

Advanced Dungeons & Dragons[®]

2nd Edition

Monstrous Compendium

**VOLUME
ONE**



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Instructions for the Blank Monster Form

When designing a monster, avoid extremes. It is a common mistake to make a monster incredibly tough for no reason. Really tough monsters are very rare! If a monster has an extreme ability or combat statistic, there should be a good reason. In the same light, fit the monster's abilities to its description. Players need a fair chance to anticipate what the monster might do. For example, a monster that can fly should have wings, or else usually be encountered aloft. If a monster will have a surprising ability, keep it to just one, and have a good reason for the surprise.

Not all monsters have to be evil. There are many other reasons a monster can be dangerous without arbitrarily making it evil. For example, any creature will fight to protect its family or territory whether it is good or evil.

Characters should be able to negotiate with or intimidate many creatures, but negotiating with a monster does not always mean giving it treasure. Most animals will put off an attack if tossed a free meal they can eat in peace; intelligent creatures have many different motivations. Try not to force characters into having to kill every monster they meet. If a monster is left alive after an encounter, it might be encountered again, and become a regular part of the campaign.

CLIMATE/TERRAIN: Restrict your monsters reasonably. As a rule, only tool-making creatures can be found in every climate or every terrain. Remember that the physical design of a monster should make sense for the climate and the terrain.

FREQUENCY: Monsters should not dominate the landscape unless your campaign plot requires them to. Most monsters avoid settled areas because organized groups of humans and demihumans tend to kill them.

ORGANIZATION: Give a lot of thought to this entry; it determines the group tendencies of the monster. A pack can be controlled by controlling its leader. A flock, on the other hand, has no leader, but it does have a pecking order.

ACTIVITY CYCLE: Most monsters need to rest. When are they out and about? When are they sleeping? These habits should make sense with the diet and climate/terrain of the monster.

DIET: What does the monster eat? Not every monster is a man-eater. A wild bull is just as dangerous as a tiger, but it does not eat meat. Remember, fangs and claws imply carnivores, tusks and horns imply herbivores.

INTELLIGENCE: Avoid the tendency to make monsters too intelligent or too stupid. A creature living in the middle of the jungle with no manipulative organs is not likely to be intelligent. Really high intelligence usually implies civilization, or at least sophisticated tools. On the other hand, monsters that must fight to survive must have enough intelligence or other natural ability to conquer their foes.

TREASURE: Treasure is usually collected only by intelligent creatures. An animal type may guard a treasure for another creature, but the treasure itself belongs to the intelligence that set it there as a guard. Monsters that care little for riches and magical items might still have some as a result of encounters, but things will be scattered and ill-kept, often rusting away to worthlessness. Intelligent monsters, on the other hand, will use their magical treasures to their best advantage—which may be no help at all to the characters!

ALIGNMENT: This is a broad description of the moral and ethical tendencies of the monster. A creature of animal intelligence

has no morals or ethics, and hence is of neutral alignment. In general, try to avoid extremes, unless these fit the monster.

NO. APPEARING: The number of monsters typically encountered should correspond to the other facts about the monster. A solitary monster does not travel in packs of 20! In general, carnivores travel in small groups, herbivores travel in large groups. This number is also a good way to keep things balanced; weak monsters are dangerous in large numbers, while a strong monster all alone is easy prey to a well-organized group of heroes.

COMBAT STATISTICS: This includes such values as Hit Dice and Armor Class. They should match the physical description of the monster. A well-designed monster fights the way it looks. A small, fuzzy creature with big, soft eyes should not have 25 Hit Dice, an Armor Class of -8, and swoop through the air to attack. The amount of damage done should reflect the weapon being used. Avoid the tendency to give monsters excessive Hit Dice and damage capabilities. The DM is the only person who gets a kick from seeing a PC suffer 40 points of damage in one round; players don't find that amusing at all.

APPEARANCE: Include in the physical description of the monster its size, weight, color (skin, hair, eyes, etc.), smell, noises, type of movement (graceful walk, shambling gait, etc.), typical clothing, and preferred weapons.

COMBAT: Include any special combat abilities or disabilities. Be sure to cover any basic strategies or tactics the monster might use. Remember, smart monsters use smart tactics. The strategies should reflect their natural advantages and disadvantages.

HABITAT SOCIETY: How does the monster relate to others of its kind, and to strangers? When do they work together and when do they fight? How do they choose leaders and how do these leaders rule? What are the goals of these monsters? Where do they live and how does this affect their behavior? Do they use or make tools? If so, what types and how are they made? Why does this monster have treasure? How does it get it? What is the nature of the family, and how many live together? Does the monster have special guards or allies and how frequently are they found together?

ECOLOGY: This should include the types of food eaten—as well as what eats them, if anything. Any useful by-products should be listed, such as fur or edible parts. You may list uses for magical items or spells. On the other hand, don't turn your monster descriptions into shopping lists. The PCs are heroes, not butchers or fur trappers. List other creatures that live in harmony with the monster or compete against it, along with information about the size and nature of its territory.

VARIANTS: If there are major subraces, they should be detailed here. This may be a stronger leader type, an inferior servant race, or a DM special, such as skeletons that hurl their finger joints like *magic missiles*.

How To Use This Book

The new *Monstrous Compendium* format was designed with the Dungeon Master in mind. Monster entries are given in alphabetical order, printed on looseleaf sheets that can be organized for convenience. The sheets needed for an adventure can be placed in a separate folder for play, then later returned to the master binder. New monsters can be easily placed in the master binder.

All monsters described here are typical for their type; likewise, the given encounter tables are guidelines for general play. DMs should note that unusual variations are encouraged, but are most effective when they depart from the expected.

Each monster is described fully, with entries that describe behavior, combat modes, and so on. These are explained below.

CLIMATE/TERRAIN defines where the creature is most often found. Climates include arctic, subarctic, temperate, and tropical. Typical terrain includes plain/scrub, forest, rough/hill, mountain, swamp, and desert.

FREQUENCY is the likelihood of encountering a creature in an area. *Very rare* is a 4% chance, *rare* is 11%, *uncommon* is 20%, and *common* is a 65% chance. Chances can be adjusted for special areas.

ORGANIZATION is the general social structure the monster adopts. "Solitary" includes small family groups.

ACTIVE CYCLE is the time of day when the monster is most active. Those most active at night may be active at any time in subterranean settings. Active cycle is a general guide and exceptions are fairly common.

DIET shows what the creature generally eats. *Carnivores* eat meat, *herbivores* eat plants, and *omnivores* eat either. *Scavengers* eat mainly carrion.

INTELLIGENCE is the equivalent of human "IQ". Certain monsters are instinctively cunning; these are noted in the monster descriptions. Ratings correspond roughly to the following Intelligence ability scores:

0	Non-intelligent or 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
19-20	Supra-genius
21 +	Godlike intelligence

TREASURE refers to the treasure tables in the *Dungeon Masters Guide*. If individual treasure is indicated, each individual may carry it (or not, at the DM's discretion). Major treasures are usually found in the monster's lair; these are most often designed and placed by the DM. Intelligent monsters will use magical items present and try to carry off their most valuable treasures if hard pressed. If treasure is assigned randomly, roll for each type possible: if all rolls fail, no treasure of any type is found. Treasure should be adjusted downward if few monsters are encountered. Large treasures are noted by a parenthetical multiplier ($\times 10$, etc.)—not to be confused with treasure type X. Do not use the tables to place dungeon treasure, as numbers encountered underground will be much smaller.

ALIGNMENT shows the general behavior of the average monster of that type. Exceptions, though uncommon, may be encountered.

NO. APPEARING indicates an average encounter size for a wilderness encounter. The DM should alter this to fit the circumstances as the need arises. This should not be used for dungeon encounters.

ARMOR CLASS is the general protection worn by humans and humanoids, protection due to physical structure or magical nature, or difficulty in hitting due to speed, reflexes, etc. Humans and humanoids of roughly man-size that wear armor will have an unarmored rating in parentheses. Listed AC do not include any special bonuses noted in the description.

MOVEMENT shows the relative speed rating of the creature. Higher speeds may be possible for short periods. Human, demihuman, and humanoid movement rate is often determined by armor type (unarmored rates are given in parentheses). Movements in different mediums are abbreviated as follows: *Fl* = fly, *Sw* = swim, *Br* = burrowing, *Wb* = web.

Flying creatures will also have a Maneuverability Class from A to E.

HIT DICE controls the number of hit points damage a creature can withstand before being killed. Unless otherwise stated, Hit Dice are 8-sided (1-8 hit points). The Hit Dice are rolled and the numbers shown are added to determine the monster's hit points. Some monsters will have a hit point spread instead of Hit Dice, and some will have additional points added to their Hit Dice. Thus, a creature with 4 + 4 Hit Dice has 4d8 + 4 hit points (8-36 total). Note that creatures with +3 or more hit points are considered the next higher Hit Die for purposes of attack rolls and saving throws.

THACO is the attack roll the monster needs to hit armor class 0. This is always a function of Hit Dice, except in the case of very large, non-aggressive herbivores (such as some dinosaurs). Humans and demihumans always use player character THACOs, regardless of whether they are player characters or "monsters". THACOs do not include any special bonuses noted in the descriptions.

NUMBER OF ATTACKS shows the basic attacks the monster can make in a melee round, excluding special attacks. This number can be modified by hits that sever members, spells such as *haste* and *slow*, and so forth. Multiple attacks indicate several members, raking paws, multiple heads, etc.

DAMAGE PER ATTACK shows the amount of damage a given attack will make, expressed as a spread of hit points (dice roll combination). If the monster uses weapons, the damage will done by the typical weapon will be followed by the parenthetical note "weapon". Damage bonuses due to Strength are listed as a bonus following the damage range.

SPECIAL ATTACKS detail attack modes such as dragon breath, magic use, etc. These are explained in the monster description.

SPECIAL DEFENSES are precisely that, and are detailed in the monster description.

MAGIC RESISTANCE is the percentage chance that magic cast upon the creature will fail to affect it, even if other creatures nearby are affected. If the magic penetrates the resistance, the creature is still entitled to any normal saving throw allowed.

SIZE is abbreviated as: "T," tiny (2' tall or less); "S," smaller than a typical human (2 + ' to 4'); "M," man-sized (4 + ' to 7'); "L," larger than man-sized (7 + ' to 12'); "H," huge (12 + ' to 25'); and "G," gargantuan (25 + ').

MORALE is a general rating of how likely the monster is to persevere in the face of adversity or armed opposition. This guideline can be adjusted for individual circumstances. Morale ratings correspond to the following 2-20 range:

2-4	Unreliable
5-7	Unsteady
8-10	Average
11-12	Steady
13-14	Elite
15-16	Champion
17-18	Fanatic
19-20	Fearless

XP VALUE is the number of experience points awarded for defeating (not necessarily killing) the monster. This value is a guideline that can be modified by the DM for the degree of challenge, encounter situation, and for overall campaign balance.

Combat is the part of the description that discusses special combat abilities, arms and armor, and tactics.

Habitat/Society outlines the monster's general behavior, nature, social structure, and goals.

Ecology describes how the monster fits into the campaign world, gives any useful products or byproducts, and presents other miscellaneous information.

Close variations of a monster (e.g. merrow, ogre) are given in a special section after the main monster entry. These can be found by consulting the index to find the major listing.

ALPHABETICAL INDEX TO MONSTROUS COMPENDIUM 1

Monster names are listed in the first column, with the monster page with the description in the second column. Alternative names are given in *italics* in the first column. In the second column, monster sub-sections are given in *italics*. *Comp.* identifies the Monstrous Compendium volume the monster appears in.

Name	Section	Comp.	Name	Section	Comp.	Name	Section	Comp.
Abomination (<i>yuan ti</i>)	Yuan ti	1	Ghast	Ghoul	1	Police	Men	1
Aborigine	Men	1	Gorgimera	Chimera	1	Pony	Horse	1
Advanced lizard man	Lizard man	1	Gray ooze	Oozes	1	Priest	Men	1
Adventurer	Men	1	Green slime	Oozes	1	Pungi ray	Ray	1
African elephant	Elephant	1	Grey elf	Elf	1	<i>Pureblood (yuan ti)</i>	Yuan ti	1
Animal skeleton	Skeleton	1	Hairfoot	Halfling	1	Pyrohydra	Hydra	1
Antelope	Animal, Herd	1	Half-elf	Elf	1	Pyrolisk	Cockatrice	1
Aquatic ghoul	Ghoul, <i>lacedon</i>	1	<i>Halfbreed (yuan ti)</i>	Yuan ti	1	Quasit	Imp	1
Aquatic hobgoblin	Hobgoblin, <i>koalinth</i>	1	<i>Herder</i>	Men, <i>farmer</i>	1	Rajah, rakshasa	Rakshasa	1
Aquatic troll	Troll, <i>scrag</i>	1	High elf	Elf	1	<i>Rakshasa knight</i>	Rakshasa, <i>ruhk</i>	1
Aquatic umber hulk	Umbur hulk, <i>vodyanoi</i>	1	Hulk, umber	Umbur hulk	1	<i>Ratman</i>	Lycanthrope, <i>wererat</i>	1
Bandit	Men	1	Hyenodon	Hyena	1	Ruhk	Rakshasa	1
Barbarian	Men	1	Ice toad	Toad	1	<i>Sabre-tooth tiger</i>	Cats, Great, <i>smilodon</i>	1
<i>Bat, sea</i>	Ray	1	<i>Illithid</i>	Mind flayer	1	Sailor	Men	1
Berserker	Men	1	Iron golem	Golem	1	Sailor, merchant	Men	1
Black bear	Bear	1	Ixixachtli	Ray	1	<i>Savage</i>	Men, <i>aborigine</i>	1
Black pudding	Pudding	1	Jaguar	Cats, Great	1	Scrag, troll	Troll	1
<i>Black rat</i>	Rat, <i>common</i>	1	Ju-ju zombie	Zombie	1	<i>Sea bat</i>	Ray	1
Blink dog	Dog	1	Knight	Men	1	Sea snake	Snake	1
Brigand	Men, <i>bandit</i>	1	<i>Knight, rakshasa</i>	Rakshasa, <i>ruhk</i>	1	Seawolf, greater	Lycanthrope	1
Brown bear	Bear	1	Koalinth	Hobgoblin	1	Seawolf, lesser	Lycanthrope	1
Brown pudding	Pudding	1	Lacedon	Ghoul	1	<i>Serf</i>	Men, <i>peasantry</i>	1
<i>Brown rat</i>	Rat, <i>common</i>	1	Leopard	Cats, Great	1	Sheep	Animal, Herd	1
Brush rat	Rat	1	Lernean hydra	Hydra	1	Slaver	Men	1
<i>Buccanneer</i>	Men, <i>pirate</i>	1	Lion	Cats, Great	1	Slime, green	Oozes	1
Buffalo	Animal, Herd	1	Lion, mountain	Cats, Great	1	Smilodon	Cats, Great	1
Camel	Animal, Herd	1	Lion, spotted	Cats, Great	1	Soldier	Men	1
Cattle	Animal, Herd	1	Lizard king	Lizard man	1	Soldier, mercenary	Men	1
Cave bear	Bear	1	Lynx, giant	Cats, Great	1	Spitting snake	Snake	1
<i>Cavemen</i>	Men, <i>aborigine</i>	1	Maharajah, rakshasa	Rakshasa	1	<i>Sprite, water</i>	Nixie	1
Cheetah	Cats, Great	1	Mammoth	Elephant	1	Sting ray	Ray	1
Clay golem	Golem	1	Manta ray	Beholder, <i>eye of the deep</i>	1	Stone golem	Golem	1
<i>Constabulary</i>	Men	1	Marine beholder	Ghoul, <i>lacedon</i>	1	Stout	Halfling	1
Constrictor snake	Snake	1	Marine ghoul	Hobgoblin, <i>koalinth</i>	1	Subterranean lizard	Lizard	1
<i>Craftsman</i>	Men, <i>tradesman</i>	1	Marine hobgoblin	Ogre, <i>merrow</i>	1	<i>Sumatran rat</i>	Rat, <i>giant</i>	1
Cryohydra	Hydra	1	Marine ogre	Spider	1	<i>Sylvan elf</i>	Elf, <i>wood</i>	1
Crystal ooze	Oozes	1	Marine spider, giant	Elephant	1	Talking owl	Owl	1
Cube, gelatinous	Oozes	1	Mastodon	Centipede	1	Tallfellow	Halfling	1
<i>Cutpurse</i>	Men, <i>thief</i>	1	Megalocentipede	Men	1	Thief	Men	1
Cyanohydra	Hydra	1	Mercenary soldier	Men	1	<i>Thug</i>	Men, <i>thief</i>	1
Dao	Genie	1	Merchant	Men	1	<i>Tiger, sabre-tooth</i>	Cats, Great, <i>smilodon</i>	1
Death dog	Dog	1	Merchant sailor	Men	1	Tiger, wild	Cats, Great	1
Demilich	Lich	1	Merrow	Ogre	1	<i>Trader</i>	Men, <i>merchant</i>	1
<i>Derwish</i>	Men, <i>berserker</i>	1	Middle class men	Men	1	Tradesman	Men	1
Dire wolf	Wolf	1	Minotaur lizard	Lizard	1	Tribesman	Men	1
Djinn	Genie	1	Mobat	Bat, <i>huge</i>	1	Two-headed troll	Troll	1
<i>Dragon, false</i>	Lizard, <i>fire</i>	1	Monster skeleton	Skeleton	1	Umbur hulk, aquatic	Umbur hulk, <i>vodyanoi</i>	1
Dun pudding	Pudding	1	Monster zombie	Zombie	1	Vampire, eastern	Vampire	1
<i>Dweomerling</i>	Mudmen	1	Mule	Horse	1	Vodyanoi	Umbur hulk	1
Efreit	Genie	1	Noble djinn	Genie, <i>djinn</i>	1	War dog	Dog	1
Elder-brain	Mind flayer	1	<i>Nomad</i>	Men, <i>barbarian</i>	1	Warthog	Boar	1
<i>Elothere</i>	Boar, <i>giant</i>	1	Northern bear	Bear, <i>polar</i>	1	Wasp, giant	Hornet	1
Eye of the deep	Beholder	1	Ochre jelly	Oozes	1	Water spider, giant	Spider	1
<i>Faerie elf</i>	Elf, <i>grey</i>	1	Ogre mage	Ogre	1	<i>Water sprite</i>	Nixie	1
<i>False dragon</i>	Lizard, <i>fire</i>	1	Oliphant	Elephant	1	Werebear	Lycanthrope	1
Farmer	Men	1	Orog	Orc	1	Wererat	Lycanthrope	1
<i>Faun</i>	Satyr	1	Peasantry	Men	1	Weretiger	Lycanthrope	1
Fire lizard	Lizard	1	Phase spider	Spider	1	Werewolf	Lycanthrope	1
Fire toad	Toad	1	Pilgrim	Men	1	White pudding	Pudding	1
Fisher, cave	Cave fisher	1	Pirate	Men	1	Winter wolf	Wolf	1
<i>Fisherman</i>	Men, <i>sailor</i>	1	Poisonous snake	Snake	1	Wizard	Men	1
Flesh golem	Golem	1	Poisonous toad	Toad	1	Wood elf	Elf	1
Flind	Gnoll	1	Polar bear	Bear	1	Worg	Wolf	1
Gelatinous cube	Oozes	1	<i>Polar worm</i>	Remorhaz	1	<i>Worm, polar</i>	Remorhaz	1
Gentry	Men	1						

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Aerial Servant

CLIMATE/TERRAIN:	Plane of elemental air, astral plane, and ethereal plane
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	Fl 24 (A)
HIT DICE:	16
THACO:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	8-32
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Elite (14)
XP VALUE:	10,000

The aerial servant is a semi-intelligent form of an air elemental native to the elemental plane of air, the ethereal plane, and the astral plane. An encounter with an aerial servant in the prime material plane is usually the result of a conjuration by a cleric.

When encountered in the material plane, aerial servants normally are invisible. They are dimly visible in their native planes, resembling legless humanoids made of sparkling blue smoke. They have empty eye sockets, a thin slash for a mouth, and two long arms with large hands and four thick fingers.

Combat: An aerial servant generally avoids combat in its native planes. However, if attacked or threatened, it responds by attempting to grab and strangle its opponent. The aerial servant's first successful roll to hit means it has grabbed its victim; in each successive round that it holds its victim, the aerial servant, if it desires, automatically inflicts 8-32 hp of damage. An aerial servant is very strong and can easily carry weights in excess of 10,000 gold pieces. A character must have a Strength of 18 to have any chance of breaking free. For each percentage point score the character has, there is a like chance to break free of the aerial servant's grasp; for instance, a character with an 18/50% Strength has a 50% chance of breaking free, while a character with a 00% or 19 automatically breaks free. (If the grasped creature has no Strength rating, roll the appropriate number of the creature's Hit Dice and 16 HD for the aerial servant; if the creature's total is higher, it breaks free.)

An aerial servant in the command of a cleric will not fight for him, but will complete any other assigned duty, usually finding and returning an object or victim. If assigned to return a victim, the aerial servant grabs the victim as described above. Additionally, those attacked by an aerial servant in the material plane have a -5 surprise modifier. If the summoning cleric does not protect himself by casting *protection from evil* or by standing inside a protective symbol, the aerial servant will attempt to crush and kill him. If the aerial servant is prevented from completing its assigned mission, it becomes insane, returns to the cleric, and attempts to kill him.

Habitat/Society: Aerial servants are not organized into families, communities, or any other social units. They do not collect treasure. Aerial servants pass the time by soaring on the elemental, astral, and ethereal winds, exploring the infinite mysteries of



their native planes. As they have no permanent lairs, aerial servants have a virtually limitless range and are not tied to any specific territory. They are particularly drawn to areas of extreme weather, such as the ether cyclones of the ethereal plane (sinuous, serpentine columns of force), the psychic wind storms of the astral plane (hurricane-like areas of darkness), and the aerial maelstroms of the plane of elemental air (doughnut-shaped tornadoes). Generally, aerial servants are able to avoid the dangers of these phenomena. However, if a careless aerial servant is caught up in one of these storms, there is a 5% chance it will be blown in two, with each half becoming a separate aerial servant. This is the only way aerial servants reproduce, an extremely painful process the aerial servants strive to avoid.

Aerial servants will not voluntarily leave their home plane and have no interest in material plane affairs. They resent being summoned by clerics to the prime material plane and will attempt to complete their missions as soon as possible in order to return home.

Ecology: Aerial servants do not consume food for nourishment. Instead, they are refreshed and energized by being buffeted in the planar winds. Long periods of calm weather cause aerial servants to grow listless and weak. If an aerial servant is not exposed to a planar wind in excess of 30 miles per hour for 30 consecutive days, it risks suffering damage; beginning on day 31, it has a 10% chance per day of losing 1d8 hp of damage. Aerial servants recover lost hit points at the rate of 1d8 per hour of being buffeted by planar winds in excess of 30 miles per hour. They are unaffected by winds of the prime material plane.

Aerial servants have no natural enemies. They rarely associate with other creatures, although they do have an affinity for air elementals, occasionally tagging along after them. However, air elementals avoid and discourage contact with aerial servants, considering them an inferior species.

Animal, Herd

	Camel	Cattle	Buffalo	Antelope	Sheep
CLIMATE/TERRAIN:	Any land	Any land	Tropical and temperate plains	Tropical and temperate plains	Any land
FREQUENCY:	Common	Common	Uncommon	Common	Common
ORGANIZATION:	Herd	Herd	Herd	Herd	Herd
ACTIVITY CYCLE:	Day	Day	Day	Day	Day
DIET:	Herbivore	Herbivore	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Animal to semi- (1-4)	Semi- (2-4)	Semi- (2-4)	Animal (1)	Animal (1)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Neutral	Nil	Nil	Nil
NO. APPEARING:	1-12	20-200	4-24 (4d6)	4-24 (4d6)	10-100
ARMOR CLASS:	7	7	7	7	7
MOVEMENT:	21	15	15	24	12
HIT DICE:	3	1-4	5	2	2
THACO:	16	16	16	16	16
NO. OF ATTACKS:	1	1	2	1	1
DAMAGE/ATTACK:	1-4	1-4	1-8/1-8	1-4	1-4
SPECIAL ATTACKS:	Spitting	Stampede	Charge	Stampede	Charge
SPECIAL DEFENSES:	Nil	Nil	Head is AC 3	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	L (8' tall)	L (8' long)	L (5' at shoulder)	M (5' tall)	M (5' long)
MORALE:	Unreliable (3)	Unreliable (4)	Average (10)	Unreliable (3)	Unreliable (3)
XP VALUE:	65	15-120	175	35	35



Herd animals live in all climates and terrain, from freezing tundra (bactrian camel) to temperate hills (wild cattle) to tropical plains (antelope). Though normally passive, herd animals can be dangerous when angered or frightened.

Herd animals are four-legged hoofed mammals covered with hair—thick fur for buffalo, curly wool for sheep, and short, coarse hair for camels, antelope, and sheep. Male cattle, buffalo, antelope, and sheep have sharp horns. A camel's humps (one hump for dromedaries, two for bactrian) enable it to go without food or water for up to two weeks.

Combat: Most herd animals attack by biting. Buffalo defend themselves with their horns, usually attacking if approached too closely (6' or less); if charging from a distance of at least 40', a buffalo does 3-18 hp of impaling damage plus 1-4 hp of trampling

damage. Nasty-tempered camels have a 50% chance of spitting at persons attempting to ride them or use them for pack animals; the victim of a spit attack has a 25% chance of being blinded for 1-3 rounds. Cattle, antelope, and sheep generally flee from danger, but will attack if cornered or threatened. A male antelope or sheep defending his herd will charge, inflicting 1-4 hp of butting damage if charging from at least 40'. Male cattle are 75% likely to attack if intruders approach before the herd has a chance to escape.

If frightened by intruders, there is a 25% that the entire herd will stampede. If a herd stampedes, roll 2d4 for each creature in the path of the stampede who does not take cover (such as by hiding in a tree or behind a rock pile or wall). This is the number of herd animals trampling the exposed creature. Trampling causes either 1-4 hp of damage (camel, cattle, antelope, and sheep) or 1-6 hp of damage (buffalo) per herd animal trampling.

Habitat/Society: Herd animals graze on open terrain, migrating to a new territory when the food supply of the old has been depleted. Herd size varies from a family of four buffalo to a commercial flock of 1,000 sheep. The largest and oldest male usually serves as the leader, directing the movement his herd and watching for predators. Herd animals do not collect treasure.

Ecology: Herd animals eat grass, grains, and shrubbery. They are the favored prey of carnivores, including lions, tigers, and dragons. Man often domesticates herd animals for their meat, milk, fur (blankets and clothing), and skin (shoes and tents). Dried droppings of herd animals can be burned for fuel.

Bat

	Common	Large (giant)	Huge (mobat)
CLIMATE/TERRAIN:	Any land	Any land	Warm caves
FREQUENCY:	Common	Uncommon	Rare
ORGANIZATION:	Swarm	Flock	Flock
ACTIVITY CYCLE:	Night	Night	Night
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Low (5-7)
TREASURE:	Nil	Nil	C
ALIGNMENT:	Nil	Nil	Neutral evil

NO. APPEARING:	1-100	3-18 (3d6)	1-8
ARMOR CLASS:	8 (see below)	8	7 (see below)
MOVEMENT:	1, Fl 24 (B)	3, Fl 18 (C)	3, Fl 15 (C)
HIT DICE:	1-2 hp	1-4 hp or 1	4-6
THAC0:	20	20 or 19	17 (4 HD) or 15 (5 and 6 HD)
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1	1-2 or 1-4	2-8
SPECIAL ATTACKS:	See below	Nil	See below
SPECIAL DEFENSES:	Nil	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	T (1')	M (5'-6')	H (12'-16')
MORALE:	Unreliable (2-4)	Unsteady (5-7)	Steady (11-12)
XP VALUE:	15	35	420 (4 HD) 650 (5 HD) 975 (6 HD)

Bats are common animals in many parts of the world. While ordinary bats are annoying but harmless, larger varieties are deadly.

With almost 2,000 different species of bats, one can find wingspans from less than two inches across to 15 feet and more. The small body of the ordinary bat resembles a mouse, while the wings are formed from extra skin stretched across its forelimbs. The larger bats are scaled up but otherwise similar in appearance.

Despite the common belief that bats are blind, nearly all known species have rather good eyesight. In the dark, however, they do not rely on their visual acuity, but navigate instead by echo-location. Thus, by emitting a high-pitched squeal and listening for it to bounce back to them, they detect their surroundings by a natural form of sonar.

Combat: Ordinary bats will attack only if cornered and left with no other option. If startled, bats tend to become frightened and confused. This causes them to begin swarming around and often fly into things. Thus, the typical bat swarm ends up putting out torches, confusing spell casting, and otherwise getting in the way. Under ideal flying conditions, a bat's Armor Class rating rises from 8 to 4.

Habitat/Society: While bats can be found almost anywhere, they prefer warmer climes. Some species hibernate during the cold season and a few are known to migrate. Bats live in caves or dark buildings, hanging by their feet during the day, and leaving at dusk to feed during the night. In certain large caverns there may be thousands of bats.

Ecology: Most bats are fruit- or insect-eaters, though some include small animals or fish in their diets. The rare vampire bat travels at night to drink the warm blood of living creatures, but its victims are never humans or demihumans, and care must be taken not to confuse the vampire bat with the true vampire in this regard.

Giant Bat

These creatures, which are giant versions of the carnivorous variety of the ordinary bat, have bodies 3' long and a wingspan of 5'-6'. They dwell in dark caverns, usually underground, and depend on their sonar in flight to compensate for their poor eyesight. Only 10% of giant bats are of the more powerful 1 hit die variety.

Giant bats are so highly maneuverable in flight that anyone with a dexterity of less than 13 who fires a missile at a flying giant bat suffers a -3 penalty to their attack roll. The creature must land (usually on its victim) to attack with its bite. The typical example of this species inflicts 1-2 points of damage with its teeth while the larger does 1-4 points of damage. Anyone bitten by a giant bat has a 1% chance per point of damage done of contracting rabies.

Mobat

Mobats prefer warm-blooded prey which they bite to death with their fangs. They have a dim and evil intelligence which gives them a desire for shiny objects. Because the typical mobat has a wingspan of 12-16 feet they must have a large area in which to take off.

Because mobats' flight is so rapid and silent, their victims suffer a -3 on their surprise rolls. 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 versus paralysis is successful. This screech is always used if their prey resists and is effective in a 20-foot radius about the mobat. Note that mobile mobats have a normal Armor Class of 2. Under crowded flying conditions, however, their Armor Class suffers and is raised to 7. When not in flight, mobats are Armor Class 10.

Bear

	Black	Brown	Cave	Polar
CLIMATE/TERRAIN:	Temperate land	Temperate land	Any land	Any cold
FREQUENCY:	Common	Uncommon	Uncommon	Rare
ORGANIZATION:	Family	Family	Family	Family
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Semi- (2-4)	Semi- (2-4)	Semi- (2-4)	Semi- (2-4)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral

NO. APPEARING:	1-3	1-6	1-2	1-6
ARMOR CLASS:	7	6	6	6
MOVEMENT:	12	12	12	12, Sw 9
HIT DICE:	3+3	5+5	6+6	8+8
THAC0:	17	15	15	13
NO. OF ATTACKS:	3	3	3	3
DAMAGE/ATTACK:	1-3/1-3/1-6	1-6/1-6/1-8	1-8/1-8/1-12	1-10/1-10/2-12
SPECIAL ATTACKS:	Hug	Hug	Hug	Hug
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M (6' + tall)	L (9' + tall)	H (12' + tall)	H (14' + tall)
MORALE:	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)
XP VALUE:	175	420	650	2,000



A rather common omnivorous mammal, bears tend to avoid humans unless provoked. Exceptions to this rule can be a most unfortunate occurrence.

Bears are, in general, large and powerful animals which are found throughout the world's temperate and cooler climates. With dense fur protecting them from the elements and powerful claws protecting them from other animals, bears are the true rulers of the animal kingdom in the areas where they live.

The so-called black bear actually ranges in color from black to light brown. It is smaller than the brown bear and the most widespread species by far.

Combat: Although black bears are usually not aggressive, they are able fighters when pressed. If a black bear scores a paw hit with an 18 or better it also hugs for 2-8 (2d4) points of additional damage.

Habitat Society: All bears have excellent senses of hearing and smell but rather poor eyesight. The size shown is an average for the variety and larger individuals will, of course, be correspondingly more powerful.

One common misconception people hold about bears is that they hibernate during the winter. In fact, they sleep most of the time, but their metabolism does not slow down, and they often wake up and leave their lairs during warm spells.

Bears live in small family groups. Female bears are very protective of their young, and more than one individual has been badly injured when taunting or playing with seemingly harmless bear cubs.

Ecology: All of these ursoids are omnivorous, although the gigantic cave bear tends towards a diet of meat.

Bears are fairly intelligent animals that can be trained to perform in a variety of ways, particularly if captured as cubs. Bears can thus be found dancing in circuses or accompanying "mountain men" in the wilderness.

Brown Bear

The brown bear, of which the infamous grizzly is the most well known variety, is a bear of very aggressive disposition. Brown bears are more carnivorous than their smaller cousins, the black bears. The grizzly in particular will often bring down large game such as deer and elk.

Brown bears are aggressive hunters. If a brown bear scores a paw hit with a roll of 18 or better it will also hug for 2-12 (2d6) points of additional damage. Brown bears will continue to fight for 1-4 melee rounds after reaching 0 to -8 hit points. At -9 or fewer hit points, they are killed immediately.

Cave Bear

Cave bears are quite aggressive, willing to attack well-armed parties without provocation. If a cave bear scores a paw hit with an 18 or better it also hugs for 2-16 (2d8) points of additional damage. Cave bears will continue to fight for 1-4 melee rounds after reaching 0 to -8 hit points. At -9 or fewer hit points, they are killed immediately.

Polar Bear

These powerful swimmers feed mostly on marine animals. A paw hit of 18 or better indicates a "hug", which inflicts 3-18 (3d6) points of additional damage. These aggressive animals will fight for 2-5 rounds after being brought to 0 to -12 hit points, but beyond that they will die instantly.

Behir

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	See below
ALIGNMENT:	Neutral evil

NO. APPEARING:	1-2
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	12
THACO:	9
NO. OF ATTACKS:	2 or 7
DAMAGE/ATTACK:	2-8 (2d4)/2-5 (1d4 + 1) or 2-8 (2d4)/6 x 1-6

SPECIAL ATTACKS:	Lightning bolt
SPECIAL DEFENSES:	Immune to electricity, poison
MAGIC RESISTANCE:	Nil
SIZE:	G (40' long)
MORALE:	Champion (15)
XP VALUE:	10,000

The behir is a snake-like reptilian monster whose dozen legs allow it to move with considerable speed and climb at fully half its normal movement rate. It can fold its limbs close to its long, narrow body and slither in snake-fashion if it desires. The head looks more crocodilian than snake-like, but has no difficulty in opening its mouth wide enough to swallow prey whole, the way a snake does.

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. The two large horns curving back over the head look dangerous enough but are actually used for preening the creature's scales and not for fighting.

Combat: A behir will attack its prey by first biting and then looping its body around the victim and squeezing. If the latter attack succeeds, the victim is subject to six 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 versus breath weapon is made. In the latter case, the target takes only half damage.

On a natural attack roll of 20 the behir swallows man-sized prey whole. Any creature swallowed will lose $\frac{1}{6}$ of its starting hit points each round until it dies at the end of the sixth round. The behir will digest its meal in 12 turns, and at that time the victim is totally gone and cannot be raised from the dead. Note, however, that a creature swallowed can try to cut its way out of the behir's stomach. The inner armor class of the behir is 7, but each round the creature is in the behir it subtracts 1 from the damage each of its attacks does. This subtraction is cumulative, so on the second melee round there is a -2, on the third a -3, and so on.

Habitat Society: Behir are solitary creatures, meeting others of their kind only to mate and hatch a clutch of 1-4 eggs. The female guards these eggs for eight months while the male hunts for the pair. When the young hatch, they are immediately turned out of the nest to fend for themselves, and the adults separate.

Newly hatched behir are about two feet long. Behir grow at a rate of eight feet per year until fully mature. Interestingly enough, newly hatched behir do not have all of their legs, having instead only six or eight. Additional pairs of legs grow slowly over time until the creature has its full complement when it reaches adulthood.



Behir range over a territory of about 400 square miles, often living high up a cliff face in a cave.

Behir are never friendly with dragonkind, and will never be found coexisting in the same geographical area with any type of dragon. If a dragon should enter a behir's territory, the behir will do everything it can to drive the dragon out. If the behir fails in this task, it will move off to find a new home. A behir will never knowingly enter the territory of a dragon.

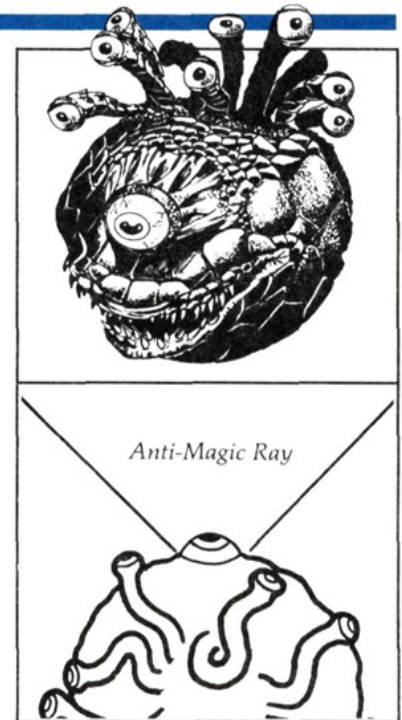
Ecology: Behir are useful to mages, priests, and alchemists for a number of concoctions. The horns of a behir can be used to brew the ink necessary to inscribe a *lightning bolt* scroll, and the sharp talons can likewise be used by a cleric to make the ink for a *neutralize poison* scroll. The heart of the behir is one of the more common ingredients for ink for a *protection from poison* scroll.

As behir sometimes swallow prey whole, there is a 10% chance that there will be some small items of value inside the monster. More often than not (60%) these will be gems (10 x Q). Otherwise, there is a 30% chance that there will be from 1-8 pieces of jewelry and a 10% chance that a single small magical object of an indigestible nature may be found. Such objects are never found in a behir's lair, because the creature expels this waste and buries it elsewhere.

The scales are valued for their hardness and color, and are worth up to 500 gp to an armorer who can use them to fashion a highly ornate set of scale mail armor.

Beholder

	Beholder	Eye of the Deep
CLIMATE/TERRAIN:	Subterranean	Any deep ocean
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Day
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Exceptional (15-16)	Very (11-12)
TREASURE:	I, S, T	R
ALIGNMENT:	Lawful evil	Lawful evil
NO. APPEARING:	1	1
ARMOR CLASS:	0/2/7	5
MOVEMENT:	Fl 3 (B)	Sw 6
HIT DICE:	45-75 hp	10-12
THACO:	45-49 hp: 11 50-59 hp: 9 60-69 hp: 7 70+ hp: 5	10 HD: 11 11-12 HD: 9
NO. OF ATTACKS:	1	3
DAMAGE/ATTACK:	2-8	2-8/2-8/1-6
SPECIAL ATTACKS:	Magic	See below
SPECIAL DEFENSES:	Anti-magic ray	Nil
MAGIC RESISTANCE:	Special	Nil
SIZE:	M (4'-6' diameter)	S to M (3'-5' diameter)
MORALE:	Fanatic (18)	Champion (15)
XP VALUE:	14,000	4,000



The beholder (also known as the *eye tyrant* or *sphere of many eyes*) is most frequently found underground, although it will lair in desolate wildernesses from time to time.

The globular body of this monster is supported by levitation, allowing it to float slowly about as it wills. Atop the sphere are 10 eyestalks, while in its central area are a great eleventh eye and a large mouth filled with pointed teeth.

Beholders can speak their own language and will often know tongues of other lawful evil creatures.

Combat: The body is protected by a hard chitinous covering with an Armor Class of 0. The creature's eyestalks and eyes are also protected, although less well, having armor classes of 2 and 7 respectively.

The various eyes of a beholder each have a different function. Typically only the central eye, plus 1-4 of those on stalks, are able to function considering that an attack usually comes from an arc 90 degrees before the monster. If attacks come from 180 degrees double the number of eyestalks able to function, and for 270 degrees or 360 degrees triple or quadruple the number. Attacks from above enable all 10 eyestalks to function, but the central eye cannot. Functions of the eyes are:

- 1 Charm person
 - 2 Charm monster
 - 3 Sleep
 - 4 Telekinese 250 pound weight
 - 5 Flesh to stone ray (30 yard range)
 - 6 Disintegrate ray (20 yard range)
 - 7 Fear (as a wand)
 - 8 Slow
 - 9 Cause serious wounds (50 yard range)
 - 10 Death ray (40 yard range)
- Central eye Anti-magic ray (140 yard range)

The *anti-magic ray* covers a 90° arc. All magic within the area ceases to function as long as it remains in the area. Spells cast from within the area or passing through it automatically fail.

Because of its particular nature the beholder is able to withstand the loss of its eyestalks, each taking from 8 to 12 hit points before being lost. These members are not computed as part of its hit point damage potential, and lost eyestalks will eventually grow back (one week per lost member). The body of the monster can withstand two-thirds of its total damage potential, while the great central eye can withstand one-third this total. Thus, a beholder with 45 hit points can withstand 30 hit points of damage to its body before being killed and the eleventh eye could withstand 15 points before ceasing to function. The body of a beholder represents 75% of potential hit area, the central eye and the eyestalks 10% each, and the 10 small eyes 5%.

Habitat/Society: The beholder is hateful, aggressive, and avaricious. It will usually attack immediately. If confronted by a particularly powerful party there is a 50% chance it will listen to negotiations (either being bribed not to attack or paying a ransom to not be attacked, depending on the strength of the opposing party).

Ecology: An eye from a stalk is an important ingredient in some potions of *levitation*, and as such can be sold to mages or alchemists for as much as 50 gp each.

Eye of the Deep

The evil eye of the deep dwells only at great depths, floating slowly about, and stalking prey.

They have two crab-like pincers which inflict 2-8 (2d4) points of damage each and a wide mouth full of sharp teeth that does 1-6 points of damage.

Its primary weapons, however, are its eyes. The creature's large central eye emits a cone of blinding light 5' wide at its start, 30' long, and 20' wide at its base. Those in this cone must save versus poison or be stunned for 2-8 (2d4) rounds.

The eye of the deep also has two smaller eyes on long stalks with which it is able to create an *illusion*. Acting independently, the small eyes are able to cast *hold person* and *hold monster* spells respectively.

This monster has an Armor Class of 5 everywhere, including its eyes and eye stalks. If its eyestalks are severed they will grow back in about a week.

Boar

	Wild	Giant (<i>Elothere</i>)	Warthog
CLIMATE/TERRAIN:	Any land	Any land	Tropical land
FREQUENCY:	Common	Uncommon	Common
ORGANIZATION:	Family	Family	Family
ACTIVE TIME:	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Semi- (2-4)	Animal (1)	Animal (1)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Nil	Nil
NO. APPEARING:	1-12	2-8 (2d4)	1-6
ARMOR CLASS:	7	6	7
MOVEMENT:	15	12	12
HIT DICE:	3+3	7	3
THACO:	17	13	17
NO. OF ATTACKS:	1	1	2
DAMAGE/ATTACK:	3-12 (3d4)	3-18 (3d6)	2-8 (2d4)/2-8 (1d8)
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (3' at shoulder)	M (5' at shoulder)	S (2½' at shoulder)
MORALE:	Average (8-10)	Average (8-10)	Average (8-10)
XP VALUE:	175	650	120



Boars, a type of wild swine, are the ancestors of our domesticated hogs. Boars are, of course, more aggressive than the barnyard animal, and an unexpected encounter with a family of these creatures or one large individual can be fatal.

Boars look much like hogs, but have slightly shorter snouts, coarser and darker hair, and straighter tails. Some varieties have small tusks at each side of the face.

Combat: Boars are dangerous foes when angered. They have a vicious bite and those with tusks can employ them to rip at unprotected flesh with great effectiveness.

The boar will fight for 2-5 (1d4 + 1) melee rounds after reaching 0 to -6 hit points but dies immediately at -7 or fewer hit points.

Habitat/Society Boars live in family units as a rule. If more than one wild boar is encountered the others will be sows (3 hit dice, 2-8 (2d4) hit points damage/attack) or sounders, with a 1:4 (sows:sounders) ratio. Thus if 12 are encountered there will be 1 boar, 3 sows, and 8 young.

Ecology: Boars are true omnivores who will eat virtually anything. While eating a variety of foods is generally considered healthy, in the case of the wild boar this can lead to problems. A small roundworm, *Trichinella spiralis*, is a parasite that can inhabit a boar's body. This creates a problem when a human eats the boar without cooking it properly, as trichinosis, the disease caused by this parasite, is easily transmissible to humans. Once infected with the parasite, the host suffers fever, sweating, and sore muscles until a *cure disease* spell is cast.

Whether domesticated or not, the boar provides a number of products useful to man. All three varieties listed here are edible. Boar lard can be used interchangeably with domesticated swine lard. Leather from the wild species can be used for gloves and comfortable leather armor. The stiff bristles can be used for brushes.

Giant Boar

This prehistoric forerunner of the wild boar is also very aggressive. If 3 or more are encountered there is only a 25% chance that there will be young (2-6 hit dice, 1-4/2-5 (1d4 + 1)/2-7 (1d6 + 1)/2-8 (2d4)/3-12 (3d4) points of damage/attack) numbering from 1-4 of the total herd. The boars and sows fight equally, and either will fight for 1-4 melee rounds after reaching 0 to -10 hit points but die immediately upon reaching -11 or fewer hit points.

Warthog

These tropical beasts are aggressive only if their territory is threatened or if cornered. They make two slashing attacks with their large tusks. Male and female fight equally. If more than 2 are encountered the balance will be young (1-2 hit dice, 1-3/2-5 (1d4 + 1) points of damage/attack). The warthog will continue to fight for 1-2 melee rounds after reaching 0 to -5 hit points but at -6 or fewer points it dies immediately.

Bookworm

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	Non- (0)
TREASURE:	See below
ALIGNMENT:	Neutral

NO. APPEARING:	1-2 (10-40)
ARMOR CLASS:	2
MOVEMENT:	12, Br 3
HIT DICE:	1/4 (2 hit points)
THAC0:	20
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	T (1 inch long)
MORALE:	Special
XP VALUE:	15

This small worm, only one inch long, is greatly feared by mages 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.

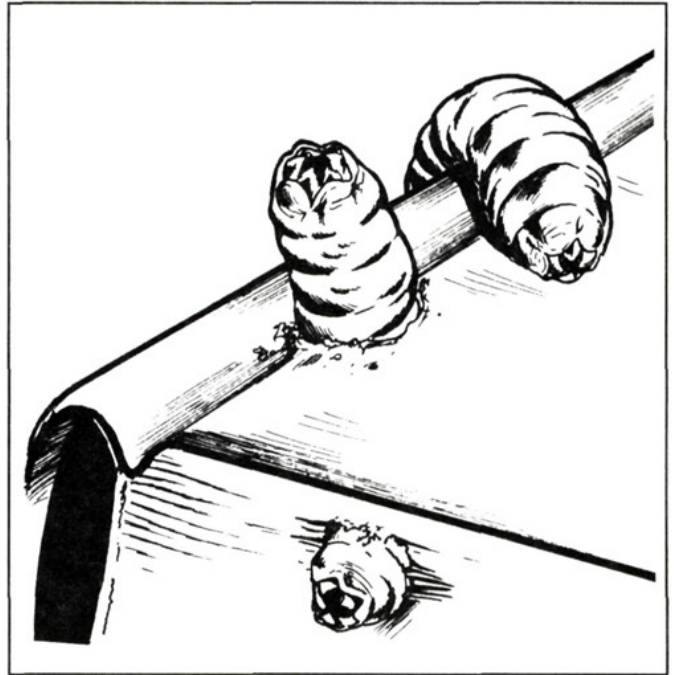
Normally a dull gray color, a bookworm's chameleon-like abilities enable it to instinctively blend into any background. Its high Armor Class is due to its speed and agility. If found motionless the bookworm is AC 9.

Combat: The bookworm initially imposes a -7 on the surprise rolls of adventurers because of its color-changing ability. If the victim can see invisible things, the bookworm's modifier is reduced to -4. Note that these chances apply even to creatures normally hard to surprise (like 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 attack it will flee (if possible) by first jumping 10 feet and then crawling back to its lair at top speed.

A bookworm can burrow through dead wood or leather at a rate of 3 inches per round and through a leather scroll case or pack in one segment but cannot digest living matter of any type. It will destroy spell books and scrolls at the rate of one spell level per round (i.e., five rounds for a scroll of a single 5th-level spell).

Habitat/Society: A bookworm lair is always a library or store-room of some kind, whether in use or long-forgotten. When a bookworm is encountered, there may be undamaged paper items remaining (30% chance). In such cases, the surviving objects will be as follows: a map (60%), scroll (30%), or an arcane work of mage level 1-8 (10%). If spell books are indicated, they should be appropriate for the level of the characters finding them but will be 0-90% (1d10-1) destroyed by the worms.

A breeding pair of bookworms lays 80 eggs; about half of these hatch a month later. The larvae have less than an hour to find paper nourishment, or they die. When first hatched, the larvae are pure white, but they develop their dull gray color from ingesting the ink on the paper that makes up their diet. Unfortunately, the buildup of ink in their systems eventually kills them. The average lifespan of a bookworm is two or three years. A bookworm breeds only once in its lifetime, after which it dies.



When an adventurer is careless enough to encounter a new brood of bookworm larvae, he can inflict incredible damage by carrying them unwittingly with him to other places. A handful of larvae hiding in a backpack traveling down a city street can find new homes readily, destroying the libraries of sages, temples, magic-users, and governments in the process.

Ecology: A bookworm will always be attracted to the largest volume of paper in an area.

Because of its unusual diet, the bookworm is a valuable ingredient in various alchemical preparations. Chief among these is the ink used to inscribe *protection from magic* scrolls. Because it is the residual ink in the bookworm's body that is the "active ingredient" in this case, the darker the bookworm, the better it is for this purpose.

The bookworm itself can be a useful tool under the right circumstances. Releasing a bookworm in a mage's tower could exact revenge of a most lasting sort. There are a few cases on record, also, of criminals gaining release from prison when important documents turned up missing during their trials. Such use of a bookworm is both difficult and dangerous: difficult because it is hard to keep a bookworm alive under captivity, and dangerous because the bookworm, once released, may not leave its owner. Releasing a bookworm at an enemy's hideout and then having it follow you home is an unpleasant experience at best.

Brownie

CLIMATE/TERRAIN:	Temperate rural
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Vegetarian
INTELLIGENCE:	High (13-14)
TREASURE:	O, P, Q
ALIGNMENT:	Lawful good

NO. APPEARING:	4-16
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	1/2
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2 (weapon)
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Save as 9th level cleric
MAGIC RESISTANCE:	As above
SIZE:	Tiny (2')
MORALE:	Steady (11-12)
XP VALUE:	175

Brownies are small, benign humanoids who may be very distantly related to halflings. Peaceful and friendly, brownies frequent pastoral areas, where they live by foraging and gleaning.

Brownies stand no more than 2' tall and are exceedingly nimble. They resemble small elves with brown hair and bright blue eyes. Brownies wear bright colored garments made from wool or linen with gold ornamentation. Brownies normally carry leather pouches containing tools for the repair of leather, wood and metal.

Brownies speak their own language in addition to the common tongue of men and those of elves, pixies, sprites, and halflings.

Combat: Brownies prefer not to engage in combat, and will only do so if threatened. Angry brownies will rarely meet their foes in hand to hand combat, relying instead on their magical abilities.

Since their senses are unusually keen it is impossible to surprise brownies. They are superb at blending into their surroundings quickly and can thus become all but invisible when they choose to do so. This, combined with their great agility, gives them an Armor Class of 3.

Brownies will use their magical spells to harass, confuse, or drive away their enemies. They can use the following spells once per day: *protection from evil*, *ventriloquism*, *dancing lights*, *continual light*, *mirror image* (3 images), *confusion*, and *dimension door*.

If cornered and unable to employ their spells, brownies will fight with their short swords.

Habitat/Society: Brownies dwell in rural areas, often living close to or on farms as they are fascinated by farm life. Brownies make their homes in small burrows or abandoned buildings.

Although they are solitary creatures they will often meet to discuss local affairs. They are very particular about the communities they live in, and will set up their homes only in orderly, lawful good areas.

Brownies live by harvesting wild fruits and gleaning grain from a farmer's field. Being honest to the core, a brownie will always perform some service in exchange for what is taken. A brownie might milk a farmer's cows and take a small quantity of milk for himself.

Some brownies will go so far as to become house brownies. He will observe the families in a given area, and if one meets his high



moral standards, the brownie will secretly enter the household. At night, while the residents are asleep, the brownie will perform a variety of helpful tasks. He will spin, sweep, bake bread, repair farm implements, keep foxes out of the hen house, mend clothes, and so forth. If a thief creeps into the house silently, the brownie is sure to make enough noise to awaken the residents. Watchdogs and domestic animals all consider brownies friendly and will never attack or bark at them.

All brownies ask in exchange for their labor is a little milk, some bread, and an occasional bit of fruit. Etiquette demands, in fact, that other than the giving of such provisions, no notice be taken of the brownie. If the residents boast about the presence of the brownie, he will vanish.

Brownies are not greedy, but they do have small hoards of coins and gems which they have taken from evil monsters or received as gifts from grateful humans. A brownie will sometimes leave his treasure in a location where a good person in need is bound to find it.

Strangers and outsiders will be constantly watched by the brownies of the community until their motives are ascertained. If the brownies decide that the stranger is harmless, he will be left in peace. If not, the brownies will unite and drive the intruder out.

Brownies know every nook and cranny of the areas they live in, and thus make excellent guides. If asked politely, there is a 50% chance that a brownie will agree to act as a guide for adventurers.

Ecology: Brownies are basically vegetarians, who live very comfortably on the byproducts of agricultural life. They make efficient use of leftovers too small for humans to notice. When brownies glean from fields, they do so after harvest, gathering grains and fruits which might otherwise be wasted.

Bugbear

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Low to average (5-10)
TREASURE:	Individual: J, K, L, M, (B)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	2-8 (2d4)
ARMOR CLASS:	5 (10)
MOVEMENT:	9
HIT DICE:	3+1
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8 (2d4) or by weapon
SPECIAL ATTACKS:	Surprise, +2 to damage
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (7' tall)
MORALE:	Steady to Elite (11-13)
XP VALUE:	120
Bugbear leader:	175
Bugbear chief:	175
Bugbear shaman:	175

Bugbears are giant, hairy cousins of goblins who frequent the same areas as their smaller relatives.

Bugbears are large and very muscular, standing 7' tall. Their hides range from light yellow to yellow brown and their thick coarse hair varies in color from brown to brick red. Though vaguely humanoid in appearance, bugbears seem to contain the blood of some large carnivore. Their eyes recall those of some savage bestial animal, being greenish white with red pupils, while their ears are wedge shaped, rising from the top of their heads. A bugbear's mouth is full of long sharp fangs.

Bugbears have a nose much like that of a bear with the same fine sense of smell. It is this feature which earned them their name, despite the fact that they are not actually related to bears in any way. Their tough leathery hide and long sharp nails also look something like those of a bear, but are far more dexterous.

The typical bugbear's sight and hearing are exceptional, and they can move with amazing agility when the need arises. Bugbear eyesight extends somewhat into the infrared, giving them infravision out to 60 feet.

The bugbear language is a foul sounding mixture of gestures, grunts, and snarls which leads many to underestimate the intelligence of these creatures. In addition, most bugbears can speak the language of goblins and hobgoblins.

Combat: Whenever possible, bugbears prefer to ambush their foes. They impose a -3 on others' surprise rolls.

If a party looks dangerous, bugbear scouts will not hesitate to fetch reinforcements. A bugbear attack will be tactically sound, if not brilliant. They will hurl small weapons, such as maces, hammers, and spears before closing with their foes. If they think they are outnumbered or overmatched, bugbears will retreat, preferring to live to fight another day.

Habitat/Society: Bugbears prefer to live in caves and in underground locations. A lair may consist of one large cavern or a group of caverns. They are well-adapted to this life, since they operate equally well in daylight and darkness.

If a lair is uncovered and 12 or more bugbears are encountered they will have a leader. These individuals have between 22 and 25 hit points, an Armor Class of 4, and attack as 4 hit die monsters.



Their great strength gives them a +3 to all damage inflicted in melee combat.

If 24 or more bugbears are encountered, they will have a chief in addition to their leaders. Chiefs have between 28 and 30 hit points, an Armor Class of 3, and attack as 4 hit die monsters. Chiefs are so strong that they gain a +4 bonus to all damage caused in melee. Each chief will also have a sub-chief who is identical to the leaders described above.

In a lair, half of the bugbears will be females and young who will not fight except in a life or death situation. If they are forced into combat, the females attack as hobgoblins and the young as kobolds.

The species survives primarily by hunting. They have no compunctions about eating anything they can kill, including humans, goblins, and any monsters smaller than themselves. They are also fond of wine and strong ale, often drinking to excess.

Bugbears are territorial, and the size of the domains vary with the size of the group and its location. It may be several square miles in the wilderness, or a narrow, more restricted area in an underground region.

Intruders are considered a valuable source of food and treasure, and bugbears rarely negotiate. On occasion, they will parley if they think they can gain something exceptional by it. Bugbears sometimes take prisoners to use as slaves.

Extremely greedy, bugbears love glittery, shiny objects and weapons. They are always on the lookout to increase their hoards of coins, gems, and weapons through plunder and ambush.

Ecology: Bugbears have two main goals in life: survival and treasure. They are superb carnivores, winnowing out the weak and careless adventurer, monster and animal. Goblins are always on their toes when bugbears are present, for the weak or stupid quickly end up in the stewpot.

Carriion Crawler

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Non- (0)
TREASURE:	B
ALIGNMENT:	Neutral

NO. APPEARING:	1-6
ARMOR CLASS:	3/7
MOVEMENT:	12
HIT DICE:	3 + 1
THACO:	17
NO. OF ATTACKS:	8
DAMAGE/ATTACK:	1-2
SPECIAL ATTACKS:	Paralysis
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (9' long)
MORALE:	Special
XP VALUE:	270

The carrion crawler is a scavenger of subterranean areas, feeding primarily upon carrion. When such food becomes scarce, however, it will attack and kill living creatures.

The crawler looks like a cross between a giant green cutworm and a cephalopod. Like so many other hybrid monsters, the carrion crawler may well be the result of genetic experimentation by a mad, evil wizard.

The monster's head, which is covered with a tough hide that gives it Armor Class 3, sprouts eight slender, writhing tentacles. The body of the carrion crawler is not well protected and has an armor class of only 7. The monster is accompanied by a rank, fetid odor which often gives warning of its approach.

Combat: The carrion crawler can move along walls, ceilings and passages very quickly, using its many clawed feet for traction.

When attacking, the monster lashes out with its 2' long tentacles, each of which produces a sticky secretion that can paralyze its victims for 2-12 turns. A save versus paralyzation is allowed to escape these effects. They kill paralyzed creatures with their bite which inflicts 1-2 points of damage. The monster will always attack with all of its tentacles.

Carrion crawlers are non-intelligent, and will continue to attack as long as any of their opponents are unparalyzed. Groups of crawlers attacking together will not fight in unison, but will each concentrate on paralyzing as many victims as they can. When seeking out prey, they rely primarily on their keen senses of sight and smell. Clever travelers have been known to fool an approaching carrion crawler with a sight and smell illusion, thus gaining time to make good their escape.

Habitat Society: Carrion crawlers are much-feared denizens of the underground world. They live in lairs, venturing out in search of carrion or food every few days. Some underground inhabitants such as goblins and trolls will make use of carrion crawlers by leaving the bodies of dead foes out in designated areas. This keeps the creatures at a good distance from their own homes and encourages them to "patrol" certain areas. Some orcs have been known to chain live prisoners near the lairs of these fearsome monsters.

Carrion crawlers will sometimes live with a mate or in a small group numbering no more than 6. This does not mean that they cooperate in hunting, but merely share the same space and com-



pete fiercely for the same food. If 2 crawlers have made a kill or discovered carrion, they will often fight over the food, sometimes killing one another in the process.

The carrion crawler mates once a year. Several days after mating, the female will go off in search of a large kill. When she has found or killed an adequate food supply, she lays about 100 eggs among the carrion. The grubs hatch one week later and begin feeding.

Maternal care ceases once the eggs have been laid and it is not uncommon for eggs to later be eaten by the female who laid them. Females die a few weeks after laying their eggs, exhausted by the effort. Males live only a short time longer, having mated with as many females as possible. Grubs have been known to consume one another in feeding frenzies, and are a favorite food of adult carrion crawlers. Few of the grubs reach maturity, but those who do have eaten voraciously and will achieve their full size in a single year. When they reach maturity, the mating cycle begins again.

These monsters exist on the most basic instinctual level, having no more intelligence than earthworms or most insects. The carrion crawler is driven by two urges: food and reproduction. It has absolutely no interest in the collection of treasure.

Ecology: The carrion crawler provides the same useful, if disagreeable, function that jackals, vultures, and crows perform. Like so many other predators carrion crawlers instinctively prey on the weak, sick, and foolish. In the long run, this has a beneficial effect on the prey, strengthening its gene pool. The carrion crawler also works wonders in over crowded caverns, quickly eliminating population problems among the weaker monsters. Thus, the life cycle of the crawler is inextricably linked to those of its prey—when the prey flourishes so does the crawler.

Catoblepas

CLIMATE/TERRAIN:	Any swamp
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Semi (2-4)
TREASURE:	(C)
ALIGNMENT:	Neutral

NO. APPEARING:	1-2
ARMOR CLASS:	7
MOVEMENT:	6
HIT DICE:	6+2
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 +stun
SPECIAL ATTACKS:	Gaze causes death
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (6' tall at shoulder)
MORALE:	Steady (11-12)
XP VALUE:	975

The catoblepas is a bizarre, loathsome creature that inhabits dismal swamps and marshes. Its most terrifying features are its large bloodshot eyes, from which emanate a deadly ray.

The body of the catoblepas is like that of a large, bloated buffalo, and its legs are stumpy, like those of a pygmy elephant or a hippopotamus. Its long, snakey tail is swift and strong, and can move with blinding speed. The head of the catoblepas is perched upon a long, weak neck, and would be much like that of a wart-hog except that the catoblepas is uglier.

Combat: In combat, the catoblepas relies on two forms of attack.

First, it will use its strong, snakey tail to strike and stun its foes. Anyone struck by the tail suffers 1-6 points of damage and has a base 75% chance of being stunned for 1-10 melee rounds. The base chance of being stunned is lowered by 5% for every level above first, or for each additional hit die in the case of monsters and animals.

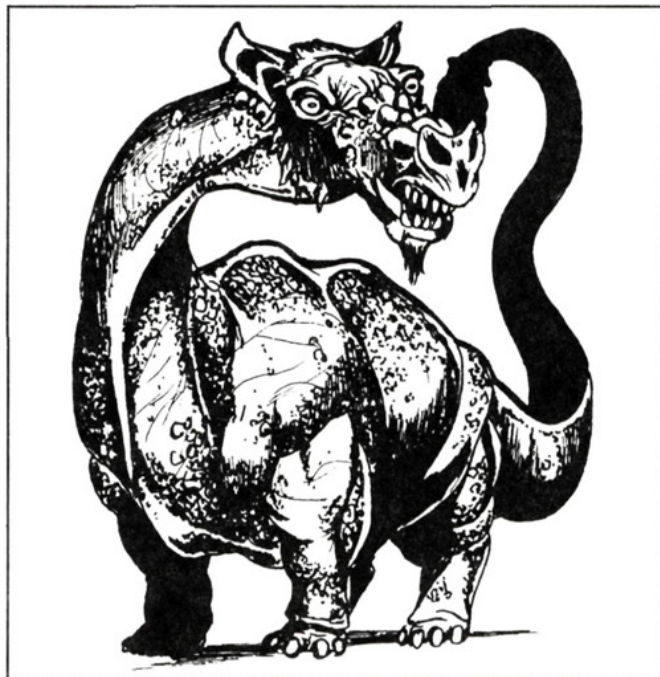
Despite the danger of a tail strike, the catoblepas' second mode of attack is by far the more fearsome of the two. The gaze of the catoblepas emanates a *deathray*, with a 60 yard range. Any creature meeting its gaze dies without a saving throw. If a party is surprised by a catoblepas, there is a 1 in 6 chance that someone in the group has met the creature's gaze. Those who close their eyes or act with their eyes averted can still be affected by the *deathray*, but a saving throw versus death magic is allowed.

Since the neck of the creature is very weak, it has only a 25% chance of raising its head and using the *deathray* on subsequent rounds. If the catoblepas and its target are both relatively still, this increases by 15% per melee round. If the catoblepas is forced to follow quick motions it has only a 10% chance of raising its head.

If more than one catoblepas is attacking, the monsters will cooperate with one another, attempting to herd their targets into a crossfire.

Habitat Society: For the most part, the catoblepas is a meandering creature that wanders about its swamp nibbling on marsh grasses and the like. Once a month, usually under the light of the full moon, the catoblepas seeks out meat to round out its diet. It is at this time that the catoblepas is most likely to be encountered by adventurers.

The lair of the catoblepas is usually some sort of sheltered place where the ground is firm. More often than not it is surrounded by



a tall stand of reeds or other marsh plants. The creature has little fear of being disturbed in its lair, since it is frequently the most feared carnivore in the swamp.

The catoblepas mates for life and when more than one catoblepas is encountered they will be a mated pair. There is a 10% chance that the couple will have a single offspring with them. An immature catoblepas will have half the Hit Dice of an adult. It takes almost nine years for the offspring to reach youthful maturity and an adult female will bear but one child every 10 or 12 years. Both the male and the female will cooperate in raising the offspring.

When the catoblepas ventures forth to hunt it eats fish, marsh birds, eels, water rats, large amphibians, snakes, and other swamp animals. The catoblepas usually stuns its prey with its tail and then kills it with its gaze.

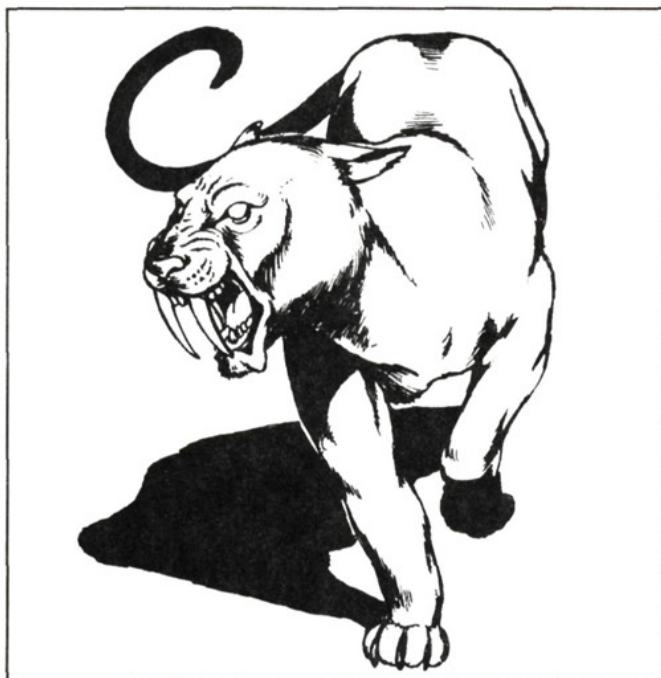
The catoblepas is an opportunistic predator when it hunts and it is not above eating carrion. Since it is semi-intelligent, it will treat parties of humans with respect, preferring to size them up first. As a rule, it will not attack unless it is hunting or feels that its mate or offspring is threatened. Being long-lived (150 to 200 years or so) and semi-intelligent, the catoblepas is capable of learning from the mistakes of earlier encounters and hunts.

The catoblepas has no special interest in wealth, and the listed treasure type is the result of victorious encounters with intruders. It attaches no value to the coins, gems, and occasional magical items strewn about the lair.

Ecology: The catoblepas has no natural enemies, since its gaze provides it with more than adequate protection from even the fiercest of predators.

Cats, Great

	Cheetah	Jaguar	Leopard	Common Lion	Mountain Lion	Spotted Lion	Giant Lynx	Wild Tiger	Smilodon
CLIMATE/TERRAIN:	Warm plains and grasslands	Tropical jungle	Tropical jungle or forest	Warm plains and grasslands	Any warm or temperate	Warm plains and desert	Subarctic forest	Subarctic to tropical forest	Subarctic to tropical
FREQUENCY:	Uncommon	Uncommon	Uncommon	Uncommon	Uncommon	Rare	Rare	Uncommon	Rare
ORGANIZATION:	Family group	Solitary	Solitary	Pride	Solitary	Pride	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Any	Any	Day	Dawn or dusk	Day	Night	Night	Night
DIET:	Carnivorous	Carnivorous	Carnivorous	Carnivorous	Carnivorous	Carnivorous	Carnivorous	Carnivorous	Carnivorous
INTELLIGENCE:	Animal (1)	Semi-(2-4)	Semi-(2-4)	Semi-(2-4)	Semi-(2-4)	Semi-(2-4)	Very (11-12)	Semi-(2-4)	Animal (1)
TREASURE:	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-4	1-2	1-2	2-12 (2d6)	1-2	2-8 (2d4)	1-4	1-4	1-2
ARMOR CLASS:	5	6	6	5/6	6	5/6	6	6	6
MOVEMENT:	15, sprint 45	15	15	12	12	12	12	12	12
HIT DICE:	3	4+1	3+2	5+2	3+1	6+2	2+2	5+5	7+2
THACO:	17	17	17	15	17	15	19	15	11(13)
NO. OF ATTACKS:	3	3	3	3	3	3	3	3	3
DAMAGE/ATTACK:	1-2/1-2/1-8	1-3/1-3/1-8	1-3/1-3/1-6	1-4/1-4/1-10	1-3/1-3/1-6	1-4/1-4/1-12	1-2/1-2/1-2	2-5 (1d4+1)/2-5 (1d4+1)/1-10	2-5 (1d4+1)/2-5 (1d4+1)/2-12 (2d6)
SPECIAL ATTACKS	Rear claws 1-2 each	Rear claws 2-5 (1d4+1) each	Rear claws 4 each	Rear claws 7 (1d6+1) each	Rear claws 4 each	Rear claws 8 (2d4) each	Rear claws 1-3 each	Rear claws 8 (2d8) each	Rear claws 2-8 (2d4)
SPECIAL DEFENSES:	Surprised only on a 1	Surprised only on a 1	Surprised only on a 1	Surprised only on a 1	Surprised only on a 1	Surprised only on a 1	See below	Surprised only on a 1	Surprised only on a 1
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	M (4'-4 1/2' long)	L (5'-6' long)	M (4'-4 1/2' long)	M (4 1/2'-6 1/2' long)	M (4'-5' long)	L (4 1/2'-6 1/2' long)	M (4 1/2' long)	L (6'-9' long)	L (8'-12' long)
MORALE:	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)	Steady (8-10)
XP VALUE:	175	270	175	420	175	420	270	650	650



The great cats are among the most efficient of all predators.

Cheetah

The cheetah is a medium-sized, lightly built cat. Its fur is sand colored and it is covered with dark spots. The cheetah is unique among cats because of its non-retractable claws.

A skilled hunter endowed with natural camouflage, victims of a cheetah attack suffer a -3 on their surprise roll. They are famed for their tremendous bursts of speed, and can run at triple speed (45' per round) for three rounds. The cat must rest 3 turns before sprinting again. Cheetahs can spring 10' upward or 20' forward. If both forepaws hit during an attack the cheetah is able to rake for 1-2 points of damage with each of its rear claws. If defending their young, cheetahs receive a +2 on their attack and damage rolls and will fight to the death.

Cheetahs inhabit warm plains and grasslands, often sharing their range with lions. Their favorite prey are the antelope that inhabit the plains, and they rarely attack men. Cheetahs are territorial, but may live alone, in pairs and in groups. The female raises a litter of 2-4 young alone. The young, who stay with their mother for as long as 2 years, can be completely trained and domesticated.

The fortunes of the cheetah rise and fall with those of its prey; when the population of antelope and other game declines, so does that of the cheetah.

Jaguar

The jaguar is a powerful cat with a deep chest and muscular limbs. Its color ranges from light yellow to brownish red, and it is covered with dark spots.

The jaguar will attack anything that it perceives as a threat. It relies on stealth to close with its prey, often pouncing from above. The jaguar can leap 30' to attack. If both of its forepaws strike it will rake with its two rear claws for 2-5 (1d4+1) points of damage each.

The jaguar inhabits jungles, spending a great deal of time in tree tops. It climbs, swims, and stalks superbly. Jaguars are solitary and territorial, meeting only to mate. If found in a lair, there is a 75%

Cats, Great

chance there will be 1-3 cubs. Cubs do not fight effectively.

Their strength and ferocity make jaguars one of the most feared predators of the jungle.

Leopard:

The leopard is a graceful cat with a long body and relatively short legs. Its color varies from buff to tawny, and its spots are rosette shaped.

Leopards prefer to leap on their prey, imposing a -3 on the surprise rolls of their victims. Leopards can spring upward 20' or ahead 25'. If they strike successfully with both forepaws, they rake with their rear claws for 1-4 points each.

Leopards are solitary, inhabiting warm deserts, forest, plains, and mountains. They hunt both day and night preying on animals up to the size of large antelopes. They swim and climb well, and will often sit in treetops sunning themselves. Leopards will also drag their prey to safety in the treetops to devour in peace. The female bears 1-3 young, and cares for them for up to two years. If found in the lair, there is a 25% chance that there will be cubs there. The young have no effective attack.

A skilled predator, the leopard is often threatened by human incursions. In areas where it is hunted, it is nocturnal.

Lion:

Among the largest and most powerful of the great cats, lions have yellow or golden brown fur. The males are distinguished by their flowing manes.

Both male and female lions are fierce fighters. Lions hunt in prides, with females doing most of the actual hunting. Since their senses are so keen, lions can only be surprised on a 1. All lions can leap as far as 30'. Males have an Armor Class of 5 in their forequarters and 6 in their hindquarters while females are Armor Class 6 in all areas. If a lion hits with both forepaws, it can rake with its rear claws doing 2-7 points damage each.

Lions prefer warmer climates, thriving in deserts, jungles, grasslands, and swamps. They live and hunt in prides, and are extremely territorial. A pride usually consists of 1-3 males and 1-10 females. Lions frequently kill animals the size of zebras or giraffes. Lionesses will cooperate when hunting, driving their prey into an ambush. They have been known to attack domestic livestock, but will almost never attack men. A lair will contain from 1-10 cubs which are 30%-60% grown. Cubs are unable to fight. Lions are poor climbers and dislike swimming.

Lions flourish only when the supply of game is adequate. Their size and strength have made them a favorite target of human hunters.

Mountain Lion:

Not a true lion, this brownish cat is lankier than its large cousins. Except for their size, males and females are difficult to tell apart.

The mountain lion is more cautious and less aggressive than its larger relatives. They can spring upward 15' or ahead 20' to attack or retreat. If they score hits with both of their forepaws, they will rake with their back ones for 1-4 points of damage each. It will not attack men unless threatened.

Mountain lions range in warm and temperate mountains, forests, swamps, and plains. They are solitary, with males and females each maintaining separate territories. Their favorite prey are deer. The female rears 2-4 cubs alone, which remain with her for 1-2 years.

Spotted Lion:

Spotted lions are large, fierce, dappled versions of the lion. They are generally found in the plains of the Pleistocene epoch, and rarely occur elsewhere.

Giant Lynx:

The giant lynx is distinguished by its tufted ears and cheeks, short bobbed tail, and dappled coloring. It has a compact muscular body, with heavy legs and unusually large paws.

The giant lynx is the most intelligent of the great cats and uses its wits in combat. When hiding, a giant lynx will avoid detection 90% of the time. The lynx can leap up to 15' and imposes a -6 on the surprise rolls of its prey. It has a 75% chance of detecting traps. If a giant lynx strikes with both forepaws, it attempts a rear claw rake, causing 1-3 points of damage per claw. The giant lynx almost never attacks men.

The giant lynx prefers cold coniferous and scrub forests. They can communicate in their own language with others of its kind, which greatly increases its chances of survival. The nocturnal lynx stalks or ambushes its prey, catching rodents, young deer, grouse, and other small game. The cubs remain with their mother for 6 months.

The giant lynx has all the advantages of the great cats plus the added bonus of a high intelligence which makes it even more adaptable.

Tiger:

The tiger is the largest and most feared of the great cats. Tigers have reddish-orange fur and dark vertical stripes.

A tiger is a redoubtable foe in battle and is surprised only on a 1. They are experts in stalking and often hunt in pairs or groups. They can leap 10' upward, and spring forward 30' to 50' to attack. If they strike successfully with both forepaws, their rear claws rake for 2-8 (2d4) points of damage per claw.

This species ranges from the subarctic to the tropics, generally inhabiting wooded or covered terrain. Tigers are nocturnal, solitary, graceful climbers and swimmers who are capable of sustained high speed. These animals rarely fight among themselves, but will protect their territories ferociously. They are also the most unpredictable and dangerous of the great cats, not hesitating to attack men. Their favorite prey includes cattle, wild pigs and deer. Females raise their 1-3 cubs alone. The cubs remain with their mother for several years. If encountered in the lair, there is a 25% chance that the cubs will be present.

Feared by men, tigers are hunted aggressively, and are threatened by the destruction of forests. In the untamed wilderness, however, the tiger occupies the top predatory niche.

Smilodon:

Although not truly a member of the cat family, the so-called sabre-toothed tiger is similar to them in many ways. Smilodons are known for their 6" long fangs which are capable of inflicting terrible wounds. Their powerful jaws and large teeth give them a +2 on their attack rolls. They are similar to normal tigers but are found only during the Pleistocene epoch.

