Snake, Poisonous
Snake, Giant Poisonous
Wolf

Rare
Berserker
Boar, Wild
Cattle, Wild
Dervishes
Dwarf, Hill
Elephant, African
Elephant, Asian
Falcon, Large
Flind
Goblin
Jackalwere
Jermlaine
Killmoulis
Lammasu
Lycanthrope, Werewolf
Pedipalp, Huge
Pedipalp, Large
Poltergeist
Rat, Giant
Shedu
Snake, Giant Constrictor
Toad, Giant
Troll
Vapor Rat
Wolf, Dire

Very Rare
Basilisk
Barghest
Bat
Bugbear
Bull
Castle
Centipede, Giant
Coffer Corpse
Crypt Thing
Demon, Succubus
Demon, Vrock (Type I)

Very Rare cont.

Deva, Movanic
Disenchanter
Dragon, Earth
Dragon, Gold
Griffon
Groaning Spirit
Grue, Harginn
Hell Hound
Hobgoblin
Hollyphant
Huecuva
Jann
Lammasu, Greater
Luck Eater
Lycanthrope, Wereboar
Lycanthrope, Wererat
Norker
Oliphant
Pedipalp, Giant
Penanggalan
Quaggoth
Rakshasa
Shade
Shedu, Greater
Vampire
Vortex
Zombie

TROPICAL WILDERNESS MOUNTAINS**Common**

Bat
Dinosaur, Euparkeria
Dinosaur, Pteranodon
Dog, Wild
Falcon, Small
Ogre
Orc
Pteradactyl, Small
Raven, Normal
Skunk
Small Prehist. Reptiles
Spider, Large
Vulture, Normal

Uncommon

Bandit
Bugbear
Cat, Wild
Centipede, Huge
Cockatrice
Dragon, Copper
Falcon, Large
Ghoul
Giant, Fire
Giant, Fomorian
Giant, Hill
Giant, Stone
Gnoll
Goblin
Griffon
Herd Animal
Hobgoblin
Lion
Lion, Mountain
Manticore
Owl
Pilgrim
Pseudo-undead, Ghast
Pseudo-undead, Ghoul
Pseudo-undead, Spectre
Pseudo-undead, Vampire
Pseudo-undead, Wight
Pseudo-undead, Wraith
Scorpion, Huge
Scorpion, Large
Snake, Constrictor
Snake, Poisonous
Snake, Giant Poisonous
Spider, Huge
Tiger
Witherweed
Wolf

Rare

Bat, Mobat
Bat, Giant
Bee, Giant Bumble-
Bee, Giant Honey
Beetle, Giant Boring
Beetle, Giant Fire
Bonesnapper
Caterwaul
Cattle, Wild
Caveman
Character Party
Chimera

Rare cont.

Cyclopskin
Dakon
Dinosaur, Anksaur
Dinosaur, Camptosaurus
Dinosaur, Compsognathus
Dinosaur, Dilophosaur
Dinosaur, Giant Ptero.
Dinosaur, Iguanodon
Dinosaur, Pentaceratop
Dinosaur, Phororhacos
Dinosaur, Plateosaur
Dinosaur, Stegosaur
Dinosaur, Triceratops
Dragon, Earth
Dragon, Red
Dwarf, Hill
Fire Drake
Firenewt
Fly, Giant Bluebottle
Fortress
Ghast
Giant Strider
Giant, Cloud
Giant, Storm
Giant, Verbeeg
Gorgon
Gorilla Bear
Harpy
Hippogriff
Horse
Jermlaine
Lammasu
Leucrotta
Lion, Spotted
Lizard, Minotaur
Lycanthrope, Werewolf
Morgoyle
Minotaur
Mongrelman
Moon Dog
Mule
Norker
Ogrillon
Owl, Giant
Pedipalp, Huge
Pedipalp, Large
Peryton
Phycomid
Pyrolisk
Quaggoth
Rat
Rat, Giant
Raven, Huge
Rhinoceros
Roc
Rock Reptile
Salamander
Scorpion, Giant
Shadow
Shadow Mastiff
Shedu
Shocker
Skulk
Snake, Giant Constrictor
Spectre
Sphinx, Gyno-
Spider, Phase
Su-monster
Tiger, Sabre-tooth
Toad, Giant
Troll
Troll, Giant
Tunnel Worm
Vapor Rat
Vilstrak
Volt
Wasp, Giant
Whipweed
Wight
Wind Walker
Wolfwere
Worg
Wyvern
Xvart
Zorbo

Very Rare

Aarakocra
Achaieria
Ascomoid
Barghest
Basilisk
Behir
Berserker
Black Pudding
Boalisk
Boggart
Boggle
Brain Mole

Very Rare cont.

Cave Fisher
Centipede, Giant
Coffer Corpse
Crypt Thing
Demon, Bar-Lgura
Demon, Nabassu
Denzelian
Deva, Movanic
Dinosaur, Ankylosaur
Dinosaur, Ceratosaur
Dinosaur, Gorgosaur
Dinosaur, Paleoscincus
Dinosaur, Tyrannosaurus
Displacer Beasts
Doppelganger
Dragon, Black
Dragon, Brass
Dragon, Bronze
Dragon, Cloud
Dragon, Gold
Dragon, Silver
Dragon-Horse
Dragonne
Dragonnel
Elf, Valley
Ettercap
Etтин
Executioner's Hood
Flind
Fly, Giant Horse
Forlarren
Formian
Frost Man
Galeb Duhr
Gargoyle
Gelatinous Cube
Ghost
Giant, Mountain
Gloomwing
Gnome
Gorgimera
Grim
Grue, Chaggrin
Grue, Ildriss
Haunt
Hell Hound
Hollyphant
Hornet, Giant
Hydra
Hydra, Pyro
Hyenadon
Khargra
Ki-rin
Kobold
Lammasu, Greater
Land Lamprey
Land Urchin
Lava Children
Lizard, Fire
Lycanthrope, Foxwoman
Lycanthrope, Weretiger
Magmen
Mantari
Mezsl
Medusa
Meenlock
Minimal, Badger
Minimal, Carnivorous Ape
Minimal, War Dog
Minimal, Wild Dog
Minimal, Wild Horse
Minimal, Lion
Minimal, Tiger
Mummy
Naga, Guardian
Naga, Spirit
Night Hag
Nightmare
Nilbog
Nymph
Obliviah
Ogre Mage
Oliphant
Otyugh
Pech
Pedipalp, Giant
Pegasus
Quasi-elemental, Lightning
Quickwood
Retchplant
Rothe
Sandman
Shade
Shedu, Greater

Very Rare cont.

Skunk
Snake, Giant Amphisbeana
Snake, Giant Spitting
Sphinx, Andro-
Sphinx, Crio-
Sphinx, Hieraco-
Spider, Giant
Stegocentipede
Storper
Sundew, Giant
Sussurus
Sylph
Tenebrous Worm
Tentamort
Thessalhydra
Thoquua
Tirapheg
Titan, Elder
Titan, Lesser
Titan, Major
Toad, Poisonous
Transposer
Troll, Giant Two-headed
Umpleby
Ustilagor
Vagabond
Vampire
Vargouille
Vulture, Giant
Will-o-wisp
Wolf, Dire
Wraith
Xaren
Xill
Xorn
Yellow Musk Creeper
Zombie
Zombie, Juju
Zombie, Yellow Musk
Zygom

TROPICAL WILDERNESS HILLS**Common**

Cattle, Wild
Dinosaur, Anksaur
Dinosaur, Camptosaurus
Dinosaur, Euparkeria
Dinosaur, Iguanodon
Dinosaur, Monoclonius
Dinosaur, Pentaceratops
Dinosaur, Plateosaur
Dinosaur, Triceratops
Dog, Wild
Dwarf, Hill
Giant, Hill
Herd Animal
Lycanthrope, Werewolf
Mule
Ogre
Pteradactyl, Small
Raven, Normal
Skunk
Small Prehist. Reptiles
Spider, Large
Vulture, Normal
Wolf

Uncommon

Bandit
Basilisk
Bat
Cat, Wild
Centipede, Huge
Dakon
Dinosaur, Ankylosaur
Dinosaur, Ceratosaur
Dinosaur, Compsognathus
Dinosaur, Gorgosaur
Dinosaur, Megalosaur
Dinosaur, Paleoscincus
Dinosaur, Tyrannosaurus
Falcon, Small
Ghoul
Giant, Verbeeg
Gnoll
Hobgoblin
Horse
Kenku
Lion
Owl
Pilgrim
Pseudo-undead, Ghast
Pseudo-undead, Ghoul
Pseudo-undead, Vampire
Rat
Rat, Giant
Rhinoceros

Uncommon cont.

