

Advanced Dungeons & Dragons[®] 2nd Edition

MONSTROUS COMPENDIUM[®] Annual



Volume One

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How to Use This Book

This book is the first annual **MONSTROUS COMPENDIUM®** appendix in a series featuring creatures that appeared in various TSR role-playing games and periodicals over a single year—in this case, 1993. The selections come from myriad game worlds, but they've been developed with the intent to make them useful in any campaign setting; those who own products containing these monsters may discover slight variations if they compare the respective entries. Even so, monsters that come from product lines like the **AL-QADIM®** campaign setting or the **RAVENLOFT®** setting's realm of terror often remain quite distinctive, and they should be chosen with care for use in an adventure. For example, most adventurers aren't likely to happen upon a tasked genie or a psionic lich as they wander along the road to glory. Therefore, there are no standard "random encounter" tables included in this text. Instead, some advice on how to generate adventure-specific random encounters has been added. See page 6, "Beyond Random Encounters."

Each monster entry includes the following information:

CLIMATE/TERRAIN defines where the creature is most often found. Normally, climates include terms such as arctic, subarctic, temperate, and tropical. Terrain types include plain/scrub, forest, rough/hill, mountain, swamp, and desert.

FREQUENCY is the likelihood of encountering a creature in any given area. Very rare indicates a 4% chance, rare is 11%, uncommon is 20%, and common is a 65% chance. Chances can be adjusted for special areas. This entry can be used as a guideline for adventure design.

ORGANIZATION is a description of the general social structure that the monster adopts. Common types are solitary, clan, pack, herd, and flock. In many cases, solitary includes small family groups or mated pairs.

ACTIVITY CYCLE is the time of day when the monster is normally awake and most alert. Those who tend to be busiest at night may be active at any time in subterranean or similar settings. It is worth remembering that the activity cycle entry is a general guide, and exceptions are fairly common.

DIET indicates what the creature generally eats, of course. Carnivores eat meat, herbivores eat plants, omnivores eat either, and scavengers dine mainly on carrion. Unusual entries, like *life energy* or *emotions*, may appear from time to time, and they are fully explained in the text.

INTELLIGENCE is the equivalent of the attribute score of the same name. Certain unintelligent monsters are instinctively cunning hunters, and 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 that are found in the *DUNGEON MASTER® Guide (DMG)*. The entry indicates the type of treasure likely to be found on or with an individual monster. Treasure should be adjusted downward if only a few monsters are encountered. This figure may be further increased or decreased at the DM's discretion. These tables should not be used to place dungeon treasure, as numbers encountered underground will be much smaller. Intelligent monsters will usually use magical items that are present, and try to carry off their most valuable treasures if hard-pressed.

Major treasures are normally found in the monster's lair and designated in parentheses. As a rule, these should not be determined randomly, but ought to be designed and placed by the DM. If he or she decides to assign such treasure randomly, it's best to roll for each type possible; if all rolls fail, no treasure of any type is found.

Unusually large or small treasures are noted by a parenthetical multiplier ($\times 10$, $\times \frac{1}{2}$, etc.). These should not be confused with treasure type X.

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

NO. APPEARING indicates an average number of creatures that will be encountered in the wild. The DM should alter this to fit particular circumstances as the need arises. In many cases, additional information on this topic will be presented in the **Habitat/Society** or **Ecology** section.

ARMOR CLASS is a rating of the monster's resistance to damage in combat. In many cases this is based upon the creature's natural defenses, but it can also indicate armor worn by humanoids or other creatures. In some cases, high speed, natural agility, or magical protection may play a part in the determination of a creature's Armor Class rating. Humans and humanoids of roughly man size that wear armor will have an unarmored rating in parentheses. *Listed ACs do not include any special bonuses noted in the monster's description.*

MOVEMENT shows the relative speed of the creature compared to an unencumbered human, who has a rating of 12. Higher speeds may be possible for short periods. Human, demihuman, and humanoid movement rates are often modified by armor type (unarmored rates are given in parentheses). Movement through common media are abbreviated as follows:

Fl	Flying
Sw	Swimming
Br	Burrowing
Wb	Moving in a web

Flying creatures also have a maneuverability class of A to E, which is indicated in parentheses. Complete information on maneuverability classes and their use can be found in the aerial combat rules in the *DMG*.

HIT DICE indicates the number of dice rolled to generate the creature's hit points. Unless otherwise stated, Hit Dice are 8-sided. The Hit Dice are rolled and the numbers shown are added to determine the monster's hit points.

Some monsters will have additional points added to the total rolled on the Hit Dice. Thus, a creature with a rating of

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4+4 has between 8 and 36 hit points. Monsters with a bonus of +3 or more added to their rolled hit points are considered to have an extra Hit Die for the purposes of attack rolls and saving throws. Thus, a creature with 4 + 4 HD attacks and saves as if it had 5 Hit Dice.

In rare cases, a monster will have a hit point spread without a Hit Dice rating. In order to determine the number of Hit Dice that such creatures have for attacks and saving throws, divide the listed hit points by 4. Round the Hit Die rating up with remainders of 0.5 or greater, and drop all other fractions.

THAC0 is the base roll that the monster needs to hit an enemy with an Armor Class of 0. This is a function of Hit Dice, as described in the Combat section of the *DMG*. Modifiers to the creature's attack roll will be presented in the **Combat** section of the entry, but the listed THAC0 does not include any special bonuses.

NO. OF ATTACKS indicates the number of times that the monster can attack in a single round. Multiple attacks can indicate several attacking arms, raking paws, multiple heads, etc. In some cases this does not include special attacks listed in the **Combat** section, but the text will make that clear. This number may be modified by hits that sever members, by *haste* and *slow* spells, and so forth.

DAMAGE/ATTACK shows the severity of a given attack and is expressed as a number and type of dice, which are rolled to determine the total number of hit points lost by the target of the attack. If the monster uses weapons, the damage listed is for its favored weapon. Damage bonuses due to high strength, special abilities, and the like are listed in the **Combat** section of the entry.

SPECIAL ATTACKS details any unusual attack modes possessed by the creature such as breath weapons, spell use, poison, and the like. These are fully explained in the monster description.

SPECIAL DEFENSES provides information detailing any unusual resistances to harm that the monster might have. These commonly include an immunity to certain forms of attack or an invulnerability to nonmagical weapons, among other possibilities. These are fully 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 spell penetrates this resistance, the creature is still entitled to any saving throws normally allowed.

SIZE is an indication of the overall dimensions of the creature. In the case of humanoids, it indicates the height of the monster. For other creatures (snakes and dragons, for example), it refers to the monster's length. Other measurements are possible and will be explained in the text.

T = tiny	under 2 feet tall
S = small	2 to 4 feet tall
M = man-sized	4 to 7 feet tall
L = large	7 to 12 feet tall
H = huge	12 to 25 feet tall
G = gargantuan	over 25 feet tall

MORALE is a general rating of how likely the monster is to persevere in the face of adversity or armed opposition. This guideline may be adjusted for individual circumstances. Morale ratings correspond to the following 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 may be modified by the DM for the degree of challenge, encounter situation, and overall campaign balance.

PSIONICS gives a complete breakdown of the creature's innate psionic abilities, including sciences or devotions known and PSPs available. A thorough understanding of this section requires familiarity with the *Complete Psionics Handbook*. This entry is included only for those creatures that have psionic powers.

Combat provides all of the information that a DM will need to resolve a battle with the monster. Among other things, it details special combat abilities, arms or armor, and unusual tactics employed by the creature.

Habitat/Society outlines the monster's general behavior, nature, social structure, and goals. Whereas the previous section provided information needed for resolving skirmishes involving the creature, this entry provides information useful for role-playing encounters.

Ecology describes how the monster fits into the campaign world, gives useful products or byproducts of the creature, and presents other miscellaneous information. This information can help the Dungeon Master decide exactly when and where to introduce the monster into his or her campaign.

Close Variations of a monster are given in a special section after the main monster entry. For example, the (dog,) *suluqi* entry also includes a brief discussion of the jungle hound, a closely related creature.



Calculating Experience Points

One of the things that game designers love to do is change things. As of this writing, it has been about five years since the final touches were put into *ADVANCED DUNGEONS & DRAGONS*® 2nd Edition rules. In that time, a number of major and minor changes have been introduced to the game system. One of the more important revisions is a change to the formula used to calculate experience-point rewards for defeating the various monsters encountered during an adventure. This revision was introduced in the *Monstrous Manual* hardbound and has become the new standard for the calculation of experience points.

The experience point values for the monsters in this *MONSTROUS COMPENDIUM* appendix have all been calculated using the new, revised rules. The table to the right, updating the one printed in the *AD&D*® 2nd Edition *DUNGEON MASTER Guide*, is provided in order to make the DM's task easier when designing his or her own monsters.

It's worth noting that there are cases where DMs will want to deviate from the values given here. Some monsters are so powerful that the experience point rewards generated with these tables will be far less than a party might deserve. A good example of such a creature is one of the denizens of the Abyss, described in the *PLANESCAPE*™ campaign setting, or any of the various darklords of the *RAVENLOFT* campaign setting.

What has changed?

None of these changes affects the general way in which experience points are calculated. A DM still begins by noting the number of Hit Dice that a monster has (Table 31) and then applying some modifiers, based on the general powers and abilities of that creature. Only the modifiers (Table 32) have changed, although both tables have been printed here for easy reference.

Two new entries for psionic abilities have been added to the table. Thus, the possibility that a monster might have psionic disciplines (see *The Complete Psionics Handbook*) available to it has now been taken into account. Dungeon Masters who are not using psionic powers in their campaigns can simply ignore these additions.

Both the **magic resistance** and **breath weapon** entries have been split into two categories, reflecting the great range of possibilities within these classifications.

The bonus normally awarded for flight has been expanded to include other special forms of movement. Thus, a monster like a bullette or xorn, which can travel through the earth at great speed, would receive the same adjustment to its experience point value as a flying creature.

Of course, exceptions and unusual cases will still crop up. When this happens, Dungeon Masters will simply have to use a little common sense in the awarding of experience points.

Table 31: Creature Experience Point Values

HD or Level	XP Value
Less than 1-1	7
1-1 to 1	15
1+1 to 2	35
2+1 to 3	65
3+1 to 4	120
4+1 to 5	175
5+1 to 6	270
6+1 to 7	420
7+1 to 8	650
8+1 to 9	975
9+1 to 10+	1,400
11 to 12+	2,000
13 or higher	2,000 + 1,000 per additional Hit Die

Table 32: Hit Dice Value Modifiers

+1	Armor Class 0 or lower
+1	Blood drain
+1	Breath weapon (under 20 hp maximum damage)
+1	Cause disease
+1	Employs psionic devotions
+1	Flies or has other special movement power
+1	Greater than normal hit points (over 6 hp/HD)
+1	Has and uses magical items or weapons
+1	High (13-14) or better Intelligence
+1	Hit only by magical or silver weapons
+1	Immune to a spell or spells
+1	Immunity to or half-damage from any weapon type
+1	Invisible at will
+1	Magic resistance (less than 50%)
+1	Missile weapons or ranged attack ability
+1	Multiple (four or more) attacks per round
+1	Regeneration
+1	Spellcasting (level 2 or less)
+1	Unlisted special defense mode
+1	Unlisted nonmagical special attack mode
+2	Breath weapon (over 20 hp maximum damage)
+2	Causes weakness or fear
+2	Employs psionic sciences
+2	Magic resistance (50% or better)
+2	Multiple attacks inflicting over 30 points of damage
+2	Paralysis
+2	Poison
+2	Single attack inflicting over 20 points of damage
+2	Spellcasting (level 3 or greater)
+2	Swallows whole
+2	Unlisted special magical attack mode
+3	Energy drain (level or ability draining)
+3	Petrification

Beyond Random Encounters

As most Dungeon Masters know, random encounters have long been a part of the AD&D game system. Briefly defined, they are confrontations that aren't directly linked to the plot of the adventure. They can fill the holes between key events, get the player characters (PCs) moving when they linger too long in one place, remind the PCs that dangers may assault them anywhere, provide a little action in an adventure where problem solving is the focus, or simply occur because the dice dictate it. But generic random encounters, taken directly from a table in a MONSTROUS COMPENDIUM appendix, can sometimes be inappropriate. Even when the terrain and climate of a pre-generated encounter table matches that in which the PCs currently travel, some or all of the monsters on the list may still be unsuitable to the individual campaign, requiring the DM to reroll for a different creature or just pick one from the catalog. In a tome such as this one, which contains a spread of monsters originating in several distinct campaign settings, the dice can dictate some particularly odd encounters.

Chapter 11 of the *DUNGEON MASTER Guide* provides complete instructions for creating encounter tables. With just a few minutes of preparation, the DM can generate random encounter tables that are perfectly suited to the campaign at hand, consisting only of monsters that would reasonably appear and that would provide a well-balanced challenge for the adventuring party. With just a little more groundwork, however, the DM can create a random encounter table that enhances role-playing and contributes directly to the adventure outline. These are encounters that aren't necessary to complete the quest at hand, but which sprinkle a few more clues along the trail. They may also serve to put the party back on track, should they wander from the path that the DM intends them to follow. As with common random encounter tables, a chart determines which meeting occurs with a given die throw, and the DM periodically rolls the dice to see if one occurs. When each possible event is a logical part of the scenario, the game is enhanced as a whole.

Random encounters that enhance role-playing are fun too. They're as rewarding to the DM as they are to the players. To illustrate the concept, consider the following scenario: A vampire has been stalking the land and the party is trying to track it down. Before the players gather for the adventure, the DM sets up six random encounters and arbitrarily assigns a reasonable percentage chance (say, 35%), once or twice per day, that one of them will take place. A simplified encounter table might look something like this:

Die Roll	Encounter
1	Party finds a blood-drained body with clues to the location of the vampire's lair on it.
2	Party finds a diary that tells the story of the vampire's origin and hints at some of its habits.
3	Minions of the vampire attack the party while they rest.
4	A wandering mystic is found along the trail. She consults the stars and provides the PCs with information about the vampire's weaknesses.
5	Party comes across a local who remembers a story his grandfather used to tell him. Using this information, the party learns how to protect itself from the vampire's special attacks.
6	PCs come across the vampire while it attacks an NPC. The creature is not interested in engaging in a prolonged fight and flees after only a brief skirmish.

Each of these encounters provides a random event that serves a role in the development of the story. By preparing these meetings in advance, and devoting the time to make them each unique and interesting to the party, they become far more than a chance to trade blows with haphazard monsters for no readily apparent reason.

Dramatizing a Random Encounter

Most DMs have read more than their share of "boxed copy," the text that's specifically written to be read to the players, but when it comes to random encounters, too many referees say little more than, "Suddenly, a pack of orcs leaps out of the bushes and brandishes their swords at you—roll for surprise and initiative." Even if a straightforward ambush is all the DM has in mind, the opportunity for role-playing and creative approaches to the situation are all but lost when the introduction to the confrontation is so abrupt and colorless. An encounter setup like the one just mentioned tends to carry the message that "it's time to fight now," pretty much excluding the possibility of conversing or otherwise dealing with the monsters. Even worse, the DM is signaling that he or she isn't prepared to role-play the incident, and the players are likely to respond in kind. A role-played random encounter, on the other hand, usually results in more memorable exchanges, unexpected alliances, and superior battle strategies in the event that combat does take place.

A good Dungeon Master always seeks to put the players into the shoes of their characters, to make them envision the scene as if they were actually there. By doing so, the players are more likely to see things from their characters' points of view, and are more certain to act accordingly.

It's not necessary for the random encounter to be laden with clues or portent. Sometimes it's perfectly all right for a DM to describe an encounter to the players in terms that are absolute and clear. For example, assume that a party in the FORGOTTEN REALMS® campaign setting is traveling to Calaunt when the dice indicate a random encounter. The DM checks the appropriate table and finds that the party has come across a pair of ogres. Thinking quickly, he or she decides to present the party with a bridge that spans the narrow river they have been following. A pair of ogres have taken to robbing those who use the bridge, and the party must deal with them. The DM's description of the encounter might be as follows:

Your party comes to a bend in the path. With some concern, you notice that the singing of the birds in this gentle forest has suddenly been stilled. Ahead, the path comes to a solidly built, but poorly tended, wooden bridge that crosses a wide length of the river you've been following. The water beneath it looks cold and swift, as does the pair of ogres that stands atop the bridge. With cruel smiles they each pick up a heavy axe and lumber toward the party.

"Before humanscum go over bridge they give us shineygold!" rumbles one of the creatures in a voice heavy with menace.

The intent of this scene is obvious: The party is being challenged to either pay the toll or engage the monsters in combat and win their way across the bridge by force of arms. The scene plays no part in any greater adventure, but it's a well-presented and probably entertaining encounter, presenting possibilities for both role-playing and combat.

Furthermore, there are enough descriptive elements in the text (the silent birds, the cold water, etc.) to make the narrative

Beyond Random Encounters

seem fairly vivid to most players. In short, the DM in the above example has done a fine job of setting out for his or her players, what they have encountered, and what they must do to get past it. For their part, the players understand that they are faced with ogres and can decide on their course of action based upon the relative wealth, strength, and cleverness of their characters. A calculated decision can be made and the game can proceed from there.

But if the DM wishes, he or she can turn a common random encounter into something that the players will approach and handle with extreme caution. Read the following block of boxed text and compare it to the one above.

The narrow path your party follows turns toward the river. It snakes around a copse of dark and brooding pine trees and breaks free of the woods at the foot of a wide bridge. Although the crossing is built of stout wooden logs, signs of neglect and unrepaired damage dot the structure. It appears that no effort has been made to maintain this once-fine construction.

The water moving under the bridge is gray and looks very cold. Here and there, dark shadows flicker just beneath the surface, moving too quickly for you to tell exactly what causes them. The water moves swiftly past this point, filling the air with churning, splashing sounds as it runs over the rocky shallows along the bank.

As you take in this scene, a sense of uncertainty fills the party. One by one, you begin to realize that the birds overhead have grown silent. The sunlight, which had been streaming in brilliant beams through the scattered branches overhead, has been blocked off by a single dark cloud. Even the faint humming of insects and chirping of crickets have faded away. The air is heavy with the scent of wet earth.

A pair of dark figures rises up from the shadows under the bridge. As they step into the light, a gasp escapes the lips of your company. Each of these foul-looking creatures towers above even the tallest member of your band. Although humanoid, these brutes are clearly *not* human. Their skin is dark and mottled, and their cold eyes gleam with barely-restrained bloodlust. The taut muscles of their hulking bodies ripple as they move toward you. Their mouths hang open slightly as they draw heavy breaths through yellow, jagged teeth. A foul odor, like that found in the ruins of a violated crypt, smothers the sweet smell of pine filling the rest of this forest. With low growls that sound like the snarl of a mad dog, they stride toward the party.