Cave Fisher

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Night
DIET:	Carnivorous
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Any
ALIGNMENT:	Neutral

NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	1
HIT DICE:	3
THAC0:	17 or 15 (see below)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-8 (2d4)/2-8 (2d4)
SPECIAL ATTACKS:	Adhesive trapline
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (7' long)
MORALE:	Steady (11-12)
XP VALUE:	175

The cave fisher is a large insectoid that has adapted to life below ground. It combines many of the characteristics of a spider and a lobster.

The cave fisher has a hard, chitinous shell of overlapping plates and eight legs. The 6 rear legs are used for movement and traction on stony walls and corridors. Because of these limbs, the fisher has no difficulty in moving up and down vertical walls. The front pair of legs are equipped with powerful pincers, which are used for killing and dismembering prey. The most unusual feature of the cave fisher is its long snout, which can fire a strong, adhesive filament. The monster can also use its adhesive to anchor itself in place on walls and ledges.

Combat: The cave fisher has two ways of hunting. Its preferred method is to string its long filament in the vicinity of its lair. The filaments are thin and strong, making them exceedingly difficult to detect or cut. There is only a 20% chance of noticing the strand at 10', and no chance at all of seeing them at a greater distance. A *detect snares and pits* spell will reveal a strand. The filament is coated with an adhesive which can only be dissolved by liquids with a high alcohol content (such as the cave fisher's blood). The filaments can only be cut by +1 or better edged weapons.

The fisher's favorite food are small, flying creatures like bats. Ever opportunistic, they are constantly trying to vary their diet by trapping a careless adventurer, foolish goblin, or orc (provided that they think that they can get away with it). If more than one fisher inhabits a lair, they will frequently pool their resources to catch larger prey. Once the victim is trapped in the filament, the cave fisher draws its prey in, reeling its filament in like a fishing line.

Should a tempting target escape the monster's neatly laid traps, the cave fisher will try another mode of attack. It will spend one round drawing its filament in and then shoot it at the prey, striking as a 6 Hit Die monster. It will try to snare its prey in this manner so long as it remains within the fisher's established territory. If the prey is hit by the filament, the monster can pull a weight of up to 400 pounds at a movement rate of 15' per round. In the event that a "tug of war" breaks out, the fisher has a strength of 18/00 with its strand.

Habitat/Society: Cave fishers prefer living on ledges and caves located above well-traveled paths, sharing their lairs with others of their kind. No more than four cave fishers will be found in one



lair. Their filaments are always strung before their lair, and they attempt to kill anything they trap, often storing food for future use.

Their territories are very small, and never larger than about 300 feet to either side of the lair. Anything man-sized or smaller is considered fair game by the cave fisher and halflings are thought to be tasty treats. A single cave fisher would never attack a large, well armed party for the sake of a single meal. Still, they are cunning, and a group of the monsters might reel in their filaments and attempt an ambush if they thought they could get away with it. If hunting in one area becomes scarce, the cave fisher will simply find a new area to hunt, where the small game is more plentiful and careless.

Like all predators, the cave fisher is interested in survival. This means a steady supply of food and a mate. Females lay eggs in the vicinity of the lair, which they protect from predators. The young scatter when the eggs hatch, seeking lairs of their own.

Although the cave fisher does not collect treasure, its lair is often strewn with the possessions of its former victims.

Ecology: The cave fisher preys primarily on small flying game, and in the subterranean world this frequently means a diet of bats. It is not the top predator in its ecological niche, and has learned caution in dealing with other monsters. The cave fisher is sufficiently intelligent to know the dangers of preying on large, well-organized groups, who might grow tired of its depredations and hunt it to extinction. The monster instinctively picks the easiest route for survival, and relies on stealth and cunning to trap its prey and avoid being eaten itself.

The filaments of the cave fisher are highly prized by many thieves' guilds, for they can be made into thin and very strong rope which is nearly invisible. The filaments are wound onto reels and then specially treated to dilute the adhesive. The resulting strands are made into ropes, while the diluted adhesive is turned into a special solution, which when applied to gloves and boots, greatly increases traction for climbing.

Centaur, Sylvan

CLIMATE/TERRAIN:	Temperate forest
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivorous
INTELLIGENCE:	Low to average (5-10)
TREASURE:	M, Q (D, I, T)
ALIGNMENT:	Neutral or chaotic good

NO. APPEARING:	1-8
ARMOR CLASS:	5 (4)
MOVEMENT:	18
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6 and weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L(8'-9' tall)
MORALE:	Elite (13-14)
XP VALUE:	175
Centaur leader	270
Centaur priest	420

Centaur is woodland beings who shun the company of men. They dwell in remote, secluded glades and pastures.

The appearance of a centaur is unmistakable: they have the upper torso, arms, and head of a human being and the lower body of a large, powerful horse.

Centaur speak their own language and some among them (about 10%) can converse in the tongue of elves.

Combat: A band of centaurs is always armed, and the leaders carry shields. Half of the centaurs will be wielding oaken clubs (the equivalent of morning stars), one quarter will carry composite bows and have 10-30 arrows (either flight or sheaf, depending on the current state of affairs in the area). The remainder of the band will be leaders using medium shields and medium horse lances. Centaurs make 3 attacks each round in melee: once with their weapons and twice with their hooves.

Habitat/Society: Centaurs are sociable creatures, taking great pleasure in the society of others of their kind. Their overall organization is tribal, with a tribe divided into family groups living together in harmony. The size of the tribe varies, it range from 3-4 families to upwards of 20 families. Since males have the dangerous roles of hunter and protector, females outnumber males by two to one. The centaur mates for life, and the entire tribe participates in the education of the young.

The lair is located deep within a forest, and consists of a large, hidden glade and pasture with a good supply of running water. Depending upon the climate, the lair may contain huts or lean-tos to shelter the individual families. Centaurs are skilled in horticulture, and have been known to cultivate useful plants in the vicinity of their lair. In dangerous, monster infested areas, centaurs will sometimes plant a thick barrier of tough thorn bushes around their lair and even set traps and snares. In the open area, away from the trees, are hearths for cooking and warmth. If encountered in their lair, there will be 1-6 additional males, females equal to twice the number of males, and 5-30 young. The females (3 Hit Dice) and the young (1-3 Hit Dice) will fight only with their hooves, and only in a life or death situation.

Each tribe will have a priest who is treated as a leader but has the spell abilities of a 3rd level druid.

Centaur survive through a mixture of hunting, foraging, fish-



ing, agriculture and trade. Though they shun dealings with humans, centaurs have been known to trade with elves, especially for food and wine. The elves are paid from the group treasury, which comes from the booty of slain monsters.

The territory of a centaur tribe varies with its size and the nature of the area it inhabits. Centaurs are also not above sharing a territory with elves. The attitude of a centaur toward a stranger in its territory will vary with the visitor. Humans and dwarves will usually be asked to leave in a polite manner, while halflings or gnomes will be tolerated, and elves will be welcomed. Monsters will be dealt with in a manner according to the threat they represent to the welfare and survival of the tribe. Were a giant or dragon to enter the territory, the centaurs would pull up stakes and relocate, while trolls and orcs and their like will be killed.

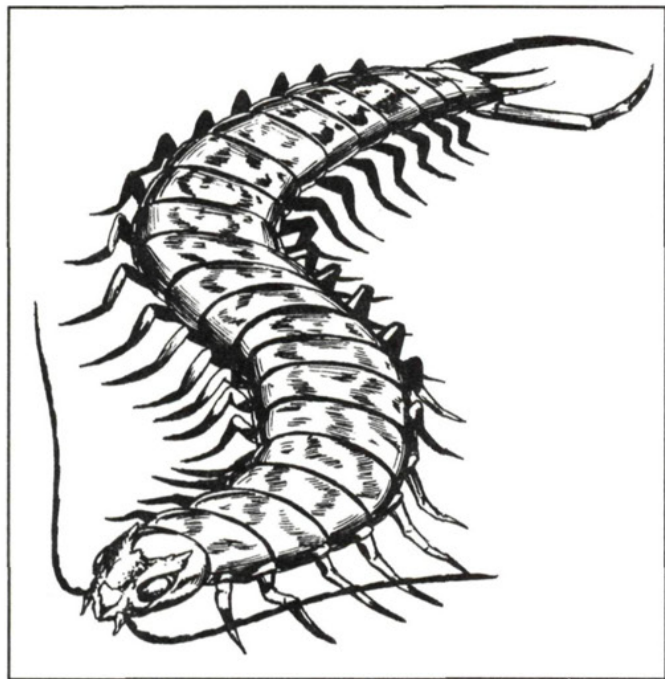
Centaur will take the treasure of their fallen foes, and are fully aware of its value. Most male centaurs have a small coin supply, while the tribe has a treasury which may well include some magical items. Leaders will have twice the normal individual treasure. This treasure is used to buy food for the group, or to ransom (90% likely) captured or threatened members of the tribe.

While basically neutral or chaotic good, centaurs have been known to become rowdy, boorish, and aggressive when under the influence of alcohol. They are also extremely protective of their females and young. Centaurs are basically pastoral, but will react with violence if their lifestyle and survival is threatened.

Ecology: The centaur lives in close harmony with nature and spends its lifetime carefully conserving the natural resources around its lair. The race seems to have an innate knowledge of how to achieve this precious balance. If forced to chop down a tree, a centaur will plant another to replace it. Centaurs never over hunt or over fish an area as a human group might do, but choose their game with care, limiting the amount they eat.

Centipede

	Giant	Huge	Megalo-
CLIMATE/TERRAIN:	Any	Any	Any
FREQUENCY:	Common	Common	Very Rare
ORGANIZATION:	Nil	Nil	Nil
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivorous	Carnivorous	Carnivorous
INTELLIGENCE:	Non- (0)	Non- (0)	Animal (1)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	2-24 (2d12)	5-30 (5d6)	1-4
ARMOR CLASS:	9	9	5
MOVEMENT:	15	21	18
HIT DICE:	2 hp	1 hp	3
THACO:	20	20	17
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	Nil	Nil	1-3
SPECIAL ATTACKS:	Poison	Poison	Poison
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	Tiny (1')	Tiny (6")	M (5' long)
MORALE:	Unsteady (5-7)	Unsteady (5-7)	Average (8-10)
XP VALUE:	35	35	175



Giant centipedes are loathsome, crawling arthropods that arouse almost universal disgust from all intelligent creatures (even other monsters). They are endemic to most regions.

One of the things which makes the centipede so disagreeable is its resemblance to a worm. Its long body is divided into many segments from which protrude many tiny feet. Hence the name "centipede" (or hundred footed). The giant centipede is so called because it is over 1' long. The body of the centipede is plated with chitinous shells and it moves with a slight undulating motion. The creature also has the added benefit of protective coloration, and varies in color depending on the terrain it inhabits. Those that favor rocky areas are gray, those that live underground are black, while the centipedes of the forest are brown or red.

Combat: When hunting, centipedes use their natural coloration to remain unseen until they can drop on their prey from above or crawl out of hiding in pursuit of food. They attack by biting their foe and injecting a paralytic poison. Their poison can paralyze a victim for 2-12 (2d6) hours, but is so weak that vic-

tims of a centipede bite are permitted a +4 bonus to their saving throw.

Due to its own small size, the giant centipede is less likely to resist attacks and receives a -1 penalty to all its saving throws.

Although a single giant centipede rarely constitutes a serious threat to a man, these creatures frequently travel in groups. When more than one centipede is encountered, the monsters will fight independently, even to the point of fighting among themselves over fallen victims.

Habitat Society: The centipede behaves like most other insects, roving from place to place in search of food. It has no set territory or dwelling. The centipede simply goes where its hunger leads it. It is an aggressive and hungry carnivore that must eat at least once a day to survive. Hungry centipedes will sometimes turn to cannibalism.

Ecology: Giant centipedes have several natural advantages, such as their poison and protective coloration, which allows them to compete with other small predators for game. Their poison confers upon them a certain immunity from being hunted, but hungry and skilled animals such as wolves and large predatory birds have been known to hunt them effectively in lean times.

Their preferred targets are small mammals which can be easily overcome by their very weak poison. If they are very hungry, however, they have been known to attack anything that moves, including humans.

Huge centipedes

These are identical to giant centipedes save that they are only 6" long. Their poison is even weaker than that of their larger cousins and a victim which fails its saving throw is immobilized for only 1-6 hours. They make their own saving throws at -2. The favorite prey of huge centipedes are mice and other large insects. They in turn are hunted by giant centipedes.

Megalo-centipede

The megalo-centipede is a true giant, growing to over 5' in length. It is no longer classed as an irritant but is a threat to human and animal alike. Its acidic poison is far more potent than that of its weaker cousins. The victims of a megalo-centipede bite receive no bonuses on their saving throws and failure to make their roll indicates death. Even if the target successfully resists the poison, the acid burns the victim's skin, inflicting 2-8 (2d4) points damage.

The megalo-centipede is also more intelligent than its smaller cousins, and is far more cunning in its hunting (though they still do not cooperate with each other). In the wilderness the megalo-centipede will prey on animals the size of deer. In the subterranean environment, it will attack man-sized or smaller creatures, including orcs, goblins, or humans. The megalo-centipede receives no penalties to its own saving throws.

Chimera

	Chimera	Gorgimera
CLIMATE/TERRAIN:	Any temperate to tropical	Any temperate to tropical
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Solitary or pride	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Semi- (2-4)	Semi- (2-4)
TREASURE:	F	F
ALIGNMENT:	Chaotic evil	Neutral

NO. APPEARING:	1-4	1
ARMOR CLASS:	6/5/2	5/2
MOVEMENT:	9, Fl 18 (E)	12, Fl 15 (E)
HIT DICE:	9	10
THACO:	11	11
NO. OF ATTACKS:	6	5
DAMAGE/ATTACK:	1-3/1-3/1-4/1-4/ 2-8 (2d4)/ 3-12 (3d4)	1-3/1-3/2-8 (2d4) /2-12 (2d6)/ 3-12 (3d4)
SPECIAL ATTACKS:	Breath weapon	Breath weapons
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (5' tall at the shoulder)	L (5' tall at the shoulder)
MORALE:	Elite (13-14)	Elite (13-14)
XP VALUE:	5000	6000

How chimerae were created is a dark mystery better left unexplored. The chimera has the hindquarters of a large, black goat and the forequarters of a huge, tawny lion. Its body has brownish-black wings like those of a dragon.

The monster has three heads, those of a goat, a lion, and a fierce dragon. The goat head is pitch black, with glowing amber eyes and long ochre horns. The lion head is framed by a brown mane and has green eyes. The dragon head is covered with orange scales and has black eyes.

The chimera speaks a limited form of the foul language of red dragons. As a rule, however, it will only pause to communicate with those creatures who are more powerful than itself.

Combat: Its many heads and powerful physique make the chimera a deadly foe in combat. The monster prefers to surprise its victims, often swooping down upon them from the sky. It can attack 6 times each round, clawing with its forelegs, goring with its two horns, and biting with its lion and dragon heads. If it desires to do so, the dragon head can loose a stream of flame some 5 yards long in lieu of biting. The dragon's fire causes 3-24 (3d8) points damage, although a saving throw versus breath weapon will cut the damage in half. The chimera will always attempt to breathe if its opponents are in range. If more than 1 chimera is encountered, they will attack in concert.

The armor classes are split as follows: Dragon, AC 2 (flank); Lion, AC 5 (front); Goat, AC 6 (rear).

Habitat/Society: The chimera, being a hybrid, combines the preferences of the lion, the goat, and the dragon in its habitat, society and ecology. The dragonish part of its nature gives the chimera a distinct preference for caves as lairs. The dragon and lion parts seem to war with one another, for some chimerae are dragon-like in their preference for solitude, while others live in small prides. Even if they mate, offspring are rare.

The monster is an omnivore. The goat head will browse on the toughest plants and shrubs and will derive nutrition from the most barren vegetation while the lion and dragon heads can only



be satisfied with flesh. The chimera hunts once every 3 or 4 days, using its strength and limited intelligence to gain an advantage over those it preys on. Having a voracious appetite, it sometimes roams over territories as large as 20 square miles.

Being chaotic evil in nature, the chimera enjoys preying upon men, elves, dwarves, and halflings. It will even gladly attack other monsters in its search for food. Anyone entering its territory becomes prey, and will be treated accordingly.

The chimera cannot resist attacking groups of travelers or monsters for another reason: its dragon nature craves the treasure that its prey might be carrying. Although it has no earthly use for it, the chimera will gather the coins of its fallen foe into a heap and roost on it like a dragon. Its hoard is nothing like that of a true dragon, however, and consists mainly of copper and silver coins, with perhaps some jewelry and a few magical items.

Ecology: The chimera fills the role of both omnivore and a top predator in its ecosystem. It is very adaptable. During times when its prey is scarce or non-existent, the chimera can make do with a vegetarian diet.

The Gorgimera

The gorgimera has the hindquarters of a gorgon, forequarters of a lion, and body and wings of a red dragon. Like the chimera, it has the heads of its three constituent creatures.

The monster can attack with its claws, bite with its lion and dragon heads, and butt with its gorgon head. In place of making its normal attack, the gorgon and dragon heads can employ their breath weapons. While the dragon's attack is similar to that of the chimera, the gorgon's breath causes petrification to any caught in its area of effect. The gorgon head can use its breath weapon twice per day to strike in a cone 3 feet long which is 1 foot wide at its base and 3 feet wide at its mouth. The gorgimera will always use one of its breath weapons if its foes are within 10 feet. A save versus petrification will allow a victim to avoid the effects of the gorgon's breath.

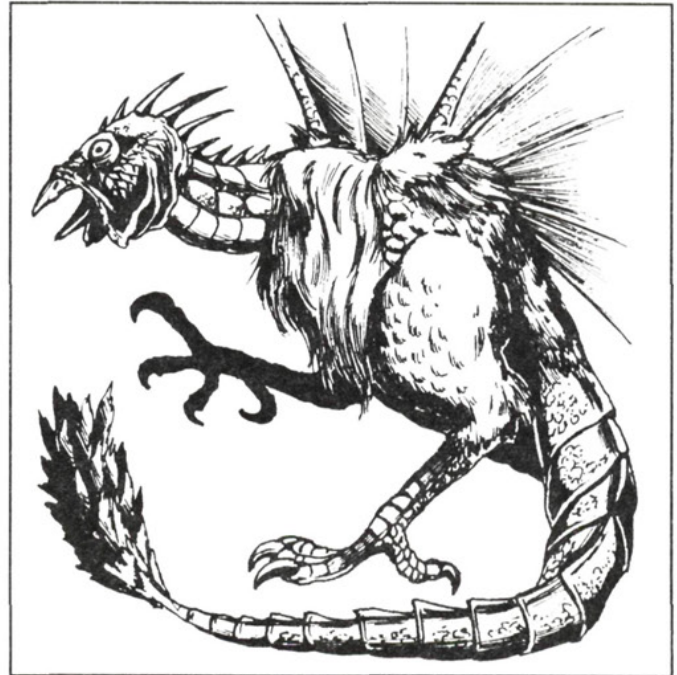
The gorgon's head can see into both the Astral and Ethereal planes, and its breath weapon extends therein.

Like its relative the chimera, the gorgimera can also speak a limited form of the language of red dragons.

Cockatrice

	Cockatrice	Pyrolisk
CLIMATE/TERRAIN:	Temperate to tropical, any terrain	Temperate to tropical, any terrain
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Flock	Flock
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivorous	Omnivorous
INTELLIGENCE:	Animal (1)	Low (5)
TREASURE:	D	D
ALIGNMENT:	Neutral	Neutral evil

NO. APPEARING:	1-6	1-4
ARMOR CLASS:	6	6
MOVEMENT:	6, Fl 18 (C)	6, Fl 18 (C)
HIT DICE:	5	6+2
THACO:	15	13
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-3	1-4
SPECIAL ATTACKS:	Petrification	Gaze
SPECIAL DEFENSES:	Nil	Immune to fire
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (3' tall)	S (3' tall)
MORALE:	Steady (11-12)	Steady (11-12)
XP VALUE:	650	1400



The cockatrice is an eerie, repulsive hybrid of lizard, cock, and bat. It is infamous for its ability to turn flesh to stone.

The cockatrice is about the size of a large goose or turkey, and has the head and body of a cock, with two bat-like wings and the long tail of a lizard tipped with a few feathers. Its feathers are golden brown, its beak yellow, its tail green, and its wings gray. The cockatrice's wattles, comb, and eyes are bright red.

Females, which are much rarer than males, differ only in that they have no wattles or comb.

Combat: The cockatrice will fiercely attack anything, human or otherwise, which it deems a threat to itself or its lair. When attacking, the cockatrice will attempt to grapple with its foe, touching exposed flesh and turning it to stone. Flocks of cockatrices will do their utmost to overwhelm and confuse their opponents, and they will sometimes fly directly into their victims' faces.

While the fatal touch of a cockatrice's beak will affect victims clothed in leather or fabric, it will not work through metal armor. The touch will, however, extend into the ethereal plane. The cockatrice is somewhat aware of the limits of its powers, and natural selection has taught it to strike only at exposed flesh. If large areas of the opponent's flesh are exposed, it should be assumed that the cockatrice automatically touches flesh. If the target is reasonably well armored, the base chance of a cockatrice striking an area which it can affect is equal to 10% times the adjusted Armor Class of the victim.

Habitat/Society: The cockatrice is immune to the petrification powers of others of its kind.

The diet of the cockatrice consists of insects, small lizards and the like. When it hunts these animals, the creature does not employ its power to petrify living things.

It is distinguished from other avians by its unusual habits and nasty temperament. Since females are rare, they are the dominant sex, and will often have more than one mate. In fact, males will often fight or strut for the privilege of joining a female's harem. These mated groups usually build their nests in caves. Nest sites are permanent, and the cockatrice constantly seeks to decorate its nesting site by lining it with shining objects like coins and gems.

Females lay 1 or 2 brownish red, rust speckled eggs per month.

There is only a 25% chance that any given egg will hatch. Those that are fertile will hatch in 11-19 days. The young reach maturity and full power within 6 months. Once they achieve adulthood, the hatchlings are driven away from the nesting site by their parents. Larger groups of cockatrices encountered will frequently be young driven from the nest who have temporarily united for survival.

Ecology: The cockatrice thrives in the wilderness. Its petrification power makes it immune to most predators, and enables it to compete with other birds for food. The feathers of the cockatrice are prized by certain wizards as many magical scrolls must be inscribed with pens made from such quills. Many people also seek unhatched eggs, or even a live cockatrice, as unusual pets or guardians.

Pyrolisk

Frequently mistaken for its less malignant relative, the pyrolisk is virtually identical to the cockatrice except for the single red feather in its tail and the reddish cast of its wings. Whereas the cockatrice is motivated by instinct alone, the pyrolisk revels in spreading mayhem. Any victims who fail to save versus death magic when meeting its gaze will instantly burst into flames, dying in agony. If the save is made, they are still burnt for 2-13 (1d12+1) points of damage. Any creature innately or magically immune to fire will not be affected by its gaze, and anyone who makes their saving throw is thereafter immune to the gaze of that particular pyrolisk.

The creature can cause any fire source within 30 yards to explode in fireworks (as a *pyrotechnics* spell) once per round.

The pyrolisk is itself immune to all fire-based spells and attacks.

The pyrolisk's mortal enemy is the phoenix, although any creature which the monster encounters is likely to be attacked.

Couatl

CLIMATE/TERRAIN:	Tropical and subtropical jungles
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Genius (17-18)
TREASURE:	B, I
ALIGNMENT:	Lawful good

NO. APPEARING:	1-4
ARMOR CLASS:	5
MOVEMENT:	6, Fl 18 (A)
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-3/2-8 (2d4)
SPECIAL ATTACKS:	Poison, magic use
SPECIAL DEFENSES:	Etherealness
MAGIC RESISTANCE:	Nil
SIZE:	L (12' long)
MORALE:	Elite (13-14)
XP VALUE:	6000

The couatl are feathered serpents of myth and lore. It is believed that they are distant relatives of dragons, although this remains unproven.

So rare as to be considered almost legendary, the couatl is one of the most beautiful creatures in existence. It has the body of a long serpent and feathered wings the color of the rainbow. Since it has the ability to polymorph, the couatl will sometimes appear in the form of other creatures (always of good alignment).

Couatl are able to communicate via telepathy with almost any intelligent creature which they encounter. In addition, they can speak common and most serpent and avian languages.

Combat: A couatl will seldom attack without provocation, though it will always attack evildoers caught red-handed. Whenever possible, a couatl will attack from the air.

Since it is highly intelligent, the couatl will frequently use its spells from a distance before closing with its foes. If more than one couatl is involved, they will discuss their strategy before a battle. The couatl will also not hesitate to polymorph into another, more effective form in combat.

The couatl have a variety of abilities which make them more than a match for most other creatures. In addition to being able to polymorph themselves at will, a couatl can use magic. Fully 45% will be 5th level wizards, while 35% can act as 7th level priests. The remaining 20% are able to use both types of abilities.

In addition to their other magical abilities, couatl can render themselves and up to 450 pounds of additional matter ethereal at will. Further, they can *detect good/evil*, *detect magic*, turn *invisible*, and employ *ESP* whenever they desire to do so. The oldest and most powerful of couatl can also use a *plane shift* on themselves and up to 8 others. This ability has a 90% chance of reaching the desired plane.

The couatl uses its poisonous bite and constriction when forced into melee combat. When it bites it does 1-3 points of damage and injects a deadly toxin. If the victim fails a save versus poison it is killed instantly. If the constriction attack succeeds, the victim takes 2-8 points damage each round until it or the couatl is killed.

Habitat/Society: This winged serpent is native to warm, jungle-like regions but can also be found flying through the ether. Their intelligence and goodness has made them objects of reverence by the natives of the regions which they inhabit. Considered to be divine, there are many legends in which the couatl is the benefactor



of mankind and the bestower of such precious gifts as agriculture and medicine. There are even shrines in certain areas dedicated to the couatl, and any who attack or harm a couatl are automatically viewed as the blackest of villains.

Although solitary in nature, couatl think of themselves as a single, extended clan. This clan is led by the oldest and wisest of their numbers but assembles only in dire emergencies.

Most couatl dwell alone, making their lairs in caves and abandoned buildings in remote, uninhabited regions. They hunt jungle animals for food once every fortnight or so. Many enjoy traveling, often undertaking long journeys of exploration.

On rare occasions, a pair will mate for life and establish a joint lair. Unlike many other reptiles, the couatl bear live young. Births are rare, averaging only one per couple each century. Both parents participate in the rearing and education of the single offspring, and will fight to the death if their child is threatened. Young couatl reach maturity in thirty or forty years and, though some will elect to remain with their parents for as long as a century, will eventually set off in search of the couatl's never-ending quest for wisdom.

Intellectually curious, all couatl have vast stores of information and enjoy learning more. When one of them learns some new and fascinating fact he will inevitably set out in search of his brethren to share and discuss it.

Couatl can sometimes be persuaded to help good adventurers or give sound council. If they feel that they are being sought for frivolous reasons, they will simply fly away. They are not greedy and do not seek treasure for its own sake. Aid from a couatl may well take the form of a magical item from its hoard.

Ecology: The couatl usually reigns supreme in its jungle, having little to fear from most other monsters.

Displacer Beast

CLIMATE/TERRAIN:	Temperate mountains
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Semi- (2-4)
TREASURE:	(D)
ALIGNMENT:	Neutral

NO. APPEARING:	2-5 (1d4 + 1)
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-8 (2d4)/2-8 (2d4)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	-2 on opponent's attack roll
MAGIC RESISTANCE:	Save as a 12th level fighter (+2)
SIZE:	L (8'- 12' long)
MORALE:	Elite (13-14)
XP VALUE:	975

The displacer beast is a magical creature which resembles a puma with two powerful black tentacles growing from its shoulders. They are very rare, and inhabit spots far from human lands.

The displacer beast has the blue-black coloring of a dark panther with a long cat-like body and head. Females range in size from 8' to 9', and weigh 450 pounds. Males can vary in size from 10' to 12', and weigh up to 500 lbs. Unlike the panther, however, the displacer beast has 6 legs. Its black tentacles are tipped with rough horny edges which can inflict terrible wounds upon its foes. The eyes of a displacer beast glow bright green even after the death of the creature itself.

Combat: The displacer beast is a fierce, savage creature which hates all forms of life. Highly aggressive, the displacer beast will attack on sight, using its tentacles to inflict 2-8 (2d4) points of damage to its victims.

Their main advantage in combat, however, stems from their magical power of displacement, which causes them to appear to be some 3' from their actual location. Anyone attacking a displacer beast receives a -2 on his attack roll. In addition, these monsters make their saving throws as 12th level fighters, gaining an additional +2 to their die roll.

To determine the true position of the displacer beast and its illusory form roll 1d10. On a result of 1-5 the illusion is in front of the creature, 6-7 to the creature's left, 8-9, to the right, and 10 the illusion is behind the actual position of the beast. Although the displacement ability is magical, the location of the animal will not be revealed by a *dispel* or *detect magic*. Only *true seeing* will reveal the true position of the displacer beast.

Displacer beasts will not use their claws or teeth unless near death or when fighting a very large opponent. If they do employ these secondary weapons each claw does 1-3 points of damage, and each bite does 1-8 points of damage.

Habitat/Society: Displacer beasts are carnivores who survive by hunting. Unless they are in the process of raising young, they generally run in packs, carving a savage swath of destruction as they go. They hate all life, and will sometimes kill purely for pleasure. Fierce and vicious as they are, however, displacer beasts never fight among themselves. The pack is a well-run and highly efficient killing machine. When encountered en masse, displacer beasts are more than a match for many large creatures and have



been known to make a meal of orcs, goblins, and bands of men. Any being entering their terrain is viewed as potential prey.

Displacer beasts mate in the autumn, and the young are born in the spring. A mated pair of displacer beasts makes its home in a cave, producing litters of 1-4 young. The cubs, about the size of domestic cats, are born without tentacles and reach maturity, but not full size, within 4 months. They remain in the cave until their displacement abilities are fully developed. This is followed by a 2 month period during which the cubs are taught how to hunt by their parents. When this is completed, the family group disbands and the monsters wander off to join separate packs. While raising young, however, the monsters are fiercely protective of their lair. One adult will always remain with the cubs, usually the female, while the other goes off to hunt. Dead prey will be dragged back to the lair to be devoured by the entire family. The lair of a displacer beast family is littered with the bones, equipment, and treasures of its victims.

Naturally vicious and almost evil at times, the displacer beast has an undying hatred of the blink dog. Many theories abound to account for this enmity. Some say it springs from antipathy in temperaments, and that the lawful good blink dog would naturally be the enemy of a creature as savage and destructive as the displacer beast. Some argue that it is the displacement and blinking abilities which are the cause for this antipathy, and that the two abilities, when in close proximity, somehow stimulate the nervous system and produce a hostile reaction. Encounters between the two kinds are rare however, since they do not share the same territory.

Ecology: The displacer beast has little to fear from other large predators, save perhaps large trolls or giants. Some wizards and alchemists value the hide of displacer beasts for use in certain magical preparations, and will offer generous rewards for them. The eyes of a displacer beast are a highly prized, if uncommon, good luck charm among thieves who believe that they will protect the bearer from detection.

Dogs

	Wild Dog	War Dog	Blink Dog	Death Dog
CLIMATE/TERRAIN:	Any	Any	Temperate plains	Warm deserts and subterranean
FREQUENCY:	Common	Uncommon	Rare	Very rare
ORGANIZATION:	Pack	Solitary	Pack	Pack
ACTIVITY CYCLE:	Any	Any	Any	Night
DIET:	Omnivorous	Omnivorous	Omnivorous	Carnivorous
INTELLIGENCE:	Semi- (2-4)	Semi- (2-4)	Average (8-10)	Semi- (2-4)
TREASURE:	Nil	Nil	(C)	Nil
ALIGNMENT:	Neutral	Neutral	Lawful good	Neutral evil

NO. APPEARING:	4-16 (4d4)	Variable	4-16 (4d4)	5-50 (5d10)
ARMOR CLASS:	7	6	5	7
MOVEMENT:	15	12	12	12
HIT DICE:	1 + 1	2 + 2	4	2 + 1
THACO:	19	19	17	19
NO. OF ATTACKS:	1	1	1	2
DAMAGE/ATTACK:	1-4	2-8 (2d4)	1-6	1-10/1-10
SPECIAL ATTACKS:	Nil	Nil	From the rear 75% of the time	Disease
SPECIAL DEFENSES:	Nil	Nil	Teleportation	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	S (3' long)	M (4'-6' long)	M (4' long)	M (6' long)
MORALE:	Unsteady (5-7)	Average (8-10)	Steady (11-12)	Steady (11-12)
XP VALUE:	35	65	270	120



Smaller than wolves, the appearance of the wild dog varies from place to place. Most appear very wolf-like, while others seem to combine the looks of a wolf and a jackal.

Combat: Wild dogs fight as an organized pack. They favor small game, and attack men and human habitations only in times of great hunger. The bite of a wild dog inflicts 1-4 points of damage.

Habitat/Society: Wild dogs are found almost anywhere. They run in packs, and are led by the dominant male. The pack usually hunts a variety of game, even attacking deer or antelope. Pups are born in the spring. Wild dogs can be tamed if separated from their pack.

Ecology: Wild dogs are omnivores which usually thrive on a combination of hunting and foraging.

War Dogs

Generally large mastiffs or wolfhounds, they have keen senses of smell and hearing, making them adept at detecting intruders. Most war dogs are not usually vicious, and will rarely attack without cause.

The status of war dogs varies greatly; some are loyal and beloved pets, some are watch dogs, others are hunting dogs, and some are trained for battle.

Blink Dogs

Blink dogs are yellowish brown canines which are stockier and more muscular than other wild dogs. They are intelligent and employ a limited form of teleportation when they hunt.

A blink dog attack is well organized. They will blink to and fro without any obvious pattern, using their powers to position themselves for an attack. Fully 75% of the time they are able to attack their targets from the rear. A dog will teleport on a roll of 7 or better on a 12-sided die. To determine where the dog appears, roll a 12-sided die: 1 = in front of opponent, 2 = shielded (or left) front flank, 3 = unshielded (or right) front flank, 4-12 = behind. When blinking, the dog will appear from 1' to 3' feet from its opponent and will immediately be able to attack.

Blinking is an innate power and the animal will never appear inside a space occupied by a solid object. If seriously threatened, the entire pack will blink out and not return.

Blink dogs are intelligent, and communicate in a complex language of barks, yaps, whines, and growls. They inhabit open plains and avoid human haunts. A lair will contain 3-12 (3d4) pups 50% of the time (1-2 hit dice, 1-2/1-3 hit points damage/attack). These puppies can be trained and are worth between 1,000 to 2,000 gold pieces.

Death dog

Death dogs are large two-headed hounds which are distinguished by their penetrating double bark. Death dogs hunt in large packs.

Each head is independent, and a bite does 1-10 points of damage. Victims must save versus poison or contract a rotting disease which will kill them in 4-24 (4d6) days. Only a *cure disease* spell can save them. A natural roll of 19 or 20 on their attack die means that a man-sized opponent is knocked prone and attacks at a -4 until able to rise to its feet again. There is an 85% chance that death dogs will attack humans on sight.

Dragons

Dragons are an ancient, winged reptilian race. They are known and feared for their size, physical prowess, and magical abilities. The 10 subspecies of dragons are identified by the color of their scales. Each subspecies has 12 age categories. The oldest dragons are among the most powerful creatures in the world.

Dragons range in size from several feet upon hatching to more than 100 feet after they have attained the status of *great wyrm*. The exact size varies according to age and subspecies. A dragon's wing span is about equal to its body length and fully 15-20% of a dragon's body length is its neck.

Dragons, especially older ones, are generally solitary due to necessity and preference. They distance themselves from civilization, which they consider to be a petty and foolish mortal invention.

Although dragons' goals and ideals vary between subspecies, all dragons are covetous. They like to hoard wealth, collecting mounds of coins and gathering as many gems, jewels, and magic items as possible. They find the treasure pleasing to look at and bask in the radiance of the magic items. For a dragon, there is never enough treasure, and those with large hoards are loathe to leave them for long, venturing out of their lairs only to patrol the immediate area or to get food. Dragons like to make beds of their treasure, shaping nooks and mounds to fit their bodies, and by the time they have matured to the *great wyrm* state hundreds of gems and coins have become imbedded in their hides.

Dragons are fearsome predators, but will scavenge when necessary and can eat almost anything if they are hungry enough. A dragon's metabolism operates like a highly efficient furnace, making use of 95% of all the food the dragon eats. A dragon can also metabolize inorganic material, and some dragons have a taste for such fare.

Generally, when multiple dragons are encountered they will be a mated pair and young. Mated pairs never will be found together above the *mature adult* stage, and the young will be of the *young adult* stage or younger. To determine the age of young dragons roll a 6-sided die: 1 = *egg*; 2 = *hatchling*; 3 = *very young*; 4 = *young*; 5 = *juvenile*; 6 = *young adult*.

During the early part of a dragon's *young adult* stage it will leave its parents, greed driving it on to start a lair of its own. Sometimes, although rarely, *juvenile* dragons will leave their parents to start their own lives. As a pair of mated dragons age beyond the *mature adult* stage, they split up, independence and the lust for treasure driving them apart. Older dragons of either sex will sometimes raise young, but only on their own—the other parent leaves when the eggs are laid.

Although all subspecies of dragons are believed to have come from the same roots tens of thousands of years ago, the present subspecies keep to themselves, working together only when they are significantly threatened; good dragons never work with evil dragons. While good dragons of different subspecies are more tolerant of each other, they also are territorial. Only gold and silver dragons have been known to freely associate—and those instances are uncommon.

Dragon Hit Die Modifier: Dragons' Hit Dice vary between subspecies and are modified based on age category. Refer to individual dragons for base hit die information but the modifier is listed on the overall dragon chart. The older a dragon gets, the more Hit Dice it will have while younger dragons will have fewer. For example, a black dragon has 10 Hit Dice as a base. A *hatchling* black dragon subtracts 6 dice, which gives it a total of 4 hit dice. A *great wyrm* black dragon adds 8 dice, which gives it a total of 18 hit dice.

Dragons' saving throws are tied to their hit dice. Each dragon saves as a fighter equal in level to the dragon's hit dice. For example, a *hatchling* black dragon saves as a 4th level fighter, while a *great wyrm* black dragon saves as an 18th level fighter.

Dragon Combat Modifier: A dragon's combat modifier varies with the age category. The bonus or penalty applies to both attack and damage rolls for each physical attack. It does not apply to a dragon's breath weapon.

Dragon Attacks: All dragons have a claw/claw/bite attack form and a breath weapon. A dragon can use its breath weapon once every three combat rounds. Dragons also employ the attack forms of *snatch*, *kick*, *tail slap*, and *wing buffet* if their age and the prevailing conditions allow it. Dragons frequently divide their attacks between opponents, using the more dangerous attacks, such as a bite, against the foes it perceives to be the toughest.

Claw: Claws can attack creatures to the front and sides of the dragon. If the dragon kicks with one rear leg, it can use only one claw (the other must be used to maintain balance).

Bite: Because of a dragon's long neck, it can bite creatures to its front or to either side.



Snatch: Only *young adult* and older dragons can snatch. A flying dragon dives and attempts to grab a creature in one of its claws. A creature struck by this method will be taken into the air. There is a 50% chance that a snatched creature has its arms pinned, and therefore will not be able to physically attack the dragon. Snatched creatures are sometimes taken to great heights and dropped. The snatched creature can be squeezed in the claw for automatic claw damage each round, or transferred to the dragon's mouth. The transfer requires a successful attack roll. If the transfer succeeds, the victim automatically takes bite damage each round. If it fails, the victim is dropped. Old and older dragons can carry a victim in each claw, and can try to snatch two victims at once. *Wyrms* and *great wyrms* can carry three victims, but one must be transferred from claw to mouth first. A dragon only can snatch creatures two or more size categories smaller than itself. For example, a dragon that is 45' long is a Gargantuan creature, so the biggest creature it can snatch is a Large one (12').

Kick: Any dragon can kick creatures attacking it from behind. A kick delivers claw damage, and creatures struck must roll their Dexterity or less on 1d20 or be kicked back 1d6 feet +1 foot per age category of the dragon. For example, a *mature adult* dragon will kick a foe 1d6 +7 feet. Creatures knocked back must save versus petrification (adjusted according to the dragon's combat modifier) or fall. If the dragon attacks with one claw, it can only kick with one hind leg as the other must be used to maintain balance. A dragon cannot slap with its tail while kicking.

Wing Buffet: *Young adult* and older dragons can employ their wings in combat. Targets must be at the dragon's sides. The damage inflicted is the same as a claw attack, and creatures struck must roll their Dexterity or less on 1d20 or be knocked prone.

Tail Slap: *Adult* and older dragons can use their tails to attack creatures behind them. A tail attack inflicts the same damage as two claws and affects a number of creatures equal to the dragon's age category. For example, an *adult* dragon can hit up to six creatures. Creatures within the sweep of the dragon's tail must save versus petrification or be stunned for 2-5 (1d4 +1) minutes. A tail slap can smash a light wooden structure and even damage a *cube of force* (one charge per two points of the dragon's combat modifier, rounded down).

Spells: Dragons acquire spells haphazardly over the years. The DM should randomly determine which spells any particular dragon knows. Each spell can be used once a day. If the random determination indicates the same spell more than once, the dragon can use it more than once a day. A dragon's spells are innate and are triggered by thought. Dragons do not possess spell books, nor do they pray to their deities. The dragon simply needs to concentrate for a second and its spell is cast.

Dragon Defenses: A dragon's Armor Class improves as it gets older because the dragon's hide and general constitution becomes tougher. Old

Dragons

or older dragons are immune to normal missiles; their gem-encrusted hides deflect arrows and other small projectiles. Large missiles (from catapults, giants, et al.), and magical missiles affect them normally. *Young adult* and older dragons radiate a personal aura that makes them resistant to harmful magic cast at them. A dragon's magic resistance is a function of its personal power, and as a dragon becomes older and tougher, its magic resistance increases.

Dragon Flight: Despite their large size, dragons are graceful and competent fliers. All dragons have a maneuverability class C.

A dragon can change direction quickly by executing a wingover maneuver. A dragon cannot gain altitude during a minute when it performs a wingover, but it may dive. The maneuver allows the dragon to make a turn of 120 to 240 degrees regardless of its speed or size.

Diving dragons can strike with their claws at +2 on their attack roll. When engaging other flying opponents, dragons can either claw or bite, but not both.

Dragon Senses: All dragons have excellent sight, smell, and hearing. Their increased senses allow them to *detect invisible* objects and creatures (including creatures or items hidden in darkness or fog) within a 10-foot radius per age category. All dragons possess a natural *clairaudience* ability with respect to their lairs; the range is 20 feet per age category. The dragon must concentrate on a specific section within its lair or surrounding area to hear what is going on.

Some dragons have the ability to speak, and possess a telepathic ability that allows them to converse with any intelligent creature. The percentage chance for a dragon to speak varies based on each subspecies' intelligence and each dragon's age category. Refer to individual dragons for the percentages.

Dragon Fear: Dragons can inspire panic or fear. The mere sight of a *young adult* or older dragon causes humans and demi-humans with fewer than one Hit Die and non-aggressive creatures with fewer Hit Dice than the dragon to automatically flee in panic for 4-24 (4d6) minutes.

Other humans, demi-humans, and creatures can be stricken with fear if they are within the dragon's fear aura. All creatures with Hit Dice equal to or greater than the dragon are immune to the fear effect. The aura surrounds attacking or charging dragons in the specified radius. Humans, demi-humans, and creatures not automatically panicked are entitled to a save versus petrification. Those failing their saves are stricken with fear and fight at a -2 penalty on their attack and damage rolls.

A dragon's fear aura size varies with the dragon's age category; refer to individual dragons for specific information. The aura increases in power based on the age category of the dragon, and those who are subjected to the aura adjust their saving throws based on the dragon's fear save modifier. For example, characters fighting a *mature adult* dragon add 1 to their saving throws while those fighting a *great wyrm* subtract 4.

Dragon Lairs: All dragon lairs are far from mortal civilizations, and they are difficult to find because the dragons take careful measures to cloak their comings and goings. There is usually little, if any, wildlife around the lairs because neighboring creatures fear the dragons, and the dragons eat the few creatures which are foolish enough to remain.

When a *young adult* dragon leaves its parents in search of its own lair, it will spend a few years moving from place to place to find a cave or cavern which best suits its personality. In most cases, the dragons search for increasingly larger caves which can easily accommodate them as they grow. Usually by the time a dragon has reached the *mature adult* stage it will have selected a large lair it plans to keep for the remainder of its life. A dragon at this stage has gathered a considerable amount of treasure and will be loathe to move it to a different location.

The location and character of dragon lairs vary based on each subspecies. Consult individual dragons for specific information. However, one thing remains constant: all dragons consider their lair and the immediate area around it their domain. A creature which encroaches or threatens the lair is threatening the dragon and will be dealt with harshly. Some good dragons may be more lenient than other subspecies in this matter. All dragons keep their treasure hidden deep within their lairs, and some dragons will create hazardous conditions within their lairs to keep unwary creatures from reaching the treasure.

Dragon Hide: Dragon skin is prized by armorers with the skill to turn it into shields and armor. This armor is valuable because of its appearance and because of the protection it affords. The older the dragon the skin is from, the better the protection it provides. Dragon armor will grant its wearer an armor class of 4 less than the Armor Class of the dragon it was taken from, for a minimum Armor Class of 8. For example, armor taken from a *juvenile* brass dragon (which has an AC of 0) will grant its wearer

an Armor Class of 4 and armor from a *very old* brass dragon (AC -4) will grant its wearer an armor class of 0. Dragon armor is supple and non-bulky, weighing only 25 pounds.

Dragon armor affords no extra protection, such as resistance to fire or cold, although the armor can be enchanted to provide such protection. A dragon's resistance to certain elements is based on its total makeup, not just its skin. Plain dragon armor is expensive to make, costing between 1,000 and 10,000 gold pieces, based on the workmanship and protection the armor affords. Dragon skin armor can be enchanted, just as other forms of armor can, to a maximum of +5.

Dragon shields also offer no additional protection. They are made of stretched hide over a wooden frame. Such shields weigh 3 pounds (if small) or 8 pounds (if large) and cost 20 to 120 or 30 to 180 gold pieces.

Dragon Table

	Category	Age Modifier	Hit Die Modifier	Combat Modifier	Fear Radius	Save Modifier
1	Hatchling	0-5 yrs	-6	+1	Nil	Nil
2	Very Young	6-15	-4	+2	Nil	Nil
3	Young	16-25	-2	+3	Nil	Nil
4	Juvenile	26-50	Nil	+4	Nil	Nil
5	Young Adult	51-100	+1	+5	15 yards	+3
6	Adult	101-200	+2	+6	20 yards	+2
7	Mature Adult	201-400	+3	+7	25 yards	+1
8	Old	401-600	+4	+8	30 yards	0
9	Very Old	601-800	+5	+9	35 yards	-1
10	Venerable	801-1,000	+6	+10	40 yards	-2
11	Wyrm	1,000-1,200	+7	+11	45 yards	-3
12	Great Wyrm	1,200 +	+8	+12	50 yards	-4

Dragon, Black

CLIMATE/TERRAIN:	Any swamp, jungle, and subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	Average (8-10)
TREASURE:	Special
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	1 (base)
MOVEMENT:	12, Fl 30 (C), Sw 12
HIT DICE:	12 (base)
THAC0:	9 (base)
NO. OF ATTACKS:	3+special
DAMAGE/ATTACK:	1-6/1-6/3-18
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (30' base)
MORALE:	Fanatic (16 base)
XP VALUE:	Variable



Age	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MT	Treas. Type	XP Value
1	3-6	2-5	4	2d4+1	Nil	Nil	Nil	1,400
2	6-15	5-12	3	4d4+2	Nil	Nil	Nil	2,000
3	15-24	12-19	2	6d4+3	Nil	Nil	Nil	3,000
4	24-33	19-27	1	8d4+4	1	Nil	1/2H	6,000
5	33-42	27-35	0	0d4+5	2	10%	H	8,000
6	42-51	35-43	-1	2d4+6	3	15%	H	9,000
7	51-60	43-50	-2	4d4+7	4	20%	H	10,000
8	60-69	50-57	-3	6d4+8	5	25%	Hx2	11,000
9	69-78	57-64	-4	8d4+9	6	30%	Hx2	13,000
10	78-87	64-73	-5	0d4+10	7	35%	Hx2	14,000
11	87-96	73-80	-6	2d4+11	8	40%	Hx3	15,000
12	96-105	80-87	-7	4d4+12	9	45%	Hx3	16,000

Black dragons are abusive, quick to anger, and resent intrusions of any kind. They like dismal surroundings, heavy vegetation, and prefer darkness to daylight. Although not as intelligent as other dragons, black dragons are instinctively cunning and malevolent.

At birth, a black dragon's scales are thin, small, and glossy. But as the dragon ages, its scales become larger, thicker, and duller, which helps it camouflage itself in swamps and marshes. Black dragons speak their own tongue, a tongue common to all evil dragons, and 10% of hatchling black dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Black dragons prefer to ambush their targets, using their surroundings as cover. Their favorite targets are men, who they will sometimes stalk for several minutes in an attempt to gauge their strength and wealth before attacking. Against a band of men or a formidable creature, older black dragons will use their special abilities first so the very forces of the marsh can weaken the targets before the dragon joins the fight. Black dragons also will use their breath weapon before closing in melee. When fighting in heavily vegetated swamps and marshes, black dragons attempt to stay in the water or along the ground; the numerous trees and leafy canopies limit their flying maneuverability. When faced with an opponent which poses too much of a threat, a black dragon will attempt to fly out of sight, so it will not leave tracks, and hide in a deep pond or bog.

Breath weapon/special abilities: A black dragon's breath weapon is a 5' wide stream of acid that extends 60' in a straight line from the dragon's head. All creatures caught in this stream must save vs. breath weapon for half damage. A black dragon casts spells and uses its magical abilities at 5th level, plus its combat modifier.

Black dragons are born with an innate *water breathing* ability and an immunity to acid. As they age, they gain the following additional powers:

Juvenile: *darkness* three times a day in a 10' radius per age category of the dragon. **Adult:** *corrupt water* once a day. For every age category a dragon attains, it can stagnate 10 cubic feet of water, making it become still, foul, inert, and unable to support animal life. When this ability is used against potions and elixirs, they become useless if they roll a 15 or better on 1d20. **Old:** *plant growth* once a day. **Venerable:** *summon insects* once a day. **Great wyrm:** *charm reptiles* three times a day. This operates as a *charm mammals* spell, but is applicable only to reptiles.

Habitat/Society: Black dragons are found in swamps, marshes, rain forests, and jungles. They revel in a steamy environment where canopies of trees filter out most of the sunlight, swarms of insects fill the air, and stagnant moss-covered ponds lie in abundance. Black dragons are excellent swimmers and enjoy lurking in the gloomy depths of swamps and bogs. They also are graceful in flight, however, they prefer to fly at night when their great forms are hidden by the darkness of the sky. Black dragons are extremely selfish, and the majority of those encountered will be alone. When a family of black dragons is encountered, the adults will protect their young. However, if it appears the adults' lives are in jeopardy they will abandon their young to save themselves.

They lair in large, damp caves and multi-chambered subterranean caverns. Older dragons are able to hide the entrance to their lairs with their *plant growth* ability. Black dragons are especially fond of coins. Older black dragons sometimes capture humans and question them before killing them to find out where stockpiles of gold, silver, and platinum coins are kept.

Ecology: Black dragons can eat almost anything, although they prefer to dine primarily on fish, mollusks, and other aquatic creatures. They are fond of eels, especially the giant varieties. They also hunt for red meat, but they like to "pickle" it by letting it lie in ponds within their lair for days before eating it.

Dragon, Blue

CLIMATE/TERRAIN:	Arid deserts
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	Special
ALIGNMENT:	Lawful evil

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	0 (base)
MOVEMENT:	9, Fl 30 (C), Br 4
HIT DICE:	14 (base)
THACO:	8 (base)
NO. OF ATTACKS:	3+special
DAMAGE/ATTACK:	1-8/1-8/3-24
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (42' base)
MORALE:	Fanatic (16 base)
XP VALUE:	Variable



Age	Base Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treas. Type	XP Value
1	3-9	2-7	3	2d8 + 1	Nil	Nil	Nil	1,400
2	9-20	7-16	2	4d8 + 2	Nil	Nil	Nil	2,000
3	20-31	16-25	1	6d8 + 3	Nil	Nil	Nil	4,000
4	31-50	25-34	0	8d8 + 4	1	Nil	1/2H, S	7,000
5	50-69	34-43	-1	10d8 + 5	2	20%	H, S	9,000
6	69-88	43-52	-2	12d8 + 6	3	25%	H, S	10,000
7	88-97	52-61	-3	14d8 + 7	3 1	30%	H, S	11,000
8	97-106	61-70	-4	16d8 + 8	3 2	35%	H, Sx2	12,000
9	106-115	70-79	-5	18d8 + 9	3 3	40%	H, Sx2	14,000
10	115-124	79-80	-6	20d8 + 10	3 3 1/1	45%	H, Sx2	15,000
11	124-133	80-89	-7	22d8 + 11	3 3 2/2	50%	H, Sx3	16,000
12	133-142	89-98	-8	24d8 + 12	3 3 3/3	55%	H, Sx3	17,000

Blue dragons are extremely territorial and voracious. They love to spend long hours preparing ambushes for herd animals and unwary travelers, and they spend equally long hours dwelling on their success and admiring their trophies.

The size of a blue dragon's scales increases little as the dragon ages, although they do become thicker and harder. The scales vary in color from an iridescent azure to a deep indigo, retaining a glossy finish through all of the dragon's stages because the blowing desert sands polish them. This makes blue dragons easy to spot in barren desert surroundings. However, the dragons often conceal themselves, burrowing into the sand so only part of their heads are exposed.

Blue dragons love to soar in the hot desert air; usually flying in the daytime when temperatures are the highest. Some blue dragons nearly match the color of the desert sky and use this coloration to their advantage in combat.

Blue dragons speak their own tongue, a tongue common to all evil dragons, and 12% of hatchling blue dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Blue dragons prefer to fight from a distance so their opponents can clearly witness the full force of their breath weapon and so little or no threat is posed to themselves. Often blue dragons will attack from directly above or will burrow beneath the sands until opponents come within 100 feet. Older blue dragons will use their special abilities, such as *hallucinatory terrain*, in concert with these tactics to mask the land and aid in their chances to surprise. Blue dragons will only run from a fight if they are severely damaged, as they also view retreat as cowardly.

Breath weapon/special abilities: A blue dragon's breath weapon is a 5' wide bolt of lightning that streaks 100' in a straight line from the dragon's mouth. All creatures caught in this stream must save vs. breath weapon

for half damage. Blue dragons cast spells and use their magical abilities at 7th level, adjusted by their combat modifier.

Blue dragons are born with an immunity to electricity. As they age, they gain the following additional powers: *Young:* create or destroy water three times per day. *Juvenile:* sound imitation at will. *Adult:* dust devil once a day. *Old:* ventriloquism once a day. *Venerable:* control winds once a day. *Great wyrm:* hallucinatory terrain once a day.

Habitat/Society: Blue dragons are found in deserts; arid, windswept plains; and hot, humid badlands. They enjoy the bleak terrain because there are few obstacles—only an occasional rock outcropping or dune—to interrupt the view of their territories. They spend hours looking out over their domains, watching for trespassers and admiring their property. Most of the blue dragons encountered will be alone because they do not want to share their territories with others. However, when a family is encountered the male dragon will attack ferociously, protecting his property—his mate and young. The female dragon also will join in the attack if the threat proves significant.

Blue dragons' enemies are men, who kill the dragons for their skin and treasure, and brass dragons, which share the same environment. If a blue dragon discovers a brass dragon in the same region, it will not rest until the trespassing dragon is killed or driven away.

Blue dragons lair in vast underground caverns in which they store their treasure. Although blue dragons will collect anything which looks valuable, they are fond of gems—especially sapphires.

Ecology: Blue dragons are able to consume nearly anything, and sometimes are forced to eat snakes, lizards, and desert plants to help sate their great hunger. However, they are particularly fond of herd animals, such as camels, and they will gorge themselves on caravans of the creatures which they have cooked with a lightning bolt.

Dragon, Brass

CLIMATE/TERRAIN:	Arid desert and plain
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	High (13-14)
TREASURE:	Special
ALIGNMENT:	Chaotic good (neutral)

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	0 (base)
MOVEMENT:	12, Fl 30 (C), Br 6
HIT DICE:	12 (base)
THACO:	9
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-6/1-6/4-16
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (30' base)
MORALE:	Fanatic (17 base)
XP VALUE:	Variable



Age	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treas. Type	XP Value
1	3-6	2-5	3	2d4 + 1	Nil/Nil	Nil	Nil	1,400
2	6-14	4-12	2	4d4 + 2	Nil/Nil	Nil	Nil	2,000
3	14-22	12-18	1	6d4 + 3	Nil/Nil	Nil	Nil	4,000
4	22-31	18-24	0	8d4 + 4	1	Nil	1/2H	7,000
5	31-41	24-34	-1	10d4 + 5	1 1	15%	H	9,000
7	52-64	44-54	-3	14d4 + 7	2 2	25%	H	11,000
8	64-77	54-64	-4	16d4 + 8	3 2/1	30%	Hx2	13,000
9	77-91	64-74	-5	18d4 + 9	3 3/1 1	35%	Hx2	14,000
10	91-105	74-84	-6	20d4 + 10	4 3/2 1	40%	Hx2	15,000
11	105-121	84-94	-7	22d4 + 11	4 4/2 2	45%	Hx3	16,000
12	121-138	94-104	-8	24d4 + 12	5 4/3 2	50%	Hx3	17,000

Brass dragons are great talkers, but not particularly good conversationalists. They are egotistical and often boorish. They often have useful information, but will divulge it only after drifting off the subject many times and after hints that a gift would be appreciated.

At birth, a brass dragon's scales are dull. Their color is a brassy, mottled brown. As the dragon gets older, the scales become more brassy, until they reach a warm, burnished appearance.

Combat: Brass dragons would rather talk than fight. If an intelligent creature tries to take its leave of a brass dragon without talking to it at length, the dragon might have a fit of pique and try to force a conversation with *suggestion* or by giving the victim a dose of *sleep* gas. If the victim falls asleep it will awaken to find itself pinned under the dragon or buried to the neck in the sand until the dragon's thirst for small talk is slaked. Before melee, brass dragons create a cloud of dust with *dust devil* or *control winds*, then charge or snatch. Brass dragons often use *control temperature* to create heat to discomfort their opponents. When faced with real danger, younger brass dragons will fly out of sight, then hide by burrowing. Older dragons spurn this ploy.

Breath weapon/special abilities: A brass dragon has two breath weapons: a cone of *sleep* gas 70' long, 5' wide at the dragon's mouth, and 20' wide at its end; or a cloud of blistering desert heat 50' long, 40' wide, and 20' high. Creatures caught in the gas, regardless of Hit Dice or level, must save vs. breath weapon or fall asleep for 10 minutes per age level of the dragon. Creatures caught in the heat take damage, save vs. breath weapon for half. A brass dragon casts its spells and uses its magical abilities at 6th level, plus its combat modifier.

At birth, brass dragons can *speak with animals* freely, and are immune to fire and heat. As they age, they gain the following additional powers:

Young: create or destroy water three times a day. *Juvenile:* dust devil once a day. *Adult:* suggestion once a day. *Mature adult:* control temperature 3 times a day in a 10' radius per age level. *Old:* control winds once a day. *Great wyrm:* Summon djinni once a week. The dragon usually asks the djinni to preform some service. Although the djinni serves willingly, the dragon will order it into combat only in extreme circumstances, as the dragon would be dismayed and embarrassed if the djinni were killed.

Habitat/Society: Brass dragons are found in arid, warm climates; ranging from sandy deserts to dry steppes. They love intense, dry heat and spend most of their time basking in the sun. They lair in high caves, preferably facing east where the sun can warm the rocks, and their territories always contain several spots where they can bask and trap unwary travelers into conversation.

Brass dragons are very social. They usually are on good terms with neighboring brass dragons and sphinxes. Brass dragons are dedicated parents. If their young are attacked they will try to slay the enemy, using their heat breath weapons and taking full advantage of their own immunity.

Because they share the same habitat, blue dragons are brass dragons' worst enemies. Brass dragons usually get the worst of a one-on-one confrontation, mostly because of the longer reach of the blue dragon's breath weapon. Because of this, brass dragons usually try to evade blue dragons until they can rally their neighbors for a mass attack.

Ecology: Like other dragons, brass dragons can, and will, eat almost anything if the need arises. In practice, however, they eat very little. They are able to get nourishment from morning dew, a rare commodity in their habitat, and have been seen carefully lifting it off plants with their long tongues.

Dragon, Bronze

CLIMATE/TERRAIN:	Tropical, sub-tropical, and temperate subterranean, lake shore, and sea shore
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Special
ALIGNMENT:	Lawful good

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	-2 (base)
MOVEMENT:	9, Fl 30 (C), Sw 12
HIT DICE:	14 (base)
THAC0:	8 (base)
NO. OF ATTACKS:	3+special
DAMAGE/ATTACK:	1-8/1-8/4-24
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (42' base)
MORALE:	Fanatic (17 base)
XP VALUE:	Variable



Age	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treas. Type	XP Value
1	5-14	3-10	1	2d8+1	Nil/Nil	Nil	Nil	1,400
2	14-23	10-19	0	4d8+2	Nil/Nil	Nil	Nil	3,000
3	23-32	19-28	-1	6d8+3	Nil/Nil	Nil	Nil	5,000
4	32-42	28-37	-2	8d8+4	1	Nil	E, S, T	7,000
5	42-52	37-44	-3	10d8+5	1 1	20%	H, S, T	9,000
6	52-63	44-52	-4	12d8+6	2 1	25%	H, S, T	10,000
7	63-74	52-60	-5	14d8+7	2 2	30%	H, S, T	11,000
8	74-85	60-70	-6	16d8+8	2 2 1/1	35%	H, S, Tx2	15,000
9	85-96	70-80	-7	18d8+9	2 2 2/1 1	40%	H, S, Tx2	17,000
10	96-108	80-90	-8	20d8+10	2 2 2 1/2 1	45%	H, S, Tx2	18,000
11	108-120	90-100	-9	22d8+11	2 2 2 2/2 2	50%	H, S, Tx3	19,000
12	120-134	00-110	-10	24d8+12	2 2 2 2 1/2 2 1	55%	H, S, Tx3	20,000

Bronze dragons are inquisitive and fond of humans and demi-humans. They enjoy *polymorphing* into small, friendly animals so they can unobtrusively observe humans and demi-humans, especially adventurers. Bronze dragons thrive on simple challenges such as riddles and harmless contests. They are fascinated by warfare and will eagerly join an army if the cause is just and the pay is good.

At birth, a bronze dragon's scales are yellow tinged with green, showing only a hint of bronze. As the dragon approaches adulthood, its color deepens slowly changing to a rich bronze tone that gets darker as the dragon ages. Dragons from the *very old* stage and on develop a blue-black tint to the edges of their scales, similar to a patina on ancient bronze armor or statues.

Bronze dragons speak their own tongue, a tongue common to all good dragons, and 16% of hatchling bronze dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Bronze dragons dislike killing creatures with animal intelligence and would rather bribe them (perhaps with food), or force them away with *repulsion*. When confronted with intelligent opponents bronze dragons use their *ESP* ability to learn their opponents' intentions. When attacking they blind their opponents with *wall of fog*, then charge. Or, if they are flying, they will snatch opponents. When fighting under water, they use *airy water* to maintain the effectiveness of their breath weapons, and to keep away purely aquatic opponents. Against boats or ships they *summon* a storm or use their tail slap to smash the vessels' hulls. If the dragon is inclined to be lenient, seafaring opponents might merely find themselves becalmed, fog bound, or with broken masts.

Breath weapon/special abilities: A bronze dragon has two breath weapons: a stroke of *lightning* 100' long and 5' wide or a cloud of *repulsion* gas

20' long, 30' wide, and 30' high. Creatures caught in the gas must save vs. breath weapon or move away from the dragon for two minutes per age level of the dragon, plus 1-6 minutes. Creatures caught in the lightning take damage, save vs. breath weapon for half. A bronze dragon casts its spells and uses its magical abilities at 8th level, plus its combat modifier.

At birth, bronze dragons have a *water breathing* ability, can *speak with animals* at will, and are immune to electricity. As they age, they gain the following additional powers: *Young:* create food and water and *polymorph self* three times a day. (Each change in form lasts until the dragon chooses a different form. Reverting to the dragon's normal form does not count as a change.) *Juvenile:* wall of fog once a day. *Adult:* ESP three times a day. *Mature adult:* airy water three times a day in a 10' radius per age category of the dragon. *Old:* weather summoning once a day.

Habitat/Society: Bronze dragons like to be near deep fresh or salt water. They are good swimmers and often visit the depths to cool off or to hunt for pearls or treasure from sunken ships. They prefer caves that are accessible only from the water, but their lairs are always dry—they do not lay eggs, sleep, or store treasure under water.

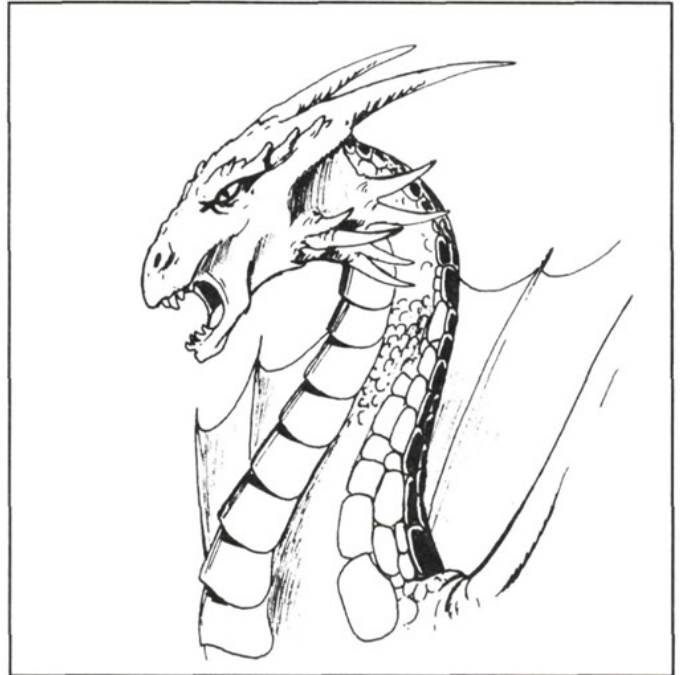
Bronze dragons are fond of sea mammals, especially dolphins and whales. These animals provide the dragons with a wealth of information on shipwrecks, which the dragons love to plunder, and detail the haunts of large sharks. Bronze dragons detest pirates, disabling or destroying their ships.

Ecology: Bronze dragons eat aquatic plants and some varieties of seafood. They especially prize of shark meat. They also dine on an occasional pearl, and, like other dragons, can eat almost anything in a pinch. Evil, amphibious sea creatures (particularly sahuagin), who can invade their air filled lairs, are their greatest enemies.

Dragon, Copper

CLIMATE/TERRAIN:	Arid and temperate hills and mountains
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	High (13-14)
TREASURE:	Special
ALIGNMENT:	Chaotic good

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	1 (base)
MOVEMENT:	9, Fl 30 (C), Jp 3
HIT DICE:	13 (base)
THACO:	9
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-6/1-6/5-20
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (36' base)
MORALE:	Elite (16 base)
XP VALUE:	Variable



Age	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treas. Type	XP Value
1	3-8	2-6	2	2d6 + 1	Nil	Nil	Nil	1,400
2	8-16	4-12	1	4d6 + 2	Nil	Nil	Nil	2,000
3	16-27	12-20	0	6d6 + 3	Nil	Nil	Nil	4,000
4	27-38	20-30	-1	8d6 + 4	1	Nil	1/2HS	6,000
5	38-50	30-40	-2	10d6 + 5	2	10%	HS	9,000
6	50-59	40-50	-3	12d6 + 6	3	15%	HS	10,000
7	59-73	50-60	-4	14d6 + 7	3 1	20%	HS	11,000
8	73-86	60-70	-5	16d6 + 8	3 2/1	25%	HSx2	12,000
9	86-100	70-80	-6	18d6 + 9	3 3/2	30%	HSx2	14,000
10	100-114	80-90	-7	20d6 + 10	3 3 1/3	35%	HSx2	16,000
11	114-130	90-100	-8	22d6 + 11	3 3 2/3 2	40%	HSx3	17,000
12	130-147	100-110	-9	24d6 + 12	3 3 2 1/3 3	45%	HSx3	18,000

Copper dragons are incorrigible pranksters, joke tellers, and riddlers. They are prideful and are not good losers, although they are reasonably good winners. They are particularly selfish and greedy for their alignment, and have an almost neutral outlook where wealth is concerned.

At birth, a copper dragon's scales have a ruddy brown color with a copper tint. As the dragon gets older, the scales become finer and more coppery, assuming a soft, warm gloss by the time the dragon becomes a young adult. Beginning at the venerable stage, the dragons' scales pick up a green tint.

Copper dragons speak their own tongue, a tongue common to all good dragons, and 14% of hatchling copper dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Copper dragons like to taunt and annoy their opponents, hoping they will give up or become angry and act foolishly. Early in an encounter, a copper dragon will jump from one side of an opponent to another, landing on inaccessible or vertical stone surfaces. If there are no such places around a dragon's lair, the dragon will create them ahead of time using *stone shape*, *move earth*, and *wall of stone*. An angry copper dragon will mire its opponents using *rock to mud*, and will force victims who escape the mud into it with kicks. Once opponents are trapped in the mud, the dragon will crush them with a *wall of stone* or snatch them and carry them aloft. When fighting airborne opponents, a dragon will draw its enemies into narrow, stony gorges where it can use its *spider climb* ability in an attempt to maneuver the enemy into colliding with the walls.

Breath weapon/special abilities: A copper dragon's breath weapon is either a cloud of *slow gas* 30' long, 20' wide, and 20' high or a spurt of *acid* 70' long and 5' wide. Creatures caught in the gas must save vs. breath weapon or be *slow* for three minutes per age level of the dragon. Creatures caught in the acid take damage, save vs. breath weapon for half. A copper dragon casts its spells and uses its magical abilities at 7th level, plus its combat modifier.

At birth, copper dragons can *spider climb* (stone surfaces only) and are immune to acid. As they age, they gain the following additional powers: *Young:* *neutralize poison* three times a day. *Juvenile:* *stone shape* twice a day. *Adult:* *forget* once a day. *Mature adult:* *rock to mud* once a day. *Old:* *move earth* once a day. *Great wyrm:* *wall of stone* once a day. A copper dragon can jump 30 yards forward or sideways, reaching heights up to 20' at mid jump. They can jump 30' straight up.

Habitat/Society: Copper dragons like dry, rocky uplands and mountains. They lair in narrow caves and often conceal the entrances using *move earth* and *stone shape*. Within the lair, they construct twisting mazes with open tops. These allow the dragons to fly or jump over intruders struggling through the maze.

Copper dragons appreciate wit, and will usually leave good or neutral creatures alone if they can relate a joke, humorous story, or riddle the dragon has not heard before. They quickly get annoyed with creatures who don't laugh at their jokes or do not accept the dragon's tricks and antics with good humor.

Because they often inhabit hills in sight of red dragons' lairs conflicts between the two subspecies often occur. Copper dragons usually run for cover until they can equal the odds.

Ecology: Copper dragons are determined hunters, the good sport a hunt provides is at least as important as they food they get. They are known to eat almost anything, including metal ores. However, they prize giant scorpions and other large poisonous creatures (they say the venom sharpens their wit). The dragon's digestive system can handle the venom safely, although injected venoms affect them normally.

Dragon, Gold

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (17-18)
TREASURE:	Special
ALIGNMENT:	Lawful good

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	-4 (base)
MOVEMENT:	12, Fl 40 (C), Jp 3, Sw 12 (15)
HIT DICE:	16 (base)
THACO:	5 (at 16 HD)
NO. OF ATTACKS:	3+special
DAMAGE/ATTACK:	1-10/1-10/6-36 (6d6)
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (54' base)
MORALE:	Fanatic (17-18)
XP VALUE:	Variable



Age	Body Lgt.(')	Tail Lgt.(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	7-19	6-16	-1	2d12+1	Nil	Nil	Nil	3,000
2	19-31	16-28	-2	4d12+2	Nil	Nil	Nil	4,000
3	31-43	28-38	-3	6d12+3	Nil	Nil	Nil	6,000
4	43-55	38-50	-4	8d12+4	1	Nil	E, R, T	8,000
5	55-67	50-60	-5	10d12+5	2	35%	H, R, T	10,000
6	67-80	60-70	-6	12d12+6	2 2	40%	H, R, T	13,000
7	80-93	70-84	-7	14d12+7	2 2 2	45%	H, R, T	14,000
8	93-106	84-95	-8	16d12+8	2 2 2 2/1	50%	H, R, Tx2	15,000
9	106-120	95-108	-9	18d12+9	2 2 2 2 2/2	55%	H, R, Tx2	17,000
10	120-134	108-120	-10	20d12+10	2 2 2 2 2 2/2 2	60%	H, R, Tx2	18,000
11	134-148	121-133	-11	22d12+11	2 2 2 2 2 2 2/2 2 2	65%	H, R, Tx3	19,000
12	148-162	133-146	-12	24d12+12	2 2 2 2 2 2 2 1/2 2 2 2	70%	H, R, Tx3	20,000

Gold dragons are wise, judicious, and benevolent. They often embark on self-appointed quests to promote goodness, and are not easily distracted from them. They hate injustice and foul play. A gold dragon frequently assumes human or animal guise and usually will be encountered disguised.

At birth, a gold dragon's scales are dark yellow with golden metallic flecks. The flecks get larger as the dragon matures until, at the *adult* stage, the scales grow completely golden.

Gold dragons speak their own tongue, a tongue common to all good dragons, and 18% of hatching gold dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Gold dragons usually parley before combat. When conversing with intelligent creatures they use *detect lie* and *detect gems* spells to gain the upper hand. In combat, they quickly use *bless* and *luck bonus*. Older dragons use *luck bonus* at the start of each day if the duration is a day or more. They make heavy use of spells in combat. Among their favorites are *sleep*, *stinking cloud*, *slow*, *fire shield*, *cloudkill*, *globe of invulnerability*, *delayed blast fireball*, and *maze*.

Breath weapon special abilities: A gold dragon has two breath weapons: a cone of *fire* 90' long, 5' wide at the dragon's mouth, and 30' wide at the end or a cloud of potent chlorine gas 50' long, 40' wide, and 30' high. Creatures caught in either effect are entitled to a save versus breath weapon for half damage.

A gold dragon casts its spells and uses its magical abilities at 11th level, plus its combat modifier. Unlike other dragons, most gold dragons seek formal magical training. These dragons own spell books and always have useful spells.

At birth, gold dragons have *water breathing* ability, can *speak with animals* freely, and are immune to fire and gas. They can also *polymorph self* three times a day. Each change in form lasts until the dragon chooses a dif-

ferent form; reverting to the dragon's normal form does not count as a change. A gold dragon's natural form has wings. However, they sometimes choose a wingless form to facilitate swimming, gaining the higher swimming rate listed above. A gold dragon in any wingless form can fly at a speed of 6 (MC E).

As they age, they gain the following additional powers: *Young:* *bless* three times a day. *Juvenile:* *detect lie* three times a day. *Adult:* *animal summoning* once a day. *Mature adult:* *luck bonus* once a day. *Old:* *quest* once a day, and *detect gems* three times a day. (This allows the dragon to know the number and kind of precious stones within a 30' radius, duration is one minute.

The *luck bonus* power of *mature adults* is used to aid good adventurers. By touch, the dragon can enchant one gem to bring good luck. The gem is usually one which has been embedded in the dragon's hide. When the dragon carries the gem, it and every good creature in a 10' radius per age category of the dragon receives a +1 bonus to all Saving Throws and similar dice rolls, cf. *stone of good luck*. If the dragon gives a gem to another creature only the bearer gets the bonus. The enchantment lasts three hours per age category of the dragon, plus 1-3 hours. The enchantment ends if the gem is destroyed before its duration expires.

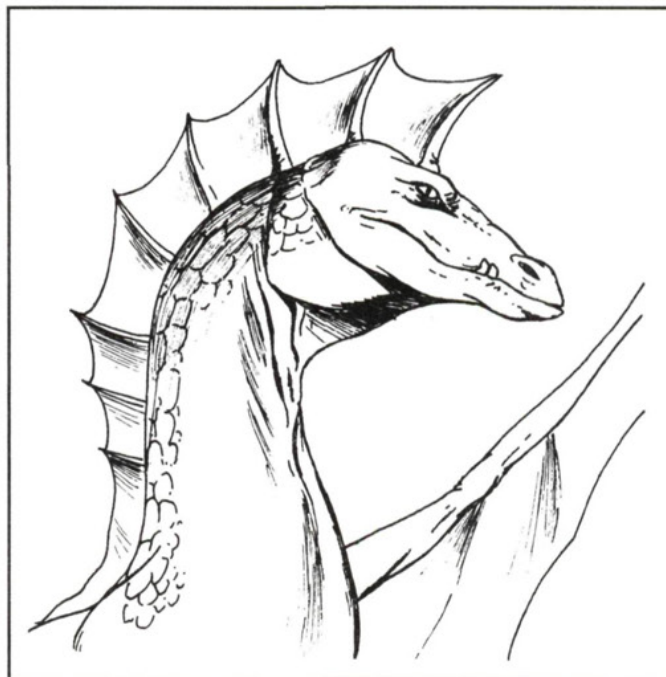
Habitat/Society: Gold dragons can live anywhere. Their lairs are secluded and always made of solid stone, either caves or castles. These usually have loyal guards: either animals appropriate to the terrain, or storm or good cloud giants. The giants usually serve as guards through a mutual defensive agreement.