Scorpion, Large
Skunk
Snake, Constrictor
Snake, Giant Poisonous
Spider, Huge
Tiger
Witherweed

Rare

Ant Lion, Giant
Ant, Giant
Aspis
Baboon
Bat, Giant
Bee, Giant Bumble-
Bee, Giant Honey
Beetle, Giant Bombardier
Beetle, Giant Boring
Beetle, Giant Fire
Boar, Warthog
Boar, Wild
Camel, Bactrian
Caveman
Character Party
Chimera
Choke Creeper
Cyclopskin
Dinosaur, Dacentrurus
Dinosaur, Deinonychus
Dinosaur, Dilophosaur
Dinosaur, Dimetrodon
Dinosaur, Kentrosaur
Dinosaur, Phororhacos
Dinosaur, Podokesaur
Dinosaur, Stegosaur
Dinosaur, Struthiomimus
Dinosaur, Styracosaur
Dragon, Copper
Dragon, Red
Elephant, African
Elephant, Asian
Falcon, Large
Fire Drake
Firenewt
Flightless Bird
Fortress
Ghast
Giant, Cloud
Gnome
Goblin
Harpy
Hyena
Jackal
Jermlaine
Lammasu
Lion, Mountain
Lizard, Minotaur
Mantis, Giant
Minotaur
Norker
Ogrillon
Oliphant
Patrol
Pedipalp, Huge
Pedipalp, Large
Peryton
Purple Worm
Raven, Huge
Rock Reptile
Scorpion, Giant
Scorpion, Huge
Shadow Mastiff
Shedu
Skulk
Snake, Giant Constrictor
Sphinx, Hieraco-
Su-monster
Tabaxi
Tiger, Sabre-tooth
Toad, Giant
Troll
Troll, Giant
Vapor Rat
Volt
Wasp, Giant
Whipweed
Wolf, Dire
Worg
Xvart

Very Rare

Aarakocra
Achaieria
Ape, Carnivorous
Ascomoid
Assassin Bug
Atomie
Axebeak
Baku

Very Rare cont.

Barghest
 Basidirond
 Basilisk, Greater
 Bat, Mobat
 Beetle, Giant Rhino
 Behir
 Berserker
 Boalisk
 Boar, Giant
 Boggle
 Brain Mole
 Brownie
 Bugbear
 Bull
 Castle
 Centipede, Giant
 Cockatrice
 Coffin Corpse
 Cooshee
 Couatl
 Deva, Movanic
 Dinosaur, Giant Ptero.
 Dinosaur, Ornitholestes
 Dinosaur, Pteranodon
 Dinosaur, Teratosaur
 Displacer Beasts
 Dragon, Earth
 Dragon, Gold
 Dragon, Green
 Dragonnel
 Elf, Grugach
 Elf, Wood
 Ettercap
 Flind
 Fly, Giant Bluebottle
 Forlarren
 Formian
 Frost Man
 Galeb Duhr
 Ghost
 Giant, Fire
 Giant, Fog
 Giant, Stone
 Gorgimera
 Gorgon
 Gorilla Bear
 Griffon
 Grim
 Groaning Spirit
 Grue, Chaggrin
 Grue, Harginn
 Hangman Tree
 Hell Hound
 Hippogriff
 Hollyphant
 Hornet, Giant
 Huecuva
 Hybsil
 Jackalwere
 Jaguar
 Kamadan
 Ki-rin
 Kobold
 Lammasu, Greater
 Land Lamprey
 Leopard
 Lycanthrope, Foxwoman
 Lycanthrope, Wereboar
 Lycanthrope, Weretiger
 Manticore
 Mantrap
 Margoyle
 Medusa
 Minimal, Baboon
 Minimal, Badger
 Minimal, Warthog Boar
 Minimal, Wild Boar
 Minimal, Bull
 Minimal, Bactrian Camel
 Minimal, Carniv. Ape
 Minimal, War Dog
 Minimal, Wild Dog
 Minimal, African Elephant
 Minimal, Asian Elephant
 Minimal, Wild Horse
 Minimal, Hyena
 Minimal, Lion
 Minimal, Rhinoceros
 Minimal, Tiger
 Mongrelman
 Moon Dog
 Mummy
 Nymph
 Oblivix

Very Rare cont.

Owl, Giant
 Pedipalp, Giant
 Pegasus
 Pyrolisk
 Quasi-elemental, Lightning
 Quaggoth
 Quickwood
 Retchplant
 Shedu, Greater
 Shocker
 Snake, Giant Spitting
 Sphinx, Crio-
 Spider, Giant
 Spider, Phase
 Stegocentipede
 Storoper
 Sundew, Giant
 Tenebrous Worm
 Thoquua
 Toad, Poisonous
 Vampire
 Vargouille
 Vilstrak
 Vulture, Giant
 Wolfwere
 Xaren
 Xorn
 Zombie
 Zorbo
 Zygom

TROPICAL WILDERNESS FOREST**Common**

Baboon
 Beetle, Giant Bombardier
 Beetle, Giant Boring
 Beetle, Giant Fire
 Boar, Warthog
 Boar, Wild
 Bull
 Centipede, Giant
 Centipede, Huge
 Dinosaur, Ankisaur
 Dinosaur, Camptosaurus
 Dinosaur, Compsognathus
 Dinosaur, Euparkeria
 Dinosaur, Monoclonius
 Dinosaur, Plateosaur
 Dinosaur, Stegosaur
 Dinosaur, Styracosaur
 Dog, Wild
 Elephant, African
 Elephant, Asian
 Falcon, Small
 Flightless Bird
 Herd Animal
 Lycanthrope, Werewolf
 Ogre
 Orc
 Pterodactyl, Small
 Rat
 Raven, Normal
 Rhinoceros
 Skunk
 Small Prehist. Reptiles
 Spider, Large
 Toad, Giant
 Wolf

Uncommon

Bandit
 Basilisk
 Bat
 Beetle, Giant Rhino
 Boar, Giant
 Bugbear
 Cat, Wild
 Dakon
 Dinosaur, Dacentrurus
 Dinosaur, Kentrosaur
 Dinosaur, Megalosaur
 Dinosaur, Phororhacos
 Dinosaur, Teratosaur
 Dinosaur, Tyrannosaurus
 Elf, Wood
 Falcon, Large
 Groll
 Gorilla Bear
 Hornet, Giant
 Horse
 Jaguar
 Jarmlaine
 Kobold

Uncommon cont.