Obviously, the second example goes into more detail than the first one, but more important, it denies the players familiar game terms, depriving them of standard reactions and approaches to the problem. To turn any random encounter into a full-fledged role-playing game, the DM need only bear in mind the following ideas:

- **Environment:** Note that both descriptions touch on the setting in which the encounter takes place. In both cases, the players are able to picture the area around them and use the information presented in deciding how their characters will act. In the latter example, however, the environment becomes more ominous and potentially threatening. For instance, dark shapes drift beneath the surface of the water below the bridge—are they harmless fish or lurking horrors? The sun, so recently shining in the sky, is now covered by a dark cloud—is magic involved? The crickets and birds have grown silent—is it because of the ogres or is something else lurking in ambush?

By making the most of the setting description, the DM can inject a sense of foreboding into the game.

- **Mood:** Notice that the tone of the first encounter is fairly upbeat. The ogres are clearly a danger to be faced, but the scene is presented in such a way as to elevate the party members to the status of equals: While the ogres are clearly dangerous monsters, the characters are brave heroes who have the strength and determination to stand against them.

In the second example, the mood of the text is darker. The party is presented with information in a way that makes it seem to them that everything around them is more powerful than they are. The ogres are described as hulking creatures with rippling muscles and wicked fangs. An air of the supernatural hangs about the scene that will make any party think twice before feeling too cocky.

- **Monsters:** An observant reader will note that the word “ogre” doesn’t appear in the latter encounter description. It may be well and good to tell characters in a typical fantasy campaign that they are fighting an ogre, since it’s a part of the everyday world in which they live. For more moody and realistic adventures, however, the DM can play up the mystery, avoiding terms and phrases with which players of AD&D games are familiar. By describing the monsters only as hulking humanoid creatures, the knowledge is unclear as to what they are facing. Could they be hill giants? If they’re ogres, are they common ogres or might they be ogre magi? Maybe they’re bugbears or some form of evolutionary throwback—or maybe they’re something altogether new and unknown? Without a known base of information from which to draw conclusions about the nature of their enemies, the party members have to be careful about their choice of tactics and weapons.

A side benefit of this use of descriptive text is that it prevents players who are obsessed with their own command of the rules from instantly selecting a standardized attack mode against a given creature, shattering the mood by announcing, “Let’s see, they’re ogres—about 4 HD apiece—so they must have about 20 or 25 hit points.” Players who know more about monsters than their characters, and who are quick to use that knowledge, often reduce combat to a colorless process of rolling dice and recording damage. But the DM who introduces creatures and settings in purely descriptive terms makes it far more difficult for players to decide that they are, in fact, faced with ogres and not some other, mysterious menace.

- **Potential solutions:** The first scene description makes it clear to the players what is expected of them. They must battle the ogres or forfeit their hard-won gold. The second one presents no such hard and fast solutions to the players. The PCs will generally assume that these beasts mean them no good, but can they be certain of it? A few words of wisdom from a nonplayer character (NPC), early in the adventure, cautioning the PCs that “the most valuable information comes from unexpected sources,” can make the PCs think twice before committing themselves to any action. When random encounters are couched in highly dramatic terms, empty of *game-speak*, each creature they meet becomes more important, even if it’s just a stupid, greedy ogre looking for a few gold pieces.

By withholding obvious solutions to the problems encountered, the DM leaves the players free to make their own decisions and assumptions. Not only is this good role-playing, but it can lead to a far more exciting and challenging game. By never allowing the players to have all the information they need (or want), the DM is making the world around them mysterious and uncertain.

Aballin

CLIMATE/TERRAIN:	Temperate or tropical/wilderness or subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	I
ALIGNMENT:	Neutral
NO. APPEARING:	1d4
ARMOR CLASS:	4
MOVEMENT:	6, Sw 15
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Drowning
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (10' tall)
MORALE:	Elite (13–14)
XP VALUE:	270

Also known as *living water*, aballins are fluid monsters that entrap and drown creatures who venture within their reach.

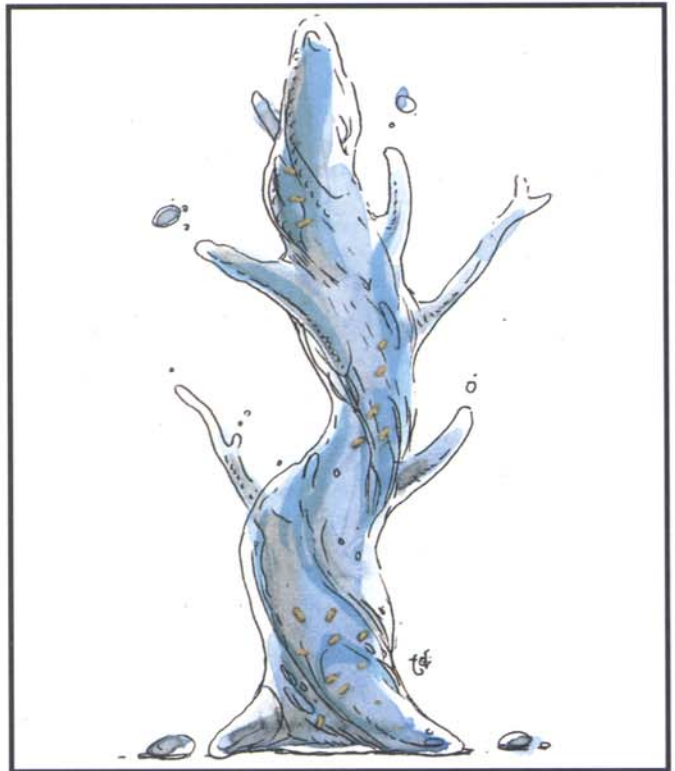
In their passive state, aballins give the appearance of large puddles of seemingly normal water, devoid of fish or other living creatures. Those looking down at the aballin often notice coins, jewelry, or other metal effects of the monster's past victims resting beneath the surface of the water, apparently awaiting recovery. Though they resemble an elemental creature of Water, aballins are actually comprised of a weak acid which, over the course of three weeks, digests organic matter, leaving behind items made of metal. (Because of this, spells such as *water breathing* offer no help in surviving the effect of drowning in their fluids.)

Aballins have no language abilities.

Combat: In its passive state, the aballin is indistinguishable from fresh water, and it cannot be harmed by attacks that would otherwise prove harmless to that element. So unthreatening an appearance often results in prey attempting to take a refreshing drink from one, trying to move through the monster, or reaching in to recover tempting valuables. Any of these actions rouse the aballin, and the creature instantly alters its molecular structure into a gelatinous pseudopod, which lashes out and tries to envelop its victim. If its attack roll succeeds, a man-sized or smaller creature is drawn in and begins to drown (see "Holding Your Breath" in the *Player's Handbook* for the effects of drowning).

While in this gelatinous state, the aballin is susceptible to attacks by blunt weapons of +1 or greater enchantment. Edged weapons have no effect whatsoever, and pose a 25% risk of striking any person trapped within the aballin's amoeboid form. Those within the form may attack, but cannot escape the suffocation attack or use items requiring normal speech (such as spells). An aballin attacks only one individual at a time.

The aballin is immune to fire, cold, electricity, poison, and



paralysis. A *transmute water to dust* spell forces an aballin to make a saving throw vs. death magic; if it fails, the creature perishes. A *lower water* spell requires the creature to make a successful save vs. spell or release its victim immediately.

Aballins have no eyes, but keep track of their victims through scent and vibration. Hence, they are immune to all spells or attacks that alter vision or affect the subject through vision, including *blindness*, *blur*, *color spray*, *fire charm*, *hypnotic pattern*, *invisibility*, most illusions, and many other spells.

Habitat/Society: While sometimes seen masquerading as a puddle, small pond, fountain, or even a drainage ditch, an aballin is most often encountered in damp, cavernous areas with an abundance of water, which permit it to blend with its surroundings. While in the element of water, the monster is naturally invisible, so it prefers to rest within the shelter of pools or other small bodies of water.

The aballin traverses lakes, rivers, or streams in search of food. It may also move slowly upon land by oozing or by laboriously extending its gelatinous pseudopods and inching forward, much like a slug. (In fact, like the slug, the aballin leaves a faintly discernible slimy trail when traveling upon land.) Due to its semiliquid composition, the creature is incapable of ascending surfaces with a slope greater than 30°.

Aballins are encountered singly or in families of up to four. Mated pairs may function as a single entity, with doubled size and Hit Dice, particularly if there are young present.

Ecology: These monsters can prove useful in keeping down the population of other harmful creatures or plants that might be found in or near water. They also function as scavengers, digesting remains that they happen upon in their travels.

Abyss Ants

CLIMATE/TERRAIN:	The Abyss, or temperate forests, hills, and plains of the Prime Material Plane
FREQUENCY:	Uncommon (Abyss) or very rare (Prime)
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	5d6 (x10)
ARMOR CLASS:	3
MOVEMENT:	18
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d6 (bite)/1d6+2 (sting)
SPECIAL ATTACKS:	Spit acid
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (2' long)
MORALE:	Fearless (19-20)
XP VALUE:	175

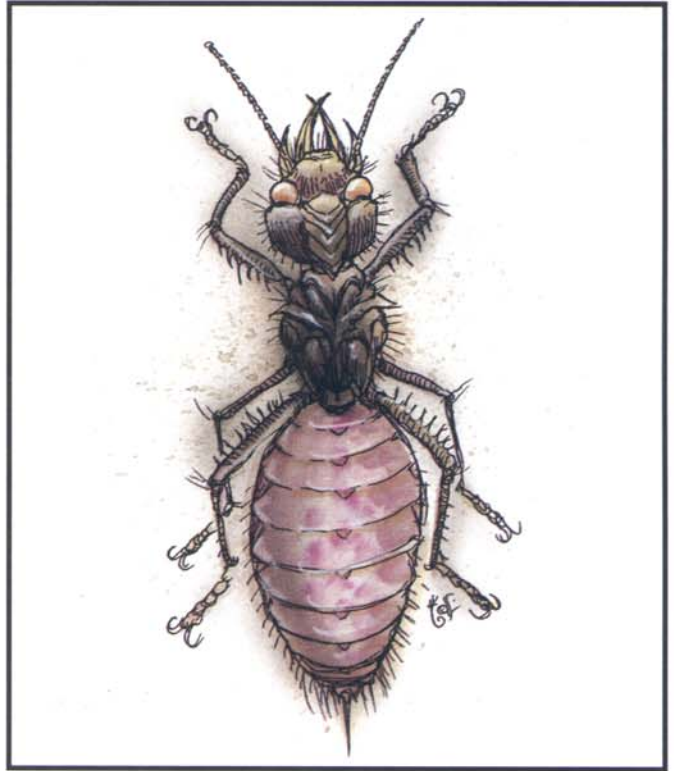
This vicious form of vermin hails from the Abyss, on the Outer Planes. Abyss ants are about the same size and shape as giant ants, but their piebald coloration of putrid pink and fish-belly white immediately alerts the observer to the difference.

These creatures enjoy a limited form of telepathy among themselves within 600 feet, but they speak no languages.

Combat: Abyss ants bite and sting in battle, the latter delivering an acidic poison that delivers the additional 2 points of damage listed above (no save). They are also able to spit an acidic goo up to 10 feet away, three times per day, inflicting 2d4 points of damage upon a successful hit (targets are allowed a save vs. wand to avoid damage). Thanks to their telepathy, the entire colony is alerted when any one of its members is attacked, and will rush to aid the beleaguered ant. The ants also have the ability to organize reinforcements before initiating an attack. In actual melee, instead of attacking a group of adversaries as a whole, they direct their offense at a single target, allowing them to bring down even the largest of creatures—if an adventuring party encounters a nest of Abyss ants, they swarm a single, randomly chosen person until he or she is incapacitated or dead, then move on to the next.

Habitat/Society: Abyss ants are found on many layers of the Abyss, but they appear on the Prime Material Plane when deliberately summoned by evil spellcasters. Tanar'ri occasionally rid themselves of a troublesome colony by gating it to the Prime Material.

A colony appears much the same as a giant ant nest: The creatures lair underground, in a series of chambers and passages with mounds of dirt and pebbles marking the entrances. Abyss ants dig deep, wide nests as far as 50 feet below the surface, and the entire nest may spread over an area exceeding



thousands of square yards. A typical nest may contain as many as 300 worker/warriors and a single queen. The queen (MV 1, HD 6) appears as a huge, bloated version of a normal Abyss ant. She has no stinger, but is able to bite and spit acid. She is responsible only for deciding where to establish the nest, then laying eggs to perpetuate it. The worker/warriors defend the queen and colony, gather food, attend the eggs and larvae, and establish the ecosystem (see "Ecology") around the nest. At any one time, 60% of the colony is above ground, while 40% remains below. The queen always has an entourage of 2d10 guards and servants in her chamber.

Ecology: Abyss ants are ferociously territorial and actually establish their own ecosystem around the colony. Their diameter of the territory is usually 1,000 yards for every 50 ants in the nest; the size may vary according to local terrain and abundance of food supplies. The ants patrol the perimeter and allow nothing to live within their circle that does not serve their needs. Small groups of 1d6 + 4 ants often scout as far as 1d4 + 6 miles beyond the perimeter to maintain security.

The ants are of low Intelligence, but they understand the advantages of domesticating and maintaining a steady source of food. Hence, they establish and tend herds of cattle, deer, horses, humans, demihumans, humanoids, or whatever else is handy. All predators, wandering animals, insects, weeds, and even trees and bushes are carefully eradicated. Sentries watch the herd continuously. They kill and devour the herd as needed, dissolving the victims completely with their acidic goo. The resulting "flesh pudding" is shared by the entire colony; any character devoured by the ants is gone forever and cannot be reincarnated or resurrected.

The gooeey acid produced by these creatures is a primary ingredient in *universal solvent*.

Afanc

CLIMATE/TERRAIN:	Warm ocean waters
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5–7)
TREASURE:	See below
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	Sw 15 (see below)
HIT DICE:	15
THACO:	5
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	5d4 or 3d4 (x2)
SPECIAL ATTACKS:	Whirlpool, swallows whole
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (50' long)
MORALE:	Elite (13–14)
XP VALUE:	11,000

This huge fish is greatly feared for its ability to create whirlpools. The afanc's body is gray or blue-gray, and its scales blend very smoothly. This and its great size lead many to confuse the creature with a whale when it is first sighted. The afanc's vertical tail and its head—wide-mouthed with obvious gills—make it clear that the creature is a fish.

Afanc are somewhat intelligent, and some sailors tell of specimens that have learned to speak (and even sing) human tongues in loud, gravelly voices. These afanc are said to use their voices to lead sailors into danger.

Combat: An afanc seldom hunts for prey, preferring to feed on those who would hunt it. It is usually encountered in shallow salt water, where it leisurely swims along at the surface of the ocean, waiting to be mistaken for a whale. When approached by a vessel between 30 and 60 feet in length, the afanc attacks by swimming rapidly around it in ever-closing circles, creating a whirlpool that pulls the craft into the depths. It begins by circling its target at its normal movement rate, from a distance of 100 feet. At this time it is near the surface of the water, but the partial cover of the water imposes a -2 penalty upon missile attack rolls (in addition to any range modifiers). Those who attempt to melee with the afanc cause the creature to break off its attack on the ship and attempt to eat them.

The afanc requires 1d4 + 4 rounds to create a whirlpool. Each round it moves faster, closing to within 40 feet of the vessel, while the ship spins faster and the afanc gains depth, increasing missile attack penalties by -2 per round (to a maximum penalty of -12). The great fish eventually reaches a movement rate of 30 and creates a whirlpool that draws the ship underwater after a period equal to one round per 10 feet of length. The attack is partially magical in nature, so a *dispel magic* spell cast on the afanc, or some sort of magic resistance on the ship, decreases the rate of sinking by half (one round per 5 feet of ship length).



Seagoing vessels more than 60 feet long are generally unmolested, but they may be rammed by the creature. Boats and rafts less than 30 feet long are almost always rammed in an attempt to capsize them. A vessel is considered AC 5 (AC 3 if evading). If the afanc's attack roll is at least 4 more than the number needed to hit, the ship capsizes. At the DM's whim, extraordinary materials or magical aid can add to a ship's AC. When a ship is rammed, a successful saving throw vs. crushing blow must be rolled or the ship sinks in 1d10 rounds. Most hulls are treated as thin wood for the saving throw, meaning a 13 or greater must be rolled to avoid sinking.

The afanc attacks those who try to escape a sinking ship, inflicting 3d4 damage with each front flipper and 5d4 damage with its bite. If the creature's attack roll on a bite is at least 4 more than the roll needed to hit, it swallows victims of size L and smaller. A swallowed creature dies in six rounds and is completely digested in two hours.

Anyone trapped inside an afanc can attempt to cut an escape route. Its interior is AC 8, but the creature's digestive juices weaken the victim each round, imposing a cumulative -1 penalty to the damage a victim can inflict.

Habitat/Society: Though native to salt water, the afanc enters the mouth of a large river to lay its eggs. The eggs are a delicacy to many creatures, including humans.

Ecology: The afanc is a dangerous predator with few natural enemies. Humans have many uses for its scales and bones, however, using them for weapons and decorations.

Young afanc: Young afanc (up to 15 feet long) may inhabit rivers. They have 5 HD each and roam in packs of 3d6 members. Six or more can form a whirlpool equivalent to an adult's. Their flipper damage is 1d4 and bite damage is 3d4.

Al-Jahar (Dazzle)

CLIMATE/TERRAIN: Warm urban areas
FREQUENCY: Very rare
ORGANIZATION: Solitary

ACTIVITY CYCLE: Any
DIET: Special
INTELLIGENCE: Very (11–12)

TREASURE: O, Q
ALIGNMENT: Neutral evil

NO. APPEARING: 1
ARMOR CLASS: 8
MOVEMENT: 12, Fl 12(B)

HIT DICE: 5
THAC0: 15
NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1d6 (×2)
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: Disguise

MAGIC RESISTANCE: 20%
SIZE: M (5'–7' tall)
MORALE: Unsteady (5–7)
XP VALUE: 3,000



Dazzles hide among the populations of cities, generating and feeding upon base emotions of other intelligent creatures. They usually appear as attractive humanoids, often seeming to be a lovely human or elf woman, but their angelic beauty hides inner evil and manipulation. The creatures' true form is that of genderless, winged humanoids comprised of sparkling white motes and waves of almost invisible heat.

Combat: A dazzle prefers to avoid direct combat, though it often encourages others to fight, for it feeds upon strong emotions. If anger, greed, or lust is present, the dazzle absorbs it; if not, the creature attempts to generate it. Once per round, the dazzle can use one of the following spell-like abilities: *charm person*, *friends*, *hypnotism*, *taunt*, *confusion*, or *ventriloquism*. Each ability can be used up to three times per day. They are cast as if the dazzle is a 10th-level wizard. Favored dazzle tactics include using *friends* to get someone to look in its eyes, then *hypnotism* to cause the victim to start a fight; using *alter self* to assume a friendly form, then *taunt* to start a fight; and using *ventriloquism* to make bystanders appear to toss insults.