Ecology: Gold dragons can eat almost anything. However, they usually sustain themselves on pearls or small gems. Gold dragons who receive pearls and gems from good or neutral creatures usually will be favorably inclined toward the gift bringers, as long as the gift is not presented as a crass bribe. In the latter case, the dragon will accept the gift, but react cynically to any requests the giver makes.

Dragon, Green

CLIMATE/TERRAIN:	Sub-tropical and temperate forest and subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	Special
ALIGNMENT:	Lawful evil

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	0 (base)
MOVEMENT:	9, Fl 30 (C), Sw 9
HIT DICE:	13 (base)
THACO:	7 (at 13 HD)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-8/1-8/2-20 (2d10)
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (36' base)
MORALE:	Elite (15-16)
XP VALUE:	Variable



Age	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	2-7	2-5	3	2d6 + 1	Nil	Nil	Nil	1,400
2	7-16	5-15	2	4d6 + 2	Nil	Nil	Nil	2,000
3	16-35	15-31	1	6d6 + 3	Nil	Nil	Nil	3,000
4	35-44	31-40	0	8d6 + 4	1	Nil	1/2H	6,000
5	44-53	40-48	-1	10d6 + 5	2	15%	H	8,000
6	53-62	48-56	-2	12d6 + 6	3	20%	H	9,000
7	62-71	56-64	-3	14d6 + 7	4	25%	H	10,000
8	71-80	64-72	-4	16d6 + 8	4 1	30%	Hx2	11,000
9	80-89	72-80	-5	18d6 + 9	4 2	40%	Hx2	13,000
10	89-98	80-86	-6	20d6 + 10	4 3	45%	Hx2	14,000
11	98-107	86-96	-7	22d6 + 11	4 4	50%	Hx3	16,000
12	107-116	96-104	-8	24d6 + 12	5 4	55%	Hx3	17,000

Green dragons are bad tempered, mean, cruel, and rude. They hate goodness and good-aligned creatures. They love intrigue and seek to enslave other woodland creatures, killing those who cannot be controlled or intimidated.

A hatchling green dragon's scales are thin, very small, and a deep shade of green that appears nearly black. As the dragon ages, the scales grow larger and become lighter, turning shades of forest, emerald, and olive green, which helps it blend in with its wooded surroundings. A green dragon's scales never become as thick as other dragons', remaining smooth and flexible.

Green dragons speak their own tongue, a tongue common to all evil dragons, and 12% of hatchling green dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Green dragons initiate fights with little or no provocation, picking on creatures of any size. If the target creature intrigues the dragon or appears to be difficult to deal with, the dragon will stalk the creature, using its environment for cover, until it determines the best time to strike and the most appropriate tactics to use. If the target appears formidable, the dragon will first attack with its breath weapon, magical abilities, and spells. However, if the target appears weak, the dragon will make its presence known quickly for it enjoys evoking terror in its targets. When the dragon has tired of this game, it will bring down the creature using its physical attacks so the fight lasts longer and the creature's agony is prolonged.

Sometimes, the dragon elects to control a creature, such as a human or demi-human, through intimidation and *suggestion*. Green dragons like to question men, especially adventurers, to learn more about their society, abilities, what is going on in the countryside, and if there is treasure nearby.

Breath weapon/special abilities: A green dragon's breath weapon is a cloud of poisonous chlorine gas that is 50' long, 40' wide, and 30 feet high. Creatures within the cloud may save versus breath weapon for half damage. A green dragon casts its spells at 6th level, adjusted by its combat modifier.

From birth, green dragons are immune to gasses. As they age, they gain the following additional powers: *Juvenile: water breathing. Adult: suggestion* once a day. *Mature adult: warp wood* three times a day. *Old: plant growth* once a day. *Very old: entangle* once a day. *Wyrm: pass without trace* three times a day.

Habitat/Society: Green dragons are found in sub-tropical and temperate forests, the older the forest and bigger the trees, the better. The sights and smells of the woods are pleasing to the dragon, and it considers the entire forest or woods its territory. Sometimes the dragon will enter into a relationship with other evil forest-dwelling creatures, which keep the dragon informed about what is going on in the forest and surrounding area in exchange for their lives. If a green dragon lives in a forest on a hillside, it will seek to enslave hill giants, which the dragon considers its greatest enemy. A green dragon makes its lair in underground chambers far beneath its forest.

The majority of green dragons encountered will be alone. However, when a mated pair of dragons and their young are encountered, the female will leap to the attack. The male will take the young to a place of safety before joining the fight. The parents are extremely protective of their young, despite their evil nature, and will sacrifice their own lives to save their offspring.

Ecology: Although green dragons have been known to eat practically anything, including shrubs and small trees when they are hungry enough, they especially prize elves. If the forest is on a hillside, hill giants hunt the younger dragons, the meat of which they consider a delicacy.

Dragon, Red

CLIMATE/TERRAIN:	Tropical, sub-tropical, and temperate hills and mountains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Special
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	-3 (base)
MOVEMENT:	9, Fl 30 (C), Jp 3
HIT DICE:	13 (base)
THAC0:	7 (at 9 HD)
NO. OF ATTACKS:	3+special
DAMAGE/ATTACK:	1-10/1-10/3-30 (3d10)
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (48' base)
MORALE:	Fanatic (17-18)
XP VALUE:	Variable



Age	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	1-12	3-12	0	2d10+1	Nil	Nil	Nil	3,000
2	12-23	12-21	-1	4d10+2	Nil	Nil	Nil	4,000
3	23-42	21-30	-2	6d10+3	Nil	Nil	Nil	6,000
4	42-61	30-49	-3	8d10+4	1	Nil	EST	8,000
5	61-80	49-68	-4	10d10+5	2	30%	HST	10,000
6	80-99	68-87	-5	12d10+6	2 1	35%	HST	11,000
7	99-118	87-106	-6	14d10+7	2 2	40%	HST	12,000
8	118-137	106-125	-7	16d10+8	2 2 1	45%	HSTx2	15,000
9	137-156	125-144	-8	18d10+9	2 2 2	50%	HSTx2	17,000
10	156-165	144-153	-9	20d10+10	2 2 2 1/1	55%	HSTx2	18,000
11	165-174	153-162	-10	22d10+11	2 2 2 2/2	60%	HSTx3	19,000
12	174-183	162-171	-11	24d10+12	2 2 2 2 1/2 1	65%	HSTx3	20,000

Red dragons are the most covetous and greedy of all dragons, forever seeking to increase their treasure hoards. They are obsessed with their wealth and memorize an inventory accurate to the last copper. They are exceptionally vain and self confident, considering themselves superior not only to other dragons, but to all other life in general.

When red dragons hatch, their small scales are a bright glossy scarlet. Because of this, they can be quickly spotted by predators and men hunting for skins, so they are hidden in deep underground lairs and not permitted to venture outside until toward the end of their young stage when their scales have turned a deeper red, the glossy texture has been replaced by a smooth, dull finish, and they are more able to take care of themselves. As the dragon continues to age, the scales become large, thick, and as strong as metal.

Red dragons speak their own tongue, a tongue common to all evil dragons, and 16% of hatchling red dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Because red dragons are so confident, they never pause to appraise an adversary. When they notice a target they make a snap decision whether to attack, using one of many "perfect" strategies worked out ahead of time in the solitude of their lairs. If the creature appears small and insignificant, such as an unarmored man, the dragon will land to attack with its claws and bite, not wanting to obliterate the creature with its breath weapon, as any treasure might be consumed by the flames. However, if a red dragon encounters a group of armored men, it will use its breath weapon, special abilities, and spells (if it is old enough to have them) before landing.

Breath weapon/special abilities: A red dragon's breath weapon is a searing cone of fire 90' long, 5' wide at the dragon's mouth and 30' at the base.

Creatures struck by the flames must save versus breath weapon for half damage. Red dragons cast spells at 9th level, adjusted by their combat modifiers.

Red dragons are born immune to fire. As they age, they gain the following additional powers: *Young:* affect normal fires three times per day. *Juvenile:* pyrotechnics three times per day. *Adult:* heat metal once per day. *Old:* suggestion once per day. *Very old:* hypnotism once per day. *Venerable:* detect gems, kind and number in a 100' radius three times a day.

Habitat/Society: Red dragons can be found on great hills or on soaring mountains. From a high perch they haughtily survey their territory, which they consider to be everything that can be seen from their position. They prefer to lair in large caves that extend deep into the earth.

A red dragon enjoys its own company, not associating with other creatures, or even other red dragons, unless the dragon's aims can be furthered. For example, some red dragons who have *charm* spells will order men to act as the dragon's eyes and ears, gathering information about nearby settlements and sources of treasure. When a red dragon's offspring reach the young adult stage, they are ordered from the lair and the surrounding territory, as they are viewed as competition.

Red dragons are quick to fight all creatures which encroach on their territory, especially copper and silver dragons which sometimes share the same environment. They hate gold dragons above all else because they believe gold dragons are "nearly" as powerful as themselves.

Ecology: Red dragons are meat eaters, although they are capable of digesting almost anything. Their favorite food is a maiden of any human or demi-human race. Sometimes the dragons are able to charm key villagers into regularly sacrificing maidens to them.

Dragon, Silver

CLIMATE/TERRAIN:	Tropical, sub-tropical, and temperate mountains and clouds
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Special
ALIGNMENT:	Lawful good

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	-3 (base)
MOVEMENT:	9, Fl 30 (C), Jp 3
HIT DICE:	15 (base)
THAC0:	5 (at 15 HD)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-8/1-8/5-30 (5d6)
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (48' base)
MORALE:	Fanatic (17-18)
XP VALUE:	Variable



Age	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	8-18	3-6	0	2d10+1	Nil	Nil	Nil	3,000
2	18-30	6-12	-1	4d10+2	Nil	Nil	Nil	4,000
3	30-42	12-16	-2	6d10+3	Nil	Nil	Nil	6,000
4	42-52	16-21	-3	8d10+4	2	Nil	E, R	8,000
5	52-63	21-27	-4	10d10+5	2 2	25%	H, R	10,000
6	63-74	27-32	-5	12d10+6	2 2 1	30%	H, R	13,000
7	74-85	32-37	-6	14d10+7	2 2 2	35%	H, R	14,000
8	85-96	37-43	-7	16d10+8	2 2 2 1/2	40%	H, Rx2	15,000
9	96-108	43-48	-8	18d10+9	2 2 2 2/2 2	45%	H, Rx2	17,000
10	108-120	48-54	-9	20d10+10	2 2 2 2 1/2 2 1	50%	H, Rx2	18,000
11	120-134	54-60	-10	22d10+11	2 2 2 2 2/2 2 2	55%	H, Rx3	19,000
12	134-148	60-67	-11	24d10+12	2 2 2 2 2 1/2 2 2 1	60%	H, Rx3	20,000

Silver dragons are kind and helpful. They will cheerfully assist good creatures if their need is genuine. They often take the forms of kindly old men or fair damsels when associating with people.

At birth, a silver dragon's scales are blue-gray with silver highlights. As the dragon approaches adulthood, its color slowly lightens to brightly gleaming silver. An *adult* or older silver dragon has scales so fine that the individual scales are scarcely visible. From a distance, these dragons look as if they have been sculpted from pure metal.

Silver dragons speak their own tongue, a tongue common to all good dragons, and 16% of hatchling silver dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Silver dragons are not violent and avoid combat except when faced with highly evil or aggressive foes. If necessary, they use *feather fall* to stop any missiles fired at them. They use *wall of fog* or *control weather* to blind or confuse opponents before making melee attacks. If angry, they will use *reverse gravity* to fling enemies helplessly into the air, where they can be snatched. When faced with flying opponents, a silver dragon will hide in clouds (often creating some with *control weather* on clear days), remain there using *cloud walking*, then jump to the attack when they have the advantage.

Breath Weapon/Special Abilities: A silver dragon has two breath weapons: a cone of *cold* 80' long, 5' wide at the dragon's mouth, and 30' wide at the end or a cloud of *paralyzation* gas 50' long, 40' wide, and 20' high. Creatures caught in the gas must save versus breath weapon or become *paralyzed* for one minute per age level of the dragon, plus 1-8 minutes. Creatures caught in the cold are allowed a save versus breath weapon for half damage. A silver dragon casts its spells and uses its magical abilities at

6th level, plus its combat modifier.

At birth, silver dragons are immune to cold, and can *polymorph self* three times a day. Each change in form lasts until the dragon chooses a different form and reverting to their normal form does not count as a change. They also can *cloud walk*. This allows the dragon to tread on clouds or fog as though they were solid ground. The ability functions continuously, but can be negated or resumed at will. As they age, they gain the following additional powers: *Young:* *feather fall* twice a day. *Juvenile:* *wall of fog* once a day. *Adult:* *control winds* three times a day. *Mature adult:* *control weather* once a day. *Old:* *reverse gravity* once a day.

Habitat/Society: Silver dragons prefer aerial lairs on secluded mountain peaks, or amid the clouds themselves. When they lair in clouds there always will be an enchanted area with a solid floor for laying eggs and storing treasure.

Silver dragons seem to prefer human form to their own, and often have mortal companions. Frequently they share deep friendships with mortals. Inevitably, however, the dragon reveals its true form and takes its leave to live a dragon's life for a time.

Ecology: Silver dragons prefer human food, and can live on such fare indefinitely.

Because they lair in similar territories, silver dragons come into conflict with red dragons. Duels between the two species are furious and deadly, but silver dragons generally get the upper hand since they are more capable of working together against their foes and often have human allies.

Dragon, White

CLIMATE/TERRAIN:	Arctic plains, hills, mountains, and subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Low (5-7)
TREASURE:	Special
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	1 (base)
MOVEMENT:	12, Fl 40 (C), Br 6, Sw 12
HIT DICE:	11 (base)
THACO:	9 (at 11 HD)
NO. OF ATTACKS:	3+special
DAMAGE/ATTACK:	1-6/1-6/2-16 (2d8)
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	H (24' base)
MORALE:	Elite (15-16)
XP VALUE:	Variable



Age	Body Lgt. (')	Tail Lgt. (')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	1-5	1-4	4	1d6+1	Nil	Nil	Nil	1,400
2	5-14	4-12	3	2d6+2	Nil	Nil	Nil	2,000
3	14-23	12-21	2	3d6+3	Nil	Nil	Nil	3,000
4	23-32	21-28	1	4d6+4	Nil	Nil	E	5,000
5	32-41	28-36	0	5d6+5	Nil	5%	E, O, S	7,000
6	41-50	36-45	-1	6d6+6	1	10%	E, O, S	9,000
7	50-59	45-54	-2	7d6+7	1	15%	E, O, S	10,000
8	59-68	54-62	-3	8d6+8	2	20%	E, O, Sx2	11,000
9	68-77	62-70	-4	9d6+9	2	25%	E, O, Sx2	13,000
10	77-86	70-78	-5	10d6+10	3	30%	E, O, Sx2	14,000
11	86-95	78-85	-6	11d6+11	3	35%	E, O, Sx3	15,000
12	95-104	85-94	-7	12d6+12	4	40%	E, O, Sx3	16,000

White dragons, the smallest and weakest of the evil dragons, are slow witted but efficient hunters. They are impulsive, vicious, and animalistic, tending to consider only the needs and emotions of the moment and having no foresight or regret. Despite their low intelligence, they are as greedy and evil as the other evil dragons.

The scales of a hatchling white dragon are a mirror-like glistening white, which makes them virtually invisible against a snowy background. As the dragon ages, the sheen disappears, and by the time it reaches the *very old* stage, scales of pale blue and light gray are mixed in with the white.

White dragons speak their own tongue, a tongue common to all evil dragons, and 7% of hatchling white dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

Combat: Regardless of a target's size, a white dragon's favorite method of attack is to use its breath weapon and special abilities before closing to melee. This tactic sometimes works to the dragon's detriment, as it can exhaust its breath weapon on smaller prey and then be faced with a larger creature it must attack physically. If a white dragon is pursuing creatures in the water, such as polar bears or seals, it will melee them in their element, fighting with its claws and bite.

Breath weapon/special abilities: A white dragon's breath weapon is a cone of frost 70' long, 5' wide at the dragon's mouth, and 25' wide at the base. Creatures caught in the blast may Save versus Breath Weapon for half damage. A white dragon casts its spells and uses its magical abilities at 5th level, plus its combat modifier.

From their birth, white dragons are immune to cold. As they grow older, they gain the following additional abilities: *Juvenile:* ice walking,

which allows the dragon to walk across ice as easily as creatures walk across flat, dry ground. *Mature adult:* gust of wind three times a day. *Very old:* wall of fog three times a day, this produces snow or hail rather than rain. *Wyrm:* freezing fog three times a day. This obscures vision in a 100' radius and causes frost to form, creating a thin layer of glare ice on the ground and on all surfaces within the radius.

Habitat/Society: White dragons live in chilly or cold regions, preferring lands where the temperature rarely rises above freezing and ice and snow always cover the ground. When temperatures become too warm, the dragons become lethargic. White dragons bask in the frigid winds that whip over the landscape, and they wallow and play in deep snow banks.

White dragons are lackadaisical parents. Although the young remain with the parents from *hatchling* to *juvenile* or *young adult* stage, they are not protected. Once a dragon passes from its *hatchling* stage, it must fend for itself, learning how to hunt and defend itself by watching the parents.

White dragons' lairs are usually icy caves and deep subterranean chambers; they select caves that open away from the warming rays of the sun. White dragons store all of their treasure within their lair, and prefer keeping it in caverns coated in ice, which reflect the gems and coins and make the treasure appear even larger. They are fond of gems, especially diamonds, because they are pretty to look at.

Ecology: Although white dragons, as all other dragons, are able to eat nearly anything, they are very particular and will consume only food which has been frozen. Usually after a dragon has killed a creature with its breath weapon it will fall to devouring it while the carcass is still stiff and frigid. It will bury other kills in snow banks until they are suitably frozen.

White dragons' natural enemies are frost giants who kill the dragons for food and armor and subdue them to use for guards and mounts.

Dragon Turtle

CLIMATE/TERRAIN:	Subtropical and temperate fresh and salt water
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	B,R,S,T,V
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	3, Sw 9
HIT DICE:	12-14
THAC0:	12 Hit Dice: 9 13-14 Hit Dice: 7
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-12/2-12/4-32
SPECIAL ATTACKS:	Breath weapon, capsize ships
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (30' diameter shell)
MORALE:	Fanatic (17)
XP VALUE:	12 Hit Dice: 10,000 13 Hit Dice: 11,000 14 Hit Dice: 12,000

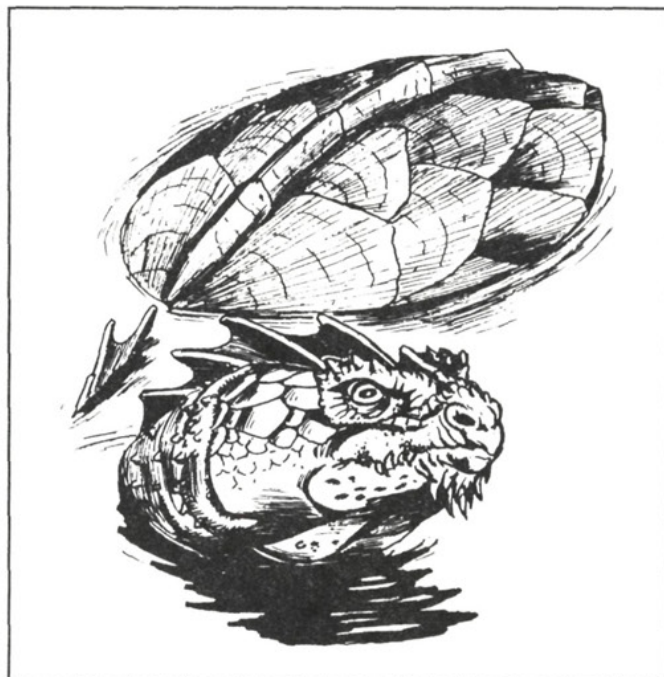
Dragon turtles are one of the most beautiful, awesome, and feared creatures of the water. With their deadly jaws and breath weapon, and their penchant for capsizing ships, dragon turtles are dreaded by mariners on large bodies of water, both fresh and salt.

When a dragon turtle surfaces, it is sometimes mistaken for the reflection of the sun or moon on the water. The turtle's rough, deep green shell is much the same color as the deep water the monster favors, and the silver highlights that line the shell are patterned like light dancing on open water. The turtle's legs and tail are of a lighter green, and they are flecked with golden highlights. The coloration of the creature's head is similar to the legs and tail, but its crest spines are golden with dark green webbing connecting them. A dragon turtle's shell can reach to 30 feet in diameter, and an adult turtle can measure over 40 feet from its snout to the tip of its tail. Dragon turtles speak their own highly-developed language.

Combat: Though dragon turtles may be mistaken for the pleasant sight of light glinting off of water, that illusion is never maintained for long. Dragon turtles are fierce fighters and will generally attack any creature that threatens its territory or presents itself as a potential meal. In combat, dragon turtles will usually (90%) attack with their formidable claws and teeth first. Its shell provides the turtle with excellent protection, though once the dragon turtle strikes a victim, it rarely needs to rely upon this safeguard.

The dragon turtle's shell also provides the creature with a weapon to attack ships that foolishly pass through its territory uninvited. Sinking as deep as necessary, the dragon turtle will wait for the ship to pass over it and then rise up underneath the vessel, using all of its considerable bulk to capsize the unlucky target. Ships under 20 feet in length will be capsized by this attack 95% of the time, vessels from 20 to 60 feet long will be capsized 50% of the time, and ships over 60 feet will be capsized 20% of the time. Ships not capsized will sustain some damage.

In combat, when neither its bite nor its capsizing attack is enough to defeat an enemy, a dragon turtle will use its breath weapon. The turtle can belch forth a cloud of scalding steam that will cover an area 60 feet long, 40 feet wide, and 40 feet high. This attack causes 20-120 points of damage (20d6), and characters or



creatures making a saving throw versus breath weapon take half damage. Like true dragons, dragon turtles can use this deadly breath weapon three times a day.

Habitat/Society: Dragon turtles are extremely solitary creatures. Large, desolate sea caves and secret underground caverns that can be accessed only through the water are their favorite lairs. These lairs are difficult to find, but adventurers locating a dragon turtle's cave will find it filled with treasures of all types. The turtle gathers this treasure, which it will protect to the death, from the ships sunk in its territory.

A dragon turtle's territory is well-defined and may cover as much as fifty square miles of open water. Other dragon turtles are allowed into this area only during mating season, though turtles of the same sex will always fight to the death upon meeting. It is this hostility toward their own kind that keeps the number of dragon turtles relatively low.

Mariners of any experience recognize the territorial claims of dragon turtles and will often make extravagant tributes to the turtle controlling areas necessary for safe and speedy trade.

Ecology: Dragon turtles are carnivorous and will eat almost any creature, including humans or other dragon turtles, to satisfy their voracious appetite. Large fish seem to be the preferred food for dragon turtles, and the turtles can often be found lurking in the weeds and muck at the bottom of a lake or sea waiting for fish to pass. In particularly poor years for fish, dragon turtles have been known to use their breath weapon to kill large groups of sea birds that stray too close to the water for food.

Conflict often arises between dragon turtles and the many intelligent aquatic races, like the locathah or merfolk, because of competition for ideal lairs. Like many of their land-based relatives, dragon turtles are considered treacherous and selfish by all creatures that share their domain.

Dragon turtle shells make outstanding shields and armor. Because of the shell's strength and natural resistance to the dragon turtle's own breath weapon, armor or a shield made out of this material gains +1 to its defensive rating. The shield or armor will also save as an item against destruction by fire or steam-based attacks at +4.

Dragonfish

CLIMATE/TERRAIN:	Subtropical to temperate, shallow fresh water pools, slow streams and rivers
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Dusk and night
DIET:	Scavenger
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Nil

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	Sw 6
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Spines and poison
SPECIAL DEFENSES:	Natural camouflage
MAGIC RESISTANCE:	Nil
SIZE:	T (2' long)
MORALE:	Irregular (5)
XP VALUE:	270

These shy, solitary scavengers are only interested in staying alive and eating. Nevertheless, the two excellent self-defense methods evolved in these creatures make them a potentially deadly enemy for clumsy, inattentive adventurers.

Preferring to dwell in shallow freshwater pools or slow-moving streams and rivers, dragonfish are flat and covered with thick, hard scales of a mottled brown that give it a low Armor Class. The fishes' backs are lined with three to five rows of sharp, two-inch-long spines. Together, the scales and spines make the fishes' hides look much like that of a dragon. However, the dragonfish shares little else with its terrifying namesake.

Combat: Dragonfish are extremely difficult to spot in their natural habitat. Their mottled brown coloration allows them to blend in with the rocks and mud found at the bottom of the waters they inhabit. Because their natural camouflage is so successful, dragonfish can be spotted only 15% of the time, and only if the searchers know what they are looking for. Also, as dragonfish tend to be active at night, finding one is always extremely difficult.

Most adventurers meet dragonfish inadvertently as they cross the pools and streams where the fish reside. Dragonfish have sharp teeth and will bite for 1-6 points of damage if they are provoked. However, most adventurers literally stumble across the creatures in the water. These encounters are always painful for the unlucky wayfarer as the spines that line the fish's back are sharp enough to penetrate leather boots and will snap off, remaining in the wound as the fish and its attacker separate. A person stepping on or attempting to grab a dragonfish will be struck by 1-6 spines, each doing one point of damage.

The pain caused by the spines to anyone unlucky enough to step on a dragonfish (or foolish enough to try to grab one) is certainly minor when compared to the deadly poison the spines inject when they do any damage. This special poison is slow-acting, and creatures injected with the toxin suffer increasingly violent nausea and a high fever for four hours, and have a penalty of -1 on all attack rolls and saving throws for each hour of illness. (The penalty is cumulative, so, for example, after four hours, a victim of dragonfish poison will have a -4 penalty on all attack and saving throws.)

As these are the same symptoms that precede a death caused by dragonfish poison, it will be unclear if a character will survive the



poisoning until the four hours of illness are over. Only after this time has elapsed can a saving throw versus poison be made by the victim (at a -4, like all saving throws after four hours). Those failing the saving throw die with 1-4 turns. But even for those who save, the effects of the poison are long-lasting, and for the next 1d12 hours, a character surviving the poison will suffer a -2 penalty on all attack rolls.

During the four hour onset time, a *slow poison* spell will stop the penalties from adding up temporarily and, of course, a *neutralize poison* will negate all effects of the toxin. Only one saving throw against the poison is required, regardless of the number of spines that strike the character at once.

Habitat/Society: Dragonfish tend to dwell near the bottom of shallow bodies of water. Their diet consists largely of slow-moving snails, small fish, and the remains of other creatures that have recently died in the water. However, the dragonfish has been known to eat almost anything it can swallow, including small bits of metal such as coins or rings. The strong digestive acids in the fish's stomach break down anything it swallows very quickly, making it almost impossible to recover any undamaged treasure from a dragonfish's stomach.

The dragonfish is not territorial, but will protect a food source it discovers. Dragonfish abandon their young at birth, and both the male and female will prey upon any small dragonfish that cross their path. This is one of the primary population controls on the species.

Ecology: Intelligent races have discovered a large number of uses for the dragonfish. Dragonfish poison is highly toxic and a full-grown dragonfish can yield enough to kill a large number of creatures. It is natural that creatures who frequently use poison will have a standard method for capturing dragonfish. Also, dragonfish spines make excellent darts, as they are extremely strong and very sharp. (The spines also grow back on the fish, so harvesting them is possible.) The dragonfish skin is not wasted either, as it makes excellent material for scale armor. Using any part of the dragonfish is potentially deadly unless the poison sacks and spines are carefully removed first.

Elemental, Generic Information

Elementals are sentient beings that can possess bodies made of one of the four basic elements that make up the Prime Material Plane—air, earth, fire, or water. They normally reside on an elemental Inner Plane and will only be encountered on the Prime Material Plane if they are summoned by magical means. (See *Manual of the Planes* for more information on the nature of the various elemental planes.) Each elemental must adopt a shell in the Prime Material composed of the basic element it represents, and once this shell is destroyed, the elemental will return to its native plane. While there are many more powerful and more intelligent residents of the elemental planes, the common elemental is the easiest to contact, and therefore the most frequently summoned.

Their magical nature gives elementals great protection from attacks on the Prime Material Plane. Elementals are not harmed by any nonmagical weapons or magical weapons of less than +2 bonus. Creatures with under four Hit Dice and without any magical abilities cannot harm an elemental either. (Magical abilities include such characteristics as breath weapons, poisons, paralysis, or even being immune to normal weapon attacks.) Orcs, for example, are powerless against a conjured elemental unless one happens to possess a weapon with +2 or better bonus to hit.

Though elementals do enjoy protection from many nonmagical attacks in the Prime Material Plane, like all extraplanar and conjured creatures, elementals are affected by *protection from evil* spells. An elemental cannot strike a creature protected by this spell and must recoil from the spell's boundaries. However, the elemental can attack creatures protected by the spell as long as it doesn't touch them. For example, a fire elemental could set the ground on fire around the creature and wait for the blaze to spread.

Each of the four types of common elemental has its own particular strengths and weaknesses, attack modes and method of movement, depending on its plane of origin. These will be covered individually, by elemental type, in the next few pages. All common elementals share one major characteristic, however. They are basically stupid. This low intelligence makes it difficult for the elemental to resist a magical summons. But even the common elemental is bright enough to know it does not like being taken off of its home plane and held in the Prime Material Plane.

Summoning an Elemental: There are three basic ways to call an elemental to this plane, and the strength of the conjured elemental depends on the method used to summon it:

Conjured by spell	8, 12, 16, or 21-24 Hit Dice
Conjured by staff	16 Hit Dice
Conjured by summoning device	12 Hit Dice

Obviously, the type of wizard or priest spell used to contact an elemental will greatly effect the size of the creature on this plane. (See *Player's Handbook* for specifics.) Also, a conjured elemental's height (in feet) is equal to its Hit Dice, so the method of summoning an elemental to the Prime Material Plane will also determine its size.

Each individual's use of any spell, staff, or device in contacting the elemental planes produces a unique call. This unique summons will only be answered by the inhabitants of a particular plane once per day. Therefore, each of the methods of summoning elementals—spell, device, and staff—can be used by one person to call only one of any specific type of common elemental per day. If a staff is used four times in one day, for example, all four types of elementals must be called once.

The only exception to this is a character using more than one method to call elementals. Then, the conjurer can call a number of elementals of the same type equal to the number of methods he or she uses. This means a person with a device and a staff can summon two earth elementals. However, a person with two

staffs can still summon only one elemental of any specific type in one day.

Controlling an Elemental: Because the elemental will be furious at being summoned to this plane, concentration in conjuring the creature is vital. In calling an elemental, a person must remain perfectly still and focus all of his attention on controlling the being. Any distraction to the summoner, either mental or physical, will result in a failure to control the elemental when it arrives on the Prime Material Plane. Elementals that are uncontrolled and acting upon their own desires are called *free-willed*. If the party is lucky, a free-willed elemental will immediately return to its plane. However, this occurs only 25% of the time.

In most cases (75% of the time), an uncontrolled elemental will immediately attack the person or party who conjured it, also destroying anything that stands between it and its enemies. There is no way to gain control of the elemental once it is lost, and there is nothing the objects of the elemental's wrath can do but defend themselves. The elemental's intense dislike of being away from its home plane is the only safeguard those conjuring an elemental can rely upon if the elemental runs wild. Because remaining on the Prime Material Plane is painful to any common elemental, the uncontrolled elemental will always return to its plane of origin three turns after control is lost, whether it has destroyed the creatures responsible for calling it away from its elemental abode or not.

There is always a 5% chance per round that an elemental is in the Prime Material (beginning with the second round) that the creature will break control and attack the person who summoned it. Also, if a person is wounded, killed, or loses concentration while controlling an elemental, the creature will become free-willed. The elemental will first attack the person who summoned it and then destroy any living thing it can find during the three turns after control is lost. The creature will then return to its home in the Inner Planes. A free-willed elemental can be sent to its home plane if a *dismissal* spell is cast upon it, but there is only a 50% chance of success for the spell in this situation.

A successfully controlled elemental will stay on the Prime Material only for the duration of the spell that summoned it, and it can be controlled from a distance up to 30 yards per level of the person who summoned it. If under control, an elemental can be dismissed by the summoner when its task is complete.

Stealing Control of an Elemental: Control of a conjured elemental can be stolen from the person who summoned it by casting *dispel magic* specifically at the magical control over the creature (not the elemental itself or the person controlling it). Most of the normal rules for dispelling magic apply (*Player's Handbook* p. 148). However, when dealing with control over an elemental, a roll of 20 by the person attempting the spell means that all control has been dispelled and the creature is now free-willed.

If control of the elemental is stolen, the creature will follow the wishes of the new person controlling it as if he or she summoned it in the first place. If the *dispel magic* fails, the elemental will immediately be strengthened to its maximum 8 hit points per die and the conjurer's ability to control the elemental will be greatly enhanced, making any new attempts to steal control of the creature impossible. Also, the elemental will recognize the person who sought to take control of its will as a threat. If the person currently guiding the creature loses control, the elemental will immediately attack the person who attempted to steal control of its will—even before attacking the person who first summoned it.

Air/Earth Elementals

	Air	Earth
CLIMATE/TERRAIN:	Any air	Any land
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Air	Earth, metal, or gem
INTELLIGENCE:	Low (5-7)	Low (5-7)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral

NO. APPEARING:	1	1
ARMOR CLASS:	2	2
MOVEMENT:	Fl 36 (A)	6
HIT DICE:	8, 12, or 16	8, 12, or 16
THACO:	8 Hit Dice: 12 12 Hit Dice: 9 16 Hit Dice: 7	8 Hit Dice: 12 12 Hit Dice: 9 16 Hit Dice: 7
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2-20	4-32
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	+2 weapon or better to hit	+2 weapon or better to hit
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L to H (8' to 16' tall)	L to H (8' to 16' tall)
MORALE:	8-12 Hit Dice: Champion (15-16) 16 Hit Dice: Fanatic (17)	8-12 Hit Dice: Champion (15-16) 16 Hit Dice: Fanatic (17)
XP VALUE:	8 Hit Dice: 3,000 12 Hit Dice: 7,000 16 Hit Dice: 11,000	8 Hit Dice: 2,000 12 Hit Dice: 6,000 16 Hit Dice: 10,000



Air elementals can be conjured in any area of open air where gusts of wind are present. The common air elemental appears as an amorphous, shifting cloud when it answers its summons to the Prime Material Plane. They rarely speak, but their language can be heard in the high-pitched shriek of a tornado or the low moan of a midnight storm.

Combat: While air elementals are not readily tangible to the inhabitants of planes other than its own, they can strike an opponent with a strong, focused blast of air that, like a giant, invisible fist, does 2-20 points of damage. The extremely rapid rate at which these creatures can move make them very useful on vast battlefields or in extended aerial combat. In fact, the air elemental's mastery of its natural element gives it a strong advantage in combat above the ground. In aerial battles, they gain a +1 to hit and a +4 to the damage they inflict.

The most feared power of an air elemental is its ability to form a whirlwind upon command. Using this form, the air elemental appears as a truncated, reversed cone with a 10 foot bottom diameter and 30 foot top diameter. The height of the whirlwind depends on the Hit Dice of the elemental. An air elemental of 8 Hit Dice will produce a whirlwind standing 40 feet tall; a 12 Hit Dice elemental produces a whirlwind standing 60 feet tall; and a 16 Hit Dice elemental produces a whirlwind standing 80 feet tall. It takes one full turn to form and dissipate this cone.

This whirlwind lasts for one melee round, sweeps away and kills all creatures under three Hit Dice in the area of its cone, and does 2-16 points of damage to all creatures it fails to kill outright. If, because of overhead obstructions, the whirlwind fails to reach its full height, it can only sweep up creatures under two Hit Dice and do 1-8 points of damage to all others in its cone.

Earth elementals can be conjured in any area of earth or stone.

This type of common elemental appears on the Prime Material Plane as a very large humanoid made of whatever types of dirt, stones, precious metals, and gems it was conjured from. It has a cold, expressionless face, and its two eyes sparkle like brilliant, multifaceted gems. Though it has a mouth-like opening in its face, an earth elemental will rarely speak. Their voices can be heard in the silence of deep tunnels, the rumblings of earthquakes, and the grinding of stone on stone.

Though earth elementals travel very slowly, they are relentless in the fulfillment of their appointed tasks. An earth elemental can travel through solid ground or stone with no penalty to movement or dexterity. However, these elementals cannot travel through water: they must either go around the body of water in their path or go under it, traveling in the ground. Earth elementals prefer the latter as it keeps them moving, more or less, in a straight line toward their goal.

Combat: Earth elementals will always try to fight on the ground and will only rarely be tricked into giving up that advantage. Because of their close alliance to the rock and earth, these elementals do 4-32 points of damage (4d8) whenever they strike a creature that rests on the ground.

Against constructions with foundations in earth or stone, earth elementals do great damage, making them extremely useful for armies sieging a fortification. For example, a reinforced door, which might require a few rounds to shatter using conventional methods, can be smashed with ease by an earth elemental. They can even level a small cottage in a few rounds.

An earth elemental's effectiveness against creatures in the air or water is limited; the damage done by the elemental's fists on air-borne or waterborne targets is lessened by 2 points per die (to a minimum of 1 point of damage per die).

Fire/Water Elementals

	Fire	Water
CLIMATE/TERRAIN:	Any dry land	Large areas of water
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Any combustible	Any liquid
INTELLIGENCE:	Low (5-7)	Low (5-7)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	2	2
MOVEMENT:	12	6, Sw 18
HIT DICE:	8, 12, or 16	8, 12, or 16
THAC0:	8 Hit Dice: 13 12 Hit Dice: 9 16 Hit Dice: 5	8 Hit Dice: 12 12 Hit Dice: 9 16 Hit Dice: 7
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	3-24	5-30
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	+2 weapon or better to hit	+2 weapon or better to hit
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L to H (8' to 16' tall)	L to H (8' to 16' tall)
MORALE:	8-12 Hit Dice: Champion (15-16) 16 Hit Dice: Fanatic (17)	8-12 Hit Dice: Champion (15-16) 16 Hit Dice: Fanatic (17)
XP VALUE:	8 Hit Dice: 2,000 12 Hit Dice: 6,000 16 Hit Dice: 10,000	8 Hit Dice: 2,000 12 Hit Dice: 6,000 16 Hit Dice: 10,000



Fire elementals can be conjured in any area containing a large open flame. To provide a fire elemental with an adequate shell of Prime Material flame, a fire built to house an elemental should have a diameter of at least six feet and reach a minimum of four feet into the air.

On the Prime Material plane, a fire elemental appears as a tall sheet of flame. The fire elemental will always appear to have two armlike appendages, one on each side of its body. These arms seem to flicker back into the creature's flaming body, only to spring out from its sides seconds later. The only facial features of a fire elemental are two large glowing patches of brilliant blue fire, which seem to function as eyes for the elemental. Like all common elementals, fire elementals rarely speak on the Prime Material Plane, though their voices can be heard in the crackle and hiss of a large fire.

Combat: Because they resent being conjured to this plane, fire elementals are fierce opponents who will attack their enemies directly and savagely, taking what joy they can in burning the weak creatures and objects of the Prime Material to ashes. In combat, a fire elemental lashes out with one of its ever-moving limbs, doing 3-24 points of damage. Any flammable object struck by the fire elemental must save versus magical fire at a -2 or immediately begin to burn.

Fire elementals do have some limitations on their actions in the Prime Material Plane. They are unable to cross water or non-flammable liquids. Often, a quick dive into a nearby lake or stream is the only thing that can save a powerful party from certain death from a fire elemental. Also, because their natural abilities give them some built-in resistance to flame-based attacks, creatures with innate fire-using abilities, like red dragons, take less damage from a fire elemental's attack. The elemental subtracts 1 point from each die of damage it does to these creature (to a minimum of 1 point of damage per die).

Water elementals can be conjured in any area containing a large amount of water or watery liquid. At least one thousand cubic feet of liquid is required to create a shell for the water elemental to inhabit. Usually a large pool serves this purpose, but several large kegs of wine or ale will do just as well.

The water elemental appears on the Prime Material Plane as a high-crested wave. The elemental's arms appear as smaller waves, one thrust out on each side of its main body. The arms ebb and flow, growing longer or shorter as the elemental moves. Two orbs of deep green peer out of the front of the wave and serve the elemental as eyes. Like all other common elementals, water elemental rarely speak on the Prime Material Plane, but their voices can be heard in the crashing of waves on rocky shores and the howl of an ocean gale.

Combat: In combat, the water elemental is a dangerous adversary. It prefers to fight in a large body of water where it can constantly disappear beneath the waves and suddenly swell up behind its opponent. When the elemental strikes, it lashes out with a huge wave-like arm, doing 5-30 points of damage.

Water elementals are also a serious threat to ships that cross their path. A water elemental can easily overturn small craft (one ton of ship per hit die of the elemental) and stop or slow almost any vessel (one ton of ship per hit point of the elemental). Ships not completely stopped by an elemental will be slowed by a percentage equal to the ratio of ship's tons over the hit points of the attacking elemental.

Though the water elemental is most effective in large areas of open water, it can be called upon to serve in a battle on dry land, close to the body of water from which it arose. However, the movement of the water elemental on land is the most restricted of any elemental type: a water elemental cannot move more than 60 yards away from the water it was conjured from, and 1 point of damage is subtracted from each die of damage they inflict out of the water (to a minimum of 1 point of damage per die).

Elephant

	Elephant (African)	Mammoth	Mastodon	Olipphant
CLIMATE/TERRAIN:	Subtropical to tropical jungle and plains	Subarctic plains	Subarctic plains	Temperate to subarctic plains and tundra
FREQUENCY:	Common	Very rare (Common)	Very rare (Common)	Rare
ORGANIZATION:	Herd	Herd	Herd	Herd
ACTIVITY CYCLE:	Dawn, dusk, early morning, and early evening	Day	Any	Day
DIET:	Herbivore	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Semi- (2-4)	Semi- (2-4)	Semi- (2-4)	Low (5-7)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-12	1-12	1-12	1-8
ARMOR CLASS:	6	5	6	4
MOVEMENT:	15	12	15	15
HIT DICE:	11	13	12	8 + 4 (10 + 5)
THACO:	10	9	9	8 + 4 Hit Dice: 12 10 + 5 Hit Dice: 10
NO. OF ATTACKS:	5	5	5	4
DAMAGE/ATTACK:	2-16/2-16/2-12/2-12/2-12	3-18/3-18/2-16/2-12/2-12	2-16/2-16/2-12/2-12/2-12	3-12/3-12/3-12/3-12
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	L (11' tall)	L to H (10' to 14' tall)	L (10' tall)	L (8' to 10' tall)
MORALE:	Unsteady (7)	Unsteady (7)	Unsteady (7)	8 + 4: Unsteady (7) 10 + 5: Average (10)
XP VALUE:	4,000	6,000	5,000	8 + 4 Hit Dice: 2,000 10 + 5 Hit Dice: 4,000



Elephants have thick, baggy hides, covered with sparse and very coarse tufts of gray hair. The elephant's most renowned feature is its trunk, which it uses as a grasping limb.

Combat: An elephant can make up to five attacks at one time in a battle. It can do stabbing damage of 2-16 points (2d8) with each of its two tusks; constricting damage of 2-12 points with its trunk; and 2-

12 points of trampling damage with each of its front feet. No single opponent can be subject to more than two of these attacks at any one time. However, the elephant can battle up to six man-sized opponents at one time.

Creatures larger than ogre-sized are not subject to the elephant's trunk attack. Also, an elephant will never attempt to grasp anything that might harm its trunk—like an object covered with sharp spikes. Elephants greatly fear fire.

Habitat/Society: Elephants are peaceful herbivores that travel in a herd. The herd is made up of both male and female elephants, as well as their young. If a herd of ten or more elephants is encountered, there will be 1-4 young, from 20% to 70% mature, with the group. In the herd, a clear hierarchy exists, with the older males in a clear position of dominance.

Occasionally, an older male elephant will be beaten by a rival in the herd. The defeated elephant must then leave the group, at

which point it becomes a violent "rogue." Rogue elephants encountered alone are 90% likely to attack, and will have no fewer than six hit points per hit die.

Ecology: Elephants are commonly captured when young and trained. They make good beasts of burden, but are often used in warfare as mounts and living battering rams, as well.

Elephant tusks are worth 100 to 600 hundred gold pieces each, or about 4 gp per pound. In areas heavily populated by elephants, a substantial trade in this ivory will be common.

Mammoths: This ancestor of the elephant was common during the Pleistocene era. Mammoths are covered with thicker, woolier hair than the modern elephant, and they are considerably larger. Mammoths are much more aggressive than elephants and will attack with less provocation. Because they are heavier, a mammoth's tusks are worth 50% more than an elephant's. Mammoths are rare when encountered outside of a Pleistocene campaign, and will only be found in subarctic plains.

Mastodons: Like the mammoth, the mastodon is an ancestor of the elephant that was common in the Pleistocene era, when they roamed from subarctic to tropical plains. They are larger than the modern elephant, hairier, and somewhat greater in length. Encountered outside of a Pleistocene campaign, mastodons are rare, and found only in subarctic plains.

Olipphants: The olipphant is a modern-day mastadon, with shaggy hair and tusks that curve down. The olipphant's trunk is too short to be used in combat. This limits the number of man-sized opponents an olipphant can attack at one time to four. Olipphants are more intelligent than elephants and do not share its cousin's unreasoning fear of fire. They are also very aggressive, and when properly trained and fed, olipphants grow to greater bulk (10 + 5 Hit Dice) than their wild counterparts. These trained olipphants are excellent for combat duty and have a morale of 10. An olipphant's tusks are worth 100 to 400 gold pieces each, or about 4 gp per pound, but are smaller than an elephant's.

CLIMATE/TERRAIN:	Temperate to subtropical forest
FREQUENCY:	Uncommon
ORGANIZATION:	Bands
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High to Supra- (14-20)
TREASURE:	Individual: N; G, S, T in lair
ALIGNMENT:	Chaotic good

NO. APPEARING:	20-200
ARMOR CLASS:	5 (10)
MOVEMENT:	12
HIT DICE:	1+1
THACO:	19 (18)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10 (weapon)
SPECIAL ATTACKS:	+1 to hit with bow or sword
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	90% resistance to <i>sleep</i> and all <i>charm</i> -related spells
SIZE:	M (5' + tall)
MORALE:	Elite (13)
XP VALUE:	420

Though their lives span several human generations, elves appear at first glance to be frail when compared to man. However, elves have a number of special talents that more than make up for their slightly weaker constitutions.

High elves, the most common type of elf, are somewhat shorter than men, never growing much over than 5 feet tall. Male elves usually weigh between 90 and 120 pounds, and female elves only weigh between 70 and 100 pounds. High elves are dark-haired, and their eyes are always a beautiful, deep shade of green—and have infravision up to 60 feet. The features of an elf are delicate and finely chiseled.

Elves are very pale of complexion, which is odd because they spend a great deal of time outdoors. They also tend to be slim, looking almost fragile. Both their pale complexion and slight build are the results of a constitution that is weaker than man's. Elves, therefore, always subtract one point from their initial Constitution ability score. Though they are not as sturdy as humans, elves are much more agile, and they always add one point to their initial Dexterity ability score.

Elvish clothing tends to be colorful, but not garish. They often wear pastel colors, especially blues and greens. Because they dwell in forests, however, high elves will often wear greenish-grey cloaks to afford them quick camouflage.

Elves have learned that it is very important to understand the creatures—both good and evil—that share their forest home. Because of this, elves may speak the tongue of goblins, orcs, hobgoblins, gnolls, gnomes, and halflings, in addition to common and their own highly-developed language. They will always show an interest in anything that will allow them to communicate with, and learn from, their forest-dwelling neighbors.

Combat: Elves are cautious fighters and will always use their strengths to an advantage if possible. One of the greatest strengths elves have is their ability to pass through natural surroundings, such as a wood or forest, silently and almost invisibly. By moving quietly and blending into the vegetation for cover, elves can often surprise a person or party (opponents have a surprise modifier of -5). Also, as long as they are not attacking, the elves hiding in the forest can only be spotted by someone or something with the ability to see invisible objects. The military value of this skill is immense, and elven armies will always send scouts to spy on the enemy, since such spies are rarely caught—or even seen.



Although their constitutions are weak, elves have extremely strong wills. Elves have such strong wills, in fact, that they are 90% immune to all *charm* and *sleep* spells. And even if their natural resistance to these spells fails, they get a normal saving throw—making it unlikely an elf will fall victim to these spells very often.

Elves live in the wild, so weapons are used for everything from dealing with the hostile creatures that live around their camps, to such mundane tasks as hunting dinner. The elves' rigorous training with bows and swords, in addition to their great dexterity, gives them a natural bonus of +1 to hit when fighting with a short or long sword, or using a bow of any kind other than a crossbow. Elves are especially proficient in the use of the bow. Because of their agility, elves can move, fire a bow, then move again, all in the same round, making their archers extremely mobile, and therefore dangerous.

Because of horses' limitations in forest combat, elves do not favor their use. Elves prefer to fight as foot soldiers and are generally armed as such. Most elves wear scale, ring, or chain mail, and almost all high elves carry shields. And although elves have natural bonuses when they use bows and swords, their bands carry a variety of weapons. The composition of a band of elves by weaponry is: spear—30%; sword—20%; sword and spear—20%; sword and bow—10%; bow—15%; two-handed sword—5%.

Elvish fighters and multi-class fighters have a 10% chance per level to possess a magical item of use to his or her class. This percentage is cumulative and can be applied to each major type of magical item that character could possibly use—for each class in the case of multi-class characters. (For example, a fighter/priest of level 4/5 would have a 40% chance to have a magical item useful to fighters and a 50% chance of having an item useful to priests.) In addition, if above 4th level, elvish mages gain the same percentage chance to gain items, but gain 2-5 magical items useful to them if a successful roll is made.

For every twenty elves in a group, there will be one 2nd or 3rd level fighter (50% chance of either). For every forty elves in a group, in addition to the group's higher level fighter, there will be a 1st or 2nd level mage (again, 50% chance of either). If one hundred or more elves are encountered, the following additional figures will be present: a 4th level fighter/8th level mage; two 4th

level fighter/5th level mage; and a 4th level fighter/4th level mage/4th level thief. Finally, if over one hundred and sixty elves are encountered, they will be lead by a 6th level fighter/9th level mage, and a 6th level fighter/6th level mage/6th level thief. These two extremely powerful leaders will have two retainers each—a 4th level fighter/5th level mage, and a 3rd level fighter/3rd level mage/3rd level thief. All of these higher level leaders are added to, not taken from the total number of elves encountered.

Elven women are the equal of their male counterparts in all aspects of warfare. In fact, some bands of elves will contain units of female fighters, who will be mounted on unicorns. This occurs rarely (5% chance), and only 10-30 elf maidens will be encountered in such a unit. However, legends of the destruction wrought by these elven women are common among the enemies of the elves.

Habitat/Society: Elves value their individual freedom highly, so their social structure is based on independent bands. These small groups of no more than two hundred recognize the authority of a royal overlord, who in turn owes allegiance to a king or queen. However, the laws and restraints set upon elven society are very few compared to human society and practically negligible when compared to dwarven society.

Elven camps are always well-hidden and well-protected. In addition to a large number of observation posts and personnel traps set around the camp, high elves typically set 2-12 giant eagles as guardians of their lairs (65% of the time). For every forty elves encountered in a camp, there will be the following high-level elves, as well as the leaders noted above: a 4th level fighter, a 4th level cleric, and a 2nd level fighter/2nd level mage/2nd level thief. In addition a 4th level fighter/7th level mage, a 5th level fighter, a 6th level fighter, and a 7th level cleric will be present. Females found in a camp will equal 100%, and children will equal 50% of the males encountered.

Because elves remain in the world about 350 years (of their twelve hundred year life span), their view of the world is radically different from most other sentient beings. Their long lifespan means that elves do not place much importance on short-term gains or hurry to finish projects. Humans see this attitude as frivolous; the elves simply find it hard to understand why everyone else is always in such a rush.

Elves prefer to surround themselves with things that can bring them joy for a long period of time—things like music and nature. The company of others of their own race is also very important to elves, as they find it hard to share their experiences or their perspective on the world with other races. This is one of the main reasons elven families are so close. However, even friends of other races are kept forever by an elf, as friendship, too, is something very worthwhile.

Though they are immune to a few specific spells, elves are enthralled by magic for most of their lives. Not a specific spell, of course, but the idea of magic. Cooperation is far more likely purchased from an elf with an obscure, even practically worthless, but interesting magical item, then it is with two sacks of gold.

Ultimately, their radically different perspective separates the elves from the rest of their world. Elves find dwarves far too dour and find their adherence to strict codes of law unpleasant. However, elves do recognize dwarven craftsmanship as something to be lauded. Elves think a bit more highly of humans, though they see man's race after wealth and fleeting power as rather sad. In the end, all elves leave the world they share with dwarves and men, and journey to a mysterious land where they can live freely for the rest of their many days.

Ecology: Elves produce fine clothes, beautiful music, and brilliant poems. It is for these that cultures outside of elven society know the folk of the forest best. In their world within the forest,

however, elves keep the forces of evil—creatures like orcs that would plunder the forest and then move on—from causing too much damage. For this alone, elves are irreplaceable.

Grey Elves (Faerie)

Unlike high elves, grey elves have either silver hair and amber eyes, or pale golden hair and violet eyes (the latter are known as faerie elves). They favor bright garments of white, gold, silver, or yellow, and wear cloaks of deep blue or purple. The grey elves are the rarest group of elves, and they have little to do with the world outside of their forests. They value intelligence very highly, and, unlike other elves, devote much time to study and contemplation. Their treatises on nature are astounding.

Grey elves value their independence from what they see as the corrupting influence of the outside world, and will fight fiercely to maintain that isolation. All grey elves carry swords, and most wear chain mail and carry a shield. For mounts, grey elves will ride hippogriffs (70%) or griffons (30%). Those that ride griffons will have 3-12 griffons for guards at their camps instead of giant eagles.

Wood Elves

Also called *sylvan elves*, wood elves are the wild branch of the elf family. Wood elves are slightly darker in complexion than high elves. Their hair is yellow to coppery-red, and their eyes are light brown, light green, or hazel. They wear clothes of dark browns and greens, tans and russets, in order to blend in with their surroundings. Wood elves are very independent and value strength over intelligence. They will avoid contact with strangers 75% of the time.

In battle, wood elves wear studded leather or ring mail, and 50% of their band will be equipped with bows. Only 20% of wood elves carry swords, and only 40% use spears. Wood elves prefer to ambush their enemies, using their ability to hide in the forest until their foes are close at hand. In most cases (70%), wood elf camps are guarded by 2-8 giant owls (80%) or by 1-6 giant lynx (20%). These elves speak only elvish and the languages of some forest animals and the treant. Wood elves are more inclined toward the tenets of neutrality rather than good, and are not above killing people who stumble across their camps, in order to keep their location secret.

Half-Elves

Half-elves are always of human stock, and have features of both the elven and human parent. They are slightly taller than the common elf, growing as tall as 5½ feet and weighing up to 150 pounds. Though they do not gain the natural sword or bow bonus from their elven relatives, they do have normal infravision.

A half-elf can travel freely between most elvish and human settlements, though occasionally prejudice will be a problem. The half-elf's lifespan is the biggest source of grief, however. As a half-elf lives more than 125 years, he or she will outlive any human friends or relatives, but grow old too quickly to be a real part of elven society. Many half-elves deal with this by traveling frequently between the two societies, enjoying life as it comes and taking the best of both worlds. Half-elves may speak common, elf, gnome, halfling, goblin, hobgoblin, orc, and gnoll.

	Djinn	Dao	Efreeti
CLIMATE/TERRAIN:	Air	Earth	Fire
FREQUENCY:	Very rare	Rare	Very rare
ORGANIZATION:	Caliphate	Khanate	Sultanate
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Average to highly (8-14)	Low to very (5-12)	Very (11-12)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Chaotic good	Neutral evil	Neutral (lawful evil)

NO. APPEARING:	1	1	1
ARMOR CLASS:	4	3	2
MOVEMENT:	9, Fl 24	9, Fl 15 (B), Br 6	9, Fl 24
HIT DICE:	7+3	8+3	10
THAC0:	13	11	11
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	2-16 (2d8)	3-18 (3d6)	3-24 (3d8)
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	L (10 ¹ / ₂ ' tall)	L (8'-11' tall)	L (12' tall)
MORALE:	Elite (13-14)	Champion (15-16)	Champion (15-16)
XP VALUE:	2,000 Noble	4,000 6,000	4,000



The three varieties of genie described here come from the elemental planes of Air, Earth, and Fire. Living there, among their own kind, they are organized into their own societies. These beings are sometimes encountered on the Prime Material plane and are often summoned specifically to perform some service for a powerful wizard or priest. All genies can travel to any of the elemental planes, as well as the Prime Material and Astral planes.

All genies can speak their own tongue and that of any intelligent being they meet through a limited form of telepathy.

Djinn

The djinn are genies from the elemental plane of Air. It should be noted that "djinn" is the plural form of their name while "djinni" is the singular.

Combat: The djinn's magical properties enable them to do any of the following once per day: *create nutritious food* for 2-12 (2d6) persons, *create water or wine* for 2-12 (2d6) persons, *create soft goods or wooden items* (up to about 16 cubic feet of the former or 9 cubic feet of the latter) with permanence, *create metal items* of short life span (the harder the metal the less time it lasts; gold has about a 24 hour existence while djinni steel lasts only 1 hour) of up to about 100 pounds weight, *create illusion* with both visual and audio components which will last without concentration until magically dispelled or touched, *become invisible*, *assume gaseous form*, *wind walk*, or *form a whirlwind*.

A djinni whirlwind is cone-shaped and may be up to 10' across at its base, 30' across at its mouth, and 70' high (according to the desire of the djinni). It requires one full turn to form the whirlwind and one full turn for it to dissolve. The whirlwind lasts one melee round. Non-aerial creature of less than two Hit Dice are swept away and killed by the whirlwind while hardier beings take 2-12 (2d6) points of damage. Creatures or attacks based on elemental air suffer a -1 penalty on their attack and damage rolls when engaging the djinni.

Djinn are nearly impossible to capture by physical means, especially when they are able to take flight and employ their whirlwinds. They are openly contemptuous of those life forms which need wings or artificial means to fly and will employ their *illusion*

and *invisibility* powers to great effect against such foes. Thus, the capture and enslavement of djinn is better resolved by the referee on a case by case basis. It is worth noting, however, that a good master will typically encourage a djinni to additional effort and higher performance, while a demanding and cruel master encourages the opposite.

Djinn are able to carry up to 600 pounds of weight, both afoot and flying, without tiring. They can carry double that weight for a short time—three turns if afoot but only one turn if flying. For each 100 pounds less than maximum add one turn to the time which a djinni may walk or fly before tiring. A djinni which is thus fatigued must rest for six turns before attempting further strenuous activity.

Habitat/Society: A djinn landhold on the plane of Air is usually set upon a pocket of elemental earth anywhere from 1,000 yards to several miles across. It is crammed with buildings, courtyards, gardens, fountains, and sculptures made of elemental flames. In a typical djinn landhold there are 3-30 (3d10) djinn of various ages and powers, as well as 1-10 jann and 1-10 elemental creatures of low intelligence. All are ruled by a djinn of maximum hit points, the local sheik.

The social structure of Djinn society is based on rule by a caliph served by various nobles and officials (viziers, beys, emirs, sheiks, sheriffs, and maliks). A caliph rules all those djinn estates within two days' travel, and is advised by six viziers who help maintain the balance of the landholdings.

If a landhold is attacked by a large force, a messenger (usually the youngest djinni) is sent to the next landhold, which then sends aid and dispatches two more messengers, and in this fashion the entire nation is warned.

Noble Djinn

Some djinn (1%) are "noble" and are able to grant three *wishes* to their masters. Noble djinn will do no other services and, upon granting the third *wish* they are freed of their servitude. Noble djinn are as strong as the efreet, have 10 hit dice, strike for 3-24 (3d8) points of damage, and their whirlwinds cause 3-18 (3d6) hit points of damage.

Dao

A dao is a genie from the elemental plane of Earth. While they are generally found on that plane (though even there they are uncommon), the dao love to come to the Prime Material plane to work evil. Dao speak all the languages of geniekind, as well as man's common language and the tongue of earth elementals.

Combat: The dao's magical abilities enable them to use any of the following spell-like powers, one 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*, and create a *wall of stone*. Dao can turn *rock to mud* three times per day and *dig* as often as six times per day. Dao perform all magic at the 18th level of spell use.

It is possible for a dao to carry up to 500 pounds without tiring. Double weight will cause tiring in three turns, but for every 100 pounds of weight under 1,000 the dao may add one turn to the duration of its carrying ability. For example, a 600 pound weight allows eight turns of either walking or flying. After tiring, a dao must rest for six turns. Note that dao can move through earth (not worked stone) at a burrowing speed of 6. They cannot take living beings with them, but can safely carry inanimate objects.

Dao are not harmed by earth-based/affecting spells, but holy water has double normal effects upon these monsters.

Habitat/Society: The dao dwell in the Great Dismal Delve on their own plane and in deep caves, caverns, or cysts on the Prime Material plane. Like other genies, the dao tend to settle pockets of other elemental matter, bending it to their wills and desires. A dao mazework contains 4-40 (4d10) of the creatures, as well as twice that number of elemental and non-elemental slaves. Each mazework is ruled by an ataman or hetman who acts on advice from a seneschal. The loyalty of the ataman of a dao mazework to the Great Dismal Delve is always questionable, but the seneschals are always chosen by the khan of the dao, and their loyalty is to him alone.

The khan of the dao lives at the center of the great underground mazework called the Great Dismal Delve. The land within the delve is said to be larger than most Prime Material continents. The Great Dismal Delve is linked to all manner of elemental pockets, so that the khan can call forth whatever powers he needs. The population of dao in the delve is unknown, as is the number of slaves that continually work the tunnels and clear away damage from quakes which frequently shake it.

Dao dislike servitude as much as efreet and are even more prone to malice and revenge than their fiery counterparts.

Ecology: The dao manage a thriving business of trade, driven by their desire for more power and their access to precious gems. High on their list of hatreds are most other genies (except efreet, with whom they trade worked metals for minerals). Slightly less hated are other elemental creatures, whom dao value only if they can exploit them in some fashion.

Efreet

The efreet (singular: efreeti) are genies from the elemental plane of Fire. They are enemies of the djinn and will always attack when they encounter them. A properly summoned or captured efreeti can be forced to serve for a maximum of 1,001 days or can be made to fulfill three wishes. They are not willing servants, and they will seek to pervert the intent of their masters by adhering to the letter of their commands.

The efreet are said to be made of basalt, bronze, and solid flames, but whatever their makeup, they are massive, solid creatures.

Combat: An efreeti is able to do the following once per day: grant up to three wishes, become invisible, assume gaseous form, detect magic, enlarge (as a 10th-level wizard), polymorph self, create an illusion with both visual and audio components which will last without concentration until magically dispelled or touched, or create a wall of fire. An efreeti can also produce flame or cause pyrotechnics as often as desired. Attacks based on fire do no harm to efreet if the fire is of the "normal" sort and even magical fire suffers a -1 penalty on all attack and damage rolls.

Efreet can carry up to 750 pounds, afoot or flying, without tiring. They can carry double weight for only a limited time—three turns afoot or one turn aloft. For each 150 pounds of weight under 1500 add one turn to either walking or flying time permitted. After tiring from extreme weight the efreeti must rest for six full turns.

Habitat/Society: Efreet are infamous for their dislike of servitude, their desire for revenge, their cruel nature, and their ability to mislead. The efreet's chief home is their great citadel, the fabled City of Brass, but there are numerous other efreet-operated outposts throughout the plane of Fire.

An efreet outpost is a haven for 4-40 (4d10) efreet and is run as a military station to watch or harass other movement in the plane. These outposts are run by a malik or vali of maximum normal hit points. There is a 10% chance that the outpost will also be providing a temporary home for 1-4 jann or 1-4 dao (the only other types of geniekind the efreet tolerate). Outpost forces are primarily directed against incursions from the plane of elemental Air, but can be directed against any travelers deemed suitable for threats, robbery, and abuse.

Efreet are neutral, but they tend toward organization and evil or selfish acts in their behavior. They are ruled by a grand sultan who makes his home in the City of Brass. He is advised by a variety of beys, amirs, and maliks on actions with the plane, and by six great pashas who deal with matters of efreet business on the Prime Material plane.

The City of Brass is a huge citadel that is home to the majority of efreet. It hovers in the hot regions of the plane and is often bordered by seas of para-elemental magma and lakes of glowing lava. The city itself sits upon a hemisphere of golden, glowing brass some 40 miles across. From the upper towers rise the minarets of the great citadel of the Sultan's Palace. Vast riches are said to be in the palace of the sultan. The city has an efreet population that far outnumbers the great cities of the Prime plane. The sultan wields the might of a Greater Power, while many of his advisors are akin to Lesser Powers and Demi-Powers.

Ecology: Fire elementals tend to avoid the efreet, whom they feel are oppressive and opportunistic. Djinn hate them, and there have been numerous djinn-efreet invasions of each other's planes. Efreet view most other creatures either as enemies or servants, a view that does not endear them to the rest of geniekind.

Ghost

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Night
DIET:	None
INTELLIGENCE:	Highly (13-14)
TREASURE:	E, S
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	0 or 8 (see below)
MOVEMENT:	9
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Age 10-40 years
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Special
XP VALUE:	7,000

Ghosts are the spirits of humans who were either so greatly evil in life or whose deaths were so unusually emotional they have been cursed with the gift of undead status. Thus, they roam about at night or in places of darkness. These spirits hate goodness and life, hungering to draw the living essences from the living.

Combat: As ghosts are non-corporeal (ethereal), they are usually encountered only by creatures in a like state, although they can be seen by non-ethereal creatures. The supernatural power of a ghost is such, however, that the mere sight of one causes any humanoid being to age 10 years and flee in panic for 2-12 (2d6) turns unless a saving throw versus spells is made. Priests above 6th level are immune to this effect and all other humanoids above 8th level may add +2 to their saving throws.

Any creatures within 60 yards of a ghost is subject to attack by a *magic jar*. If the ghost fails to *magic jar* its chosen victim, it will then semi-materialize in order to attack by touch (in which case the ghost is Armor Class 0). Semi-materialized ghosts can be struck only by silver (half damage) or magical weapons (full damage). If they strike an opponent it ages him 10-40 (1d4x10) years. Note that ghosts can be attacked with spells only by creatures who are in an ethereal state. Any human or demi-human killed by a ghost is drained of its life essence and is forever dead.

If the ghost fails to become semi-material it can only be combatted by another in the Ethereal plane (in which case the ghost has an Armor Class of 8).

Ghosts can be turned by clerics after reaching 7th level and can be damaged by holy water while in their semi-material form.

Habitat/Society: In most cases, a ghost is confined to a small physical area, which the ghost haunts. Those who have heard stories of a haunted area can thus attempt to avoid it for their own safety.

A ghost often has a specific purpose in its haunting, sometimes trying to "get even" for something that happened during the ghost's life. Thus a woman who was jilted by a lover, and then committed suicide, might become a ghost and haunt the couple's secret trysting place. Similarly, a man who failed at business might appear each night at his storefront or, perhaps, at that of a former competitor.

Another common reason for an individual to become a ghost is the denial of a proper burial. A ghost might inhabit the area near its body, waiting for a passerby to promise to bury the remains.



The ghost, in its resentment toward all life, becomes an evil creature intent on destruction and suffering.

In rare circumstances, more than one ghost will haunt the same location. The classic example of this is the haunted ship, a vessel lost at sea, now ethereal and crewed entirely by ghosts. These ships are most often encountered in the presence of St. Elmo's fire, an electrical discharge that causes mysterious lights to appear in the rigging of a ship.

In many cases, a ghost can be overcome by those who might be no match for it in combat simply by setting right whatever events led to the attainment of the ghost's undead status. For example, a young woman who was betrayed and murdered by someone who pretended to love her might be freed from her curse if the cad were humiliated and ruined. In many cases, however, a ghost's revenge will be far more demanding, often ending in the death of the offender.

Ecology: The dreadful fear caused by the ghost, which ages a victim 10 years, is not well understood by the common man, who often ascribes it to the fact that a ghost is "dead." If this were the case, then certainly skeletons and zombies would have the same effect, which they do not.

Common folklore further confuses this fact by relating details of the ghost's physical form: the classic example of which is the headless horseman, thought by many to be particularly frightening simply because he had no head. Under this belief, one could face a ghost if only one had the courage to stand up to him. Such a mistaken impression has cost many lives over the years. Actually, the fear is caused by the supernatural power of the ghost, and has nothing whatsoever to do with courage.

Ghoul

	Ghoul	Lacedon	Ghast
CLIMATE/TERRAIN:	Any land	Any water	Any land
FREQUENCY:	Uncommon	Very rare	Rare
ORGANIZATION:	Pack	Pack	Pack
ACTIVE TIME:	Night	Night	Night
DIET:	Corpses	Corpses	Corpses
INTELLIGENCE:	Low (5-7)	Low (5-7)	Very (11-12)
TREASURE:	B, T	B, T	B, Q, R, S, T
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil
NO. APPEARING:	2-24 (2d12)	2-24(2d12)1-6	
ARMOR CLASS:	6	6	4
MOVEMENT:	9	Sw 9	15
HIT DICE:	2	2	4
THACO:	19	19	17
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1-3/1-3/1-6	1-3/1-3/1-6	1-4/1-4/1-8
SPECIAL ATTACKS:	Paralyzation	Paralyzation	See below
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (5'-6' tall)	M (5'-6' tall)	M (5'-6' tall)
MORALE:	Steady (11-12)	Steady (11-12)	Elite (13-14)
XP VALUE:	175	175	650



Ghouls are undead creatures, once human, who now feed on the flesh of corpses. Although the change from human to ghoul has deranged and destroyed their minds, ghouls have a terrible cunning which enables them to hunt their prey most effectively.

Ghouls are vaguely recognizable as once having been human, but have become horribly disfigured by their change to ghouls. The tongue becomes long and tough for licking marrow from cracked bones, the teeth become sharp and elongated, and the nails grow strong and sharp like claws.

Combat: Ghouls attack by clawing with their filthy nails and biting with their fangs. Their touch causes humans (including dwarves, gnomes, half-elves, and halflings, but excluding elves) to become rigid unless a saving throw versus paralyzation is successful. This paralysis lasts for 3-8 (2 + 1d6) rounds or until negated by a priest.

Any human or demi-human (except elves) killed by a ghoulish attack will become a ghoul unless blessed (or blessed and then resurrected). Obviously, this is also avoided if the victim is devoured by the ghouls. Ghoul packs always attack without fear.

These creatures are subject to all attack forms except *sleep* and *charm* spells. They can be turned by priests of any level. The magic circle of *protection from evil* actually keeps ghouls completely at bay.

Habitat/Society: Ghouls and ghosts are most frequently encountered around graveyards, where they can find plenty of corpses on which to feed.

Ecology: Ghouls (and ghosts, as described later) delight in revolting and loathsome things—from which we draw our adjectives “ghoulish” and “ghastly.”

Lacedon

The lacedon is a marine form of the ghoul. Lacedons are sometimes found near marine ghosts, particularly ghost ships. Lacedons are less common than ghouls because of the fewer corpses available for them to feed on, but they can often be found swarming around recent shipwrecks in rivers, lakes, and oceans.

Ghast

These creatures are so like ghouls as to be completely indistinguishable from them, and they are usually found only with a pack of ghouls. When a pack of ghouls and ghosts attacks it will quickly become evident that ghosts are present, for they exude a carrion stench in a 10' radius which causes retching and nausea unless a saving throw versus poison is made. Those failing to make this save will attack at a penalty of -2.

Worse, the ghost shares the ghoulish ability to paralyzation, and their attack is so potent that it will even affect elves. Paralysis caused by a ghost lasts for 5-10 (4 + 1d6) rounds or until negated by a priest's *remove paralysis* spell.

Ghosts, like ghouls, are undead class and thus *sleep* and *charm* spells do not affect them. Though they can be struck by any sort of weapon, cold iron inflicts double normal damage. Clerics can turn them beginning at 2nd level. The circle of *protection from evil* does not keep them at bay unless it is used in conjunction with cold iron (such as a circle of powdered iron or an iron ring).

Giant, Cloud

CLIMATE/TERRAIN:	Any mountains or magical cloud islands
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Average to very (8-12)
TREASURE:	E, Q (x5)
ALIGNMENT:	Neutral (good 50%, evil 50%)

NO. APPEARING:	1-10
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	16 + 2-7 hit points
THACO:	3
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10, or by weapon (6-24 +11)
SPECIAL ATTACKS:	Hurling rocks for 2-24
SPECIAL DEFENSES:	Surprised only on a 1
MAGIC RESISTANCE:	Nil
SIZE:	H (24' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	10,000
Infant	Nil
Juvenile, -3	975
Juvenile, -2	3,000
Juvenile, -1	5,000
Spell caster, 1st	11,000
Spell caster, 2nd	11,000
Spell caster, 3rd	11,000
Spell caster, 4th	13,000

Cloud giants consider themselves above all other giants, save storm giants, whom they consider equals. They are creative, appreciate fine things, and are master strategists in battle.

Cloud giants have muscular human builds and handsome, well-defined features. The typical cloud giant is 24' tall and weighs 11,500 pounds. Female cloud giants can be one to two feet shorter and 1,000 to 2,000 pounds lighter. Cloud giants' skin ranges in color from a milky-white tinged with blue to a light sky blue. Their hair is silvery white or brass and their eyes are an iridescent blue. Cloud giants can live to be 400 years old.

A cloud giant's natural Armor Class is 0. Although they will wear no armor, these giants prize magical protection devices, and one in 20 will have such a device. Cloud giants dress in clothing made of the finest materials available and wear jewelry. Many of the giants consider their appearance an indication of their station; the more jewelry and the better the clothes, the more important the giant. Cloud giants also appreciate music, and the majority of giants are able to play one or more instruments (their favorite is the harp). Unlike most other giant races, cloud giants leave their treasure in their lairs, carrying with them only food, throwing rocks, 10-100 (10d10) coins, and a musical instrument.

Cloud giants speak their own tongue and the language of all other giants. In addition, 60% of all cloud giants speak common.

Combat: Cloud giants fight in well-organized units, using carefully developed battle plans. They prefer to fight from a position above their opponents. A favorite tactic is to circle the enemy, barraging them with rocks while the giants with magical abilities assault them with spells. Cloud giants can hurl rocks to a maximum of 240 yards, causing 2-24 (2d12) points of damage. Their huge morningstars do 6-24 (6d4) +11 points of damage, three times normal (man-sized) damage plus their strength bonus. One in 10 cloud giants will have a magical weapon.



Habitat/Society: Cloud giants live in small clans of no more than six giants. However, these clans know the location of 1-8 other clans and will band together with some of these clans for celebrations, battles, or to trade. These joined clans will recognize one among them to be their leader—this is usually an older cloud giant who has magical abilities. One in 10 cloud giants will have spells equivalent to a 4th level wizard, and one in 20 cloud giants will be the equivalent of a 4th level priest. A cloud giant cannot have both priest and wizard abilities.

If encountered in a lair, half will be immature giants. To determine a giant's maturity, roll 1d4. A roll of 4 indicates an infant with no combat ability and hit points of ogre. Rolls of 1-3 indicate older progeny with hit dice, damage, and "to hit" rolls equal to that of a fire giant.

The majority of cloud giants live on cloud-covered mountain peaks in temperate and sub-tropical areas. These giants make their lairs in crude castles. Only 10% of good cloud giants live in castles on enchanted clouds. All giants dwelling there are able to *levitate* their own weight plus 2,000 pounds three times a day, create a *fog cloud* three times a day, and create a *wall of fog* once a day. These abilities are performed as a 6th level wizard.

There is a 60% chance a cloud giant mountain lair will be guarded by 1-4 spotted lions, 2-5 (1d4+1) owl bears, or 2-5 (1d4+1) griffons (1-2 wyverns for evil cloud giants). In addition, there is a 50% chance the lairs of evil cloud giants will contain 1-20 human and demi-human slaves. There is an 80% chance that a cloud island lair will be guarded by 2-5 (1d4+1) griffons, 2-8 (2d4) hippogriffs, or 2-5 (1d4+1) giant eagles.

Cloud lairs are fantastic places with giant-sized gardens of fruit trees. According to legend, some giants mine their cloud islands for small chunks of the purest silver.

Ecology: Cloud giants prefer food that is carefully prepared with spices and sauces, and they relish fine, aged wines.

Good cloud giants trade with human and demi-human communities for food, wine, jewelry, and cloth. Some cloud giant clans will establish good relations with such communities, and will come to the communities' aid if they are endangered. Evil cloud giants raid human and demi-human communities to get what they want.

Giant, Fire

CLIMATE/TERRAIN:	Any temperate, subtropical, tropical
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Low to average (5-10)
TREASURE:	E
ALIGNMENT:	Lawful evil

NO. APPEARING:	1-8
ARMOR CLASS:	-1 (5)
MOVEMENT:	12 (15)
HIT DICE:	15 +2-5 hit points
THAC0:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8, or by weapon (2-20 +10)
SPECIAL ATTACKS:	Hurling rocks for 2-20 (2d10)
SPECIAL DEFENSES:	Resistant to fire
MAGIC RESISTANCE:	Nil
SIZE:	H (18')
MORALE:	Champion (15-16)
XP VALUE:	8,000
Infant	Nil
Juvenile, -3	120
Juvenile, -2	3,400
Juvenile, -1	5,000
Shaman/Witch doctor, 1st	9,000
Shaman/Witch doctor, 2nd	10,000
Shaman/Witch doctor, 3rd	10,000
Shaman/Witch doctor, 4th	12,000

Fire giants are brutal, ruthless, and militaristic.