Leopard
 Lion
 Lion, Mountain
 Manticore
 Ophidian
 Owl
 Pilgrim
 Pseudo-undead, Vampire
 Rat, Giant
 Scorpion, Huge
 Scorpion, Large
 Snake, Constrictor
 Snake, Poisonous
 Snake, Giant Constrictor
 Snake, Giant Poisonous
 Spider, Giant
 Spider, Huge
 Sturge
 Su-monster
 Sundew, Giant
 Tiger
 Toad, Poisonous
 Troll
 Vulture, Normal
 Whipweed
 Witherweed
 Wyvern
 Xvart

Rare

Ant Lion, Giant
 Ant, Giant
 Aspis
 Atomie
 Axebeak
 Baku
 Baluchitherium
 Basidirond
 Bee, Giant Honey
 Boalisk
 Brownie
 Buckawn
 Bullywug
 Camel, Bactrian
 Carbuncle
 Cattle, Wild
 Caveman
 Character Party
 Choke Creeper
 Cifal
 Cooshee
 Dinosaur, Anosaurus
 Dinosaur, Apatosaurus
 Dinosaur, Camarasaurus
 Dinosaur, Deinonychus
 Dinosaur, Diplodocus
 Dinosaur, Iguanodon
 Dinosaur, Lambeosaurus
 Dinosaur, Pentaceratops
 Dinosaur, Triceratops
 Dragon, Green
 Dwarf, Hill
 Elf, Gray
 Ettercap
 Executioner's Hood
 Fly, Giant Bluebottle
 Fortress
 Gambado
 Giant, Hill
 Goblin
 Grippli
 Harpy
 Hobgoblin
 Hyena
 Jackal
 Jaculi
 Kamadan
 Kech
 Lammasu
 Land Lamprey
 Lycanthrope, Wereboar
 Mantis, Giant
 Medusa
 Minotaur
 Mule
 Oblivix
 Ogrillon
 Oliphant
 Owl, Giant
 Patrol
 Pedipalp, Huge
 Pseudo-undead, Ghost
 Pseudo-undead, Ghoul
 Raven, Huge
 Retchplant
 Scorpion, Giant
 Shadow
 Skulk
 Sphinx, Crio-

Rare cont.

Spider, Phase
 Tasloi
 Tenebrous Worm
 Termite, Giant Harvest
 Thessalhydra
 Tick, Giant
 Tiger, Sabre-tooth
 Treant
 Tribesmen
 Vapor Rat
 Volt
 Wasp, Giant
 Wolf, Dire
 Wolfwere
 Worg
 Yellow Musk Creeper
 Zombie, Yellow Musk

Very Rare

Achaierai
 Ape, Carnivorous
 Ape, Gorilla
 Assassin Bug
 Babbler
 Banderlog
 Barghest
 Basilisk, Greater
 Bat, Mobat
 Bat, Giant
 Bee, Giant Bumble-
 Berserker
 Bloodthorn
 Boobrie
 Brain Mole
 Castle
 Catoblepas
 Centipede, Megalo-
 Cockatrice
 Demon, Bar-Lgura
 Deva, Movanic
 Dinosaur, Ankylosaur
 Dinosaur, Brachiosaur
 Dinosaur, Ceratosaur
 Dinosaur, Cetiosaur
 Dinosaur, Giant Ptero.
 Dinosaur, Gorgosaur
 Dinosaur, Mamenchisaur
 Dinosaur, Massopondylus
 Dinosaur, Paleoscincus
 Dinosaur, Podokesaur
 Dinosaur, Struthiomimus
 Displacer Beasts
 Dragon, Coiled
 Dragon, Gold
 Dragon, Mist
 Dragon, Red
 Ear Seeker
 Elf, Grugach
 Elf, Valley
 Faerie Dragon
 Flind
 Fly, Giant Horse
 Forester's Bane
 Forlarren
 Frog, Giant
 Gargoyle
 Ghost
 Giant, Fire
 Giant, Verbeeg
 Gnome
 Gorgon
 Grim
 Groaning Spirit
 Hangman Tree
 Hybsil
 Hydra
 Jackalwere
 Kenku
 Lammasu, Greater
 Lizard, Giant
 Lycanthrope, Foxwoman
 Lycanthrope, Weretiger
 Mandragora
 Mantari
 Mantrap
 Meazel
 Mihstu
 Minimal, Baboon
 Minimal, Badger
 Minimal, Warthog Boar
 Minimal, Wild Boar
 Minimal, Bull
 Minimal, Bactrian Camel
 Minimal, Carniv. Ape
 Minimal, War Dog

Very Rare cont.

Minimal, Wild Dog
 Minimal, African Elephant
 Minimal, Asian Elephant
 Minimal, Gorilla
 Minimal, Wild Horse
 Minimal, Hyena
 Minimal, Jaguar
 Minimal, Leopard
 Minimal, Lion
 Minimal, Rhinoceros
 Minimal, Tiger
 Mongrelman
 Moon Dog
 Mummy
 Nonafel
 Norker
 Nymph
 Pedipalp, Giant
 Pedipalp, Large
 Pegasus
 Phoenix
 Pixie
 Pudding, Brown
 Pyrolisk
 Quaggoth
 Quickling
 Quickwood
 Qullan
 Scum Creeper
 Shadow Mastiff
 Shedu
 Shedu, Greater
 Shocker
 Skunk
 Snake, Giant Amphisbaena
 Snake, Giant Spitting
 Sphinx, Hieraco-
 Squealer
 Stegocentipede
 Sussurus
 Tabaxi
 Tiger Fly
 Tri-flower Frond
 Troll, Giant
 Twilight Bloom
 Umpleby
 Ustilagor
 Vampire
 Vargouille
 Webbirds
 Yuan Ti
 Zombie
 Zorbo
 Zygom

TROPICAL WILDERNESS SWAMP**Common**

Centipede, Giant
 Centipede, Huge
 Crocodile, Normal
 Dinosaur, Anosaurus
 Dinosaur, Apatosaurus
 Dinosaur, Camarasaurus
 Dinosaur, Diplodocus
 Dinosaur, Euparkeria
 Dinosaur, Iguanodon
 Dinosaur, Lambeosaurus
 Dinosaur, Plateosaurus
 Dinosaur, Styracosaurus
 Dog, Wild
 Mule
 Ogre
 Orc
 Pterodactyl, Small
 Rat
 Rat, Giant
 Raven, Normal
 Rhinoceros
 Scorpion, Large
 Skunk
 Small Prehist. Reptiles
 Spider, Huge
 Spider, Large
 Throat Leech
 Toad, Giant
 Vulture, Normal

Uncommon

Axebeak
 Basilisk
 Buccaneer (Pirate)
 Cat, Wild
 Cockatrice
 Dinosaur, Ankisaur
 Dinosaur, Brachiosaur

Uncommon cont.

Dinosaur, Camptosaurus
 Dinosaur, Ceratosaur
 Dinosaur, Cetiosaur
 Dinosaur, Dimetrodon
 Dinosaur, Gorgosaur
 Dinosaur, Mamenchisaur
 Dinosaur, Massopondylus
 Dinosaur, Megalosaur
 Dinosaur, Phororhacos
 Falcon, Small
 Frog, Giant
 Ghoul
 Groll
 Herd Animal
 Hippopotamus
 Hobgoblin
 Hornet, Giant
 Hydra,
 Jermlaine
 Land Lamprey
 Leech, Giant
 Leopard
 Lion
 Lizard, Giant
 Meazel
 Pilgrim
 Pseudo-undead, Ghast
 Pseudo-undead, Ghoul
 Pseudo-undead, Spectre
 Pseudo-undead, Vampire
 Pseudo-undead, Wight
 Pseudo-undead, Wraith
 Pudding, Deadly (Brown)
 Scorpion, Giant
 Scorpion, Huge
 Scum Creeper
 Snake, Constrictor
 Snake, Poisonous
 Snake, Giant Constrictor
 Snake, Giant Poisonous
 Su-monster
 Sundew, Giant
 Toad, Poisonous
 Troll
 Volt
 Whipweed
 Will-o-wisp
 Witherweed
 Wolf
 Wyvern

Rare

Assassin Bug
 Baboon
 Bandit
 Basidiron
 Bat
 Beetle, Giant Bombardier
 Beetle, Giant Boring
 Beetle, Giant Fire
 Boalisk
 Boar, Warthog
 Boar, Wild
 Boggart
 Boobrie
 Bullywug
 Bunyip
 Camel, Bactrian
 Caruncle
 Caterwaul
 Cattle, Wild
 Character Party
 Cifal
 Crab, Giant
 Crane, Giant
 Crystal Ooze
 Dinosaur, Compsognathus
 Dinosaur, Giant Ptero.
 Dinosaur, Monoclonius
 Dinosaur, Pentaceratop
 Dinosaur, Stegosaur
 Dinosaur, Struthoimimus
 Dinosaur, Tanystropheus
 Dinosaur, Triceratops
 Dragon, Coiled
 Dragonfly, Giant
 Elephant, African
 Elephant, Asian
 Falcon, Large
 Flightless Bird
 Fly, Giant Bluebottle
 Fortress
 Frog, Poisonous
 Ghast
 Giant, Hill

Rare cont.