The creature can *alter self* at will, so many disguises are possible, including males or females of most man-sized bipedal races. Dazzles can also use *delude* and *nondetection* at will. Genies and gen have a 50% chance of recognizing a dazzle, so it always avoids them.

If discovered, a dazzle attempts a fast escape, often assuming its real form so it can fly. If pressed, it can fight with its claws and is able to use one of the following abilities each round: *light* and *shocking grasp* (three times per day each), and *blindness*, *rainbow pattern*, and *domination* (once per day each). The latter three abilities can be used only in the creature's natural form—all of them function at 10th level. A dazzle is immune to light-generating and emotion-affecting spells and effects, except the sun-sparkle gaze of the opinicus (q.v.).

Victims are affected very little by a dazzle, at most feeling

exhausted and emotionally drained after several hours in the creature's presence. If the dazzle is careful, it can prey on the same people for years without their ever realizing the truth.

Habitat/Society: Dazzles prefer to live in large cities, where they have plenty of prey and can live for years without being discovered. Smaller towns often quickly realize that something is amiss and drive the dazzles away.

A dazzle generally has a few standard guises, with a personality for each. It often claims a territory like a dockside tavern, where fights are common and easy to incite. Other dazzles are not welcome in this territory, and may be attacked if they intrude.

Though usually found in a thriving metropolis, a dazzle may be encountered, alone and very hungry, in ruined cities as well. If a dazzle does not feed on strong emotions regularly, it weakens until it's only able to use its disguise abilities. When discovered in ruins, a dazzle adopts the guise of a lost traveler and tries to gain the confidence of rescuers so they will take it to a populated area. In the meantime, it feeds on their suspicion and other emotions to gain enough energy for manipulation and travel on its own. Dazzles have even been known to join adventuring parties for a short time, using their powers to protect themselves, aid the party in small ways, and feed off the party members' emotions.

Dazzles are not known to breed, so it is suspected that there is a limited number of them in existence.

Ecology: Because the dazzle's food supply is so unusual, it has little effect upon any ecology, though its hunting patterns are often disruptive to the society in which it lives.

A dazzle's blood is useful in making a *potion of delusion* and other mind-affecting magical items.

Baelnorn

CLIMATE/TERRAIN:	Any temperate land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	As in life (17–20)
TREASURE:	Any (as guardian)
ALIGNMENT:	Lawful good (15% are lawful neutral)
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	9+6
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10 or by weapon
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	50%
SIZE:	M (5' tall)
MORALE:	Fearless (20)
XP VALUE:	10,000

Baelnorn are elves who have sought undeath to serve their families, communities, or other purposes (usually to see a wrong righted, or to achieve a certain magical discovery or deed). They are lichlike creatures that appear as tall, impressive-looking elves with shriveled skin and glowing white eyes. Most baelnorn keep to the crypts, ruins, or mage-towers they guard or work in, and they are never seen except by those who intrude into such places.

Combat: Baelnorn do not project a terrifying aura as do lichs, but the chill of their unlife inflicts the same touch damage (plus paralysis if the victim fails a save). However, some go armed into battle if they possess magical weapons that cause greater damage than their touch. They employ spells as they did in life (most were 15th-level wizards), using spellbooks and magical components, but many develop variant spells that don't require material components. Most baelnorn have developed rare and strange spells lost to today's mages. They also employ magical items.

Baelnorn can be hit only by +1 or better magical weapons, by magical beings, or by creatures with 6 or more Hit Dice. They are immune to charming, cold-based spells, death (and related) magic, *disintegrate*, electricity, enfeeblement, *feeblemind*, *hold* (and related magic), insanity, and *sleep* spells. Neither nonintelligent animals nor undead willingly attack a baelnorn.

Baelnorn have a special power: Thrice per day, up to five turns at a time, and without employing a spell to do it, they can use a *project image* power to send a wraithlike likeness of themselves, called a *sending*, up to a mile distant. Baelnorn can see through these images with their normal 90-foot infravision, and into the Ethereal Plane too. They can also hear and speak through them, and can even cast spells (the image serves as the source of the spell). This link transcends physical and all known magical barriers, and it can even cross the



boundaries between the Prime Material and Ethereal Planes.

A sending is AC 0, MV Fl 9(A), and has the hit points of the baelnorn itself, but lacks the ability to carry solid objects (including weapons or items), turn undead, or inflict damage by touch. Only half the damage (round down) suffered by a baelnorn's sending is borne by the creature itself. A sending vanishes at the baelnorn's will or when it is killed; it cannot be turned or magically dispelled. A sending can push against or move small things, so it may push its finger through sand or ashes to write a message, or turn a page of an open book, but it has insufficient mass to carry things. A baelnorn can have only one sending in operation at a time.

These creatures are turned as lichs (although they cannot be turned while in the area they guard or are linked to), and they themselves turn undead as 14th-level priests.

Habitat/Society: Baelnorn spend their existences diligently working at whatever task they find important enough to endure undeath for. If they guard a place or an item of power, they typically spend centuries laying traps, placing items at the ready, setting spell triggers, creating or summoning guardian monsters, and formulating defensive strategies. Many baelnorn have no interest in combat, but they are both fearless and brilliant and will always do whatever best serves their task.

Ecology: Baelnorn do not have phylacteries, but many have specialized clones that are activated if they are destroyed. (They pass into a *spirit trap*, created by a powerful and secret 7th-level spell, and then are whisked into their next body.)

The process by which elves become baelnorn is old, secret, and complicated. They have never been numerous, and none have been created in recorded history. Baelnorn do not eat, drink, excrete, or breathe, and nothing preys upon them.

Baneguard

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Average (8-10)
TREASURE:	V
ALIGNMENT:	Neutral evil
NO. APPEARING:	1d10
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	4+4
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 or by weapon
SPECIAL ATTACKS:	<i>Magic missile</i>
SPECIAL DEFENSES:	<i>Blink</i>
MAGIC RESISTANCE:	As for skeleton type
SIZE:	M (5'-6' tall)
MORALE:	Steady (11-12)
XP VALUE:	975

Baneguards are skeletons, usually but not always human, which are animated by clerical spells to serve as guardian creatures. The *create baneguard* spell was originally researched by priests of Bane (of the FORGOTTEN REALMS setting), but in the years since the demise of that deity, the secret of the spell has been spread such that many other evil (and not-so-evil) deities allow their priests to use it.

Usually found as guardians, baneguards are identical in appearance to normal skeletons, but have additional deadly powers which they reveal in combat.

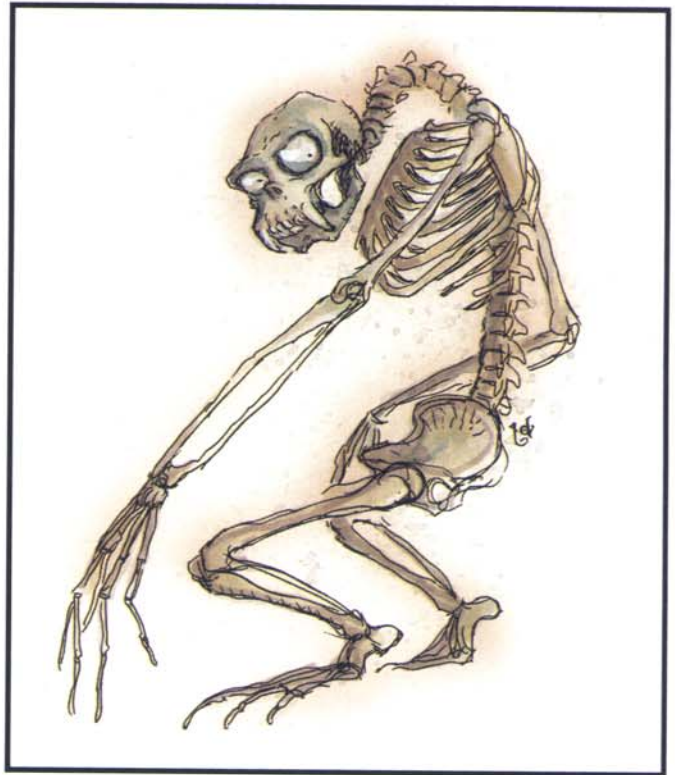
Combat: All baneguards are silent but intelligent, evil servants, capable of independent, reasoned, malevolent behavior. They can *blink* (as the 3rd-level wizard spell) once per turn. This effect lasts up to four rounds and must be continuous—it cannot be stopped and then resumed; once ended, a full turn must pass before the baneguard can *blink* again.

Baneguards can also cast one *magic missile* spell every three rounds. Each spell creates two missiles that inflict 1d4 + 1 points of damage each. They streak forth from the baneguard's bony fingertips (or any extremity if the fingers are missing) and can be directed at separate targets up to 60 feet away.

Baneguards can use all normal weapons or strike with a hand for 1d6 points of damage. Most are armed with swords or maces. Baneguards can employ all magical items that do not require verbal commands or living flesh or organs (e.g., ointments and potions).

Baneguards suffer damage from edged weapons, fire, spells, and holy water as normal skeletons do. They may break off combat if their orders permit. Baneguards are turned as wights.

Habitat/Society: Since baneguards are created, they have no society. They go where and do as they are commanded. They are used primarily by evil priests, but neutral-aligned priests (particularly those who venerate gods of death) with a ready supply of skeletal remains use baneguards as well.



Ecology: Baneguards eat nothing and do not contribute to the ecosystem in any way. As manufactured creatures, they have no natural habitat. As guardian creatures, they are found wherever they have been placed by their creators.

Direguards

Some baneguards wear black, shadowy armor that is semi-transparent so their bones show through, and red flames burn in their eye sockets. These *direguards* are AC 6, can see invisible objects and creatures, and are turned as wraiths. The *create direguard* spell is as the *create baneguard*, but is a 7th-level spell and has a casting time of one round. Direguards have an XP value of 1,200 each.

Create Baneguard

6th-level Priest Spell
Sphere: Necromantic
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 9
Area of Effect: 1 skeletal body
Saving Throw: None

The casting of this spell transforms an inanimate skeleton of size M or smaller into a baneguard, gifted with a degree of malicious intelligence. Only one baneguard may be created at a time with this spell. The baneguard is capable of using its abilities in the round following creation, and it needs no special commands to attack.

The material components of this spell are the holy symbol of the priest and at least 20 drops of blood from any sort of true dragon.

Banelar

CLIMATE/TERRAIN:	Hot to temperate/land or water
FREQUENCY:	Rare
ORGANIZATION:	Solitary or small bands
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional to Genius (15–18)
TREASURE:	Any (especially Q, V)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1d4
ARMOR CLASS:	6 (head and stinger: 3; tentacles 1)
MOVEMENT:	12
HIT DICE:	7+7
THACO:	13
NO. OF ATTACKS:	Up to 5
DAMAGE/ATTACK:	1d3 plus venom (bite)/2d4 plus venom (sting)/by weapon
SPECIAL ATTACKS:	Spells, poison, magical items
SPECIAL DEFENSES:	Regeneration (1 hp/round)
MAGIC RESISTANCE:	Nil
SIZE:	H (20'–25' long)
MORALE:	Champion (15–16)
XP VALUE:	3,000

Banelar are evil, nagalike creatures found on the land and in the water throughout warmer regions. Named for the many alliances between themselves and priests of the god Bane, banelar are native to the Prime Material Plane. They are quite independent in nature, and not all serve or obey servants of Bane.

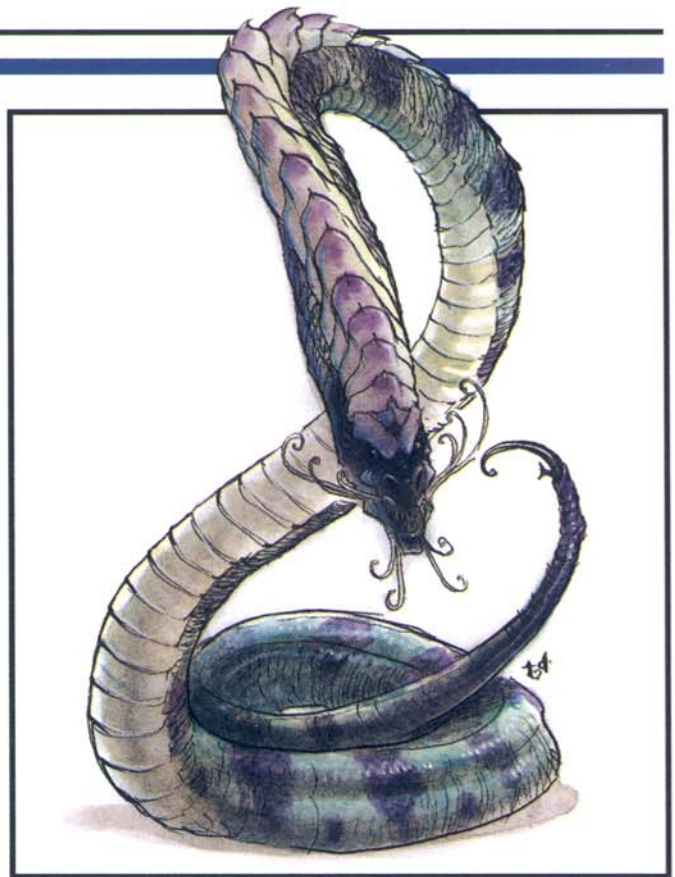
Banelar have dark, snakelike bodies and large humanoid heads. They are dark purple-green in color, with green-white, glistening eyes and a brownish tail. Tiny tentacles grow in a ring about their banelar mouths; these are too weak to wield weapons, but they can wear, manipulate, or carry minor items such as rings, keys, wands, and bits of food. Banelar can breathe air and water, alike, without harm or hesitation.

Banelar speak Common and Orcish in horrid, hissing voices.

Combat: A banelar casts spells as a 6th-level cleric and a 6th-level mage with no ability-score bonuses. Thus, it has the following spell capacities: wizard—4/2/2, and priest—3/3/2. A banelar can utter one spell per round in addition to making physical and weapon attacks. Banelar spells are verbal only, modified so that no material components are required, involving an increase of 3 to the casting time in all cases. Such spells must be found or learned from dragons, other banelar, or similar creatures that employ verbal-only magic.

A banelar can wield any magical item it happens to possess (up to the size and weight of a rod), regardless of class limitations (but alignment restrictions on weapons still apply). A banelar can also wear amulets and magical rings on its tentacles, with the usual maximum of two at any one time. Periapts, however, will not fit on banelar tentacles and confer no magical effects.

A banelar's bite and tail sting deliver poison to the wounds they inflict, turning the victim's skin blue and sustaining the



above-listed damage. The casualty must then successfully save vs. poison or suffer unconsciousness for 1d4 + 1 turns and 2d6 points of additional damage.

Habitat/Society: Banelar tend to be selfish and solitary, but they sometimes cooperate with both "lesser" creatures (such as humans, orcs, and hobgoblins) and "greater" ones (beholders, liches, evil dragons, and even vampires) for common gain or to fight a specific foe. They are extremely paranoid, always planning against "sneak attacks" and seeking to strengthen their personal weaknesses and defenses. To do so, banelar collect and hoard treasure—particularly magical items—to use and trade for services, or to provide safety from powerful enemies. Banelar are wily and treacherous, adhering to the letter, and not the intent, of any bargain they make. They see nothing wrong in commanding or forcing their own servant creatures to break bargains.

Ecology: Banelar have been known to steal and tend entire herds of livestock for their own larders, and they can dine with perfect safety upon snakes and other creatures that generate poisons and acids (to which banelar seem immune). Banelar are also highly resistant to petrification (+3 to all saves). As hermaphrodites, they each give live birth to a single offspring each winter. A banelar parent hunts with its hungry offspring, and teaches the youth spells until it is able to fend for itself, whereupon it leaves and seeks its own territory. Typically, a banelar mates whenever it encounters another, and it avoids fighting others of its kind. Beyond this, it avoids consorting with its fellows unless weakened or frightened. A banelar parent tends to raise its young in undersea or mountain caves, far from its usual haunts. This allows it to return to its favorite areas with little fear of being found after it sneaks away and leaves its young.

Bird, Talking

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	U
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	6, Fl 18(C)
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	50%
SIZE:	S (2' tall, 4' wingspan)
MORALE:	Unsteady (5-7)
XP VALUE:	1,400



The talking bird is large-billed and looks something like a toucan crossed with a parrot.

These creatures speak Common and learn to speak many other languages during their lives; there is a 75% chance they can speak any particular language. Their speaking voice is calm and melodious. Their singing voice is also very beautiful, and it attracts other singing birds to the area so they might join in chorus with the talking bird.

Combat: Talking birds avoid combat, usually by flying away, though they can defend themselves, and they do attack small animals for food. The sharp bill of a talking bird inflicts 1d8 points of damage.

Habitat/Society: These intelligent birds have very long life spans, which they spend gathering knowledge about the world. They sometimes offer wise advice to weary travelers, and they know instantly if someone has honor. If approached politely by such a person, they answer all manner of questions. A talking bird has knowledge equivalent to that afforded by the local history nonweapon proficiency; many of them have ancient history and other Intelligence-based proficiencies as well.

Legends hold that the first talking bird was placed in the world to help the worthy. Now, though they are still quite rare, there are several talking birds. They can be found almost anywhere, but prefer to live in forested areas, and many seem to be assigned by unknown forces to wait in certain places.

Some of them wait to give advice to any who pass through the area, while others wait for a specific person who will take them away. A few serve as wise advisors and teachers to honorable and deserving people; for these chosen few, the talking bird answers many questions indeed. One question never answered by a talking bird is, "What do the gods have in store for me?" This question and its many variations are invariably answered with, "Only the gods know for sure."

On the rare occasions when a male and a female talking bird meet (perhaps once every 50 years), they go through an elaborate mating dance that lasts for up to one week. The female then lays a single egg, one year after mating, which hatches almost five years later. Newly hatched talking birds are as beautiful as their parents, but must be taught like all infants. They are usually taught new languages by their mother. Other information they learn by traveling and observing, but they usually avoid contact with other species until they have lived for at least 50 years, so they will have wisdom and information to offer. They can live for centuries, and some claim to be more than a millennium old.

The talking bird sometimes lives near, or even in, a singing tree (q.v.). They have an almost symbiotic relationship, for the singing of a talking bird attracts other breeds of bird, and these feed the singing tree. (The singing tree never attacks the talking bird, and it's careful to feed lightly on other birds so as to kill only a few of them.) The talking bird, in return, eats any pests that may harm the tree, and is defended from predators by the singing tree's leaves.

Ecology: The talking bird tries to ensure that all nearby residents live in relative harmony. They are not great predators, but they are rarely prey either—they are fairly able to defend themselves. Most unintelligent predators seem to regard them with something akin to awe, and would attack only under the worst circumstances.