They are tall, but squat, resembling huge dwarves. An adult male is 18' tall, has a 12' chest, and weighs about 7,500 pounds. Fire giants have coal black skin, flaming red or bright orange hair, and prognathous jaws that reveal dirty ivory or yellow teeth. They can live to be 350 years old.

A fire giant's natural Armor Class is 5. Warriors usually wear banded mail and round metal helmets (AC -1). They carry their belongings in huge sacks. A typical fire giant's sack contains 2-5 (1d4 +1) throwing rocks, the giant's wealth, a tinderbox, and 3-12 (3d4) common items. Everything they own is battered, filthy, and smelly, making it difficult to identify valuable items.

All fire giants can speak the language of all giants and their own tongue.

Combat: Fire giants are immune to nonmagical fire and heat, as well as red dragon breath. They are resistant to all types of magical fire; such attacks inflict -1 hit point per die of damage. Adult fire giants can hurl rocks for 2-20 (2d10) points of damage. Their minimum range is 3 yards while their maximum is 200 yards. They can catch similar large missiles 50% of the time. They usually fight in disciplined groups, throwing rocks until they run out of ammunition or the opponent closes. Fire giants often wait in ambush at lava pools or hot springs, hurling heated rocks at victims for an extra 1-6 points of damage.

Warriors favor huge two-handed swords. A fire giant's oversized weapons do double normal (man-sized) damage to all opponents, plus the giant's strength bonus. Thus, a fire giant two-handed sword does 2-20 (2d10) +10 points of damage.

Habitat/Society: Fire giants live in well organized military groups, occupying large castles or caverns. When encountered in their lair there will be 13-20 (1d8 +12) giants, half of whom will be immature giants. To determine a giant's maturity, roll 1d4. A



roll of 4 indicates an infant with no combat ability and hit points of an ogre while rolls of 1-3 indicate older progeny with hit dice, damage, and attack rolls equal to that of a frost giant.

Their lairs are always protected by vigilant watchmen, and sometimes by traps. Fire giants favor deadfalls that can crush intruders for 5-30 (5d6) points of damage, and large crossbow devices that fire one, two, or three huge bolts for 2-16 (2d8) points of damage each.

Particularly intelligent fire giant leaders will command groups three or four times normal size. One who commands 30 or more giants usually will call himself a king. Kings always will have better than normal armor and a magical weapon of +1 to +3.

There is a 20% chance that any band of fire giants will have a shaman (80%) or witch doctor (20%). If the group is lead by a king, there is an 80% chance of a spell caster. Fire giant shamans are priests of up to 7th level. A shaman can cast normal or reversed spells from the Elemental, Healing, Charm, Protection, Divination, or Combat spheres. Fire giant witch doctors are priest/wizards of up to 7th/3rd level; they prefer spells that can detect or thwart intruders.

Fire giants often capture and tame other creatures as guards. There is a 50% chance that a fire giant lair will contain 1-4 hell hounds. Larger than normal groups check once for every 10 giants. Bands with 30 or more giants have a additional 30% chance to have 2-5 (1d4 +1) trolls, larger groups check once for every 20 giants. A king's group has a 20% chance to have 1-2 red dragons of age category 2-5 (1d4 +1) in addition to other guards. Fire giants frequently take captives to hold for ransom or use as slaves. There is a 25% chance that a lair will contain 1-2 captives, larger bands check once per 10 giants.

Ecology: Fire giants live wherever there is a lot of heat. They prefer volcanic regions or areas with hot springs. Frequently they share their lairs with other fire-dwelling creatures such as salamanders or fire elementals.

Fire giants prefer to eat meat and bread, they can hunt and kill their own meat, but raid human and demi-human settlements for grain, captives, and treasure.

Giant, Frost

CLIMATE/TERRAIN:	Arctic lands
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Low to average (5-10)
TREASURE:	E
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-8
ARMOR CLASS:	0 (5)
MOVEMENT:	12 (15)
HIT DICE:	14 + 1-4 hit points
THAC0:	7 or 5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8, or by weapon (2-16+9)
SPECIAL ATTACKS:	Hurling rocks for 2-20 (2d10)
SPECIAL DEFENSES:	Impervious to cold
MAGIC RESISTANCE:	Nil
SIZE:	H (21')
MORALE:	Very Steady (13-14)
XP VALUE:	7,000
Infant	Nil
Juvenile, -3	270
Juvenile, -2	975
Juvenile, -1	4,000
Shaman/Witch doctor, 1st	8,000
Shaman/Witch doctor, 2nd	8,000
Shaman/Witch doctor, 3rd	8,000
Shaman/Witch doctor, 4th +	10,000

Like all evil giants, frost giants have a reputation for crudeness and stupidity. This reputation is deserved, but frost giants are crafty fighters.

Frost giants have muscular, roughly human builds. The typical adult male is 21' tall and weighs about 8,000 pounds. Females are slightly shorter and lighter, but otherwise identical to males. Frost giants have snow-white or ivory skin. Their hair is light blue or dirty yellow, with matching eyes. They can live to be 250 years old.

A frost giant's natural Armor Class is 5. Warriors usually wear chain mail and metal helmets decorated with horns or feathers (AC 0). They also wear skins and pelts, along with any jewelry they own.

Frost giants carry their belongings in huge sacks. A typical frost giant's sack contains 2-5 (1d4 + 1) throwing rocks, the giant's wealth, and 3-12 (3d4) mundane items. Everything in a giant's bag is old, worn, dirty, and smelly, making the identification of any valuable items difficult.

Frost giants speak their own language and the language common to all giants.

Combat: Frost giants are immune to cold. Adult frost giants can hurl rocks for 2-20 (2d10) points of damage. Their minimum range is 3 yards while their maximum is 200 yards. They can catch similar large missiles 40% of the time. They usually will start combat at a distance, throwing rocks until they run out of ammunition, or the opponent closes. One of their favorite strategies is to ambush victims by hiding buried in the snow at the top of an icy or snowy slope where opponents will have difficulty reaching them.

Warriors favor huge battle axes. A frost giant's oversized weapons do double normal (man-sized) damage to all opponents, plus the giant's strength bonus. Thus, a frost giant battle axe does 2-16 (2d8) + 9 points of damage.



Habitat/Society: Frost giants live in small bands consisting of a chief, his henchmen, and their camp followers. A band usually will occupy a crude castle or frigid cavern. When encountered in their lair there will be 9-16 (1d8 + 8) giants; half of whom will be immature. To determine a giant's maturity, roll 1d4. A roll of 4 indicates an infant with no combat ability and hit points of ogre; rolls of 1-3 indicate older progeny with hit dice, damage, and attack rolls equal to that of a stone giant.

Particularly strong or intelligent frost giant chieftains will command bands three or four times normal size. A chieftain who commands 20 or more giants is called a jarl. Jarls always will have better than normal armor and a weapon of +1 to +3 enchantment.

There is a 20% chance that any band of frost giants will have a shaman (80%) or witch doctor (20%). If the group is lead by a jarl, there is an 80% chance for a spell caster. Frost giant shamans are priests of up to 7th level. A shaman can cast normal or reversed spells from the *healing*, *charm*, *protection*, *divination*, or *weather* spheres. Frost giant witch doctors are priest/wizards of up to 7th/3rd level; they prefer spells that can bewilder and confound other giants. Favorite spells include: *unseen servant*, *shocking grasp*, *detect magic*, *ventriloquism*, *deephockets*, *ESP*, *mirror image*, and *invisibility*.

Frost giants often capture and tame other creatures as guards. There is a 50% chance that a frost giant lair will contain 1-6 winter wolves. Larger than normal groups check once for every eight giants. Bands with 20 or more giants have an additional 30% chance to have 1-4 yeti, larger groups check once for every 16 giants. A jarl's band has a 20% chance to have 1-2 subdued white dragons in addition to other guards. The dragons will be age category 2-5 (1d4 + 1). Frost giants also take captives to hold for ransom or use as slaves. There is a 15% chance that a lair will contain 1-2 captives, larger bands check once per eight giants. Captives can be of any race.

Ecology: Frost giants live in frigid, arctic lands with glaciers and heavy snowfall. Frost giants eat mostly meat, which they can hunt and kill themselves. They raid human and demi-human settlements for foodstuffs and other booty.

Giant, Hill

CLIMATE/TERRAIN:	Any hills and mountains
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Low (5-7)
TREASURE:	D
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-12
ARMOR CLASS:	3 (5)
MOVEMENT:	12
HIT DICE:	12 + 1-2 hit points
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 or by weapon (2-12 + 7)
SPECIAL ATTACKS:	Hurling rocks for 2-16 (2d8)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (16' tall)
MORALE:	Elite (13-14)
XP VALUE:	3,000
Infant	Nil
Juvenile, -3	270
Juvenile, -2	650
Juvenile, -1	2,000

Hill giants are selfish, cunning brutes who survive through hunting and by terrorizing and raiding nearby communities. Despite their low intelligence, they are capable fighters.

Hill giants are oddly simian and barbaric in appearance, with overly long arms, stooped shoulders, and low foreheads. Even though they are the smallest of the giants, their limbs are more muscular and massive than those of the other giant races. The average hill giant is 16 feet tall and weighs about 4,500 pounds. Females have the same builds as males. Their skin color ranges from a light tan to a deep ruddy brown. Their hair is brown or black, and their eyes are black. Hill giants can live to be 200 years old.

Hill giants' natural Armor Class is 5. This is reduced to an Armor Class of 3 when they wear crudely-sewn animal hides, which are the equivalent of leather armor. Nearly all hill giants wear these hides, which are a symbol of esteem in some hill giant communities—the more hides a giant has, the more large kills to his credit. Only a few (5%) of the giants fashion metal armor from the armor of men they have defeated. These giants have an Armor Class of 0. Like other races of giants, hill giants carry their belongings with them in huge hide sacks. A typical hill giant's bag will contain 2-8 (2d4) throwing rocks, the giant's wealth, and 1-8 additional common items.

Hill giants speak their own language and a tongue common to all giants. In addition, 50% also speak ogre.

Combat: Hill giants prefer to fight their opponents from high rocky outcroppings where they can pelt their targets with rocks and boulders while limiting the risks posed to themselves.

Hill giants' favorite weapons are oversized clubs which do 2-12 + 7 points of damage (double the damage of a man-sized club plus their strength bonus). They hurl rocks for 2-16 (2d8) points of damage. Their targets for such attacks must be between 3 and 200 yards away from the giant. They can catch rocks or other similar missiles 30% of the time.

Habitat/Society: A hill giant lair will have 9-16 (1d8 + 8) giants; usually an extended family. Sometimes these families will accept lone hill giants into their folds. If six or more giants are encountered in a lair, half of them will be male, one quarter will be fe-



male, and the remainder will be immature giants. To determine a giant's maturity, roll 1d4. A roll of 4 indicates an infant with no combat ability and hit points of gnoll; rolls of 1-3 indicate older progeny with hit dice, damage, and attack rolls equal to that of an ogre.

Occasionally a hill giant with an average intelligence can be found. Such a giant is capable of rallying bands of his peers so 2, 3, or 4 times the number of giants usually appearing can be encountered. These "giant kings," as they call themselves, stage raids on human towns or against other races of giants.

Although hill giants prefer temperate areas, they can be found in practically any climate where there is an abundance of hills and mountains. They lair in caves, excavated dens, or crude huts. Those who live in colder climates have developed more skills with preparing and using skins to keep themselves warm and to keep the harsh winds out of their lairs.

There is a 50% chance a band of hill giants will have guards in their lairs, and the guarding creatures will be 2-8 (2d4) dire wolves (50%), 1-3 giant lizards (30%), or a group of 2-8 (2d4) ogres (20%).

The majority of hill giants are suspicious of magic and will seek to destroy magic items they acquire as treasure. They ceremonially kill mages.

Ecology: Hill giants' main diet consists of meat, which they obtain by hunting. The flesh of young green dragons is considered a delicacy, and frequently giants who live on hills and mountains covered with forests will organize hunting parties in search of green dragon lairs. In turn, green dragons have been known to hunt hill giants.

Sometimes bands of hill giants will trade with each other or with bands of ogres to get foodstuffs and trinkets.

Giant, Stone

CLIMATE/TERRAIN:	Sub-tropical and temperate mountains
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Average (8-10)
TREASURE:	D
ALIGNMENT:	Neutral

NO. APPEARING:	1-10
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	14 + 1-3 hit points
THACO:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 or by weapon (2-12 + 8)
SPECIAL ATTACKS:	Hurling rocks for 3-30 (3d10)
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (18' tall)
MORALE:	16
XP VALUE:	8,000
Infant	Nil
Juvenile, -3	1,400
Juvenile, -2	4,000
Juvenile, -1	7,000
Elder	9,000
Spell caster	9,000

Stone giants are lean, but muscular. Their hard, hairless flesh is smooth and gray, making it easy for them to blend in with their mountainous surroundings. Their gaunt facial features and deep, sunken black eyes make them seem perpetually grim.

The typical stone giant is 18' tall and weighs 9,000 pounds because of its dense flesh. Females are a little shorter and lighter. The giants' natural Armor Class is 0. They do not wear armor to augment that, preferring to wear stone-colored garments. Stone giants can live to be 800 years old.

Stone giants, like several other giant races, carry some of their belongings with them. They leave their more valuable items in their lairs, however. A typical stone giant's bag will contain 2-24 (2d12) throwing rocks, a portion of the giant's wealth, and 1-8 additional common items.

Stone giants speak their own language, as well as those of hill giants, cloud giants, and storm giants. In addition, 50% of the giants also speak the common language of man.

Combat: When possible, stone giants fight from a distance. They are able to hurl rocks a minimum distance of 3 yards to a maximum distance of 300 yards, doing 3-30 (3d10) points of damage with each rock. These giants are able to catch stones and similar missiles 90% of the time. A favorite tactic of stone giants is to stand nearly motionless against rocks, blending in with the background, then moving forward to throw rocks, surprising their foes. Many giants set up piles of rocks near their lair which can be triggered like an avalanche when intruders get too close.

When stone giants are forced into melee combat, they use large clubs chiseled out of stone which do 2-12 (2d6) + 8 points of damage; double normal (man-sized) club damage plus the giant's strength bonus.

Habitat/Society: Stone giants prefer to dwell in deep caves high on rocky, storm-swept mountains. They normally live in the company of their relatives, though such a clans usually include no more than 10 giants. Clans of giants do locate their lairs near



each other, however, for a sense of community and protection. A mountain range commonly has 2-8 clans lairing there.

Stone giants are crude artists, painting scenes of their lives on the walls of their lairs and on tanned hide scrolls. Some giants are fond of music and play stone flutes and drums. Others make simple jewelry, fashioning painted stone beads into necklaces.

If eight or more giants are encountered in a clan's lair, one quarter will be female, one quarter male, and the remainder offspring. To determine a giant's maturity, roll 1d4. A roll of 4 indicates an infant with no combat ability and hit points of an ogre; rolls of 1-3 indicate older progeny with hit dice, damage, and attack rolls equal to those of a hill giant.

One in 20 stone giants develop special abilities related to their environment. These giant elders are able to *stone shape*, *stone tell*, and *transmute rock to mud* (or mud to rock) once per day as if they were 5th level mages. One in 10 of these exceptional giants can also cast spells as if he were a 3rd level wizard. Their spells can be determined randomly or chosen to fit a specific encounter as desired. Frequently these giants are able to rise to positions of power and are considered the leaders of several clans.

Stone giants are usually found in mountain ranges in temperate and sub-tropical areas. Stone giants are fond of cave bears and 75% of their lairs will have 1-8 of them as guards. The few stone giants living in cold areas use polar bears as guards.

Stone giants are playful, especially at night. They are fond of rock throwing contests and other games that test their might. Tribes of giants will often gather to toss rocks at each other, the losing side being the giants who are hit more often.

Ecology: Stone giants are omnivorous, but they will eat only fresh food. They cook and eat their meat quickly after it has been killed. They use the skins of the animals for blankets and trade what they do not need with nearby human communities in exchange for bolts of cloth or herd animals which they use for food. Many stone giant bands keep giant goats in and near their lairs so they will have a continuous supply of milk, cheese, and butter.

Giant, Storm

CLIMATE/TERRAIN:	Special (see below)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	E, Qx10, S
ALIGNMENT:	Chaotic good

NO. APPEARING:	1 (2-4)
ARMOR CLASS:	0 (-6)
MOVEMENT:	15, Sw 15
HIT DICE:	19 + 2-7 hit points
THACO:	3
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10 or by weapon (3-30 + 12)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Impervious to electricity
MAGIC RESISTANCE:	Nil
SIZE:	G (26' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	13,000
Infant	Nil
Juvenile, -3	1,400
Juvenile, -2	4,000
Juvenile, -1	7,000
Spell caster, 1st	14,000
Spell caster, 2nd	14,000
Spell caster, 3rd	14,000
Spell caster, 4th +	16,000

Storm giants are gentle and reclusive. They are usually tolerant of others, but can be very dangerous when angry.

Storm giants resemble well-formed humans of gargantuan proportions. Adult males and females are about 26' tall and weigh about 15,000 pounds. Storm giants have pale, light green or (rarely) violet skin. Green-skinned storm giants have dark green hair and glittering emerald eyes. Violet-skinned storm giants have deep violet or blue-black hair with silvery gray or purple eyes. Storm giants can live to be 600 years old.

A storm giant's garb usually is a short, loose tunic belted at the waist, sandals or bare feet, and a headband. They wear a few pieces of simple, but finely crafted jewelry: anklets (favored by bare-footed giants), rings, or circlets being most common.

Storm giants usually carry pouches attached to their belts. These hold only a few tools, necessities, and a simple musical instrument—usually a panpipe or harp. Other than the jewelry they wear, they prefer to leave their wealth in their lairs.

They speak their own language as well as cloud giant, the tongue common to all giants, and the common tongue of humankind.

Combat: All storm giants are immune to electricity and lightning. They use weapons and special abilities instead of hurling rocks, but can catch large missiles 65% of the time.

Storm giants are born with *water breathing* ability, and can move, attack, and use magic under water as if they were on land. Juvenile and adult storm giants can cast *control weather* and levitate spells lifting their own weight and as much as 4,000 additional pounds twice a day. Adult storm giants also can *predict weather*, *call lightning* (3 bolts of 15 8-sided dice each), *lightning bolt* (1 bolt of 15 6-sided dice), *control winds*, and use *weather summoning* once a day. A storm giant uses its magical abilities at 15th level. An angry storm giant usually will *summon* a storm and *call lightning*.

They employ gigantic two-handed swords in battle. A storm giant's oversized weapons do triple normal (man-sized) damage



to all opponents, plus the giant's strength bonus. Thus, a storm giant's two-handed sword does 3-30 (3d10) + 12 points of damage. They also use massive composite bows which have a 300 yard range and do 3-18 (3d6) points of damage. There is a 10% chance that any storm giant will have enchanted weapons.

A storm giant's natural Armor Class is 0. In battle, storm giants usually wear elaborate bronze plate mail (AC -6).

Habitat/Society: Storm giants are retiring and solitary, but not shy. They live in castles built on cloud islands (60%), mountain peaks (20%), or underwater (10%). They live quiet, reflective lives and spend their time musing about the world, composing and playing music, and tilling their land or gathering food. Land- and air-dwelling storm giants usually are on good terms with neighboring silver dragons and good cloud giants, and cooperate with them for mutual defense. Aquatic storm giants have similar relationships with mermen and bronze dragons.

When two or more storm giants are encountered in lair they will be a mated couple and their children. To determine each young giant's maturity, roll 1d4. A roll of 4 indicates an infant with no combat ability and hit points of ogre; rolls of 1-3 indicate older progeny with hit dice, damage, and attack rolls equal to that of a cloud giant.

There is a 20% chance that an adult storm giant is also a priest (70%) or priest/wizard (30%). Storm giants can attain 9th level as priests and 7th level as wizards. Storm giant priests can cast regular spells from the Animal, Charm, Combat, Creation, Guardian, Healing, Plant, Weather, and Sun spheres. Storm giant wizards are generalists, and typically know spells from the Alteration, Invocation/Evocation, Conjunction/Summoning, and Abjuration schools.

Storm giant lairs are always protected by guards. Land or aerial lairs have 1-2 rocs (70%), which also serve as mounts, or 1-4 griffons (30%). Underwater lairs have 2-8 (2d4) sea lions.

Ecology: Storm giants live off the land in the immediate vicinity of their lairs. If the natural harvest is not enough to sustain them, they create and carefully till large areas of gardens, fields, and vineyards. They do not keep animals for food, preferring to hunt.

Gnolls

	Gnoll	Flind
CLIMATE/TERRAIN:	Any tropical to temperate non-desert	Any tropical to temperate non-desert
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Tribe	Tribe
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Average (8-10)
TREASURE:	D, Qx5, S (L, M)	A
ALIGNMENT:	Chaotic evil	Lawful evil
NO. APPEARING:	2-12 (2d6)	1-4
ARMOR CLASS:	5 (10)	5 (10)
MOVEMENT:	9	12
HIT DICE:	2	2+3
THACO:	19	17
NO. OF ATTACKS:	1	1 or 2
DAMAGE/ATTACK:	2-8 (2d4) (weapon)	1-6 or 1-4 (weapons)
SPECIAL ATTACKS:	Nil	Disarm
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (7 $\frac{1}{2}$ ' tall)	M (6 $\frac{1}{2}$ ' tall)
MORALE:	Steady (11)	Steady (11-12)
XP VALUE:	35	65
Leaders & guards	65	
Leader	120	
Chieftain	120	

Gnolls are large, evil, hyena-like humanoids that roam about in loosely organized bands.

While the body of a gnoll is shaped like that of a large human, the details are those of a hyena. They stand erect on two legs and have hands that can manipulate as well as those of any human. They have greenish gray skin, darker near the muzzle, with a short reddish gray to dull yellow mane.

Gnolls have their own language and many also speak the tongues of flinds, trolls, orcs, or hobgoblins.

Combat: Gnolls seek to overwhelm their opponents by sheer numbers, using horde tactics. When under the direction of flinds or a strong leader, they can be made to hold rank and fight as a unit. While they do not often lay traps, they will ambush or attempt to attack from a flank or rear position. Gnolls favor swords (15%), pole arms (35%) and battle axes (20%) in combat, but also use bows (15%), morningstars (15%).

Habitat/Society: Gnolls are most often encountered underground or inside abandoned ruins. When above ground they operate primarily at night. Gnoll society is ruled by the strongest, using fear and intimidation. When found underground, they will have (30% chance) 1-3 trolls as guards and servants. Above ground they keep pets (65% of the time) such as 4-16 hyenas (80%) or 2-12 hyaenodons (20%) which can act as guards.

A gnoll lair will contain between 20 and 200 adult males. For every 20 gnolls, there will be a 3 hit die leader. If 100 or more are encountered there will also be a chieftain who has 4 hit dice, an Armor Class of 3, and who receives a +3 on his damage rolls due to his great strength. Further, each chieftain will be protected by 2-12 (2d6) elite warrior guards of 3 Hit Dice (AC 4, +2 damage).

In a lair, there will be females equal to half the number of males. Females are equal to males in combat, though not usually as well armed or armored. There will also be twice as many young as there are adults in the lair, but they do not fight. Gnolls always have at least 1 slave for every 10 adults in the lair, and may have many more.



Gnolls will work together with orcs, hobgoblins, bugbears, ogres, and trolls. If encountered as a group, there must be a relative equality of strength. Otherwise the gnolls will kill and eat their partners (hunger comes before friendship or fear) or be killed and eaten by them. They dislike goblins, kobolds, giants, humans, demi-humans and any type of manual labor.

Ecology: Gnolls eat anything warm blooded, favoring intelligent creatures over animals because they scream better. They will completely hunt out an area before moving on. It may take several years for the game to return. When allowed to die of old age, the typical gnoll lives to be about 35 years old.

Flind

The flind is similar to a gnoll in body style, though it is a little shorter, and broader. They are more muscular than their cousins. Short, dirty, brown and red fur covers their body. Their foreheads do not slope back as far, and their ears are rounded, but still animal like.

Flinds use clubs (75%) which inflict 1-6 points of damage and flindbars (25%) which do 1-4 points of damage. A flindbar is a pair of chain-linked iron bars which are spun at great speed. A flind with a flindbar can strike twice per round. Each successful hit requires the victim to save versus wands or have his weapon entangled in the chain and torn from his grasp by the flindbar. Due to their great strength, flinds get a +1 on their attack rolls.

Flinds are regarded with reverence and awe by gnolls. Flind leaders are 3+3 hit dice, at least 13 intelligence and 18 charisma to gnolls (15 to flinds), and always use flindbars.

Gnome

CLIMATE/TERRAIN:	Any woods or hills
FREQUENCY:	Rare
ORGANIZATION:	Clans
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	C, Qx20 (Mx3)
ALIGNMENT:	Neutral good

NO. APPEARING:	4-12 (3d4)
ARMOR CLASS:	5 (10)
MOVEMENT:	6
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 (by weapon)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Special
SIZE:	Small (3' tall)
MORALE:	Steady (12)
XP VALUE:	65
Leaders	120

Smaller relatives of the dwarves, gnomes are shy and rarely seen by other demi-humans. They tend to dwell near secluded forests, and live peaceful lives.

Short and stout, the gnome looks like a compact version of the dwarf, although two major facial features help to distinguish them. Gnomes do not let their beards grow longer than half a foot, and they have long, broad noses fully twice the size of any dwarf's. The skin of a gnome is any shade of wooden brown, sometimes with a hint of gray. Their hair is white, and their eyes are shades of blue. Gnomish clothing tends toward leather and earth tones, with jewelry to match.

Gnomes speak their own language and are often able to converse with kobolds, goblins, halflings, and dwarves. Further, many are able to communicate with burrowing mammals via a basic language of signs and animal sounds.

Combat: Gnomes are likely to use any strategy in combat that is not blatantly treacherous. Their great hatred of kobolds and goblins gives them a +1 on their attack rolls when fighting them. All giant class creatures (gnolls, bugbears, ogres, trolls, giants, etc.) must subtract 4 from their attack rolls when fighting gnomes.

Gnomes can use any weapon that matches their size, and always carry a second (or even third) weapon. They are fond of studded leather armor and small shields (AC 6). Their leaders will have chain mail (AC 4) and any gnome above 5th level has plate mail (AC 2). There is a 10% chance for each level above 5th that the gnome's armor or weapon is magical (roll separately for each). Roll percentile dice two or three times (DM's discretion) on the table below to determine their weapons.

Club (or war hammer)	01-40%
Short sword	41-70%
Spear	71-85%
Short bow (or crossbow)	86-90%
Sling	91-95%
Dagger	96-00%

Gnomes are highly resistant to magic or poison and save as if they were 4 levels higher than they really are. Gnomes can be priests or fighters, but prefer being thieves and illusionists. Spell casters have a 10% chance per level of having 1-3 magical items (not weapons or armor) usable by their character class.



Habitat/Society: Gnomes live in underground burrows in remote woods. They are clannish, with a friendly rivalry between nearby clans. They spend their lives mining, tunneling and enjoying the peaceful quiet of the woods. Gnomes work hard, and play hard. They observe many festivals and holidays, which usually involve games and swapping of grand tales. Their society is well organized, with many levels of responsibility, culminating in a single chief. The clerics share leadership with the chief, but only for those matters directly relating to their calling. Internal strife in a gnome tribe is uncommon, although not unheard of.

A gnomish lair will be home to some 40-400 (4d10x10) adult males. For every 40 gnomes there is a fighter of 2nd to 4th level (1d3+1). If 160 or more are encountered there is also a 5th level chief and a 3rd level lieutenant. If 200 or more are met, there is a cleric or illusionist of 4th to 6th level (d3+3). If 320 or more are met, add a 6th level fighter, 2 5th level fighters, a 7th level cleric, 4 3rd level clerics, a 5th level illusionist and 2 2nd level illusionists.

Also in the lair, there will be a number of females equal to the number of males and children equal to 1/4 the total number of adults. Gnomes use animals to guard their homes, 5-30 (5d6) badgers (70%), 3-12 (3d4) giant badgers (20%), or 2-8 (2d4) wolvenines (10%). These creatures are not bound or caged, but are free creatures that have chosen to stay near the tribe.

Ecology: Gnomes are very much a magical part of nature, existing in harmony with the land they inhabit. They choose to live underground for protection and to avoid marring the works of nature. Gnomes eat meat only if no other food source is available. They have an average life span of around 600 years and are capable of detecting slopes and other underground constructions as described in the *Player's Handbook*.

Goblin

CLIMATE/TERRAIN:	Any non-arctic land
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low to average (5-10)
TREASURE:	C (K)
ALIGNMENT:	Lawful evil

NO. APPEARING:	4-24 (4d6)
ARMOR CLASS:	6 (10)
MOVEMENT:	6
HIT DICE:	1-1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 (by weapon)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	Small (4' tall)
MORALE:	Average (10)
XP VALUE:	15
Chief & sub-chiefs	35

These small, evil humanoids would be merely pests, if not for their great numbers.

Goblins have flat faces, broad noses, pointed ears, wide mouths and small, sharp fangs. Their foreheads slope back, and their eyes are usually dull and glazed. They always walk upright, but their arms hang down almost to their knees. Their skin colors range from yellow through any shade of orange to a deep red. Usually a single tribe has members all of about the same color skin. Their eyes vary from bright red to a gleaming lemon yellow. They wear clothing of dark leather, tending toward dull soiled-looking colors.

Goblin speech is harsh, and pitched higher than that of humans. In addition to their own language, some goblins can speak in the kobold, orc, and hobgoblin tongues.

Combat: Goblins hate bright sunlight, and fight with a -1 on their attack rolls when in it. this unusual sensitivity to light, however, serves the goblins well underground, giving them infra-vision out to 60 feet. They can use any sort of weapon, preferring those that take little training, like spears and maces. They are known to carry short swords as a second weapon. They are usually armored in leather, although the leaders may have chain or even plate mail.

Goblin strategies and tactics are simple and crude. They are cowardly and will usually avoid a face-to-face fight. More often than not, they will attempt to arrange an ambush of their foes.

Habitat/Society: Humans would consider the caves and underground dwellings of goblins to be dank and dismal. Those few tribes that live above ground are found in ruins, and are only active at night or on very dark, cloudy days. They use no form of sanitation, and their lairs have a foul stench. Goblins seem to be somewhat resistant to the diseases that breed in such filth.

They live a communal life, sharing large common areas for eating and sleeping. Only leaders have separate living spaces. All their possessions are carried with them. Property of the tribe is kept with the chief and sub-chiefs. Most of their goods are stolen, although they do manufacture their own garments and leather goods. The concept of privacy is largely foreign to goblins.

A typical goblin tribe has 40-400 (4d10 x 10) adult male warriors. For every 40 goblins there will be a leader and his 4 assistants, each having 1 hit die (7 hit points). For every 200 goblins



there will be a sub-chief and 2-8 (2d4) bodyguards, each of which has 1 + 1 Hit Dice (8 hit points), is Armor Class 5, and armed with a battle axe. The tribe has a single goblin chief and 2-8 (2d4) bodyguards each of 2 Hit Dice, Armor Class 4, and armed with two weapons.

There is a 25% chance that 10% of their force will be mounted upon huge worgs, and have another 10-40 (1d4x10) unmounted worgs with them. There is a 60% chance that the lair is guarded by 5-30 (5d6) such wolves, and a 20% chance of 2-12 (2d6) bugbears. Goblin shamans are rare, but have been known to reach 7th level. Their spheres include: Divination, Healing (reversed), Protection, and Sun (reversed).

In addition to the males, there will be adult females equal to 60% of their number and children equal to the total number of adults in the lair. Neither will fight in battles.

A goblin tribe has an exact pecking order; each member knows who is above him and who is below him. They fight amongst themselves constantly to move up this social ladder.

They often take slaves for both food and labor. The tribe will have slaves of several races numbering 10-40% of the size of the tribe. Slaves are always kept shackled, and are staked to a common chain when sleeping.

Goblins hate most other humanoids, gnomes and dwarves in particular, and work to exterminate them whenever possible.

Ecology: Goblins live only 50 years or so. They do not need to eat much, but will kill just for the pleasure of it. They eat any creature from rats and snakes to humans. In lean times they will eat carrion. Goblins usually spoil their habitat, driving game from it and depleting the area of all resources. They are decent miners, able to note new or unusual construction in an underground area 25% of the time, and any habitat will soon be expanded by a maze-like network of tunnels.

Golem, General

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

Golems are magically created automatons of great power. The construction of one involves mighty magics and elemental forces.

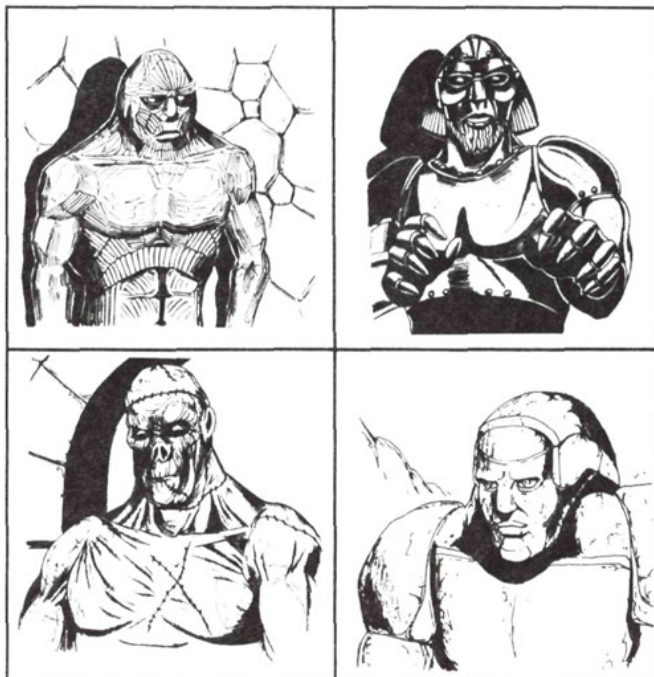
Background: Golems predate any known writings. The wizard who discovered the process, if indeed there was only one, is not known. Some of the rediscoverers have written down their secrets in various arcane manuals, enchanted to aid the reader in constructing the golem. It is thought that the first golem created was a flesh golem, possibly an accident of some great wizard experimenting with reanimating human bodies. Flesh golems are easier to make than any other sort because they are made of organic material that once lived. Later, the process was generalized to suit certain earthen materials, which produces much stronger golems. Strangely enough, the clay golem can only be animated by priests.

Theory: Golems are all made from some sort of elemental material. So far, the great wizards have only discovered how to use various earthen materials, such as clay, stone and iron, to make golems. The sole exception is the flesh golem, due to the special properties of its organic body. The animating force of the golem is an elemental spirit from the elemental plane of earth. Since the spirit is not a natural part of the body, it is not affected by most spells or even by most weapons (see individual descriptions). The process of creating the golem binds the unwilling spirit to the artificial body, and enslaves it to the will of the golem's creator. The nature of this spirit is unknown, and has so far eluded the grasp of all researchers. What is known is that it is hostile to all prime material plane life forms, especially toward the spell caster that bound it to the golem.

The carving or assembling of the golem's physical body is an exacting task. Most spell casters end up hiring skilled labor to do it for them, such as a stone mason or dwarf for stone golems, etc. If the maker has no experience working in that material, the construction time is doubled. The known spells for creating golems specify the size of the creature. Anything bigger or smaller won't work, although it might be worth investigating a new spell that would. The material costs listed do not include the base physical body itself, only the unusual materials and spell components that are consumed or become a permanent part of the golem. The rituals used to animate the golem require a full uninterrupted month to complete. In all cases the spells used can come from devices, such as wands or scrolls. If a magical tome is used to make the golem, no spells are needed, and the level of the spell caster can be significantly lower.

Flesh Golems

Only a wizard of at least 14th level can create a flesh golem. The pieces of the golem must be sewn together from the dead bodies of normal humans that have not decayed significantly. This requires a full month to complete. A minimum of 6 different bodies must be used, one for each limb, one for the torso (with head), and a different one for the brain. In some cases, more bodies may be necessary to form a complete golem. Other materials and ceremonial items for the spells cost 40,000 gold pieces, and are consumed in the casting. The spells needed are *wish*, *polymorph any object*, *geas*, *protection from normal missiles*, and *strength*.



Clay Golems

Only a lawful good priest of at least 17th level can create a clay golem. The body is sculpted from a single block of clay weighing at least 1000 pounds, which takes about a month. The other materials and spell components cost roughly 20,000 gold pieces. The vestments, which are not consumed and can be reused, cost 30,000 gold pieces. The spells used are *resurrection*, *animate object*, *commune*, *prayer*, and *bless*.

Stone Golems

Only a wizard of at least 16th level can create a stone golem. The body is chiseled from a single block of hard stone, such as granite, weighing at least 3000 pounds, which takes 2 months. The materials and spell components cost 60,000 gold pieces and the spells used are *wish*, *polymorph any object*, *geas*, and *slow*.

Iron Golems

Only a wizard of at least 18th level can create an iron golem. It takes 3 months, and 5000 pounds of iron, to build the body, which must be done by a skilled iron smith. The materials and spell components cost 80,000 gold pieces. The spells used in the ritual are *wish*, *polymorph any object*, *geas*, and *cloud kill*. Construction of the body requires an ornate sword which is incorporated into the monster. A magical sword can be used, in which case there is a 50% chance that it is drained of magic when the golem is animated. The golem can only use those abilities of the sword that are automatic. Any property that requires a command word, or any sentient ability of the sword are lost. If the sword is ever removed from the golem, it loses all of its magic.

Golems, Lesser

	Flesh	Clay
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	Semi- (2-4)	Non- (0)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	9	7
MOVEMENT:	8	7
HIT DICE:	9 (40 hp)	11 (50 hp)
THACO:	11	9
NO. OF ATTACKS:	2	1
DAMAGE/ATTACK:	2-16 (2d8)/2-16 (2d8)	3-30 (3d10)
SPECIAL ATTACKS:	Nil	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (7'1/2' tall)	L (8' tall)
MORALE:	Fearless (19-20)	Fearless (19-20)
XP VALUE:	5000	8000



A golem is an artificial humanoid body which is animated by an elemental spirit and under the control of its creator.

Flesh Golem

The flesh golem stands a head and a half taller than most humans and weighs almost 350 pounds. It is made from a ghoulish collection of stolen human body parts, stitched together to form a single composite human body. Its skin is the sickly green or yellow of partially decayed flesh. A flesh golem smells faintly of freshly dug earth and dead flesh. No natural animal, such as a dog, will willingly track a flesh golem. It wears whatever clothing its creator desires, usually just a ragged pair of trousers. It has no possessions, including weapons. The golem can not speak, although it can emit a hoarse roar of sorts. It walks and moves with a stiff jointed gait, as if it is not in complete control over its body parts.

Combat: The lesser golems are mindless in combat. They follow the orders of their master explicitly, and are incapable of any strategy or tactics. They are emotionless in combat, and cannot be easily provoked (unless they have broken control and gone berserk). They will not use weapons for combat, even if ordered to, always preferring to strike with their fists. Flesh golems have a strength of 19 for purposes of lifting, throwing or breaking down doors.

Flesh golems can only be struck by a magical weapon. Fire and cold based spells merely slow them for 2-12 (2d6) rounds. Any electrical attack restores 1 hit point for each die of damage it would normally have done. All other spells are ignored by the creature.

The elemental spirit in a lesser golem is not bound strongly, resulting in a 1% cumulative chance per round of combat, calculated independently for each fight, that it will break free of its master. The flesh golem's master has a 10% chance per round of regaining control. To do this he must be within 60 feet of the flesh golem, and the creature must be able to see and hear its master. No special spells are required to regain control, its creator just has to talk to it forcefully and persuasively, to convince it to obey.

Habitat/Society: Golems are automatons, artificially created and under the direct control of their creator. They have no society and are not associated with any particular habitat. They are frequently used to guard valuable items or places. A lesser golem

can obey simple instructions involving a single, direct action. They make poor servants because each detail of a task must be given as a separate command.

Ecology: Golems are not natural creatures, and play no part in the world's ecology. They neither eat nor sleep, and "live" until their bodies are destroyed, usually in combat.

Clay Golem

The clay golem is a humanoid body made from clay, standing a full 2 heads taller than a normal man. It weighs around 600 pounds. The features are grossly distorted from the human norm. The chest is overly large, with arms attached by a thick knot of shoulder. Its arms hang down to its knees, and end in short stubby fingers. It has no neck, and a large head with broad flat features. Its legs are short and bowlegged, with wide flat feet. A clay golem wears no clothing except for a metal or stiff leather garment around its hips. It smells faintly of clay. The golem can not speak, or make any noise. It walks and moves with a slow and clumsy gait, almost looking as if it were not in control over its actions.

Combat: Clay golems conform to the strategies listed above for the flesh golem except as noted here. A clay golem has a strength of 20 for the purposes of lifting, throwing or smashing objects. They can only be struck by magical blunt weapons such as hammers or maces. A *move earth* spell will drive the golem back 120 feet and inflict 3-36 (3d12) points of damage upon it. A *disintegrate* spell merely slows the golem for 1-6 rounds and causes 1-12 points of damage. An *earthquake* spell cast directly at a clay golem will stop it from moving that turn and inflict 5-50 (5d10) points of damage. After it has engaged in at least one round of combat, the clay golem can *haste* itself for 3 rounds. It can only do this once per day. Damage done by the golem can only be cured by a *heal* spell from a priest of 17th level or greater.

The elemental spirit in a lesser golem is not bound strongly, resulting in a 1% cumulative chance per round of combat, calculated independently for each fight, that it will break free of its master. If a clay golem does manage to break control, it becomes a berserker, attacking everything in sight until it is destroyed. Its first action is to *haste* itself, if it can. Unlike the flesh golem, there is no chance to regain control of a rampaging clay golem.

Golems, Greater

	Stone	Iron
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	Non- (0)	Non- (0)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	5	3
MOVEMENT:	6	6
HIT DICE:	14 (60 hp)	18 (80 hp)
THACO:	7	3
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	3-24 (3d8)	4-40 (4d10)
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (9½' tall)	L (12' tall)
MORALE:	Fearless (19-20)	Fearless (19-20)
XP VALUE:	10,000	15,000



A greater golem is an artificial humanoid body which has been animated by an elemental spirit but remains under the complete control of its creator.

Stone Golem

A stone golem is 9½ feet tall, and weighs around 2000 pounds. Its body is of roughly chiseled stone, frequently stylized to suit its creator. For example it might be carved to look like it is wearing armor with a particular symbol on the chest plate. Sometimes designs are worked into the stone of its limbs. The head may be chiseled to resemble a helmet or other head piece. Regardless of these elements, it always has the basic humanoid parts (2 arms, 2 legs, head with 2 eyes, nose, mouth etc.). It is always weaponless and never wears clothing.

Combat: Greater golems are mindless in combat, only following the simple tactics of their masters. They are completely emotionless and cannot be swayed in any way from their instructions. They will not pick up and use weapons in combat, even if ordered to, always preferring their fists. Stone golems have a strength of 22, for purposes of breaking or throwing things.

The stone golem is immune to any weapon, except those of +2 or better enchantment. A *rock to mud* spell slows a golem for 2-12 (2d6) rounds. Its reverse, *mud to rock* acts to heal the golem, restoring all lost hit points. A *flesh to stone* spell does not actually change the golem's structure, but does make it vulnerable to any normal attack for the following round. This does not include spells, except those that will cause direct damage. All other spells are ignored. Once every other round, the stone golem can cast a *slow* spell upon any opponent with 10 feet of it.

Habitat/Society: Golems are automatons, artificially created and under the direct control of their creator. They have no society and are not associated with any particular habitat. They are frequently used to guard valuable items or places. Unlike the lesser golems, the greater golems are always under the complete control of their master. A greater golem can obey simple instructions involving direct actions with simple conditional phrases. Although this is better than a lesser golem is capable of following, they still

make poor servants. Any given task could take several separate commands to direct the golem to its completion.

Ecology: Golems are not natural creatures, and play no part in the ecology of the world. They neither eat nor sleep, and "live" until they are destroyed, usually in combat. Certain spells (see above) can be used to heal or repair any damage done to them in combat. This is usually done by their creators to insure long and valuable service.

Iron Golem

An iron golem is twice the height of a normal man, and weighs around 5000 pounds. It can be fashioned in any stylized manner, just like the stone golems, although it almost always is built displaying armor of some sort. Its features are much smoother in contrast to the stone golem. Iron golems are sometimes found with a short sword (relative to their size) in one hand. On extremely rare occasions this sword will be magical.

The iron golem cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves with a ponderously smooth gait at half the speed of a normal man. Each step causes the floor to tremble, unless it is on a thick, solid foundation.

Combat: The iron golem conforms to the strategies listed for the stone golem except as described here. It has a strength of 24 for the purposes of lifting, throwing or breaking objects. The iron golem is immune to any weapon, except those of +3 or better enchantment. Magical electrical attacks will *slow* it for 3 rounds, and magical fire attacks actually repair 1 hit point of damage for each hit die of damage it would have caused. All other spells are ignored. Iron golems are subject to the damage inflicted by a rust monster. Once every 7 rounds, beginning either the first or second round of combat, the iron golem breathes out a cloud of poisonous gas. It does this automatically, with no regard to the effects it might have. The gas cloud fills a 10 foot cube directly in front of it, which dissipates by the following round, assuming there is somewhere for the gas to go.

Halfling

	Hairfoot	Tallfellow	Stout
CLIMATE/TERRAIN:	Pastoral	Hills, forests	Hills, mountains
FREQUENCY:	Uncommon	Rare	Rare
ORGANIZATION:	Community	Community	Community
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Very (11-12)	Very (11-12)	Very (11-12)
TREASURE:	K (B)	K (B)	K (B)
ALIGNMENT:	Lawful good	Lawful good	Lawful good
NO. APPEARING:	2-12 (2d6)	2-12 (2d6)	2-12 (2d6)
ARMOR CLASS:	7 (10)	6 (10)	6 (10)
MOVEMENT:	6 (9)	6 (9)	6 (9)
HIT DICE:	1-6 hit points	1-6 hit points	1-6 hit points
THAC0:	20	20	20
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-6 (weapon)	1-6 (weapon)	1-6 (weapon)
SPECIAL ATTACKS:	+3 with bows and slings	+3 with bows and slings	+3 with bows and slings
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (3 1/2')	S (4')	S (3 1/2')
MORALE:	Steady (11-12)	Steady (11-12)	Steady (11-12)
XP VALUE:	35	35	35



Halflings are a hard-working race of peaceful citizens. Their communities are similar to those of humans, although they usually contain many burrow homes in addition to surface cottages.

Halflings average 3 1/2 feet in height, have ruddy complexions, with sandy to dark brown hair, and blue or hazel eyes. Their dress is often colorful but serviceable, and they like to wear caps or tunics. In addition to their own language, many halflings also speak the common tongue, gnome, goblin, and orcish.

Combat: Halflings fight with great ferocity in defense of good or their home. They are very skilled with both the sling and the bow (receiving a +3 bonus on all attack rolls) and use these weapons to great advantage in battle. Their tactics often involve feints to draw their attackers into the open where they can be subjected to a volley of fire from cover.

When equipped for battle, halflings wear padded or leather armor. A halfling force is usually armed with short swords and hand axes. In addition, two-thirds of the halflings will be carrying either a sling or short bow.

All halflings above normal level will have Armor Class 6, while those of 3rd or 4th level wear chain mail over their leather (AC 4). Higher level halflings have a 10 percent chance per level of having a magic weapon or armor.

As all halflings are naturally resistant to magic and poisons they save at 4 levels above their actual level. In addition, halflings are exceedingly clever at quiet movement and hiding. In combat, their opponents receive a -5 on their surprise roll. In natural terrain halflings are considered *invisible* when they are hiding in vegetation.

Habitat/Society: Halfling villages will generally have between 30 and 300 (30d10) individuals living in them. For every 30 halflings in a particular community there will be two 2nd level fighters and a 3rd level priest. If more than 90 halflings are encountered there will be an additional leader of 3rd level fighting ability. If more than 150 are encountered there will also be the following additional halfling warriors in the group: one 4th level fighter, two 3rd level fighters and three 2nd level fighters. Further, a community of 150 halflings will have a 5th level priest.

Cheerful and outgoing, halflings, take great pleasure in simple crafts and nature. Their fingers, though short, are very dexterous allowing them to create objects of great beauty. Halflings shun water and extremes in temperature preferring to settle in temperate pastoral countryside.

Ecology: Halflings hunt occasionally, but prefer breads, vegetables and fruits, with an occasional pheasant on the side. They have a life expectancy of 100 years on the average.

Tallfellow

A taller (4' +) and slimmer halfling with fair skin and hair, tallfellows are somewhat rare among the halfling folk. Tallfellows generally speak the language of elves in addition to those listed previously and greatly enjoy their company. In combat, tallfellows often ride ponies and carry spears or small lances. Tallfellows of strength 17 or more can rise to 6th level fighting ability. They live 180 years on average.

Stout

These halflings are shorter and stockier than the more common hairfoots. Stouts take great pleasure in gems and fine masonry, often working as jewelers or stone cutters. They rarely mix with humans and elves, but enjoy the company of dwarves and often speak their language fluently. Like dwarves, stouts have infravision (90') and can detect sloping passageways (75% chance). Stouts with a strength score of 17 or better can work their way up to the 6th level of fighting ability. Their ties with the dwarven folk have spilled over into their combat tactics, with many stouts employing hammers and morningstars in combat. Stouts also have no dislike of water and, in fact, many are excellent swimmers. Stouts can reach an age of 140 or more years.

Harpy

CLIMATE/TERRAIN:	Temperate, tropical land or coast
FREQUENCY:	Rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	R (C)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	2-12 (2d6)
ARMOR CLASS:	7
MOVEMENT:	6, Fl 15 (C)
HIT DICE:	7
THACO:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-3/1-3/1-6 or 1-3/1-3/weapon
SPECIAL ATTACKS:	Singing and charm
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6')
MORALE:	Elite (13-14)
XP VALUE:	1400

Harpies are wicked avian beasts that prey upon nearly all creatures but prefer the flesh of humans and demihumans.

Harpies have the bodies of vultures but the upper torsos and heads of women. Their human features are youthful, but hideous, with frayed unkempt hair and decaying teeth. A foul odor surrounds all harpies and that which they touch. Harpies never bathe nor clean themselves in any way. Their dress, if anything, is limited to tattered rags and shiny trinkets taken from previous victims.

The language of harpies, in contrast to their enticing song, is a horrible collection of cackles and shrieks. Although there are instances of harpies which could speak the languages of other creatures, these are few and far between.

Combat: The song of the harpies has the ability to charm all humans and demihumans who hear it (elves are resistant to the charm). Those who fail their saving throw versus spell will proceed towards the harpy with all possible speed, only to stand entranced while the harpy slays them at its leisure. This charm will last as long as the harpy continues to sing. Harpies can sing even while engaged in melee.

It is impossible to fend off a harpy song simply by clapping hands over ears because the charm takes effect the moment the first note is heard. Characters making prior preparations to block out the sound, (wax in ears, etc.), are immune to the effects of the song. In addition, characters who make their saving throw are thereafter immune to its effect, until such time as they encounter a different group of harpies.

If forced to fight, harpies can do so quite effectively by delivering a vicious bite and raking simultaneously with their talons. About 50% of all harpies encountered will use weapons, usually a bone club (damage 1-8) which they wield surprisingly well.

The touch of a harpy upon a charmed individual has a similar, though somewhat less potent, effect. Those who are touched and miss their saving throw versus spell will stand mesmerized for 20 + 1d10 hours.

The effect of either charm is broken if the harpy is slain.

Habitat/Society: Harpies make their home upon coastlines in regions near shipping lanes and by well-traveled paths. There they use their song to lure travelers to their doom.

Their lair is usually a shallow cave, which they defile until no



animal dare approach it. Here they remain unless hunting. Harpies often carry victims back to their lair to devour them in more familiar surroundings.

Harpies have little use for treasure, other than the shiny baubles which they often attach to their clothes. Other items, such as gold and weapons, are frequently interspersed amongst the filth and bones that litter the cave. This refuse can reach a depth of several feet in the oldest of harpy lairs.

A typical harpy lair houses about a half-dozen of these wretched creatures. No male harpies have ever been seen and it seems that harpies can reproduce at will by laying a single egg every other year. Harpies take no care of their young, which live off carcasses and cave vermin until they themselves are old enough to sing and hunt.

Harpies have no social structure, frequently quarreling over who gets what part of a victim and when to stop the torturing and start the feasting. Occasionally these quarrels will turn violent, so that more than one harpy feast has begun with the last minute addition of the losing harpy to the menu.

Harpies will occasionally agree to cooperate in evil acts with other humanoids.

Ecology: Harpies hunt all manner of beasts, remaining in an area for as long as the food supply lasts. They are despised and greatly feared by all creatures weaker than themselves.

Harpies have a voracious appetite, devouring all manner of man and beast. They take great delight in torture, and frequently kill for pleasure. Slain victims which harpies do not eat are simply left to rot.

Their life span is unknown but seems to be about 50 years.

Hobgoblin

CLIMATE/TERRAIN:	Any non-arctic
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	J, M, D. (Qx5)
ALIGNMENT:	Lawful evil

NO. APPEARING:	2-20 (2d10)
ARMOR CLASS:	5 (10)
MOVEMENT:	9
HIT DICE:	1 + 1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6 1/2' tall)
MORALE:	Steady (11-12)
XP VALUE: Hobgoblin	35
Sub-chief	65
Chief	120

Hobgoblins are a fierce humanoid race that wage a perpetual war with the other humanoid races. They are intelligent, organized, and aggressive.

The typical hobgoblin is a burly humanoid standing 6 1/2' tall. Their hairy hides range from dark reddish-brown to dark gray. Their faces show dark red or red-orange skin. Large males have blue or red noses. Hobgoblin eyes are either yellowish or dark brown while their teeth are yellow. Their garments tend to be brightly colored, often bold, blood red. Any leather is always tinted black. Hobgoblin weaponry is kept polished and repaired.

Hobgoblins have their own language and often speak with orcs, goblins, and carnivorous apes. Roughly 20% of them can speak the common tongue of man.

Combat: Hobgoblins in a typical force will be equipped with polearms (30%), morningstars (20%), swords and bows (20%), spears (10%), swords and spears (10%), swords and morning stars (5%), or swords and whips (5%).

Hobgoblins fight equally well in bright light or virtual darkness, having infravision with a range of 60 feet.

Hobgoblins hate elves and always attack them first.

Habitat/Society: Hobgoblins are nightmarish mockeries of the humanoid races who have a military society organized in tribal bands. Each tribe is intensely jealous of its status. Chance meetings with other tribes will result in verbal abuse (85%) or open fighting (15%). Hobgoblin tribes are found in almost any climate or subterranean realm.

A typical tribe of hobgoblins will have between 20 and 200 (2d10 x 10) adult male warriors. In addition, for every 20 male hobgoblins there will be a leader (known as a sergeant) and two assistants. These have 9 hit points each but still fight as 1 + 1 Hit Die monsters. Groups numbering over 100 are led by a sub-chief who has 16 hit points and an Armor Class of 3. The great strength of a sub-chief gives it a +2 on its damage rolls and allows it to fight as a 3 Hit Die monster. If the hobgoblins are encountered in their lair, they will be led by a chief with AC 2, 22 hit points, and +3 points of damage per attack, who fights as a 4 Hit Die monster. The chief has 5-20 (5d4) sub-chiefs acting as bodyguards. Leaders and chiefs always carry two weapons.

Each tribe has a distinctive battle standard which is carried into



combat to inspire the troops. If the tribal chief is leading the battle, he will carry the standard with him, otherwise it will be held by one of his sub-chiefs.

In addition to the warriors present in a hobgoblin tribe, there will be half again that many females and three times as many children as adult males.

Fully 80% of all known hobgoblin lairs are subterranean complexes. The remaining 20% are surface villages which are fortified with a ditch, fence, 2 gates, and 3-6 guard towers. Villages are often built upon ruined humanoid settlements and may incorporate defensive features already present in the ruins.

Hobgoblin villages possess artillery in the form of 2 heavy catapults, 2 light catapults, and a ballista for each 50 warriors. Underground complexes may be guarded by 2-12 carnivorous apes (60%).

They are highly adept at mining and can detect new construction, sloping passages, and shifting walls 40% of the time.

Ecology: Hobgoblins feel superior to goblins or orcs and may act as leaders for them. In such cases, the "lesser races" are used as battle fodder. Hobgoblin mercenaries may work for powerful or rich evil humanoids.

Koalinth

This marine species of hobgoblin is similar to the land dwelling variety in many respects. Koalinth dwell in shallow fresh or salt water and make their homes in caves.

Their bodies have adapted to marine environments via the evolution of gills. Their webbed fingers and toes give them a movement rate of 12 when swimming. Their bodies are sleeker than those of hobgoblins and they have light green skin. They speak an unusual dialect of the hobgoblin tongue.

They tend to employ thrusting weapons like spears and pole arms. Koalinth are every bit as disagreeable as hobgoblins, preying on every thing they come across, especially aquatic humanoid and demi-human races. They detest aquatic elves.

Homonculous

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	See below
TREASURE:	Nil
ALIGNMENT:	See below

NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	6, Fl 18 (B)
HIT DICE:	2
THAC0:	16
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-3
SPECIAL ATTACKS:	Bite causes sleep
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	T(18" tall)
MORALE:	Elite (13-14)
XP VALUE:	420

Homonculi are small mystical beings created by magicians for spying and other special tasks.

The average homonculous is vaguely humanoid in form. It is 18 inches tall and its greenish, reptilian skin may have spots or warts. They have leathery, bat-like wings with a span of 24 inches and a mouth filled with long, pointed teeth that can inject a potent sleeping venom.

Combat: The homonculous is a quick and agile flyer which uses this ability to great advantage in combat. It can dart to and fro so quickly that any attempt to capture it short of a net or *web* spell is almost impossible.

In combat, the homonculous will land on its chosen victim and bite with its needle-like fangs. In addition to doing 1-3 points of damage, the creature injects a powerful venom. Anyone bitten by the homonculous must save versus poison or fall into a comatose sleep for 5-30 (5d6) minutes.

The creature's saving throws are the same as those of its creator. While most attacks against either the homonculous or creator do not affect the other, there is one exception. Any attack which destroys the homonculous causes its creator to suffer 2-20 (2d10) points of damage. Conversely, if the creator is slain, the homonculous also dies and its body swiftly melts away into a pool of ichor.

Habitat/Society: Homonculi are artificial creatures created by wizards as living tools. The process by which one is created is long, complicated, and expensive. Any wizard who desires a homonculous servant must first locate and hire an alchemist. The wizard must provide one pint of his own blood and 500-2,000 (1d4 x 500) gold pieces. The blood becomes the basis for the creature's body while the money pays for a variety of other supplies and the alchemist's time. The alchemist requires 1-4 weeks to transform the blood into the necessary magical base. The wizard is then sent for and required to cast *mending*, *mirror image*, and *wizard eye* spells upon the fluids. As the last of these spells is worked, the fluids spontaneously coagulate and form the body of the homonculous.

The homonculous is telepathically linked to its creator. It knows everything that its master knows and transmits everything it sees and hears to him. The creator can telepathically control the actions of the homonculous at a range of up to 480 yards. The homonculous will never willingly travel beyond the limits of contact with its master, though it can be removed from that region by



force. As soon as it loses contact with its master, the creature panics and will do anything to regain contact. Contact between the two cannot be maintained across planar or dimensional barriers. If either the creator or homonculous is on another plane, the homonculous will remain near the point where it was last in contact with its master.

Homonculi are a reflection of their creator. They have the creator's alignment, basic intelligence, and even physical mannerisms. They are mute but can write if the creator is literate. They may assist their creator in a variety of tasks including magical endeavors, although they cannot themselves cast spells.

Homonculi lairs are in the homes of their creators. Indulgent wizards may provide a specially built bed, nest, or living chamber. Otherwise, the homonculous simply perches wherever it can.

Ecology: Homonculi are nothing more than tools. They have no place in the natural world and are not part of any ecological system. They provide the wizard who created them with a variety of useful services. Commonly, a homonculous is called upon to act as a spy, scout, messenger, or emissary. Because of the potential harm which the death of a homonculous inflicts on its master, they are seldom employed as body guards or living weapons.

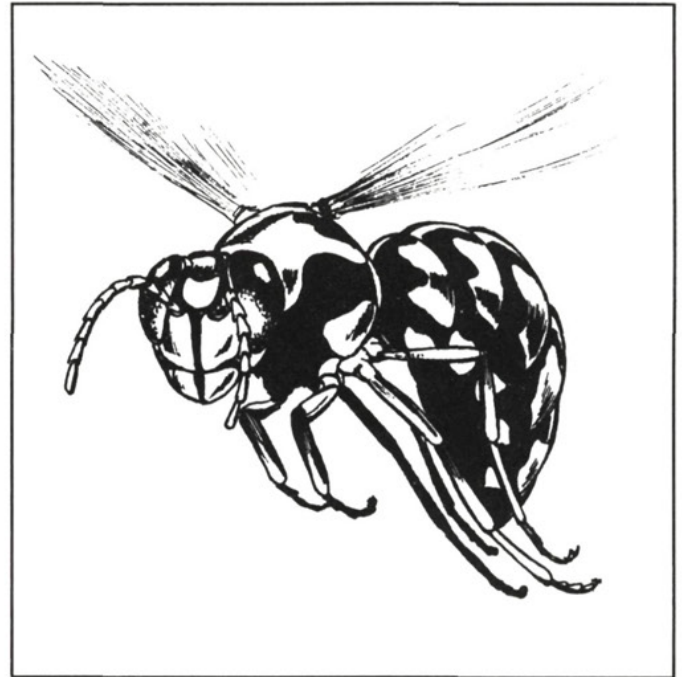
Although they are magical creations, homonculi possess the same biological functions as non-magical creatures. They must rest and require food and drink in order to survive. When eating, they share the tastes of their masters and generally consume about as much as a typical cat.

There are rumors of magical means by which non-wizards can acquire their own form of homonculous. Although these are not widely believed to be valid, there are those who report having seen the process or its results first hand. If such a procedure exists, it would be quite valuable to its discoverer.

Hornet

	Hornet	Wasp
CLIMATE/TERRAIN:	Any forest or cave	Any forest or cave
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Solitary	Hive
ACTIVITY CYCLE:	Day	Day
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Semi- (2-4)	Non- (0)
TREASURE:	Nil	Q(x20)
ALIGNMENT:	Neutral	Neutral

NO. APPEARING:	1	1-20
ARMOR CLASS:	2 (4)	4
MOVEMENT:	6, Fl 24 (B)	6, Fl 21 (B)
HIT DICE:	5	4
THAC0:	15	17
NO. OF ATTACKS:	1	2
DAMAGE/ATTACK:	1-4	2-8 (2d4)/1-4
SPECIAL ATTACKS:	Poison and paralysis	Poison and paralysis
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (5' long)	M (5' long)
MORALE:	Average (8-10)	Average (8-10)
XP VALUE:	650	420



Giant hornets are nothing more than fantastically enlarged versions of normal insects. Unlike their more common cousins, they are often hostile and aggressive.

The giant hornet has a 5' long body and a 10' wingspan. Their chitinous exoskeleton is marked by shiny, parallel stripes of black and yellow. The abdomen is tipped by a retractable stinger.

Combat: Giant hornets are solitary creatures who will attack on sight. It swoops down onto its prey and takes hold with its legs while its stinger stabs into the victim's body. In addition to inflicting 1-4 points of damage, the stinger also injects a potent toxin. If a saving throw versus poison is not made, the toxin does 5-30 points of damage and paralyzes the victim for 2-12 (2d6) hours.

Smoke and flame are powerful weapons in any battle against these giant insects. Smoke causes them to become somewhat tranquilized, invoking a -2 penalty on its attack rolls. Flame frightens them greatly, and they will suffer a -4 on their attack rolls against anyone who is using it to defend himself. The hornet's wings are especially vulnerable to flame and will be consumed by any form of fire-based attack in one round. Although this does no physical harm to the hornet, it does render it flightless until its wings grow back in 2-12 (2d6) weeks.

The giant hornet is a very noisy flier and the buzzing of its wings can be heard up to 150' away. Underground, this range is halved by each wall or closed door between the monster and the listener.

Habitat/Society: Giant hornets are believed to be the result of magical experiments gone awry. Save for the fact that they are much more aggressive than the common hornet, their gigantic size has not changed their instinctual behavior.

Once per month, female hornets will prepare a nest and attract a male for mating. Together, the two create an egg chamber in some out of the way place. Egg chambers can be established in pits, abandoned buildings, caves, or any similar area. The walls of the chamber are coated with a mixture of mud, cellulose, and hornet saliva which hardens into rock. The construction of the chamber takes between 1 and 6 days, depending on its size.

When the chamber is completed, the couple mates. The male departs shortly afterwards, but dies within a day from exhaus-

tion. The female leaves the chamber in search of a victim which it paralyzes and carries back to the chamber. Once in the chamber, the hornet uses its mud-like compound to bind its prey and injects it with 2-4 (2d8) eggs. It leaves promptly thereafter, pausing only to seal the egg chamber (which takes 1-6 hours). Mere hours later, the eggs hatch and the larvae within begin to feed on the body around them. The six inch long larvae do 1 point of damage each per turn. After devouring the body, the young hornets break through the wall of the egg chamber by dissolving it with their saliva and fly off to begin their lives in the wild.

Although hornets do not keep treasure troves, their egg chambers may be a source of valuables in the form of victims' possessions.

Ecology: The giant hornets are the result of deliberate tampering with nature. They roam the world mindlessly following their primal instinct to reproduce.

Hornet toxin decays quickly when removed from the body. It can be used to coat blades and such only if the toxin is less than two days old. The toxin may also be used in the preparation of anti-paralysis potions and antidotes.

Giant Wasp:

These insects are very similar to giant hornets but live in swarms of as many as 20 individuals. Giant wasps are cooperative insects who build and maintain immense hives. Constructed of a thick paper-like substance, giant wasp hives are home to 21-40 (1d20 + 20) adults and 100-400 (1d4x100) eggs, larvae, and pupae. Their hives may surround a large tree or fill a vast chamber in the earth.

A giant wasp first attacks with its powerful bite (2d4 points of damage), then stabs with its stinger (1-4 points). Failure to make a save against poison means that any victim hit by the stinger has been injected with a poison similar to that employed by the giant hornet. Paralyzed victims are carried back to the hive and placed in the communal egg chamber where they are quickly consumed by the hungry young.

Horse

	Draft	Heavy	Medium	Light	Pony	Wild	Riding	Mule
CLIMATE/TERRAIN:	Any non-mountainous	Any non-mountainous	Any non-mountainous	Any non-mountainous	Any non-mountainous	Any non-mountainous	Any non-mountainous	Any non-mountainous
FREQUENCY:	Common	Uncommon	Uncommon	Uncommon	Uncommon	Uncommon	Common	Common
ORGANIZATION:	Herd	Herd	Herd	Herd	Herd	Herd	Herd	Herd
ACTIVITY CYCLE:	Day	Day	Day	Day	Day	Day	Day	Day
DIET:	Herbivore	Herbivore	Herbivore	Herbivore	Herbivore	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)	Animal (1)	Animal (1)	Animal (1)	Animal (1)	Animal (1)
TREASURE:	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral

NO. APPEARING:	1	1	1	1	1	5-30 (5d6)	5-50 (5d10)	1
ARMOR CLASS:	7	7	7	7	7	7	7	7
MOVEMENT:	12	15	18	24	12	24	24	12
HIT DICE:	3	3+3	2+2	2	1+1	2	3	3
THACO:	17	17	19	19	19	19	17	17
NO. OF ATTACKS:	1	3	3	2	1	1	2	1 or 2
DAMAGE/ATTACK:	1-3	1-8/1-8	1-6/1-6	1-4/1-4	1-2	1-3	1-2/1-2	1-2/1-6
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	L	L	L	L	L	L	L	M
MORALE:	Unsteady	Unsteady	Unsteady	Unsteady	Unsteady	Unsteady	Unsteady	Unsteady
	(5-7)	(5-7)	(5-7)	(5-7)	(5-7)	(5-7)	(5-7)	(5-7)
XP VALUE:	65	120	65	35	35	35	65	65



Horses are large hooved mammals often used for transportation or as pack and draft animals by the demihuman races.

Horses can be solid white, tan, russet, brown, or black with a variety of markings and combinations possible. The long hairs of the mane and tail can be lighter, darker, or the same color as the hide.

Combat: Warhorses will fight independently of the rider on the second and succeeding melee rounds. Other breeds will fight only if cornered. Unless specially trained, horses can be panicked by loud sounds, strange smells, fire, or sudden movements 90% of the time. Horses accustomed to such things (usually warhorses) will panic only 10% of the time.

Habitat/Society: Mares give birth to a single foal which will mature in two years. Only 10% of ponies and wild horses can be

trained to serve as warhorses. Of all the animals listed here, only mules are agile enough for use in mountainous or subterranean environments.

Ecology: Modern horses evolved in temperate plains and grasslands. Domestic breeds can be found anywhere people live (even atop high mountains if the local roads and trails are not overly harsh).

Horses can carry the great weights for long periods of time. On the following chart, the first number is the animal's normal carrying capacity, the second is its encumbered, half-speed load, and the last is its fully encumbered, $\frac{1}{3}$ movement load.

Draft	260/390/520	Pony	160/240/320
Heavy warhorse	260/390/520	Wild	170/255/340
Medium warhorse	220/330/440	Riding	180/270/360
Light warhorse	170/255/340	Mule	250/375/500

Draft Horse

This is a large horse bred or trained to haul heavy loads. They are muscular but slow.

Warhorse

These are horses trained to fight without fear or panic. They come in three types, and morale will be higher than normal.

Pony

This is a small horse primarily used for transportation. Demihuman races smaller than men may use ponies as war mounts.

Wild Horse

These animals may be hunted for food or caught and trained to serve as ponies or light riding horses.

Riding Horse

A fast and agile horse, this breed is a good choice for personal transportation and general use.

Mule

A sterile hybrid of a horse and a donkey, mules are difficult to control due to their stubbornness. They make excellent pack animals and are the only breed that can be taken into subterranean regions.

Hydra

	Hydra	Lernaean	Pyrohydra	Cryohydra
CLIMATE/TERRAIN:	Any swamp or subterranean	Any marsh, swamp, or subterranean	Any marsh, swamp, or subterranean	Any arctic
FREQUENCY:	Uncommon	Very rare	Rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Semi- (2-4)	Semi- (2-4)	Semi- (2-4)	Semi- (2-4)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral

NO. APPEARING:	1	1	1	1
ARMOR CLASS:	5	5	5	5
MOVEMENT:	9	9	9	9
HIT DICE:	5-12	5-12	7-8	5-8
THACO:	See below	See below	See below	See below
NO. OF ATTACKS:	5-12	5-12	5-8	5-8
DAMAGE/ATTACK:	See below	See below	See below	See below
SPECIAL ATTACKS:	Nil	Extra heads	Fire	Cold
SPECIAL DEFENSES:	Nil	Extra heads	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	G (30' long)	G (30' long)	G (30' long)	G (30' long)
MORALE:	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)
XP VALUE:	2000	3000	3000	3000

Heads	THACO	Damage	Heads	THACO	Damage
5	15	1-6	9	12	1-8
6	13	1-6	10	10	1-8
7	13	1-8	11	10	1-10
8	12	1-8	12	9	1-10



Hydrae are immense reptilian monsters with multiple heads. For each hit die which the hydra has it will have one head. The chart above lists the THACO value for hydrae with a given number of heads and the damage which they inflict each time they bite a foe.

Hydrae are gray-brown to dark brown, with lighter, yellow or tan underbellies. Their eyes are amber and their teeth are yellow-white. Hydrae will have between 5 and 12 heads (1d8 + 4).

Combat: Hydrae always receive 8 points on each of their hit dice and all heads must be severed before the hydra dies.

A hydra can bring up to four of its heads into action against a single foe, biting once with each of them.

Every time a hydra takes 8 points of damage, one of its heads is assumed to be cut or torn from its body. When this happens, a reflex seals neck arteries shut to prevent massive blood loss.

Hydrae attack according to the number of heads they have. Therefore, a 10-headed hydra continues to attack as a 10 HD monster even after several heads have been slain.

Attacks on the body have no effect unless a single attack inflicts damage equal to the hydra's original hit points.

Habitat/Society: Hydrae are solitary creatures who prefer dismal surroundings. They gather only to mate.

Ecology: Despite the hydra's size and multiple attacks, they are often preyed upon by dragons. Hydrae are impossible to train.

Lernaean Hydra

Although similar to a normal hydra, Lernaean hydrae will regenerate two heads for each one that is severed. A maximum of 12 heads can be grown. The new heads form in 1-4 rounds and can be avoided only by the prompt application of a flame to the neck following the attack which destroyed the first head. This hydra's body is immune to all attacks.

Pyrohydra

These reddish hydra have 7 or 8 heads which are able to breathe a jet of fire (5 feet wide and 20 feet long) twice per day. This attack does 8 points of damage which is halved if a save versus breath weapon is made.

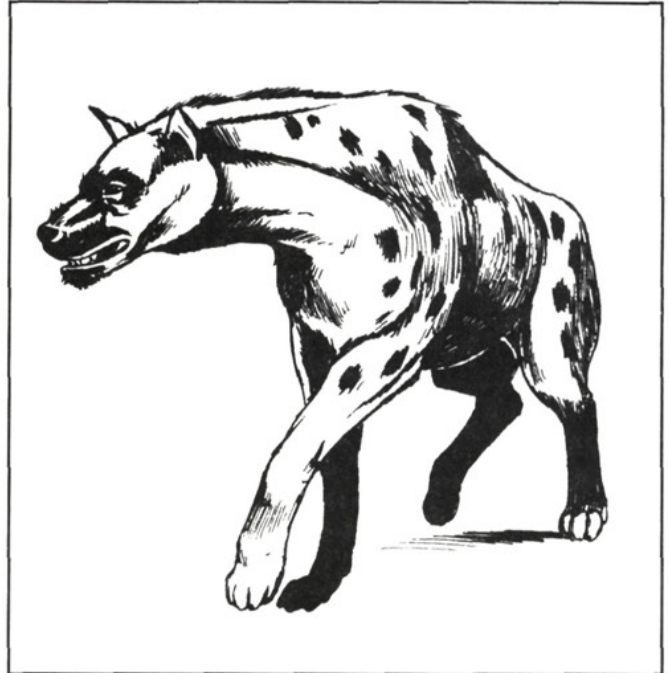
Cryohydra

Each head of this purplish-brown hydrae is able to breathe a stream of frost 10 feet wide and 20 feet long which does 8 points of damage to those hit by it. A save versus breath weapon is allowed for half damage.

Hyena

	Hyena	Hyaenodon
CLIMATE/TERRAIN:	Warm plains	Warm plains
FREQUENCY:	Common	Very rare
ORGANIZATION:	Pack	Pack
ACTIVITY CYCLE:	Day	Day
DIET:	Scavenger	Scavenger
INTELLIGENCE:	Animal (1)	Animal (1)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral

NO. APPEARING:	2-12 (2d6)	2-8 (2d4)
ARMOR CLASS:	7	7
MOVEMENT:	12	12
HIT DICE:	3	5
THACO:	17	15
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2-8 (2d4)	3-12
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (4' long)	L (8' long)
MORALE:	Unsteady (5-7)	Average (8-10)
XP VALUE:	65	175



Hyenae are canines who roam warm grasslands and plains. They are primarily scavengers, but will hunt small game on occasion. Their powerful jaws give them a nasty bite.

Hyenae are ugly animals. Roughly the size of a large dog, the hyena's body is covered with a light brown or golden fur. Its feet, markings, and belly are black. The hyena's shorter rear legs make it look clumsy—an illusion which is quickly dispelled when it attacks.

Combat: Hyenae are cowards. They do not attack unless their prey is helpless, outnumbered, or dead already.

Hyenae surround a victim and rush in at it from all sides, attacking with a strong bite that does 2-8 (2d4) points of damage. A natural attack roll of 20 indicates that the hyena has locked its jaws onto the victim. Once this happens, the animal will not let go until it suffers 2 or more points of damage. Such holding bites do not do additional damage but can slow the victim down because of the hyena's extra weight. Each hyena reduces a victim's movement rate by 6. The number of hyenae which can lock onto a victim is determined by its size. One hyena can lock onto a tiny animal, two to a small one, and so forth.

Habitat/Society: Hyenae roam the open plains of warm, grassy regions. They are usually found within sight of a herd of animals like zebra and antelope. Generally, there will be 1 hyena for every 10 herd animals being followed. A typical hyena pack can survive on one man-sized animal every three days. If they attack and kill an animal, they will strip it to the bones in short order. Any carrion which they encounter will also be consumed.

Hyenae are instinctively aware of their place in the animal hierarchy. They defer to larger or more powerful predators like lions. If such an animal makes a kill they will sit 50' to 100' away and patiently wait for the predator to finish and leave. If given the chance, they have been known to try to snatch portions of the carcass and run. They may openly challenge other, less powerful or numerous, predators.

Hyenae travel in packs composed of an even mixture of adult males, females, and young. Although they do not mate for life, a hyena couple will remain together for several years. The male assists in caring for the 2-4 cubs which are born in each litter. The young do not nurse, but are fed regurgitated food in a manner similar to that employed by many avian species.

During their first year of life cubs will not attack. They are one Hit Die animals who run for the protection of their parents and the pack if threatened. During the second year, the cubs gain an additional Hit Die and begin to hunt alongside the adults. Hyenae become fully mature in three years.

Ecology: Hyenae are active scavengers who feed on the carrion left behind by other, larger predators. They are also able to take living prey, although they normally restrict their hunting to small, young, old, or sick animals. They have strong constitutions and digestive tracts that enable them to safely digest even diseased meat.

Hyenae produce few useful byproducts. The skins make poor leather, the fur tends to fall out, and the meat has a decidedly rancid taste. Cubs are difficult to domesticate as they usually revert to the wild upon hitting maturity. However, they may be found as companions of nomadic, aboriginal people.