Goblin
 Gorilla Bear
 Griplli
 Harpy
 Horse
 Hybsil
 Hyena
 Jackal
 Kamadan
 Leucrotta
 Lizard Man
 Lycanthrope, Werewolf
 Medusa
 Minotaur
 Mongrelman
 Moon Dog
 Muckdweller
 Norker
 Oblivix
 Ogre, Aquatic
 Ophidian
 Owl
 Pedipalp, Huge
 Pedipalp, Large
 Phycomid
 Pyrolisk
 Quaggoth
 Raven, Huge
 Retchplant
 Shadow
 Shadow Mastiff
 Shambling Mound
 Skeleton
 Snake, Giant Spitting
 Spectre
 Thessalhydra
 Tiger
 Tiger Fly
 Tribesmen
 Troll, Giant
 Urchin, Black
 Ustilagor
 Vapor Rat
 Wasp, Giant
 Wolfwere
 Worg
 Xvart
 Zombie

Very Rare

Achaierai
 Algid
 Ape, Carnivorous
 Babbler
 Baku
 Barghest
 Basilisk, Greater
 Bat, Giant
 Bee, Giant Bumble-
 Bee, Giant Honey
 Beetle, Giant Rhino
 Berserker
 Boar, Giant
 Brain Mole
 Brownie
 Buffalo
 Bugbear
 Bull
 Centipede, Megalo-
 Coffor Corpse
 Cooshee
 Crabman
 Crayfish, Giant
 Crocodile, Giant
 Death, Crimson
 Demon, Alu-
 Demon, Cambion
 Demon, Nabassu
 Devs, Movanic
 Dinosaur, Ankylosaur
 Dinosaur, Antrodemus
 Dinosaur, Deinonychus
 Dinosaur, Paleoscincus
 Dinosaur, Tyrannosaur
 Displacer Beasts
 Doppleganger
 Dracolisk
 Dragon, Black
 Dragon, Gold
 Dragon, Green
 Dragon, Mist
 Eblis
 Elf, Wood
 Flind
 Fly, Giant Horse
 Forester's Bane
 Frog, Killer
 Frogheath
 Gallrit

Very Rare cont.

Gargoyle
 Ghost
 Giant, Fog
 Giant, Verbeeg
 Gloomwing
 Gorgon
 Grim
 Grue, Varrdig
 Hangman Tree
 Haunt
 Hell Hound
 Hollyphant
 Huecuva
 Hydra, Lernaean
 Hydra, Pyro
 Hyenadon
 Jackalwere
 Jaguar
 Kech
 Kelpie
 Kenku
 Kobold
 Lammasu
 Land Urchin
 Lion, Spotted
 Lizard, King
 Lycanthrope, Wereboar
 Lycanthrope, Weretiger
 Mandragora
 Mantari
 Manticore
 Mihstu
 Minimal, Baboon
 Minimal, Badger
 Minimal, Warthog Boar
 Minimal, Wild Boar
 Minimal, Buffalo
 Minimal, Bactrian Camel
 Minimal, Carniv. Ape
 Minimal, War Dog
 Minimal, Wild Dog
 Minimal, African Elephant
 Minimal, Asian Elephant
 Minimal, Gorilla
 Minimal, Hippopotamus
 Minimal, Wild Horse
 Minimal, Hyena
 Minimal, Jaguar
 Minimal, Leopard
 Minimal, Lion
 Minimal, Rhinoceros
 Minimal, Tiger
 Mud-man
 Mummy
 Naga, Guardian
 Naga, Spirit
 Night Hag
 Ogre Mage
 Oliphant
 Owl, Giant
 Pedipalp, Giant
 Phantom
 Quickling
 Quickwood
 Oullan
 Shade
 Shedu
 Shedu, Greater
 Skeleton, Animal
 Skulk
 Skunk
 Snake, Giant Amphisbaena
 Son of Kyuss
 Sphinx, Crio-
 Squealer
 Stegocentipede
 Sussurus
 Tenebrous Worm
 Tentamort
 Thorx
 Tick, Giant
 Tiger, Sabre-tooth
 Tirapheg
 Transposer
 Treant
 Tri-flower Frond
 Triloch
 Twilight Bloom
 Umpleby
 Urchin, Green
 Urchin, Red
 Vampire
 Vulture, Giant
 Webbirds
 Wight
 Wolf, Dire

Very Rare cont.

Wraith
 Zombie, Juju
 Zombie, Monster
 Zygom

TROPICAL, WILDERNESS PLAINS**Common**

Baboon
 Boar, Wild
 Bull
 Camel, Bactrian
 Cattle, Wild
 Centipede, Giant
 Centipede, Huge
 Dinosaur, Ankylosaur
 Dinosaur, Camptosaurus
 Dinosaur, Euparkeria
 Dinosaur, Iguanodon
 Dinosaur, Lambeosaur
 Dinosaur, Monoclonius
 Dinosaur, Pentaceratop
 Dinosaur, Stegosaur
 Dinosaur, Stracosaur
 Dinosaur, Triceratops
 Dog, Wild
 Elephant, African
 Elephant, Asian
 Falcon, Small
 Flightless Bird
 Herd Animal
 Hyena
 Jackal
 Mule
 Ogre
 Pteradactyl, Small
 Rat
 Rat, Giant
 Raven, Normal
 Rhinoceros
 Scorpion, Large
 Skunk
 Small Prehist. Reptiles
 Spider, Huge
 Spider, Large
 Toad, Giant
 Vulture, Normal
 Wolf

Uncommon

Bandit
 Buffalo
 Bugbear
 Cat, Wild
 Dakon
 Dinosaur, Ankylosaur
 Dinosaur, Antrodemus
 Dinosaur, Dimetrodon
 Dinosaur, Paleoscincus
 Dinosaur, Podokesaur
 Dinosaur, Struthoimimus
 Dinosaur, Teratosaur
 Dinosaur, Tyrannosaur
 Falcon, Large
 Ghoul
 Horse
 Jermlaine
 Kenku
 Lion
 Nomad
 Owl
 Pilgrim
 Pseudo-undead, Ghast
 Pseudo-undead, Ghoul
 Pseudo-undead, Vampire
 Scorpion, Giant
 Scorpion, Huge
 Shadow Mastiff
 Snake, Constrictor
 Snake, Poisonous
 Snake, Giant Poisonous
 Tiger
 Witherweed

Rare

Ant Lion, Giant
 Ant, Giant
 Aspis
 Axebeak
 Baluchiterium
 Bat
 Bee, Giant Bumble-
 Bonesnapper
 Camel, Dromedary
 Character Party
 Cheetah
 Dervish
 Dinosaur, Anatosaur

Rare cont.