Talking birds care little for treasure, but many have gathered a few items that they keep hidden. Those favored by the gods often have a gem or a necessary magical item, which they may present as a gift to worthy adventurers.

The value of a talking bird varies greatly. They are of immeasurable value to people who have high regard for their rarity, beauty, and wisdom.

Blazing Bones

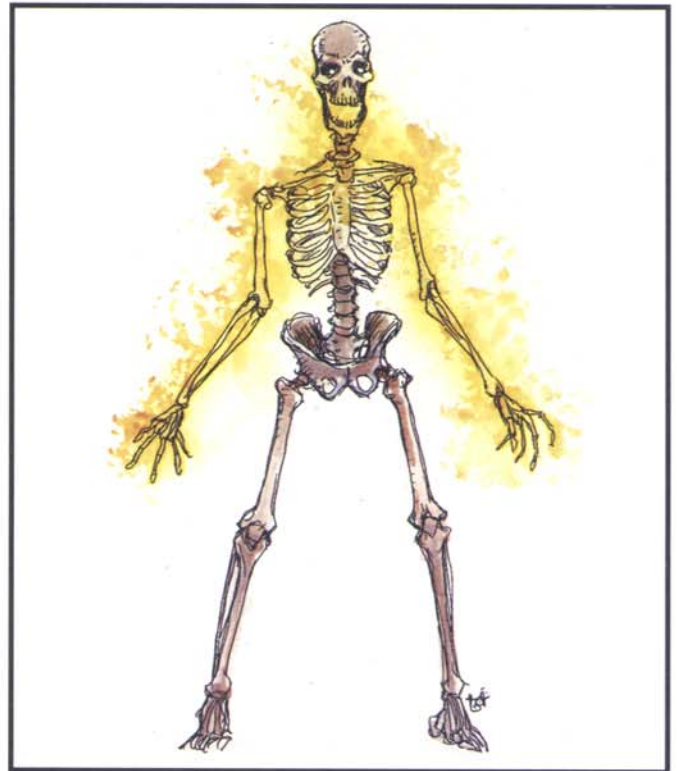
CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	As in life (very-genius, 11-18), but insane
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	5+5
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4+2 (x2)
SPECIAL ATTACKS:	Hurling fire
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (average 6' tall)
MORALE:	Fearless (20)
XP VALUE:	3,000

Blazing bones are undead accidentally created when a priest or wizard who has prepared or partially prepared *contingency* magic to prevent death is killed by fiery damage. The casted magic twists the contingency provisions so the unfortunate victim passes into undeath in the heart of a roaring column of flame. Tormented by the endless agony of fire, the priest or wizard's nature (including alignment, Hit Dice, and thoughts) changes. Hurling flame lessens the pain momentarily, and pouring fire into another living being reduces it considerably, so blazing bones soon become stalking killers, exulting in fiery destruction.

A blazing bones appears as a human skeleton with a nimbus of flames dancing along its shoulders and small balls of flame encircling its hands.

Combat: Blazing bones inflict only 1d4 points of damage per blow to creatures immune to fire, but against all others they strike fiery blows, adding 2 points of damage to each hit. In any round, one of them may forgo one of its hand attacks in favor of hurling a head-sized ball of expanding flames up to 20 feet distant, dealing 1d6 + 3 damage to creatures struck, igniting flammable things, and forcing item saving throws vs. magical fire. (Handle misses with the scatter diagram—see "Grenade-like Missiles" in the *DMG*.) The blazing bones can also (once per turn) forgo both attacks to create a firestorm, collapsing into a whirlwind of bones and flames that act as a *fireball* (6d6 damage, save for half damage) which erupts from where they stand and expands to a 30-foot-radius sphere. A blazing bones may try to embrace a foe before erupting into a firestorm; in this case, it is allowed an attack roll. Success indicates that it strikes the target (no saving throw allowed), and failure means that it misses—consult the scatter diagram.

Blazing bones are immune to all fire and heat damage, and magical heat and fire actually augment their hit points. Treat all damage normally inflicted by such magic as hit points



gained, first healing any missing points and then permanently raising the monster's hit-point total. For each 8 hp gained by a blazing bones, it gains 1 Hit Die.

Blazing bones are turned as ghosts and are immune to *charm*, *hold*, and *sleep* spells. Cold-based attacks inflict normal damage, holy water causes 4d4 points of damage per vial (2d4 if only a splash), and normal water inflicts 2d4 points of damage per bucket (1d4 per splash). Alcoholic liquids do not damage a blazing bones. Blunt weapons impose normal damage, but edged or piercing weapons inflict only half damage.

Habitat/Society: Blazing bones hate life and the happiness of others. Some former priests even believe their fiery attacks cleanse the world around them, if one can judge by the words they howl—they can roar crackling words from their empty mouths, and they often taunt or threaten adversaries. Blazing bones avoid each other and all other types of undead. However, if a battle with other undead is forced upon them, their flames inflict double damage upon "cold" undead such as vampires, liches, wights, and ghouls.

There have been cases where evil archmages or high priests have deliberately created blazing bones as guardians, by slaying underling wizards or priests after laying control magic on them. In such cases, blazing bones may be found in groups of as many as eight. They can never be directly controlled by their creator. However, they can be compelled to remain within a certain area or structure, and not attack their creator.

Ecology: Blazing bones are among the most destructive of undead. They serve no purpose in the cycles of life, save to burn and spur renewal as forest fires do. Their fire can cleanse away disease germs, and at least one archmage has used a blazing bones as a walking garbage-furnace.

CLIMATE/TERRAIN:	Saltwater swamps
FREQUENCY:	Rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day (inactive in bright sunlight)
DIET:	Herbivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	4d6 per herd
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	1
THACO:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1
SPECIAL ATTACKS:	Spores, sound imitation
SPECIAL DEFENSES:	Surprised only on 1 or 2
MAGIC RESISTANCE:	Nil
SIZE:	T-S (3" per hp)
MORALE:	Unsteady (5-7)
XP VALUE:	65



Campestris resemble myconids (see the *MONSTROUS MANUAL™* tome) without arms and have a stronger resemblance to mushrooms than their more highly evolved cousins. Campestris are happy-go-lucky creatures with few cares or worries. The fungus creatures are a bit smarter than a domestic cat—just smart enough to have developed a warped sense of humor and some rudimentary powers of reason. Each “herd” of mushrooms also has a collective intelligence equal to about 6-7 on the Intelligence scale. A druid or other character with the herbalism proficiency may have heard of the dancing mushrooms in old legends, but PCs should not have any specific information about campestri habits and abilities.

Campestris vary widely in color, from white to tan to dark brown, but they always have red or purple caps and speckles. They move by expanding and contracting their “root-balls.”

Combat: Once per day, each campestri can release a cloud of spores that acts as a *slow* spell upon all creatures within a 10-foot radius. The effect lasts for 1d4 + 4 rounds (save vs. spell for half duration). Campestris are very sensitive to sound and vibrations, so they are surprised only on a roll of 1 or 2.

Campestris can butt creatures at a high rate of speed for a single point of damage, but they use this attack mainly as a distraction. They will also swarm spellcasters this way to prevent spellcasting.

Habitat/Society: Campestris are captivated by any sort of singing, even incredibly bad singing. If anyone sings or plays an instrument, the campestris will happily sing along. The mushrooms can easily imitate both words and music. Once they have run through a song or piece of music three or four times, they remember it, although they have a tendency to mix and match parts of different tunes. The campestris will dance all around whoever is singing to them, enjoying themselves immensely. If one of the PCs sings a song to the campestris,

the DM should sing back the words a little warped. For example, suppose a PC bard sings, “Mary had a little lamb, whose fleece was white as snow” (one of the campestris’ all-time favorites). In response, the campestris madly caper around the PC while singing, “Murray had a weedleam, hoose fleas was wideasno!” (The DM should repeat the lyrics in an obnoxious, nasal falsetto, twisting them in a new way each time until he or she gets tired or the players start to throw things.)

If the PC bard puts up with the campestris’ sometimes annoying habits and teaches them to sing on key (a very patient bard might even be able to get them to sing and dance like a chorus line), the DM can award a bonus of 150 XP for good role-playing. If the player does an exceptional job (if everyone at the gaming session laughs), the PC might deserve 200-300 XP. In order to earn this bonus, the player should actually sing the song that the character wants to teach the campestris. Player talent does not count here, only that the player is willing to sing. The DM’s own judgment determines when the PC bard has put enough effort into teaching the campestris to sing.

Ecology: Campestris are very useful creatures to have around, if one happens to live in an area with salty soil. The mushroom creatures “eat” salty soil, filter out the salt, and excrete a slippery paste of purified soil (stripped of things nourishing to fungus, of course).

Eating salt also serves as a defense mechanism because it makes campestris taste as salty as caviar. Bullywugs consider them a delicacy, but most other intelligent creatures avoid them.

Carrionette

CLIMATE/TERRAIN:	Any town or city
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or pack
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Average (8–10)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1 or 2d4
ARMOR CLASS:	6
MOVEMENT:	6
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1
SPECIAL ATTACKS:	Paralyzation, possession
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	T (6"–2' tall)
MORALE:	Fearless (20)
XP VALUE:	975

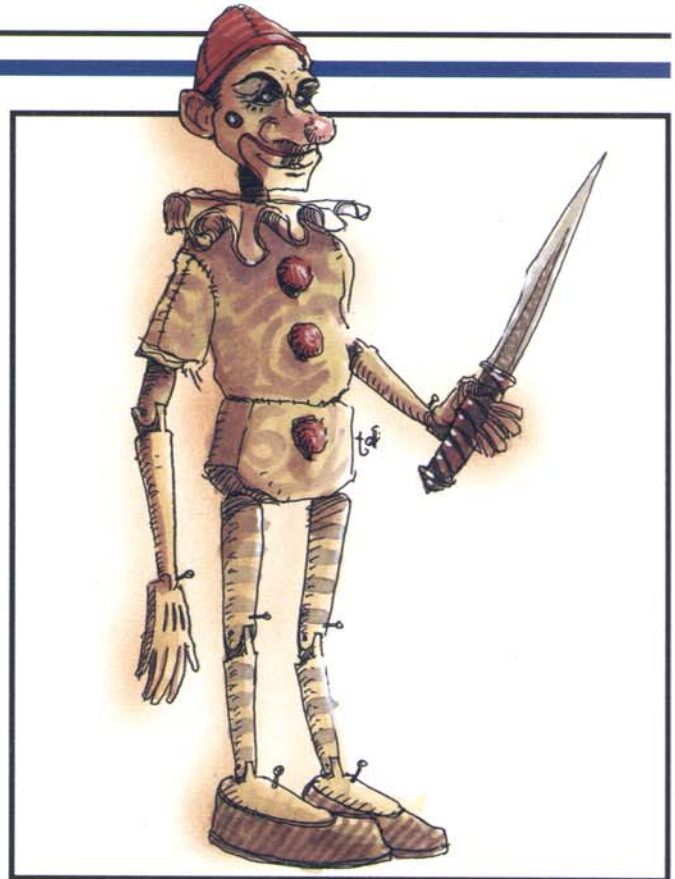
Carrionettes are living, animated puppets or marionettes. They are essentially wooden dolls, painted and clothed, that have come to life. All of their limbs are jointed and have small eye-holes for a puppeteer's strings. They can look like anything, from clowns to knights to farm animals; most look like people. The voice of a carrionette is hollow and shrill.

Combat: A carrionette must have a miniature, sharp weapon with which to attack and cause damage; they cannot use blunt weapons. They can only inflict 1 point of damage per attack, and the nature of each weapon does not affect the amount of damage. Typical weapons for carrionettes are large sewing needles, small kitchen knives, razor blades, etc.

Each carrionette carries a small quiver of 10 silver needles, which are not magical in themselves. The puppets can throw these needles like spears, aiming at a leg or an arm. The needle has a maximum range of 15 feet and trails a magical silver cord attached to the carrionette's hand. It carries no damage, but a struck character must make a saving throw vs. paralyzation. If the roll fails, that limb becomes paralyzed and the silver cord becomes invisible. A character who has a single paralyzed leg moves at half speed. If the character can remove the needle, he regains use of that limb in 1d4 rounds.

An immobilized character, whether paralyzed, asleep, or unconscious, is particularly vulnerable to the carrionette. The evil puppet can drive a needle into the base of the character's neck, which has the effect of transposing the essence of the carrionette and the victim. The person inhabiting the doll's body is inanimate for a full hour after the transferral, while the carrionette in the person's body is unconscious for only a round, after which it can remove all the needles.

The carrionette has two other special abilities: It can climb walls like a thief, with an 85% chance of success (95% with string or thread), and the carrionette is able to use *ventriloquism* at will. The monster is immune to poison, cold, electric



destroys it.

The carrionette cannot destroy its doll body following a transpossession, for that would kill its own essence as well as the life force of the person within. Therefore, the carrionette tends to lock up its former body or send it far away. To reverse the process, a silver needle must be driven into the live body (inflicting no damage). The doll body must hold either the needle or a silver wire no more than 15 feet long, attached to the needle. The doll's essence is then returned to its body, which remains inert for an hour, and the person's essence is returned to his own body and is active again in a round.

Habitat/Society: Carrionettes are parasites that live off humans and human society. They tend to hide in plain sight, such as in children's toy rooms, toy shops, theaters, or other places where toys and marionettes are not unusual. They can remain inanimate for extremely long periods of time, until they find a reason to exert their free will.

The carrionette is driven by a single desire: to get a host. They desperately want to have a living body. Usually they operate in packs to drag down the bodies of the living, but they are known to operate alone. Carrionettes have no social structure. They do not interact with each other except when in a pack. Once the carrionette has a human body, it ignores other carrionettes, though it is capable of detecting their presence.

Ecology: A carrionette can be made of any material, but typical components include wood, straw, ceramic clay, cloth, and tin. For game purposes they are all treated the same. It takes a month to craft a carrionette body, and only a dedicated craftsman can do it right. Those who would construct one must follow the normal rules set down for creating golems.

Cat, Winged

CLIMATE/TERRAIN:	Greater Temperate hills and grasslands	Lesser Any land	Tressym Any temperate land
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Family group	Solitary	Solitary
ACTIVITY CYCLE:	Night	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Average (8–10)	Semi (2–4)	Very (11–12)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Chaotic neutral	Neutral	Chaotic neutral
NO. APPEARING:	1d4	1d4	1 (1d4)
ARMOR CLASS:	6	5	6
MOVEMENT:	12, Fl 30(B, C if mounted)	9, Fl 18(A)	6, Fl 18(A)
HIT DICE:	5+5	1+1	2
THACO:	15	19	19
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1d4 (x2)/1d10	1 (x2)/1d2	1d2 (x2)/1d4
SPECIAL ATTACKS:	Rear claws 1d6+1 each	Rear claws 1d2 each	Nil
SPECIAL DEFENSES:	-2 bonus on surprise rolls	-2 bonus on surprise rolls	Immune to poison
MAGIC RESISTANCE:	Nil	Nil	40%
SIZE:	L (6'–7' long)	T (1'–2' long)	T (2' long, 3' wingspan)
MORALE:	Average (8–10)	Average (8–10)	Elite (13–14)
XP VALUE:	650	65	175

Greater Winged Cat

This creature is a large feline with wings covered in soft fur. Most of them have short sandy-colored gray or black fur, but yellow or gray specimens with black stripes exist. Lighter-colored individuals usually have white underbellies and wings, while the darker ones tend to have solid black fur. They normally have yellow or green eyes, with a few instances of blue. A greater winged cat has a wingspan of 15 feet or more.

These cats speak their own language, and a few (10%) speak the languages of sphinxes or other catlike species.

Combat: Winged cats are generally peaceful, but very dangerous if hunting or if threatened. They attack from the air when possible, first using teeth and front claws while flying past an opponent. If prevented from flying away, or if they enter melee, they may rake with their rear claws, provided both front claws hit first. These animals back down only if their lives are endangered. Even then, the cat remembers the incident and may hunt its enemy for years to exact revenge.

Habitat/Society: These beasts inhabit grasslands and hills, usually making a nest by flattening a small grassy area. Winged cats mate once per year, during which time the male brings gifts of food to his chosen partner. A litter of 1d3 cubs is raised by the mother, and they often stay with her for as long as two years. Winged cats live up to 50 years.

Ecology: Greater winged cats prefer live prey, especially mammals or birds. They scavenge only in times of great need, and they almost never attack humans or other bipeds. They are intelligent enough to generally leave domestic animals alone.

If captured young, a winged cat can be trained as a mount, though much patience is needed because of its great independence. Once loyalty is obtained, it is never lost. A winged cat will accept only its trainer as a rider.

Lesser Winged Cat

Also known as "fluttercats," lesser winged cats look much like common domestic cats, but they have wings covered in soft fur. Coloration varies widely, and almost any standard color or combination is possible. The rarest are medium brown, with dark brown faces, ears, paws, wings, and tails. Long and short hair are equally common. They have wingspans of about 4 feet.

Fluttercats are playful and curious, and they can be quite beautiful. Those that live in cities, however, may become as scruffy as any common alley cat.

Combat: Fluttercats fight if threatened, and a mother will ferociously protect her offspring. They fly at an opponent, attacking with claws and teeth. If both front paws hit, they rake with rear claws for 1d2 points of additional damage.

Habitat/Society: Fluttercats lair in enclosed spaces several feet above the ground. Flutterkittens are born in litters of 1d3 and need care for about three months, as they learn to fly and hunt. They have a life span of up to 20 years, slowing down as they get older, and spending more and more time in warm places.

Ecology: Fluttercats help control vermin populations. They are also great bird hunters, being able to follow their prey into the air. If captured as kittens, they make good pets, selling for as much as 50 gp. They are affectionate toward loving masters, but all have a strong sense of independence. They are prized as familiars, but a wizard must be very lucky to gain one.

Tressym

Tressym are beautiful, fluffy, winged cats. They vary in hue and the lengths of their coats as much as normal (wingless) cats do. Most of them resemble a short-haired gray, tabby, or black cat, except they possess two batlike wings that rest at

Cat, Winged



their well-muscled shoulders.

Tressym wings have feathers. The leathery membranous appendages are divided into arc-segments by hollow bones rather like the elongated fingers of a bat, but the leathery membrane is covered in feathers.

Combat: Tressym stalk and pounce on prey, scratching and biting as do normal cats, but with the added ability of flight, which makes them far more deadly to birds (and insects) of all sorts. They do not, however, tend to attack nestlings or despoil eggs. In battle they are cunning, scratching at the eyes of opponents, for example, and learning the nature of danger quickly—a tressym that sees a wand activated understands the perils of sticks of wood held by humans for the rest of its life.

In addition to having 120-foot infravision, tressym can detect invisible objects and creatures up to 90 feet away. They can detect poison too: Through scent, taste, or touch, they recognize substances that are deadly to intelligent species. Tressym themselves seem to be immune to all known forms of poison.