Hyaenodon

Although the hyaenodon resembles a giant hyena it is actually not related at all. It is a survivor of prehistoric times, a predator that evolved into a canine-like form. Hyaenodon markings are similar to those of hyenae, although the dominant fur color is a lion-like gold. Despite their genetic differences, they are very similar to hyenae in temperament and behavior. Hyaenodon females give birth to litters of 1-4 cubs. These mature within 4 years.

Its savage bite does 3-12 (3d4) points of damage and it can lock onto its victims just as smaller hyenae do. If the hyaenodon does this, the victim's movement rate is cut by 12 for each hyaenodon that attaches itself. Hyaenodon packs will devour one man-sized victim per day. Because of their larger size, they are able to take large prey such as elephants, oxen, and buffalo. If a giant hyena suffers 2 or more points of burning damage, it immediately flees the area in search of a spot to tend its wounds.

	Imp	Quasit
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average	Low
TREASURE:	0	Qx3
ALIGNMENT:	Lawful evil	Chaotic evil

NO. APPEARING:	1	1
ARMOR CLASS:	2	2
MOVEMENT:	6, Fl 18 (A)	15
HIT DICE:	2+2	3
THAC0:	19	17
NO. OF ATTACKS:	1	3
DAMAGE/ATTACK:	1-4	1-2/1-2/1-4
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	25%	25%
SIZE:	T (2' tall)	T (2' tall)
MORALE:	Average (8-10)	Average (8-10)
XP VALUE:	650	650



Imps are diminutive creatures of an evil nature who roam the world and act as familiars for lawful evil wizards and priests.

The average imp is a 2' humanoid with leathery, bat-like wings, a barbed tail, and sharp, twisted horns. Its skin is a dark red and its horns and jagged teeth are a gleaming white.

The imp can *polymorph* itself into two other animal forms. The most commonly encountered alternate forms are those of a large spider, raven, giant rat, or goat. In such forms the imp is physically identical to a normal animal.

Combat: In its natural form, the imp attacks with the wicked stinger on its tail. In addition to inflicting 1-4 points of damage, this stinger injects a powerful poison which is so deadly that those who fail their save versus poison are instantly slain by it. When it is *polymorphed*, the imp attacks with the natural weaponry of its adopted form, though the goat and raven forms lack damaging attacks.

The imp can use its special magical abilities no matter what its form. All imps are able to *detect good*, *detect magic*, or become *invisible* at will. Once per day they can use a *suggestion*.

Imps are immune to attacks based on cold, fire, or electricity and resist all other spell attacks as if they were 7 Hit Die creatures. They can be harmed only by silver or magical weapons and are able to regenerate one hit point per melee round.

Habitat/Society: Imps are beings of a very evil nature who originate on the darkest of evil planes. Their main purpose on the Prime Material plane is to spread evil by assisting lawful evil wizards and priests. When such a person is judged worthy of an imp's service, the imp comes in answer to a *find familiar* spell.

Once they have contacted their new "master", imps begin at once to take control of his actions. Although imps maintain the illusion that the summoner is in charge, the actual relationship is closer to that of a workman (the imp) and his tools (the master).

Although an imp's body can be destroyed on the Prime Material plane, it is not so easily slain. When its physical form is lost, its corrupt spirit instantly returns to its home plane where it is reformed and, after a time, returned to our world to resume its work.

While they are technically in the service of their master, imps retain a basic independence and ambition to become more powerful someday. They may acquire treasure from those they slay, and will

often pilfer valuables encountered during their travels.

The imp confers some of its powers upon its master. A telepathic link connects the two whenever they are within one mile of each other. This enables the master to receive all of the imp's sensory impressions, including its infravision. The master also gains the imp's inherent 25% magical resistance and is able to regenerate just as the imp does. If the imp is within telepathic range, the master acts as if he were one level higher than he actually is. Conversely, if the imp is more than a mile away, the master acts as if he were one level of ability below his actual rank. If the imp is killed, the master instantly drops by four levels, though these can be regained in the usual manner.

Ecology: Imps are the errand boys of the powerful evil beings who command the darkest planes. They often act as emissaries and agents, but their primary task is to enhance the spread of evil in our world.

Quasit

Quasits are chaotic evil counterparts to imps. The chaotic evil priests and wizards which quasits "serve" gain the same benefits and disadvantages that an imp's master does. Like imps, each quasit can assume two other forms. Those most commonly chosen by quasits are bats, giant centipedes, frogs, or wolves. They can use their magic in any of their forms.

The quasit attacks with its clawed hands (doing 1-2 points each) and its deadly bite (doing 1-4 points). The quasit's claws are coated in a toxin which causes anyone struck by them to save versus poison or lose one point of dexterity for 2-12 (2d6) rounds. The effects of multiple wounds are cumulative.

Quasits can turn *invisible*, *detect good*, or *detect magic* at will. They regenerate 1 hit point per round and can unleash a blast of fear with a 30 foot range radius once per day. Once each week the quasit can *commune* with the lower planes (asking up to 6 questions).

Quasits can only be harmed by cold iron or magical weapons. They are able to resist magic 25% of the time, save as if they were 7 Hit Die monsters and are immune to cold, fire, and lightning.

Invisible Stalker

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	12, Fl 12 (A)
HIT DICE:	8
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4-16 (4d4)
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Invisibility
MAGIC RESISTANCE:	30%
SIZE:	L (8' tall)
MORALE:	Elite (13-14)
XP VALUE:	5000

The invisible stalker is a creature from the elemental plane of air. Those encountered on the Prime Material plane have almost always been summoned by wizards to fulfill a specific task.

The true form of the invisible stalker is unknown. On the Material, Astral, or Ethereal planes, the invisible stalker can only be perceived as a shimmering air mass which looks much like the refraction effect caused by hot air passing in front of cold.

Invisible stalkers understand the common speech of men, but can not speak it. They can converse only in their own language, which sounds much like the roaring and whooshing of a great wind storm.

Combat: Invisible stalkers attack by using the air itself as a weapon. It is capable of creating a sudden, intense vortex that batters a victim for 4-16 (4d4) points of damage. Such attacks affect a single victim on the same plane as the invisible stalker.

Due to their invisibility, these creatures impose a -6 penalty on the surprise rolls of those they choose to attack. Similarly, all opponents who are unable to see or *detect invisible* foes are at a -2 on their attack rolls. Although they are fully *invisible* on the Prime Material plane, their outlines can be dimly perceived on the Astral or Ethereal planes.

Invisible stalkers can only be killed on the elemental plane of air. If attacked on another plane, they automatically return to their home plane when their total hit points are exceeded by the damage they suffered.

Habitat/Society: Little is known about the lives of these creatures on their home plane. It is assumed that they are similar to normal air elementals when encountered there.

Those present on the material plane are there as the result of a conjuration by some wizard. This magic causes the creature to serve its summoner for a time. The conjurer retains full command of the stalker until it either fulfills its duties or is defeated and driven back to its home plane. Once given a task, an invisible stalker is relentless. They are faultless trackers who can detect any trail less than a day old. If ordered to attack, they will do so with great fury and will cease their efforts only upon their own destruction or the direct orders of their master. Once their mission is accomplished, the creature is free to return to its home plane.

The invisible stalker is, at best, an unwilling servant. It resents any task assigned to it, although brief, uncomplicated labors may

be seen as something of a diversion and thus undertaken with little resentment. Tasks that require a week or more of its time will drive the invisible stalker to pervert the stated intent of the command. Such commands must be carefully worded and come from a powerful wizard. An invisible stalker may look for a loop hole in the command as a means of striking back at its master. For example, a simple command such as "keep me safe from all harm" may result in the stalker carrying the conjurer back to the elemental plane of air and leaving him there in a well hidden location.

Each day of the invisible stalker's indenturedness there is a 1% cumulative chance that the creature will seek a means to pervert its commands and free itself of servitude. If no option is open, the creature must continue to serve.

Ecology: Invisible stalkers are a species unwillingly transplanted to the Prime Material plane. They are slaves whose terms of servitude dominate their brief stays. Those who have been subjected to great hardship, assigned very difficult tasks, or who have faced death at the hands of humanoids, tend to retain a distrust or outright hatred of them. Those that have had an easy time during past periods of service or who are first time arrivals on the Prime Material plane may be easier to deal with. Such feelings may carry over to influence encounters with humanoids traveling in the aerial plane. Anyone who has befriended an invisible stalker in the past will find that voyages through the plane of Elemental Air are far less hazardous than they might otherwise have been.

Invisible stalkers only obey those who actually summon them and few wizards can be commissioned to summon such a being on another's behalf. Some mercenary wizards have been able to construct the necessary summons onto scrolls that are usable by others. These sell for between 5,000 and 10,000 gp and are very dangerous to use. Even the slightest error can cause users of such scrolls to come to a tragic end.

Jackal

CLIMATE/TERRAIN:	Warm plains and deserts
FREQUENCY:	Common
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Scavenger
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1-6
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	1/2 (1-4 hp)
THACO:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3' long)
MORALE:	Unreliable (2-4)
XP VALUE:	7

Jackals are small, canine scavengers that roam the warm grasslands of the world. They are neither fierce nor brave, but are quite common. There are three known species of jackal in the world: asian, black-backed, and side-striped. Except for their markings, these animals are very similar.

The typical jackal has a narrow head and a sharp, pointed snout which looks very similar to that of a fox. In its other characteristics, however, the animal is much like a wolf or dog. Its fur is typically a tawny buff in color and quite grizzled. The tip of the animal's bushy tail is much darker, often shading to black.

Combat: As a rule, any jackal will flee if charged or threatened by another predator. In fact, they will even abandon their efforts at hunting if their prey turns out to have more life left in it than they expected.

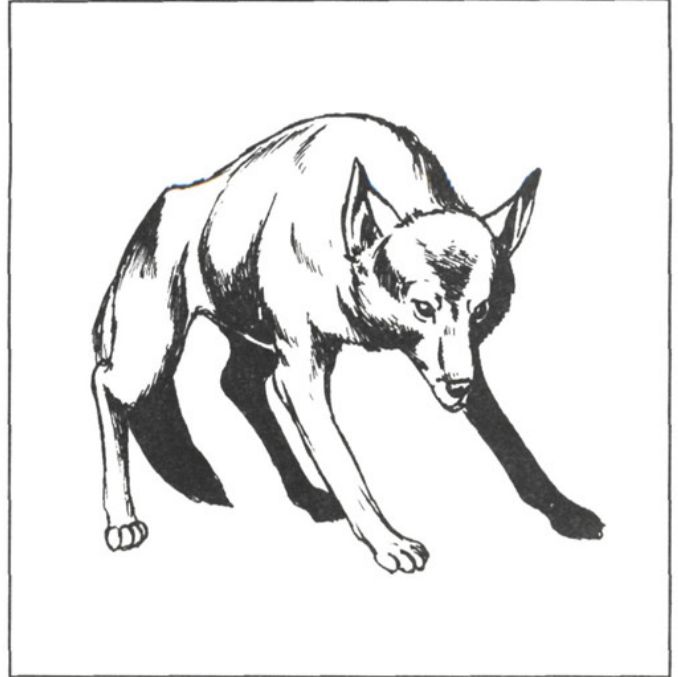
When a jackal does attack, it will do so by biting. Although this is not an especially fierce attack, it serves the animal well enough. Often, jackals will dart in to bite a victim and then quickly retreat to a safe distance to examine the effects of their attack. If more than one jackal is trying to bring down a particular animal, they will attack in a haphazard manner with little or no coordination of their efforts.

Habitat/Society: Jackals inhabit plains, deserts, and grasslands throughout the warmer regions of the world. During the day, when the sun is too hot for their tastes, they remain in holes which they have dug in the ground.

At night, they come out to hunt. Although they usually search for prey in pairs, they can be encountered in small groups of up to six individuals. Jackals are loath to attack healthy animals who might be able to harm them. Rather, they will stalk only those too feeble (either old, young, sick, or injured) to put up much of a fight. Carrion is a regular part of the jackal's diet, as are occasional pieces of fruit.

Whenever a jackal is afoot, it habitually utters its piercing cry. Known as a *pheal*, this frightening sound can be heard for quite a distance and is often far more terrifying than the animal itself. Herbivores (including domesticated ones) will tend to become frightened by the pheal of a jackal. There is a 10% chance per jackal that the howling will cause a herd of herbivores to panic and attempt to flee. Horses and similar animals can be calmed by their keepers, cutting the chance for panic in half.

Despite its less-than-dangerous nature, the jackal plays a dark



and mysterious role in the mythoi of various human cultures. Their place as carrion eaters and killers of the defenseless has earned them a reputation for cruelty and evil deeds which is wholly undeserved. Jackal attacks on men and other demihumans are few and far between. In many regions which are frequented by jackals, numerous horror stories will be told about the doings of jackals but, oddly enough, further investigation will usually show that these are second hand reports of questionable origin.

Ecology: Jackals are reluctant predators and their position in the food chain is that of a scavenger rather than a hunter. By hunting and killing sick or weak animals, they play an important part in the process of natural selection. In addition, the carrion which they consume, would otherwise rot and become a potential health hazard and breeding ground for disease.

Jackal pups mature quickly and in just over a year they are able to fend for themselves quite well. They live for 12 to 15 years in the wild.

In those places where they share territory with men, it is quite common for jackals to interbreed with domesticated dogs. Further, both the pups born to such a mating and adult wild jackals are easily domesticated. Thus, although they are not fierce enough to act as guards or hunting animals, they are often found in human communities near their lands as pets.

Young, wild, or domesticated jackals are seldom available on the commercial market, however, and are worth little when offered for sale.

Jackalwere

CLIMATE/TERRAIN:	Any temperate
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	C
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8 (2d4)
SPECIAL ATTACKS:	Gaze causes sleep
SPECIAL DEFENSES:	Hit only by iron and +1 or better magical weapons
MAGIC RESISTANCE:	Nil
SIZE:	S (3' long) as a jackal M (6' tall) as a human or hybrid
MORALE:	Steady (11-12)
XP VALUE:	420

The jackalwere is a terrible and savage creature which preys on unsuspecting travelers and other demihumans that it can ambush. Its ability to alter its shape at will makes it a most dangerous foe.

The jackalwere can be found in any of three forms, showing no preference for any one over the others. The first of these is that of a normal jackal. In this form it will often run and hunt with jackal packs. Its second form is a six foot tall, half-human/half-jackal hybrid which stands erect. In its third form, the jackalwere is physically indistinguishable from normal human beings. The exact physical characteristics of the jackalwere's human form varies according to the desires of the monster.

Combat: In its jackal form, the monster conforms to the statistics presented elsewhere in this volume. A careful observer, however, will find that the creature does not act in the manner typical of a normal jackal, for it is far more aggressive.

In its hybrid form, the jackalwere can attack with either its bite or with any weapons in hand. Because it has a great thirst for the blood of humans and demihumans, the jackalwere will use its bite whenever possible. Still, it will not avoid the use of weapons that will insure its victory in combat.

In its human form, the jackalwere can only attack with weapons. Although it may employ any manner of weapon, it greatly enjoys those which will cut and tear the flesh of its victims. In some cases, a jackalwere has been known to feed on the bodies of fallen enemies without reverting to its jackal or hybrid form.

In all forms, the jackalwere possesses a magical gaze. If an unsuspecting victim meets the monster's gaze, the victim must save versus spell or fall deeply asleep; the effect is identical to that of the *sleep* spell. Note that hostile, scared, or excited people are not considered to be unsuspecting.

The jackalwere's special defenses also function in all three forms. Only +1 or better magical weapons or those forged from cold iron will cause any damage to the jackalwere. Jackalweres revert to their jackal form after death.

Habitat/Society: When the jackalwere locates a victim it will assume its human shape and approach its prey. It will seek to ease the suspicions of its target, often pretending to be injured or oth-



erwise in need, until it can employ its gaze attack. If this fails and the jackalwere is confronted with forceful resistance it will decide whether to flee or press the attack based on its estimation of its victim's strength.

The jackalwere spends its life hunting and killing those humans and demihumans which it comes across. They roam the world in either the jackal or human forms, seeking humanoids to kill, eat, and rob. They are sly creatures and masters of deceit.

Jackalweres are able to mate only in their jackal form. They may produce offspring either by mating with true jackals or other jackalweres, but only those young who were not of mixed blood will be jackalweres themselves. The children of a jackal and jackalwere mating will be jackals, although they will be unnaturally aggressive.

Female jackalweres give birth in five months to a litter of 1-4 pups. These are identical to jackal pups although they initially have 1 Hit Die. The pups grow quickly and add an additional Hit Die each year. Their jackal forms reach full growth at three years and pups are locked in that form for their first two years. At age two they gain the ability to assume their hybrid form and at age three they gain the ability to assume a human form which is apparently nine years of age. The human form grows at triple the normal human rate. If a parent in human form is discovered with its pups, it will often try to pass them off as pets.

Jackalweres may (20%) travel in the company of 1-6 normal jackals. Although these jackals are normal in every regard, the influence of the jackalwere tends to make them more fierce than normal. Jackals under the influence of a jackalwere will be hunters instead of scavengers.

Ecology: Jackalweres will not serve any but the most evil of humanoids, and even then only if they have the opportunity to slay more humans and demihumans than they could on their own.

Kobold

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	J, O (Q x5)
ALIGNMENT:	Lawful evil

NO. APPEARING:	5-20 (5d4)
ARMOR CLASS:	7 (10)
MOVEMENT:	6
HIT DICE:	1/2 (1-4 hit points)
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 or 1-6 (by weapon)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3' tall)
MORALE:	Average (8-10)
XP VALUE:	7
Chiefs/guards	15

Kobolds are a cowardly, sadistic race of short humanoids that vigorously contest the human and demi-human races for living space and food. They especially dislike gnomes whom they will attack on sight and in preference to all other enemies.

Barely clearing three feet in height, kobolds have scaly hides that range from very dark rusty brown to a rusty black. They smell like a cross between damp dogs and stagnant water. Their eyes glow like a bright red spark and they have two small horns ranging from tan to white. Because of the kobolds' fondness for wearing raggedy garb of red and orange, their non-prehensile rat-like tails and their language (which sounds like small dogs yapping), these fell creatures are often not taken seriously by humans. This is often a fatal mistake, for what they lack in size and strength they make up in ferocity and tenacity.

Kobolds speak their own language and can often (75%) speak orc and goblin.

Combat: The kobold approach to combat centers around overwhelming odds or trickery. Kobolds will attack gnomes on sight due to their racial hatred of the species but will think twice about attacking humans, elves, or dwarves unless the kobolds outnumber them by at least two to one. They often hurl javelins and spears, preferring not to close until they see that their enemies have been weakened.

When they finally decide to get involved in melee combat, they tend to attack in overwhelming waves. Should the kobolds find themselves reduced to only a three to two or less ratio in their favor they must make a morale check. It should be noted that kobolds are wary of spellcasters and will aim for them when possible. A swarm of kobolds can often overwhelm and drag down opponents much larger than themselves.

This diminutive race also enjoys setting up concealed pits with spikes, crossbows, and other mechanical traps. They usually have view ports and murder holes near these traps so that they can follow them up by pouring flaming oil, firing missile weapons or dropping poisonous insects on their victims.

Kobold war bands are armed with spiked clubs, axes, javelins, short swords and spears. Their shields are seldom made of metal, but are normally crafted of wood or made of wicker. Chiefs and guards will tend to have the best weapons available to a tribe.

Kobolds have 60' infravision but do not see well in bright sunlight, suffering a -1 on their attack rolls.



Habitat/Society: Kobolds live in dark, damp places underground and in overgrown forests. They can be found in almost any climate. As kobolds are good miners, any area with potential for mining is fair game for settlement.

The average kobold tribe has 40 - 400 (4d10x10) adult males. For every 40 such kobolds in a band there will be one leader and two bodyguards (AC 6; HD 1-1; hp 4 each; damage 1-6). If encountered in their lair there will be 5-20 (5d4) bodyguards, females equal to 50% of the males, young equal to 10% of the males and 30-300 (3d10x10) eggs. There will also be a chief and 2-8 guards (AC 5; HD 1+1; hp 7 each; damage 1-8) in the lair. Further, there is a 65% chance there will be guard animals: (70%) 2-5 wild boars (AC 7; HD 3+3; damage 3d4 gore) or (30%) 1-4 giant weasels (AC 6; HD 3+3; damage 2d6 bite and blood drain). There may be also one or more tribal shamans.

Their society is tribal but can be further broken up into war bands based on specific clans. As many as ten families can be part of a clan, and each clan usually is responsible for controlling the area in a ten mile radius from the lair. From this area, the kobolds forage for plants, hunt for meat, and waylay humans and demi-humans. Kobolds recover treasure from the bodies of their victims and often carry them back to their lair as food. In some instances, kobolds will not kill their victims, but will sell them as slaves, though this happens only if they are close to an area which has a market for such wares.

Kobolds are distrustful of strangers. They especially hate brownies, pixies, sprites and gnomes, the latter being attacked on sight. Gnomes are never eaten or taken prisoner.

Kobolds live to conquer land and strip it of all its resources, gathering as much power as possible in the process. Because of this, they often come into conflict with gnomes, who compete with kobolds for the same living spaces and mining rights. They hate most other life and delight in killing and torture.

Ecology: Perhaps kobolds are so cruel because they, being so small, are easy prey for larger humanoids and hungry monsters. They have many enemies, and even the dwarves have had to admit that at times the numerous kobold-goblin wars have kept the number of goblins down to a safe level.

The average lifespan of the kobold is 135 years.

Korred

CLIMATE/TERRAIN:	Temperate forest and sylvan settings
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	E
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1-4
ARMOR CLASS:	5
MOVEMENT:	9
HIT DICE:	6+1
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-6 (1d2+4) or by weapon +4
SPECIAL ATTACKS:	Hurl rocks (2d8)
SPECIAL DEFENSES:	Laugh
MAGIC RESISTANCE:	25%
SIZE:	S (3' tall)
MORALE:	Elite (13-14)
XP VALUE:	1400

When wandering through the world's sylvan forests, travelers should be wary of music and laughter coming from a clearing. More than likely, the cause is the dance-loving korred, a race that is close to nature and jealously protects its way of life.

Perhaps the most striking feature of this gnome-sized race of humanoids is their wildly flowing beards and hair, which seem to snake out in all directions. Their bodies are hairy, with their lower quarters being those of a goat. The korred wear little, usually only a pair of leather britches. Korred smell like pine trees and fresh earth after a spring rainstorm. A stout oaken cudgel is the favored weapon and no korred is seen without his large leather pouches.

They speak their own language and often know the satyr, dryad, centaur, and elf tongues. On rare occasions (10%), a korred may be found who can speak the secret language of the druids. Being a boisterous folk, they usually shout when they talk.

Combat: Korred have great strength (average of 18/76) and they use it to hurl boulders up to 100' (damage 2d8). They also use cudgels (damage 1d6+4), or shears which are found in their pouches (damage 1d4+4). Without a weapon the korred can strike for 1 or 2 points of damage, while its great strength adds +4 to this total.

They can trap intruders by weaving their hair into animated entangling ropes and snares in 1-4 rounds. Such ropes are AC 1, have 5 hit points, and a movement rate of 3. Anyone attacked by the rope must save versus paralysis or become entangled. Sometimes a band of korred will leave these entangling strands of hair around the perimeter of their party glen as this enables them to turn their full attention away from such mundane tasks as guard duty and focus their attention on truly worthwhile (to a korred) pursuits like dancing and singing.

Korred may employ their magical *laugh* up to three times a day. Anyone within 60' of them must roll his charisma or higher on a d20 or be stunned for 1-4 rounds. Note that a bard's singing can nullify this effect.

In addition to their *laugh*, korred can use the following abilities at will: *stone shape*, *animate rock*, *stone door* (teleport 30'), *shatter rock*, *transmute rock to mud* and *stone tell*.



Habitat/Society: Wooded hills and sylvan settings are favored by the korred, who usually lair in caves or burrows. The korred are clannish, using the word "clan" as a title (for example, Clan Korefyr). In keeping with their chaotic nature, they do not have structured communities. Typically, there are 1-4 adults and 2-8 (2d4) children per family, with 2-8 (2d4) families being part of each individual clan. These families are scattered throughout an area of roughly five miles.

In respect of nature, korred are mostly herbivores, though at times they are known to indulge in some game, especially if plants are scarce, as is the case during winter. Korred are reclusive and do not tolerate outsiders, the only possible exception being rangers, druids, and elves. Even then, the stranger must be sure not to interrupt a korred celebration or dance. Satyrs are well-received by korred, and it is not unusual to see a celebration with korred, satyrs and dryads.

Each week the korred have a holiday where they dance and play music using pipes, drums and harps. Those who interrupt the dance must save versus spell or dance themselves, losing 1-4 hit points per round until they are dead, restrained, or the korred flee.

The korred pouches contain hair (for weaving their ropes), shears, and other items. These items will turn to gold if sprinkled with holy water (5d4 x 10gp value). No korred will voluntarily give up this pouch.

There is much debate among sages and scholars as to the korred's purpose in life. It seems to be to dance, sing, celebrate, and build strange things out of stone. They are rumored to have built the druid stone circles. They love nature and freedom and often take it upon themselves to preserve both if threatened.

Ecology: This magical race is sought out for the creation of several magical items. Their hair is a key ingredient for *ropes of entangling* and *nets of snaring*. The fermented fruit beverages which the korred consume can also be used as a component for *love philters* and *potions of human control*.

Lich

	Lich	Demilich
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Night	See below
DIET:	Nil	Nil
INTELLIGENCE:	Supra-genius (19-20)	Supra-genius (19-20)
TREASURE:	A	Z
ALIGNMENT:	Any	Any
NO. APPEARING:	1	1
ARMOR CLASS:	0	See below
MOVEMENT:	6	See below
HIT DICE:	11 +	See below
THACO:	10	10
NO. OF ATTACKS:	1	See below
DAMAGE/ATTACK:	1-10	See below
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	+1 or better magical weapon to hit	See below
MAGIC RESISTANCE:	Nil	See below
SIZE:	M (6' tall)	M (6' tall)
MORALE:	Fanatic (17-18)	Fanatic (17-18)
XP VALUE:	7000	9000

The lich is, perhaps, the single most powerful form of undead known to exist. They seek to further their own power at all costs and have little or no interest in the affairs of the living, except where those affairs interfere with their own.

A lich greatly resembles a wight or mummy, being gaunt and skeletal in form. The creature's eye sockets are black and empty save for the fierce pinpoints of light which serve the lich as eyes. The lich can see with normal vision in even the darkest of environments but is unaffected by even the brightest light. An aura of cold and darkness radiates from the lich which makes it an ominous and fearsome sight. They were originally wizards or priests of at least 18th level.

Liches are often (75%) garbed in the rich clothes of nobility. If not so attired, the lich will be found in the robes of its former profession. In either case, the clothes will be tattered and rotting with a 25% chance of being magical in some way.

Combat: Although a lich will seldom engage in actual melee combat with those it considers enemies, it is more than capable of holding its own when forced into battle.

The aura of magical power which surrounds a lich is so potent that any creature of fewer than 5 Hit Dice (or 5th level) which sees it must save versus spell or flee in terror for 5-20 (5d4) rounds.

Should the lich elect to touch a living creature, its aura of absolute cold will inflict 1-10 points of damage. Further, the victim must save versus paralysis or be utterly unable to move. This paralysis lasts until *dispelled* in some manner.

Liches can themselves be hit only by weapons of at least +1, by magical spells, or by monsters with 6 or more Hit Dice and/or magical properties. The magical nature of the lich and its undead state make it utterly immune to *charm*, *sleep*, *enfeeblement*, *polymorph*, *cold*, *electricity*, *insanity*, or *death* spells. Priests of at least 8th level can attempt to turn a lich, as can paladins of no less than 10th level.

A lich is able to employ spells just as it did in life. It still requires the use of its spell books, magical components, and similar objects. It is important to note that most, if not all, liches have had a great deal of time in which to research and create new magical spells and objects. Thus, adventurers should be prepared to face magics the likes of which they have never seen before when stalk-



ing a lich. In addition, liches are able to use any magical objects which they might possess just as if they were still alive.

Defeating a lich in combat is difficult indeed, but managing to actually destroy the creature is harder still. In all cases, a lich will protect itself from annihilation with the creation of a phylactery in which it stores its life force. This is similar to a *magic jar* spell. In order to ensure the final destruction of a lich, its body must be wholly annihilated and its phylactery must be sought out and destroyed in some manner. Since the lich will always take great care to see to it that its phylactery is well hidden and protected this can be an undertaking fully as daunting as the defeat of the lich in its physical form.

Habitat/Society: Liches are usually solitary creatures. They have cast aside their places as living beings by choice and now want as little to do with the world of men as possible. From time to time, however, a lich's interest in the world at large may be reawakened by some great event of personal importance.

A lich will make its home in some ominous fortified area, often a strong keep or vast subterranean crypt.

When a lich does decide to become involved with the world beyond its lair, its keen intelligence makes it a dangerous adversary. In some cases, a lich will depend on its magical powers to accomplish its goals. If this is not sufficient, however, the lich is quite capable of *animating* a force of undead troops to act on its behalf. If such is the case, the lich's endless patience and cunning more than make up for the inherent disadvantages of the lesser forms of undead which it commands.

Although the lich has no interest in good or evil as we understand it, the creature will do whatever it must to further its own causes. Since it feels that the living are of little importance, the lich is often viewed as evil by those who encounter it. In rare cases, liches of a most unusual nature can be found which are of any alignment.

The lich can exist for centuries without change. Its will drives it onward to master new magics and harness mystical powers not available to it in its previous life. So obsessed does the monster become with its quest for power that it often forgets its former existence utterly. Few liches call themselves by their old names when the years have drained the last vestiges of their humanity from

them. Instead, they often adopt pseudonyms like "the Black Hand" or "the Forgotten King." Learning the true name of a lich is rumored to confer power over the creature.

Ecology: The lich is not a thing of this world. Although it was once a living creature, it has entered into an unnatural existence.

In order to become a lich, the wizard must prepare its phylactery by the use of the *enchant an item*, *magic jar*, *permanency* and *reincarnation* spells. The phylactery, which can be almost any manner of object, must be of the finest craftsmanship and materials with a value of not less than 1,500 gold pieces per level of the wizard. Once this object is created, the would-be lich must craft a potion of extreme toxicity, which is then enchanted with the following spells: *wraithform*, *permanency*, *cone of cold*, *feign death*, and *animate dead*. When next the moon is full, the potion is imbibed. Rather than death, the potion causes the wizard to undergo a transformation into its new state. A system shock survival throw is required, with failure indicating an error in the creation of the potion which kills the wizard and renders him forever dead.

Demilich

The demilich is not, as the name implies, a weaker form of the lich. Rather, it is the stage into which a lich will eventually evolve as the power which has sustained its physical form gradually begins to fail. In most cases, all that remains of a demilich's body are a skull, some bones, and a pile of dust.

When it has learned all that it feels it can in its undead life, the lich will continue its quest for power in strange planes unknown to even the wisest of sages. Since it has no use for its physical body at this point, the lich leaves it to decay as it should have done centuries ago.

If the final resting place of a demilich's remains are entered, the dust which was once its body will rise up and assume a man-like shape. In the case of the oldest demiliches (25%), the shape will advance and threaten, but dissipate without attacking in 3 rounds unless attacked. Younger demiliches (75%) still retain a link to their remains, however, and will form with the powers of a wraith. This dust form cannot be turned. In addition, it can store energy from attacks and use this power to engage its foes. If the dust form is attacked, each point of damage which is delivered to it is converted to an energy point. Since the demilich will fall back and seem to suffer injury from each attack (though none is actually inflicted), its attackers are likely to press on in their attempts to destroy it. Once the demilich has acquired 50 energy points, it will assume a manifestation which looks much like the lich's earlier undead form and has the powers and abilities of a ghost, but which cannot be turned.

If anyone touches the skull it will rise into the air and turn to face the most powerful of the intruders (a spell user will be chosen over a non-spell user). Instantly, it unleashes a howl which acts as a *death ray*, affecting all creatures within a 20' radius of the skull. Those who fail to save versus spell are permanently dead.

On the next round, the demilich will employ another manner of attack. In order to attain the status of a demilich, a lich must have replaced 5-8 (1d4 + 4) of its teeth with gems. Each of these gems now serves as a powerful magical device which can *trap the soul* of its adversaries. The physical body of someone hit with the demilich's spell collapses and rots away in a single round. Once it has drained the life essence from the most powerful member of the party, the skull sinks back to the floor. If it continues to be challenged, the demilich can repeat this attack until all of its gems are filled. An *amulet of life protection* will prevail over the gem, but the character's body will perish regardless.

In addition to the attacks mentioned above, a demilich can also pronounce a powerful *curse* on those who disturb it. These can be

so mighty as to include: always being hit by one's enemies, never making a saving throw, or the inability to acquire new experience points. Demilich *curses* can be overcome with a *remove curse*, but the victim loses one point of charisma permanently when the curse is removed.

The skull of a demilich is Armor Class -6 and has 50 hit points. It can be affected by spells in only a few ways: a *forget* spell will cause it to sink down without attacking (either by howling or draining a soul), a *dispel evil* will do 5-8 (1d4 + 4) points of damage to it, a *shatter* spell will inflict 3-18 (3d6) points of damage to it, a *holy word* pronounced against it will deliver 5-30 (5d6) points of damage, and a *power word kill* spell cast by an ethereal or astral wizard will cause the skull to shatter (destroying it).

Most weapons will be unable to harm the skull of a demilich, but there are exceptions. A fighter or ranger with a *vorpal sword*, *sword of sharpness*, *sword +5*, or vorpal weapon can inflict normal damage on the skull, as can a paladin with a vorpal or +4 weapon. Further, any character with a +4 or better weapon or a *mace of disruption* can inflict 1 point of damage to the skull each time he strikes it.

Upon the destruction of the skull, those who have been trapped inside the gems must make a saving throw versus spell. Those who fail are lost forever, having been consumed by the demilich to power its magical nature. If the character survives, the gem glows with a faint inner light, and *true seeing* will reveal a tiny figure trapped within. If the throw is made the soul can be freed by simply crushing the gem. A new body must be within 10 yards for the soul to enter or it will be lost. Such a body might be a clone or simulacrum. (See spells of those names.)

If the fragments of the destroyed skull are not destroyed by immersion in holy water and the casting of a *dispel magic* the demilich will reform in 1-10 days.



Lizard

	Fire	Giant	Minotaur	Subterranean
CLIMATE/TERRAIN:	Any warm land	Any warm land	Tropical hills and mountains	Any subterranean
FREQUENCY:	Very rare	Uncommon	Rare	Uncommon
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	B, Q (x10), S, T	Nil	J-N, Q, C (magic)	O, P, Q (x5)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-4	2-12 (2d6)	1-8	1-6
ARMOR CLASS:	3	5	5	5
MOVEMENT:	9	15	6	12
HIT DICE:	10	3+1	8	6
THACO:	11	17	13	15
NO. OF ATTACKS:	3	1	3	1
DAMAGE/ATTACK:	1-8/1-8/2-16	1-8	2-12/2-12/3-18	2-12
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	See below	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	G(30')	H(15')	G(40')	H(20')
MORALE:	Steady (11-12)	Average (8-10)	Average (8-10)	Average (8-10)
XP VALUE:	5,000	270	2,000	1,400



Fire Lizards

Fire lizards resemble wingless red dragons and are sometimes called "false dragons." They are gray-colored with mottled red and brown back and reddish undersides. Hatchlings are light gray in color and darken as they age.

Combat: Fire lizards attack with a combination of raking claws and bite. They can simultaneously breathe a fiery cone 5 feet wide at the mouth, 10 feet wide at the end, and 15 feet long which inflicts 2-12 points of fire-based damage (half if saving throw versus breath weapon is made). Fire lizards are immune to fire-based attacks.

Habitat/Society: Fire lizards prefer subterranean lairs but come out every fortnight to hunt fresh game. Prey is hauled back to the lair for a leisurely meal; the debris forms the treasure trove. Fire lizards are slow mov-

ing and sleep 50% of the time. Their lairs may have 1-4 eggs (10% chance, market value 5,000 gp each). Hatchlings immediately leave to hunt on their own. Shiny objects attract fire lizards; gems and metals form the bulk of treasure found in their dens.

Ecology: Fire lizards are perhaps an ancestral dragon type or offshoot of a common ancestor. Real dragons avoid these "false dragons," which grow to be 50-100 years old. Fire lizard eggs are worth 5,000 gp, hatchlings 7,500 gp.

Giant Lizards

This lizard is relatively normal, albeit large, and lives in marshes and swamps. An attack score of 20 means the giant lizard's victim is trapped in the mouth and suffers double damage (2-16 points). The giant lizard inflicts 2-16 points of damage each round thereafter. Giant lizards are lazy hunters and tend to attack anything edible that wanders by. While their great size protects them from most predators, it renders them a sumptuous feast to the black dragons who share their swamps. Giant lizards are sometimes domesticated by lizard men, who use them as mounts, beasts of burden, and food. Their lairs may be home to a wide range of lizards, from eggs to century-old adults.

Minotaur Lizards

This huge, aggressive lizard derives its name from its horns. While these horns look like those of a minotaur, the male's horns are not used in combat—rather, they are believed to be a means of attracting a mate. The minotaur lizard attacks with sharp claws and teeth. They are adept at ambushes; others are -5 on their surprise roll. An attack roll of 20 means the lizard has trapped its victim within its jaws and can automatically inflict 3-18 points of damage each round thereafter until the victim escapes or dies. The victim is unable to attack the following round. Minotaur lizards are found in tropical hills and mountains near copper and red dragons.

Subterranean Lizards

This aggressive lizard is able to run across walls or ceilings with the help of its suction cup-tipped feet. An attack roll of 20 means the lizard has clamped its jaws on its victim and does double damage (4-24 points). The victim automatically suffers an additional 2-12 points of damage each round thereafter. These lizards never leave their caves voluntarily. Some species are albino; these shun light and attack at -1 in daylight or its equivalent. Other species have tongues up to 20 feet long. Any man-sized or smaller prey seized by the tongue will be drawn into the mouth and bitten the next round unless a *bend bars* roll is made.

Lizard Man

	Lizard Man	Lizard King
CLIMATE/TERRAIN:	Tropical, sub-tropical and temperate swamp	Tropical, sub-tropical and temperate swamp
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Tribal	Tribal
ACTIVITY CYCLE:	Any	Any
DIET:	Special	Special
INTELLIGENCE:	Low (5-7)	Average (8-10)
TREASURE:	D	E
ALIGNMENT:	Neutral	Chaotic evil

NO. APPEARING:	8-15 (1d8+7)	1
ARMOR CLASS:	5	3
MOVEMENT:	6, Sw 12	9, Sw 15
HIT DICE:	2+1	8
THACO:	19	13
NO. OF ATTACKS:	3	1
DAMAGE/ATTACK:	1-2/1-2/1-6	5-20 (3d6+2)
SPECIAL ATTACKS:	Nil	Skewer
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (7' tall)	L (8' tall)
MORALE:	14	16
XP VALUE:	65	975
Patrol leader	65	
Subleader	120	
War leader	270	
Shaman, 3rd	175	
Shaman, 5th	650	
Shaman, 7th	975	

Lizard men are savage, semi-aquatic, reptilian humanoids that live through scavenging, raiding, and, in less hostile areas, by fishing and gathering.

Adult lizard men stand 6 to 7 feet tall, weighing 200 to 250 pounds. Skin tones range from dark green to gray to brown, and their scales give them a flecked appearance. Their tails average 3 to 4 feet long and are not prehensile. Males are nearly impossible to distinguish from females without close inspection. Lizard man garb is limited to strings of bones and other barbaric ornament. Lizard men speak their own language.

Combat: In combat, lizard men fight as unorganized individuals. If they have equality or an advantage over their opponents, they tend toward frontal assaults and massed rushes. When outnumbered, overmatched, or on their home ground, however, they become wily and ferocious opponents. Snares, sudden ambushes, and spoiling raids are favored tactics in these situations. While individually savage in melee, lizard men tend to be distracted by food (such as slain opponents) and by simple treasures, which may allow some of their quarry to escape. They occasionally take prisoners as slaves, for food, or to sacrifice in obscure tribal rites.

For every 10 lizard men encountered, there will be one patrol leader with maximum hit points (17 hp) and a 50% chance for a shaman with 3 Hit Dice and the abilities of a 3rd-level priest. If one or more tribes are encountered, each tribe will also have a war leader of 6 Hit Dice, two subleaders with 4 Hit Dice, and a shaman of either 4 or 5 hit Dice (50% chance of each). Any group of two or more tribes has a 50% chance for an additional shaman of 7 Hit Dice. Furthermore, each such group has a cumulative 10% chance per tribe to be led by a lizard king. If a lizard king is present, a shaman of 7 Hit Dice will always be present, and all patrol leaders from each tribe (i.e., 10% of the male warriors) will be combined into a single fanatical bodyguard for the lizard king.



Habitat/Society: Lizard men are typically found in swamps, marshes, and similar places, often (35%) dwelling totally underwater in air-filled caves. A tribe rarely numbers more than 150 individuals, including females and hatchlings. It is not uncommon for several tribes in an area to forge an informal alliance against outsiders, including other lizard man tribes.

Lizard men are omnivorous, but are likely to prefer human flesh to other foods. In this regard they have been known to ambush humans, gather up the corpses and capture the survivors, and take the lot back to their lair for a rude and horrid feast.

Ecology: Lizard men have few natural enemies. They prey on human, demihuman, or humanoid settlements if these are nearby. Lizard man eggs are bitter and inedible, as is their flesh, but their skin is sometimes worked as scale armor (Armor Class 6). Lizard men produce no art, artifacts, or trade goods.

Advanced Lizard Men

About 1 tribe in 10 has evolved to a higher state. These lizard men dwell in crude huts, use shields (thus Armor Class 4) and hurl barbed darts (30 yard range, 1-4 points damage) or javelins (1-6 points damage) before closing with the enemy. These lizard men use clubs (treat as morning stars, 2-8 points damage), and the leaders may use captured swords or other weaponry. The chance of these advanced lizard men having a lizard king is doubled, i.e., 20% cumulative chance per tribe.

Lizard King

A lizard king is a lizard man of above average height and intelligence, leading one or more loosely organized tribes of lizard men. The lizard king is most often armed with a great trident, which it wields with great skill and ferocity. In the hands of the lizard king, the weapon inflicts 5-20 (3d6+2) points of damage. If the attack roll is 5 or more greater than the score needed to hit, the lizard king inflicts double damage (with a minimum of 15 points).

A lizard king usually demands two humans each week. If no humans are available, demihumans and other humanoids will be sought. If none are available, two of the lizard king's bodyguards will be killed and eaten instead.

Lycanthrope, General

Lycanthropes are humans who can transform themselves to resemble normal animals or monsters. A distinction must be made between true lycanthropes (those to whom lycanthropy is a genetic trait) and infected lycanthropes (those whose lycanthropy resulted from being wounded by a true lycanthrope).

Description: Most lycanthropes have two forms; some have three. The first is the natural humanoid form, which over time becomes more and more reminiscent of the lycanthrope's animal form. The second form is a hybrid, combining both animal and humanoid features; the size of this hybrid tends to be that of the creature imitated. The third form is identical to that of a normal creature of the imitated species; the only visual clue is that the eyes may glow in the dark. A slain lycanthrope always reverts to its natural humanoid form within one round.

Although the forms of attack vary with each species, all true lycanthropes can transmit their dreadful affliction. Any humanoid creature injured by a lycanthrope but not actually killed (and presumably eaten) has a chance to contract lycanthropy. This chance equals 1% per point of damage caused by the lycanthrope. Thus, if a character suffers 24 points of damage from a true werewolf, he has a 24% chance of becoming a werewolf himself. If the character eats belladonna within an hour of the attack, there is a 25% chance that this will cure the affliction (it definitely incapacitates the character for one to four days). The only other way to lift the affliction is if a *remove curse* spell is cast on the character on the night of a full moon or the night immediately preceding or following a full moon. If the character makes a successful saving throw vs. polymorph, the curse is broken. Otherwise, the change takes place and the spell has no effect. *Cure disease* spells and other powers have no effect against this affliction.

Only infected lycanthropes can be cured. To a true lycanthrope, lycanthropy is as natural as breathing, and the condition cannot be altered. True lycanthropes have complete control over their physical states; they are not affected by darkness, phases of the moon, or any of the other situations which traditionally affect infected lycanthropes.

Combat: In human form, the lycanthrope uses a weapon to attack.

In the lycanthrope form, the monster can be struck only by silver or magical weapons. Wounds from any other source heal too quickly to cause actual damage.

In determining the damage and attacks of an unknown lycanthropic species use the imitated creature as a guide. Lycanthropes usually do at least as much damage as a normal creature of that type. They may have additional attacks or damage as well.

Habitat/Society: True lycanthropes can change shape at will, regardless of the time of day or phase of the moon. Infected lycanthropes are usually humanoid during the day. When darkness falls on a night of a full moon, or the night directly preceding or following a full moon, the infected lycanthrope changes shape against his will and is overcome by bloodlust. During this time, an infected PC is beyond the player's control; the DM takes over the character. The character's Strength increases temporarily to 19. His Armor Class, number of attacks, movement, and immunities are identical to those of the type of lycanthrope that wounded him. The character wants only to hunt and kill, and usually selects either personal friends or enemies as his victims (the werecreature makes no distinction between friends and enemies; all that matters is the strength of the love—or hate—binding them).

When the character returns to his normal form, he heals 10% to 60% (1d6 x 10) of any wounds he suffered in animal form. He also has hazy, haunting memories of performing terrible acts.

Each type of true lycanthrope has its own language as well as its humanoid language; some may be able to speak the languages used by the animals they imitate.

True lycanthropes tend to avoid human society unless attacking or on an errand. Lycanthropes travel alone or in small packs. These packs are usually of similar lycanthropes but may also include normal animals or monsters whom the lycanthropes resemble. Some lycanthropes have the ability to summon such creatures.

Ecology: Lycanthropes fit a variety of roles, depending on the type of creature they become. There are five major species of lycanthropes; these are covered on the following pages.

Lycanthrope, Werebear

CLIMATE/TERRAIN:	Cold or temperate regions
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Omnivore
INTELLIGENCE:	Exceptional (11-12)
TREASURE:	R, T, X
ALIGNMENT:	Chaotic good

NO. APPEARING:	1-4
ARMOR CLASS:	2
MOVEMENT:	9
HIT DICE:	7+3
THACO:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-3/1-3/2-8
SPECIAL ATTACKS:	Hug for 2-16
SPECIAL DEFENSES:	Hit only by silver or +1 or better magical weapons
MAGIC RESISTANCE:	Nil
SIZE:	L (6'-9')
MORALE:	Elite (13-14)
XP VALUE:	1,400

Werebears are humans who can transform themselves into large brown bears. They are the best known good-aligned lycanthropes. The ursine form most often resembles a brown bear. Some have blond, reddish, black, or ivory fur (the latter is common in frozen regions).

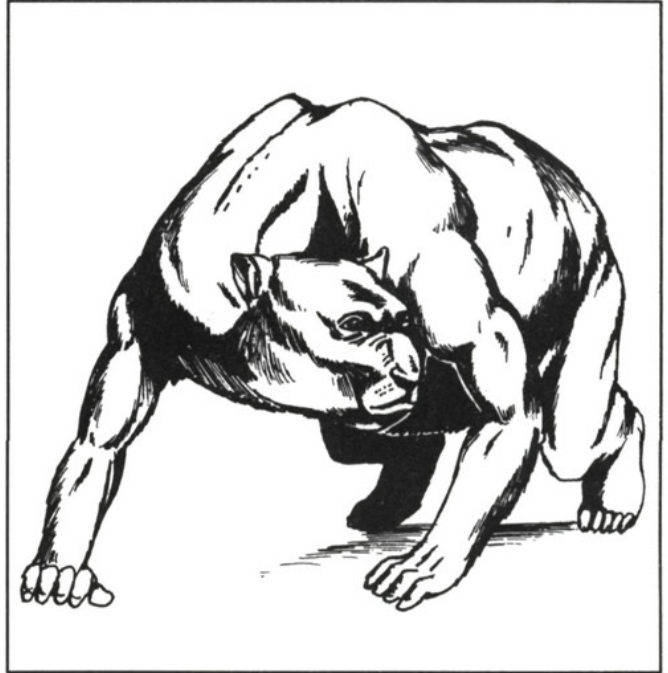
In human form they are large, stout, well-muscled, and hairy. Their brown hair is thick; males usually wear beards. Some have reddish, blond, ivory, or black hair; this matches the color of the ursine form. They dress in simple cloth and leather garments that are easily removed, repaired, or replaced.

Combat: In human form, the werebear uses available weapons, preferring axes, spears, and knives, since these have practical applications suitable for woodland life. If attacked in daylight, the werebear usually remains human unless death is likely. The shapechange renders the werebear helpless for a round. In ursine form, the werebear attacks with two swiping claws and a bite. If both claws hit, during the next round the werebear can hug for an additional 2-16 points of damage. This subsequent damage continues automatically each round thereafter.

Like those of other lycanthropes, the werebear's defenses function only in the bear form. Weapons used against the werebear must be either silver or magical weapons of +1 or better. Werebears can summon 1-6 brown bears within 2-12 turns, provided such animals are within one mile. Werebears heal at three times the normal human rate and can *cure disease* in another creature in 1-4 weeks if they so desire.

If a werebear dies, he reverts to his human form in one round.

Habitat/Society: Werebears are normally solitary creatures. As humans, they build cabins far from settled areas, preferably in a deep forest near well-stocked waters. Werebears do not marry although they may have preferred mates they meet on a very irregular basis. Females bear 1-2 children in human form. Such children are very stout and grow quickly. Within eight years they gain adolescence and the ability to change into werebears. Shortly after, the mother drives the children out and seeks a mate to start the cycle anew. The newly independent young are discreetly guided and assisted by older werebears. Despite their apparent isolationism and rugged individualism, werebears have a sense of community. They never attack each other and aid any werebear threatened by another lycanthrope species.



Werebears are closest to forest-dwelling classes like rangers, druids, and wildlife-oriented priests. They rarely enter villages and never enter cities except in dire emergencies or to help other good-aligned people, especially those threatened by evil lycanthropes. Werebears hate wererats and werewolves.

The average werebear claims a territory 1 to 4 square miles in size. Fishing areas are open to all werebears. A werebear feels a close bond to its home region, acting as a game warden to protect its territory and the animals therein from the ravages of intruders.

Werebears do not travel a great deal. Only the rare individual (usually young) can be coaxed into joining a band of adventurers. Werebears may join an adventuring group as guides, provided the money is right and the job is agreeable.

Treasure is usually limited to small, valuable commodities like gold, platinum, gems, and jewelry. Werebears rarely carry any treasure and instead hide it near their homes. They also collect scrolls, potions, and other magical items, often as fees or rewards for past services. Werebears destroy any magical items that specifically affect lycanthropes or bears, since such items might be used against themselves.

Ecology: Werebears are omnivorous, preferring fish, small mammals, and a honey-rich mead. This mead is extremely intoxicating to normal humans. Werebears have few natural enemies. Their closest enemies are the werewolves who share their preferred wilderness regions.

Lycanthrope, Wererat

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Nocturnal
DIET:	Scavenger
INTELLIGENCE:	Very (11-12)
TREASURE:	C
ALIGNMENT:	Lawful evil

NO. APPEARING:	4-24 (4d6)
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	3+1
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Hit only by silver or +1 or better weapons
MAGIC RESISTANCE:	Nil
SIZE:	S-M (3'-6')
MORALE:	Steady (11-12)
XP VALUE:	270

Wererats, also called ratmen, are humans who can transform themselves into three forms—human, human-sized ratman, and giant rat. They are sly and evil, and usually inhabit tunnel complexes beneath cities.

The wererat's human form tends to be a thin, wiry individual of shorter than average height. His eyes constantly dart around, and his nose and mouth may twitch if he is excited. Males often have thin, ragged moustaches.

The ratman form is somewhat shorter than the human form. The head, torso, and tail are identical to those of a rat, but the limbs remain human.

The third form is that of a giant rat 2 feet from nose to rump. This form is identical to that of the giant rat (q.v.). This is the preferred form for travel and spying on potential victims.

Wererats are often followed by 1-6 mice or rats that are instinctively drawn to them but are not controlled by them.

Combat: In all three forms, wererats rely on weapons for their attacks, preferring shortswords and daggers. Anyone who is injured by a true wererat has a 1% chance per point of damage of becoming a wererat. In their ratman and giant rat forms, wererats can be hurt only by silver or magical weapons.

Wererats prefer to attack from ambush. A favorite tactic is to assume human shape and lure unsuspecting victims into a trap. This is the only time wererats are voluntarily alone. Victims are then robbed, held for ransom, or eaten.

Each wererat is able to summon and control 2-12 giant rats.

Habitat/Society: Wererats live in packs, regardless of form, never being alone if they can help it. Solitary wererats are either sole survivors or engaged in mischief. They do not form interpersonal bonds like love or marriage. In fact, wererats rarely mate with their own kind. Offspring of a wererat and human woman are human, although they are small like their father. Offspring of a female wererat resemble giant rats with human-like paws. These ratlings grow to maturity in two years and gain the ability to transform themselves into human children with an apparent age about three times that of the ratling's actual age.

Wererats prefer subterranean lairs hidden among the sewers and catacombs beneath cities. Nothing can pass through the sewers and escape their attention. Unfortunately for the wererat, the sewer's stains and smells do not vanish when it assumes hu-



man form. This effectively limits wererats to the less savory sections of town as well as cutting down on the number of humans who might unknowingly mate with a wererat.

Wererats see cities as their hunting grounds. They delight in matching their superior intellects and meager physical skills against the more powerful and numerous humans. But they are no fools; they will not attack unless they are sure they can win. If a battle is going against them, wererats will scatter, transform to rat form, and head for the sanctuary of the sewers. They won't even defend their own lairs. Their attitude is that since they had stolen most of their belongings in the first place, they can always replace them.

Wererats are greedy and collect anything they think might have worth. The resulting trove usually has more junk than treasure, but a thorough search may reveal a wide variety of valuables.

Wererats frequent sleazy taverns, both for the cheap alcohol and to follow drunks into the streets to drag them away for the next day's meal.

Ecology: Wererats are parasites. They recognize that they are physically weaker than most species that dominate the surface. They have found and exploited the one niche where they have a chance to dominate, the world beneath the cities. They feed on humans and steal their riches. Humans unknowingly protect the wererats from both surface dwelling creatures and those who might burrow up from far below. Besides, the humans pay for the upkeep of the wererat's sewer realm.

Psychologically, wererats remind humans that no matter how strongly defended they think they are, monsters can still get in. Mothers describe wererats as bogeymen to scare unruly children.

Lycanthrope, Seawolf

	Lesser	Greater
CLIMATE/TERRAIN:	Saltwater	Saltwater
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Pack	Pack
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average (8-10)	Low to high (5-14)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral evil	Chaotic evil
NO. APPEARING:	3-18	4-16
ARMOR CLASS:	6 (7)	5
MOVEMENT:	30, Sw 12	9, Sw 27
HIT DICE:	2 + 2	9 + 2
THACO:	19	11
NO. OF ATTACKS:	1 (3)	1 or 2
DAMAGE/ATTACK:	2d4 (1-2/1-2/1-4)	3-12 or 1-2 and by weapon type
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Hit only by silver, cold iron, or +1 or better magical weapons
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M(6'-7')	L(12'-15' long) or M
MORALE:	Steady (11-12)	Elite (13-14)
XP VALUE:	175	2,000

The seawolves are humans who can assume a form combining aspects of a seal and a wolf. Their packs roam the seas in search of ships to attack.

The monstrous form of the lesser seawolf has the 6 to 7 foot long body of a seal. The head and shoulders are those of a wolf. In human form the lesser seawolves stand 5 to 6 feet tall. All are thickly muscled and have tiny ears and long hair that covers their head and shoulders like a mane. The lesser seawolf has a hybrid form of a wolfman, a humanoid shape that retains the seawolf's teeth, claws, and fur; statistics for this form are given in parentheses above.

Combat: Lesser seawolves approach a ship in seawolf form, then change into the hybrid form and climb aboard. There they use their teeth and claws to kill their opponents. If the ship looks too heavily defended, the seawolves may gnaw holes in the hull in order to sink the ship.

Unlike most other lycanthropes, lesser seawolves have no special protection against normal weapons. Dead seawolves revert to their human form in a single round.

Habitat/Society: Most seawolves were formerly fishermen or sailors; as such, they also tend to be male and human. They travel in packs with those of their own kind. Their fierce hatred of their former coworkers drives them to seek to kill them or pass on the lycanthropic curse. Victims who acquire the disease become seawolves in 2-5 days. Once night falls, the new seawolf slips into the water and goes off in search of a pack.

Seawolves are nomads constantly roaming the cooler sections of the seas. They neither build lairs nor keep treasure. During the day, they sleep on beaches or in caves or appropriated houses. If surprised on a beach, they pretend to be shipwreck victims, then kill the intruders and take their clothing. If at sea, the seawolves are still able to sleep during the day by floating on their backs; in this case they may be mistaken for a cluster of drowning victims. If a ship moves close to investigate, the seawolves wait for the best opportunity to attack and take over the ship.

Seawolves breathe air. They can remain submerged for 17-24 (1d8 + 16) minutes. Failure to surface after that time causes them to suffer 1-6 points of damage each round until they drown.

Female seawolves give birth to single cubs. These may appear to be human infants during the day or baby seals at night. Seawolves lack



parental feelings and abandon the cubs. Although the cubs are able to swim and hunt from birth, they have difficulty keeping up with adults and often drown during the day if they are at sea. Only 5% of cubs reach adulthood. The offspring of a seawolf and a human are good swimmers who feel mysteriously drawn to the sea, but few (25%) become seawolves upon reaching adolescence.

Seawolves may ally themselves with other evil aquatic lycanthropes. They hate selkies, whom they consider allies of the humanoids. Lesser seawolves attack selkies on sight.

Their diet includes a variety of foods, such as shellfish, fish, seabirds, sea mammals, and anyone they can sink their teeth into. Occasionally packs may wander into a town and take over a tavern for a round of drinking and wenching.

Seawolf personalities are a twisted version of their original, human personalities. It is as if the seawolf persona is a savage, magnified version of all the original person's bad traits. Seawolves periodically return to their original home port. This may be a subconscious longing for their old life or a means to renew their hatred of those still humanoid. If a seawolf spots his old self's mate or child, he may attempt to make contact.

Ecology: Seawolves are the sworn enemies of any humanoid who makes his living in the sea. They live to destroy shipping, spread terror, and spread their curse further.

Greater Seawolves

The monstrous form of the greater seawolf has a 12 to 15 foot long body, but is otherwise identical to the lesser seawolf. In human form, greater seawolves stand 6 to 7 feet tall.

Combat: Greater seawolves assume their human forms to get close to their opponents. The typical plan is to bite or strangle one or two deckhands, take their weapons, and begin a general assault.

In seawolf form, greater seawolves can be harmed only by silver, cold iron, or magical weapons of +1 or better. Steel weapons have no effect. Dead seawolves revert to their human form in one round.

Lycanthrope, Weretiger

CLIMATE/TERRAIN:	Any wilderness
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	D, Q(x5)
ALIGNMENT:	Neutral

NO. APPEARING:	1-6
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	6+2
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/1-12
SPECIAL ATTACKS:	Rake for 2-5/2-5
SPECIAL DEFENSES:	Hit only by silver or +1 or better magical weapon
MAGIC RESISTANCE:	Standard
SIZE:	M or L (6'-9')
MORALE:	Elite (13-14)
XP VALUE:	975

Weretigers are humans, usually female, that have the ability to transform into tigerlike forms. They have a strong affinity for all felines.

The human form tends to be sleekly muscular, taller than average, and very agile. The voices of weretigers are husky and they tend to roll their r's.

The weretiger form is a hybrid between a human and a tiger. It is about 25% larger than the human form, and is covered by tiger-striped hide. A 3-foot tail extends from the spine. The legs are more feline than human; this form walks on its toes. The head is also a mixture of features. The ears, nose, muzzle, and teeth are tigerlike, but the eyes and overall shape are human. If the human form's hair is long, it is still present. The fingernails grow into claws. Despite the changes, the hybrid form can pass for human at a distance if properly disguised.

The third form is that of a fully grown tiger without any trace of human features.

Weretigers speak the languages of all feline breeds, so normal felines, including the great cats, have a 75% chance of being friendly toward a weretiger. Even feline monsters have a 25% chance of being automatically friendly. However, weretigers are rarely found in the company of real tigers, being only 5% likely to be accompanied by them.

Combat: In either tiger form, the weretiger attacks with a variety of punches, raking claws, and bites. The weretiger's punches are so strong that they cause 1-4 points of damage. Otherwise the claws can be raked across an opponent, causing 2-5 points of damage. The teeth are the most dreadful weapon. They can tear a victim apart or crush a windpipe. Weretigers usually bite only in their full tiger form.

In human form, the weretiger uses a wide variety of weapons with which it is adept. A weretiger is also good at unarmed combat; it retains its deadly punch in this form, as well as an enhanced sense of smell and night vision.

Habitat/Society: For various reasons weretigresses outnumber weretigers five to one.

Weretigers travel alone or in small prides. They do not marry but have preferred mates, which may be either humans or tigers. Weretigers give birth to one or two cubs. The cubs are the hybrid form; they look like fuzzy human babies with tails. Cubs mature



quickly. They can crawl within days, walk within a month, and hunt within a year. Their physical size matches that of a human child of three times the same age. At age six, they reach adolescence and gain the ability to transform into a fully human form. At age 12, they gain the ability to assume a full-tiger form; this is considered the mark of adulthood.

If a male weretiger mates with either a real tigress or human woman, the offspring initially has the same appearance as the mother. Lycanthropic transformations do not begin until the hybrid reaches adolescence.

Weretigers are omnivorous. In the wild they roam a territory of 7-10 (1d4 + 6) square miles. Their homes are usually near human settlements. These tend to be well kept cabins with small herb and vegetable gardens. The only livestock will be a variety of cats and some poultry.

Weretigers rarely live in confined settings such as cities or large towns because their lycanthropic nature would be hard to conceal. If found in such a setting, one or two weretigers in human form will be on an errand, such as a mission, a revel, or a simple shopping trip. In any form, weretigers are very confident and not prone to attack unless provoked.

Treasure varies widely, acquired as payment for past services, plunder from past adventures, or scavenged from the remains of past opponents. Weretigers have an affinity for gems and often keep a small cache hidden somewhere near their homes.

Ecology: Weretigers are the most adaptable of the lycanthropes. They are equally at home in human, feline, or monster company.

Lycanthrope, Werewolf

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Nocturnal
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	B
ALIGNMENT:	Chaotic evil

NO. APPEARING:	3-18 (3d6)
ARMOR CLASS:	5
MOVEMENT:	15
HIT DICE:	4+3
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Hit only by silver or +1 or better magical weapon
MAGIC RESISTANCE:	Standard
SIZE:	M (6' tall)
MORALE:	Steady (12)
XP VALUE:	420

Werewolves are the most feared of the lycanthropes, men who can transform into wolflike beasts. They should not be confused with *wolfweres* (q.v.)—wolves who turn into men. Great enmity exists between werewolves and wolfweres.

The human forms of werewolves have no distinguishing traits. The werewolf form is equally varied. Many have a bipedal form that is a hybrid of human and lupine features. These creatures are about one foot taller and stronger than their human forms. The bodies are fur-covered and have short tails, wolflike legs, and heads that are combinations in varying degrees of human and lupine features.

A second form of hybrid is more wolflike, and may be mistaken for a large wolf when it runs on all four legs. This hybrid can also walk erect and has humanlike hands.

Another type of werewolf (about 20%) looks exactly like a large wolf about the size of a bear. This creature has no human features, although the eyes may glow red in the dark.

Combat: In their human forms, werewolves attack with a variety of weapons, generally those common to their human identity and class. In the werewolf or wolflike forms, the creature attacks with its fearsome teeth. If the form has hands, the werewolf may grab its prey for a better bite.

In the wolf form, the werewolf can be harmed only by silver or magical weapons of +1 or better. Wounds from other weapons heal too quickly to actually injure the werewolf.

Werewolves attack in packs; packs including females and young drive the adults to hit harder. If the female is attacked, the male fights at +2 to hit and does full damage with each blow. If the young are attacked, the female attacks at +3 to hit and does full damage. Cubs with 60% full growth are -4 to hit, cubs with 70% are -3 to hit, and so on. All cubs inflict 2-5 points of damage.

Habitat/Society: Werewolf packs roam the wilderness in search of human or other prey. True werewolves tend to be nomadic, although infected werewolves often continue to live the life to which they were accustomed. Werewolves retreat to their dens during the winter months or the years when the females are raising the helpless cubs. As humans, werewolves do not build homes, although they may take over existing dwellings, sometimes the home of past victims. Caves and burrows are the dens most commonly used in the wild. These sparsely furnished re-



treas are used mostly as a sleeping area and a place to store their human possessions. Many werewolf families roam the countryside in wagons, much like gypsies. In fact, this has caused many gypsies to be accused of being werewolves.

Werewolves live in packs, generally related by bloodlines. Werewolf packs of five to eight individuals are single family groups consisting of a male, female, and three to six cubs, six to nine years old. Cubs under six years old are kept in secluded dens and never encountered by hostile humans.

When pregnant, the female retreats with her mate and an older female who will act as midwife. In a very secluded area they prepare a special den that will be home for the mother and her cubs for the next six years. The female gives birth to a litter of 5-10 cubs. The cubs are born in the hybrid form; they resemble fuzzy human babies with wolflike faces. Infant mortality is high; 2-4 cubs of each litter never reach 60% growth. Cubs grow at the same rate as humans for their first five years. By the sixth year they attain 60% of their full growth. At this point they develop the ability to transform into their other forms. Each following year brings an increase of an additional 10% growth. Werewolves are considered mature at age 10.

If a werewolf mates with a woman, the offspring is completely human. The temperament reflects the father; such children are violent, combative, and prone to mental illness. There is a 10% chance each year from the onset of adolescence that such a child will spontaneously transform into a true werewolf.

Ecology: Werewolves are a peculiar hybrid of human and lupine personalities. They are savage killers, yet they are devoted to their close-knit families. Werewolves are hostile toward lycanthropes who oppose them, especially werebears.

Manticore

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	E
ALIGNMENT:	Lawful evil

NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	12, Fl 18 (E)
HIT DICE:	6+3
THACO:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-3/1-3/1-8
SPECIAL ATTACKS:	Tail spikes
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (15')
MORALE:	Elite (13-14)
XP VALUE:	1,400

The manticore is a true monster, with a leonine torso and legs, batlike wings, a man's head, a tail tipped with iron spikes, and an appetite for human flesh.

The manticore stands 6 feet tall at the shoulder and measures 15 feet in length. It has a 25-foot wingspan. Each section of the manticore closely resembles the creature it imitates. The leonine torso has a tawny hide, the mane is a lion's brown-black color, and the batlike wings are a dark brown with sparse hair. All manticores have heads that resemble human males; the mane resembles a heavy beard and long hair.

Combat: The manticore first fires a volley of 1-6 tail spikes (180 yard range as a light crossbow). Each spike causes 1-6 points of damage. The manticore can fire four such volleys each day (the spikes regrow quickly). Next, the manticore closes with its prey and attacks with its front claws and sharp teeth. In an outdoor setting, the manticore tries to stay in the air to minimize its chance of being attacked. It is a clumsy flier, however, and cannot use its teeth in the air.

Habitat Society: Manticores are found in any climate but prefer warm lands to cool ones. This reflects the wide climate range of their favorite food, humans. A manticore's territory may cover 20 or more square miles and includes at least one human settlement. Such territories usually overlap with those of other manticores and other man-eating predators like dragons.

Manticores mate for life. The male remains with the female during gestation and hunts for her. Manticores bear one or two cubs which grow rapidly to adulthood in five years. Cubs are born with one hit die and gain an additional one each year. In their first year, cubs lack flying ability, but they are still small enough for an adult to grasp in its forelegs. There is a 20% chance a she-manticore's lair holds cubs under one year old. Cubs up to two years inflict one point of damage per front paw and 1-2 points with their bite. Cubs 3-4 years old inflict 1-2, 1-2, and 1-6 points of damage.

Manticore cubs can be caught and trained to assist evil humans. Such training is difficult and dangerous, especially since domesticated adults have an 80% chance of reverting to a wild state. Manticores will not allow themselves to be used as mounts. Wild adults may voluntarily ally themselves with evil humans, provided such allies can provide them with a steady, ample food supply.



Manticores normally eat their prey where they kill it. Males sometimes haul slain prey back to their mates or drag still-living prey to their lairs for the cubs to practice killing.

Manticores collect their victims' valuables for a variety of reasons, including curiosity, emulation of other monsters who collect treasure, the man-scent on the things, or because they know humans value the things and therefore might come looking for them. Their lack of real hands prevents most manticores from using what magical items fall into their possession. However, manticores that have allied with evil humans may possess magical items designed specifically for their use. Examples include magical collars or bracelets that are, in effect, oversized magical rings.

Ecology: Manticores are wide-ranging carnivores that have successfully survived in every region inhabited by humans, whether in the wilderness or underground. They are nightmarish opponents but invaluable allies if conditions are right. A manticore's pelt is a mark of the most powerful hunters and warriors. An intact, cured manticore hide complete with wings is worth 10,000 gp.

Medusa

	Medusa	Greater Medusa
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Very (11-12)	Very (11-12)
TREASURE:	P, Q(x10), X, Y	P, Q(x10), X, Y
ALIGNMENT:	Lawful evil	Lawful evil
NO. APPEARING:	1-3	1-3
ARMOR CLASS:	5	3
MOVEMENT:	9	12
HIT DICE:	6	8
THAC0:	15	13
NO. OF ATTACKS:	1	1+weapon
DAMAGE/ATTACK:	1-4	1-4
SPECIAL ATTACKS:	Petrification, poison	Petrification, poison
SPECIAL DEFENSES:	Nil	Poisonous blood
MAGIC RESISTANCE:	Nil	20%
SIZE:	M (6'-7')	M (6'-7')
MORALE:	Elite (13-14)	Elite (13-14)
LEVEL/XP VALUE:	2,000	4,000



Medusae are female humanoids with hair of swarming snakes. They are hateful creatures who can petrify any creature that meets their gaze.

The typical medusa has a pale-skinned, very shapely woman's form. It stands 5 to 6 feet tall with the snakes adding up to another foot. At distances farther than 30 feet, the medusa is easily confused with a normal woman. Its red-glowing eyes are visible up to 30 feet. At distances of 20 feet or closer, the medusa's true nature is revealed. Its face is horrible—the snakes writhe constantly, especially if the medusa is excited.

Medusae wear human clothing such as loose dresses or robes. They seldom wear armor and cannot easily wear helmets. Medusae may carry a knife, dagger, or short bow. Medusae speak their own tongue and the common one.

Combat: The medusa tries to get close to a victim before it reveals its true nature. It will use its attractive body to lure males nearer while staying in the shadows. Once the medusa is within 30 feet, it strikes, trying to get its victim to look into its eyes. Any creature within 30 feet must make a saving throw versus petrification or turn instantly to lifeless stone. If an opponent averts his eyes, the medusa rushes up so that its serpentine growths can attack. The range of such attacks is only one foot, but the victim must save versus poison or die.

The medusa is able to see creatures in the Ethereal and Astral planes, and its petrifying gaze is equally as effective against creatures there. It retains its petrifying gaze after death. Creatures looking at a freshly-dead medusa's head make a saving throw at +1. The saving throw increases +1 each day the head decays.

If the medusa cannot easily use its normal tactics, it may resort to normal weapons such as knives and shortbows.

Habitat/Society: Medusae dwell in dark caves or the lower regions of large abandoned buildings. They arrange the lighting such that their homes are filled with flickering shadows.

The presence of petrified victims is a sure indicator of the occupant's true nature. For this, aesthetic, and other reasons, the medusa usually removes most of its victims. Those that resemble interesting statues may be retained; the rest are often broken into unrecognizable (and unrevivable) chunks.

The one form of treasure never found in a medusa's lair is a mirror. If a medusa sees its own reflection in a mirror, it turns to stone itself. Reflection in nonmetallic reflectors such as water or polished stone have no such effect. Medusae are immune to the petrifying effect of another medusa.

Medusae are infrequently driven to mate with humanoid males. The act always ends in the male's death, usually by petrification when the medusa reveals its previously hidden visage. Two to six eggs are laid one month later and hatch eight months after that. The female hatchlings appear as baby girls with stubby green tendrils. The hatchlings are revolting to look at but cannot petrify. Medusae grow at the same rate as humans. At about age two the serpentine hair becomes alive and gains its poisonous bite. The medusa can petrify with the onset of adolescence.

Greater Medusa (Serpentine)

Rare medusae (10%) have serpentine bodies in place of the lower torso and legs. The entire body is covered with fine scales and measures 10 to 20 feet. The poison of these medusae is so deadly that saving throws are made at -1, and they are known to use bows and poisoned arrows. Their blood is so poisonous, in fact, that even after one has been killed, touching its body still requires a saving throw versus poison. They seldom venture far from their lairs, since they are immediately recognizable. Greater medusae have a morale bonus of +1.

Men

	Aborigines/Cavemen	Adventurers	Bandits/Brigands	Barbarians/Nomads	Berserkers/Dervishes	Farmers/Herders
FREQUENCY:	Rare	Very rare	Common	Rare	Rare	Common
TREASURE:	Nil	By class	J, N, Q	L, M	Nil	Nil
ALIGNMENT:	Neutral	Any	Chaotic evil	Any	Neutral/lawful good	Neutral (good)
NO. APPEARING:	10-100 (10d10)	1-8	20- 200 (20d10)	30-300 (30d10)	10-100 (10d10)	1-20
ARMOR CLASS:	8	Varies	Varies	10	10	10
HIT DICE:	1-6 hp (cavemen, 2 HD)	Varies	1-6 hp	1-6 hp	1-6 hp	1-6 hp
THACO:	20 (19)	Varies	20	20	20	20
MORALE:	Average (9)	Varies	Varies	Average (9)	Fearless (20)	Average (9)
XP VALUE:	15	Varies	15	15	15	15

	Gentry	Knights	Mercenary Soldiers	Merchant Sailors/Fishermen	Merchants/Traders	Middle Class
FREQUENCY:	Common	Very rare	Rare	Common	Common	Common
TREASURE:	J, K, L, M, N, Q	L, M	L, M	10-60 sp	10-1,000 gp	J, M, N
ALIGNMENT:	Any	Any lawful	Any	Any	Any	Any
NO. APPEARING:	1-20	1-4	10-100 (10d10)	4-80 (4d20)	30-300 (3d10 x 10)	2-40 (2d20)
ARMOR CLASS:	10	Varies	Varies	9	Varies	10
HIT DICE:	1-6 hp	Varies	Varies	1-6 hp	1-6 hp	1-6 hp
THACO:	20	Varies	Varies	20	20	20
MORALE:	Average (9)	Varies	Varies	Average (9)	Varies	Average (9)
XP VALUE:	15	Varies	Varies	15	Varies	15

	Peasantry (Serfs)	Pilgrims	Pirates/Buccaneers	Police/Constabulary	Priests	Sailors
FREQUENCY:	Common	Uncommon	Common	Uncommon	Very rare	Common
TREASURE:	Nil	J	J, M, N, Q	10-60 sp	J, K, M	L, M
ALIGNMENT:	Any	Varies	Any evil	Any lawful	Any	Any
NO. APPEARING:	1-100	10-100 (10d10)	30-300 (30d10)	2-20 (2d10)	1-8	4-80 (4d20)
ARMOR CLASS:	10	Varies	Varies	7	Varies	10
HIT DICE:	1-6 hp	1-6 hp	1-6 hp	1-6 hp	1-6 hp	Varies
THACO:	20	20	20	20	20	20
MORALE:	Average (9)	Varies	Varies	Average (10)	Varies	Varies
XP VALUE:	15	Varies	Varies	15	Varies	Varies

	Slavers	Soldiers	Thieves/Thugs	Tradesmen/Craftsmen	Tribesmen	Wizards
FREQUENCY:	Very rare	Uncommon	Rare	Common	Rare	Very rare
TREASURE:	J, N, Q	L, M	J, N, Q	1-100 gp	Nil	L, N, Q
ALIGNMENT:	Any evil	Any	Any evil	Any	Any	Any
NO. APPEARING:	1-100	10-1,000 (10d100)	1-8	2-12 (2d6)	10-100 (10d10)	1-8
ARMOR CLASS:	Varies	Varies	Varies	10	8	10
HIT DICE:	Varies	1 hp	Varies	1-6 hp	1-6 hp	Varies
THACO:	Varies	20	Varies	20	20	Varies
MORALE:	Varies	Varies	Varies	Average (9)	Average (9)	Varies
XP VALUE:	Varies	Varies	Varies	15	15	Varies

Aborigines/Cavemen

These are primitive humans found in otherwise uninhabited regions. For every 10 aborigines there will be a 3rd level fighter. Aboriginal tribes are always led by a chief (a 5th level fighter) and 1-4 subchiefs (4th level fighters). For every 10 aborigines encountered there is a 10% chance that they have a shaman (3rd level priest) with them.

Most encounters (60%) will be with predominantly male war or hunting/gathering parties. There is a 40% chance that the encounter will be in or near their lair. Aborigines make their lair in natural shelters such as caves or forest groves. The number encountered above is males; there are an equal number of females and children in the lair.

Aborigines are typically armed with stone axes, spears, and clubs.

Adventurers

These are NPC counterparts of the PC's band, groups of fighters, thieves, priests, and wizards who band together in search of fame, fortune, and power. Typical adventuring bands consist of 1-8 members. Solitary adventurers may be separated from their group, lost, advanced scouts, or sole survivors of decimated groups.

After determining the base size of the group encountered, determine which class each belongs to.

d100

1-4
5-6
7-8
9-10

Class

Fighter
Rogue
Priest
Wizard

Men

Decide whether you want the party of adventurers to be low, medium, high, or very high in level, and roll for each member on the table below.