Dinosaur, Apatosaur
 Dinosaur, Camarasaur
 Dinosaur, Dacentrurus
 Dinosaur, Deinonychus
 Dinosaur, Dilophosaur
 Dinosaur, Diplodocus
 Dinosaur, Kentrosaur
 Dinosaur, Ornitholestes
 Dinosaur, Plateosaur
 Dwarf, Hill
 Fly, Giant Bluebottle
 Fortress
 Ghast
 Giant, Hill
 Goblin
 Hobgoblin
 Hybsil
 Jackalwere
 Lammasu
 Land Lamprey
 Lion, Mountain
 Lion, Spotted
 Lizard, Minotaur
 Lycanthrope, Wereboar
 Lycanthrope, Werewolf
 Moon Dog
 Mummy
 Ogrillon
 Orc
 Patrol
 Pedipalp, Huge
 Pedipalp, Large
 Quaggoth
 Raven, Huge
 Shedu
 Snake, Giant Constrictor
 Thri-kreen
 Tiger Fly
 Tiger, Sabre-tooth
 Troll
 Vapor Rat
 Volt
 Wasp, Giant
 Whipweed
 Wolf, Dire
 Wolfwere
 Wyvern
 Xvart

Very Rare

Ascomoid
 Assassin Bug
 Atomie
 Barghest
 Basidiron
 Basilisk
 Bat, Giant
 Bee, Giant Honey
 Berserker
 Boalisk
 Brain Mole
 Castle
 Caterwaul
 Centipede, Megalo-
 Cifal
 Cockatrice
 Demon, Alu-
 Demon, Chambion
 Deva, Movanic
 Dinosaur, Brachiosaur
 Dinosaur, Ceratosaur
 Dinosaur, Cetiosaur
 Dinosaur, Giant Ptero.
 Dinosaur, Gorgosaur
 Dinosaur, Mamenchisaur
 Dinosaur, Massopondylus
 Dinosaur, Megalosaur
 Disenchanter
 Displacer Beast
 Dragon, Blue
 Dragon, Brass
 Dragon, Coiled
 Dragon, Earth
 Dragon, Gold
 Dustdigger
 Firetoad
 Flind
 Flumph
 Fly, Giant Horsefly
 Forester's Bane
 Forlarren
 Formian
 Frog, Giant
 Gambado
 Ghost
 Giant, Fire
 Giant, Fog
 Giant, Verbeeg
 Groll

Very Rare cont.

Gorgon
Grim
Groaning Spirit
Grue, Harginn
Grue, Ildriss
Harpy
Hollyphant
Hornet, Giant
Huecuva
Hydra
Hydra, Pyro
Hyenadon
Kamadon
Lamasu, Greater
Land Urchin
Leopard
Lizard, Giant
Lycanthrope, Foxwoman
Lycanthrope, Weretiger
Manticore
Meazel
Medusa
Meenlock
Minimal, Baboon
Minimal, Badger
Minimal, Wild Boar
Minimal, Buffalo
Minimal, Bull
Minimal, Bactrian Camel
Minimal, Drom. Camel
Minimal, Carniv. Apr
Minimal, War Dog
Minimal, Wild Dog
Minimal, African Elephant
Minimal, Asian Elephant
Minimal, Wild Horse
Minimal, Hyena
Minimal, Jaguar
Minimal, Leopard
Minimal, Lion
Minimal, Rhinoceros
Minimal, Tiger
Mongrelman
Nonafel
Norger
Oliphant
Owl, Giant
Pedipalp, Giant
Phoenix
Pudding, Deadly (Brown)
Pudding, Deadly (Dun)
Purple Worm
Pyrolisk
Quickwood
Qullan
Retchplant
Sandling
Sandman
Scum Creeper
Shade
Shedu, Greater
Shocker
Skulk
Snake, Giant Amphisbaena
Snake, Giant Spitting
Solifugid, Large
Sphinx, andro-
Sphinx, Gyno-
Stegocentipede
Su-monster
Sundew, Giant
Sussurus
Thunderherder
Toad, Poisonous
Troll, Giant
Ustilagor
Vagabond
Vampire
Vargouille
Vortex
Vulture, Giant
Webbird
Worg
Zombie
Zombie, Juju
Zorbo
Zygom

**TROPICAL, WILDERNESS
DESERT**

Common
Camel, Bactrian

Common

Camel, Dromedary
Dinosaur, Euparkeria
Dog, Wild
Herd Animal
Hyena
Jackal
Raven, Normal
Scorpion, Large
Small Prehist. Reptile
Spider, Huge
Spider, Large
Vulture, Normal

Uncommon

Bandit
Cat, Wild
Centipede, Huge
Dinosaur, Camptosaur
Dinosaur, Compsognathus
Dragon, Brass
Dustdigger
Falcon, Small
Flightless Bird
Fly, Giant Bluebottle
Horse
Kenku
Lion
Lion, Mountain
Nomad
Ogre
Owl
Pilgrim
Pseudo-undead, Vampire
Rat
Rhinoceros
Scorpion, Giant
Scorpion, Huge
Shadow Mastiff
Skunk
Snake, Constrictor
Snake, Poisonous
Snake, Giant Poisonous
Toad, Poisonous
Wolf

Rare

Ant Lion, Giant
Aspis
Baboon
Bee, Giant Bumble-
Boar, Wild
Cattle, Wild
Character Party
Cheetah
Chimera
Dervishes
Dinosaur, Ankisaur
Dinosaur, Deinonychus
Dinosaur, Dilophosaur
Dinosaur, Dimetrodon
Dinosaur, Iguanodon
Dinosaur, Lambeosaur
Dinosaur, Monoclonius
Dinosaur, Pentaceratop
Dinosaur, Phororhacos
Dinosaur, Stegosaur
Dinosaur, Styracosaur
Dinosaur, Triceratops
Dragon, Blue
Dwarf, Hill
Elephant, African
Elephant, Asian
Falcon, Large
Firenewt
Firetoad
Flind
Fly, Giant Horse
Fortress
Giant Strider
Goblin
Jackalwere
Jermlaine
Lamasu
Lizard, Minotaur
Lycanthrope, Werewolf
Moon Dog
Mummy
Orc
Pedipalp, Huge
Pedipalp, Large
Pernicon
Pterodactyl, Small
Pudding, Deadly (Dun)
Purple Worm
Rat, Giant
Raven, Huge
Salamander
Sandling
Sandman

Rare cont.

Shedu
Shocker
Snake, Giant Constrictor
Solifugid, Large
Sphinx, Gyno-
Thri-kreen
Thunderherder
Tiger
Toad, Giant
Troll
Vapor Rat
Whipweed
Witherweed
Wolf, Dire
Wolfwere

Very Rare

Ascomoid
Barghest
Bat
Berserker
Boalisk
Buffalo
Bugbear
Bull
Centipede, Giant
Cifal
Cockatrice
Coffer Corpse
Crypt Thing
Dakon
Death Dog
Demon, Succubus
Demon, Vrock (Type I)
Deva, Movanic
Dinosaur, Ankylosaur
Dinosaur, Anrodemus
Dinosaur, Ceratosaur
Dinosaur, Dacentrurus
Dinosaur, Giant Ptero.
Dinosaur, Gorgosaur
Dinosaur, Ornitholestes
Dinosaur, Paleoscincus
Dinosaur, Podokesaur
Dinosaur, Teratosaur
Dinosaur, Tyrannosaur
Disenchanter
Displacer Beast
Dragon, Copper
Dragon, Earth
Dragon, Gold
Dune Stalker
Firebat
Flumph
Formian
Gambado
Giant, Fire
Gorgimera
Gorgon
Griffon
Groaning Spirit
Grue, Harginn
Harpy
Hell Hound
Hobgoblin
Hollyphant
Hornet, Giant
Huecuva
Jann
Lamia
Lamasu, Greater
Lion, Spotted
Lycanthrope, Foxwoman
Lycanthrope, Wereboar
Manticore
Medusa
Meenlock
Minimal, Baboon
Minimal, Badger
Minimal, Wild Boar
Minimal, Buffalo
Minimal, Bull
Minimal, Bactrian Camel
Minimal, Drom. Camel
Minimal, War Dog
Minimal, Wild Dog
Minimal, African Elephant
Minimal, Asian Elephant
Minimal, Wild Horse
Minimal, Hyena
Minimal, Leopard
Minimal, Lion
Minimal, Rhinoceros
Minimal, Tiger
Mongrelman
Nonafel
Norger
Oliphant
Opinicus

Very Rare cont.