Habitat/Society: Tressym, both wild and domesticated, may be found in any temperate area. Locals who are aware of them often feed tressym and try to prevent the worst of their vandalism and aerial catfights. At the same time, they try to prevent any large-scale or magically assisted trapping and capturing of them. Those who have lived among these creatures value tressym for their owl-like rodent control in the fields. Most of the flying cats lair in nearby forests and hunt the farm fields by both night and day, avoiding local cats and dogs rather than fighting or tormenting them.

Ecology: These cute, mischievous little terrors are semiwild and thought to be the result of some long-past wizard experi-

mentation. They are known to live 20 years or more if they do not meet with misadventure and are free to take shelter from, or fly away from, the worst winter weather. Tressym mate as often as normal cats and do not pair bond for life. They sometimes mate with normal cats, with whom they are biologically compatible, but only 10% of resulting young will be tressym; the rest will be wingless. Tressym are quite intelligent and have been known to form strong friendships with (and hatreds for) creatures of other races such as humans and elves. Tressym have even been known to sacrifice themselves for those they love.

A few mages have sought these creatures as familiars, and have done so successfully. As familiars, tressym combine the sensory advantages of a cat and an owl, and they have additional benefits: They are intelligent enough to carry and manipulate complex and delicate items (but only to a limited extent—they don't have opposable thumbs); they can observe and report events diligently; they can concentrate on a task at hand even when hormones or instincts provide strong distractions; and they can identify poisons for their masters—even harmful, naturally occurring gasses. Note that tressym cannot confer or transmit any of their immunities to poison to another creature.

Tressym are not strong enough to serve as flying mounts, even with a creature as light as a halfling. However, they could slow a halfling's fall to 2d4 damage in descents of 90 feet or more. (They simply cannot lessen the falling damage suffered by any larger or heavier creature.)

Tressym tend to get along with others of their kind when they meet, but they rarely lair or hunt together. They also tend to ignore bats, griffons, and the like, but are deadly foes of stirges and manticores (against whom they will gather with other tressym to fight). Some tressym enjoy teasing dogs, but usually not to the point where either animal might be truly endangered.



CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	D (K, Q)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1d6×10
ARMOR CLASS:	6 (9)
MOVEMENT:	12, Wb 9
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6 (×3)
SPECIAL ATTACKS:	Web traps
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4' tall)
MORALE:	Steady (11-12)
XP VALUE:	120



Chitines are small humanoids who build with webbing in the same way that humans employ stone or wood. This diminutive race is noted for its four arms, which are jointed to allow for movement in ways that human limbs could never move. Their faces are human, although they have multifaceted eyes and mandibles protruding from their mouths. Long, stringy black hair falls in a tangle from their skulls and grows down their backs like the mane of a horse.

The skin of chitines is gray and mottled, secreting a special oil that negates the adhesive effects of their own spider webbing. Meanwhile, the palms of their hands and the soles of their feet are covered in dozens of tiny hooks which allow them to climb textured surfaces with no loss of speed.

Chitines wear clothing made from dried, processed silk; bits of colored rocks, carved bones, and such are frequently woven throughout. They always keep their hands and feet uncovered. They carry tools in pouches woven into their clothing.

Chitines speak the language of the drow and sometimes know a few other subterranean languages.

Combat: Chitines typically rely upon traps and ambushes. Frequently they build a normal-looking spider web with a seemingly natural way around it, but the web is a false trap and a pit, drop net, or similar trap is sprung when the alternate route is taken.

Because the chitines are able to build with webbing, they devise all sorts of nasty tricks. By sticking dust and rock chips to a mat of webbing, they can make a very convincing natural stone wall or floor. Also, by means of a process known only to them, they can harden webbing into a bony material that is slightly flexible, not sticky, and hard enough to slice or penetrate armor. With it they can weave spikes and edges into their traps that inflict 1d6 points of damage per spike or edge.

Chitine warriors commonly carry javelins and wear a webbing armor that is equivalent to studded leather. They also

carry short swords for melee combat. Usually, they wield weapons in three of their hands and a hardened web-shield in the fourth. (Note that they are sensitive to sunlight and fight at a -1 penalty to attack and damage rolls under those conditions.)

Weapons and armor made from hardened webbing work just like normal items made by humans. However, the items deteriorate after several months if not treated with the oil secreted by their skin. Hardened webbing is also susceptible to fire: Two rounds of contact with flame ignites it, burning the item away in 2d4 rounds. Body armor made of hardened webbing cannot exceed Armor Class 4.

Habitat/Society: Chitines are only found underground. Their cavern villages are located in the center of a maze of trap-laden webbing. The hard-web dwellings resemble domed houses, complete with windows and decorative shapes adorning them. These homes can be located on any surface, including the ceiling of a cave. Bridges of webbing cross the town, providing easy pathways. Suspended in the center of the cavern is often a heart-shaped temple devoted to the evil goddess Lolth.

Chitines are cast-off experiments of the drow. They have increased in numbers over the centuries, and even now plot to overthrow the drow. They are devoted to the spider queen and will do anything in her name. The priestesses of the chitines are rumored to be of a different and more powerful race, more akin to Lolth herself.

Ecology: A chitine can spin sticky spider webbing at the rate of one foot per round. The webbing is spun from an orifice in its stomach. Chitines eat anything that moves, sucking the fluids from the victim and leaving the dried remains on the cavern floor underneath their temple. Chitines are hunted by both drow and driders.

Crypt Servant

CLIMATE/TERRAIN:	Tombs
FREQUENCY:	Rare
ORGANIZATION:	Solitary or staff
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Low (5-7)
TREASURE:	See below
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1d20 (see below)
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4 (x2) or by weapon
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	Special immunities, immune to piercing weapons
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-7' tall)
MORALE:	Fearless (20)
XP VALUE:	650

Crypt servants are corpses, usually desiccated, that are normally human, though elves, dwarves, and other races are not unknown. They generally dress in the livery of their master, the person buried in the tomb they serve.

Crypt servants speak the language of their master in dry, slithery voices.

Combat: Though created to serve their master in all ways after death, crypt servants are usually encountered defending their master's tomb and possessions from desecration. A solitary crypt servant, or the crypt servant nearest the tomb's entrance, acts as a guard. Intruders are challenged verbally by the guard; most require a certain verbal command or a visible sign of the family of their master. Intruders who do not respond properly are attacked.

Intruders who make it past a guardian crypt servant will not be challenged by other crypt servants unless they disturb the master's possessions. Anyone who disturbs the body of the master is attacked regardless of any commands or signs they offer to deter the crypt servants. Crypt servants who engage in combat call to other crypt servants in the tomb. Despite the quiet nature of the creature's voice, all the crypt servants in a tomb respond in 1d6 rounds.

Many crypt servants are provided with weapons of some sort; they attack with their fists if they are not. They press with a mindless fury, concentrating on the last person to cause a disturbance to their master or their master's possessions.

Like other undead, crypt servants are immune to *charm*, *hold*, and *sleep* spells.

Habitat/Society: Though it is possible to create a crypt servant from any dead body, volunteers are preferred. Many ancient crypt servants actually asked for their posts, wishing to serve their masters in death as they did in life.

Crypt servants care for their deceased masters and all the



rooms and possessions in the tomb. Small tombs have only one crypt servant, while grand tombs of wealthy and powerful individuals may have several. Crypt servants clean and repair the tombs, polish valuables, light candles, and guard the tomb from intruders. At first they are fervent in their need to serve, but as the years—and centuries—pass, they take longer breaks between activity, sometimes standing motionless for days or even years before becoming active again.

Because of their similar purpose and method of creation, crypt servants are sometimes associated with crypt things (see the *MONSTROUS MANUAL* tome). The spells to create each are similar, and they probably have the same roots. If the crypt thing is available for the DM's campaign, one may be found as the leader of a group of crypt servants.

Ecology: A crypt servant has no proper ecological niche. It neither adds to nor detracts from its environment, except to occasionally eliminate intruders and vermin.

Create Crypt Servant (Necromancy)

7th-level wizard or priest spell

Range: Touch

Casting Time: 1 turn

Components: V, S

Area of Effect: 1 corpse

Duration: Permanent

Saving Throw: None

This spell animates a corpse as a crypt servant. The corpse must be in reasonably good condition, and many are prepared in advance of their master's death. The spell must be cast in the tomb in which the creature is to serve. A successful *dispel magic* ends the crypt servant's animation, and the reverse of the *create crypt thing* spell (see the *MONSTROUS MANUAL* tome), *destroy crypt thing*, will also annihilate a crypt servant if it fails a saving throw vs. death magic.

CLIMATE/TERRAIN: Any arid land
 FREQUENCY: Uncommon
 ORGANIZATION: Pack

ACTIVITY CYCLE: Night
 DIET: Carnivore
 INTELLIGENCE: Semi (2-4)

TREASURE: Nil
 ALIGNMENT: Neutral

NO. APPEARING: 3d4
 ARMOR CLASS: 7
 MOVEMENT: 18

HIT DICE: 2
 THAC0: 19
 NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1d8
 SPECIAL ATTACKS: Overbearing
 SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil
 SIZE: S (3' tall)
 MORALE: Elite (13-14)
 XP VALUE:

Saluqi are the greyhounds of the desert, known for their hunting skills, favored by the jann. They are sleek black animals with gray markings, thin whiplike bodies, and long narrow heads. Their pedigrees are rigorously maintained, allowing owners to breed only from the finest stock.

Combat: These nocturnal desert hounds hunt by sight rather than by smell, and they prefer to stay in packs rather than hunt alone or in scattered lines. Their blurring-fast speed allows saluqi a -2 modifier to their initiative rolls. The hounds have infravision to a 120-foot range, and they can faultlessly track quarry by its heat trail if it has passed over ground within the past three turns.

Saluqi hounds are also known for their ability to bring down opponents by attacking en masse. This overbearing attack is resolved by a single attack roll against AC 10, allowing only modifiers for Dexterity and magical pluses of armor or other protective devices. There must be a minimum of four hounds for the overbearing attack, and each hound over four gives the pack an additional +1 attack modifier. If successful, the hounds knock their opponent to the ground, and unless a saving throw vs. petrification is successful, the opponent is stunned and cannot take any action that round. To rise, a victim must spend a full round doing nothing but regaining his footing in the midst of the pack. All attempts at spellcasting are ruined by the pack, regardless of whether the overbearing attack succeeds.

After the initial overbearing attack, such a victim is attacked by individual members of the pack with +4 modifiers to the hounds' attack rolls and *no* Dexterity adjustment for the victim's AC. Some packs have also been trained to hold down



their foes; this requires that two dogs score successful hits on their downed opponent. If the dogs succeed, the victim still must spend a full round to stand up, but he must also make a successful Strength check with a -1 penalty for each dog that hits. Failure indicates the victim was dragged back down.

Habitat/Society: Saluqi are a carefully bred strain of hounds, and they are almost always found in the care of a huntsman who has trained them from birth. They respond to a number of standardized calls: "Attack, guard, return, pursue and return, fetch, stay," and "hold" are among the most common.

Saluqi do not flourish if they spend too much time in the sun; nomads keep them in tents during the hottest part of the day. Wild packs usually live near some cave or overhanging shelter, where they can retreat from the burning sun.

Ecology: Saluqi greyhounds hunt small game and are good at flushing antelope or other grazing animals from cover. Wild packs of saluqi do exist, but they are extremely rare, as the jann hunt these mutts and neuter them, then give them as gifts to other desert tribesmen.

Jungle Hound

It is said that a related breed of hound has been created by jungle dwellers. These hounds use similar tactics, but are much better at tracking by smell than by sight—so much so that they can follow a trail up to a week old. They are smaller than the saluqi hounds, with orange and yellow patches of fur dappling their dark coats instead of gray.

Dragon, Fang (Draco Dentus Terribilus)

CLIMATE/TERRAIN: Mountains or barrens
FREQUENCY: Very rare
ORGANIZATION: Solitary

ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Average to very (8–12)

TREASURE: In lair only; see below
ALIGNMENT: Chaotic neutral

NO. APPEARING: 1
ARMOR CLASS: 1 (base)
MOVEMENT: 12, Fl 22(D), Jp 9

HIT DICE: 11 (base)
THAC0: 9 (base)
NO. OF ATTACKS: 4

DAMAGE/ATTACK: 2d4 (x2)/2d8/3d6
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below

MAGIC RESISTANCE: See below
SIZE: G (36' base)
MORALE: Fanatic (17 base)
XP VALUE: See below

Fang dragons are greedy, rapacious, and cunning creatures. Their bodies are armored with bony plates that rise into projecting spurs at limb joints and end in long, forked tails tipped with a pair of scythelike bone blades. They fly poorly, but can rise with a single clap of their wings to lunge forward. Their body plates are a mottled gray and brown, their wings are small but muscled, and their eyes tend to be glittering red or orange (other hues are known). Fang dragons' heads are adorned with many small horns or spikes.

Combat: These dragons have poor magical ability, but they have mastered physical combat. They rake with their claws and slash with their tails for damage, and have an 80% chance to knock down a medium- or smaller-sized victim. Those knocked aside must make a successful Strength check to avoid falling (saving throws for fragile carried items apply) and a successful Constitution check to avoid being stunned for the following round. Also, the victim of any successful claw attack must make a successful Dexterity check to avoid suffering 1d4 additional damage from the dragon's body spurs. These attacks are used to clear aside incidental foes and/or pin the main intended victim, whom the dragon then bites.

Fang dragons have excellent vocal control and are able to mimic human voices very effectively as well as use spell scrolls and verbally triggered magical items crafted by humans. They have four small, feeble underclaws that can carry treasure or wield rings, wands, rods, or weapons of dagger size or smaller. They can even perform spellcasting gestures.

Special Abilities: A fang dragon has no breath weapon, but its bite permanently drains hit points if the victim fails to save vs. breath weapon; drained hit points are *gained* by the dragon. (If the dragon is slain within two rounds per experience level of the drained victim, and the victim ingests or comes into skin contact with some of the dragon's gore or cranial fluids,



the stolen hit points are regained.) This dragon casts spells and uses magic at a level equal to 8 plus its combat modifier.

At birth, fang dragons can *detect magic* and *read magic*. They also save vs. all spells cast specifically at them with a +1 bonus. As they age, they gain the following additional powers: young—*shield* twice per day; juvenile—*dispel magic* once per day; adult—*spell turning* once per day; old—*telekinesis* twice per day; wyrm—*regenerate* (self only) 1 hp per four rounds.

Habitat/Society: Fang dragons prefer to seek food far from their lairs, which they typically wall up with huge boulders to keep out intruders in their absence. They speak snippets of many languages and will bargain to avoid hopeless or hard battles. They never attack others of their own kind, and they mate once every 60 years or so, parting after a single night.

Ecology: Fang dragons eat all manner of fresh meat, especially enjoying the flesh of intelligent mammals. Their fangs (powdered) and their cranial fluids are valued in the making of *swords +2*, *nine lives stealer* and similar magical items. Red and fang dragons have an instinctive dislike for each other.

Age	Body Lgt.	Tail Lgt.	AC	Bite Drain (hp)	Spells W or P	MR	XP Treasure	Value
1	3–6	3–6	4	2d4+1	Nil	Nil	Nil	1,400
2	6–12	6–12	3	4d4+2	Nil	Nil	Nil	2,000
3	12–20	12–22	2	6d4+3	Nil	Nil	Nil	3,000
4	20–32	22–36	1	8d4+4	Nil	10%	R	5,000
5	32–38	36–40	0	10d4+5	1	15%	R,S	7,000
6	38–42	40–44	-1	12d4+6	1/1	20%	R,S,T	8,000
7	42–46	44–48	-2	14d4+7	2/1	25%	Q,R,S,T	9,000
8	46–56	48–62	-3	16d4+8	2/2/1	30%	Q,R,S,T,U	11,000
9	56–62	62–68	-4	18d4+9	2/2/2	35%	A,B,S,T,Z	12,000
10	62–66	68–72	-5	20d4+10	2/2/2/1	40%	A,B,V×6,Z	13,000
11	66–68	72–76	-6	22d4+11	2/2/2/2	50%	A,B×2,V×8,Z	15,000
12	68–72	76–80	-7	24d4+12	2/2/2/2/1	70%	A,B×4,V×9,Z	16,000

Dragon, Electrum

CLIMATE/TERRAIN: Mountains or barrens
FREQUENCY: Rare
ORGANIZATION: Solitary

ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Exceptional (15-16)

TREASURE: See below
ALIGNMENT: Neutral good

NO. APPEARING: 1
ARMOR CLASS: 2 (base)
MOVEMENT: 12, Fl 24(C), Jp 2

HIT DICE: 9 (base)
THACO: 11 (base)
NO. OF ATTACKS: 3 plus special

DAMAGE/ATTACK: 1d4(x2)/3d8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below

MAGIC RESISTANCE: See below
SIZE: G (36' base)
MORALE: Fearless (19 base)
XP VALUE: See below



Electrum dragons are peaceful and philosophical in nature, but become deadly, alert, and deliberate fighters when aroused. They dwell alone in lairs of stone (abandoned buildings, mountains, caverns), but they often welcome visitors because they enjoy trading, bargaining, and philosophical debate. They hoard things of beauty rather than monetary wealth.

Combat: In battle, electrum dragons prefer to use their spells and breath weapon from a distance. They are wise generals, anticipating the strategies of foes. In melee they typically attack with two foreclaws and a bite. They can pounce from aloft to strike with all four claws, but they prefer to swoop and slash with their foreclaws as they pass, dragging their hindquarters and tail to buffet a foe for 2d6 points of battering damage.

An electrum dragon's breath weapon is a cone of unique gas, 40 feet long by 30 feet in diameter (5 feet across at the dragon's mouth). It causes enfeeblement (as the spell *ray of enfeeblement* for one turn and/or *confusion* (as the spell) for nine rounds (all victims save twice—once to avoid each effect).

An electrum dragon casts spells and uses magical abilities at a level equal to 10 plus its age category value. At birth they can *detect magic* and *read magic*. They also save vs. all spells cast specifically at them with a +1 bonus to the roll. As they age, they gain the following additional powers: young—*identify* by touch (no debilitating effects) at will; juvenile—*locate object* once per day; adult—*dispel magic* three times per day; old—*telekinesis* twice per day; wyrmling—*project image* once per day; and great wyrmling—*heal* (self or another, by touch) once per day.

Habitat/Society: Electrum dragons spend much time in thought, often perched on mountain peaks, as immobile as statues. They are curious and like to watch unnoticed the

activities of creatures that dwell around them. Much of their time is spent seeking out things of beauty or practicing magic (for they find beauty in the use of magic itself).

Electrum dragons mate about once per century, parting after a short time (typically spent trading spells and playfully darting and rolling about the sky together). A year after mating, the female produces 1d4 rubbery, foot-long eggs. She leaves them untended; the eggs are fertile 75% of the time and hatch 2d12 days after they are laid.