Level	Range
Low	1-3 (d3)
Medium	4-7 (d4 + 3)
High	7-12 (d6 + 6)
Very high	9-20 (d12 + 8)

If an adventurer is ranked high enough to have attracted followers, 1-100% of such followers will accompany him. This can further swell the encountered band's size into a small army.

Priests and wizards will have 1-100% of their full spells at the time the encounter occurs (round down).

All higher level fighters will usually be mounted on unbarbed medium warhorses and have plate mail and shields. The same is true for priests. For each level that an adventurer has attained there is a 5% chance that he will have the magical accouterments shown below. Roll for each "Y" item. Reroll if a cursed or otherwise undesirable item is indicated, but only one reroll is allowed. If no usable item is indicated, there is no item in that category.

	Fighter	Wizard	Priest	Rogue
Armor	Y	N	Y	N
Shield	Y	N	Y	Y
Sword	Y	N	N	Y
Misc. Weapon	Y	N	Y*	Y
Potion	Y	N	Y	Y
Scroll	N	Y	Y	N
Ring	N	Y	N	Y
Wand/Staff/Rod	N	Y	N*	N
Misc. Magic	N	Y	Y	Y

*If no miscellaneous or edged weapon, roll again for possibility of a wand/staff/rod. If one is indicated but is unusable by a priest, there is no such item present.

In addition, such adventurers have ordinary treasure. Fighters have types L and M; priests J, K, and M; wizards L, N, and Q; and rogues J, N, and Q.

Bandits/Brigands

Bandits are rural thieves who openly prey on travelers and isolated dwellings. They travel in groups of 20-200, usually led by high-level fighters, rogues, wizards, and priests. For every 20 bandits encountered, there will be an additional 3rd level fighter.

Bandits are typically armed with swords, spears, and small shields. Bandits may wear no armor (50%), leather (35%), padded (10%), or ring mail (5%).

Barbarians/Nomads

Barbarians belong to primitive cultures that possess rudimentary skills such as animal husbandry and simple manufacturing (weaving, carving). They may keep villages of simple buildings or live entirely in portable structures like tents, teepees, yurts, or wagons. In aquatic regions, they may live on watercraft like canoes or rafts.

Barbarians are typically armed with swords, knives, bows, spears, and clubs. Armor is limited to shields, helmets, and chestplates. They tend to be hostile toward unfamiliar wizards. Barbarians are adept at surprising opponents; other groups have a -5 penalty on their surprise rolls.

Berserkers/Dervishes

Berserkers are violent war parties prone to manic behavior in battle. When encountered, berserkers drive themselves into a battle frenzy that raises their fighting skills and morale. Berserkers attack twice per round, or once at +2. Many use leather armor and



shield, giving them Armor Class 7. Berserkers need never make morale checks.

Dervishes are highly religious nomads. Due to their fanatical nature, dervishes add 1 to their attack rolls and damage dice. They never check morale in combat.

If encountered during a peaceful period, berserkers may be indistinguishable from normal warrior bands; dervishes may be mistaken for armed pilgrims.

Farmers/Herders

These are simple people involved in the production of agricultural goods. About 65% of encounters are with farmers tilling their land. Encounters with herders may be anywhere there is grazing land or a market to drive the herd to. Encounters with herders also involve the herd animals, whatever they are.

Gentry

These are the upper classes. They are not the ruling nobility, but their wealth and connections make them nearly as powerful. Each member of the gentry encountered may be accompanied by 0-3 guards (d4-1) and 1-6 servants. The guards are mercenary fighters of 1st to 6th level and armed with sword and spear. The servants might fight as 0 level fighters, but are more likely to panic. The gentry themselves can be armed with daggers and shortwords.

Knights

Knights are armored, mounted fighters directly serving their lord. They may be on a quest, a specific mission, or simply patrolling their lord's realm. Knights may be accompanied by their squires, hirelings, and other followers (50%). Knights are armed with sword, lance, mace or flail, and dagger. Armor includes a shield and either plate or chain mail. They ride a medium or heavy warhorse, usually in barding.

About 5% of encounters will be with a vanquished knight. Because he is stripped of his arms and armor, he may be mistaken for any nonwarrior class. He may even support this deception, at least until he can gain weapons.

See "Adventurers" to determine level and special possessions.

Mercenary Soldiers

These are groups of low-level fighters who hire themselves to the

highest bidder. When encountered there is an even chance they may be already hired and on their way to a war, rendezvousing a prospective employer, open for employment, or on their way home and not willing to be hired again yet.

See "Adventurers" to determine level and special possessions.

Merchant Sailors/Fishermen

These are found on or near open waters. If encountered inland, sailors may be ferrymen on a stream or river. Fishermen will either be on their way to a fishing site, engaged in fishing, or returning with their catch. Sailors may be armed with knives, shortwords, cutlasses, or belaying pins (1 point of damage).

Merchants/Traders

Merchants and traders deal in goods and services. Those encountered in the wild are traveling in caravans in search of new business elsewhere. Only 10% of the number encountered are actually merchants: 10% are drovers and the rest are mercenary guards. The guards are led by a fighter (6th-11th level) and a lieutenant one level lower. Each leader is accompanied by 12 guards of 2nd level. For each 50 people in the caravan there is a 10% chance of a wizard (6th-8th level) and a 5% chance of a priest (5th-7th level), as well as a 15% chance of a rogue (8th-10th level) accompanied by 1-4 rogues (3rd-7th level). All such leaders, guards, and special characters are in addition to the number of merchants, drovers, and normal guards.

The treasure is mostly in trade goods (90%). The caravan has 10 pack animals or one wagon per 5,000 gp value.

Middle Class

These are travelers journeying on personal business. They are primarily found in civilized regions, although pioneers may be encountered in relatively peaceful frontier regions. Middle class travelers may be armed with knives, daggers, and shortwords.

Peasantry (serfs)

Peasants are low class farmers, herders, and simple tradesmen. Unlike serfs, peasants are freemen.

Serfs are low class subjects of a local lord. They are primarily involved in agriculture and brute labor in their lord's behalf on



lands under his direct control. Serfs are little more than slaves.

Both peasants and serfs may be armed with daggers, clubs, quarterstaves, and farming tools. They never have any treasure except under the rarest of occasions when they are able to hoard scavenged goods.

Pilgrims

Pilgrims are groups of devout individuals on their way to or from a holy place. They can be found anywhere.

A group of pilgrims will always be accompanied by priests and other character classes. Such people may be acting as leaders, guards, or pilgrims. Such groups always include 1-6 2nd level, 1-4 4th level, 1-2 6th level, and one 8th level priest (accompanied by one 3rd and one 5th level assistant). For every 10 pilgrims, there is a 10% chance of 1-8 fighters (1st-8th level) and 1-6 rogues (2nd-7th level). There is a 5% chance per 10 pilgrims of a wizard of 6th-9th level. If the pilgrims are lawful good, the fighters will be paladins; if the pilgrims are chaotic good, the fighters will be rangers. If the party is neutral, the priests will be druidical. If the pilgrims are lawful evil, they all fight as berserkers, although armed only with daggers.

Pilgrim alignment is determined below:

d100	Alignment
01-35	Lawful good
36-55	Chaotic good
56-65	Neutral
66-85	Lawful evil
86-00	Chaotic evil

About 75% of pilgrim bands encountered are on foot. There is a 5% chance that a high-level priest will be carrying a religious artifact, carefully hidden and protected by traps and magic.

Pirates/Buccaneers

These are seafaring thieves and fighters (1st-4th level). Buccaneers are always led by a captain of 8th or 10th level — 8th if fewer than 200 buccaneers. The captain will have a 6th or 7th level lieutenant and four mates of 4th level. For every 50 buccaneers encountered, there will be a 3rd level fighter, as well as a 15% chance for a priest of 12th-15th level and a 10% chance for a



wizard of 6th-9th level. For every 100 buccaneers, there will be a 5th level fighter. All of these "extra" characters are in addition to the regular buccaneers indicated on the dice.

Buccaneers wear leather armor; leaders wear chain mail. All are armed with knives, swords, bows, and polearms. In addition, their ships may be equipped with ballistae or catapults.

Police/Constabulary

These are the duly appointed representatives of the local government, concerned with upholding the laws, maintaining the peace, and carrying out their superior's will. If constables are encountered in the wilderness, they might be pursuing a fugitive (50%) or investigating a case on the outskirts of their jurisdiction (50%). Constables are the equivalent of fighters of 1st-4th level. Wilderness encounters include a 25% chance that the police are accompanied by a mob. The mob is composed of citizenry temporarily deputized to assist the police; they fight as 0 level fighters.

Priests

These are typical NPC priests traveling on personal business or on a mission. The number encountered refers to the number of actual priests. If they are of high enough level, they might also have followers accompanying them (50%).

See "Adventurers" to determine level and special possessions.

Sailors

Nonmerchant sailors are the seagoing armed forces of the local government, acting as police or soldiers. They may be patrolling their home waters, pursuing a waterborne criminal, or on their way to or from a mission in other waters. They act as 1st level fighters. Each ship is commanded by a captain (6th level fighter) and a first officer (5th level fighter). Sailors are armed with swords, knives, bows, and polearms. In addition, each ship may be armed with heavier weapons such as catapults and ballistae.

Slavers

Slavers are usually found in control of a band of captive slaves; if no slaves are present, the slavers may be mistaken for mercenaries or brigands. The slavers' leader might be a thief, fighter, or fighter-thief (6th-11th level), assisted by a lieutenant one level lower. Each leader is accompanied by 1-12 guards of 1st or 2nd level. For each 50 slaves and slavers, there is a 10% chance of a wizard (6th-8th level) and a 5% chance of a priest (5th-7th level); these work for the slavers.

There are 10 slaves present for each 1-10 slavers. Slaves are treated the same as serfs. They may be recently acquired captives being taken from their homelands or long-time slaves being moved to a new market. Such slaves will be on foot and linked together in strings of 10-100 by ropes or chains. They will be willing to help any adventurers who try to rescue them, although they will be limited in the help they can provide. Slaves may be any class or type, but only 1% of captives belong to one of the character classes.

Soldiers

These are organized militia engaged in the defense of their home region. Soldiers are led by a captain (6th level or higher) and a lieutenant 1-4 levels lower. Each leader is accompanied by 1-12 soldiers of 1st or 2nd level. Most soldiers are engaged in routine patrols of the homeland. If local wars are occurring, there is a 50% chance that the soldiers are either heading off to the war or returning from it. There is a 5% chance of a cleric (5th-7th level) for each 50 soldiers present.

See "Adventurers" to determine level and special possessions.

Thieves/Thugs

These are low level rogues who, if not already engaged in a crime,



may attempt to rob wealthy or weak-looking adventurers. Thieves may be armed with concealed weapons such as knives, darts, blowguns, blackjacks, and short swords.

See "Adventurers" to determine level and special possessions.

Tradesmen/craftsmen

Tradesmen and craftsmen are engaged in business when encountered. They may be operating a shop, acquiring materials for their business, or traveling to or from a client's location. They are willing to do business with adventurers, provided they are properly paid. They will not attack except to defend themselves. Note that 1% of tradesmen may be retired adventurers. Tradesmen may be armed with knives, quarterstaves, and their tools.

About 90% of their treasure will be in merchandise or their equipment.

Tribesmen

Tribesmen have primitive cultures; they hunt, fish, and farm near their simple villages. Tribesmen are found in any climate.

For each 10 tribesmen, there will be an additional 3rd level fighter. Tribes are led by a chief (a 5th level fighter) and 1-4 sub-chiefs (4th level fighters). For every 10 encountered, there is a shaman (4th level priest) with them, and for each 30 tribesmen encountered, a 6th level shaman. The tribe has a witchdoctor (8th level priest). Shamans and witchdoctors tend to be druidical in nature.

Tribal villages are made of local materials (grass, bamboo, mud, ice). In addition to the males encountered, there will also be an equal number of women and a 75% chance of 20-50 slaves.

Tribesmen's weapons are typically clubs, knives, spears, and bows. Armor is limited to shields.

Wizards

These are typical NPC wizards. They may be engaged in personal business, gathering materials, or traveling to or from a business engagement. The number encountered refers to the number of actual wizards; they may be accompanied by 0-3 (d4-1) servants and guards for each wizard. Guards are fighters 1-4 levels lower than the wizard they protect.

See "Adventurers" to determine level and special possessions.

Mind Flayer

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Rare
ORGANIZATION:	Community
ACTIVITY CYCLE:	Any
DIET:	Carnivore (brains)
INTELLIGENCE:	Genius (17-18)
TREASURE:	S, T, X (B)
ALIGNMENT:	Lawful evil

NO. APPEARING:	1-4
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	8+4
THACO:	11
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Mind blast
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	90%
SIZE:	M (6' tall)
MORALE:	Champion (15) + Special
XP VALUE:	8,000

Of all the creatures of the Underdark, the illithid, or mind flayer, is both the most evil and most inhuman. It is also the most feared, for its powers are formidable and it feeds on the brain of any human, demihuman, or humanoid creature it encounters. Using sheer mental power, it is able to enslave or destroy its foes, which include such powerful creatures as drow and kuo-toa.

Mind flayers stand about 6 feet tall, with hideous mauve skin that glistens with slime. The head resembles an octopus, with white eyes (no pupils are evident) and four tentacles protruding from where a mouth should be. The creature has three fingers and a thumb on each hand; its fingers have a reddish cast, though the rest of the hand is mauve. Mind flayers can communicate with all creatures via telepathy; they have no spoken language, though they have been known to accompany their thoughts with faint hissing and the eager lashing of their tentacles. Mind flayers dress in flowing robes, adorned with symbols of death and despair.

Combat: A mind flayer can use its four tentacles in combat. If a tentacle hits, it will reach the opponent's brain in 1-4 rounds, drawing it forth and killing the victim. The mind flayer then devours the brain. Even more deadly than this is the mind flayer's mental blast, which spreads in a cone 60 feet long, 5 feet wide at the base and 20 feet wide at its end; all within the area of effect must save versus wands at -4 or be *stunned* for 3-12 (d10+2) rounds.

The mind flayer's mental talents also allow it to use the following powers, one per round, as a 7th level mage: *suggestion*, *charm monster/person*, *ESP*, *levitate*, *astral projection*, and *plane shift*. Mind flayers have infravision. All saving throws against a mind flayer's mental powers are at -4, due to its powerful mental force. If an encounter is going against a mind flayer, it will immediately flee, seeking to save itself regardless of its treasure or its fellows.

In mass combat, the mind flayer tries to take as many prisoners as possible. These prisoners will become slaves, and a source of food in times of shortage.

Habitat/Society: Mind flayers live in large underground communities of 200 to 2,000 illithids, plus at least two slaves per illithid. The minds of the slaves are stripped of any capacity for independent thought (by use of the *charm* ability) so they obey their illithid masters without question. Mind flayers hate sunlight and will avoid it whenever possible.

The center of each community is the elder-brain, a pool of briny brain fluid that contains the brains of the community's dead



mind flayers. Due to the powerful mental force of illithids, the elder-brain remains sentient even after their bodies have been destroyed, and the telepathic union of these brains of the dead rules the community. The elder-brain has a telepathic range of two to five miles (depending on the size and age of the community). The elder-brain cannot attack, but it can telepathically warn the mind flayers of the presence of thinking creatures, so a mind flayer within its telepathic radius cannot be surprised, except by nonintelligent creatures. The telepathic range of the elder-brain represents the territory that a community will claim and defend, though a community will send raiding parties far beyond this limit. Mind flayers have no family structure. Their social activities are limited to eating, communicating with the elder-brain, and debating on the best tactics to conquer the Underdark. For amusement, they inflict pain on their captives and force their slaves to fight each other in gladiatorial games.

Mind flayers are extremely arrogant, viewing all other species only as cattle to be fed on. They prefer to eat the brains of thinking creatures.

Ecology: Mind flayers have a lifespan of about 125 years. They are warm-blooded amphibians, and spend the first 10 years of life in a tadpole state, swimming in the pool of the elder-brain until they either die (which most do) or grow into a fully developed illithid. Illithids are sexless; each flayer is capable of producing offspring (twice per lifetime, once every 20 years).

Mind flayer ichor is an effective ingredient in a potion of *ESP*.

Minotaur

CLIMATE/TERRAIN:	Temperate and subtropical labyrinths
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Night
DIET:	Carnivore (man-eater)
INTELLIGENCE:	Low (5-7)
TREASURE:	(C)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-8
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	6+3
THACO:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-8/2-8 or 1-4/by weapon type
SPECIAL ATTACKS:	Grapple, charge
SPECIAL DEFENSES:	+2 bonus on surprise roll
MAGIC RESISTANCE:	Nil
SIZE:	L (7'1/2' tall)
MORALE:	Elite (13) + Special
XP VALUE:	1,400
Elder	3,000

Minotaurs are either cursed humans or the offspring of minotaurs and humans. They usually dwell in underground labyrinths, for they are not confused in these places, which gives them an advantage over their prey.

Minotaurs are huge, well over 7 feet tall, and quite broad and muscular. They have the head of a bull but the body of a human male. Their fur is brown to black while their body coloring varies as would a normal human's. Clothing is minimal, usually a loin cloth or skirt.

Combat: Minotaurs are very strong (equivalent human Strength of 18). Against man-sized opponents (minimum 6 feet tall) they may butt for 2-8 points of damage. Against smaller opponents, they bite for 1-4 points of damage. If a minotaur is 30 feet or more from its opponent, it can lower its head and charge against any creature that is at least 6 feet tall. If successful, the charge causes double head-butt damage. In addition to these attacks, most minotaurs also carry weapons—a huge ax (treat as a halberd) or flail, with which it inflicts normal damage +2.

Minotaurs are not particularly intelligent, but are extremely cunning and have excellent senses. They have a +2 bonus on their surprise rolls, have infravision, and can track prey by scent like a ranger, with 50% accuracy. They always pursue an unfamiliar scent. Minotaurs are immune to *maze* spells. They attack any intruder without fear, and will retreat only if the creature is obviously beyond their ability to defeat (+3 to morale score in combat).

Habitat/Society: Minotaurs live in communities of up to eight members. If the community contains more than six minotaurs, one will be an elder minotaur with 18/50 Strength and 8+4 Hit Dice. The minotaur elder is the clan leader; he remains in the center of the labyrinth and raises young minotaurs while others hunt. He is always encountered in the center of a labyrinth.

A minotaur's labyrinth is rarely natural. Often an evil wizard or a tyrant will construct a labyrinth and place the minotaur family there, feeding it prisoners and slaves on a regular basis.

Occasionally this tyrant will be killed and the minotaurs forced to fend for themselves; since creatures rarely enter a labyrinth on their own accord, these minotaurs will usually be ravenously hungry.



Minotaurs speak their own primitive language and are 25% likely to speak a halting form of common. They have little culture; their lives resemble animals more than humans. Their culture venerates physical strength above all else and particularly strong human fighters have been known to earn their respect. They worship crude gods and have weak clerics (maximum 3rd level shaman). Rumors persist of more intelligent minotaurs with developed societies.

Ecology: The curse which creates minotaurs is unknown, but sages suspect it involves "crimes against the natural order." Minotaurs are always male. It is also said that the first minotaur was originally a great and ill-tempered human fighter; he wanted to be as strong as a bull and his wish was granted in the most hideous manner possible. Minotaurs breed with human females to produce offspring, which are male minotaurs. Minotaurs have a lifespan of 200 years. They can live without food for years at a time, but are always hungry unless they are fed regularly. They are meat-eaters, but their curse causes them to prefer a diet of human flesh. Those transformed into minotaurs by curses may be restored to human form by a *wish*, but those who were born as minotaurs cannot be made human. Gnolls are their natural enemies; they will kill each other on sight.

Minotaur components are sometimes used in spells and potions, and might be used in magical items involving strength, location, and misdirection.

Mud-man

CLIMATE/TERRAIN:	Any pool
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Dweomer
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	2-12 (2d6)
ARMOR CLASS:	10
MOVEMENT:	3
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Mud-throwing, suffocation
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (4' high)
MORALE:	Special
XP VALUE:	175

Mud-men are formed in pools of mud where enchanted rivers (even mildly enchanted ones, such as a stream eroding a magical structure) collect and evaporate and concentrate the dweomer. Because they are creatures of magic, mud-men are sometimes called *dweomerlings*. Mud-men are unintelligent life forces with but one goal—to protect their pools against intruders.

When aroused into a physical form, mud-men take on the appearance of animated mud in a stocky humanoid shape, about 4 feet tall. Their coloration varies between a dirty brown and tar black. They have four thick fingers on each hand. Their legs stay submerged within the pool, and are not usually visible. Their eyes are pools of jet black shadow.

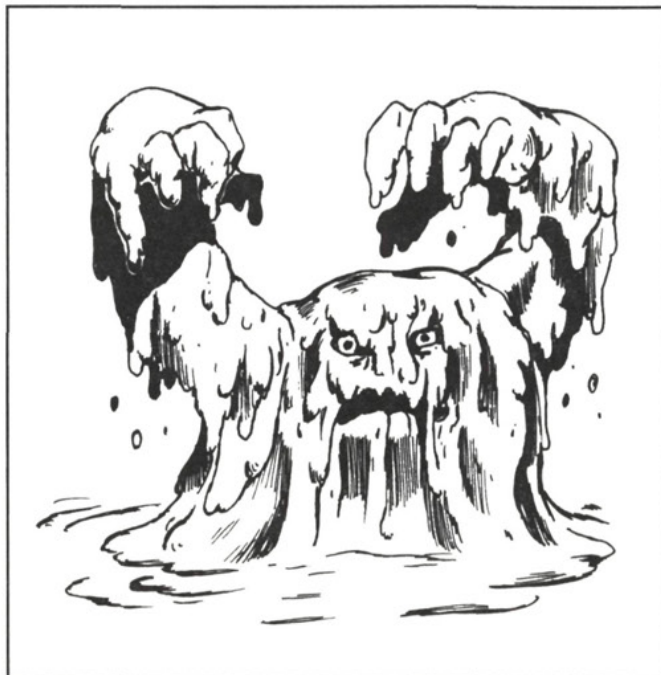
Mud-men speak no languages and are incapable of communicating with any living creature.

Combat: In their dormant state, mud-men wait beneath the surface of the pool, spread on the bottom, feeding on the dweomer. In this state they are immune to all weapons, even magical ones. Spells that normally harm a mud-man will still affect it, although damage is divided evenly among all the mud-men in the pool (the entire group counts as one creature for these effects, and fractions are rounded down). When a creature enters the pool the mud-men immediately sense its presence and take but a single round to draw their substance together and rise to the surface, ready to attack on the following round. Once fully formed and standing, a mud-man can be harmed by magical weapons.

Mud-men attack by hurling mud at their opponents, who are considered AC 10 (modified by Dexterity) for the purpose of determining hits. Mud hardens on impact and slows the creature's movement rate by 1 if it hits. While hurling mud, a mud-man will also advance on its victim at its full movement rate. Once within 10 feet, it will hurl itself (literally) at the victim. A successful hit means the death of the mud-man, but slows the victim's movement by 4. A miss means the mud-man must spend the next round re-forming in order to attack again.

Once a victim's movement is brought to 0, he becomes immobilized and suffocates, suffering 1-8 points of damage per round until the mouth or nose is clear. The victim will die of suffocation in five consecutive rounds unless rescued. Hardened mud can be cleared from a character's nose and mouth in one round. Movement can be restored at a rate of 1 per five rounds.

If the creature flees the pool, the mud-men will not pursue, as their senses do not extend beyond the pool. Instead, they sink



into the depths, return to their dormant state, and wait until the next time someone enters the pool.

Mud-men are affected by all spells that cause damage to living creatures (e.g., *cause light wounds*, *magic missile*, *fireball*, *flame strike*). *Dispel magic* and *dig* act as *fireballs* cast at the same level as the mage.

Transmute mud to rock kills all mud-men within its area of effect, with no saving throw allowed.

Mud-men are immune to all poisons, natural and magical, and are unaffected by spells that affect the mind (e.g., *hold*, *charm*, and *sleep*).

Habitat/Society: Mud-men have two states: rest and activity, the latter of which solely involves killing intruders. A mud-man's pool varies in size between 20 and 200 feet in diameter. Such pools are often found near waterfalls.

Ecology: Mud-men are not natural creatures and not part of the ecosystem. They try to kill all natural creatures that encounter them and have no natural enemies. Over a long period of time they absorb flesh, wood, and bone, extracting whatever treasure they can get from it, so they rarely possess any treasure—only if they were attacked within the last month by someone who was bearing treasure. Though no uses have been recorded for a mud-man's mud, it is logical that mages would not ignore its magical properties.

Mummy

CLIMATE/TERRAIN:	Desert subterranean
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	None
INTELLIGENCE:	Low (5-7)
TREASURE:	P, (D)
ALIGNMENT:	Lawful evil

NO. APPEARING:	2-8 (2d4)
ARMOR CLASS:	3
MOVEMENT:	6
HIT DICE:	6+3
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-12
SPECIAL ATTACKS:	Fear, disease
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6')
MORALE:	Champion (15)
XP VALUE:	3,000

Mummies are corpses native to dry desert areas, where the dead are entombed by a process known as mummification. When their tombs are disturbed, the corpses become animated into a weird unlife state, whose unholy hatred of life causes them to attack living things without mercy.

Mummies are usually (but not always) clothed in rotting strips of linen. They stand between 5 and 7 feet tall and are supernaturally strong.

Combat: Mummies are horrific enemies. A single blow from one's arm inflicts 1-12 points of damage, and worse, its scabrous touch infects the victim with a rotting disease which is fatal in 1-6 months. For each month the rot progresses, the victim permanently loses 2 points of Charisma. The disease can be cured only with a *cure disease* spell. *Cure wounds* spells have no effect on a person inflicted with mummy rot and his wounds heal at 10% of the normal rate. A *regenerate* spell will restore damage but will not otherwise affect the course of the disease.

The mere sight of a mummy causes such terror in any creature that a saving throw versus spell must be made or the victim becomes paralyzed with fright for 1 to 4 rounds. Numbers will bolster courage; for each six creatures present, the saving throw is improved by +1. Humans save against mummies at an additional +2.

Mummies can be harmed only by magical weapons, which inflict only half damage (all fractions round down). *Sleep*, *charm*, *hold*, and cold-based spells have no effect. Poison and paralysis do not harm them. A *resurrection* spell will turn the creature into a normal human (a fighter at 7th level ability) with the memories of its former life; or will have no effect if the mummy is older than the maximum age the priest can resurrect. A *wish* will also restore a mummy to human form but a *remove curse* will not.

Mummies are vulnerable to fire, even nonmagical varieties. A blow with a torch inflicts 1-3 points of damage. A flask of burning oil inflicts 1-8 points of damage on the first round it hits and 2-16 on the second round. Magical fires are +1 damage/die. Vials of holy water inflict 2-8 points of damage per direct hit.

Any creature killed by a mummy rots immediately and cannot be raised from death unless both a *cure disease* and a *raise dead* spell are cast within six rounds.

Habitat/Society: Mummies are the product of an embalming process used on wealthy and important personages. Most mum-



mies are corpses without magical properties. On occasion, perhaps due to powerful evil magic or perhaps because the individual was so greedy in life that he refuses to give up his treasure, the spirit of the mummified person will not die, but taps into energy from the Positive Material plane and is transformed into an undead horror. Most mummies remain dormant until their treasure is taken, but then they become aroused and kill without mercy.

A mummy lives in its ancient burial chamber, usually in the heart of a crypt or pyramid. The tomb is a complex series of chambers filled with relics (mostly nonmagical). These relics include models of the mummy's possessions, favorite items and treasures, the bodies of dead pets, and foodstuffs to feed the spirit after death. Particularly evil people will have slaves or family members slain when they die so the slaves can be buried with them. Because of their magical properties, mummies exist on both Prime and Positive Material planes.

Ecology: To create a mummy, a corpse should be soaked in a preserving solution (typically carbonate of soda) for several weeks and covered with spices and resins. Body organs, such as the heart, brain, and liver, are typically removed and sealed in jars. Sometimes gems are wrapped in the cloth (if the treasure listing for the mummy indicates it possesses gems, a few may be placed in the wrappings). Mummies are not part of the natural ecosystem and have no natural enemies.

Mummy dust is a component for rotting and disease magic items.

Nixie

CLIMATE/TERRAIN:	Temperate lakes
FREQUENCY:	Rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Day
DIET:	Fish
INTELLIGENCE:	Very (12)
TREASURE:	Q (C)
ALIGNMENT:	Neutral

NO. APPEARING:	20-80 (2d8x10)
ARMOR CLASS:	7
MOVEMENT:	6, Sw 12
HIT DICE:	1-4 hit points
THACO:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type
SPECIAL ATTACKS:	Charm
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	25%
SIZE:	S (4')
MORALE:	Average (8-10)
XP VALUE:	120

Nixies are water sprites that live in fresh water lakes, and while they carry no grudge against humankind, they delight in enslaving men as their beasts of burden.

With webbed fingers and toes, pointed ears, and wide silver eyes, nixies bear little resemblance to their woodland cousins. Most are slim and comely, and they have lightly scaled, pale green skin and dark green hair. Females are attractive, often twining shells and pearl strings in their thick hair, and they modestly dress in tight-fitting wraps woven from colorful seaweeds. The males wear loin cloths of the same materials. Nixies are naturally able to breathe water and they also retain the ability to breathe air, so travel on land is possible, although they prefer not to leave their lakes except in dire circumstances. Nixies speak their own language and the common tongue.

Combat: If one or more men approach within 30 feet of a group of nixies, the creatures will pool their magic to create a powerful *charm* spell, one such spell for every 10 nixies, which requires the victim to save versus spell at -2 on the die roll. Once a person is charmed but before he enters the water there is a 75% chance that a *dispel magic* spell will break the charm. Once in the water the chance of dispelling the magic drops to 10%. Nixies keep their charmed slaves for one full year, forcing them to do all their heavy labor, but thereafter the charm wears off and the victim is set free. During this enslavement, the nixies will keep a *water breathing* spell on the human captive, for nixies can cast this spell on any creature, or dispel it, once per day (duration is one day).

Male nixies carry long daggers and darts (javelins) which are used as spears under water and missiles above. Usually, each nixie has one of each weapon. The javelins can be cast a maximum of 60 yards (10 yards short range, 30 yards medium). Occasionally, nixies employ their fishing nets in battle, but it takes 10 nixies to wield the large nets and their prey must be in the water with them (roll to hit AC10 to ensnare a single man-sized creature, +2 to the AC for each additional victim, up to five total). Sometimes nixies will employ their guardian fish or pets in battle (see below).

Even with their 25% magic resistance, nixies fear fire and very bright lights, so a flaming sword or a *light* spell will keep them at bay. Nixies will try to negate a *continual light* spell by summoning small fish to crowd around the light and dim it.

Habitat/Society: Nixie dwellings are woven from living seaweed and it is only 5% likely that their lair will be noticed at any



distance under 20 feet (it is impossible to detect from farther away than 20 feet). Nixies keep giant fish as guards, either 1-2 gar (20%) or 2-5 pike (80%), and these are taught to obey simple commands. Small ornamental shiners or rainbow-hued fish are kept as pets and trained to perform elaborate tricks. Trout, bass, and catfish are herded as food. Nixies can also summon 10-100 small fish (this takes 1-3 rounds).

Nixie tribes number from 20 to 80 individuals, with one third of the population being youths. Individual families number from four to eight members, and the tribe usually includes 10-15 distinct families, each related to the other through a common ancestor. These nixie tribes control an area with a radius of three to five miles, and when a tribe gets too large, two or three families split off to form a new tribe.

Nixie tribes are ruled by the Acquar (*water mother*) who is a direct descendant of the original founding ancestor. This is a hereditary position. She decides major disputes and chooses the most apt warrior to be the S'oquar, the warlord of the tribe responsible for the hunt and defense. The Acquar is advised by a council of elders, whose spokesperson is called the Luquar, the keeper of the tribe's oral history. Treasures, whether the spoils of war or the results of work or luck, are divided equally by the Acquar. Intertribal rivalries are often fierce and females are sometimes kidnapped as brides, for nixies are polygamists, keeping two to three wives. Birth rates in the tribes are high but many children are lost in their first years, so the overall population grows slowly. Nixies worship water and nature powers.

Ecology: Lakes with nixie tribes are kept clean and well stocked, and often the human slaves are worked to improve the environment through the removal of trash and obstructions. Nixie artifacts include jewelry of shells, pearls and opals, silk from waterspiders, and potions of *water breathing*.

Nymph

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Nil
INTELLIGENCE:	Exceptional (16)
TREASURE:	Q (Qx10, X)
ALIGNMENT:	Neutral (good)

NO. APPEARING:	1-4
ARMOR CLASS:	9
MOVEMENT:	12
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	M (4'-6')
MORALE:	Unsteady (7)
XP VALUE:	1,400

So beautiful that a glimpse can blind or even kill a man, the nymphs are the embodiment of loveliness, a triumph of nature.

A nymph's beauty is beyond words—an ever-young woman with sleek figure and long, thick hair, radiant skin and perfect teeth, full lips and gentle eyes. A nymph's scent is delightful, and her long robe glows, hemmed with golden threads and embroidered with rainbow hues of unearthly magnificence. A nymph's demeanor is graceful and charming, her mind quick and witty. Nymphs speak their own musical language and the common tongue.

Combat: Neutral in their alliances and cares, nymphs do not fight, but flee if confronted by an intruder or danger. Nymphs are able to cast *dimension door* once per day, and can employ druidical priest spells at 7th ability level, giving a nymph four 1st, two 2nd, two 3rd, and one 4th level spell once per day. Looking at a nymph will cause permanent blindness unless the onlookers save versus spell. If the nymph is nude or disrobes, an onlooker will die unless a saving throw versus spell is successful.

Habitat/Society: These beautiful females inhabit only the loveliest of wilderness places, clear lakes and streams, glacier palaces, ocean grottoes, and crystalline caverns. Nymphs prefer a solitary existence, but very occasionally a few will gather together in a place of spectacular charm, though these rendezvous seldom last for more than a few months. Animals of all types flock to a nymph to be petted and caressed, forgetting their natural enemies to gather around the lovely creature.

There is a 10% chance that a nymph will be friendly if approached by a good creature without the latter first glimpsing the nymph, by calling or other prior notice. On the other hand, if a nymph sees a human male with 18 Charisma and good alignment before he sees her, it is 90% probable that the nymph will be favorably inclined toward the man. It is still necessary to make saving throws upon sighting the nymph.

Nymphs hate ugliness and evil and sometimes will help to defeat it. Any treasure they possess has usually been given to them by some lovesick man.

Ecology: Like a druid, a nymph believes in the sanctity of nature and her environment and will try to keep her lair safe and pure. She will heal wounded animals and mend broken trees and plants. Sometimes she will even help a human in distress (5%



chance). Since nymphs live for many generations, they can provide a wealth of information on the history of an area and often know secret places, hide-outs, and entrances long forgotten. If a man is kissed by a nymph, all painful and troubling memories are forgotten for the rest of the day—this may be a boon to some and a curse to others. A lock of nymph's hair can be used to create a powerful sleeping potion or, if enchanted and woven into a cloth and sewn into a garment, will magically add one point to the wearer's Charisma. The tears of a nymph can be used as an ingredient in a *philter of love*. If a woman bathes in a nymph's pool, her Charisma is increased by two points until she bathes again.

Ogre

	Ogre	Ogre Mage	Merrow
CLIMATE/TERRAIN:	Any land	Any oriental land	Any water
FREQUENCY:	Common	Very rare	Uncommon
ORGANIZATION:	Tribal	Tribal	Tribal
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (8)	Average to exceptional (9-16)	Average (8-10)
TREASURE:	M(Q, B, S)	G (R, S, magic)	M (A)
ALIGNMENT:	Chaotic evil	Lawful evil	Chaotic evil
NO. APPEARING:	2-20 (2d10)	1-6	2-24 (2d12)
ARMOR CLASS:	5	4	4
MOVEMENT:	9	9, Fl 15 (B)	6, Sw 12
HIT DICE:	4+1	5+2	4+4
THACO:	17	15	15
NO. OF ATTACKS:	1	1	3 or 1
DAMAGE/ATTACK:	1-10 (or by weapon)	1-12	1-6/1-6/2-8 (or by weapon)
SPECIAL ATTACKS:	+2 to damage	Magic spells	See below
SPECIAL DEFENSES:	Nil	Nil	Camouflage
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	Large (9' +)	Large (10 ¹ / ₂ ')	Large (9')
MORALE:	Steady (11-12)	Elite (13-14)	Steady (11-12)
XP VALUE:	175	420	270
Leader	420	-	420
Chieftain	650	650	650



Ogres are big, ugly, greedy humanoids that live by ambushes, raids and theft. Ill-tempered and nasty, these monsters are often found serving as mercenaries in the ranks of orc tribes, evil clerics, or gnolls. They mingle freely with giants and trolls.

Adult ogres stand 9 to 10 feet tall and weigh 300 to 350 pounds. Their skin colors range from a dead yellow to a dull black-brown, and rarely a sickly violet. Their warty bumps are often of a different color—or at least darker than their hides. Their eyes are purple with white pupils. Teeth and talons are orange or black. Ogres have long, greasy hair of blackish-blue to dull dark green. Their odor is repellent, reminiscent of curdled milk. Dressing in poorly cured furs and animal hides, they care for their weapons and armor only reasonably well. It is common for ogres to speak orc, troll, stone giant, and gnoll, as well as their own guttural language. A typical ogre's life span is 90 years.

Combat: In small numbers, ogres fight as unorganized individuals, but groups of 11 or more will have a leader, and groups of 16 or more usually include two leaders and a chieftain. Ogres wielding weapons get a Strength bonus of +2 to hit; leaders have +3, chieftains have +4. Females fight as males but score only 2-8 points of damage and have a maximum of only 6 hit points per die. Young ogres fight as goblins.

Habitat/Society: Ogre tribes are found anywhere, from deep caverns to mountaintops. Tribes have 16-20 males, 2-12 females, and 2-8 young. Shamans, if present, will be of 3rd level, and have access to the spheres of combat, divination, healing, protection, and sun (darkness only). Ogres live by raiding and scavenging and they will eat anything. Their fondness for elf, dwarf, and halfling flesh means that there is only a 10% chance that these will be found as slaves or prisoners. There is a 30% chance that an ogre lair will include 2-8 slaves. Captured prisoners are always kept as slaves (25%) or food (75%). Extremely avaricious, ogres squabble over treasure and cannot be trusted, even by their own kind.

Ogre Leader

When more than 11 ogres are encountered, a leader will be present. He is a 7 Hit Dice monster with 30-33 hit points and Armor Class 3. He inflicts 5-15 (2d6 + 3) points of damage per attack.

Ogre Chieftain

If 16 or more ogres are encountered, they will be led by two patrol leaders and a chieftain. The chieftain is a 7 Hit Dice monster with 34-37 hit points and Armor Class 4. He inflicts 8-18 (2d6 + 6) points of damage per attack. Chieftains are usually the biggest and smartest ogres in their tribes.

Ecology: Ogres consistently plague mankind, lusting for gold, gems, and jewelry as well as human flesh. They are evil-natured creatures that join with other monsters to prey on the weak and favor overwhelming odds to a fair fight. Ogres make no crafts nor labor.

Ogre

Ogre Mage

The oriental ogre has light blue, light green, or pale brown skin with ivory horns. The hair is usually a different color (blue with green, green with blue) and is darker in shade; the main exception to this coloration is found in ogre magi with pale brown skin and yellow hair. They have black nails and dark eyes with white pupils. The teeth and tusks are very white. Ogre magi are taller and more intelligent than their cousins and they dress in oriental clothing and armor.

Combat: Ogre magi can perform the following feats of magic: *fly* (for 12 turns), become *invisible*, cause *darkness* in a 10-foot radius, *polymorph* to a human or similar bipedal creature (4 feet to 12 feet tall), and *regenerate* one hit point per round (lost members must be reattached to regenerate). Once per day they can do the following: *charm person*, *sleep*, assume *gaseous form*, and create a *cone of cold* 60 feet long with a terminal diameter of 20 feet, which inflicts 8-64 (8d8) points of damage (save versus spell for half damage). Oriental ogres attack with magic first and resort to physical attacks only if necessary. They are +1 on morale.

In battle, ogre magi prefer the *naganata* (75%) or *scimitar* and *whip* (25%). Those found in oriental settings might (25%) possess *ki* power or have mastered a martial arts form. As ogre magi are intelligent, they will not fight if faced with overwhelming odds, but will flee to gather their forces or hide.

Habitat/Society: These monsters live in fortified dwellings or caves and foray to capture slaves, treasure, and food. Ogre magi priests of up to 7th level have been reported. Tribes are small, with 2-5 females and 1-3 children which will not fight, but rather seek escape in *gaseous form*. These monsters are extremely protective of their young and will battle with savage abandon to save one's life. If a young ogre mage is captured, these creatures will pay high ransom for its return, but they will seek revenge and will never forget the insult of the kidnapping.

If encountered in their lair, ogre magi will be led by a chief of great strength (+2 on each hit die, attacking and saving as a 9 Hit Dice monster). Treasure is divided by this chief and his trove is always the richest. The tribe will have their own clan symbol typical to the oriental lands, and this symbol will be stitched on its war banners and flags as well as on armor and headdresses. The chief will often have the tribe's symbol tattooed on his forehead or back.

Ogre magi speak the common tongue, their own special language, and the speech of normal ogres.

Ecology: Ogre magi magical armor is too large to fit a man. This monster's lair is usually a powerful structure that can be expanded into a mighty fortress if it can be rid of its original owners.

Merrow (Aquatic Ogre)

Faster and fiercer than their land kin, the freshwater merrow are greenish and scaled with webbed hands and feet. Their necks are long and thick, their shoulders are sloping, and they have huge mouths and undershot jaws. Merrow have black teeth and nails and deep green eyes with white centers, and their hair resembles slimy seaweed. About 10% grow ivory horns, especially the more powerful males.

Aquatic ogres are very fond of tattoos, and females may have their entire bodies inked with scenes of death and destruction as a sign of status. Merrow speak their own dialect and the language of other ogres.

Combat: Using their green coloration, aquatic ogres can hide, becoming effectively invisible 10-80% of the time, depending on terrain. They attack from cover, so others are -5 on their surprise

roll. Merrow typically attack with a large piercing spear (inflicting 2-12 points of damage) in a swimming charge at +1 to hit, followed by melee with talons and teeth.

Habitat/Society: A typical merrow tribe consists of:

- 1 chief, AC3, 6+6 Hit Dice, +2 on damage
- 2 patrol leaders, AC3, 5+5 Hit Dice, +1 on damage
- 2-24 standard merrow
- 2-24 females, AC5, 3+3 Hit Dice, 1-2/1-2/1-6 damage
- 1-12 young, AC6, 2+2 Hit Dice, 1-2/1-2/1-4 damage
- 1 shaman of 3rd level ability

Merrow dwell in caves in shallow, fresh water (50-250 feet deep), often with scrags (see Troll). They can live out of water for about two hours, so they often forage on land. Merrow usually control an area with a radius of 10-15 miles, hunting and foraging throughout this territory. In times of scarcity, or when the lure of treasure becomes too great, a war party will attack the coastal villages of man. Merrow prefer gold and jewels and often overlook dull magical items in search of glittering prizes. The goals of a merrow chieftain rule the tribe, and these power-hungry monsters seek to completely control their "kingdoms," often leading to attacks on intruding ships.

Ecology: Merrow are ignorant and superstitious and have no skills but plundering and murder. Areas of the freshwater lakes and seas where they have influence are avoided by sailors and fishermen. These monsters are carnivores, preying on all who enter their regions, often emptying the seas of life with their voracious appetites.



Oozes/Slimes/Jellies

	Ochre Jelly	Gray Ooze	Crystal Ooze	Gelatinous Cube	Green Slime
CLIMATE/TERRAIN:	Subterranean	Subterranean	Dimly lit water	Subterranean	Subterranean
FREQUENCY:	Uncommon	Rare	Rare	Uncommon	Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary	Colony
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Non- (0)	Animal (1)	Animal (1)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil (incidental)	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-3	1-3	1-2	1	1-6
ARMOR CLASS:	8	8	8	8	9
MOVEMENT:	3	1	1, Sw 3	6	0
HIT DICE:	6	3+3	4	4	2
THACO:	15	17	17	17	19
NO. OF ATTACKS:	1	1	1	1	0
DAMAGE/ATTACK:	3-12	2-16	4-16	2-8	Nil
SPECIAL ATTACKS:	Nil	Corrodes metal	Poison	Paralyzation, surprise	See below
SPECIAL DEFENSES:	See below	See below	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
SIZE:	M (4-7')	M to L (4-12')	M to L (4-12')	L (10' cube)	S (2-4')
MORALE:	Average (10)	Average (10)	Average (10)	Average (10)	Average (10)
XP VALUE:	420	270	420	975	120



The oozes, slimes and jellies of the underworld are hideous, amorphous creatures that are the bane of all that lives, dissolving the weapons, armor, and flesh of their victims.

Ochre Jelly

This monster resembles a giant amoeba, seeping through darkened corridors, through cracks and under doors, searching for flesh or cellulose to devour. Their form allows them to travel on walls and ceilings and drop on unsuspecting prey.

Combat: The ochre jelly attacks by attempting to envelop its prey. Its secretions dissolve flesh, inflicting 3-12 (d10+2) points of damage per round of exposure. While a *lightning bolt* will divide the creature into one or more smaller jellies, each doing one-half normal damage, fire- and cold-based attacks have normal effects.

Habitat/Society: An asexual creature, the ochre jelly is a solitary beast that is occasionally found with its own divided offspring. It lives only to eat and reproduce.

Ecology: Voraciously dissolving all types of carrion and trash, this monster is sometimes tolerated in inhabited subterranean areas for its janitorial services, but this activity is difficult to organize and is usually not appreciated by the inhabitants because of its danger.

Gray Ooze

A slimy horror that looks like wet stone or a sedimentary rock formation, the gray ooze is rarely thicker than six or eight inches, but sometimes grows to a length of 12 feet. It cannot climb walls or ceilings, so it slides, drips, and oozes along cavern floors.

Combat: The gray ooze strikes like a snake, and can corrode metal at an alarming rate (chain mail in one round, plate mail in two, and magical armor in one round per each plus to Armor Class). Spells have no effect on this monster, nor do fire- or cold-based attacks. Lightning and blows from weapons cause full damage. Note that weapons striking a gray ooze may corrode and break.

Habitat/Society: After a large meal, a gray ooze reproduces by "budding;" growing a small pod that is left behind in a corridor or cavern. This pod takes two to three days to mature and then the little gray ooze absorbs its leathery shell and begins slithering about, searching for a meal. Sometimes more than one of these monsters are found together, but this is just a random event because they are not intelligent.

Ecology: The gray ooze is a dungeon scavenger. It is rumored that metalworkers of extraordinary skill keep very small oozes in stone jars to etch and score their metal work, but this is a delicate and dangerous practice.

Crystal Ooze

This creature is a variety of gray ooze which has adapted to living in water. It is 75% invisible when immersed in its natural element.

Oozes/Slimes/Jellies

It is translucent, mostly glassy clear, with an occasional milky white swirl in its substance.

Combat: Crystal ooze strikes like a snake, then attempts to flow over a victim and exude its paralyzing poison. Unlike its cousin, the gray ooze, this creature does not corrode metal, but its poisons attack wood, cloth, and flesh. Unless a victim successfully saves versus poison, he becomes paralyzed and will be consumed by the crystal ooze in a short time. When prey is reduced to -20 hit points, it is totally consumed. Crystal ooze cannot be harmed by acid, cold, heat, or fire attacks, but electricity and *magic missiles* inflict full damage. Blows from weapons inflict only 1 point of damage per hit. A wooden weapon must save versus acid or it will dissolve and break.

Habitat/Society: Crystal oozes live in any dim or dark body of water, though they can exist out of water for several hours. They reproduce by budding, like the gray ooze, but the crystal pods usually take seven to 10 days to hatch. Crystal oozes will eat their offspring but occasionally, if the body of water is large enough and food is not scarce, a few of them might be found living in the same water.

Ecology: Crystal oozes are scavengers that leave metal and stone objects in their wake, so incidental treasure can often be found around and in their lairs.

Gelatinous Cube

So nearly transparent that they are difficult to see, these cubes travel down dungeon corridors, absorbing carrion and trash along the way. Their sides glisten, tending to leave a slimy trail, but gelatinous cubes cannot climb walls or cling to ceilings. Very large cubes grow tall to garner mosses and the like from ceilings.

Combat: A gelatinous cube attacks by touching its victim with its anesthetizing slime. A victim who fails to save versus paralyzation is paralyzed (anesthetized) for 5-20 (5d4) rounds. The cube then surrounds its prey and secretes digestive fluids to absorb the food. All damage is caused by these digestive acids. Because gelatinous cubes are difficult to see, others are -3 on their surprise roll. Electricity, fear, holds, paralyzation, *polymorph*, and sleep-based attacks have no effect on this monster, but fire and blows from weapons have normal effects. If a cube fails its saving throw against a cold-based attack, the cube will be slowed 50% and inflicts only 1-4 points of damage.

Habitat/Society: Possessing no intelligence, gelatinous cubes live only for eating. They prefer well-traveled dungeons where there is always food to scavenge. These creatures reproduce by budding, leaving clear, rubbery cubes in dark corners or on heaps of trash. Young are not protected and are sometimes reabsorbed by the parent. Treasure is sometimes swept up by a gelatinous cube as the creature travels along a cavern floor; any metals, gems, or jewelry are carried in the monster's body until they can be ejected as indigestible. Items found inside a cube include treasure types J, K, L, M, N, Q, as well as an occasional potion, dagger, or similar object.

Ecology: The gelatinous cube is sometimes encouraged to stay in a certain area for its scavenging abilities, and is preferred over other jellies and oozes since its square shape does not allow it to slither under doors and into areas in which it is not desired.

Green Slime

A hideous growth, green slime is bright green, sticky, and wet. It grows in dark subterranean places on walls, ceilings and floors.

Combat: This slime cannot attack but is sensitive to vibrations and often drops from the ceiling onto a passing victim. Green slime attaches itself to living flesh and in 1-4 melee rounds turns the creature into green slime (no resurrection possible). Green slime eats through one inch of wood in an hour, but can dissolve metal quickly, going through plate armor in three melee rounds. The horrid growth can be scraped off quickly, cut away, frozen, or burned. A *cure disease* spell kills green slime, but other attacks, including weapons and spells, have no effect.

Habitat/Society: Green slime hates light and feeds on animal, vegetable, and metallic substances in dark caverns. Since it cannot move, this slime grows only when food comes to it. Sunlight dries it out and eventually kills it. Occasional huge slimes or colonies of dozens have been reported.

Ecology: Green slime is an infestation that all creatures avoid; it is burned out of caverns or mines if found. Once it has infected an area, it has a tendency to grow back, even after being frozen or burned away, because dormant spores can germinate years later.



Orc

	Orc	Orog
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Common	Uncommon
ORGANIZATION:	Tribe	Tribe
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average (8-9)	High (10-12)
TREASURE:	L (C, O, Qx10, S)	L (C, O, Qx10, S)
ALIGNMENT:	Lawful evil	Lawful evil

NO. APPEARING:	30-300 (3d10x10)	20-80 (2d4x10)
ARMOR CLASS:	6 (10)	4 (10)
MOVEMENT:	9 (12)	6 (12)
HIT DICE:	1	3
THACO:	19	17
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-8 (weapon)	1-10 (weapon)
SPECIAL ATTACKS:	Nil	+1 to damage
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6' tall)	M (6'-7')
MORALE:	Steady (11-12)	Elite (13-14)
XP VALUE:	15	65
Subchief, leader	35	120
Guards	35	
Chief	65	175
Bodyguard	65	
Shaman, 1st	35	
Shaman, 3rd	175	
Shaman, 5th	650	

have a slightly stooped posture, a low jutting forehead, and a snout instead of a nose, though comparisons between this facial feature and those of pigs are exaggerated and perhaps unfair. Orcs have well-developed canine teeth for eating meat and short pointed ears that resemble those of a wolf. Orcish snouts and ears have a slightly pink tinge. Their eyes are human, with a reddish tint that sometimes makes them appear to glow red when they reflect dim light sources in near darkness. This is actually part of their optical system, a pigment which gives them infravision. Male orcs are about 5½ to 6 feet tall. Females average 6 inches shorter than males. Orcs prefer to wear colors that most humans think unpleasant: blood red, rust red, mustard yellow, yellow green, moss green, greenish purple, and blackish brown. Their armor is unattractive besides—dirty and often a bit rusty. Orcs speak Orcish, a language derived from older human and elvish languages. There is no common standard of Orcish, so the language has many dialects which vary from tribe to tribe. Orcs have also

learned to speak local common tongues, but are not comfortable with them. Some orcs have a limited vocabulary in goblin, hobgoblin, and ogre dialects.

Combat: Orcs are constantly in battle. They use the following weapons.

sword and flail	5%
sword and spear	10%
axe and spear	10%
axe and polearm	10%
axe and crossbow	10%
axe and bow	10%
sword and battleaxe	5%
spear	10%
axe	10%
polearm	20%

Polearms are typically either halberds, pikes (set to receive charge), or glaives. Leaders typically possess two weapons. If a subchief is present, there is a 40% chance the orcs will be fighting around a standard. The presence of this standard increases attack rolls and morale by +1 for all orcs within 60 yards. Orcs typically wear studded leather armor and a shield (AC 6).

Orcs hate direct sunlight and fight at -1 penalty to their attack rolls in sunlight. Their morale decreases by 1 under these circumstances as well. Orcs employ sniping and ambush tactics in the wild. They do not obey the "rules of war" unless such is in their best interests; for example, they will shoot at those who attempt to parlay with them under a white flag unless the orc leader feels it is advantageous to hear what the enemy has to say. They abuse human rules of engagement and chivalry to their best advantage. They have a historic enmity against elves and dwarves; many tribes will kill these demihumans on sight.



Orcs are a species of aggressive mammalian carnivores that band together in tribes and survive by hunting and raiding. Orcs believe that in order to survive they must expand their territory, and so they are constantly involved in war against many enemies: humans, elves, dwarves, goblins, and other orc tribes.

Orcs vary widely in appearance, as they frequently cross-breed with other species. In general, they resemble primitive humans with grey-green skin covered with coarse hair. Orcs

It is often believed that orcs are so bloodthirsty and cruel that they are ineffective tacticians and that they would rather be vicious than victorious. Like most stereotypes, this is highly misleading; it is true for some orc tribes but not for all. Many orc tribes have waged wars for decades and have developed a frightening efficiency with battle tactics.

Habitat/Society: For every three orcs encountered, there will be a leader and three assistants. These orcs will have 8 hit points each, being the meanest and strongest in the group. If 150 orcs or more are encountered there will be the following additional figures with the band: a subchief and 3-18 guards, each with Armor Class 4, 11 hit points, and +1 damage due to Strength on all attacks. They fight as monsters of 2 Hit Dice (THAC0 19). For every 100 orcs encountered, there will be either a shaman (maximum 5th level priest) or a witch doctor (maximum 4th level mage). Shamans and witch doctors gain an extra 1d4 hit points for each level above 1st and fight as a monster of 1 Hit Die for every two levels (round fractions up) of spell-casting ability (e.g., a 5th level shaman has d8+4d4 hit points and fights as a 3 Hit Dice monster.)

If the orcs are not in their lair, there is a 20% chance they will be escorting a train of 1-6 carts and 10-60 slave bearers bringing supplies, loot, or ransom and tribute to their orc chief or a stronger orc tribe. The total value of the goods carried by all of the carts will vary between 10 and 1,000 silver pieces, and each slave bearer will bear goods valued between 5 and 30 silver pieces. If the orcs are escorting a treasure train, double the number of leaders and assistants and add 10 orcs for each cart in the train; one subchief with 5-30 guards will always be in charge.

Orc lairs are underground 75% of the time, in a wilderness village 25% of the time. Orc communities range from small forts with 100-400 orcs to mining communities with 500-2,000 orcs to huge cities (partially underground and partially above ground) with 2,000 to 20,000 orcs. There will always be additional orcs when the encounter is in a creature's lair: a chief and 5-30 bodyguards (AC 4, 13-16 hit points, attack as monsters with 3 Hit Dice (THAC0 17) and inflict an extra +2 damage on all attacks due to Strength). If the lair is underground, there is a 50% chance that 2-5 ogres per 200 orcs will be living with them. Most lairs above ground are rude villages of wooden huts protected by a ditch, log rampart and log palisade, or more advanced constructions built by other races. The village will have 1-4 watch towers and a single gate. There will be one ballista and one catapult for every 100 adult male orcs.

Orcs are aggressive. They believe other species are inferior to them and that bullying and slavery is part of the natural order. They will cooperate with other species but are not dependable: as slaves, they will rebel against all but the most powerful masters; as allies they are quick to take offense and break agreements. Orcs believe that battle is the ideal challenge, but some leaders are pragmatic enough to recognize the value of peace, which they exact at a high price. If great patience and care is used, orc tribes can be effective trading partners and military allies.

Orcs value territory above all else; battle experience, wealth, and number of offspring are other major sources of pride. Orcs are patriarchal; women are fit only to bear children and nurse them. Orcs have a reputation for cruelty that is deserved, but humans are just as capable of evil as orcs. Orcs have marriage customs, but orc males are not noted for their faithfulness.

Orcs worship many deities (some who have different names among different tribes); the chief deity is usually a giant one-eyed orc. Orcish religion is extremely hateful toward other species and urges violence and warfare. Orc shamans have been noted for their ambition, and many tribes have suffered because of political infighting between warriors and priests.

Ecology: Orcs have an average lifespan of 40 years. They have a gestation period of 10 months and produce two to three offspring per birth. Infant mortality is high. Orcs are carnivores, but prefer game meats or livestock to demihumans and humanoids.

It is said that orcs have no natural enemies, but they work hard to make up for this lack. Orc tribes have fearsome names such as Vile Rune, Bloody Head, Broken Bone, Evil Eye, and Dripping Blade.

Orcs are skilled miners who can spot new and unusual constructions 35% of the time and sloping passages 25% of the time. They are also excellent weaponsmiths.

Orogs

Elite orcs, or orogs, are a race of great orcs, possibly mixed with ogre blood. Orogs range between 6 and 6½ feet tall. They are highly disciplined warriors and have their own standards and banners which they display prominently—it is usually easy to tell when orogs are present among common orcs. Orogs can be found at the vanguard of large orc armies, but rarely on patrol. There is a 10% chance that an orc tribe will have orogs, whose number equals 10% of the male population. (Thus a community of 3,000 male orcs has a 10% chance of having 300 additional orogs.) Small bands of elites (20-80 orogs) will hire themselves out as mercenaries. Orogs have 3 Hit Dice, plate mail (AC 3), and have a +3 Strength bonus on damage dice. For every 20 orogs, there will also be one leader with 4 Hit Dice (THAC0 17). There is but one orog chief, who has 5 Hit Dice (THAC0 15). Orogs use weaponry common to orcs, but will typically possess two weapons apiece.

Half-orcs

Orcs will crossbreed with virtually every humanoid and demihuman species except elves, with whom they cannot. The mongrel offspring of orcs and these other species are known as half-orcs. Orc-goblins, orc-hobgoblins, and orc-humans are the most common. Half-orcs tend to favor the orcish strain heavily, and as such are basically orcs, although 10% of these offspring can pass as ugly humans. They are treated as humans with levels instead of Hit Dice. If multi-classed, they have these maximums: priest, 4th level; fighter, 10th level; thief, 8th level.

If half-orcs remain single-classed, these maximums increase to: priest, 7th level (Wisdom 15 required for 5th, Wisdom 16 for 6th, Wisdom 17 for 7th); fighter, 17th level (Strength 18/00 required for 11th, Strength 19 for 12th, Strength 20 for 14th, and Strength 21 for 17th); thief, 11th level (Dexterity 15 required for 9th, Dexterity 16 for 10th, and Dexterity 17 for 11th).

Half-orcs are distrusted by both human and orc cultures because they remind each of the other's racial stock. Half-orcs advance in orc culture by flaunting their superior ability and in human culture by associating with people who don't care about appearance. Most tend toward neutrality with slight lawful and evil tendencies, but lawful good half-orcs are not unknown. Some half-orcs have split from both cultures to form their own societies in remote areas. These half-orcs worship their own gods and (like most hermits) are extremely suspicious of strangers.

	Common	Giant	Talking
CLIMATE/TERRAIN:	Any wilderness	Any wilderness	Any wilderness
FREQUENCY:	Uncommon	Rare	Very rare
ORGANIZATION:	Pair	Family	Solitary
ACTIVITY CYCLE:	Dusk, night	Dusk, night	Dusk
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Very (11-12)	Exceptional (15-16)
TREASURE:	Nil	Q (x5), X	Nil
ALIGNMENT:	Neutral	Neutral	Lawful good

NO. APPEARING:	1 (2)	2-5	1
ARMOR CLASS:	5	6	3
MOVEMENT:	1, Fl 27 (D)	3, Fl 18 (E)	1, Fl 36 (C)
HIT DICE:	1	4	2 +2
THACO:	19	17	19
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1-2/1-2/1	2-8/2-8/2-5	1-4/1-4/1-2
SPECIAL ATTACKS:	Swoop, surprise	Surprise	Swoop
SPECIAL DEFENSES:	See below	Nil	Never surprised
MAGIC RESISTANCE:	Nil	Nil	20%
SIZE:	S (4' wingspan)	M (20' wingspan)	S (6' wingspan)
MORALE:	Unsteady (5-7)	Steady (11-12)	Champion (15)
XP VALUE:	65	270	975



Owls are a family of nocturnal birds of prey. There are many different species and varieties are found in every clime but owls are most common in temperate and subarctic climates. Owls are predators that hunt rodents, small lizards, and insects, attacking humans only when frightened (or magically commanded). Some cultures view owls as symbols of wisdom; others as symbols of imminent death.

Owls range in size from the pygmy owl, which is 6 inches long, to the great horned owl which is 2 feet long and has a 5-foot wingspread. The owl statistics listed above are for larger species. Most owls are noted for their heart-shaped faces and huge eyes (also notable for a nictitating membrane or inner eyelid). Some owls have swept-back ears that look like horns. Their cries range from gentle hoots to ear-piercing screeches.

Combat: Owls have double normal ultravision, quadruple normal hearing, and fly in total silence, so they will surprise their prey more often; others are -6 on their surprise roll. Owls cannot be surprised during hours

of dusk and darkness (sunset to sunrise). During daylight hours, their eyesight is worse than that of humans, so owls can be surprised more easily; they are -3 on their surprise roll if discovered in their daylight roosting place. Owls attack with their sharp talons and hooked beak. If they swoop from a height of 50 feet or greater, each attack is +2 and inflicts double damage, but no beak attack is possible.

Habitat/Society: Owls live in virtually every part of the world. Most owls live in tree hollows, but the burrowing owl lives in holes made by prairie dogs. Owls try to find the lairs of other birds and drive them away. Some daylight birds (crows, ravens) that are preyed upon by owls flock to attack them during the day; because of this, hunters sometimes use owls as decoys. Owls either live in solitude or in pairs. They can be domesticated somewhat if taken young, but cannot be trained to hunt.

Ecology: Owls prey on rodents, toads, frogs, insects, and daylight birds. No creatures are known to prey on owls other than monsters such as wyverns that will attack most flying creatures.

Giant Owl

Giant owls have their own language. They appear as giant versions of large owl species, with a larger proportionate wingspan. These nocturnal creatures inhabit very wild areas, preying on rodents, large game birds, and rabbits. Like ordinary owls, they attack with their talons and beak. They are too large to gain swoop bonuses but can fly in nearly perfect silence; others are -6 on their surprise roll. Giant owls are intelligent and may be friendly toward humans, though they are naturally suspicious. If encountered in their lair, there is a 20% chance there will be 1-3 eggs (25%) or 1-3 hatchlings (75%) 20-70% grown. The parents will fight anything that threatens their young. Eggs sell for 1,000 silver pieces and hatchlings sell for 2,000 silver pieces on the open market.

Talking Owl

Talking owls are rare and magical creatures indeed. They appear as ordinary owls, but speak common and up to six other languages (DM's option). Talking owls swoop as do ordinary owls. Their primary role is to serve and advise champions of good causes on dangerous quests, which they will willingly do for 1-3 weeks if treated kindly on their first encounter. (A talking owl sometimes feigns a broken wing to see how the party treats it.) Talking owls can detect good. Talking owls have a wisdom score of 21, with appropriate spell immunities (cause fear, charm person, command, fear, forget, friends, hold person, hypnotism, ray of enfeeblement, and scare).

Owlbear

CLIMATE/TERRAIN:	Temperate forest
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Late afternoon/early evening
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	(C)
ALIGNMENT:	Neutral

NO. APPEARING:	1 (2-8)
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	5 + 2
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/2-12
SPECIAL ATTACKS:	Hug
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Steady (11-12) + Special
XP VALUE:	420

Owlbears are probably the crossbred creation of a demented wizard; given the lethality of this creation, it is quite likely that the wizard who created them is no longer alive. Owlbears are vicious, ravenous, aggressive, and evil tempered at all times.

Owlbears are a cross between a giant owl and a bear. They are covered with a thick coat of feathers and fur, brown-black to yellow-brown in color. The 8-foot-tall males, which weigh between 1,300 and 1,500 pounds, are darker colored. The beaks of these creatures are yellow to ivory and their terrifying eyes are red-rimmed. Owlbears speak their own language, which consists of very loud screeches of varying length and pitch.

Combat: The owlbear attacks prey on sight, always fighting to the death (ignore morale rating for purposes of determining retreat). It attacks with its claws and snapping beak. If an owlbear scores a claw hit with a roll of 18 or better, it drags its victim into a hug, subsequently squeezing its opponent for 2-16 points of damage per round until either the victim or the owlbear is slain. The owlbear can also use its beak attack on victims caught in its grasp, but cannot use its claws. A single attempt at a bend bars/lift gates roll may be made to break from the grasp of an owlbear. Note that if the Armor Class of a victim is high enough that 18 is insufficient to hit, the hug is not effective and no damage is taken.

Habitat/Society: Owlbears inhabit the depths of tangled forests in temperate climes, as well as subterranean labyrinths, living in caves or hollow stumps.

Owlbears live in mated pairs; the male is slightly larger and heavier than the female. If encountered in their lair there is a 25% chance that there will be 1-6 eggs (20%) or young (80%) in addition to the adults. The offspring will be 40% to 70% grown and fight as creatures with three or four Hit Dice, depending on their growth. They have hit points based on their adjusted Hit Dice. Immature offspring inflict 1-4/1-4/2-8 points of damage with their attacks and a character has a +20% to his bend bars/lift gates roll to escape the hug of an immature owlbear.

An owlbear pair claims a territory of one or two square miles and will vigorously defend this territory against all intruders.

An owlbear's main weakness is also its greatest strength—its ferocity. Because owlbears are so bad-tempered, they stop at nothing to kill a target. It is not difficult to trick an owlbear into hurling itself off a cliff or into a trap, provided you can find one.



Ecology: Owlbears have a lifespan of 20 years. They are warm-blooded mammals, but lay eggs. They prey on anything, from rabbits to bears to trolls to snakes and reptiles. Owlbears prefer temperate climates, but some thrive in subarctic environments. As a hybrid of two animals, one diurnal and the other nocturnal, they have an unusual active time, waking at noon, hunting animals active during the day, then hunting nocturnal creatures before going to sleep at midnight. Owlbears are active in the summer months and hibernate during the cold season. There are rumors of white arctic owlbears, a cross between arctic owls and polar bears, but no specimens have ever been captured.

An owlbear does not actively seek treasure but the remains of victims may be found buried in shallow holes around an owlbear lair. Owlbear eggs are worth 2,000 silver pieces and hatchlings are worth 5,000 silver pieces on the open market. These are typically bought by wizards; while they are impossible to domesticate, they make formidable guardians and wizards sometimes place them in locations of strategic importance (it has been said that an owlbear is a less subtle version of a "keep out" sign). Owlbears in dungeons and ruins almost always have been placed there by someone.

Pegasus

CLIMATE/TERRAIN:	Temperate and subtropical forests
FREQUENCY:	Very rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Chaotic good

NO. APPEARING:	1-10
ARMOR CLASS:	6
MOVEMENT:	24, Fl 48 (C, D mounted)
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8/1-8/1-3
SPECIAL ATTACKS:	Dive, rear kick
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (5'1/2' at the shoulder)
MORALE:	Steady (11)
XP VALUE:	175
Greater	975



Pegasi are magnificent winged steeds that often serve the cause of good. These intelligent creatures are very shy and wild, not easily tamed. They serve only good characters, but if they do, they will serve their master with absolute faithfulness for the rest of his life.

A pegasus is a thoroughbred which resembles an Arabian horse (though slightly larger) with two large feathered wings. Pegasi are usually white, but brown pegasi are not unknown, and rumors persist of black pegasi. As should be expected, alignments do not vary according to color (all pegasi are chaotic good). Pegasi are 17 hands tall (five feet at the shoulder) and weigh over 1,500 pounds. Pegasi must be ridden bareback; they will not accept saddles.

Pegasi speak their own language and can communicate with horses. They can understand common, and will obey their master's commands if they are given in that language.

Combat: A pegasus attacks with its hooves and teeth. It can attack an opponent who is behind it with its rear hooves, inflicting 2-12 points of damage, but it cannot use any of its other attacks in that round. A pegasus can also dive at an opponent from heights of 50 feet or higher and use its hoof attacks; each attack roll is +2 and does double damage.

In battle, a pegasus will try to lure larger opponents (such as dragons) into tight spaces. As the opponent struggles to maneuver into attack range, the pegasus climbs and attacks with its hooves from above. Against creatures their own size, such as griffons, pegasi use their superior speed to outrun them. If griffons are close to a pegasus nest (especially if there are young present), one parent will attack aggressively, get the griffon's attention, and then fly away. By doing this, they hope to lure enemies away from the nest and tire them out over a long distance before returning home.

Habitat/Society: Pegasi are egg-laying mammals. If encountered in their lair, there will be one nest for every pair of pegasi. There is a 20% chance per nest that there will be 1-2 eggs (30% chance) or young (70%) of 20-50% maturity. Each egg is worth 3,000 silver pieces, while the young are worth 5,000 silver pieces per head on the open market.

A pegasus can be used as a warhorse; a male can carry weight as a medium warhorse (220/330/440), while a female can carry weight as a light warhorse (170/255/340).

Pegasi are intelligent creatures. They can *detect good* and *detect evil* at will (60 yard range). They use these powers on those who would ride them; they try to throw anyone of non-good alignments who would tame them. If provoked, pegasi will not hesitate to attack creatures whom they perceive as evil.

To tame a pegasus, a person of good alignment must locate a pegasus herd. Then, at night, he can try to sneak up on a pegasus and surprise it. The character must have the airborne riding proficiency. There is an initial +10 penalty to the roll; pegasi do not like to be tamed. A magical bridle enchanted for the purpose will remove this penalty. If the character successfully makes his roll, then the pegasus will be tamed.

A tamed pegasus will obey the commands of its master for as long as it lives, if the master remains of good alignment.

Ecology: Pegasi feed on grass, fruits, and other plants. Griffons and hippogriffs are the natural enemies of a pegasus. Pegasi have a lifespan of about 40 years.

Greater Pegasus

Legend has it that if a medusa is slain and beheaded, there is a small (5%) chance that a greater pegasus will be born, springing fully born from the medusa's cloven neck. These pegasi have the same attacks and movement rate of a normal pegasus but are worth 6 Hit Dice and have 20% magic resistance. They also have a +1 bonus to their morale rating. There is a 5% chance that the leader of a herd of pegasi will be a greater pegasus. Greater pegasi can be tamed only by the noblest and greatest of heroes, and have a lifespan of 100 years.

Piercer

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	3-18 (3d6)
ARMOR CLASS:	3
MOVEMENT:	1
HIT DICE:	1-4
THACO:	19 (1-2 HD), 17 (3-4 HD)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 (1 HD), 2-12 (2 HD), 3-18 (3 HD), 4-24 (4 HD)

SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T-M (1-6' tall)
MORALE:	Average (8-10)
XP VALUE:	

1 HD	35
2 HD	65
3 HD	120
4 HD	420

Piercers resemble stalactites found on cave roofs. They are actually a species of gastropods that, without their shells, resemble slugs with long tails. A piercer climbs onto the ceiling of a cavern and waits patiently; when it detects prey beneath it, it drops from the ceiling and impales the victim with the sharp end of its shell.

Piercers look like limestone growths on the ceiling of a cavern, just like ordinary stalactites. They come in the following sizes: one foot long (1 Hit Die), three feet long (2 Hit Dice), four and one-half feet long (3 Hit Dice), and six feet long (4 Hit Dice). Piercers can be identified on very close inspection by a pair of tiny eyestalks that curl along the side of the stalactite.

Combat: Piercers have only one chance to hit; if an attack fails to score a kill, the piercer cannot attack again until it slowly scales a wall to resume its position. Piercers can hear noises and detect heat sources in a 120-yard radius; these heat sources include humans. If the noise and light are stationary for many minutes at a time, piercers will slowly edge into attack position over the source of the stimulus. Piercers are virtually indistinguishable from natural phenomena. A group of characters has a -7 modifier on its surprise roll against a piercer (this guarantees that the group will be surprised unless it has some positive modifiers).

A piercer, after it has fallen, is slow and fairly easily slain. Its soft underbelly has one defense mechanism; when exposed to air it covers itself in a corrosive acid which inflicts 1 point of damage on contact with flesh. This is usually enough to dissuade natural predators from disturbing it.

Habitat/Society: While piercers are nonintelligent, the piercers in a colony are aware of each other. They often fall simultaneously, to feed on those killed by other piercers (which makes the area suddenly very dangerous).

Piercers dwell in caverns, where they live in groups of about 10 members. They prefer to hang over high traffic areas, so they will usually be found near cave entrances. Aside from mating, the



piercers are not social creatures. There are rumored to be great caverns deep underground that contain colonies of hundreds of piercers. Piercers are not attracted to treasure, only to food.

Ecology: The piercer is a mollusk, hatched from a hen-sized egg which the parent lays in clutches of six to eight in isolated areas of the cavern. When they hatch, the young appear to be slugs feeding on fungi. After several months, they climb the cavern walls, secrete a chemical that hardens into the familiar stalactite shape, and then wait for prey to come.

A piercer has a lifespan of four years and grows one Hit Die per year. In any group of piercers, the number of creatures with one, two, three, and four Hit Dice will be nearly evenly divided (e.g., in a group of 12 piercers, there will be three one Hit Die piercers, three with two Hit Dice, three with three Hit Dice, and three with four Hit Dice).

A piercer can go without food for months. It stores food in a second stomach that can preserve food for long periods of time; some alchemists seek out piercers to extract a substance from this organ and refine it for human use, as it can keep foodstuffs and precious ingredients fresh for weeks. Piercers also store large supplies of water, extracted from their victims. Piercers can maintain this water supply for months.

The taste of a piercer is said to resemble that of a snail, but with a bitter aftertaste. Their eggs and offspring are not traded on the open market.

Pseudodragon

CLIMATE/TERRAIN:	Temperate or subtropical forests and caves
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Q (x10)
ALIGNMENT:	Neutral (good)

NO. APPEARING:	1 (50% chance of 1-8 in nests)
ARMOR CLASS:	2
MOVEMENT:	6, Fl 24 (B)
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-3 + special
SPECIAL ATTACKS:	Poison sting
SPECIAL DEFENSES:	Chameleon power
MAGIC RESISTANCE:	35%
SIZE:	T (1 1/2' long)
MORALE:	Champion (15)
XP VALUE:	975

Pseudodragons are a species of small flying lizard that inhabits heavily forested wilderness areas. These playful, benign creatures have magical powers that they can share with others, so they are often sought as companions.

Pseudodragons resemble miniature red dragons. They have fine scales and sharp horns and teeth. A pseudodragon's coloration is red-brown as opposed to the deep red of red dragons. Its tail is about 2 feet long (longer than the pseudodragon itself), barbed, and very flexible.

Pseudodragons communicate via a limited form of telepathy. If one elects to take a human companion, it can transmit what it sees and hears at a distance of up to 240 yards. Pseudodragons can vocalize animal noises such as a rasping purr (pleasure), a hiss (unpleasant surprise), a chirp (desire), or a growl (anger).

Combat: The pseudodragon can deliver a vicious bite with its small, dragonlike jaws, but its major weapon is its sting-equipped tail. The creature can move it with flashing speed and strikes at +4 on attack rolls. Any creature struck must save versus poison or go into a state of catalepsy that lasts 1-6 days. The victim appears quite dead, but at the end of that time the character will either wake up unharmed (75% chance) or die (25% chance).

Pseudodragons have a chameleonlike power that allows them to alter their coloration to blend with their surroundings. They can blend into any typical forest background with an 80% chance of being undetected by creatures which cannot see invisible objects. Pseudodragons have infravision with a 60 foot range and can see invisible objects.

A pseudodragon is highly magic resistant and can transmit this magic resistance to its human companion via physical contact (a pseudodragon likes to be perched on the top of one's head or curled around the shoulders and upper back).

Habitat/Society: These forest-dwelling creatures place their lairs in the hollows of great trees or in large caves.

A pseudodragon will very rarely take a human or demihuman as its companion. Some view these pseudodragons as the human's pet; the pseudodragon will be sure to correct this misunderstanding. There are two ways to become a pseudodragon's companion; one is to use magic to summon it (a *find familiar* spell). Another way is to find the pseudodragon on an adventure and persuade it to become a companion. The pseudodragon that searches for



companionship will stalk a candidate silently for days, reading his thoughts via telepathy, judging his deeds to be good or evil. If the candidate is found to be good, the pseudodragon will present itself to the human as a traveling companion and observe the human's reaction. If the human seems overjoyed and promises to take very good care of it, the pseudodragon will accept. If not, it will fly away.

The personality of a pseudodragon has been described by some as catlike. A pseudodragon is willing to serve, provided that it is well-fed, groomed, and receives lots of attention. At times a pseudodragon seems arrogant, demanding, and less than willing to help. In order to gain its full cooperation, the companion must pamper the pseudodragon and make it feel as though it were the most important thing in his life. If the pseudodragon is mistreated or insulted it will leave, or worse, play pranks when least expected. Pseudodragons particularly dislike cruelty and will not serve cruel masters.