Owl, Giant
Pedipalp, Giant
Pegasus
Pyrolisk
Quaggoth
Retchplant
Rock Reptile
Shade
Shedu, Greater
Skulk
Snake, Giant Spitting
Solifugid, Giant
Solifugid, Huge
Sphinx, Andro-
Stegocentipede
Tiger Fly
Tiger, Sabre-tooth
Troll, Giant
Vampire
Vargouille
Volt
Vortex
Vulture, Giant
Wind Walker
Worg
Wyvery
Zombie
Zorbo

AQUATIC ENCOUNTERS**COLD FRESH WATER SURFACE****Common**

Ice
Land Encounter
Merchant

Uncommon

Buccaneer (Pirate)
Falcon, Small
Ogre, Aquatic
Otter
Swan
Turtle, Giant Snapping

Rare

Boggart
Northern Bear
Crab, Giant
Crystal Ooze
Dragon, Red
Dragonfish
Falcon, Large
Gar, Giant
Hollyphant
Island
Lacedon
Naga, Water
Nixie
Otter, Giant
Sirine
Troll, Marine

Very Rare

Aarakocra
Beaver, Giant
Deva, Movanic
Dragon Turtle
Dragon, Gold
Dragon, Green
Dragon, Sea
Dragon, Silver
Dragon, White
Eagle
Eagle, Giant
Gargoyle
Ghost Ship
Giant, Storm
Greenhag
Griffon
Grue, Varrdig
Harpy
Hippocampus
Hippogriff
Ki-rin
Kopoacanth
Lamprey, Normal
Manticore
Nereid
Octopus
Pegasus
Pike, Giant
Quipper
Shedu
Shedu, Greater
Swanmay
Troll, Ice
Verme

Very Rare cont.

Vodyanoi
Water Weird
Whirlpool

COLD FRESHWATER DEPTHS**Common**

No common encounters

Uncommon

Kopoacanth
Lacedon
Lamprey, Normal
Naga, Water
Ogre, Aquatic
Turtle, Giant Snapping

Rare

Crab, Giant
Crocodile, Normal
Dragonfish
Gar, Giant
Green Slime
Hippocampus
Nixie
Octopus
Otter
Pike, Giant
Sirine
Sunken Ship
Troll, Marine
Vodyanoi

Very Rare

Beaver, Giant
Bloodworm
Dragon Turtle
Dragon, Sea
Giant, Storm
Greenhag
Morkoth
Nereid
Nymph
Otter, Giant
Quipper
Verme
Water Weird

COLD SALTWATER SURFACE**Common**

Merchant
Shark
Whale

Uncommon

Buccaneer (Pirate)
Dolphin
Island
Sea Lion
Swordfish
Troll, Marine
Turtle, Giant Sea
Will-o-wisp

Rare

Crab, Giant
Dragon, Red
Falcon, Small
Ghost Ship
Hollyphant
Lacedon
Naga, Water
Narwhale
Nixie
Otter
Shark, Giant
Squid, Giant
Whirlpool

Very Rare

Aarakocra
Afac
Deva, Movanic
Dragon Turtle
Dragon, Celestial
Dragon, Gold
Dragon, Green
Dragon, Sea
Dragon, Silver
Dragon, White
Eagle
Eagle, Giant
Eel, Electric Marine
Elf, Aquatic
Falcon, Large
Giant, Storm
Greenhag
Griffon

Very Rare cont.

Grue, Varrdig
Harpy
Hippocampus
Hippogriff
Ki-rin
Kopocinith
Kraken
Lamprey, Normal
Lycanthrope, Seawolf, G
Lycanthrope, Seawolf, L
Manticore
Nereid
Octopus
Pegasus
Selkie
Shedu
Shedu, Greater
Sirine
Titan, Lesser
Titan, Major
Verme
Water Weird
Wind Walker

COLD SALTWATER-DEPTHS**Common**

Shark
Whale

Uncommon

Dolphin
Elf, Aquatic
Kopoacanth
Lacedon
Lamprey, Normal
Naga, Water
Sea Lion
Swordfish
Troll, Marine
Turtle, Giant Sea
Urchin, Black

Rare

Crab, Giant
Eel, Electric Marine
Ghost Ship
Hippocampus
Narwhale
Nixie
Octopus
Shark, Giant
Squid, Giant
Urchin, Green
Urchin, Red

Very Rare

Afanc
Dragon Turtle
Dragon, Sea
Giant, Storm
Kraken
Lycanthrope, Seawolf, L
Lycanthrope, Seawolf, G
Morkoth
Nereid
Nymph
Otter
Selkie
Sirine
Titan, Elder
Titan, Lesser
Titan, Major
Urchin, Silver
Urchin, Yellow
Verme
Water Weird

TEMPERATE FRESHWATER SURFACE**Common**

Crocodile, Normal
Merchant
Throat Leech

Uncommon

Crayfish, Giant
Dinosaur, Elasmosaur
Falcon, Small
Frog, Giant
Leech, Giant
Ogre, Aquatic
Otter
Spider, Giant Water
Swan
Turtle, Giant Snapping

Rare

Beetle, Giant Water
Boggart
Buccaneer (Pirate)
Crab, Giant
Crane, Giant
Crystal Ooze
Dragon, Bronze
Dragon, Carp
Dragon, Mist
Dragon, Red
Dragon, Spirit
Dragonfish
Falcon, Large
Frog, Poisonous
Gar, Giant
Hollyphant
Island
Lacedon
Lizard Man
Naga, Water
Nixie
Otter, Giant
Sirine
Troll, Marine

Very Rare

Aarakocra
Algoid
Beaver, Giant
Boobrie
Bunyip
Catfish, Giant
Cockatrice
Deva, Movanic
Dragon Turtle
Dragon, Black
Dragon, Cloud
Dragon, Gold
Dragon, Green
Dragon, Sea
Dragon, Silver
Dragon, Horse
Dragonfly, Giant
Dragonnal
Eagle
Eagle, Giant
Eblis
Eel, Giant
Gargoyle
Ghost Ship
Giant, Storm
Greenhag
Griffon
Grue, Varrdig
Harpy
Hippocampus
Hippogriff
Kelpie
Ki-rin
Kopocinith
Lammasu
Lammasu, Greater
Lamprey, Giant
Lamprey, Normal
Lizard King
Manticore
Muckdweller
Nereid
Octopus
Pegasus
Pike, Giant
Pyrolisk
Quipper
Shedu
Shedu, Greater
Swanmay
Tiger Fly
Verme
Vodyanoi
Wasp, Giant
Water Weird
Whirlpool

TEMPERATE FRESHWATER DEPTHS**Common**

Beetle, Giant Water
Crocodile, Normal
Spider, Giant Water
Throat Leech

Uncommon

Crayfish, Giant
Dinosaur, Elasmosaur
Kopocinith
Lacedon
Lamprey, Normal
Leech, Giant

Uncommon cont.

Naga, Water
Ogre, Aquatic

Rare

Bunyip
Catfish, Giant
Gar, Giant
Dragon, Carp
Dragon, Spirit
Dragonfish
Frog, Giant
Gar, Giant
Hippocampus
Lamprey, Giant
Lizard Man
Nixie
Octopus
Otter
Pike, Giant
Sirine
Sunken Ship
Troll, Marine
Vodyanoi

Very Rare

Afanc
Algoid
Beaver, Giant
Bloodworm
Dragon Turtle
Dragon, Sea
Eel, Giant
Frog, Killer
Giant, Storm
Greenhad
Kelpie
Lizard King
Morkoth
Muckdweller
Mud-man
Nereid
Nymph
Otter, Giant
Quipper
Verme
Water Weird

TEMPERATE SALTWATER SURFACE**Common**

Dinosaur, Plesiosaur
Merchant
Seaweed, Floating
Shark
Whale

Uncommon

Buccaneer (Pirate)
Dinosaur, Elasmosaur
Dinosaur, Mosasaur
Dinosaur, Nothosaur
Dolphin
Eel, Giant
Island
Sea Horse
Sea Lion
Swordfish
Troll, Marine
Turtle, Giant Sea
Will-o-wisp

Rare

Crab, Giant
Crabman
Crane, Giant
Dinosaur, Tenodontosaur
Dragon, Bronze
Dragon, Mist
Dragon, Red
Eye, Floating
Falcon, Small
Ghost Ship
Hollyphant
Lacedon
Naga, Water
Narwhale
Nixie
Otter
Shark, Giant
Squid, Giant
Whirlpool

Very Rare

Aarakocra
Afanc
Algoid
Deva, Movanic
Dragon Turtle

Very Rare cont.