Ecology: Electrum dragons eat lichens, scrub bushes, and graze treetops for tender young leaves. They also eat all manner of fish, fowl, and meat, especially enjoying the flesh of wyverns and griffons.

Some electrums have invented new spells and have sold or given them to humans and elves. In some places, electrum dragons are worshiped by primitive tribes or respected as sages.

Age	Body Lgt.	Tail Lgt.	AC	Spells W or P	MR	Treasure	XP
1	3-6	3-6	5	Nil	Nil	Nil	2,000
2	6-12	6-12	4	Nil	Nil	Nil	3,000
3	12-20	12-22	3	Nil	Nil	Nil	4,000
4	20-32	22-36	2	1	10%	Q	7,000
5	32-38	36-42	1	1/1	15%	U	8,000
6	38-44	42-48	0	2/1/1	20%	Q,U	11,000
7	44-50	48-56	-1	2/2/2	25%	Qx2,Ux2	12,000
8	50-56	56-62	-2	3/2/2/1	30%	Qv3,Ux4	13,000
9	56-62	62-68	-3	3/3/2/2	35%	L,Qx3,Ux6,S	14,000
10	62-66	68-72	-4	3/3/3/2/1	40%	L,Qx4,Ux7,S,V	15,000
11	66-68	72-76	-5	3/3/3/2/2/1	50%	Lv2,Qx4,Ux8,S,V	16,000
12	68-72	76-80	-6	3/3/3/3/2/2/1	70%	Lx3,Qx5,Ux9,S,V	17,000

Dragon, Linnorm, Corpse Tearer

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius
TREASURE:	A×3, B×3, C, H×3, I
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	-10
MOVEMENT:	24 Fl 39(C), Sw 18, Br 18, Jp 18
HIT DICE:	28 (170 hp)
THACO:	-3
NO. OF ATTACKS:	3 plus special
DAMAGE/ATTACK:	3d12 (x2)/4d10/special
SPECIAL ATTACKS:	Spells, level drain, breath weapons
SPECIAL DEFENSES:	Spells, +1 weapon to hit
MAGIC RESISTANCE:	50%
SIZE:	G (330' long)
MORALE:	Fearless (19)
XP VALUE:	35,000



Corpse Tearer is the most hideous of the Norse dragons, and the most feared. This mottled-brown dragon lacks rear legs, but has long front ones that end in broken yet deadly claws. Its slime-covered scales are small and weathered; when at rest, it looks like a fallen, dead tree. The linnorm's head is ringed with matted brown and gray hair, and tufts of the hair appear at random intervals over its body, in places so matted that it resembles loose, rotting flesh. Despite its deathly appearance, Corpse Tearer is very much alive, moving and striking quickly.

This ancient creature has traveled greatly and is fluent in nearly all human and demihuman tongues. It also is able to converse with all linnorms and many evil, intelligent monsters.

Combat: Corpse Tearer enjoys combat, but isn't overly eager to fight. It watches foes carefully from a distance, noting their abilities and potential weaknesses, then enters combat by flying above and employing its paralyzing breath weapon, followed by its disease breath and spell-like abilities. If its adversaries survive the first onslaught, Corpse Tearer lands on the strongest ones, crushing them, and then fights with its energy-draining claws and powerful bite. Each successful claw attack drains one life level automatically from its victim.

If Corpse Tearer suffers more than 100 points of damage, it flies away if possible or uses its *dimension door* ability to escape.

Breath Weapon/Special Abilities: Corpse Tearer's paralyzing breath weapon is a cone 10 feet wide at the mouth, 300 feet long, and 50 feet wide at its apex. Gassed creatures with less than 4 HD are automatically paralyzed for 4d4 turns, but those with more than 4 HD are allowed a saving throw vs. breath weapon to avoid the effects. The disease breath is a cloud 100 feet long, 80 feet wide, and 80 feet thick, inflicting 8d12 + 12 points of damage (save for half damage allowed). Furthermore, victims are subjected to a magical disease that manifests

within 1d6 rounds, cutting a victim's Strength score in half. Then, every three turns, the Strength score is halved again, until the creature's Strength drops to 1. A *cure disease* spell stops the strength loss, but a *wish* or *limited wish* is needed to restore lost Strength points. Corpse Tearer can breathe twice, then requires two rounds before it can breathe again (no limit otherwise).

This linnorm has the following abilities, useable at will: *continual darkness 100' radius*, *feign death*, *fly*, *polymorph self*, *speak with dead*, and *water breathing*. It is able to use the following, once per day, at will: *animate dead*, *control undead*, *delude*, *dimension door*, *enervation*, *protection from good*, *spectral hand*, *vampiric touch*, and *wraithform*. Corpse Tearer uses all magical abilities at 15th level.

Habitat/Society: Corpse Tearer's lair is a vast chamber beneath an ancient burial cave, guarded by a pair of controlled vampires, the corpses of dead linnorms, and other undead. This lair is almost impossible to find, and the few who have found their way there are now helping to guard it. The cavern is dank, stinks of rotting flesh, and is filled with Corpse Tearer's considerable wealth—the linnorm is obsessed with garnering gems, magic, art objects, and coins, and it uses animated corpses to dig through graves and obtain more. Further, it raids communities and ships to gain treasure.

Corpse Tearer claims only its sepulcher lair as territory, willingly leaving the surface to other linnorms. Because it spends an extraordinary amount of time cataloguing its wealth, it rarely leaves its home.

Ecology: Corpse Tearer does not need sustenance in its lair. Outside, it can eat virtually anything, although it prefers rotting carcasses. This linnorm has no known predators, as those who hate it are wise enough to avoid it.

Dragon, Linnorm, Dread

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	High (13-14)
TREASURE:	See below
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	-4 (base)
MOVEMENT:	18, Sw 12
HIT DICE:	20 (base)
THACO:	1 (base)
NO. OF ATTACKS:	3 plus special
DAMAGE/ATTACK:	5d10 (x2)/6d10/special
SPECIAL ATTACKS:	Spells, breath weapons
SPECIAL DEFENSES:	Spells, +1 weapon to hit
MAGIC RESISTANCE:	See below
SIZE:	G (68' base length)
MORALE:	Fanatic (17-18)
XP VALUE:	See below



Dread linnorms, the only known two-headed Norse dragons, have an ability to wreak havoc on human settlements that is legendary. When they hatch, their small, glossy scales are black. As they age, the scales become duller and larger, shifting from black to gray at the linnorms' whim.

Dread linnorms speak their own tongue and communicate only with other Norse dragons.

Combat: Dread linnorms attack first with spells, then with their twin breath weapons, the left head breathing one round before the right (the heads alternate their attacks every round thereafter, until each head has breathed three times). Survivors are then attacked with further spells before the dragon slithers closer and uses its twin bites and tail slap. Some dreads may simply continue their assault from the air, using a *fly* spell.

Breath Weapon/Special Abilities: The right head of a dread breathes a magical cone of chilling wind that is 3 feet wide at the mouth, 120 feet long, and 60 feet wide at its terminus; this breath knocks victims back 2 feet per point of damage suffered. The left head of the dread breathes a cloud of hot dust 80 feet long, 50 feet wide, and 30 feet high. Creatures caught in either breath may attempt a saving throw for half damage.

Dreads are immune to all enchantment/charm spells. In addition, they gain the following abilities as they age: juvenile—*telekinesis* once per round; adult—*move earth* four times per day; old—*power word, stun* three times per day; venerable—*energy drain* (must make a successful bite attack); great wurm—*antipathy-sympathy* twice per day. They also cast wizard spells. All spells and magical abilities are used at a level equal to 8 plus the linnorm's combat modifier.

Habitat/Society: Dread linnorms live in desolate places, preferring deep, twisting caverns in which they set traps to confuse and kill trespassers. They share their lairs only when mating, once every 40-50 years. The parents remain together

until the eggs hatch, then go their separate ways, leaving the hatchlings to fend for themselves.

These rarest of linnorms inhabit any climate. They respect other linnorms and stay clear of their territories, but have no qualms about laying waste to human communities and making their lairs in the ravaged countryside.

While dreads accumulate vast wealth over the course of their long lives, they do not covet treasure and magic as do other dragons. To them, such things are merely incidental spoils they never bother to inventory; they keep treasure only out of instinct. Such riches are usually scattered throughout their lairs, in various mounds upon which they sometimes lie. Slaves and prisoners are never taken.

Ecology: Dreads seem to require little sustenance, but they enjoy wood seasoned by salt water and will attack ships to acquire that treat. Dreads at the juvenile stage and older have no known predators except perhaps brave giant bands. However, hatchlings and young are stalked by giants for food and trophies, and they are sometimes tracked by heroes.

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Wizard Spells	MR	Treasure Type	XP Value
1	3-24	3-24	-1	2d8+1	1	40%	1/2H,S	13,000
2	25-42	25-42	-2	4d8+2	2	45%	H,S	14,000
3	43-57	43-57	-3	6d8+3	3	50%	H,S	15,000
4	58-76	58-76	-4	8d8+4	3/1	55%	H,S	17,000
5	77-96	77-96	-5	10d8+5	3/2/1	60%	H,Sx2	18,000
6	97-107	97-107	-6	12d8+6	4/3/2	65%	H,Sx2	20,000
7	108-129	108-129	-7	14d8+7	5/3/3/1	70%	H,Sx2	21,000
8	130-156	130-156	-8	16d8+8	5/4/3/2	75%	H,Sx3	23,000
9	157-186	157-186	-9	18d8+9	6/4/4/3	80%	H,Sx3	24,000
10	187-217	187-217	-10	20d8+10	6/4/4/4/1	85%	H,Sx3	26,000
11	218-237	218-237	-11	22d8+11	7/5/4/4/2	90%	H,Sx4	27,000
12	238-265	238-265	-12	24d8+12	7/5/5/4/3	95%	H,Sx4	28,000

Dragon, Linnorm, Flame

CLIMATE/TERRAIN: Any land
 FREQUENCY: Very rare
 ORGANIZATION: Solitary

ACTIVITY CYCLE: Any
 DIET: Special
 INTELLIGENCE: Exceptional (15–16)

TREASURE: See below
 ALIGNMENT: Neutral evil

NO. APPEARING: 1
 ARMOR CLASS: –4 (base)
 MOVEMENT: 24, Fl 39(B)

HIT DICE: 20 (base)
 THAC0: 1 (base)
 NO. OF ATTACKS: 3 plus special

DAMAGE/ATTACK: 3d6 (x2)/3d10
 SPECIAL ATTACKS: Spells, breath weapon
 SPECIAL DEFENSES: See below

MAGIC RESISTANCE: See below
 SIZE: G (40' base length)
 MORALE: Fanatic (17–18)
 XP VALUE: See below



Flame linnorms, the most beautiful of the Norse dragons and perhaps the most rare, live to bend others to their will and to accumulate wealth.

The scales of a hatchling are black, but they fade to a soft, dull gray by the juvenile stage (when the flame is often confused with gray linnorms.) The scales become vibrant, glowing orange in the young adult, and pure scarlet in the wyrm. Adult and older linnorms appear as masses of fire when they walk, and great wyrms are said to look like fireballs.

Flames speak their own language and can communicate with all other Norse dragons. Very young linnorms have a 20% chance to pick up human tongues, and the percentage chance increases 10% per age category.

Combat: In combat a flame linnorm prefers to attack from above, almost always striking first with spells, hoping to take down its targets without damaging any valuables. It continues if necessary with its breath weapons and magical fire abilities, fighting with claws and bite only if it has no other choice.

Breath Weapon/Special Abilities: A flame linnorm has two breath weapons, inflicting equal damage. One is a cloud of hot ashes 90 feet long, 70 feet wide, and 40 feet deep. The other is a 5-foot-wide, 110-foot-long stream of flame. The linnorm wields magic abilities at 9th level plus its combat modifier.

All flames are immune to nonmagical fire. As they age, they gain other abilities: very young—immunity to magical fire, plus *heat metal* (three times per day); juvenile—*pyrotechnics* and *produce fire* (each three times per day); adult—*fireball* (every three rounds); old—*fire charm* and *fire trap* (each three times per day); venerable—*flame strike* and *wall of fire* (each twice per day); great wyrm—*fire seeds* and *firestorm* (each once per day).

Habitat/Society: Flame linnorms attack nonintelligent creatures only for food. They are loners, making their homes in

deep caverns that accommodate their huge forms and even larger piles of treasure. They don't hate other linnorms, but they choose to isolate themselves, not wanting to risk the theft of their cherished wealth. They regularly inventory their hoard, and magical treasures are especially prized—they spend long hours trying to discover what those items do. Flame linnorms use their magical items in battle or to enslave humans and demihumans, who help the linnorm acquire yet more treasure. Flames memorize every inch of their territory and guard it zealously. Also, there's a 25% chance for a flame linnorm of venerable or greater age to have 1d4 fire elementals guarding its lair. Sages are uncertain whether the elementals are summoned by magic or whether they willingly serve the linnorm in exchange for treasure.

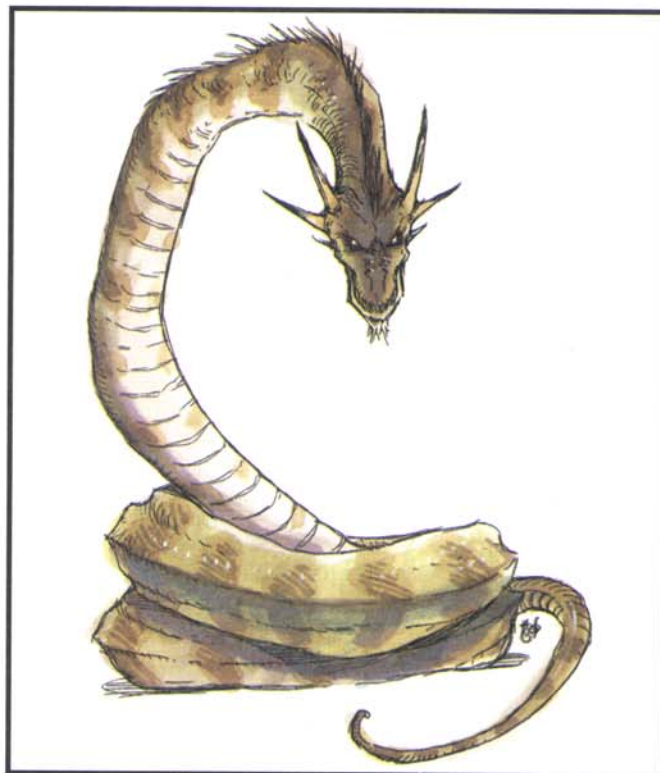
Flame linnorms mate every 30 years, then separate. The female is left to lay eggs on her own, and she abandons the young as soon as they hatch.

Ecology: Flame linnorms eat herd animals, trees, and the very earth. However, their favorite food is any object on fire. These creatures sometimes set sections of forest ablaze just to dine.

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Wizard Spells	MR	Treasure Type	XP Value
1	3–24	3–24	–1	2d8+1	1	40%	½E	14,000
2	25–42	25–42	–2	4d8+2	2	45%	E	18,000
3	43–57	43–57	–3	6d8+3	3	50%	E,G	21,000
4	58–76	58–76	–4	8d8+4	3/1	55%	E,G	22,000
5	77–96	77–96	–5	10d8+5	3/2/1	60%	E,G,H	24,000
6	97–107	97–107	–6	12d8+6	4/3/2	65%	E,G,H,I	25,000
7	108–129	108–129	–7	14d8+7	5/3/3/1	70%	E,G,H,I,x2	26,000
8	130–156	130–156	–8	16d8+8	5/4/3/2	75%	E,G,H,I,x2	27,000
9	157–186	157–186	–9	18d8+9	6/4/4/3	80%	E,G,H,I,x2	28,000
10	187–217	187–217	–10	20d8+10	6/4/4/4/1	85%	E,G,H,I,x3	29,000
11	218–237	218–237	–11	22d8+11	7/5/4/4/2	90%	E,G,H,I,x3	30,000
12	238–265	238–265	–12	24d8+12	7/5/5/4/3	95%	E,G,H,I,x3	31,000

Dragon, Linnorm, Forest

CLIMATE/TERRAIN:	Any nonarctic forest
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Average (8-10)
TREASURE:	See below
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	1 (base)
MOVEMENT:	24, Sw 12
HIT DICE:	11 (base)
THACO:	9 (base)
NO. OF ATTACKS:	1 + special
DAMAGE/ATTACK:	2d8/special
SPECIAL ATTACKS:	Spells, breath weapon, surprise
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	See below
SIZE:	H-G (21' base length)
MORALE:	Champion (15-16)
XP VALUE:	See below



A forest linnorm resembles a huge, grotesque snake more than a dragon. Its body is a mottled green and brown that masks its form in forest undergrowth. This linnorm possesses a great ego, a natural cunning, and unending cruelty. It considers no creature above it and hates all beings possessing more than animal intelligence, especially "beautiful" creatures.

At birth, a forest linnorm could be easily confused with a large green lizard, as it has four legs and a thin, whiplike tail. As the creature matures, its legs atrophy, disappearing by young adulthood. Brown splotches appear on its body, its scales become larger and thicker, and its head widens.

Forest linnorms speak the languages of all animals in addition to their own, but can't converse with humans.

Combat: Forest linnorms trap prey by mimicking the sounds of injured animals (imposing a +2 bonus upon surprise rolls), and older specimens use illusions to further deceive. Their prized targets are humans, as they find those people beautiful and therefore objects to be injured, punished, and slain. Forests use their breath weapons to weaken victims before physically attacking. They tend to fight to the death, viewing no opponent as too strong or dangerous.

Breath Weapon/Special Abilities: This breath weapon is a 1-foot-wide gout of heavy, acidic liquid extending in a straight line 6 feet per age category. The liquid inflicts damage and acts as a *wither* spell upon a randomly selected limb (no save).

Forest linnorms cast spells and use their magical abilities at a level of ability equal to 5 plus their combat modifier. They are limited to learning only illusion/phantasm spells.

Forest linnorms are born with a constant *invisibility to animals* power. At the young stage they can *warp wood*, at young adulthood they can cause *plant growth*, at mature adulthood they can cause *spike growth*, at very old stage they can use *sticks to snakes*, and wyrms can *pass plant*. Except for *invisibility to animals*, each ability is usable three times per day.

Habitat/Society: Forest linnorms jealously maintain a 100-square-mile territory, tolerating others only when they mate. When offspring are born, the male returns to its own territory, and the mother forces the young to leave her territory when they pass from the hatchling stage.

These monsters make their lairs in densely overgrown forests, wrapping their bodies about trees and bushes, becoming virtually undistinguishable from roots and trunks. They prefer temperate weather, but can stand great extremes.

Forests usually store their treasure in hollow tree trunks. They prize gems and jewelry, but only so they can break them later. It's rare to find intact objects in a forest linnorm's cache, although there is usually plenty of gold and silver.