Ecology: Pseudodragons are omnivorous but prefer to eat meat. Their diet consists chiefly of rodents and small birds with occasional leaves, fruits, and berries. In the wild, pseudodragons live solitary lives, protecting small personal hoards in their nests. They gather to mate once per year, in early spring, when gatherings of dozens of pseudodragons are not uncommon. After mating, males and females separate; females lay speckled brown eggs in clutches of four to six which hatch in mid-summer; females raise the young by themselves. Pseudodragons hibernate in winter; the young leave the nest in spring to mate.

Pseudodragons have a lifespan of 10-15 years. Like dragons, they are attracted to bright shiny objects. Pseudodragon eggs can be resold for up to 10,000 gold pieces while a hatchling is worth as much as 20,000 gold pieces.

Puddings, Deadly

	Black	White	Dun	Brown
CLIMATE/TERRAIN:	Any underground	Arctic plain	Arid desert	Any marsh
FREQUENCY:	Uncommon	Rare	Rare	Uncommon
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Any	Any	Any	Any
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Nil	Nil	Nil	Nil

NO. APPEARING:	1 (1-4)	1 (1-4)	1 (1-4)	1 (1-4)
ARMOR CLASS:	6	8	7	5
MOVEMENT:	6	9	12	6
HIT DICE:	10	9	8+1	11
THAC0:	11	11	13	9
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	3-24	7-28	4-24	5-20
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	S-L (3'-8')	S-L (3'-8')	S-L (3'-8')	S-L (3'-8')
MORALE:	Special	Special	Special	Special
XP VALUE:	5,000	4,000	4,000	5,000



Puddings are voracious, puddinglike monsters composed of groups of cell colonies that scavenge and hunt for food. They typically inhabit ruins and dungeons. They have the ability to sense heat and analyze material structure from a distance of up to 90 feet to determine if something is edible. Deadly puddings attack any animal or vegetable matter (such as humans) on sight.

All deadly puddings are immune to acid, cold, and poison. Lightning bolts and blows from weapons divide them into smaller puddings, each able to attack exactly as the original pudding. Fire causes normal damage, as do *magic missiles*. Puddings can ooze through cracks that are at least 1 inch wide and can travel on ceilings and walls (falling on victims as a nasty surprise) at the same speed as on a level surface.

Puddings reproduce by fission. They are adapted to live in a wide variety of climates.

Puddings starting with 11-30% of maximum possible hit points are 3 feet to 4 feet in diameter; with 31-50% of full hit points, 5 feet wide;

with 51-70% of full hit points, 6 feet wide; with 71-90% of full hit points, 7 feet wide; and with 91-100% of full hit points, 8 feet wide. If a pudding is split up so it becomes less than 3 feet wide, it becomes thinner but retains its 3-foot diameter. Because puddings do not use all of their mouth openings (which cover their exposed surfaces), the smallest pudding does the same damage as the largest.

Black Puddings

Black pudding acid is highly corrosive, inflicting 3-24 points of damage per round to organic matter and dissolving a 2-inch thickness of wood equal to its diameter in one round. Black puddings also dissolve metal. Chain mail dissolves in one round, plate mail in two; each magical "plus" increases the time it takes to dissolve the metal by one round (thus *plate mail* +3 takes two rounds to dissolve for being plate mail, plus three rounds for having a +3 magical bonus, for a total of five rounds).

White Puddings

These cold-loving creatures are 50% likely to be mistaken for ice and snow (guaranteeing surprise) even under the best of conditions. White puddings haunt polar regions or icy places in order to find prey, although they can live by devouring any animal or vegetable matter; even ice provides them with enough nutrition to exist. White puddings cannot affect metals but dissolve animal and vegetable materials in a single round, inflicting damage to flesh at an astonishing rate.

Dun Puddings

Adapted to dwell in arid regions, these monsters scavenge barrens and deserts and feed on silicates (sand) if animal and vegetable matter is unavailable. They dissolve leather in a single round, regardless of magical pluses. Metals are eaten at a rate half that of black puddings; chain takes two rounds to dissolve, plate four rounds, with an additional two rounds per magical plus.

Brown Puddings

This type dwells principally in marsh areas. It has a tough skin but its attack is less dangerous than other types of puddings. Brown puddings cannot affect metals but dissolve leather and wood in a single round, regardless of magical pluses.

Other pudding types are possible, at the DM's option.

Rakshasa

	Rakshasa	Rakshasa, Greater
CLIMATE/TERRAIN:	Tropical or subtropical forest, jungle, or swamp	Tropical or subtropical forest, jungle, or swamp
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Very (11-12)	High (13-14)
TREASURE:	F	B,F
ALIGNMENT:	Lawful evil	Lawful evil
NO. APPEARING:	1-4	1
ARMOR CLASS:	-4	-5
MOVEMENT:	15	18
HIT DICE:	7	8+16
THACO:	13	11
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1-3/1-3/2-5	1-6/1-6/2-10
SPECIAL ATTACKS:	Illusion	Illusion
SPECIAL DEFENSES:	+1 or better magical weapon to hit	+2 or better magical weapon to hit
MAGIC RESISTANCE:	Special	Special
SIZE:	M (6' tall)	M (6½' tall)
MORALE:	Champion (15-16)	Fanatic (17-18)
XP VALUE:	4,000	
	Ruhk 7,000	
	Rajah 7,000	
	Maharajah 10,000	



Rakshasas are a race of malevolent spirits encased in flesh that hunt and torment humanity. No one knows where these creatures originate; some say they are the embodiment of nightmares.

Rakshasas stand 6 to 7 feet tall and weigh between 250 and 300 pounds. They have no uniform appearance but appear as humanoid creatures with the bodily features of various beasts (most commonly tigers and apes). Hands whose palms curve backward, away from the body, seem to be common. Rakshasas of the highest standing sometimes have several heads. All rakshasas wear human clothing of the highest quality.

Combat: Rakshasas savor fresh human meat and use illusions to get it. They have a limited form of ESP which allows them to disguise themselves as someone the victim trusts; the rakshasa uses this illusion as a lure and strikes when the victim is most unprepared. The rakshasa must drop the illusion when it attacks. Normally rakshasas can have magical abilities, up to the following limits: four 1st level wizard spells, three 2nd level wizard spells, two 3rd level wizard spells, and three 1st level priest spells. These are cast at 7th level ability. Rakshasas are immune to all spells lower than 8th level. An attacker needs at least a +1 magical weapon to harm a rakshasa; any weapon below +3 inflicts only half damage. However, a hit by any *blessed* crossbow bolt kills a rakshasa instantly.

Habitat/Society: Rakshasa society is bound by rigid castes. Each rakshasa is born into a particular role in life and cannot advance. Females (known as rakshasi) are fit to be consorts, honored only by their faithfulness and the fighting ability of their children. There are 1-3 females per male.

Rakshasa society is led by a rajah or maharajah, whose commands are to be obeyed without question.

Rakshasas wage war on humanity constantly, not only to feed themselves but because they believe that battle is the only way to

gain honor. If confronted by humans who recognize their true appearance, they are insufferably arrogant.

A rakshasa's life varies in cycles of wild self-indulgence in times of prosperity and strict fasting and sacrifice in times of trouble or before battle. They are honorable creatures but will twist the wording of an agreement to suit their purposes. They prefer to deal with humanity by using their illusion powers to deceive and manipulate them, but are brave and forthright in battle.

Ecology: As spirits, rakshasas are virtually immortal. They produce a new generation every century to replace the rakshasas that have been slain in battle. No creatures prey on rakshasas except those who would avenge their victims. Rakshasa essence can be an ingredient in a *potion of delusion*.

Rakshasa Ruhks

About 15% of all rakshasas are ruhks, or *knights*. These warriors are the guardians of a rakshasa community. They are hit only by magical weapons of +2 or better; any weapon below +4 inflicts only half damage against them. Their spells are cast at 9th level of ability.

Rakshasa Rajahs

About 15% of all rakshasa ruhks are rakshasa rajahs, or lords. Each rajah is the leader (patriarch) of his local clan. These rulers of rakshasdom have the same abilities as a ruhk, but also have the spell casting abilities of both a 6th level priest and an 8th level wizard, cast at 11th level of ability.

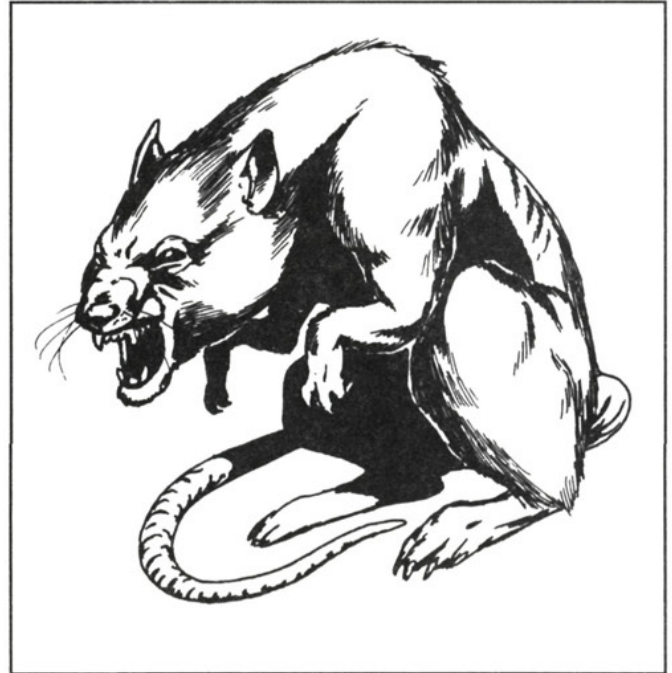
Rakshasa Maharajahs

About 5% of all rakshasa rajahs are rakshasa maharajahs, or dukes. Maharajahs have the same abilities as a ruhk, but have 13+39 Hit Dice, and the spell casting abilities of a 13th level wizard and 9th level priest. A maharajah is the leader of either several small, related clans, or a single powerful clan. Maharajahs reside on the outer planes, where they rule island communities of hundreds of rakshasas, and serve as minions to even greater powers.

Rat

	Common	Giant
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Common	Common
ORGANIZATION:	Pack	Pack
ACTIVITY CYCLE:	Night	Night
DIET:	Scavenger	Scavenger
INTELLIGENCE:	Animal (1)	Semi- (2-4)
TREASURE:	Nil	C (lair)
ALIGNMENT:	Neutral	Neutral (evil)

NO. APPEARING:	1-100	5-50 (5d10)
ARMOR CLASS:	7	7
MOVEMENT:	15	12, Sw 6
HIT DICE:	1/4	1-4 hit points
THACO:	20	20
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1	1-3
SPECIAL ATTACKS:	Disease	Disease
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	T (1' long)	T (2' long)
MORALE:	Unreliable (2-4)	Unsteady (5-7)
XP VALUE:	7	15



Rat is the general name applied to a number of species of long-tailed rodent scavengers between five inches and one foot long. Rats are aggressive, active, omnivorous, and adaptable. These creatures reproduce rapidly and often carry diseases that have resulted in more than one great plague.

There are two prominent varieties of rat. The first is the *black rat*. These are about 8 inches long (lean bodied) when fully grown with a tail at least as long as its body, a pointed nose, and long ears. This "black rat" is dark gray in color with brownish patches above and gray and white coloring on its underbelly. It is an excellent climber and jumper (climb 3), but it cannot swim.

The second variety is the *brown rat*, also known as the sewer rat, the wharf rat, and the Norway rat. It varies in length between 5 and 10 inches long and its tail is shorter than the black rat's. Its eyes and ears are also smaller, but it has a larger, fatter body. Brown rats may be gray, white, black, or pied in color. They cannot climb, but are excellent swimmers (swim 3) and burrowers. If rats infest a building, black rats will inhabit the upper floors, while brown rats will occupy the lower floor and the cellars.

Combat: While rats normally flee from anything bigger than themselves, a trapped rat will do anything to survive and a pack of starving rats will attack anything in order to feed. Rats attack with their two sharp front teeth, which inflict one point of damage per bite. Worse, a rat often carries diseases, so that a rat bite has a 5% chance of infecting its victim with a serious disease unless a successful save versus poison is made. Normal rats fear fire, but will brave it if they are very hungry.

A swarm of rats can be treated as a single "monster," having an assigned number of Hit Dice and inflicting a set amount of damage each round automatically on small creatures in the swarm's area. A typical pack might cover a 10'x10' area, have four Hit Dice, and inflict four points of damage per round. Weapons have minimal effect on a pack but area effect spells and certain other attacks (such as flaming oil) are effective. When the pack has lost its hit points, it is considered to be dispersed and unable to inflict mass damage.

Habitat/Society: The chief goal of a pack of rats is to find food. Packs have been frequently known to burrow into food stores and devour them. Rats will nest virtually anywhere, chewing on cloth, paper, and wood in the course of nestmaking.

Ecology: Rats are extremely prolific, breeding three to five times a year. Brown rats produce eight to 14 young per litter, while black rats produce only five to six young in a litter. Black and brown rats are omnivorous, eating plant and animal life. Brown rats are considered to be more aggressive than black rats. Their teeth are extremely powerful; they have been known to gnaw holes in lead pipes. Rats have a lifespan of two to four years.

Brush Rats

Brush rats (also known as *trade rats* and *pack rats*) belong to a much less aggressive family of rats known as wood rats. Their coloring is slate gray above and white on their underbellies. They are nearly the size of brown rats. Brush rats build nests or burrows in forested areas. They are attracted to small, bright, shiny objects and will sometimes steal them and carry them off to their hoard. Pack rats are herbivores and will not attack humans. They do not carry diseases. Brush rats can be trained.

Giant Rats

Also known as *Sumatran rats*, these vile beasts plague underground areas such as crypts and dungeons. Their burrows honeycomb many graveyards, where they cheat ghouls of their prizes by tunneling to newly interred corpses. Giant rats are brown-black in color with white underbellies, and are related to the brown rat, with fatter bodies and shorter tails. As with normal rats, any creature bitten by a giant rat has a 5% chance per wound of catching a debilitating disease; a successful saving throw versus poison will prevent catching the disease. Giant rats avoid attacking strong parties unless driven by hunger or commanded by creatures such as vampires and wererats. Giant rats are fearful of fire and flee from it except if driven by hunger or magic. They are excellent swimmers and can attack in water as well as on land.

	Manta	Pungi	Sting	Ixitxachitl
CLIMATE/TERRAIN:	Shallow tropical waters	Shallow tropical waters	Shallow tropical waters	Shallow tropical waters
FREQUENCY:	Uncommon	Rare	Common	Very rare
ORGANIZATION:	Solitary	Solitary	Group	Tribe
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Average to high (8-14)
TREASURE:	J-N(x10), Q(x5), X	Nil	Nil	P, R, S
ALIGNMENT:	Neutral	Neutral	Neutral	Chaotic evil
NO. APPEARING:	1	1-3	1-3	5-12 (4 + 1d8)
ARMOR CLASS:	6	7	7	6
MOVEMENT:	Sw 18	Sw 12	Sw 9	Sw 12
HIT DICE:	8-11	4	1	1 + 1
THACO:	13 (8 HD), 11 (9-10 HD), 9 (11 HD)	17	20	19
NO. OF ATTACKS:	1 tail or 1 bite	1- 12	1	1
DAMAGE/ATTACK:	3-12 (bite) or 2-20 (sting)	1-4 each	1-3	3-12 (1d10 + 2)
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	G (32'-40' wingspan)	L (15' wingspan)	S (5' wingspan)	S-L (3'-8' diameter)
MORALE:	Elite (13)	Unsteady (5)	Unsteady (5)	Elite (13)
XP VALUE:				
8 HD	3,000	975	120	normal 35
9 HD	4,000			1 + 1 HD cleric 65
10 HD	5,000			2 + 2 HD cleric 175
11 HD	6,000			3 + 3 HD guard 270
				4 + 4 HD leader 420
				2 + 2 HD vampiric 270

Rays, also known as *sea bats*, are native to warm tropical shallow waters. They are broad, flat creatures, with eyes on the upper, dark-colored surface of their body and the mouth and gills on the lighter underbelly. Their pectoral fins are huge, which gives them a batlike appearance, and they use their short tail as a rudder. They feed on mollusks and crustaceans and only rarely attack humans, with the exception of the malevolent ixitxachitl. These long, flat creatures bury themselves in the silt and sand of the sea floor in order to surprise their prey.

Manta Ray

These huge creatures, which weigh as much as 3,000 pounds, bury themselves in the ocean floor waiting for victims to arrive. The manta has a giant maw (10 to 12 feet across) that can totally engulf any creature man-sized or smaller in a single bite. If the manta's hit roll is 2 or more greater than the number it needed to hit (e.g., rolls a 16 or better when it could hit on a 14), then it has swallowed its prey. Swallowed creatures die at the end of six rounds. Any creature swallowed can attack from inside the ray at -4 with a dagger or a short sword (other weapons require too much space to wield effectively); the ray's Armor Class remains the same. A manta ray can swallow but one man-sized creature or three size S creatures at once.

If creatures attack its rear, it can use its stinger instead of its bite. If it strikes, the victim suffers 2-20 points of damage and must save versus paralyzation or be stunned for 2-8 rounds.

The manta ray's stomach may contain treasure.

Pungi Ray

The tropical pungi rays conceal themselves in the sand of the ocean floor with their terrible back spines protruding. Their spines are greenish or brown, resembling plant growth so closely as to be 90% undistinguishable from normal seaweed. Pungi rays are 15 feet across and 6 feet long. Their back spines are in a 3 foot by 4 foot area, with one spine per square foot (12 in total). Any creature stepping on a

pungi spine must save versus poison or die instantly. A footstep on a pungi ray equals one attack; if a creature fell on a pungi ray it would suffer 2-8 spinal attacks. If a pungi ray is attacked it will try to swim away.

Sting Ray

These bottom-feeding creatures are found swimming on the ocean floor in shallow waters. If any creature steps on one, the ray lashes out with its tail spine, inflicting 1-3 points damage; any creature struck must also save versus poison or be paralyzed for 5-20 turns, suffering points of damage equal to the number of turns of paralysis.

Ixitxachitl

The ixitxachitl (pronounced icks-it-ZACH-it-ul) are an intelligent race of evil manta rays. They have their own language and worship evil powers. These cruel creatures love to hunt marine humanoids and sacrifice or devour any they catch. Communities of 10 to 100 ixitxachitl live in coral reef mazes with a secret entrance. For every 10, there is one ixitxachitl equal to a 2nd level priest. For every 20, there is one equal to a 3rd level priest. For every 50, there is a 2 + 2 Hit Dice priest with 5th level ability. If there are more than 50, there will be a leader with 4 + 4 Hit Dice and 8th level cleric ability and two guards with 3 + 3 Hit Dice and 6th level ability. Spheres include Charm, Divination, Elemental (water), Healing, Necromantic, Protection, and Sun (darkness only). Guards and leaders have treasure type U that can be used without hands. For every 20 encountered there is a 50% chance that one is a *vampiric ixitxachitl* (double Hit Dice, drains one energy level per hit, and regenerates 3 hit points per round).

Remorhaz

CLIMATE/TERRAIN:	Arctic plain
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	D
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	Overall 0, head 2, underbelly 4
MOVEMENT:	12
HIT DICE:	7-14
THACO:	13 (7-8 HD), 11 (9-10 HD), 9 (11-12 HD), 7 (13-14 HD)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Bite: (7-8 HD) 4-24; (9-12 HD) 5-30; (13-14 HD) 6-36

SPECIAL ATTACKS:	Swallow whole, heat lash
SPECIAL DEFENSES:	Melt metal
MAGIC RESISTANCE:	75%
SIZE:	G (21'-42' long)
MORALE:	Elite (13-14)
XP VALUE:	7 HD
	4,000 (+1000 per Hit Die)

Remorhaz, sometimes known as *polar worms*, inhabit only chill arctic wastes. They are very aggressive predators that devour any animal matter, including humans, demihumans, and humanoids; they have even been known to attack frost giants.

A remorhaz has a segmented body with a winged head and neck, standing on dozens of chitinous legs. Remorhaz have an ice blue color everywhere except on their backs, where a streak of white sets off the many protrusions located there. The size of a remorhaz is determined by its Hit Dice: a 7 Hit Dice remorhaz is 21 feet long, an 8 Hit Dice creature is 24 feet long, etc. Their language consists of roaring, bellowing, and howling.

Combat: In combat the remorhaz beats its small wings, raising up the front quarter of its body. It then snaps itself forward, striking with blinding speed. They are able to swallow prey whole on an unmodified attack roll of 20; any victim swallowed is killed instantly by the intense heat inside the creature. When aroused, the remorhaz secretes a substance that causes its intestines to become very hot and its back protrusions actually glow cherry red from excess heat. Any nonmagical weapon melts from contact with its back and any creature touched by these surfaces suffers 10-100 points of damage.

To determine where a blow has struck a remorhaz, consider where the attacker is in respect to the remorhaz. While the remorhaz is rearing to attack, a blow from the front hits the relatively soft underbelly. When the remorhaz is attacking a creature, any blow inflicted hits the head unless the underside is specifically stated as the object of the attack. In all other cases, the body is the object of the attack, subject to adjudication by the DM.

Remorhaz are slower than most polar dwellers, so they prefer to burrow into the snow and surface when they hear prey nearby, hoping to achieve surprise. Remorhaz have infravision to 60 feet.

Habitat/Society: A remorhaz lair usually consists of a number of large, smoothly rounded tunnels in ice and snow or rock, gradually descending to a large central chamber. Tunnels in ice and snow will be very slippery, as the remorhaz's hot back repeatedly



melts the snow, leaving it to refreeze. The central chamber is only about twice the size of a remorhaz, while the central chamber of a nesting pair is about four times their size and may contain icy stalactites.

Remorhaz have a hunting range of 60 miles. Except where the game has been hunted to extinction, these creatures tolerate the presence of other remorhaz in their hunting grounds.

Ecology: Remorhaz are carnivores, sustaining themselves with a diet of deer, elk, and even polar bears. They mate in late summer and stay together for two months before departing to live solitary existences. Remorhaz mate every year but can produce offspring only three or four times in a lifetime; the female lays a clutch of one or two grey-blue eggs, remaining with the eggs at all times, coiling around them to keep them warm; if the eggs are left in the freezing cold for only one minute, they will never hatch. Young remorhaz have 1 Hit Die at birth and grow to 7 Hit Dice after four months, when they leave the nest. Immature remorhaz have weaker armor (+2 AC in all locations); 1-3 Hit Dice remorhaz can only bite for 2-12 points of damage, while 4-6 Hit Dice creatures inflict 3-18 points of damage. From birth, the young remorhaz have all the powers of an adult.

Remorhaz have lifespans of 30 years. Their eggs are valued at 500 gold pieces and are eagerly sought because these creatures can be trained to be excellent guards. However, a remorhaz can be trained to obey only one or two masters, and will attack its master if hungry enough. The heat secretion of a remorhaz, thrym, is valuable as a component for heat-related magical items and can be sold to alchemists for 5-10 gold pieces per flask. The remorhaz will contain 10 flasks worth of thrym per Hit Die.

Satyr

CLIMATE/TERRAIN:	Temperate sylvan woodlands
FREQUENCY:	Uncommon
ORGANIZATION:	Terrain
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	I, S, X
ALIGNMENT:	Neutral

NO. APPEARING:	2-8 (2d4)
ARMOR CLASS:	5
MOVEMENT:	18
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1 head butt or weapon
DAMAGE/ATTACK:	2-8 or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	M (5' tall)
MORALE:	Elite (13)
XP VALUE:	975

Also called *fauns*, satyrs are a pleasure-loving race of half-human, half-goat creatures usually dwelling in sylvan settings. Symbolizing nature's wild and carefree ways, an encounter with a satyr can be benign.

Satyrs have the torso, head, and arms of a man, and the hind legs of a goat. The human head is surmounted by two sharp horns that poke through the satyr's coarse, curly hair. The skin of the upper body ranges from tan to light brown, with a rare (1%) breed known to be red. Its hair is medium, reddish, or dark brown. The horns and hooves are black.

These creatures have their own tongue and are also able to speak sylvan elvish and common. Satyrs dwelling near centaurs are 80% likely to be friendly with them, cooperating with them and speaking their language. Rarely (5%), satyrs can be found associating with a group of korred.

Combat: Satyrs are very silent and have keen senses, so they have a +2 bonus on their surprise rolls. They can blend with foliage so as to be 90% undetectable to creatures not able to see hidden or invisible things. Satyrs have infravision to 60 feet.

A satyr normally attacks by butting with its two sharp horns. They will occasionally (20%) make use of +1 magic weapons, especially long or short swords, daggers, and short bows. It is quite likely that a satyr will first play a tune on its pipes, an instrument only a satyr can properly employ. By means of these pipes, the satyr can *charm*, *sleep*, or *cause fear* in all within 60 feet unless they save versus spell.

Only one satyr per band is likely to have these pipes. If comely females (Charisma 15+) are in the group, the piping will be to *charm*. Should the intruders be relatively inoffensive, the piping will put them to sleep and the satyr will steal all of the victims' choice food and drink, as well as items such as rings, amulets, staves, and weapons. If the intruders are hostile, the piping will be used to *cause fear*. The effects of the piping will last for 1-6 hours or until dispelled. Any creature that saves versus any form of piping is not affected by additional music from the same pipes in that encounter. A bard's singing can nullify the pipe's music before it takes effect if he announces that this as his sole action.

Habitat/Society: Satyrs inhabit only sylvan woodlands. They are interested only in sport: frolicking, piping, chasing wood nymphs, and so on. They resent intrusion, however, and will drive away any creature that offends them. A lucky wanderer



may stumble on a woodland celebration, which will comprise an equal number of dryads and fauns plus 3-24 other woodland creatures and a 25% chance of 2-12 centaurs. Strangers are welcomed only if they contribute some good victuals and drink to the party, especially superior (10+ gp per bottle) wine. Such wine can also be used to lure or bribe satyrs. If a group of interlopers includes elves, the group has a better chance of being welcomed.

These celebrations can last all night in the spring and summer months, with newcomers waking up the next morning with massive headaches, minus a few valuables, and not a woodland creature (nor their tracks) to be found.

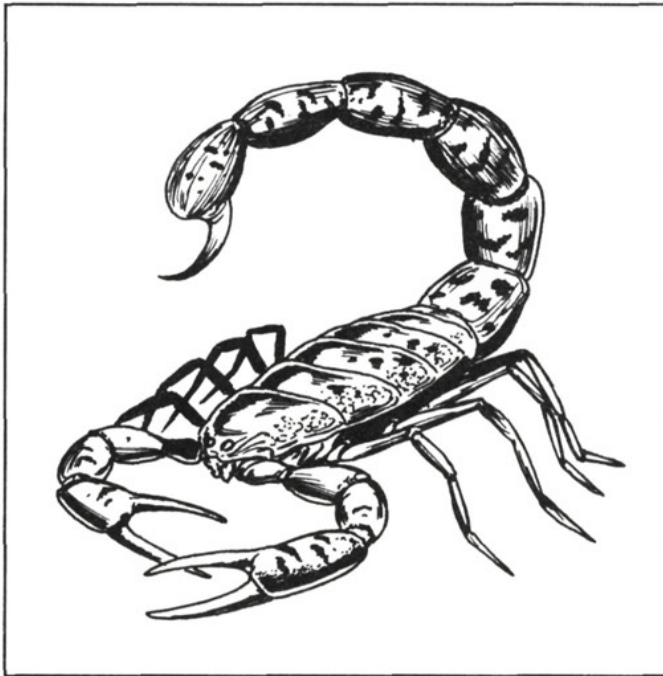
Shying away from the trappings of an organized society, a colony of satyrs usually includes young numbering 50% of the adults. Satyrs dwell in comfortable caves and hollow trees. There are no female satyrs and most sages believe that dryads are the female counterparts of the satyr. It is believed that satyrs mate with dryads to produce more satyrs and dryads. Satyrs share the dryads' affection for humans of the opposite sex, but whereas a man charmed by a dryad may return in several years (if ever), a female charmed by a satyr might return after 1-4 weeks.

Satyrs are an inoffensive race that just wishes to have fun. They rarely venture more than 10 miles from their communities, most often doing so to gather food. They are fond of venison and small game but also eat plants and fruits.

Ecology: Satyrs hunting in sylvan woodlands keep game animal populations at normal levels; satyrs never hunt to excess or despoil plants.

Scorpion

	Large	Huge	Giant
CLIMATE/TERRAIN:	Warm wilderness and subterranean areas	Warm wilderness and subterranean areas	Warm wilderness and subterranean areas
FREQUENCY:	Uncommon	Common	Uncommon
ORGANIZATION:	Swarm	Swarm	Swarm
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	D	D	D
ALIGNMENT:	Nil	Nil	Nil
NO. APPEARING:	1-6	1-4	1-4
ARMOR CLASS:	5	4	3
MOVEMENT:	9	12	15
HIT DICE:	2 + 2	4 + 4	5 + 5
THAC0:	19	15	15
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1-4/1-4/1	1-8/1-8/1-3	1-10/1-10/1-4
SPECIAL ATTACKS:	Poison sting	Poison sting	Poison sting
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (2' long)	M (4' long)	M (5'-6' long)
MORALE:	Average (8)	Average (10)	Steady (11)
XP VALUE:	120	420	650



Giant scorpions are vicious predators that live almost anywhere, including relatively cold places such as dungeons, though they favor deserts and warm lands. These creatures are giant versions of the normal 4-inch-long scorpion found in desert climes.

The giant scorpion has a green carapace and yellowish green legs and pincers. The segmented tail is black, with a vicious stinger on the end. There is a bitter smell associated with the scorpion, which probably comes from the venom. They make an unnerving scurrying sound as they travel across dungeon floors.

Combat: The giant scorpion is 95% likely to attack any creature that approaches. The creature has a hard, chitinous carapace that gives it Armor Class 3. This monster attacks by grabbing prey with its two huge pincers, inflicting 1-10 points of damage each, while it lashes forward with its tail to sting. Thus, it can fight three oppo-

nents at once. If a giant scorpion manages to grab a victim in a pincer, it will automatically inflict 1-10 points of damage each round until it releases the victim. The victim has but one chance to escape. If he can make his *bend bars/lift gates* roll, he will escape the claw. However, this can be the character's only action that round and it can be tried only once per combat. If the sting is employed against an untrapped victim, an attack roll is required for a successful attack, but a trapped character is automatically struck by any sting attack directed at him with no attack roll required.

The sting inflicts 1-4 points of damage and the victim must save versus poison or die the next round (type F). Note that scorpions are not immune to their own poison. If a scorpion is reduced to 1 or 2 hit points, it will go into a stinging frenzy, stinging everything in sight, gaining two attempts to hit per round with only the tail. Slain creatures are dragged to the scorpion's burrow to be eaten.

Habitat/Society: Giant scorpions live in underground burrows or dungeons. Each lair may (20%) have 5d4 scorpion eggs. These beasts eat any living creature that is unfortunate enough to stray too close to their lair. Any treasure found comes from the bodies of human or demihuman victims that have been dragged here to be consumed. Armor is rarely found intact, since the scorpion will surely have used its pincers to cut up its prey.

Ecology: These bizarre insects contribute to the ecosystem by feeding on other giant versions of insects such as spiders and ants. They themselves are prey for purple worms and other huge, subterranean creatures. Alchemists and assassins prize the scorpion's venom because of its potency.

Large and Huge Scorpions

Often found in dungeons and wildernesses, these creatures are merely smaller versions of the giant scorpion. Colors range from tan to brown to black, and rumors persist of rare white scorpions deep underground. All attack with pincers and tail stinger. If struck by the stinger, the victim must save versus poison or die the next round. However, the poison of the large scorpion is weaker than normal (type A, 15/0 points damage), giving the victim a +2 on his saving throw. Huge scorpions have deadly (type F) poison and can pin a victim in a way similar to the giant scorpion, but with the huge scorpion, the victim can still fight back. It is not unusual to see scorpions of various sizes fighting with each other.

Selkie

CLIMATE/TERRAIN:	Cold to subarctic waters
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to exceptional (8-16)
TREASURE:	A (magic only), R
ALIGNMENT:	Neutral (good)

NO. APPEARING:	1 or 12-30
ARMOR CLASS:	5 (10 base in human form)
MOVEMENT:	12, Sw 36
HIT DICE:	3+3
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 or by weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Can change into human form
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' in either form)
MORALE:	Steady (11-12)
XP VALUE:	120
Leader	420

Selkies are seal-like beings that have the ability to change into human form for a few days at a time.

When in their true, seal-like forms, they are nearly indistinguishable from normal seals. Close inspection of their arms, however, will reveal the presence of slightly webbed hands instead of fore flippers and legs instead of a tapering body and rear flippers. Once a month, each selkie is able to assume human form for about a week. Usually selkies prefer to briefly visit the realm of men (which they call the "overworld") out of curiosity, but sometimes they are ordered to go forth and purchase desperately needed supplies or information. When in human form, selkies are very attractive indeed and their fine looks have broken more than a few overworlders' hearts. Their eyes are particularly noticeable as they are always either a bright emerald green or startling light blue. Since the selkie transformation is not a spell or magical effect, only spells like *true seeing* will reveal a selkie's true nature, although their peculiar mannerisms and predilection for seafood also might.

Combat: Since selkies are unable to swim quickly while carrying weapons, 90% of selkies encountered underwater will be unarmed. They use their sharp teeth whenever they are cornered but prefer to use their impressive speed underwater to escape superior odds. If encountered on land, selkies are wise enough to bear human weapons, most likely swords scavenged from the wrecks of ships (see below).

Habitat/Society: Selkie communities are divided between male and female, with females usually outnumbering males, as male selkies are the hunter/gatherers throughout the often dangerous waters nearby. However, both aspects of selkie "community" (domestic and provider) are equally respected within the lair, and no sex is accorded undue privileges.

Selkies inhabit only colder waters and there are both saltwater and freshwater varieties. Selkies almost always build their lairs in huge, underwater caverns and grottos containing both air and water-filled regions—selkie young must be raised in an air-filled environment for about their first year.

As mentioned earlier, selkies often find and explore wrecks of sunken treasure. Most selkie communities have hoarded at least some booty (especially pearls), keeping those otherwise useless trinkets only for purposes of trade with the overworld. Only



selkies who have visited the overworld many times have ever acquired a taste for ornamenting themselves like overworlders, and can be distinguished from more traditional selkies immediately. For obvious reasons, these more experienced selkies are often the best representatives to deal with if one is an overworlder. Selkies can be hired and have a limited knowledge of overworlder customs. All magical treasure recovered by selkies is immediately commandeered for the good of the community and the lair's defense.

Ecology: Selkies are omnivorous, preferring to eat fish, shellfish, crustaceans, and various forms of seaweed. Those that have visited the surface are often partial to human fare as well. Selkies are particularly susceptible to fine wine, which is to be expected since these intoxicants are unknown below the seas.

Selkies are sensitive about their environment and harvest only what they need to survive. It is worth noting that selkie representatives lobby heavily whenever local overworlder environmental issues threaten selkie existence. Most selkie communities have learned the value of dropping a few pearls here and there in order to get what they want from men.

While selkies in human form are quite beautiful, they are fortunate indeed that their pelts have little value in overworlder markets. They are, therefore, without any special enemies besides those common to seals and all ocean dwelling beings.

Selkie, Leader

Each venerable leader of a selkie community can cast the following spells once per day, one spell per round: *augury*, *cure light wounds*, and *cure disease*. Leaders can also cast *weather summoning* and *control weather* once per week. Selkies fear the wrath of the sea should they ever use their powers for ill.

Shadow

CLIMATE/TERRAIN:	Any ruins or subterranean chambers
FREQUENCY:	Rare
ORGANIZATION:	Roving bands
ACTIVITY CYCLE:	Night or darkness
DIET:	Living beings
INTELLIGENCE:	Low (5-7)
TREASURE:	F
ALIGNMENT:	Chaotic evil

NO. APPEARING:	2-20 (2d10)
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	3 + 3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-5 + special
SPECIAL ATTACKS:	Strength drain
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	See below
SIZE:	M (6' tall)
MORALE:	Special
XP VALUE:	650

Shadows are shadowy, undead creatures that drain strength from their victims with their chilling touch.

Shadows are 90% undetectable in all but the brightest of surroundings (*continual light* or equivalent), as they normally appear to be nothing more than their name would suggest. In bright light they can be clearly seen.

Combat: As shadows exist primarily on the Negative Material plane, they have the ability to drain the life force of their victims. The chilling touch of a shadow inflicts 2-5 points of damage to its victim as well as draining one point of Strength. Lost Strength points return 2-8 turns after being touched. If a human or demihuman opponent is reduced to zero Strength or zero hit points by a shadow, the shadow has drained the life force and the opponent becomes a shadow as well. The newly formed shadow is then compelled to join the roving band and pursue a life of evil. Other living creatures simply collapse from fatigue (if taken to zero Strength) or fall unconscious (if taken to zero hit points), where they are left to die or are hounded again upon waking.

Shadows are immune to *sleep*, *charm*, and *hold* spells and are unaffected by cold-based attacks. They can be turned by clerics.

Habitat/Society: Shadows travel in loosely organized packs that freely roam ancient ruins, graveyards, and dungeons. They specialize in terrifying their victims.

Shadows have no leaders and thus spend much of their time roaming aimlessly about their chosen surroundings. Contrary to popular belief, shadows do not hoard treasure. In fact, such earthly baubles only help to remind the creatures of their former lives. Instead, the furious undead throw all of the treasure they find away in the same location (often at the bottom of a well or deep pit), where it is out of sight of the band. It is therefore speculated that the removal of a shadow hoard would be quite easy (even welcomed), were it not for the fact that shadows attack living beings without hesitation, regardless of their intent or threat.

Ecology: According to most knowledgeable sages, shadows appear to have been magically created, perhaps as part of some ancient curse laid upon some long-dead enemy. The curse affects only humans and demihumans so it would seem that it affects the soul or spirit. When victims no longer can resist, either through loss of consciousness (hit points) or physical prowess (Strength



points), the curse is activated and the majority of the character's essence is shifted to the Negative Material plane. Only a shadow of their former self remains on the Prime Material plane, and the transformation always renders the victim both terribly insane and undeniably evil.

Attempts to remove the curse from captured shadows have all failed, thus providing more clues into the nature of the disorder. A *limited wish* spell proved only partially successful as the victim returned for an hour but remained insane for the duration. It has been recently speculated that a full *wish*, followed by a *heal* spell, might be capable of restoring a shadow to his former state, but again it must be emphasized that this is only a theory.

Fortunately, shadows rarely leave their lairs, and a bold party wishing to rescue a lost fighter or wizard should have plenty of time to venture forth and recover their friend, provided that no one else explores the lair and slays the unfortunate character while the shadows are absent.

The original body of a victim is destroyed when changed to a shadow whether by the curse itself or by unprotected exposure to the Negative Material plane. In any case, killing a shadow is merely a case of severing the bond between the Prime Material and Negative Material forms.

Skeleton

	Skeleton	Animal	Monster
CLIMATE/TERRAIN:	Any	Any	Any
FREQUENCY:	Rare	Very rare	Very rare
ORGANIZATION:	Band	Band	Band
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Nil	Nil	Nil
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	See below	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	3-30 (3d10)	2-20 (2d10)	1-6
ARMOR CLASS:	7	8	6
MOVEMENT:	12	6	12
HIT DICE:	1	1-1	6
THACO:	19	20	15
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-6 (weapon)	1-4	Special
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	See below	See below	See below
SIZE:	M (6' tall)	S-M (3'- 5')	L-H (7'-15')
MORALE:	Special	Special	Special
XP VALUE:	65	65	650



All skeletons are magically animated undead monsters, created as guardians or warriors by powerful evil wizards and priests.

Skeletons appear to have no ligaments or musculature which would allow movement. Instead, the bones are magically joined together during the casting of an *animate dead* spell. Skeletons have no eyes or internal organs.

Skeletons can be made from the bones of humans and demihumans, animals of human size or smaller, or giant humanoids like bugbears and giants.

Combat: Man-sized humanoid skeletons always fight with weapons, usually a rusty sword or spear. Because of their magical nature, they do not fight as well as living beings and inflict only 1-6 points of damage when they hit. Animal skeletons almost always bite for 1-4 points of damage, unless they would obviously

inflict less (i.e., skeletal rats should inflict only 1-2 points, etc.). Monster skeletons, always constructed from humanoid creatures, use giant-sized weapons which inflict the same damage as their living counterparts but without any Strength bonuses.

Skeletons are immune to all *sleep*, *charm*, and *hold* spells. Because they are assembled from bones, cold-based attacks also do skeletons no harm. The fact that they are mostly empty means that edged or piercing weapons (like swords, daggers, and spears) inflict only half damage when employed against skeletons. Blunt weapons, with larger heads designed to break and crush bones, cause normal damage against skeletons. Fire also does normal damage against skeletons. Holy water inflicts 2-8 points of damage per vial striking the skeleton.

Skeletons are immune to *fear* spells and need never check morale, usually being magically commanded to fight to the death. When a skeleton dies, it falls to pieces with loud clunks and rattles.

Habitat/Society: Skeletons have no social life or interesting habits. They can be found anywhere there is a wizard or priest powerful enough to make them. Note that some neutral priests of deities of the dead or dying often raise whole armies of animated followers in times of trouble. Good clerics can make skeletons only if the dead being has granted permission (either before or after death) and if the cleric's deity has given express permission to do so. Otherwise, violating the eternal rest of any being or animal is something most good deities disapprove of highly.

Skeletons have almost no minds whatsoever, and can obey only the simplest one- or two-phrase orders from their creators. Skeletons fight in unorganized masses and tend to botch complex orders disastrously. It is not unheard of to find more than one type of skeleton (monsters with animals, animals with humans) working together to protect their master's dungeon or tower.

Ecology: Unless the skeleton's remains are destroyed or scattered far apart, the skeleton can be created anew with the application of another *animate dead* spell. Rumors of high-level *animate dead* spells which create skeletons capable of reforming themselves to continue fighting after being destroyed have not been reliably confirmed.

Skunk

	Normal	Giant
CLIMATE/TERRAIN:	Temperate or subtropical forests	Temperate or subtropical forests
FREQUENCY:	Common	Uncommon
ORGANIZATION:	Solitary or family	Solitary or family
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Animal (1)	Animal (1)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1 or 1-6	1 or 1-4
ARMOR CLASS:	8	7
MOVEMENT:	12	9
HIT DICE:	1-2 hit points	5
THACO:	20	15
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1	1-6
SPECIAL ATTACKS:	Squirt musk	Squirt musk
SPECIAL DEFENSES:	Squirt musk	Squirt musk
MAGIC RESISTANCE:	Nil	Nil
SIZE:	T (2' long)	M (6' long)
MORALE:	Unsteady (5)	Average (9)
XP VALUE:	35	270



Skunks are forest-dwelling omnivores found in most temperate and subtropical regions. They are easily recognized by the long white stripe running from their faces, down their black-furred backs, to the tips of their tails.

Combat: Skunks react to any serious threat by backing toward the opponent. If the other creature does not quickly get beyond range, the skunk discharges a vile cloud of stinking musk at it.

The cloud of a normal skunk is 10'x10'x10'. Any creature unfortunate enough to be caught in a skunk's cloud must first save versus poison or be nauseated (lose 50% of Strength and Dexterity) for 1-4 rounds and retreat and retch. Anyone who makes the first saving throw, but chooses to remain within the cloud, must make an additional save versus poison each round he stays. After

the results of the first saving throw have been determined, a second save versus poison must be made to determine whether or not the vile musk has gotten into the victim's eyes, thereby blinding the unfortunate creature for 1-4 rounds.

The stench of the musk seems almost impossible to get rid of. All normal cloth materials must save versus acid or rot and become useless. All other items (i.e., flesh, leather, metal, etc.) must be washed and aired repeatedly for several days to remove the horrid stench. Washing the items in vinegar will remove the smell in only a few washings, while certain spells and magical items can accomplish the task quite nicely. A potion of *sweet water* poured carefully over the items to be cleaned will neutralize the musk in the garments of 2-5 people (depending on the quantity of gear and the care used in applying the fluid). Despite washing, any cloth that fails its saving throw—including magical items—will rot and become useless.

If cornered, skunks can bite, but usually loose their combination offense/defense musk cloud immediately. If two or more skunks are encountered, the DM should make careful note of where their clouds go. While skunks are immune to the nausea effects of other skunks, they can still be blinded by the acid musk just like any other living creature.

Habitat/Society: Skunks are wandering scavengers and have no social structure. They prefer to eat the leftovers of larger predators and always dwell deep in the forest.

Ecology: As mentioned above, skunks will eat almost anything, usually the remains of other kills. Their musk is secreted from a small posterior sac which is heavily muscled to permit the expulsion of the fluid. The fluid forms a heavy mist which lingers in an area for up to a week or more, depending on the prevailing winds and area filled. If the skunk is surprised and killed quickly, there is a 50% chance that the musk will be recoverable. A giant skunk killed in this way can be a prize worth close to 200 gp to a sage or alchemist, as the musk is a valued alchemical component (for *stinking cloud* scroll ink, smoke bombs, etc.).

A skunk pelt is relatively worthless as a luxury fur. Skunk meat is bitter and must be heavily seasoned to be palatable.

Skunks can be raised in captivity and make wonderful pets and combination low-cost garbage disposals/house guards.

Giant Skunks

Giant skunks are simply huge versions of the normal variety. Their musk clouds tend to be larger and more noxious than those of their cousins. The cloud is 20 feet wide by 20 feet high by 60 feet long and all saving throws against the musk of a giant skunk are at a penalty of -4.

Snake

	Constrictor, Normal	Constrictor, Giant	Poison, Normal	Poison, Giant	Sea, Giant	Spitting
CLIMATE/TERRAIN:	Any warm land	Any warm land	Any land except arctic or subarctic	Any land except arctic or subarctic	Tropical marine	Any hot land
FREQUENCY:	Uncommon	Uncommon	Uncommon	Uncommon	Uncommon	Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)	Animal (1)	Animal (1)	Animal (1)
TREASURE:	Nil	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-2	1-2	1-6	1-6	1-8	1-4
ARMOR CLASS:	6	5	6	5	5	5
MOVEMENT:	9	9	15	15	12, Sw 12	12
HIT DICE:	3+2	6+1	2+1	4+2	10	4+2
THAC0:	17	15	19	17	11	17
NO. OF ATTACKS:	2	2	1	1	2	2
DAMAGE/ATTACK:	1/1-3	1-4/2-8	1	1-3	1-6 or 3-18	1-3
SPECIAL ATTACKS:	Constriction	Constriction	Poison	Poison	Poison and constriction	Spits poison
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	M (15' long)	L (20' long)	S (5' long)	M (12' long)	G (50' + long)	M (8' long)
MORALE:	Average (8)	Average (9)	Average (8)	Average (9)	Steady (11)	Average (9)
XP VALUE:	175	650	175	420	3,000	650

Snakes are long, slender reptiles which can be found in many sizes around the entire world, save the coldest arctic regions.

There are basically two types of snakes, coming in all manner of sizes. The poisonous snakes make up for their relatively smaller size with deadly venoms, while the larger constrictors squeeze their victims to death. Both types sleep for days after eating.

Constrictor Snakes

Constrictors of all sizes hide in the branches of trees, waiting patiently until they can slowly lower themselves or suddenly drop onto their unsuspecting victims. Once the first hit is successful, the victim is constricted automatically, suffering damage every round. Constricted humanoid creatures can escape the coils of normal constrictors with a successful open doors roll (at a -1 penalty). Anyone who attempts to free a captured being by hacking at the constrictor has a 20% chance of striking the victim instead (roll damage as usual and apply to the victim's hit point total). Area spells like *fireball* will likewise affect both combatants, but target-specific spells like *charm monster* and *magic missile* would of course be useful.

Giant Constrictor Snakes

Giant constrictors are larger and much stronger than their smaller cousins. It requires the combined efforts of 60 total points of Strength (beings from outside joining the coiled victim) to extricate someone from a giant constrictor's steel grasp.

Poisonous Snakes

All poisonous snakes deliver their poisons automatically through their bite. Roll on the table below (or choose) to determine what type of poison is present.

Die Roll	Modifier to Save	Onset Time	Result of Failed Saving Throw*
1-4	+3	1-4 turns	Incapacitating sickness for 2-8 days
5-6	+2	2-5 rounds	Death
7-11	+1	2-12 rounds	2-8 points of damage
12-14	None	1-6 rounds	3-12 points of damage
15-17	-1	2-8 rounds	Incapacitating sickness for 1-4 days
18-19	-2	1-4 rounds	Incapacitating sickness for 1-12 days
20	-3	1 round	Death

*A successful save means no damage.

Spitting Poisonous Snakes

Spitting varieties of snakes can both bite their victims and shoot a spittle of poison at one target within 30 feet. Their poison is identical to that of normal poisonous snakes (see above).

Giant Poisonous Snakes

Giant poisonous snakes cause death in one round if their victims fail a saving throw versus poison. Some varieties inflict 3-18 points of damage even if the saving throw succeeds.

Giant Sea Snakes

Found only in tropical waters, the only type of snake that is both constricting and poisonous is the giant sea snake. Its constricting grasp on small ships can crush them in about 10 rounds. Sea snakes attack ships only when they are hungry (20% chance). Their poisonous bite is deadly in 1-4 rounds.

Spectre

CLIMATE/TERRAIN:	Desolate dungeons and ruins
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Darkness and night
DIET:	Nil
INTELLIGENCE:	High (13-14)
TREASURE:	Q(x3), X, Y
ALIGNMENT:	Lawful evil

NO. APPEARING:	1-6
ARMOR CLASS:	2
MOVEMENT:	15, Fl 30 (B)
HIT DICE:	7+3
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	See below
SIZE:	M (6' tall)
MORALE:	Champion (15)
XP VALUE:	3,000



Spectres are powerful undead that haunt the most desolate and deserted of places. They hate all life and light.

Spectres appear as semitransparent beings and are often mistaken for haunts or ghosts. Unlike most undead, spectres retain the semblance and manner of dress of their former life and can be recognized by old friends or through paintings of the persons they used to be.

Combat: Spectres exist primarily on the Negative Material plane and can therefore be attacked by beings on the Prime Material plane only with magical weapons. Daylight makes spectres powerless by weakening their ties to the Negative Material plane.

The chilling touch of a spectre drains energy from living creatures. A successful attack inflicts 1-8 points of damage and drains two life energy levels from the victim. Any being totally drained of life energy by a spectre becomes a full-strength spectre under the control of the spectre which drained him. The victim loses all control of his personality and may become more or less powerful than before, depending on his level and class before becoming a spectre.

Spectres are immune to all *sleep*, *charm*, *hold*, and cold-based spells, as well as poisons and paralyzation attacks. Holy water inflicts 2-8 points of damage when it strikes a spectre. The water can be splashed on a spectre successfully. A *raise dead* spell apparently reverses the undead status, destroying the spectre immediately if a saving throw versus spell is failed.

Habitat/Society: Most spectres are solitary, but some enclaves exist where a particularly powerful or lucky spectre has managed

to drain mortals of life. This lead spectre is known as the master spectre (always with maximum hit points per die), while the others are known collectively as the followers. In this arrangement, the master spectre almost never engages enemies personally, but instead sends his minions in for the kill. Mortals drained of life by follower spectres are subservient to the master spectre, not the followers. Note that if the master spectre is slain, all followers become independent and can travel anywhere they wish in hopes of becoming master spectres themselves. Once a character becomes a spectre, recovery is nearly impossible, requiring a special quest.

Spectres hate light and all life, as both remind them of their undead existence. They are therefore encountered only in places of extreme darkness and desolation, like long-abandoned ruins, dungeons, and subterranean sewers.

Contrary to popular mythology, spectres remain highly intelligent and generally rational after the transformation to undeath. Life makes them lament their unlife, and they bear a strong hatred for all those lucky enough to live and truly die.

Spectres have enough cunning to plan their attacks, and rival vampires in their skill at remaining hidden from the general populace.

Ecology: No one knows who the first spectre was or how it came to be; the few facts detailed above are all that is known with any degree of certainty.

Spider

	Large	Huge	Giant	Giant Water	Giant Marine	Phase
CLIMATE/TERRAIN:	All land except arctic regions	All land except arctic regions	All land except arctic regions	Fresh water	Salt water	Any
FREQUENCY:	Common	Common	Uncommon	Common	Uncommon	Rare
ORGANIZATION:	Group	Roving pack	Group	Nest	Nest	Webs
ACTIVITY CYCLE:	Any	Any	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Animal (1)	Low (5-7)	Semi- (2-4)	Semi- (2-4)	Low (5-7)
TREASURE:	J, K, L, M, N	J, K, L, M, N, Q	C	J, K, L, M, N, Q	Incidental	E
ALIGNMENT:	Neutral	Neutral	Chaotic evil	Neutral	Neutral	Neutral
NO. APPEARING:	2-20 (2d10)	1-12	1-8	1-10	1-6	1-4
ARMOR CLASS:	8	6	4	5	4	7
MOVEMENT:	6, Wb 15	18	3, Wb 12	15	15	6, Wb 15
HIT DICE:	1+1	2+2	4+4	3+3	7+7	5+5
THACO:	19	19	17	17	13	15
NO. OF ATTACKS:	1	1	1	1	1	1
DAMAGE/ATTACK:	1	1-6	1-8	1-4	3-12	1-6
SPECIAL ATTACKS:	Poison	See below	See below	Poison	Poison	See below
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	S (2' diameter)	M (6' diameter)	L (12' diameter)	M (8' diameter)	L (20' diameter)	L (14' diameter)
MORALE:	Unsteady (7)	Average (8)	Elite (13)	Steady (12)	Elite (14)	Champion (15)
XP VALUE:	175	270	650	420	1,400	1,400



All spiders are aggressive predators, dwelling both above and below ground. All of the listed types of spiders are poisonous and will seek to bite their prey first before taking it back to their webs.

Large Spiders

Large spiders all build strong, sticky webs and often lurk nearby waiting for victims to get stuck while investigating the beautiful construction. Any creature stuck in a spider's web can escape if given time. A being with a Strength of 19 or greater is unaffected by the webs. For each point of Strength less than 19, it requires one round to extricate oneself from the fibers (i.e., someone with a 15 Strength can break free in four rounds). Meanwhile, of course, as many spiders as possible will attack the defenseless character while he tries to free himself. Entangled characters can be attacked with a +4 bonus to hit, and lose all Armor Class ad-

justments due to Dexterity.

The bite of large spiders can be deadly if a save versus poison is failed, but the poison (type A, damage 15/0) is relatively weak and allows a +2 bonus to the roll.

Huge Spiders

Huge spiders prefer to hide in camouflaged tunnels and holes, and wait to leap as much as 30 feet through the air at their unsuspecting victims; opponents are -6 on their surprise rolls when huge spiders attack in this manner.

The poison of huge spiders is slightly stronger than the large spider variety and allows only a +1 bonus to the saving throw.

Giant Spiders

Giant spiders are identical to large spiders, only bigger. Their poison (type F) is deadly if a save versus poison is not made.

Giant Water Spiders

Giant water spiders drag their prey beneath the water to large nests, where they can safely cocoon their catches for later digestion. Their powerful venom (type F) is deadly if a save versus poison is not made.

Giant Marine Spiders

Giant marine spiders are simply saltwater varieties of the giant water spider.

Phase Spiders

Phase spiders are web dwellers and have the unique ability of phasing in and out of the Prime Material plane. They phase in, attack, and phase out, all in a single turn. This gives them a -3 modifier on initiative rolls. If the phase spiders win the initiative roll by more than 4 points, they attack and phase out before their opponents get a chance to strike back. Also, phase spiders usually phase in behind their opponents so they get the +4 modifier for attacking from behind. On the Ethereal plane, phase spiders get only a -1 modifier on initiative and can be attacked every round, regardless of the initiative result. Phase spiders always flee to the Ethereal plane when outmatched.

The deadly poison (type F) of phase spiders is the strongest of all the spiders, with a -2 penalty to save.

Sprite

CLIMATE/TERRAIN:	Meadows and woods
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	C
ALIGNMENT:	Neutral (good)

NO. APPEARING:	10-100 (10d10)
ARMOR CLASS:	6
MOVEMENT:	9, Fl 18 (B)
HIT DICE:	1
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 (sword) or 1-3 (arrow)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (2' tall)
MORALE:	Steady (11-12)
XP VALUE:	420

Sprites are shy and reclusive faerie people who dwell in meadows and wooded glens. They have distinctly elven features and small, semitransparent wings.

Combat: Sprites hate all evil and ugliness and are quite capable of stout militancy should their secluded homes be invaded by orcs or worse. They fight with long, slim swords which do damage as a human-size dagger, or their own special bows which have a range half that of a human short bow and do only half as much damage (i.e., 1-3 points). The tips of their arrows, however, are coated with a special ointment concocted especially by the sprites. Any creature struck by these arrows, regardless of level or magic resistance, must save versus poison or fall into a deep sleep lasting 1-6 hours. Normally sprites won't do anything more than remove their victims to a place very far away (often dispossessing them of weapons in the process), but evil creatures may be slain.

Sprites can become *invisible* at will and *detect good/evil* within 50 yards, so they are hard to deceive, evade, or capture. When invisible, sprites get +2 to hit against their bewildered opponents and are attacked with a -4 penalty to hit.

Habitat/Society: Sprites are very flighty, like most faerie-kind, and are hard to bargain with once they are found. Even the elves are not fast allies with the sprites, for sprites find elves much too serious about most woodland affairs.

Only druids, who are sometimes able to magically summon sprites, deal with these creatures on a regular basis. Some druids even receive at least some of their training in the company of a few sprites. In fact, most sprites love druids, for their neutral alignment and views on evil make them see the forest much the same.

Sprites are loosely tribal, electing the best warrior among the group (male or female) as the group spokesman. This leader is recognized as the one who makes major decisions and bargains with druids and elves. Sprites rarely wait for their leader's decision when they should, as any wandering orc starts a race for glory after the offensive beast. The leader is often left in the backwash, just beginning to order the attack.

Ecology: In the typical sylvan setting, sprites have assumed the task of monitoring meadows and glens, and the open expanses of forests.



Their sleep ointment is concocted from forest mushrooms. The ointment must be left to sit in the sun for seven days, and the sprites have hollowed out many tree stumps as containers for this rare substance.

Sprites never die unless they are killed, as they are one of the few races that are truly immortal. Their small size and dangerous environment keep the sprite population to a minimum.

Fortunately, the sprites keep a watch on their fellow sprites, for the inevitable gatherings, celebrations, and parties, and a deserted meadow or glen is never deserted for more than a decade before a new clan of sprites moves in.

Sprites usually speak only their own language, common, and elven, but seem to get along with woodland mammals and other creatures anyway. In the human world, sprites are sometimes mistaken for butterflies at a distance, so it is guessed that perhaps the majority of forest creatures likewise think of the fair sprites in this way.

Toad, Giant

	Giant Toad	Fire Toad	Ice Toad	Poisonous Toad
CLIMATE/TERRAIN:	Non-arctic or subterranean	Non-arctic or subterranean	Arctic, subarctic land or subterranean	Non-arctic or subterranean
FREQUENCY:	Common	Rare	Rare	Uncommon
ORGANIZATION:	Colony	Colony	Colony	Colony
ACTIVITY CYCLE:	Any	Any	Day	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Low (5-7)	Average (8-10)	Animal (1)
TREASURE:	Nil	C	Q, (C)	Nil
ALIGNMENT:	Neutral	Chaotic neutral	Neutral	Neutral
NO. APPEARING:	1-12	1-6	1-4	1-8
ARMOR CLASS:	6	10	4	7
MOVEMENT:	6, hop 6	6, hop 6	9, hop 9	6, hop 6
HIT DICE:	2+4	4+1	5	2
THACO:	17	17	15	19
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	2-8	Variable	3-12	2-5
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M (5' length)	S (4' length)	L (8' length)	M (5' length)
MORALE:	Unsteady (7)	Average (8-10)	Steady (11-12)	Unsteady (7)
XP VALUE:	120	270	420	175



Giant toads are found in most regions. Although their smaller cousins are beneficial insect eaters, the large toads devour (or at least attempt to devour) any creature which appears edible.

Their exact appearance varies from species to species, but these beasts are all just what their name implies, giant versions of toads. Coloration runs the gamut from weak brown to iron red, but their skin is always dry, rough to the touch, and warty.

Combat: All giant toads can jump up to their movement distance. This hop will clear any object up to one-third as high as the length of the leap and requires but a single round to accomplish. A jumping toad can attack in midair or at the end of the leap.

When hunting, giant toads remain motionless until likely prey walks or slithers within range. The toad then leaps to the attack; the victim has a -3 penalty on its surprise roll.

Habitat/Society: Giant toads often make their homes underground, where they enjoy both the damp air and the steady supply of food. They prefer temperate zones, near water where they can lay their eggs, but often survive in surprisingly cool or dry regions.

Toads are often attracted to settled areas where they prey upon livestock (goats, chickens, and even sheep). Cities often have problems with sewer toads, giant monstrosities which have grown fat on vermin, house pets, and, occasionally, civil engineers.

Ecology: Giant toads keep no treasure, but worthwhile indigestibles are occasionally found in their droppings. Their skin can be fashioned into suitable leather armor, but its odor will be at least as distinctive as its appearance.

Fire Toad

These large, red toads are about 4 feet long and covered with rough, purple warts. Fire toads shun water, preferring drier surroundings. Fire toads are so named because of their ability to exhale small fireballs. These fireballs are their only form of attack; a single fireball can travel up to 30 feet and has a blast radius of 5 feet. Damage is equal to 2-16 points, half that if a saving throw versus spell is made. Fire toads rarely attack unless threatened, molested, or defending their lairs. Fire toads subtract 1 point of damage on all dice for fire-based attacks against them, but cold- or water-based attacks inflict an additional point of damage per die. Throwing liquid—even water—at a fire toad will cause it to retreat, though it will immediately breathe twice at its assailant in the round of its retreat.

Ice Toad

Fully intelligent, ice toads dwell in cold climes or far beneath the surface of the ground. In addition to its vicious bite, the creature can radiate cold in a 10-foot radius from its body. Ice toads can generate this special attack once every other round. All noncold-using creatures within this sphere of cold suffer 3-18 points of damage. Characters making a saving throw versus spell suffer only half damage. Ice toads speak their own weird language and actively collect gems and jewelry, particularly diamonds.

Poisonous Toad

These toads, indistinguishable from common giant toads, secrete a weak, hemotoxic poison. A creature bitten by a poisonous toad must save versus poison at +2. Failure means the victim falls comatose and will die within 24 hours unless treated.

Treant

CLIMATE/TERRAIN:	Any forest
FREQUENCY:	Rare
ORGANIZATION:	Grove
ACTIVITY CYCLE:	Any
DIET:	Photosynthesis
INTELLIGENCE:	Very (11-12)
TREASURE:	Q (x5), X
ALIGNMENT:	Chaotic good

NO. APPEARING:	1-20
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	7-12
THACO:	13 (7-8 HD), 11 (9-10 HD), 9 (11-12 HD)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	Variable
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Never surprised
MAGIC RESISTANCE:	Nil
SIZE:	H (13'-18')
MORALE:	Champion (15-16)
XP VALUE:	
7 HD	2,000 (+1000 per Hit Die)

Treants are strangely related to both humans and trees, combining features of both species. Peaceful by nature, treants can cause great damage when roused to anger. They hate evil things and the unrestrained use of fire.

Treants are almost indistinguishable from trees. Their skin is a thick, textured, brown bark. Their arms are gnarled like branches and their legs fit together when standing like the trunk of a tree. Above the eyes and along the head are dozens of smaller branches from which hang great leaves. In winter the leaves of a treant change color but rarely fall out. Treants are very intelligent and often speak a number of languages including their own, elf, dwarf, common, and a smattering of just about all other humanoid tongues (at least enough to say "Get out of my trees!").

Combat: The combat ability of treants varies with their size. Young treants (13 or 14 feet) have 7 or 8 Hit Dice and inflict 2-16 points of damage per attack. Middle-aged treants (15 or 16 feet) have 9 or 10 Hit Dice, respectively, and inflict 3-18 points of damage per attack. Elder treants (17 or 18 feet) have 11 or 12 Hit Dice and inflict 4-24 points of damage per attack.

Due to their tough, barklike skin, treants have a superior Armor Class rating against almost all weapons. Their only weakness is fire. Any fire-based attack against a treant is at +4 to hit and +1 damage. In addition, treants save against all fire-based attacks at -4. This weakness to fire also applies to animated trees controlled by a treant.

Treants have the ability to animate normal trees. One treant can animate up to two trees. It takes one round for a normal tree to uproot itself. Thereafter the animated tree can move at a rate of 3 per turn and fights as a full-grown treant (12 Hit Dice, two attacks, 4-24 points of damage per attack). A treant must be within 60 yards of the tree it is attempting to animate. Animated trees lose their ability to move if the treant who animated them is incapacitated or moves more than 60 yards away.

Treants (regardless of size) and treant-controlled trees can inflict structural damage when attacking a building or fortification.

Habitat/Society: Treants live in small communities, usually amidst old hardwood forests (oak, maple, mahogany, etc.). In the forest treants rarely reveal themselves, preferring not to interact



with the more transient lifeforms (anything with a lifespan of 500 years or less). Humans and demihumans have only a slight chance of spotting a treant who is trying to blend in with the trees. Rangers have a fair chance of spotting a treant (10% per level).

Treants are intolerant of evil, particularly when fire and the wanton destruction of trees is involved. They hate orcs and goblins with a passion and tend to be suspicious of anyone carrying an ax.

Treants have no use for treasure, and usually place all such items somewhere out of sight, such as under a great rock. Occasionally a treant can be convinced to give up his treasure but only when some great good will be accomplished by this generosity.

Ecology: Treants, like all trees, gain sustenance via photosynthesis. Treants often sleep for long periods of time (anywhere from a few days to several years) during which short roots grow into the ground beneath them gathering water and minerals from the soil. Reproduction is via off-shoot stalks which the female treants then protect and care for until the stalks are grown.

The lifespan of a treant is not known, but is several thousand years at least. As they grow older, treants become slower and less agile, sleeping for longer periods and talking less of things that are and more of things that were. Eventually an old treant will not wake up, taking permanent root in the spot where he sleeps and living out the rest of his life as a normal tree.

Troll

	Troll	Two-headed	Freshwater Scrag	Saltwater Scrag
CLIMATE/TERRAIN:	Any land or subterranean area	Any land or subterranean area	Any lake or river	Any coast
FREQUENCY:	Uncommon	Very rare	Rare	Uncommon
ORGANIZATION:	Group	Group	Group	Group
ACTIVITY CYCLE:	Night	Any	Day	Night
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Average (8-10)	Low (5-7)	Low (5-7)
TREASURE:	Q (D)	Q (D)	Qx4 (C)	(D)
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil
NO. APPEARING:	1-12	1-3	1-6	1-8
ARMOR CLASS:	4	4	3	2
MOVEMENT:	12	12	3, Sw 15	3, Sw 12
HIT DICE:	6+6	10	5+5	6+12
THACO:	13	11	15	13
NO. OF ATTACKS:	3	4	3	3
DAMAGE/ATTACK:	5-8/5-8/5-12	5-8/5-8/1-12/1-12	2-5/2-5/3-12	1-4/1-4/9-16
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	Regeneration	Regeneration	Regeneration	Regeneration
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	L (9')	L (10')	L (8')	L (10')
MORALE:	Elite (14)	Champion (16)	Elite (14)	Champion (16)
XP VALUE:	1,400	3,000	650	1,400



Trolls are horrid carnivores found in all climes, from arctic wastelands to tropical jungles. Most creatures avoid these beasts, since trolls know no fear and attack unceasingly when hungry—which is most of the time.

Trolls grow to heights of 9 feet or more. The physical frame appears thin and frail, but trolls possess surprising strength and can bend steel bars with their bare hands. Their arms and legs are long and ungainly. The legs end in great three-toed feet, the arms in wide, powerful hands with sharpened claws. Rubbery hide serves as skin. Its color is nauseating moss green, mottled green and gray, or putrid gray. A writhing hairlike mass grows from their skulls and is usually greenish black or iron gray in color. Their dull, sunken black eyes possess excellent infravision (90 feet). Females are easily distinguished from males as they are both larger and more powerful than their male counterparts.

Trolls walk upright but hunched forward with sagging shoulders.

The gait is uneven and, when running, the arms dangle free and often drag along the ground. For all this seeming awkwardness, trolls are extremely agile. They are masterful climbers and can scale even sheer cliffs with an 80% chance of success. Trolls have a poor sense of hearing, but their sense of smell is superior.

Trolls have no language of their own, but use "trollspeak"—a disgusting guttural mishmash of common, giant, goblin, orc, and hobgoblin. Trollspeak is highly transient and trolls from one area are only 25% likely to be able to communicate with trolls from another area. Trolls live for 100 years or more.

Combat: Trolls attack with two clawed hands and their bite. Due to their agility trolls can direct these three attacks at multiple opponents. In the rare case that a troll wields a weapon, it attacks with a +5 damage bonus.

The rubbery skin of trolls regenerates at a phenomenal rate. Starting just three rounds after a troll is first wounded, the creature will recover 3 hit points per round until fully healed. Trolls reduced to zero or fewer hit points fall to the ground, incapacitated *but not slain*.

Incapacitated trolls continue to regenerate and will stand up to fight as soon as they have positive hit points (1 or more).

When using an edged weapon it is possible to sever the thin, rubbery limbs of a troll (any natural roll of 20 with an edged weapon severs one limb). Severed limbs continue to fight even after separation from the body (arms will claw, heads will bite if stepped on, etc.). Attacks by severed limbs are at normal chances to hit. Separated limbs fight for the remainder of the battle, then scuttle back and rebind with the main body once the fighting is over. Those limbs which cannot reach the body die in 24 hours, but this is of little consequence since trolls can regenerate any lost body parts (including the head) within a week. If a troll is dismembered and the pieces widely scattered, only the largest piece survives to regenerate. The others die within a few days if they cannot rejoin the largest piece.

Only fire and acid cause permanent damage to trolls. These two forms of attack destroy its regenerative ability. A troll who is reduced to zero or fewer hit points and is totally immersed in acid or completely burned with fire is permanently killed.

Understandably, trolls have no fear of death, and launch themselves into combat with reckless abandon, flailing wildly at their opponents and biting whoever comes closest. They usually use no weapons but will occasionally (25%) throw stones before closing with their victims. These stones have a maximum range of 20 yards, weigh 10 to 20 pounds each, and inflict 1-8 points of damage. Trolls stand stationary when throwing stones.

If confronted by a large natural or magical fire (such as a burning barricade or fire wall) trolls usually try to find some way around the flames.

Trolls combine a ravenous appetite with limited intelligence. As such, trolls are frequently distracted and break off pursuit 50% of the time to pick up food dropped by fleeing prey.

Habitat/Society: Trolls can survive in all climes, but prefer dense forests and subterranean locales as bright sunlight hurts their eyes (trolls suffer no combat penalties because of this). They usually lair in caves, using great boulders to block the entrance and thus avoiding unwanted guests. Inside a troll cave will be a number of rough nests made of straw and grass, plus scattered bones and treasure from victims. If there are no caves in an area, trolls dig themselves a "troll-hole" and cover its opening with twigs and leaves. Troll-holes are usually built near trees and are 90% undetectable. Anyone unfortunate enough to step on a troll-hole is 75% likely to fall through the leafy door and tumble down into the troll den below.

Trolls live in small packs of three to 12 trolls, led by a dominant female who acts as shaman/chieftain. Priest spells are cast at 7th level; spheres typically include Charm, Divination, Sun (darkness only), and Weather. Leadership is retained by combat, so fights for pack control are frequent. Often trolls will rend each other limb from limb but, thanks to their regenerative ability, these battles are never fatal. Still, it is the custom of trolls to toss the loser's head a great distance from the fight scene, and frequently losers must sit and stew for a week until their new head grows back.

The duties of a troll pack chieftain are few. She leads them on their nightly forages, loping along, sniffing the air for prey. If a scent is caught the trolls charge off, tearing through undergrowth and bounding over rocks, racing to get there first, and letting out a great cry once the prey is spotted.

In return for being the hunt leader, the she-troll gets her choice of mates in the pack. Females give birth to a single troll about once every five years.

Trolls have ravenous appetites, devouring everything from simple grubs to bears, humans, and demihumans. Troll packs remain in an area, using the same lair or troll-hole, as long as game remains plentiful. Their lairs are often located near human settlements or along well traveled roads, but not too near, for even trolls respect organized resistance by fire-bearing humans and demihumans. Wandering trolls, in search of a new lair, travel by night and sleep by day. Ravenous from walking, these troll packs will, on occasion, attack and devour entire human or demihuman villages.

About 10% of the troll packs encountered are led by a she-troll of high intelligence—a quite intelligent troll, indeed. These troll packs make wily opponents, relying on ambushes, and often hunting humans and demihumans deliberately. Troll packs led by such a she-troll have been known to ally themselves with more powerful evil creatures (such as wizards or giants), or occasionally subjugate lesser creatures (orcs and goblins) and use them for their own evil ends. Individual trolls are also sometimes found in orc lairs.

Ecology: Trolls prey on all but the most powerful of creatures. They greatly respect and fear dragons (particularly red and black dragons) but hate all giants of good alignment and war with them frequently.

The sickly green blood of a troll is used by alchemists to manufacture both poison antidotes and healing potions. The blood from one troll can make up to three such potions of one type or the other. The blood of one troll is valued at 400 gold pieces or more.

Giant Two-Headed Troll

These ferocious troll/ettin crossbreeds stand at least 10 feet tall and have two heads. Their skin is a mottled greenish brown and their dress is usually moth-eaten rags or animal skins. Two-headed trolls use trollspeak as their language.

Though part ettin, these monsters retain many of the abilities of trolls. They regenerate like true trolls, but at a slower rate—only 1 hit point per round—and severed limbs cannot reattach (but their thicker limbs are not hacked off on a roll of 20). Two-headed trolls attack

with two claws and two bites. Both bite attacks are directed against one opponent, but the claws may be directed against different foes. The troll might (rarely) wield a weapon, with a +6 damage bonus. Like ettins, two-headed trolls are hardly ever surprised; they are surprised only on a 1. These creatures lair in damp underground caverns and are occasionally found leading a group of their smaller troll cousins. No female giant two-headed trolls have ever been reported.

Freshwater Troll (Scrag)

These gilled trolls, also called *scrag*s or *river trolls*, are the most loathsome of all troll-kind, cunning as well as powerful. River trolls, as their name implies, travel the waterways in search of victims. Smaller than other trolls, scraggs are, nevertheless, over 8 feet tall. Their arms are thin and frail but their mouths are wide and lined with dozens of needle-sharp fangs. Color of the river troll ranges from blue-green to olive. Scraggs have all of the abilities of normal trolls; however, they regenerate only when immersed in fresh water. Even though they have gills, scraggs can survive out of water for short periods (one hour or less) and often come ashore in search of prey. River trolls will devour anything they catch, but they prefer humans and demihumans and have a great fondness for dwarves.

Scraggs are devious hunters and often carry a few baubles with them. They lay the gems near the water's edge, then wait for someone to spot them and reach down. Other traps include burying themselves in the sand in shallow water and waiting to be stepped on, tangling the rudders of small boats, and so forth. River trolls occasionally lair beneath bridges or near ferry boats and then demand a toll in exchange for passage. This toll varies, but is usually along the line of one cow per week per troll. Livestock and children frequently disappear when river trolls are in an area. Scrag shamans also have access to Elemental (water) spells. Their exact lifespan is unknown but believed to be in excess of 150 years.

Saltwater Troll (Marine Scrag)

Like freshwater scraggs, marine scraggs can breathe air for short periods (one hour or less) and have all of the abilities of normal trolls, except they regenerate only when immersed in saltwater. Large (10 feet tall or more), green, and pot-bellied, marine scraggs are thick-skinned and heavily scaled. Limp seaweed-colored hair hangs down to their shoulders. Their feet are both wide and webbed to aid in swimming. While their limbs are shorter and weaker than those of ordinary trolls, the mouth is larger and filled with hundreds of needle-sharp teeth. Marine scraggs can subsist on fish and shellfish, but crave human flesh. They usually lair in shallow ocean caves or directly beneath city docks. From there they emerge at night, climbing over ship railings in search of sailors or hunting the piers for a strolling couple or lone drunk. Their attacks are always quick and stealthy. Marine scraggs usually hunt in groups of four to six, but occasionally, if the weather is bad, several dozen may attack a large ship. More than one ship has been smashed on rocks while fighting off scraggs, leaving the survivors to swim home through troll-infested waters. Marine scrag shamans also have access to Elemental (water) spells.



Umbur Hulk

	Umbur Hulk	Vodyanoi
CLIMATE/TERRAIN:	Subterranean	Freshwater aquatic
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average (8-10)	Average (8-10)
TREASURE:	G	G
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	1-4	1-3
ARMOR CLASS:	2	2
MOVEMENT:	6, Br 1-6	3, Sw 6
HIT DICE:	8+8	8
THAC0:	11	13
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	3-12/3-12/1-10	3-12/3-12/1-10
SPECIAL ATTACKS:	See below	Nil
SPECIAL DEFENSES:	Nil	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (8' tall, 5' wide)	L (8' tall, 5' wide)
MORALE:	Elite (13)	Elite (13)
XP VALUE:	4,000	2,000



Umbur hulks are powerful subterranean predators whose ironlike claws allow them to burrow through solid stone in search of prey.

Umbur hulks are tremendously strong, standing nearly 8 feet tall and over 5 feet wide. Muscles bulge beneath their thick, scaly hides and their powerful arms and legs all carry great claws. They have no necks to speak of, but the head features a powerful maw with rows of triangular teeth and 8-inch mandibles capable of biting through any hide or bone. Most peculiar of all are the four round eyes, spaced evenly across each umbur hulk's forehead. Umbur hulks are black, shading to a lighter shade of yellowish gray on the front. Their eyes are mere blackened dots each the size of a small coin. Umbur hulks have their own language.