Dragon, Black
Dragon, Celestial
Dragon, Cloud
Dragon, Coiled
Dragon, Gold
Dragon, Green
Dragon, Sea
Dragon, Silver
Dragon-Horse
Eagle
Eagle, Giant
Eel, Electric Marine
Elf, Aquatic
Falcon, Large
Giant, Storm
Greenhag
Griffon
Grue, Varrdig
Harpy
Hippocampus
Hippogriff
Kelpie
Ki-rin
Kopoacanth
Kraken
Lammasu
Lammasu, Greater
Lamprey, Giant
Lamprey, Normal
Lycanthrope, Seawolf, G
Lycanthrope, Seawolf, L
Manticore
Nereid
Octopus
Pegasus
Shedu
Shedu, Greater
Sirine
Titan, Lesser
Titan, Major
Verme
Water Weird
Wind Walker

TEMPERATE SALTWATER DEPTHS**Common**

Dinosaur, Plesiosaur
Sea Horse
Seaweed Bed
Shark
Whale

Uncommon

Dinosaur, Elasmosaur
Dinosaur, Mosasaur
Dinosaur, Nothosaur
Dolphin
Eel, Giant
Elf, Aquatic
Kopoacanth
Lacedon
Lamprey, Normal
Masher
Naga, Water
Sea Lion
Swordfish
Troll, Marine
Turtle, Giant Sea
Urchin, Black

Rare

Crab, Giant
Crabman
Dinosaur, Tenodontosaur
Eel, Electric Marine
Hippocampus
Lamprey, Giant
Mottle Worm
Narwhale
Nixie
Octopus
Shark, Giant
Squid, Giant
Sunken Ship
Urchin, Green
Urchin, Red

Very Rare

Afanc
Algoid
Dragon Turtle
Dragon, Sea
Eye of the Deep
Giant, Storm
Kelpie
Kraken
Lycanthrope, Seawolf, L

Very Rare cont.

Lycanthrope, Seawolf, G
Morkoth
Nereid
Nymph
Otter
Sirine
Titan, Elder
Titan, Lesser
Titan, Major
Urchin, Silver
Urchin, Yellow
Verme
Water Weird

TROPICAL FRESHWATER SURFACE**Common**

Crocodile, Normal
Dinosaur, Anatosaur
Dinosaur, Apatosaur
Dinosaur, Diplodocus
Dinosaur, Pteranodon
Merchant
Throat Leech

Uncommon

Buccaneer (Pirate)
Crayfish, Giant
Dinosaur, Archelon
Dinosaur, Brachiosaur
Dinosaur, Cetiosaur
Dinosaur, Elasmosaur
Falcon, Small
Frog, Giant
Hippopotamus
Leech, Giant
Ogre, Aquatic
Snake, Constrictor
Spider, Giant Water
Turtle, Giant Snapping

Rare

Beetle, Giant Water
Behemoth
Crane, Giant
Crystal Ooze
Dinosaur, Camarasaur
Dinosaur, Dimetrodon
Dinosaur, Dinichtys
Dinosaur, Tanystropheus
Dragon, Bronze
Dragon, Carp
Dragon, Mist
Dragon, Red
Dragon, Spirit
Dragonfish
Eel, Electric
Falcon, Large
Frog, Poisonous
Gar, Giant
Hollyphant
Island
Lacedon
Lizard Man
Merman
Naga, Water
Nixie
Otter, Giant
Sirine
Troll, Marine

Very Rare

Aarakocra
Algoid
Boobrie
Bunyip
Catfish, Giant
Cockatrice
Couatl
Deva, Movanic
Dinosaur, Giant Ptero.
Dragon Turtle
Dragon, Black
Dragon, Blue
Dragon, Brass
Dragon, Cloud
Dragon, Coiled
Dragon, Copper
Dragon, Gold
Dragon, Green
Dragon, Sea
Dragon, Silver
Dragon-Horse
Dragonfly, Giant
Dragonne
Dragonnal
Eblis
Eel, Giant

Very Rare cont.

Frogheoth
Gargoyle
Ghost Ship
Giant, Storm
Griffon
Grue, Varrdig
Harpy
Hippocampus
Hippogriff
Kelpie
Ki-rin
Kopocacanth
Lammasu
Lammasu, Greater
Lamprey, Giant
Lamprey, Normal
Lizard King
Manticore
Minimal, Hippopotomus
Muckdweller
Nereid
Octopus
Pegasus
Pyrolisk
Sea Hag
Shedu
Shedu, Greater
Sphinx, Andro-
Sphinx, Crio-
Sphinx, Gyno-
Thork
Tiger Fly
Verme
Wasp, Giant
Water Weird
Whirlpool

TROPICAL FRESHWATER DEPTHS**Common**

Beetle, Giant Water
Dinosaur, Dinichytis
Spider, Giant Water
Throat Leech

Uncommon

Crayfish, Giant
Dinosaur, Archelon
Dinosaur, Elasmosaur
Frog, Giant
Kopocinth
Lacedon
Lamprey, Normal
Leech, Giant
Merman
Naga, Water
Ogre, Aquatic
Turtle, Giant Snapping

Rare

Behemoth
Bunyip
Catfish, Giant
Crab, Giant
Crocodile, Normal
Dinosaur, Anatosaur
Dinosaur, Apatosaur
Dinosaur, Dimetrodon
Dinosaur, Diplodocus
Dinosaur, Tanystropheus
Dragon, Carp
Dragon, Spirit
Dragonfish
Eel, Electric
Gar, Giant
Hippocampus
Hippopotamus
Lamprey, Giant
Lizard Man
Nixie
Octopus
Sirine
Sunken Ship
Troll, Marine
Vodyanoi

Very Rare

Algoid
Bloodworm
Dinosaur, Brachiosaur
Dinosaur, Cetiosaur
Dragon Turtle
Dragon, Sea
Eel, Giant
Eel, Weed
Frog, Killer
Frogheoth
Giant, Storm
Kelpie
Lizard King
Morkoth
Muckdweller
Mud-Man
Nereid
Nymph
Otter, Giant
Sea Hag
Verme
Water Weird

TROPICAL SALTWATER SURFACE**Common**

Crocodile, Giant
Dinosaur, Plesiosaur
Dinosaur, Pteranodon
Merchant
Seaweed
Shark
Whale

Uncommon

Buccaneer (Pirate)
Dinosaur, Archelon
Dinosaur, Elasmosaur
Dinosaur, Mosasaur
Dinosaur, Nothosaur
Dolphin
Eel, Giant
Island
Portuguese Man-o-war
Ray, Manta
Sea Hag
Sea Horse
Sea Lion
Spider, Giant Marine
Swordfish
Troll, Marine
Turtle, Giant Sea
Will-o-wisp

Rare

Barracuda
Buccaneer (Pirate)
Crab, Giant
Crabman
Crane, Giant
Dinosaur, Dinichytis
Dinosaur, Tenodontosaur
Dragon, Bronze
Dragon, Mist
Dragon, Red
Falcon, Small
Ghost Ship
Hollyphant
Lacedon
Merman
Naga, Water
Nixie
Roc
Sahuagin
Shark, Giant
Snake, Giant Sea
Squid, Giant
Strangle Weed
Whirlpool

Very Rare

Aarakocra
Afanc
Algoid
Deva, Movanic
Dinosaur, Giant Ptero.

Very Rare cont.