Ecology: While forest linnorms are omnivorous, they prefer the flesh of what they consider attractive creatures such as stags, eagles, swans, humans, and demihumans. The linnorms' natural enemies are giants, who hunt them for food and their hides. Human heroes are also the bane of forest linnorms.

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Wizard Spells	MR	Treasure Type	XP Value
1	1-4	4-14	4	1d4+1	Nil	Nil	Nil	1,400
2	5-10	15-24	3	2d4+2	Nil	Nil	Nil	2,000
3	11-18	25-40	2	3d4+3	Nil	Nil	Nil	5,000
4	19-26	41-56	1	4d4+4	1	15%	½E	9,000
5	27-34	57-70	0	5d4+5	2	20%	E	11,000
6	35-42	71-86	-1	6d4+6	3	25%	E	14,000
7	43-50	87-100	-2	7d4+7	4	30%	E	17,000
8	51-58	101-114	-3	8d4+8	4/1	35%	E×2	18,000
9	59-64	115-128	-4	9d4+9	4/2	40%	E×2	19,000
10	65-72	129-152	-5	10d4+10	4/3	45%	E×2	21,000
11	73-80	153-166	-6	11d4+11	4/4	50%	E×3	22,000
12	81-88	167-180	-7	12d4+12	4/4/1	55%	E×3	23,000

Dragon, Linnorm, Frost

CLIMATE/TERRAIN: Arctic or subarctic land
FREQUENCY: Very rare
ORGANIZATION: Family

ACTIVITY CYCLE: Any
DIET: Special
INTELLIGENCE: Genius (17–18)

TREASURE: See below
ALIGNMENT: Neutral evil

NO. APPEARING: 1d8
ARMOR CLASS: –4 (base)
MOVEMENT: 12, Sw 18

HIT DICE: 15 (base)
THACO: 5 (base)
NO. OF ATTACKS: 2 plus special

DAMAGE/ATTACK: 3d10/4d10/special
SPECIAL ATTACKS: Spells, breath weapon
SPECIAL DEFENSES: Spells

MAGIC RESISTANCE: See below
SIZE: G (48' base length)
MORALE: Elite (13–14)
XP VALUE: See below

Frost linnorms are perhaps the most territorial of all Norse dragons, never resting until all other intelligent creatures within their domains are destroyed.

At birth, frosts appear to have fur, but small pearly scales appear by the time they pass the hatchling stage. Eventually the scales become thicker and sharp like jagged ice, ever shifting in hue from white to pale blue to transparent, blending with the environment. Frosts have small forelegs with manipulative claws, though they are too weak for combat.

These creatures speak their own language and those of other Norse dragons. Hatchlings have a 25% chance to magically communicate with any creature with an Intelligence of 2 or higher, and that chance increases by 15% per age category.

Combat: Frosts spend months plotting against enemies, playing out battles in their minds until all strategies are worked out. They like to attack in the winter and play upon victims' weaknesses, always using breath weapons, runes (see the *Viking Campaign Sourcebook*, TSR stock #9322), and magical items and abilities before fighting with a bite and tail slap. They often attempt to confront their foes on ice, as they never lose their balance, timing, or orientation on slippery terrain.

Breath Weapon/Special Abilities: The frost's breath weapon is a cloud of ice particles 80 feet long, 60 feet wide, and 40 feet high (save for half damage). They are immune to natural and magical cold, and gain the following abilities as they age, each usable at will, three times a day: young adult—*audible glamor, meld into ice*; adult—*phantasmal force, ice shape*; mature adult—*improved phantasmal force, control temperature 40' radius*; old—*spectral force, transmute rock to ice*; very old—*heal*; venerable—*advanced illusion, transport via ice*; wyrm—*transmute wood to ice*; great wyrm—*programmed illusion, transmute metal to ice*. (Ice spells are variants of those found in the *PHB*.) All magic is wielded at a level equal to 7 plus the dragon's combat modifier. They are always successful casting rune spells.



tat/Society: Frost linnorms are found in frigid climes, ranging from the poles in winter months to devastate and plunder human settlements. Older linnorms use their magical abilities to transform their territories into ice and shape them into elaborate, reflective lairs.

Frosts are familial and keep their young close until they reach adulthood. Offspring are frequently included in the complex battle plans conceived by the eldest dragon. The smaller the number of frost linnorms encountered, the older they will tend to be; solitary frosts are always venerable or older, their mates dead and their offspring long gone.

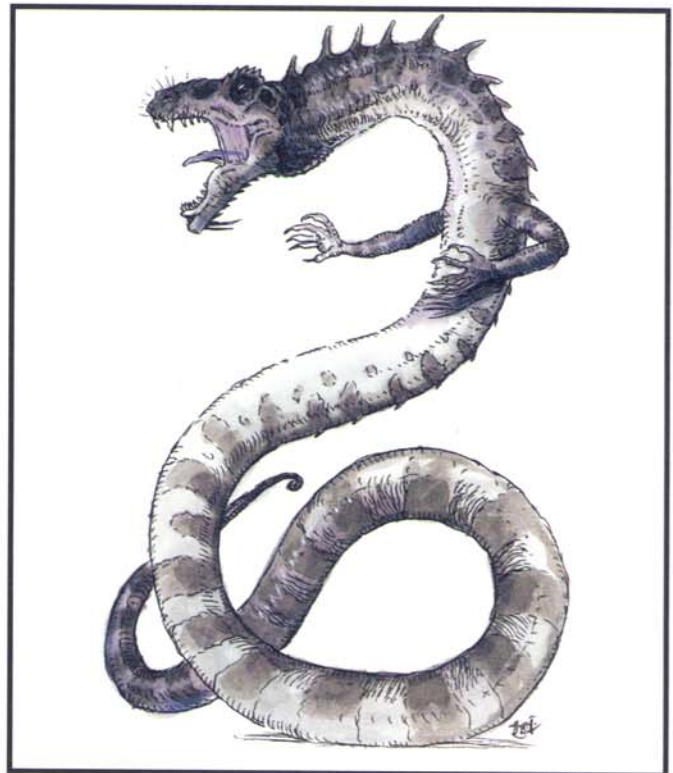
Frost linnorms bury treasure within their lairs, usually beneath sheets of ice. They value gems, jewelry, coins, and especially art. Some objects are considered so beautiful that they place them about the lair where they can be admired.

Ecology: Frost linnorms require little sustenance and don't eat creatures they kill. Sages believe they gain nourishment from inhaling frigid winds.

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Rune Spells	MR	Treasure Type	XP Value
1	1–12	3–12	–1	1d10+1	Nil	10%	Z	6,000
2	13–23	13–21	–2	3d10+2	Nil	15%	ZX2	8,000
3	24–42	22–30	–3	5d10+3	Nil	20%	ZX3	9,000
4	43–61	31–49	–4	7d10+4	1	25%	ZX4	11,000
5	62–80	50–68	–5	9d10+5	1	30%	ZX5	12,000
6	81–99	69–87	–6	11d10+6	2	35%	ZX6	13,000
7	100–118	88–106	–7	13d10+7	2	40%	ZX7	14,000
8	119–137	107–125	–8	15d10+8	3	45%	ZX8	16,000
9	138–156	126–144	–9	17d10+9	3	50%	ZX9	17,000
10	157–165	145–153	–10	19d10+10	4	55%	ZX10	18,000
11	166–174	154–162	–11	21d10+11	4	60%	ZX11	19,000
12	175–183	163–171	–12	23d10+12	5	65%	ZX12	21,000

Dragon, Linnorm, Gray

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	See below
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	-1 (base)
MOVEMENT:	12, Fl 36(C), Sw 12
HIT DICE:	13 (base)
THACO:	7 (base)
NO. OF ATTACKS:	4 plus special
DAMAGE/ATTACK:	4d6 (x2)/4d10/2d6
SPECIAL ATTACKS:	Spells, poisonous tail, breath weapon
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	See below
SIZE:	H-G (18' base length)
MORALE:	Fearless (19-20)
XP VALUE:	See below



Gray linnorms are ruthless and revel in harming intelligent creatures. They have the smallest bodies of all Norse dragons, but have long, whiplike tails which they employ in combat.

At birth a gray linnorm has shiny black scales so small they appear to be smooth skin. They grow larger and thicker until the dragon reaches juvenile stage, when their color begins to fade. By mature adulthood the scales are the color of lead. The gray can make them appear shinier or duller by concentrating.

Gray linnorms speak their own language and can talk with other Norse dragons. A hatchling has a 40% chance of being able to speak with any other intelligent creature, and the chance to do so increases at a rate of 15% per age category.

Combat: A gray linnorm spends little time plotting attacks. Further, it doesn't attempt to kill from a distance; rather, the gray relishes killing with its two foreclaws, its bite, and its whiplike tail. An especially malicious gray captures victims and toys with them before eventually finishing them. Grays (adult and older) often use *shape change* to appear as different types of linnorms, attempting to blame others for their attacks.

Breath Weapon/Special Abilities: The gray's breath weapon is a jet of black slime 3 feet wide and 60 feet long. It is a caustic substance that corrodes metal in 3d4 rounds unless it's washed off; the metal is allowed a save vs. acid to avoid this effect (magical bonuses apply). The tail of a gray oozes type B poison: Those struck by it suffer 2d6 damage, plus 20 points from the venom (unless they successfully save vs. poison).

Grays gain abilities as they age: very young—*protection from normal missiles* (constant); juvenile—*contagion* (3/day); adult—*shape change* (at will, 3/day); old—*wraithform* (3/day); venerable—*distance distortion* (3/day); great wurm—*sink* (2/day). Their spells come from the spheres of All, Charm, Elemental, Protection, and Weather. A gray uses magic at a level equal to 7 plus its combat modifier.

Habitat/Society: Gray linnorms are found on high places, considering their territory to be everything within line of sight. Their lairs are tunnels into hillsides, the entrances of which are carefully concealed and trapped.

Grays mate every 20-30 years. The parents stay with their offspring until they reach the young stage, at which time the parents separate, meeting again in 20-30 years. They are solitary creatures, but they may join forces with other grays to stage raids. They immediately attack any intelligent creature encroaching upon their territories, fearing the creature might be after their wealth, but they especially hate frost linnorms. While grays collect almost anything (including cloth, furniture, and ship gear), they are especially fond of coins of all types.

Ecology: Gray linnorms can digest nearly anything, but have a taste for cattle and sheep, so they are a terror to farmers. They have no natural predators, but they are sometimes hunted by adventurers, who use their scales for armor and their poison and other body parts in potions and spell components.

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Priest Spells	MR	Treasure Type	XP Value
1	1-4	4-10	2	4d4+1	1	10%	C	7,000
2	5-9	11-20	1	6d4+2	1/1	15%	C	9,000
3	10-15	21-32	0	8d4+3	1/1/1	20%	C,E	10,000
4	16-25	33-52	-1	10d4+4	2/1/1	25%	C,E	11,000
5	26-35	53-73	-2	12d4+5	2/2/1	30%	C,E,x	13,000
6	36-47	74-96	-3	14d4+6	2/2/2/1	35%	C,E,x2	15,000
7	48-59	97-121	-4	16d4+7	3/2/2/2	40%	C,E,F,x2	16,000
8	60-72	122-150	-5	18d4+8	3/3/2/2/1	45%	C,E,F,x2	17,000
9	73-87	151-178	-6	20d4+9	3/3/3/2/1	50%	C,E,F,x3	18,000
10	88-116	179-235	-7	22d4+10	3/3/3/3/2	55%	C,E,F,x3	20,000
11	117-136	236-277	-8	24d4+11	4/3/3/3/3	60%	C,E,F,x4	21,000
12	137-157	278-325	-9	26d4+12	4/4/3/3/3/1	65%	C,E,F,x4	22,000

Dragon, Linnorm, Land

CLIMATE/TERRAIN:	Any nonarctic land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	See below
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	–1 (base)
MOVEMENT:	18, Sw 12, Br 12
HIT DICE:	13 (base)
THACO:	7 (base)
NO. OF ATTACKS:	4 plus special
DAMAGE/ATTACK:	1d10 (x2)/3d10/2d10/see below
SPECIAL ATTACKS:	Spells, breath weapon
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	See below
SIZE:	G (48' base length)
MORALE:	Fanatic (17–18)
XP VALUE:	See below



Land linnorms are driven solely by greed, and they enjoy twisting humans and the land to their own corrupt desires.

Land linnorms have four legs, and the forelimbs are useful in combat. The scales of hatchlings are small, green, and glisten like gems. As the linnorms age, their scales enlarge, lose their luster, and begin to change at the individual's whim, from various shades of greens to browns to grays.

Lands speak their own language and those of Norse dragons. Further, there is a 10% chance that a hatchling can magically speak with all intelligent creatures, and that chance increases 10% per age category.

Combat: Land linnorms are cautious, sizing up their intended victims before engaging them in combat. They sometimes follow a target for days, in human or animal form if the linnorm is old enough to polymorph, studying the target's strengths and weaknesses before attacking. They usually begin an assault with their breath and spells before closing to attack with claws, a bite, and a tail slap. Lands use physical attacks only if they're certain they can beat their victims, abandoning targets that seem too dangerous.

Breath Weapon/Special Abilities: This dragon's breath weapon is a blast of heat 120 feet long, 5 feet wide at the mouth and 40 feet wide at its terminus; those caught within the cone may attempt to save vs. breath weapon for half damage. The searing heat instantly fatigues victims, even if the save succeeds, and Strength scores are reduced by half (round down). Land linnorms' runes, selected at random from the *Viking Campaign Sourcebook* (TSR stock #9322), are always cast successfully.

Lands are born able to cast *transmute rock to mud* and its reverse once per day each. They gain other powers as they age, each usable three times per day: young—*invisibility*; young adult—*dig*; mature adult—*polymorph self*; very old—*stone shape*; wrym—*conjure earth elemental*; great wrym—*earthquake*.

Habitat/Society: These dragons prefer hilly terrain near human settlements, where they can perch and note the passage of any wealth. They lair in caves; older linnorms use their *stone shape* ability to fashion their own homes, complete with traps.

Land linnorms join only to mate, separating after the offspring pass hatchling stage. However, some land linnorms have been reported to join forces to attack adversaries too strong for a single linnorm to face. Such alliances are brief, ending after the division of the spoils.

Lands loathe humans and demihumans, for they are jealous of creatures who accumulate the treasure they love. However, a few of them have been known to capture humans with magic skills, forcing the prisoners to instruct them or reveal treasures. In rare cases a land dragon has formed a long-term relationship with a "lesser being," receiving magic training and material wealth in exchange for the human's continued life.

Ecology: Land linnorms can even eat stones, but they prefer flesh. They have no natural enemies. Abandoned young are often preyed upon by adventurers, giants, and other monsters.

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Rune Spells	MR	Treasure Type	XP Value
1	1–12	3–12	2	1d12+1	Nil	10%	Nil	8,000
2	13–23	13–21	1	3d12+2	1	15%	A	12,000
3	24–42	22–30	0	5d12+3	2	20%	A	17,000
4	43–61	31–49	–1	7d12+4	3	25%	A,B	18,000
5	62–80	50–68	–2	9d12+5	4	30%	A,B	19,000
6	81–99	69–87	–3	11d12+6	5	35%	A,Bx2	21,000
7	100–118	88–106	–4	13d12+7	6	40%	A,Bx2	22,000
8	119–137	107–125	–5	15d12+8	7	45%	A,Bx3	23,000
9	138–156	126–144	–6	17d12+9	8	50%	A,Bx3	24,000
10	157–165	145–153	–7	19d12+10	9	55%	A,B,Cx3	25,000
11	166–174	154–162	–8	21d12+11	10	60%	A,B,Cx3	28,000
12	175–183	163–171	–9	23d12+12	11	65%	A,B,Cx3	31,000

Dragon, Linnorm, Midgard

CLIMATE/TERRAIN:	Deep ocean/any
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Supra-genius (20)
TREASURE:	S,T,U,V,W,X (all x5)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	-12
MOVEMENT:	18, Sw 39
HIT DICE:	25 (200 hp)
THACO:	2
NO. OF ATTACKS:	4 plus special
DAMAGE/ATTACK:	3d10 (x2)/2d12/4d10/special
SPECIAL ATTACKS:	Spells, breath, constriction
SPECIAL DEFENSES:	Spells, +2 weapon to hit
MAGIC RESISTANCE:	70%
SIZE:	G (500' long)
MORALE:	Fearless (19)
XP VALUE:	31,000



The Midgard linnorm may be the sole offspring of the Midgard Serpent, child of Loki—sages believe (and hope) there is only one. This great wingless serpent may be as immortal as its sire.

The linnorm's body is covered with blue, green, and silver scales that glisten like opals. Its head, filled with a double row of pale-blue teeth, stretches 50 feet wide and twice that long. Its emerald-green, lidless and pupil-less eyes are round and mirror whatever looks into them. The head is topped with a ridge of coarse, midnight blue hair that extends partway down its massive neck, where it becomes a lighter-blue spinal ruff that runs to the tip of the barbed tail. The creature's rear legs are stumpy for its massive form, appearing too weak to support it; its longer front legs end in razor-sharp claws.

The Midgard linnorm speaks the languages of all Norse dragons and can telepathically communicate with all other intelligent creatures as well.

Combat: Despite its malicious nature, the Midgard avoids battle, considering combat beneath it. It prefers to meddle in the affairs of other creatures through its magic, keeping its distance yet maintaining control of the situation. The dragon relies upon guards to fight for it, but if a threat menaces, it uses its deadly breath and spells. The Midgard attacks with its claws, bite, and tail slap only if necessary.

Breath Weapon/Special Abilities: The Midgard possesses three breath weapons. The first is a spray of boiling water 10 feet wide and 200 feet long. Struck creatures with fewer than 4 HD drown unless they can breathe water; creatures of 5–7 HD drown if they fail to save (those with more than 7 HD aren't subject to drowning). All victims suffer 20d20 + 12 points of damage (save for half) and are thrust back 100 feet. The second breath weapon is a cloud of dust 200 feet long, 80 feet wide, and 60 feet deep that inflicts 16d20 + 12 damage (save for half). Those who fail to save are affected as if subjected to *dust of*

sneezing and choking. The third breath weapon is a cone of wind 20 feet wide at the mouth, 200 feet long, and 50 feet wide at the base, inflicting 12d20 + 12 damage (save for half) and pushing victims back 200 feet. The dragon can breathe every other round, as often as it likes. Victims of any breath attack save with a -3 penalty due to this creature's power.

This dragon can constrict creatures with its tail, inflicting 20 points of damage per round; a successful bend bars roll at half-normal chance is needed to wriggle free. The linnorm has the following abilities, useable at will: *create water*, *ESP*, *protection from fire*, *telepathy*, and *water breathing*. It can perform at will, once per day: *airy water*, *charm person*, *charm monster*, *death fog*, *detect invisibility*, *hypnotic pattern*, *improved invisibility*, *power word blind*, *power word stun*, *raise water*, *shape change*, *solid fog*, *telekinesis*, *teleport without error*, *veil*, *wall of fog*, *whispering wind*, *wizard eye*. It uses magic at 14th level.