Combat: For all of their monstrous features, umbur hulks are intelligent opponents. They usually dig to a point adjacent to a

main corridor, then wait, peeking through a crack they've made, until likely prey walks by. The umbur hulk then springs out upon its startled victim. When using this technique, opponents have a -5 modifier on their surprise rolls. Other tactics involve planned cave-ins and dead-end tunnels where an umbur hulk can wait for victims to come to him. Their burrowing rate varies from 10 feet per turn in solid stone to 60 feet per turn in soft earth.

In melee, umbur hulks can deliver a vicious bite but, understandably, their main weapon is their great claws. Worse, looking into an umbur hulk's eyes causes *confusion*, as per the spell, unless a saving throw versus spell is made. In addition to this special confusion attack the outer eyes of an umbur hulk provide the creature with infravision to a distance of 90 feet.

The one saving grace when fighting an umbur hulk is their speed. Their gait is slow and ponderous and their balance is poor in wide spaces.

Umbur hulks never fight to the death unless cornered (which is rare, since the creature can dig through stone). If hard pressed, an umbur hulk won't hesitate to cause a cave-in (25% chance of success per round) and then dig his way to freedom.

Habitat/Society: Umbur hulks dwell in the depths of the earth. They raid dungeons for food, much the way anteaters raid ant colonies, eating their fill and then moving on to let the "colony" recover.

Umbur hulks are usually solitary hunters. Males and females mate, then go their separate ways. One to three young are born about a year later in a special nursery which has been hollowed out by the female. Two years later, once the hulklings are big enough, the female begins taking them with her when hunting. It is during this period that unfortunate victims may stumble across more than one umbur hulk at a time.

No umbur hulk culture is known, but it is rumored that there may be entire cities of these beings underground with tunnels that radiate out, like threads in a spider's web, toward the nearer dungeons and mountain ranges. If true, this would explain much, for umbur hulks seem to disappear or spring up in a region at will and always take great care in hiding their tunnels behind them.

Ecology: Umbur hulks eat young purple worms, ankhegs, and similar creatures. Their favorite prey, however, is humankind.

Vodyanoi

These aquatic predators are closely related to the umbur hulk. Vodyanoi live in deep bodies of fresh water. They are similar in appearance to umbur hulks but have only two eyes and thus lack the ability to confuse opponents. Their skin is green and slimy to the touch, but beneath it is a thick, knobby hide. Their claws are webbed. Vodyanoi prey upon all manner of creatures but prefer human flesh. They can rend the hulls of small vessels and frequently sink or overturn small boats. Once per day a vodyanoi can attempt to summon 1-20 electric eels with a 50% chance of success. The existence of a saltwater variety of vodyanoi of twice the size and greater ferocity is rumored but unconfirmed.

Unicorn

CLIMATE/TERRAIN:	Temperate sylvan woodlands
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Herbivorous
INTELLIGENCE:	Average (8-10)
TREASURE:	X
ALIGNMENT:	Chaotic good

NO. APPEARING:	1-6
ARMOR CLASS:	2
MOVEMENT:	24
HIT DICE:	4 + 4
THACO:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/1-12
SPECIAL ATTACKS:	Charge
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L
MORALE:	Elite (14)
XP VALUE:	650

Unicorns dwell only in temperate woodlands, away from human habitation. These fierce but good creatures shun contact with all but sylvan creatures (dryads, pixies, sprites, and the like); however, they will show themselves to defend their woodland home.

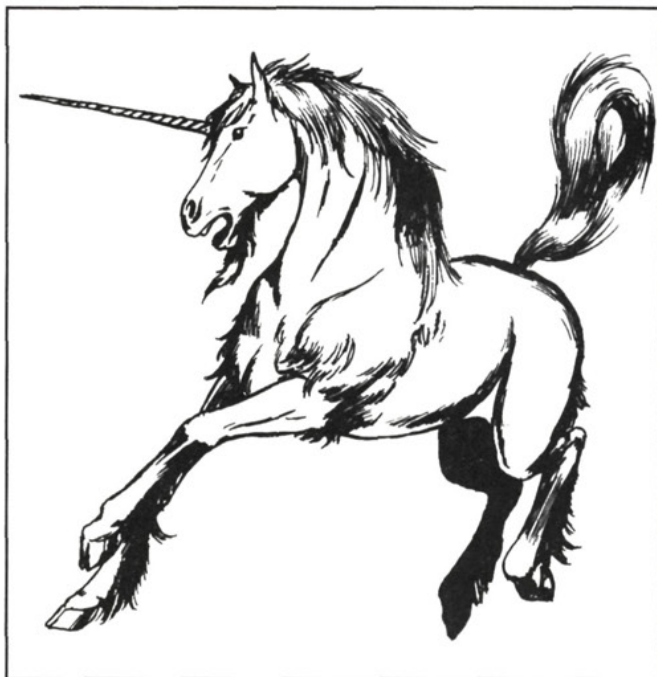
Powerful steeds with gleaming coats of pure white hair, unicorn eyes are usually deep sea blue or fiery pink. Long, silky white strands of hair hang down from the mane and forelock. A single ivory-colored horn, 2 to 3 feet in length, grows from the center of each unicorn's forehead. Males are distinguished by the white beard beneath the chin; females by their more elegant and slimmer musculature. The hooves of a unicorn are cloven and yellow-ivory in color. Unicorns speak their own language as well as those of other sylvan creatures and elves.

Combat: Unicorns can sense an enemy from 240 yards away. Likewise, unicorns move very silently, so opponents are penalized -6 on their surprise rolls. Unicorns can kick with their front hooves and thrust with the horn each round. Due to the horn's magical nature, it always has a +2 bonus to hit. Unicorns can charge into battle, using the horn like a lance. To make this charge, there must be at least 30 feet of open space between the unicorn and his opponent. Opponents struck by a charging unicorn suffer 3-36 points of damage from impaling. Unicorns may not attack with their front hooves in the round they charge.

Once per day a unicorn can use a *teleport* spell of limited range. This spell will transport the unicorn (and its rider) to any place that the unicorn desires, up to 360 yards away. Unicorns often use this ability as a last resort to avoid death or capture.

In addition, unicorns can never be *charmed* or *held* by magic. They are immune to death spells and make all saving throws against spells as if they were wizards of 11th level. Unicorns are immune to poison.

Habitat/Society: Unicorns mate for life and make their home in an open dell of the forest they have chosen to protect. There, in the boles of the trees, unicorns etch a glyph, recognizable to sylvan creatures, indicating that the forest is under unicorn protection. Rangers have a 10% chance per level of determining correctly whether a forest is guarded by unicorns. Once a woodland has a unicorn protector, no other unicorn will enter that forest unless the forest is very large. Each family of unicorns stakes out a territory approximately 400 square miles (20 miles by 20 miles).



Travelers may pass through a unicorn's forest freely and even hunt there, but anyone killing for sport or damaging the forest maliciously will be attacked if the unicorn is nearby (10% chance). The ferocity of this attack is determined by the evil of the trespasser. Truant youths throwing stones at animals, for example, would be driven off with just a few bruises as a reminder, while pillaging orcs would be hunted down and slain.

Lone unicorns occasionally allow themselves to be tamed and ridden by a human or elf maiden of pure heart and good alignment. A unicorn that submits once and is treated kindly will act as the maiden's steed for life, even carrying her beyond the realm of his forest if she so desires. Unicorns make exceptionally loyal mounts and will protect their riders even unto death.

Ecology: Unicorns are herbivores, living on tender leaves and grasses. Their only enemies are griffons and those creatures who destroy forests, in particular red dragons and orcs.

The life span of unicorns has never been recorded but is known to surpass 1,000 years. They are believed to maintain their youth until death is only weeks away. The secret to this longevity is the strong magical nature of the horn. Unicorn horns are highly sought after, since possession of one is a sovereign remedy against all poisons. Alternately, a single horn can be used, by an alchemist, to manufacture 2-12 potions of *healing*. Unicorn horns sell for 1,500 gold pieces or more on the open market.

Vampire

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	F
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-4
ARMOR CLASS:	1
MOVEMENT:	12, Fl 18 (C)
HIT DICE:	8+3
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	5-10
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	+1 or better magical weapon to hit

MAGIC RESISTANCE:	See below
SIZE:	M (5'1/2'-6'1/2')
MORALE:	Champion (16)
XP VALUE:	
Western	3,000
Eastern	4,000

Of all the chaotic evil undead creatures that stalk the world, none is more dreadful than the vampire. Moving silently through the night, vampires prey upon the living without mercy or compassion. Unless deep underground, they must return to the coffins in which they pass the daylight hours, and even in the former case they must occasionally return to such to rest, for their power is renewed by contact with soil from their graves.

One aspect that makes the vampire far more fearful than many of its undead kindred is its appearance. Unlike other undead creatures, the vampire can easily pass among normal men without drawing attention to itself for, although its facial features are sharp and feral, they do not seem inhuman. In many cases, a vampire's true nature is revealed only when it attacks.

There are ways in which a vampire may be detected by the careful observer, however. Vampires cast no reflection in a glass, cast no shadows, and move in complete silence.

Combat: When engaging in combat, vampires are savage and fearsome opponents. They are physically very powerful, with a Strength score of 18/76, receiving a bonus of +2 to hit and +4 to damage. The crushing blows of a vampire's attack are so fierce that they inflict 5-10 points of damage.

The gaze of a vampire is one of its most powerful and dangerous weapons. Any person who allows the vampire to look into his eyes will be affected as if by a *charm person* spell. Due to the power of this enchantment, a -2 is applied to the victim's saving throw versus spell. In this manner, vampires are often able to pass posted sentries and surprise their chosen victims.

Like all undead creatures, vampires exist in both the Positive Material and Negative Material planes at the same time. Their powerful negative essence allows them to drain two life energy levels from anyone they strike. If the vampire is making use of some form of weapon in the attack, it cannot employ this power.

Weapons of less than +1 enchantment pass through vampires without harming them in any way. Even if attacked with and harmed by magical weapons, vampires regenerate 3 hit points per round. If reduced to zero hit points, a vampire is not destroyed, but is forced to assume *gaseous form*. Once in this state, it will attempt to flee and return to its coffin where, after eight hours of rest, it regains its corporeal form. If the defeated vampire is un-



able to reach its coffin within 12 turns, however, its essence breaks up and the creature is truly destroyed.

Sleep, charm, and hold spells do not affect vampires. Similarly, they are unharmed by poisons and immune to paralysis. Spells that are based on cold or electricity cause only half damage.

At will, vampires are able to disperse their bodies into clouds of elemental vapor and assume *gaseous form*. In this state, they are all but immune to attack and can escape from almost any confinement. In addition, vampires can *shape change* so as to take on the form of a large bat (hence the flying movement rate given above).

Vampires can summon lesser creatures for aid. In a subterranean environment, they will typically call forth a swarm of 10-100 rats or bats. In the case of the latter, these do not physically attack but serve to confuse and obscure the vision of the vampire's foes. In the wilderness, a vampire will normally call upon 3-18 wolves for assistance. In all cases, the summoned animals arrive in 2-12 rounds.

At will, a vampire can use a *spider climb* ability and scale sheer surfaces. Often, they will employ this power to gain access to rooms on upper floors without alerting those on watch downstairs. This power also permits the vampire to seek refuge in places which are all but beyond the reach of mortal men.

Despite the great powers which vampires obviously possess, they are not without weaknesses of their own. The odor of strong garlic repels them and they will not approach it. Further, they will recoil from the face of a mirror or lawful good holy symbol if either of these is presented to them with courage and conviction. It is important to understand, however, that this will not actually harm the vampire in any way nor drive it off. Garlic will prevent the creature from attacking or entering the area, while mirrors and holy symbols force the vampire to find some means of removing the offending object before it can be bypassed. In most cases, the vampire will seek to overcome these hazards with the aid of its minions. For example, a charmed person might be called upon to attack someone who is holding the vampire at bay with a holy symbol. Another important point to keep in mind is that a lawful good holy symbol will affect the vampire regardless of the vampire's original religious background. Vampires which are splashed with a vial of holy water or struck with lawful good holy symbols are burned by them, suffering 2-7 points of damage.

Vampire

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	F
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-4
ARMOR CLASS:	1
MOVEMENT:	12, Fl 18 (C)
HIT DICE:	8+3
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	5-10
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	+1 or better magical weapon to hit
MAGIC RESISTANCE:	See below
SIZE:	M (5'1/2'-6'1/2')
MORALE:	Champion (16)
XP VALUE:	
Western	3,000
Eastern	4,000

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Wight

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	See below
INTELLIGENCE:	Average (8-10)
TREASURE:	B
ALIGNMENT:	Lawful evil

NO. APPEARING:	2-16 (2d8)
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	4+3
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	Hit only by silver or +1 or better magical weapon
MAGIC RESISTANCE:	See below
SIZE:	M (4'-7')
MORALE:	Elite (14)
XP VALUE:	975

In ages long past, the word "wight" meant simply "man." As the centuries have passed, though, it has come to be associated only with those undead that typically inhabit barrow mounds and catacombs.

From a distance, wights can easily be mistaken for any number of humanoid races. Upon closer examination, however, their true nature becomes apparent. As undead creatures, wights are nightmarish reflections of their former selves, with cruel, burning eyes set in mummified flesh over a twisted skeleton with hands that end in sharp claws.

Combat: Wights are fierce and deadly foes in combat. When attacked, they are unharmed by any weapons that are not forged from silver or enchanted in some manner.

The wight attacks with its jagged claws and powerful blows, inflicting 1-4 points of damage with each successful strike. In addition to this physical harm, the wight is able to feed on the life essence of its foes. Each blow that the wight lands drains one level from the victim, reducing Hit Dice, class bonuses, spell abilities, and so forth. Thus, a 9th-level wizard struck by a wight loses 1-4 hit points and becomes an 8th-level wizard; he has the spells and hit points of an 8th-level wizard and he fights as an 8th-level wizard.

Persons who are slain by the energy draining powers of a wight are doomed to rise again as wights under the direct control of their slayer. In their new form, they have all the powers and abilities of a normal wight but half their Hit Dice. If the wight who "created" them is slain, they will instantly be freed of its control and gain a portion of its power, acquiring the normal 4+3 Hit Dice of their kind. Once a character becomes a wight, recovery is nearly impossible, requiring a special quest.

Wights are unaffected by *sleep*, *charm*, *hold* or cold-based spells. In addition, they are not harmed by poisons or paralysis attacks.

Wights can be engaged and defeated by individuals who are well prepared for battle with them. Physical contact with holy water is deadly to wights and each vial splashed on one burns it for 2-8 points of damage. In addition, a *raise dead* spell becomes a powerful weapon if used against the wight. Such magic is instantly fatal to the creature, utterly annihilating it.

Wights cannot tolerate bright light, including sunlight, and avoid it at all costs. It is important to note, however, that wights are not harmed by exposure to sunlight as vampires are.



Habitat/Society: Like the other undead that infest the world, wights live in barrow mounds, catacombs, and other sepulchral places. They despise light and places which are vibrant with living things. As a rule, the wight is hateful and evil, seeking to satisfy its hatred of life by killing all those it encounters.

Although wights are often found in small groups, they are actually solitary creatures. Without exception, encounters with multiple wights will be a single leader and a number of lesser creatures which it has created to serve it. In these cases, the leader of the group will be more than willing to sacrifice some or all of its minions to assure its own survival or victory.

Ecology: Like all undead, wights exist on both the Prime Material and Negative Material planes simultaneously. It is this powerful link to the negative world that gives them their fearsome level-draining ability. Further, it is this draining which provides them with sustenance.

As they are not living creatures and have no rightful place in our world, many animals can sense the wight's presence. Dogs will growl or howl with alarm, horses will refuse to enter an area which wights inhabit, and birds and insects will grow silent when the creature passes near them. In addition, their presence will gradually cause the plant life around their lairs to wither and die, marking the region as unclean.

Will o'wisp

CLIMATE/TERRAIN:	Any swamp
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	See below
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Z
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1 or 1-3
ARMOR CLASS:	-8
MOVEMENT:	Fl 18 (A)
HIT DICE:	9
THACO:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-16
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	S (2'-4')
MORALE:	Fanatic (17)
XP VALUE:	3,000

The will o'wisp is a malevolent entity that makes its home in swamps, bogs, and moors. It subsists by luring unsuspecting creatures to their deaths amid the natural hazards of such places and feeding on the energies which their death struggles release.

When encountered in the wild, will o'wisps normally appear as faintly glowing balls of light. They can alter their own color, shape, and size to some extent and can be easily mistaken for lanterns, light spells, and similar sources of artificial illumination.

If they do not attack, will o'wisps are able to utterly blank out their glows, rendering them invisible to all those who cannot spot invisible objects, for 2-8 melee rounds.

The will o'wisp language is a most unusual one, being purely optical in nature. All communication between will o'wisps is by means of changes in color or brightness, many of which are far too subtle for the average observer to notice. Because this form of exchange is almost impossible to mimic, it is very difficult for travelers to communicate with these creatures. Exceptional examples of this race have mastered a very simple sound-based language. They produce sounds by vibrating very rapidly and thus have a shallow and ghostly-sounding voice when they "speak."

Combat: As a rule, will o'wisps seek to avoid physical combat with other creatures, preferring to lead them to their deaths in the swamps around them instead. When pressed, however, they are dangerous adversaries who must be attacked with the greatest care. In combat, they glow blue, violet, or pale green.

Will o'wisps are very versatile flyers. They can hover in place without effort, often looking like lanterns or similar beacons to lure others toward them. When they decide to move, they can do so with rapid bursts of speed or slow drifting movements.

A will o'wisp's main weapon in combat is its ability to manifest a powerful electric charge. In melee, it swoops at its foe and attempts to brush against the victim, discharging the stored energy. A successful strike by one of these creatures will cause 2-16 points of damage.

Those attacking a will o'wisp with any form of physical weapon are able to inflict damage normally. Persons making use of magical attacks, however, will find their powers almost ineffective against them. As a rule, the only spells which have any effect on the will o'wisp are *protection from evil*, *magic missile*, and *maze*. A will o'wisp which is reduced to 5 or fewer hit points will attempt to escape. If it is unable to flee, the creature will surrender to its attackers and attempt to buy its safety by offering up



any treasure which it may have. It is important to note, however, that the chaotic alignment of the will o'wisp can make any agreement with the creature uncertain.

Habitat/Society: For the most part, will o'wisps will be found on their own. On rare occasions (10% of the time) groups of up to three may be found near a particularly fertile hunting ground. In the latter case, they will work together to trick victims into the traps which they have arranged.

Ecology: Although difficult to say with certainty, evidence indicates that the will o'wisp feeds on the fury of electrical activity given off by the brains of panic stricken individuals as they realize that death is inescapable. In order to prolong the suffering of their victims and increase the amount of "food" which they give off, will o'wisps will typically lure their victims into areas like quicksand pits which promise a slow and frightening death.

It seems certain that the unusual environment found in bogs and swamps is important to the creature's existence in some way, but the exact nature of this link is uncertain. It seems probable that the ominous and haunting nature of these places increases the fear and dread which their victims feel, and thus the energy which they give off prior to death.

Wolf

	Wolf	Worg/Dire	Winter
CLIMATE/TERRAIN:	Any forest	Any forest	Arctic land
FREQUENCY:	Common	Rare	Very rare
ORGANIZATION:	Pack	Pack	Pack
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Semi- (2-4)	Low (5-7)/Semi- (2-4)	Average (8-10)
TREASURE:	Nil	Nil	I
ALIGNMENT:	Neutral	Neutral (evil)/Neutral	Neutral evil
NO. APPEARING:	2-20 (2d10)	3-12 (3d4)	2-8 (2d4)
ARMOR CLASS:	7	6	5
MOVEMENT:	18	18	18
HIT DICE:	2+2	3+3/4+4	6
THAC0:	19	17/15	15
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	2-5	2-8	2-8
SPECIAL ATTACKS:	Nil	Nil	Frost
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (2'-4')	M (4'-7')/L (7'-12')	L (7'-12')
MORALE:	Average (10)	Steady (11)/Average (10)	Elite (13)
XP VALUE:	65	120/175	975



Wolves are active and cunning carnivores, capable of surviving in nearly every climate known.

Although the color of their fur varies from species to species based on the climate in which they dwell, all wolves have some features in common. They are all characterized by powerful jaws and teeth, bushy tails, and round pupils. In many respects, wolves greatly resemble domesticated dogs.

Combat: Wolves frequently hunt in packs during the winter months, although they may be found alone when prey is more abundant. When they do work in packs, they are 75% likely to follow and attack potential prey. Such attacks are often launched at an unguarded moment or when the prey is distracted in some way.

The howling of wolves, by which they mark their territory and communicate with each other, is 50% likely to panic herbivores that are not being held and calmed. Domesticated animals, such as horses

or cattle, can usually be soothed by humans who are with them.

Habitat/Society: Wolves are social creatures, living and hunting in packs. The social order within the pack is quite strict, with every wolf knowing its place. Each and every wolf pack is led by a single male.

In the lair of a pack of wolves, there is a 30% chance that any given pair of wolves will have 1-4 cubs. Although the cubs will not fight at this point, they can be trained to serve as excellent war beasts or hunting animals.

Ecology: Wolves are valuable hunters in the wilderness. Over the centuries, they have been hunted to extinction in several areas and the result is normally a vast increase in the numbers of rodents and other small animals which are normally kept in check by the hunting of wolf packs.

In many arctic regions, mankind has used wolves as breeding stock for sledge teams. By crossbreeding the wild canines with their domesticated counterparts, men increase the overall vigor of their dogs.

Dire Wolves

The dire wolf is simply an ancestor of the various modern species. Generally large in size, they are otherwise similar to their descendants.

Worgs

Worgs are an offshoot of dire wolf stock that have attained a degree of intelligence and a tendency toward evil. Worgs have a primitive language and are often found serving as mounts for goblins. Worgs are as large as ponies.

Winter Wolves

By far the most dangerous member of the species, the winter wolf is known for its great size and foul disposition. Living only in chill regions, they are able to unleash a stream of frost from their lungs once every 10 rounds, causing 6-24 points of damage to any target within 10 feet. A save versus dragon breath is allowed for half damage. Cold-based attacks do not harm them in any way, but fire-based ones cause an additional +1 point per die of damage.

Winter wolves are far more intelligent than their cousins and, in addition to being able to communicate freely with worgs, have a fairly sophisticated language of their own.

Winter wolves are quite beautiful, with glistening white or silver fur and eyes of pale blue or silver. If in good condition, their pelts are worth fully 5,000 gold pieces.

Wolfwere

CLIMATE/TERRAIN:	Any forest
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High to exceptional (13-16)
TREASURE:	B, 50% of S, T
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-3
ARMOR CLASS:	3
MOVEMENT:	15
HIT DICE:	5+1
THAC0:	15
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	2-12 and weapon
SPECIAL ATTACKS:	Singing brings on lethargy
SPECIAL DEFENSES:	Iron or +1 or better weapon to hit
MAGIC RESISTANCE:	10%
SIZE:	M (4'-7')
MORALE:	Elite (14)
XP VALUE:	2,000

The wolfwere is an evil and hateful creature that delights in the brutal slaying of humans and demihumans alike. In many cases, the wolfwere is able to attack its victims with utter surprise because of its ability to assume the shape of a human of exceptional charisma.

The wolfwere is able to assume a wide variety of shapes at will. Transformation from one form to another takes only a single round. Its true shape, and that in which it prefers to spend the vast majority of its time, is that of a large wolf. When in this state, it is almost indistinguishable from a dire wolf.

When a wolfwere is attempting to lure humans or demihumans into an ambush, it will assume the shape of member of their race. Almost without exception, the new persona will not be of the same sex as the potential victim. Thus, a wolfwere which is stalking a male elf will transform itself into a female elf. In all cases, the newly disguised wolfwere will have exceptional physical beauty.

Combat: The wolfwere is a sly and dangerous adversary. In addition to its great fury and fighting prowess, its high intelligence must not be overlooked or underestimated.

When a wolfwere first spots unsuspecting humans or demihumans in its territory, it will change into its fully humanoid form and assume the guise of a pilgrim, minstrel, or similar wanderer. The wolfwere will normally carry some form of stringed instrument which it seems to absent-mindedly play at while it travels. The true nature of its song, however, is terrible and often fatal. Anyone who hears the wolfwere's song and then fails a saving throw versus spell will be overcome with *lethargy*. The effects of this enchantment are the same as those of the *slow* spell. Once this effect begins, it cannot be countered and lasts for 5-8 rounds.

When a wolfwere is ready to attack, the creature again changes its shape. Now, in a form which is half-wolf and half-human (or demihuman), it strikes. The wolfwere will almost always change into this form when it engages in combat because it has the ability to bite like a wolf and also wield a weapon of some type.

In any form but its fully humanoid one, the creature can deliver a savage bite with its powerful jaws. It is this mode of attack which the monster prefers to employ above all others.

When in its humanoid or half-humanoid state, it is also able to carry and employ weapons. Although the exact type of weapon used will depend upon the specific tastes of the creature encoun-



tered, wolfweres tend toward axes, swords, and similar cutting edges.

If the creature is forced to engage in battle while in its humanoid form, it will be forced to rely wholly on its weapons for defense. In such cases, it normally seeks to escape and transform into its half-humanoid state before returning to battle.

The magical nature of the wolfwere makes it immune to damage inflicted by any weapon which is not made from cold wrought iron or enchanted to +1 or better. All other weapons are simply turned aside by the creature's hide.

It is possible to protect oneself from attacks by wolfweres, however, for they are disgusted by wolfsbane and will avoid it whenever possible.

Habitat/Society: The wolfwere is generally fairly solitary in nature. When encountered in the wild, it is rare that more than three of these creatures will be found. In almost all cases, encounters with more than one wolfwere will be with a mated pair or a group which has decided to work together to increase the success of their hunting.

Ecology: There is a 75% chance that any encountered wolfwere will be running with a pack of wild wolves. In such cases, the animals will be worgs 70% of the time. If they are not worgs, they will be common wolves. In all cases, the influence of the wolfwere will make the creatures far more vicious and evil than they might normally be.

Despite their fondness for wolves and worgs, wolfweres loathe the company of werewolves. The enmity between these two monsters is so great that they will often attack each other on sight.

Wraith

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	E
ALIGNMENT:	Lawful evil

NO. APPEARING:	2-12 (2d6)
ARMOR CLASS:	4
MOVEMENT:	12, Fl 24 (B)
HIT DICE:	5+3
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	Hit only by silver or +1 or better magical weapon
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Champion (15)
XP VALUE:	3,000

The wraith is an evil undead spirit of a powerful human that seeks to absorb human life energy.

These horrible creatures are usually seen as black, vaguely man-shaped clouds. They have no true substance, but tend to shape themselves with two upper limbs, a torso, and a head with two glowing red eyes. This shape is a convenience born from the habit of once having a human body.

Combat: The touch of a wraith does damage in two ways. First, the chilling effect of the touch inflicts 1-6 points of damage, even to creatures immune to cold. Second, such a hit drains a level of experience from its victim. This includes hit points and all abilities associated with that level, such as spell casting or combat ability. The damage from the chill can be healed normally, but the experience points are gone forever and must be earned again or magically restored.

Wraiths are immune to normal weapons. An attack with such a weapon merely passes through its body with no effect. Silver weapons cause only half normal damage. Magical weapons inflict their full damage, causing a black vapor to boil away from the body of the wraith. A wraith slowly regains its full hit points if left alone for at least a week (recovering one point every eight hours). Like most undead, wraiths are immune to *sleep*, *charm*, *hold*, *death* and cold-based spells. They are immune to poison and paralyzation. A vial of holy water causes 2-8 points of damage (as acid) upon striking the body of a wraith. A *raise dead* spell will utterly destroy one if a saving throw versus spell is failed.

Wraiths attack humans or demihumans in preference to other creatures. However, animals will sense their presence within 30 feet and refuse to advance further, panicking if forced. A pack of wraiths will try to get surprise when attacking, and will wait and position themselves for the most advantageous moment to attack. Wraiths are very intelligent and tend to cluster around the weaker members, or stragglers, when attacking. Any human killed by a wraith becomes a half-strength wraith under its control (e.g., a 10th-level fighter will become a 5 Hit Die wraith under the control of the wraith that slew him).

This foul creature has no power in direct sunlight and will flee from it. Sunlight cannot destroy the wraith, but the undead creature cannot attack in sunlight. It shuns bright (e.g., *continual*) light sources in general, but will occasionally attack if the compulsion to do so is strong.



Habitat/Society: A wraith is an undead spirit of a powerful, evil human. As such, it is usually found in tombs or places where such men and women would have died. Since such men and women are frequently buried together, in the case of the wealthy, or with their families, wraiths are most commonly encountered in packs. Those that died or were buried alone might still be encountered in packs, because a human who dies from the touch of a wraith becomes a wraith under the sway of its slayer. The treasure of the wraith is usually its possessions in life, now buried with it, or those of its victims. Wraiths exist only to perpetuate evil by absorbing the life force of as many people as possible. A character who becomes a wraith is nearly impossible to recover, requiring a special quest.

The wraith cannot communicate, except through a *Speak with Dead* spell. They do not even seem to communicate with each other, except as master to slave for combat strategy. Any attempt to speak to a wraith is met with scorn, unless by a very powerful party. In that case, the wraith desires only to flee. Wraiths can be dominated by powerful evil creatures, particularly other undead, priests, and wizards, and made to serve their will.

Ecology: The wraith has no proper niche, serving no useful purpose in nature and providing no byproducts that others can use. It requires no nourishment, killing only for the sheer hatred of life. All creatures close to nature will shun the presence of a wraith. It exists more in the Negative Material plane than in the Prime Material plane, and thus is not a natural part of this world.

Wyvern

CLIMATE/TERRAIN:	Temperate mountain forests and jungles
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Dusk and dawn
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	E
ALIGNMENT:	Neutral (evil)

NO. APPEARING:	1-6
ARMOR CLASS:	3
MOVEMENT:	6, Fl 24 (E)
HIT DICE:	7+7
THACO:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-16/1-6
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (35' long)
MORALE:	Very steady (14)
XP VALUE:	2,000

A distant cousin to the dragon, the wyvern is a huge flying lizard with a poisonous stinger in its tail.

The 35-foot-long dark brown to gray body of the wyvern is half tail. Its leathery batlike wings are over 50 feet from tip to tip. The head alone is 4 feet long and filled with long, sharp teeth. Unlike the dragon, it has only hind legs, using them the same way a hunting bird would. The tip of the tail is a thick knot of cartilage from which a 2-foot-long stinger protrudes, very much like that of a scorpion. The eyes are red or orange. A wyvern does not have a strong odor, although its lair might smell of a recent kill. These beasts can make two sounds: a loud hiss, which sounds like a hot sword plunged into water, and a low, deep-throated growl, much like that of a bull crocodile.

Combat: Rather stupid, but aggressive, wyverns will nearly always attack. In combat, the wyvern always prefers to be flying, and will seize any opportunity to take flight and continue combat. If trapped on the ground it will bite (2-16 points of damage) and use its stinger (1-6 points of damage), attacking the most convenient target or targets. The tail is very mobile, easily striking over the back of the wyvern to hit an opponent to its front. The stinger injects poison (type F) into the wound, against which the victim must make a save versus poison or die. Even if the saving throw is successful, the victim suffers 1-6 points of physical damage from the sting.

From the air the wyvern is a far more deadly opponent. It dives upon ground targets, attempting to snatch them up in its two taloned claws (1-6 points of damage each) and fly off. Man-sized victims are snatched if at least one talon hits for damage. Large victims require both talons to hit in order to snatch them up. The wyvern cannot fly while carrying anything bigger. After a dive, it takes the wyvern a full round to circle around. On the next round it can dive again. Once airborne with prey in its talons, the wyvern stings and bites each round, both at +4 to hit, until the victim is motionless. In aerial combat, the wyvern will make a pass during which it will either bite or sting. Then it will land and feast, not hunting again until the next day.

As a hunter, the wyvern is cunning. It will avoid letting its shadow fall across its prey as a warning. The final approach of the dive is done in complete silence, imposing a -2 surprise modifier on the target. It trails its prey from downwind whenever possible. A mature wyvern often waits for the right moment to



strike, and is willing to let prey go that is too powerful or within easy reach of cover. Such a wyvern understands that men, particularly those armed in bright metal, are stronger than their size would indicate. Given a perfect opportunity, it will attempt to snatch up an unarmored member and fly out of range.

Habitat/Society: The wyvern is a solitary creature, nesting only with its mate and young. It tends to lair on mountainsides that overlook forests, jungles, or sometimes plains. A wyvern makes its lair in large caverns that can be found in such places, staking out a territory about 25 miles across. If game is sparse, it will hunt with a small group of its own kind. Only young wyverns attack others of their kind, usually to establish new territory. Older wyverns settle disputes in an unknown manner without actual combat.

Some wyverns have been known to work with evil dragons. Usually these dragons completely dominate the weaker and smaller wyverns.

Ecology: An adult wyvern consumes the equivalent of a man-sized to large creature once per day. This could translate to a horse, pig, or a handful of sheep. While it eats them whole, the bones are not digested, and neither are metal objects. The wyvern eats carrion only if desperate.

The wyvern has no natural enemies, although it would not be a match for certain powerful creatures. It is noted for the foul taste of its flesh. No one has found a way to cure its hide and the bones are light and brittle to aid in flying. Certain body parts are used by spell casters as spell components, for which they will pay a reasonable price.

Yeti

CLIMATE/TERRAIN:	Arctic hills and mountains
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	D
ALIGNMENT:	Neutral

NO. APPEARING:	1-6
ARMOR CLASS:	6
MOVEMENT:	15
HIT DICE:	4+4
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-6/1-6
SPECIAL ATTACKS:	Squeeze
SPECIAL DEFENSES:	Immune to normal cold, invisible in snow and ice
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Elite (13)
XP VALUE:	420

Sometimes confused with the abominable snowman, the yeti is a distant cousin to the great carnivorous apes of warmer climates.

An adult yeti stands 8 feet tall and is covered in long, white fur. Their feet and hands are wide and flat, which helps to disperse their great weight (about 300 pounds) on treacherous snow fields. They travel on all fours like the apes, but fight very comfortably standing erect. Unlike most apes and gorillas, the yeti does not have an opposable toe on its feet. They wear no clothing or ornamentation. The spoor, or smell, of a yeti is very subtle in cold climates, but in confined or warm areas, they have a strong, musky odor. The eyes of a yeti are icy blue or almost colorless. Their claws and flesh are ivory white. Unlike many arctic creatures, the yeti does not have a thick layer of body fat to keep it warm. Instead, it relies upon the special properties of its thick, warm fur. It has a transparent second eyelid, which allows the creature to see in blowing snow, and prevents its eyes from freezing in extreme temperatures.

Combat: The yeti is a fierce hunter of the polar regions. It stalks its prey and lays an ambush, attempting to gain surprise. A favorite trick is to get ahead of its prey and lie in a depression in the snow, or dig a shallow pit and cover itself with snow. Such works can be detected only by natives of the arctic regions, and then only 25% of the time. Against the snow, the yeti is invisible due to its coloration until its prey is 10 yards away. Under a thin layer of snow it is completely invisible.

Any opponent surprised by a yeti must save versus paralyzation or go rigid with fright for three rounds, indicating that he has looked into the icy blue depths of the yeti's eyes. Any opponent that is paralyzed in this way can be automatically hit by both claws and squeezed.

Although the yeti does have fangs (1-4 points of damage), it does not usually attack with them, preferring to use its formidable claws. If any hit with claws is made with a natural 20, the victim is pulled in for a chilling squeeze. The creature's fur actually absorbs heat, making it extraordinarily cold if contacted (2-16 points of damage if squeezed). The heat-absorbing property of the yeti's fur can work against it; damage from heat is 50% greater than normal.

Habitat/Society: Although the yeti is of average intelligence, it has no civilization. They can use simple tools, including man-



made weapons, but will not make any themselves. Yeti live in ice caves in hills and mountains. Sometimes these are natural, sometimes they are excavated by the yeti or enlarged to accommodate the family. Most yeti treasure consists of items recovered from the bodies of explorers.

Life is harsh in the arctic, and friends and food are hard to find, making survival and reproduction the yeti's only goals. The yeti will associate only with its immediate family, the young leaving to fend for themselves as soon as they mature. A family usually consists of an adult male with one to three females and a 50% chance of 1-6 young if females are present. In an attacking group, the largest yeti is the male, the next largest ones are his mates. Any others are small males or females that are due to leave the family soon.

Ecology: Any living creature not of its family is considered potential food, including other yeti. This does not make them foolhardy; only a starving yeti will attack an obviously stronger party. Their typical diet consists of herd creatures, such as caribou, bears, wolves, and other creatures inhabiting the snowy mountains in which they live. The yeti may turn to scavenging in hard times. They range across a wide area in search of food, usually 15 miles in all directions from their lair.

Yeti claws and teeth have value only because of the rarity of the creature. They sell for about a gold piece a tooth or claw on the open market. Yeti fur is another story. It is prized by those living in cold climates for its extraordinary ability to keep its wearer warm. A full grown yeti pelt can fetch up to 300 gold pieces on the open market.

Yuan-ti

CLIMATE/TERRAIN:	Tropical jungles
FREQUENCY:	Very rare
ORGANIZATION:	Tribe or nation
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	C
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-4
ARMOR CLASS:	4/0
MOVEMENT:	12, slither 9
HIT DICE:	6-9
THACO:	15 (6 HD), 13 (7-8 HD), 11 (9 HD)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	20%
SIZE:	M or L (10' long)
MORALE:	Elite (14)
Abominations	Champion (15)
XP VALUE:	Variable

Descendants of humans whose blood has been fouled, yuan-ti have varying degrees of snakelike body parts. They are highly intelligent and evil, always plotting to advance their causes.

There are three major varieties of yuan-ti: *purebloods*, *halfbreeds*, and *abominations*. A pureblood can pass for human 80% of the time. It has only slight differences from true humans, such as slit eyes, or a forked tongue, maybe even small fangs. Halfbreeds are part human and part snake. Roll a d6 twice on the table below; a duplicate roll produces no result, but is not rerolled. Ignore unworkable combinations. This is a general guide; the DM can invent his own combinations of snake and human.

Roll	Feature	Effect
1	Snake head	Bites for 1-10 points damage
2	Flexible torso	+1 to saves using Dexterity
3	No legs, snake tail	Constricts for 1-4 points of damage
4	Snakes instead of arms	Each bites for 1-6 points damage
5	Scales instead of skin	Armor Class 0
6	Legs and a snake tail	Constricts for 1-4 points of damage

Abominations are either all snake (50%) or have only a single human feature, either head or arms, and are of large size (10 feet long). Halfbreeds and abominations disdain wearing human clothing or armor, while purebloods do not. All yuan-ti use weapons and other items. Yuan-ti do not give off an odor that humans can detect. However, animals will detect a dry, musty smell on them. The snake features of these foul creatures vary greatly from simple green and brown scales to wild patterns of stripes, diamonds, and whorls in reds and blues. Yuan-ti speak their own language. They can also speak with any snake or snakelike creature. Those with human heads speak common besides.

Combat: Yuan-ti are geniuses, and fight as such. They plan elaborate traps and utilize their surroundings superbly in combat. They prefer ambushes to direct confrontation. In a mixed group, the least valuable and powerful attack the opponent first. This means that the purebloods go before the half-breeds, which go



before the abominations. The group leader may order particular members forward before others if it provides for a better strategy. When encountered outside their temple area, only one to four of them are in a group. In the temple area they can be found in much larger groups.

Purebloods have 6 Hit Dice, half-breeds have 7 or 8 Hit Dice, and abominations have 9 Hit Dice. All yuan-ti, if they have hands, always use weapons, preferring those with an edge. They use poison, particularly slow acting types, but in traps, not on weapons.

Any yuan-ti with a human head can cast the following spells once per day; *cause fear*, *darkness* (15 foot radius), *snake charm*, *sticks to snakes*, *neutralize poison*, *suggestion*, and *polymorph other*.

Habitat/Society: Yuan-ti are devout worshippers of evil. They also hold all reptiles in high esteem. The center of yuan-ti life is the temple. They tend toward old ruins far away from man, but have even been known to build underneath human cities. Their own works tend toward circles, with ramps and poles replacing stairs. In all cases they are secretive about the location of their city or temple. The abominations rule over the yuan-ti, and are the leaders of the temple, with the high priest (human headed) ruling over all. Their rituals often involve bloody sacrifices. The purebloods take care of all outside negotiations, always pretending to be human. Yuan-ti speak their own language and common.

Ecology: Ages ago, a cult of humans worshiping a reptilian elder god recieved a "blessing" from their dark lord: their offspring all were part snake. Since then the breeding line has been polluted and mixed, producing purebloods (those least favored), half-breeds, and abominations (the truly blessed). They are strictly carnivorous, eating any warm-blooded creature they can catch. They have a special taste for birds and human flesh. They are clever enough about their ecology not to overhunt any particular region. Larger groups keep captive herds of wingless birds or other warm-blooded creatures.

Zombie

	Common	Monster	Ju-ju
CLIMATE/TERRAIN:	Any	Any	Any
FREQUENCY:	Rare	Very rare	Very rare
ORGANIZATION:	Nil	Nil	Nil
ACTIVITY CYCLE:	Night	Night	Night
DIET:	Nil	Nil	Nil
INTELLIGENCE:	Non- (0)	Non- (0)	Low (5-7)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral (evil)
NO. APPEARING:	3-24 (3d8)	1-6	1-4
ARMOR CLASS:	8	6	6
MOVEMENT:	6	9	9
HIT DICE:	2	6	3+12
THACO:	19	15	15
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-8	4-16	3-12
SPECIAL ATTACKS:	Nil	Nil	See below
SPECIAL DEFENSES:	Nil	See below	See below
MAGIC RESISTANCE:	See below	See below	See below
SIZE:	M (6')	L (8'-12')	M (12')
MORALE:	Special	Special	Special
XP VALUE:	65	650	975



Zombies are mindless, animated corpses controlled by their creator, usually an evil wizard or priest.

The condition of the corpse is not changed by the animating spell. If a body was missing a limb, so would be the zombie created from it. Since it is difficult to get fresh bodies, most zombies are in sorry shape, usually missing hair and flesh, and sometimes even bones. This affects their movement, making it jerky and uneven. Usually zombies wear the clothing they died (or were buried) in. The rotting stench from a zombie might be noticeable up to 100 feet away, depending upon the condition of the body. Zombies cannot talk, being mindless, but have been known to utter a low moan when unable to complete an assigned task.

Combat: Zombies move very slowly, so they strike last in any combat round. All zombies are given simple (single-phrase) orders which they can follow. They always fight until called off or

destroyed, and nothing short of a priest can turn them back. They always move in a straight line toward their opponents, with arms outstretched, seeking to claw or pummel their victims to death. Like most undead, zombies are immune to *sleep*, *charm*, *hold*, *death magic*, poisons, and cold-based spells. A vial of holy water inflicts 2-8 points of damage (as acid) upon striking.

Habitat/Society: Zombies are typically found near graveyards, dungeons, and similar charnel places. Zombies follow the spoken commands of their creator—as spoken on the spot or given previously—of limited length and complication (a dozen words or so). The dead body of any humanoid creature can be made into a zombie.

Ecology: Zombies are not natural creations and have no role in ecology or nature.

Ju-Ju Zombies

These foul creatures are made when a wizard drains the life force from a man-sized humanoid creature with an *energy drain* spell. Their skin is hard, gray, and leathery. Ju-ju zombies have a spark of intelligence. A hateful light burns in their eyes, as they realize their condition and wish to destroy living things. They can understand a full-sentence instruction with conditions, and use simple tactics and strategies. Since they become zombies at the moment of death, their bodies tend to be less rotted and in better condition. Ju-ju zombies do not have to attack last in a combat round, and use normal rules to determine when they strike. They are dextrous enough to use normal weapons, although they must be specifically commanded to do so. These zombies can hurl weapons such as javelins or spears, and can even fire bows and crossbows. Their Dexterity is such that they can climb walls as a thief (92%) and they strike as a 6 Hit Dice monster.

The animating force of a ju-ju zombie is more strongly tied to the Negative Material plane. The result is that only +1 or better magical weapons can harm them. Regardless of the magic on the weapon, only edged or cleaving weapons inflict normal damage, while blunt and piercing weapons cause only half damage. In addition to normal spell immunities, ju-ju zombies are immune to all mind affecting spells, including illusions. Their bodies have normal zombie immunities as well as immunity to electricity and *magic missiles*, and fire causes only half damage. Ju-ju zombies are turned as spectres.

CLIMATE/TERRAIN:	
FREQUENCY:	
ORGANIZATION:	
ACTIVITY CYCLE:	
DIET:	
INTELLIGENCE:	
TREASURE:	
ALIGNMENT:	

NO. APPEARING:	
ARMOR CLASS:	
MOVEMENT:	
HIT DICE:	
THAC0:	
NO. OF ATTACKS:	
DAMAGE/ATTACK:	
SPECIAL ATTACKS:	
SPECIAL DEFENSES:	
MAGIC RESISTANCE:	
SIZE:	
MORALE:	
XP VALUE:	

Appearance:

Combat: _____

Habitat/Society:

[illegible]

Ecology: _____

Variants: _____

Terrain Guide:

Plain: downs, heath, meadow, moor, prairie, savanna, steppe, tundra

Scrub: brackens, brush, bush, thickets, veldt

Forest: copses, groves, jungle, rain forest, woods

Rough: badlands

Hills: bluffs, dunes, ridges (rift, valley)

Mountains: glacier, mesa, tor (canyon, gorge)

Desert: barrens, flat, waste

Swamp: bog, fen, marsh, mire, morass, quagmire, slough

Pond: lake, pool, tarn

Monster Summoning I

- 1 Bat, huge
- 2 Goblin
- 3 Hobgoblin
- 4 Kobold
- 5 Orc
- 6 Rat, giant

Monster Summoning II

- 1 Centipede, giant
- 2 Gnoll or flind
- 3 Lizard man
- 4 Mudmen
- 5 Spider, large
- 6 Toad, giant

Monster Summoning III

- 1 Bat, giant (mobat)
- 2 Bugbear
- 3 Centipede, megalom-
- 4 Dog, death
- 5 Gelatinous cube
- 6 Ghoul
- 7 Lizard, giant
- 8 Lyc., rat
- 9 Orc, orog
- 10 Scorpion, large
- 11 Snake, constrictor
- 12 Spider, huge

Monster Summoning IV

- 1 Ghast
- 2 Hydra, 5 heads
- 3 Lyc., wolf
- 4 Ogre
- 5 Ooze, gray
- 6 Owlbear
- 7 Scorpion, huge
- 8 Snake, giant const.
- 9 Toad, pois. or fire
- 10 Wasp, giant
- 11 Wolf, worg
- 12 Yeti

Monster Summoning V

- 1 Cockatrice
- 2 Displacer beast
- 3 Hornet, giant
- 4 Hydra, 7 heads
- 5 Hydra, 5 heads, cryo- or pyro-
- 6 Lizard, subterranean
- 7 Minotaur
- 8 Ochre jelly
- 9 Snake, giant, pois. or spitting
- 10 Spider, giant
- 11 Wolf, winter
- 12 Zombie, ju-ju

Monster Summoning VI

- 1 Basilisk
- 2 Carrion crawler
- 3 Hydra, 8 heads
- 4 Lyc., tiger or werewolf
- 5 Manticora
- 6 Lizard, minotaur
- 7 Ogre mage
- 8 Otyugh
- 9 Pyrolisk
- 10 Spider, phase
- 11 Troll
- 12 Wyvern

Monster Summoning VII

- 1 Basilisk, greater
- 2 Behir
- 3 Chimera
- 4 Giant, hill or stone
- 5 Golem, flesh
- 6 Hydra, 10 heads
- 7 Hydra, 8 heads, cryo- or pyro-
- 8 Lizard, fire
- 9 Mummy
- 10 Pudding, black
- 11 Troll, 2-headed
- 12 Umber hulk

Monster Summoning VIII

- 1 Giant, frost or fire
- 2 Golem, stone
- 3 Gorgimera
- 4 Hydra, 12 heads
- 5 Hydra, lernaean, 8 heads
- 6 Pudding, brown
- 7 Remorhaz
- 8 Will'o wisp

Aquatic Monster Summoning

Spell	Monster Summoned
Monster Summ I	Koalinh (hobgoblin)
Monster Summ II	<i>Fresh:</i> Lizard man <i>Salt:</i> Ixixachitl (ray)
Monster Summ III	Lacedon (ghoul)
Monster Summ IV	Marrow (ogre)
Monster Summ V	Scrag (troll)
Monster Summ VI	Snake, giant sea (8 Hit Dice)
Monster Summ VII	Snake, giant sea (10 Hit Dice)
Monster Summ VIII	Dragon turtle (12 Hit Dice)

Conjured Animals

Hit Die	Roll	Animal	Value	Hit Die	Roll	Animal	Value
1	01-20	Dog, wild	1 1/4	5	51-66	Leopard	3 1/2
	21-40	Jackal	1 1/2		67-84	Owl, giant	4
	41-60	Owl, common	1		85-00	Wolf, dire	3 3/4
	61-80	Rat, giant	1 1/2		01-34	Hyena, giant	5
	81-00	Skunk	1 1/4		35-67	Skunk, giant	5
2	01-80	Animal, herd	2		68-00	Buffalo	5
	81-00	Horse, wild	2	6	01-34	Bear, brown	6 1/4
3	01-10	Boar, warthog	3		35-67	Lion	5 1/2
	11-20	Cattle, wild	2 1/2		68-00	Tiger	6 1/4
	21-30	Cheetah	3	7	01-50	Boar, giant	7
	31-40	Dog, war	2 1/2		51-00	Lion, spotted	6 1/2
	41-50	Hyena, wild	3	8	01-50	Bear, cave	7 1/2
	51-60	Lion, mountain	3 1/4		51-00	Tiger, ST	7 1/2
	61-70	Lynx, giant	2 1/2	9	—	Oliphant	8 1/2
	71-80	Mule	3	10	—	Bear, polar	10
	81-90	Camel	3	11	—	Elephant	11
	91-00	Wolf	2 1/2		(loxadant)		
4	01-16	Bear, black	3 3/4	12	—	Mastodon	12
	17-33	Boar, wild	3 3/4	13	—	Mammoth	13
	34-50	Jaguar	4 1/4	14 +	—	Whale	(to 36)

Arctic (all terrain)

- 2 Pudding, white
- 3 *Dragon, white*
- 4 Remorhaz
- 5 *Owl, giant* (night)
- 6 Snake, constrictor
- 7 Herd animal
- 8 Herd animal
- 9 Herd animal
- 10 Tribesman
- 11 Bear, polar
- 12 Blizzard or unsafe ice
- 13 Wolf
- 14 Giant, frost
- 15 Yeti
- 16 Toad, ice
- 17 Wolf, winter
- 18 Wolf, winter
- 19 DM Special
- 20 DM Special

DM Special Table

The DM should either choose a creature based on party level, or roll randomly. A special encounter can also be a natural hazard (storm, avalanche) or an encounter with a known NPC.

Die**Roll Encounter**

- 01-07 Bandit¹
- 08 Beholder
- 09-14 Berserker²
- 15-16 Brownie³
- 17-18 Chimera
- 19-21 *Couatl*
- 22-24 Displacer beast
- 25-27 Dog, blink
- 28 *Dragon, black*
- 29 *Dragon, blue*
- 30 *Dragon, brass*
- 31 *Dragon, bronze*
- 32 *Dragon, copper*
- 33 *Dragon, gold*
- 34 *Dragon, green*
- 35 *Dragon, silver*
- 36 *Dragon, red*
- 37 *Dragon, white*
- 38-39 Gorgimera
- 40 Giant, cloud
- 41 Giant, storm
- 42-45 Harpy
- 46-47 Hornet, giant
- 48-51 Imp
- 52 Lich
- 53-54 Lyc., bear⁴
- 55-56 Lyc., tiger
- 57-66 Lyc., rat
- 67-70 Lyc., wolf⁴
- 71-72 *Manticora*
- 73-82 Men, patrol
- 83-90 *Owl, talking*
- 91-92 *Pegasus*⁵
- 93-94 Pseudodragon⁶
- 95-97 *Spider, phase*
- 98-99 *Wasp, giant*
- 00 Will'o wisp⁷

In tropical or subtropical settings, make the following substitutions to the above list:

- ¹Slaver
- ²Ju-ju zombie
- ³Blink dog
- ⁴Yuan ti
- ⁵Mind flayer
- ⁶Medusa, greater
- ⁷Men, lost civilization

Subarctic Plain or Scrub

- 2 *Dragon, white*
- 3 Snake, poisonous
- 4 Mammoth or mastodon
- 5 Bear, brown
- 6 Berserker or NPC party
- 7 Tribesman
- 8 Tribesman
- 9 Herd animal
- 10 Herd animal
- 11 Oliphant
- 12 Wolf
- 13 Ogre
- 14 Tiger
- 15 Gnom
- 16 Giant, frost
- 17 *Owl, giant* (night)
- 18 Remorhaz
- 19 DM Special
- 20 DM Special

Subarctic Mountains

- 2 Gnome
- 3 *Dragon, white*
- 4 *Dragon, white*
- 5 Tribesman or NPC party
- 6 Gnom
- 7 Bear, cave
- 8 Bear, cave
- 9 Herd animal
- 10 *Owl, giant* (night)
- 11 Wolf
- 12 Ogre or Ogre mage
- 13 Troll or troll, 2-headed
- 14 Giant, frost
- 15 Wolf, winter
- 16 Remorhaz
- 17 Yeti
- 18 Lion, spotted
- 19 DM Special
- 20 DM Special

Tropical or Subtropical Plain

- 2 Jackalwere
- 3 Scorpion, giant
- 4 Dog, wild or wolf
- 5 Jackal
- 6 Hyena
- 7 Bandit (slaver)
- 8 Merchant
- 9 Herd animal
- 10 Herd animal
- 11 Elephant
- 12 Lion
- 13 Tribesman or NPC party
- 14 Tribesman
- 15 Leopard
- 16 Snake, poisonous
- 17 Cheetah
- 18 Snake, spitting
- 19 DM Special
- 20 DM Special

Tropical or Subtropical Mountains

- 2 Pyrolisk
- 3 Cockatrice
- 4 Pilgrim
- 5 Herd animal
- 6 Herd animal
- 7 Merchant
- 8 Tribesman
- 9 Tribesman
- 10 Tiger
- 11 Dog, wild or wolf
- 12 Medusa
- 13 Bandit (slaver)
- 14 Leopard
- 15 Rakshasa
- 16 Snake, poisonous
- 17 Yuan ti
- 18 *Manticora*
- 19 DM Special
- 20 DM Special

Subarctic Forest

- 2 Treant
- 3 Ogre mage
- 4 Bear, cave
- 5 Rat, giant
- 6 Berserker or NPC party
- 7 Tribesman
- 8 Herd animal
- 9 Herd animal
- 10 Oliphant
- 11 Bear, brown
- 12 Lynx, giant or tiger
- 13 Wolf
- 14 Ogre
- 15 Troll
- 16 Owl, giant
- 17 Giant, frost
- 18 Troll, 2-headed
- 19 DM Special
- 20 DM Special

Subarctic Marsh or Swamp

- 2 *Dragon, white*
- 3 *Dragon, white*
- 4 Wolf, winter
- 5 Oliphant
- 6 Rat, giant
- 7 Wolf
- 8 *Owl, giant* (night)
- 9 Gnom
- 10 Gnom or flind
- 11 Herd animal
- 12 Herd animal
- 13 Tribesman
- 14 Troll
- 15 Troll, 2-headed or ogre mage
- 16 Hydra, cryo-
- 17 Toad, ice
- 18 Toad, ice
- 19 DM Special
- 20 DM Special

Tropical or Subtropical Forest

- 2 *Couatl*
- 3 Lyc., tiger
- 4 Scorpion, giant
- 5 Centipede, giant
- 6 Bandit (slaver)
- 7 Spider, huge or giant
- 8 Tribesman
- 9 Tribesman or NPC party
- 10 Elephant
- 11 Tiger
- 12 Leopard
- 13 Snake const. or pois.
- 14 Jaguar
- 15 Herd animal or lion
- 16 Herd animal
- 17 Toad, giant or poisonous
- 18 Yuan ti
- 19 DM Special
- 20 DM Special

Tropical or Subtropical Swamp

- 2 Tiger, sabre-tooth
- 3 Yuan ti
- 4 Toad, poisonous
- 5 Toad, giant
- 6 Herd animal
- 7 Herd animal
- 8 Tribesman
- 9 Tribesman or NPC party
- 10 Lizard man
- 11 Lizard man
- 12 Snake, const. or pois.
- 13 Centipede, giant or megalom
- 14 Lizard, giant
- 15 Hydra
- 16 Lizard, minotaur or hydra, cyano
- 17 Behir
- 18 Zombie, ju-ju
- 19 DM Special
- 20 DM Special

Subarctic Rough or Hills#

- 2 *Dragon, white*
- 3 Remorhaz
- 4 Bear, brown
- 5 Gnom
- 6 *Owl, giant* or rat, giant
- 7 Bear, cave
- 8 Tribesman or NPC party
- 9 Tribesman
- 10 Tiger
- 11 Wolf
- 12 Wolf
- 13 Herd animal
- 14 Herd animal
- 15 Troll
- 16 Giant, frost
- 17 Wolf, winter
- 18 Hydra, cryo-
- 19 DM Special
- 20 DM Special

Notes:

Includes ruins (cities, temples, fortresses) within 5 miles of the party. Monsters listed together are each 50% likely to occur. Monsters in *italic* type are 75% likely to be airborne when. All wilderness ogre encounters are 10% likely to be with ogre magi. All wilderness gnom encounters are 10% likely to be with flind. NPC parties in the wilderness will often be near to the adventuring group in number, level, and equipment. Otherwise the typical NPC party will be 7th to 10th level, with henchmen of approximately half (round up) character level. Such parties are 90% likely to be mounted, and fighters will be armed with lances.

Tropical or Subtropical Rough or Hill#

- 2 Rakshasa
- 3 Scorpion, giant
- 4 Elephant
- 5 Boar, warthog
- 6 Dog, wild or wolf
- 7 Lizard, minotaur
- 8 Bandit (slaver)
- 9 Merchant or NPC party
- 10 Nomad
- 11 Tribesman
- 12 Herd animal
- 13 Herd animal or lion
- 14 Hyena
- 15 Jackal
- 16 Tiger
- 17 Lyc., tiger or yuan ti
- 18 Snake, spitting
- 19 DM Special
- 20 DM Special

Tropical or Subtropical Desert

- 2 *Djinn* or *efreet*
- 3 Pilgrim
- 4 Leopard
- 5 Lion
- 6 Bandits (slavers)
- 7 Camel, dromedary
- 8 Pilgrim or merchant
- 9 Nomad or NPC party
- 10 Nomad
- 11 Dervish
- 12 Jackal
- 13 Dog, wild or death
- 14 Snake, pois. or spitting
- 15 Toad, giant or fire
- 16 Centipede, huge or giant
- 17 Scorpion, huge or giant
- 18 *Manticora* or *dragon, brass*
- 19 DM Special
- 20 DM Special

Inhabited or Patrolled Areas

- 2 Wilderness Table
- 3 Wilderness Table
- 4 Patrol
- 5 Patrol or NPC party
- 6 Pilgrim or traveller
- 7 Freeman or peasant
- 8 Freeman or peasant
- 9 Patrol
- 10 Patrol or wolf
- 11 Merchant
- 12 Merchant
- 13 Bandit
- 14 Herd animal
- 15 Orc or raider
- 16 Bear, black or gnoll
- 17 Boar, wild or berserker
- 18 Ogre
- 19 DM Special
- 20 DM Special

Temperate Plain or Scrub

- 2 Elf, grey
- 3 *Wyvern (gold dragon 10%)*
- 4 Bear, brown
- 5 Spider, large
- 6 Jackal (jackalwere 10%)
- 7 Boar, wild
- 8 Dog, wild or worg
- 9 Wolf
- 10 Herd animal
- 11 Nomad (merchant 10%)
- 12 Nomad or NPC party
- 13 Horse, wild
- 14 Orc
- 15 Hobgoblin
- 16 Ogre
- 17 Snake, pois. or giant, hill
- 18 *Pegasus* or troll
- 19 DM Special
- 20 DM Special

Temperate Forest

- 2 Elf, wood (gnome 10%)
- 3 *Wyvern or dragon, green*
- 4 Lynx, giant or Lyc., tiger
- 5 Bear, brown
- 6 Horse, wild or worg
- 7 *Owl, giant* or skunk, giant
- 8 Wolf
- 9 Tribesman or NPC party
- 10 Tribesman
- 11 Herd animal
- 12 Kobold
- 13 Orc
- 14 Bugbear or ogre
- 15 Troll, 2-headed or treant
- 16 Spider, giant or huge
- 17 Snake, constr. or pois.
- 18 Owlbear or ghoul
- 19 DM Special
- 20 DM Special

Temperate Rough or Hill#

- 2 *Wyvern or dragon, black*
- 3 Lyc., wolf or wolfwere
- 4 Bear, brown
- 5 Snake, pois. or spitting
- 6 Lion, mountain
- 7 Horse or herd animal
- 8 Gnome
- 9 Tribesman or NPC party
- 10 Tribesman
- 11 Orc
- 12 Hobgoblin or gnoll
- 13 Wolf or worg
- 14 Bugbear or ogre
- 15 Goblin
- 16 Ghoul or wight
- 17 Spider, large or giant, hill
- 18 Troll
- 19 DM Special
- 20 DM Special

Sylvan Setting

- 2 Elf, grey
- 3 Boar, giant
- 4 *Sprite*
- 5 Bear, brown
- 6 Brownie or dryad
- 7 Tribesman or pilgrim
- 8 Korred or leopard
- 9 Ogre or minotaur
- 10 Pegasus or unicorn
- 11 Centaur or elf, wood
- 12 Satyr
- 13 Wolf
- 14 Bandit
- 15 Troll
- 16 Lion
- 17 *Manticora*
- 18 *Chimera or harpy*
- 19 DM Special
- 20 DM Special

Temperate Mountain

- 2 *Dragon, copper or red*
- 3 Bear, cave or hydra
- 4 Bear, brown or Lyc., bear
- 5 Bugbear
- 6 Gnome
- 7 Gnome
- 8 Wolf or worg
- 9 Tribesman or NPC party
- 10 Tribesman
- 11 Giant, hill
- 12 Giant, hill or stone
- 13 Ogre or troll
- 14 Goblin or orc
- 15 Ghoul or wight
- 16 Hobgoblin or gnoll
- 17 Will'o wisp
- 18 Giant, frost or fire
- 19 DM Special
- 20 DM Special

Temperate Marsh or Swamp

- 2 *Dragon, black*
- 3 Behir
- 4 Toad, poisonous
- 5 Toad, giant
- 6 Lizard, giant
- 7 NPC party
- 8 Tribesman or merchant
- 9 Tribesman
- 10 Tribesman
- 11 Hobgoblin
- 12 Lizard man
- 13 Orc or gnoll
- 14 Snake, constr. or pois.
- 15 Ghoul or ghost
- 16 Troll
- 17 Will'o wisp
- 18 Hydra or hydra, cyano-
- 19 DM Special
- 20 DM Special

Temperate Desert

- 2 *Wyvern or dragon, blue*
- 3 *Dragon, brass or copper*
- 4 Hydra or hydra, pyro-
- 5 Lizard, giant
- 6 Horse, wild
- 7 Dog, wild
- 8 Dervish
- 9 Nomad or NPC party
- 10 Nomad
- 11 Merchant
- 12 Lion
- 13 Goblin or hobgoblin
- 14 Wolf
- 15 Snake, pois. or spitting
- 16 Spider, large
- 17 *Wasp, giant or hornet, giant*
- 18 *Pegasus*
- 19 DM Special
- 20 DM Special

Dungeon Level I

- 2 Halfling
- 3 Gnome
- 4 Elf
- 5 Bat, large
- 6 Berserker
- 7 NPC party
- 8 Bat, common
- 9 Rat, common
- 10 Bandit
- 11 Kobold
- 12 Goblin
- 13 Orc
- 14 Hobgoblin
- 15 Rat, giant
- 16 Bat, large
- 17 Skeleton
- 18 Skeleton
- 19 DM Special
- 20 DM Special

Dungeon Level II

- 2 Mudmen
- 3 Toad, giant
- 4 Toad, giant
- 5 Toad, giant
- 6 NPC party
- 7 NPC party
- 8 Rat, giant
- 9 Rat, giant
- 10 Spider, large
- 11 Lizard man
- 12 Gnoll
- 13 Gnoll or flind
- 14 Centipede, large
- 15 Centipede, giant
- 16 Centipede, giant
- 17 Zombie
- 18 Zombie
- 19 DM Special
- 20 DM Special

Dungeon Level III

- 2 Dog, death
- 3 Dog, death
- 4 Ochre jelly
- 5 Ochre jelly
- 6 Bugbear
- 7 Bugbear
- 8 Bat, huge (mobat)
- 9 NPC party
- 10 Lizard, giant
- 11 Snake, constr.
- 12 Gelatinous cube
- 13 Orc, orog
- 14 Spider, huge
- 15 Centipede, megalom-
- 16 Lyc., rat
- 17 Ghoul
- 18 Ghoul
- 19 DM Special
- 20 DM Special

Dungeon Level IV

- 2 Hydra, cryo-, 5 heads
- 3 Hydra, pyro-, 5 heads
- 4 Toad, fire
- 5 Lyc., wolf
- 6 Hydra, 5-6 heads
- 7 Toad, poisonous
- 8 Owl bear
- 9 NPC party
- 10 Snake, giant constr.
- 11 Dog, blink
- 12 Ogre
- 13 Ooze, gray
- 14 Scorpion, giant
- 15 Gargoyle
- 16 Shadow
- 17 Ghost
- 18 Ghost
- 19 DM Special
- 20 DM Special

Dungeon Level V

- 2 Imp or quasit
- 3 Imp or quasit
- 4 Imp or quasit
- 5 Hydra, 5 heads, cryo- or pyro-
- 6 Displacer beast
- 7 Cockatrice
- 8 Hydra, 7 heads
- 9 NPC party
- 10 Lizard, subterranean
- 11 Lizard, subterranean
- 12 Spider, giant
- 13 Snake, giant poisonous
- 14 Minotaur
- 15 Margoyl
- 16 Spider, giant
- 17 Shadow or Ju-ju zombie
- 18 Shadow or Ju-ju zombie
- 19 DM Special
- 20 DM Special

Dungeon Level VI

- 2 Pyrolisk
- 3 Ogre mage
- 4 Ogre mage
- 5 Medusa
- 6 Basilisk
- 7 Hydra, 7-9 heads
- 8 Carrion crawler or otyugh
- 9 NPC party
- 10 Lizard, minotaur
- 11 Manticora
- 12 Troll
- 13 Slime, green
- 14 Scorpion, giant
- 15 Spider, phase
- 16 Wyvern
- 17 Wight or wraith
- 18 Wight or wraith
- 19 DM Special
- 20 DM Special

Dungeon Level VII

- 2 Etrete or golem, flesh
- 3 Djinn or invisible stalker
- 4 Hydra, 7-9 heads, cryo- or pyro-
- 5 Behir or basilisk, greater
- 6 Neo-otyugh
- 7 Will'o wisp
- 8 Chimera
- 9 NPC party
- 10 Pudding, black
- 11 Lizard, fire
- 12 Hydra, 10-12 heads
- 13 Giant, hill
- 14 Troll, 2-headed
- 15 Giant, stone
- 16 Umber hulk
- 17 Spectre
- 18 Mummy
- 19 DM Special
- 20 DM Special

Dungeon Level VIII

- 2 Hydra, lernaean
- 3 Hydra, lernaean
- 4 Golem, clay
- 5 Hydra, 12 heads, cryo- or pyro-
- 6 Gorgimera
- 7 Dracolisk
- 8 Vampire
- 9 NPC party
- 10 Hydra, 13-16 heads
- 11 Giant, frost
- 12 Will'o wisp
- 13 Pudding, brown
- 14 Couatl
- 15 Giant, fire
- 16 Medusa, greater
- 17 Pudding, dun
- 18 Ghost
- 19 DM Special
- 20 DM Special

Waterborne, Salt water

- 2 Lyc., seawolf
- 3 Dragon turtle
- 4 Nymph
- 5 Warship, large
- 6 Warship, small
- 7 Pirates, small boats
- 8 Pirates, warship
- 9 Fishermen
- 10 Merchant ship, small
- 11 Merchant ship, small
- 12 Merchant ship, large
- 13 Warship, small
- 14 Koalinh
- 15 *Manticora* or nymph
- 16 Kapoacanth or lacedon
- 17 Troll, scrag
- 18 Sea snake
- 19 DM Special
- 20 DM Special

AERIAL ENCOUNTERS: This type of encounter occurs only if the encounter result was "DM Special". The DM selects an appropriate aerial encounter from the italicized listings in either the terrain type or DM Special table.

WATERBORNE ENCOUNTERS: Unintelligent monsters are 75% likely to be driven off by flaming oil nearby, 90% if actually burned by it. Large amounts of food thrown overboard are 50% likely to end such encounters.

A navigational hazard will ground or damage a vessel that does not have a pilot familiar with the waters. Such hazards as sandbars and submerged logs often appear at random.

CITY/TOWN ENCOUNTERS: This table is most useful for otherwise undeveloped towns and cities. Random encounters not appropriate to the quarter or location are ignored. In general, appearances will often be deceptive until the party interacts verbally with those encountered.

Assassin encounters will generally be with 1-3 paid killers, more if in the Thieves' Quarter. Player characters may either be the intended targets or may be in a position to foil the attempt.

Bandit encounters (nighttime) will typically be with 3-12 bandits, with 1 or more leaders. In daytime, the group will be nondescript.

Beggar encounters are usually with 1 person. A beggar has a slight (1% to 8%) chance of knowing information of value to the character, but payment must be made. Any payment or gift will immediately attract the attention of 0-9 nearby beggars. In some cities, the beggars have a guild as powerful as the Thieves' Guild.

City guard encounters are with 2-16 mercenary soldiers who serve as wall and gate guards or as police. Leaders will be of 2nd to 5th level; 2 are present if more than 8 guards, 3 if more than 12. Each party will be accompanied by a wizard of 1st to 4th levels, indentured for a year (for bad debts, resurrection, violation of city rules, non-payment of taxes, etc.).

City official encounters will usually be with a minor bureaucrat such as a tax collector, customs officer, guard or watch lieutenant, deputy bailiff, or assistant magistrate. Such will have 1-4 personal guards. A 10% chance for an encounter with a major official exists, such as meetings with a steward, alderman, justice, watch captain, cham-

Waterborne, Fresh water

- 2 Spider, water
- 3 Spider, water
- 4 Lizard man
- 5 Lizard man
- 6 Navigational hazard
- 7 Merrow
- 8 Nymph
- 9 Fisherman
- 10 Fisherman
- 11 Merchant ship, small
- 12 Merchant ship, small
- 13 Warship, small
- 14 Koalinh
- 15 Pirates
- 16 Kapoacanth or lacedon
- 17 Troll, scrag
- 18 Sprite
- 19 DM Special
- 20 DM Special

berlain, or magistrate. Major officials will have 2-8 guards. Officials will resist unwarranted intrusion, but will speak with persons regarding important matters.

City watch encounters are with squads of watchmen (5 men plus a 1st-3rd level sergeant in day; double numbers plus a 4th or 5th level lieutenant at night). These squads will be accompanied by an indentured cleric of 2nd to 5th level. They act similarly to city guards, and at night these patrols will be ready to aid attacked persons and arrest lawbreakers.

Courtesans will often be difficult to tell from goodwives, gentlewomen, or nobility—at least at first glance. The courtesan is 30% likely to have information of value, 15% likely to make something up to gain a reward, 20% likely to be (or work with) a thief, and 10% likely to be a spy in the employ of a special interest group.

Drunk encounters will typically be with 1-4 tipsy revelers (50%) or wine-sodden bums (50%). Revelers can be of any class or station.

Gambler encounters will be with 1-4 street gamblers or gamblers on their way to a gaming house. The head gambler is 20% likely to know significant information about that quarter of the city.

Gentleman encounters are with a foppish dandy and 1-4 sycophants (40%), a gentlewoman (20%), or a well-dressed fighter of 7th to 10th level and 1-4 friends with similar abilities (40%). Any rude remarks give offense. Fops will cause trouble with city officials, gentlewomen will send a champion, fighters will challenge offenders.

Ghast/Ghoul encounters occur near charnel houses, graveyards, etc. Ghosts number 2-8, while ghouls number 4-16.

Goodwife encounters are with a single townswoman. About 20% know interesting gossip. Offensive treatment or seeming threats are likely to cause the goodwife to scream for help, accusing the offender of assault, theft, murder, etc.

Laborer encounters are with 3-12 nondescript persons, loitering or going to work. They will be rough brawlers, and each has a 10% chance to be a levy of the city watch, with appropriate knowledge and connections.

Mercenary encounters are with 3-12 nondescript men. There is a 30%

City or Town, Day

- 2 Press gang
- 3 Rake
- 4 NPC notable
- 5 Pilgrim
- 6 Mercenary
- 7 Goodwife
- 8 City guard
- 9 Tradesman
- 10 Tradesman
- 11 Merchant
- 12 Laborer
- 13 Beggar
- 14 Ruffian or courtesan
- 15 Gentleman
- 16 Thief or peddler
- 17 Official
- 18 Noble
- 19 DM Special
- 20 DM Special

chance they are available for hire.

Merchant encounters will be with 1 to 3 merchants. About 10% of these will be so rich as to be indistinguishable from nobles or city officials. Merchants are 10% likely to have useful knowledge for a price. At night, in dangerous sections of the city, merchants will be accompanied by 2-8 guards.

NPC notables are higher level characters either residing in or passing through the town. Their descriptions and backgrounds are up to the DM.

Fighters will be 6th-12th level and have 0-3 henchmen of levels 1-4.

Rangers will be 7th-10th level and will look like other fighters.

Paladins will be 6th-9th level and will look like other fighters.

Wizards will be 7th-12th level. They will have 0-5 henchmen, either apprentices of levels 1-6 (30% chance), fighters of levels 4-7 (40% chance), 1 of each (10%), or 2 of each (20%). Wizards desire privacy.

Priests will be 6th-11th level. There will be 0-5 lesser priests of levels 1-4. Encountered priests may ask for contributions or try to convert the party.

Druids dislike towns and will likely shun others unless they have common interests or pressing business.

Thieves will be 8th-11th level. This single wandering thief is 10% likely to be spying for a city faction.

Bards will be 7th-10th level. The bard has a 10% chance of knowing immediately worthwhile information, and a 5% chance to be carrying a secret message of importance.

Noble encounters can be with noblemen (75%) or noblewomen (25%). Noblemen will have at least 1-4 guards and 1-2 servants. Noblemen are 50% likely to be either fighters of 5th to 12th level (80% chance) or clerics of 5th to 12th level (20% chance). Noblewomen usually have a sedan chair and carriers (and linkboys at night). Any disrespect or insult to a noble will be taken seriously.

Peddler encounters are with 1-3 wandering sellers of common goods. They are 20% likely to have gossip or information available for a price. About 5% of peddlers are actually spies.

Pilgrim encounters are with 3-12 nondescript persons travelling to a religious or quasi-religious site. The alignment of all group members is the same. For every 4 pilgrims, there will be one of unusual type (cleric, fighter, etc.). Note that they can be confused

City or Town, Night

- 2 Noble or official
- 3 Gentleman
- 4 Day table
- 5 NPC notable
- 6 Mercenary
- 7 Courtesan
- 8 Gambler or beggar
- 9 Drunk
- 10 Watch
- 11 Watch
- 12 Thief
- 13 Thief
- 14 Bandit
- 15 Rat, giant
- 16 Assassin or wererat
- 17 Ghast or ghoul
- 18 Werewolf or weretiger
- 19 DM Special
- 20 DM Special

with other groups (laborers, bandits, etc.). A group of pilgrims has a 5% chance of having some ulterior motive (spies, assassins, etc.).

Press gang encounters are with 2-16 burly soldiers or sailors, armed with swords, but wielding clubs, and with a leader of 2nd-5th level. Outnumbered or incapacitated characters may be "shanghaied" into the local militia or navy.

Rake encounters are with 2-5 young gentlemen fighters of 5th to 10th level. They will be aggressive, rude, and sarcastic. They are also 25% likely to be drunk.

Rat, giant. These inhabit their own tunneled warrens in sewers, cellars, etc. In daylight, 2-8 rats will be found in dim alleys or darkened buildings. At night, 4-24 will be encountered.

Ruffian encounters will be with 7 to 12 fellows of shabby appearance and mean disposition. They are armed with clubs and daggers, fighting as 2nd level fighters and having 2 Hit Dice (d8). There is a 5% chance per ruffian that a leader of 4th to 7th level will be present (35%-60% chance).

Thief encounters will be with an 8th to 11th level thief, with 0-2 apprentices of 1st to 4th level. If alone, the thief will be a wandering adventurer. If with apprentices, the thief will be "working", on Guild business, or both. Working thieves often disguise themselves as beggars.

Tradesman encounters will be with 2 to 8 nondescript workers (smiths, coopers, etc.) going about their business. They are valued citizens and generally friendly with the city guards and watch.

Wererat encounters will be with from 2 to 5 wererats. They will be in human form 90% of the time in day and 50% of the time at night. They intelligently set up, ambush, or react to intruders if discovered.

Weretiger encounters will be with from 1 to 2 weretigers. All day, and 90% of the night, weretigers will be in human form. A weretiger is 90% likely to be a temporary resident of town on an errand, and likely to avoid or ignore adventurers.

Werewolf encounters will be with from 2 to 5 werewolves. All day, and 50% of the night, they will be in human form. The werewolves are 80% likely to be seeking prey, although there is a 20% chance they are on a special errand and will avoid encounters.



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