Dragon Turtle
Dragon, Black
Dragon, Blue
Dragon, Brass
Dragon, Celestial
Dragon, Cloud
Dragon, Coiled
Dragon, Copper
Dragon, Gold
Dragon, Green
Dragon, Sea
Dragon, Silver
Dragon-Horse
Dragonne
Eel, Electric Marine
Elf, Aquatic
Falcon, Large
Giant, Storm
Griffon
Grue, Varrdig
Harpy
Hippocampus
Hippogriff
Ixitachitl
Kelpie
Ki-rin
Koppocinth
Kraken
Lammasu
Lammasu, Greater
Lamprey, Giant
Lamprey, Normal
Locathah
Lycanthrope, Seawolf, G
Lycanthrope, Seawolf, L
Lycanthrope, Wereshark
Manticore
Nereid
Octopus
Pegasus
Shedu
Shedu, Greater
Sirine
Sphinx, Andro-
Sphinx, Crio-
Sphinx, Gyno-
Titan, Lesser
Titan, Major
Triton
Verme
Water Weird
Wind Walker

TROPICAL SALTWATER DEPTHS**Common**

Dinosaur, Dinichytis
Dinosaur, Plesiosaur
Ray, Sting
Sea Horse
Seaweed, Bed
Shark
Strangle Weed
Whale

Uncommon

Barracuda
Dinosaur, Archelon
Dinosaur, Elasmosaur
Dinosaur, Mosasaur
Dinosaur, Nothosaur
Dolphin
Eel, Giant
Elf, Aquatic
Kopocinth
Lacedon
Lamprey, Normal
Masher
Merman
Naga, Water
Ray, Manta
Sahuagin
Sea Hag
Sea Lion
Snake, Giant Sea

Uncommon cont.

Spider, Giant Marine
Swordfish
Troll, Marine
Turtle, Giant Sea
Urchin, Black

Rare

Crab, Giant
Crabman
Dinosaur, Tenodontosaur
Eel, Electric Marine
Eye, Floating
Hippocampus
Lamprey, Giant
Locathah
Nixie
Octopus
Ray, Pungi
Shark, Giant
Squid, Giant
Sunken Ship
Triton
Urchin, Green
Urchin, Red

Very Rare

Afanc
Algoid
Crocodile, Giant
Dragon Turtle
Dragon, Sea
Eel, Weed
Eye of the Deep
Giant, Storm
Ixitachitl
Kelpie
Kraken
Lycanthrope, Seawolf, L
Morkoth
Nereid
Nymph
Sirine
Titan, Elder
Titan, Lesser
Titan, Major
Urchin, Silver
Urchin, Yellow
Verme
Water Weird

ASTRAL AND ETHEREAL ENCOUNTERS**ASTRAL PLANE****Common**

Cerebral Parasites
Daemon, Minor
Demon, Lesser
Deva, Astral
Devil, Minor
Human Traveler
Invisible Stalker
Nighthag
Nightmare
Slaad, Red, Blue or Green

Uncommon

Aerial Servant
Agathion
Baku
Basilisk*
Cockatrice*
Diakk
Dracolisk*
Githyanki
Gorgon*
Medusa*
Pyrolisk*
Rakshasa
Shedu
Titan

Rare

Basilisk, Greater*
Berbalang
Daemon, Greater
Demon, Major
Devil, Major
Foo Dog

Rare cont.

Githzerai
Gorgimera*
Hollyphant
Intellect Devourer
Ki-rin
Modron, Hierarch
Moon Dog
Phoenix
Planetar
Slaad, Death or Grey

Very Rare

Cat Lord
Daemon, Master
Demon, Prince or Lord
Devil, Duke or Arch-
Dragon, Platinum or Chromatic
DragonHorse
Foo Lion
Opinicus
Retriever
Shedu, Greater
Slaad, Lord
Solar

ETHEREAL PLANE**Common**

Cerebral Parasite
Deva, Monadic
Elementals
Geniekind
Human Traveler
Lammasu
Nightmare

Uncommon

Azer
Basilisk*
Cockatrice*
Couatl
Crysmal
Daemon, Charona-
Dracolisk*
Ghost
Gorgon*
Groaning Spirit
Invisible Stalker
Ki-rin
Medusa*
Xag-ya
Xeg-yi
Xorn

Rare

Aerial Servant
Agathion
Baku
Firebat
Foo Dog
Grim
Hollyphant
Moon Dog
Opinicus
Para-elemental
Planetar
Salamander
Shedu
Spider, Phase
Thought Eater
Wind Walker
Xaren
Xill

Very Rare

Apparition
Basilisk, Greater*
Daemon, Charon
DragonHorse
Dragon, Chromatic or Platinum
Foo Lion
Gorgimera*
Intellect Devourer
Lammasu, Greater
Phoenix
Pyrolisk*
Shedu, Greater
Solar
Terithran
Tween
Vision

*These creatures do not travel the astral or ethereal planes but have attack forms that can affect travelers in these planes.

M17 Jubilex	F27 Magic-eater (Disenchanter)	M35 Mountain Dwarf (Dwarf)	M26 Parasaurolophus (Lambeosaurus)	
131 Juju Zombie	98 Magma Para-elemental	F42 Mountain Giant	M37 Pasha, Efreeti	
—K—				
F55 Kamadan	82 Magman	M61 Mountain Lion	41 Pazuzu	
78 Kampflut	F62 Magnesium Spirit	69 Moulder, Gibbering	99 Pech	
78 Kech	M94 Major Titan (Titan)	43 Movanic Deva	100 Pedipalp	
F55 Kelpie	M22 Malebranche (Devil, Horned)	93 Muckdweller	M78 Pegasus	
34 Kelubar	M28 Malik (Djinni)	93 Mudman	F71 Penanggalan	
F56 Kenku	M37 Malik (Efreeti)	M72 Mule	M26 Pentacaterops	
52 Kentrosaurus	53 Mamenchisaurus	M72 Mummy	88 Pentadrome	
M19 Kevokulli (Type V)	47 Mammon	F9 Mummy, Sticking (Adherer)	F72 Pernicon	
32 Khan (Dao)	M65 Mammoth	F97 Musk Creeper, Yellow	M78 Peryton	
F56 Khargra	M66 Man (Men)	F97 Musk Zombie, Yellow	F83 Pestie (Snyad)	
F35 Killer, Eye	F86 Blending Man	M51 Musk Ox (Herd Animal)	100 Phantom	
M41 Killer Frog (Frog, Giant)	F48 Blind Man	77 Mustard Jelly	F78 Phantom, Sheet	
M70 Killer Mimic (Mimic)	M47 Clay Golem	F13 Mutant Lizard Man (Babbler)	F72 Phantom Stalker	
M100 Killer Whale (Whale)	F21 Crabman	F19 Mutant Ostrich (Clubnek)	M90 Phase Spider	
F57 Killmoulis	F40 Frost Man	M84 Mutant Sahuagin (Sahuagin)	100 Phoenix	
F61 King, Lizard	M48 Iron Golem	F95 Mutant Skunk (Witherstench)	54 Phororhacos	
M57 Ki-rin	F56 Kenku	94 Myconid	101 Phycomid	
F23 Knight, Death	F57 Kuo-toa	66 Myrmarch (Formian)	M78 Piercer	
M52 Koalinh (Hobgoblin)	F61 Lava Children	—N—		
M57 Kobold	M62 Lizard Man	40 Nabassu	M69 Pilgrim	
F96 Kobold, Blue (Xvart)	F77 Sandman	M72 Naga	F18 Pillar Golem (Caryatid Column)	
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78 Korrad	M48 Stone Golem	95 Narwhale	M67 Pirate (Buccaneer)	
40 Kostchtchie	M96 Treant	M19 Ndulu (Type VI)	30 Piscodaemon	
79 Kraken	88 Man-fly (Tiger Fly)	F67 Necrophidius	M23 Pit Fiend	
F57 Kuo-toa	82 Mandragora	F67 Needleman	M79 Pixie	
F83 Kyuss, Son of	83 Man-eating Plant (Mantrap)	M71 Neo-dire Wolf (Worg)	101 Planetar	
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M74 Lake Sprite (Nixie)	M79 Man-o-war, Portuguese	95 Nereid	M27 Plated Lizard (Stegosaurus)	
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79 Lammasu, Greater	83 Margoye	M74 Nixie	F73 Polymorph, Protein	
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37 Leaping Demon (Bar-Igura)	M80 Marine Worm (Mottled)	M74 Nymph	F31 Prince of Evil Cold Creatures (Cryonax)	
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M60 Leopard	M65 Mastodon	M75 Ochre Jelly	M17 Prince of the Underd (Orcus)	
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M102 Wyvern

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129 Xaren
128 Xeg-yi
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M102 Xorn
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