Habitat/Society: The Midgard lives at the bottom of the ocean, considering the company of others inconsequential. Its lair is a huge, dark underwater sea cave guarded by four venerable sea linnorms (q.v.) with maximum hit points. The creature stores its wealth within the deepest chambers. Discarding coins and gems, the dragon primarily keeps magical treasure, which it wields when venturing out of its lair. Also in the lair are remnants of visits to the surface: prows of ships, statues from villages, large shields, and other trinkets.

This dragon considers the sea floor its domain and is quick to dispatch any creature that claims territory in its presence.

Ecology: The Midgard requires little sustenance, dining once every 40 or 50 years upon vast amounts of sea foam—and anything floating on it. It has no known predators, but many enemies in human and demihuman communities. All other linnorms bow to the Midgard.

Dragon, Linnorm, Rain

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Average (8–10)
TREASURE:	See below
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	3 (base)
MOVEMENT:	18, Fl 39(B), Sw 9
HIT DICE:	10 (base)
THAC0:	11 (base)
NO. OF ATTACKS:	3 plus special
DAMAGE/ATTACK:	1d12 (x2)/3d10/see below
SPECIAL ATTACKS:	Spells, breath weapon
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	H–G (20' base length)
MORALE:	Fanatic (17–18)
XP VALUE:	See below

Rain linnorms are quite vain, to the point of demanding credit for their atrocities. The more heinous the act, the more powerful the rain linnorm feels. Rain linnorms desire more treasure than other dragons could possibly accumulate.

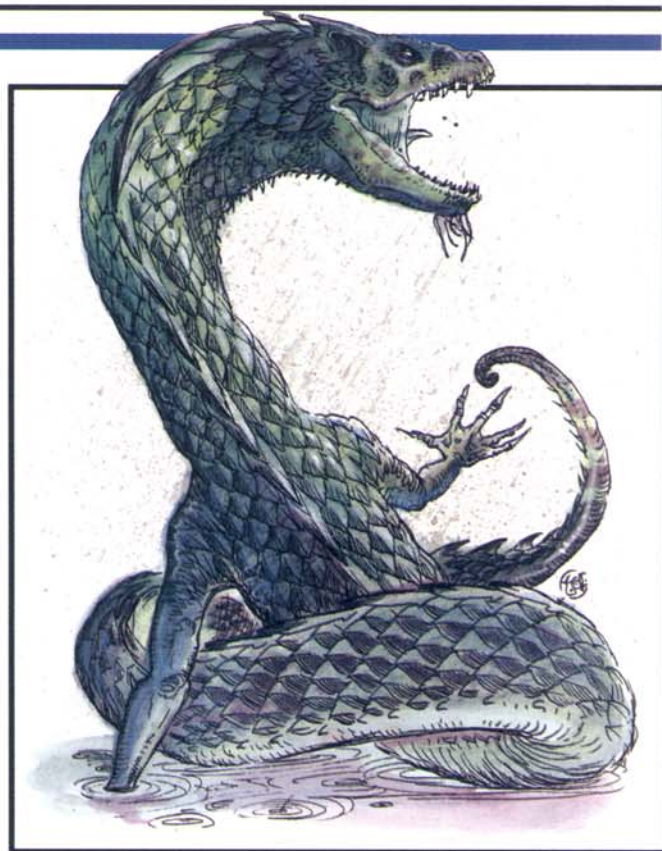
Hatchling rain linnorms' teardrop-shaped scales are shiny and white. As they age, the scales grow larger and thicker, and turn gray, blue, green, or white at the creature's whim.

Rains speak their own language and can communicate with other Norse dragons, though they rarely lower themselves to do so. A hatchling has a 5% chance to communicate with all other animals, and that chance increases 5% per age category.

Combat: Young and juvenile rains are quick to rush into battle for treasure, attacking first with breath weapons and magical abilities. (A favorite stratagem of juveniles is to *call lightning*.) However, if a target appears nonthreatening, the linnorm fights with claws and bite, hoping to leave valuables intact. Adult and older ones hate to sully their claws, so they always attack first with spells, then assault their targets with breath weapons.

Breath Weapon/Special Abilities: The rain linnorm's breath is a stream of boiling water 3 feet wide and 90 feet long (saving throw for half damage applies). A rain linnorm casts spells at a level equal to 8 plus the dragon's combat modifier.

Rains are born invulnerable to electrical attack, and they gain abilities as they age: very young—*create food and water* (twice per day); young—*plant growth and entangle* (three times per day each); juvenile—*call lightning* (twice per day); young adult—*lightning bolt* (twice per day) and *water breathing* (at will); adult—*control winds* (twice per day); mature adult—*moonbeam* and *rainbow* (each three times per day); old—immune to missile weapons, and *transmute dust to water* (three times per day); very old—immune to nonmagical blunt weapons, and *weather summoning* (twice per day); venerable—immune to nonmagical edged weapons, and *conjure water ele-*



wym—regenerate 10 hp/round and *control weather* (once per day); great wylm—regenerate 20 hp/round and *wind walk* (once per day).

Habitat/Society: Rain linnorms live on hills, where they can be comfortably buffeted by wind and rain. Their lairs within the hills have treasure hidden inside many chambers. A rain stays in its lair only when the weather is pleasant. Wylms and great wylms have been known to control the weather when the land has been too long without inclement weather.

Rain linnorms consider all others beneath them, and therefore improper company. Indeed, the only time more than one is encountered is when a pair has mated—they separate when the eggs hatch, abandoning the young.

Rains attempt to kill all intelligent creatures that come too near their lairs. If one believes the location of its lair is known, it will painstakingly move its treasure to a new lair.

Ecology: Rain linnorms subsist on almost anything, but their favorite food is lightning bolts. They have no known predators except adventurers.

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Wizard Spells	MR	Treasure Type	XP Value
1	1–4	1–8	6	3d6+1	Nil	Nil	½B	2,000
2	5–10	9–20	5	5d6+2	Nil	Nil	B	7,000
3	11–17	21–34	4	7d6+3	Nil	Nil	B	10,000
4	18–24	35–48	3	9d6+4	Nil	Nil	Bx2	11,000
5	25–32	49–64	2	11d6+5	Nil	Nil	Bx2	12,000
6	33–41	65–82	1	13d6+6	Nil	Nil	B,Zx2	13,000
7	42–51	83–102	0	15d6+7	Nil	Nil	C,Zx3	14,000
8	52–62	103–106	-1	17d6+8	1	25%	C,Zx3	18,000
9	63–75	107–109	-2	19d6+9	2/1	35%	C,Zx4	20,000
10	76–91	110–112	-3	21d6+10	3/2	45%	D,Zx4	22,000
11	92–108	113–115	-4	23d6+11	4/3	55%	D,Zx5	24,000
12	109–130	116–118	-5	25d6+12	5/4	65%	E,Zx5	25,000

Dragon, Linnorm, Sea

CLIMATE/TERRAIN:	Any fresh or salt water
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Exceptional
TREASURE:	See below
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	-2 (base)
MOVEMENT:	9, Sw 24
HIT DICE:	13 (base)
THACO:	7 (base)
NO. OF ATTACKS:	2 plus special
DAMAGE/ATTACK:	3d10/2d10 plus special
SPECIAL ATTACKS:	Spells, breath weapon, capsize ships, surprise
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	See below
SIZE:	G (48' base length)
MORALE:	Fanatic (17-18)
XP VALUE:	See below



Sea linnorms are cold and vicious, viewing land dwellers as a threat to all marine life.

The sea hatchling is nearly translucent, but its scales become pearly and thick as it ages. From the young stage, this linnorm can shift its color like a chameleon.

Sea linnorms speak their own language, can communicate with all sea life, and have a 5% chance per age category to learn how to speak any human or demihuman language.

Combat: This dragon (young and older) comes up beneath ships and capsizes them—the ship makes a seaworthiness check (see the *DMG*), and a modifier equaling the linnorm's combat modifier times 5 is subtracted from the roll. Hence, a Viking longship attacked by an old linnorm has a $(60 - [8 \times 5] =)$ 20% chance to avoid capsizing. Seas use breath weapons, spells, and special abilities to kill any survivors, attacking with their bites and long, barbed tails only if necessary.

To attack humans on land, the linnorm slithers out of the sea by night and uses spells, magical abilities, and its breath weapon on structures and ships. It then attacks survivors with its breath weapon, biting, and tail slaps. Seriously wounded sea linnorms retreat to the sea and plot revenge.

Breath Weapon/Special Abilities: Sea linnorm breath is a cloud of caustic acid droplets 60 feet long, 60 feet wide, and 30 feet high (saving throw for half damage applies). This weapon cannot be employed underwater. A sea linnorm casts spells at a level equal to 8 plus its combat modifier. Spells come from the spheres of Animal, Elemental, and Weather.

Sea linnorms gain the following abilities as they age, each useable twice per day: very young—*wall of fog*; young—*fog cloud*; juvenile—*gust of wind*; young adult—*solid fog*; adult—*airy water*; mature adult—*death fog*; old—*raise water*; very old—*part water*; venerable—*transmute dust to water*; wyrms—*reverse gravity*; great wyrms—*shape change*.

The linnorm's ability to change the color of its scales at will gives it a chance equal to its magic resistance to remain unseen, and it imposes a +4 modifier upon surprise rolls.

Habitat/Society: Sea linnorms are found in cool waters. While they can maneuver equally well above or below the waves, they spend most of their days underwater, surfacing only to attack humans and demihumans. The lair of a sea linnorm is always deep underwater, usually in multichambered caves. Sea linnorms of mature adult and older stages frequently have 1d4 giant squid, 1d4 giant sea turtles, or a kraken guarding their lairs. The linnorms hide treasure in the recesses of these caves, hoarding gold, silver, and especially gems, jewelry, and objects of art. Such lairs are also likely to contain spoils of battle: anchors, sails, and other parts of boats or docks.

Ecology: Sea linnorms require little food. As herbivores, they eat primarily sea plants and are especially fond of dried seaweed, gathering it and placing it on rocky shores, then waiting for it to become its tastiest in the afternoon sun.

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Priest Spells	MR	Treasure Type	XP Value
1	1-12	12-32	1	2d10+1	Nil	15%	Nil	5,000
2	13-23	33-43	0	4d10+2	1	20%	½D	11,000
3	24-42	44-62	-1	6d10+3	2	25%	½D	15,000
4	43-61	63-81	-2	8d10+4	2/1	30%	D	16,000
5	62-80	82-100	-3	10d10+5	2/1/1	35%	D,A	18,000
6	81-99	101-119	-4	12d10+6	2/2/1	40%	D,A,B	19,000
7	100-118	120-138	-5	14d10+7	2/2/2/1	45%	D,A,Bx2	20,000
8	119-137	139-157	-6	16d10+8	2/2/2/2	50%	D,A,Bx2	21,000
9	138-156	158-176	-7	18d10+9	3/2/2/2	55%	D,A,Bx2	22,000
10	157-165	177-185	-8	20d10+10	3/3/2/2	60%	D,A,Bx3	23,000
11	166-174	186-194	-9	21d10+11	3/3/3/2	65%	D,A,Bx3	24,000
12	175-183	195-203	-10	23d10+12	3/3/3/3	70%	D,A,Bx4	25,000

Dragon, Neutral, Jacinth

CLIMATE/TERRAIN:	Desert
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (17–18)
TREASURE:	See below
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	1 (base)
MOVEMENT:	9, Fl 27(B)
HIT DICE:	9 (base)
THACO:	13 (base)
NO. OF ATTACKS:	3 plus special
DAMAGE/ATTACK:	1d6+1 (x2)/4d6
SPECIAL ATTACKS:	Spells, breath weapon, special
SPECIAL DEFENSES:	Spells, special
MAGIC RESISTANCE:	See below
SIZE:	H–G (16' base length)
MORALE:	Fanatic (17–18)
XP VALUE:	See below

Jacynth dragons may be the rarest of any nonunique dragon species; only a dozen at most exist on any given world.

The hide of a jacynth sparkles and shifts with many shades of flame-bright orange in seemingly constant motion.

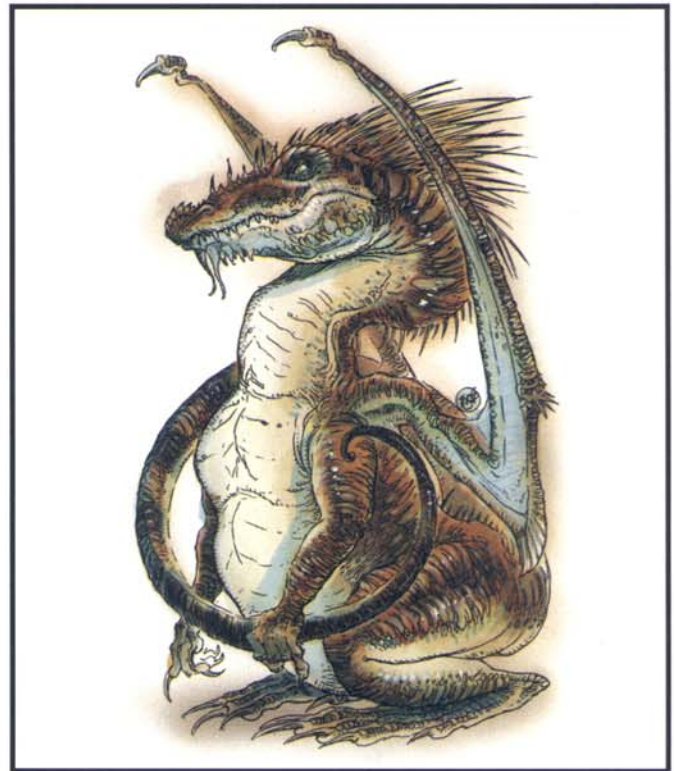
Jacynth dragons speak their own language, and they can communicate telepathically with any other creature having that ability, as well as creatures with Intelligences of 18 or higher.

Combat: The jacynth would prefer to rely upon its breath weapon and magical abilities in battle, but it can employ two claw attacks and a bite if forced into close combat. Although it is smaller than most other dragons, this specimen enjoys superior magical abilities—casting both wizard and priest spells—making it more than a match for most adversaries.

Breath Weapon/Special Abilities: A jacynth dragon breathes a cone of scalding air 1 foot wide at the mouth, 50 feet long, and 20 feet wide at its terminus, igniting easily combustible materials (e.g., paper, oil, and cloth) unless they successfully save vs. normal fire. A successful save vs. breath weapon indicates, as with most dragons, that a character suffers only half damage from such an attack.

Using riddling talk and personal charm, jacinths can entrance those who are not involved in combat or otherwise distracted. Anyone within 90 feet who listens to a jacynth has a 10% cumulative chance per round to become affected as by a *suggestion* spell. A successful save vs. spell indicates that the character can resist the charm for at least six rounds, after which there's a 5% cumulative chance to be charmed. Those who successfully save twice can't be charmed by that dragon.

Furthermore, the jacynth dragon has the innate ability to interplay the shades of its skin so as to have a hypnotic effect on viewers. Thus, after three rounds of a peaceful encounter, the dragon can attack with a +3 bonus to surprise rolls if necessary. In addition, the hide reflects sunlight so brightly that



any creature who gazes for more than two rounds upon the dragon on a particularly sunny day is blinded for 5d6 rounds unless the victim rolls a successful saving throw vs. spell.

Due to its relatively small size, the fear aura of a neutral dragon allows a +4 bonus to opponents' saving throws. Also, neutrals cannot polymorph themselves unless they carry the spell of the same name. However, they do have the innate ability to *blink* six times per day (as a 10th-level caster).

Habitat/Society: Jacynth dragons make their homes in large deserts, enjoying the hot, dry climate. Over the years, this species has developed the ability to go for weeks without water or food. They shun all other forms of life and enjoy their solitude, though they can at times be overly curious of visitors.

Like all dragons, jacinths have a passion for treasure, especially for the stone after which they are named. Hence, they venture out to obtain what little treasure they have, and it is by these excursions that they are known to humans.

Ecology: No jacynth dragon hides have ever been taken or sold. The only creatures known to prey upon them are adventurers.

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Wizard/Priest Spells	MR	Treasure Type	XP Value
1	1–4	1–4	4	2d4	Nil	Nil	Nil	7,000
2	5–8	5–7	3	3d4	2/1	Nil	Nil	8,000
3	9–14	8–10	2	4d4	2/2/2	Nil	Nil	9,000
4	15–18	11–13	1	5d4	2/2/2/1	Nil	E,T	11,000
5	19–20	14–16	0	6d4	2/2/2/2/2	15%	H,R,T	14,000
6	21–22	17–19	-1	7d4	2/2/2/2/2/1	20%	H,R,T×2	15,000
7	23–26	20–22	-2	8d4	2/2/2/2/2/2/2	25%	H,R,T×2	16,000
8	27–28	23–25	-3	9d4	2/2/2/2/2/2/2/1	30%	H,I,R,T×3	17,000
9	29–30	26–28	-4	10d4	3/3/2/2/2/2/2/2	35%	H,I,R,T×4	18,000
10	31–32	29–31	-5	11d4	3/3/3/2/2/2/2/2/1	40%	H,I×2,R,T×4	19,000
11	33–34	32–34	-6	12d4	3/3/3/3/3/2/2/2/2/2	45%	H,I×2,R,T×4	20,000
12	35–36	35–37	-7	13d4	4/4/3/3/3/2/3/3/2/2	50%	H,I×3,R,T×5	21,000

Dragon, Neutral, Jade

CLIMATE/TERRAIN:	Temperate oriental forests
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	See below
ALIGNMENT:	Neutral
NO. APPEARING:	1d3
ARMOR CLASS:	0 (base)
MOVEMENT:	9, Fl 24(B)
HIT DICE:	7 (base)
THACO:	13 (base)
NO. OF ATTACKS:	3 plus special
DAMAGE/ATTACK:	1d6 (x2)/5d4
SPECIAL ATTACKS:	Breath weapon, spells, special
SPECIAL DEFENSES:	Spells, special
MAGIC RESISTANCE:	See below
SIZE:	H-G (18' base length)
MORALE:	Fanatic (17-18)
XP VALUE:	See below



The jade dragon is the Oriental cousin to the emerald dragon of the western world. This dragon is usually considered mythical by humans and is sought by only a few adventurous thrill seekers. Slightly more powerful than its western cousin, this creature looks the same as other Oriental dragons, except that it has wings with which to fly. The hide of a jade dragon is made up of several different shades of green, swirled about in a random pattern.

Jade dragons speak their own language, and they can communicate telepathically with any other creature having that ability, as well as creatures with Intelligences of 18 or higher.

Combat: Jade dragons use their breath weapons and magical abilities to defend themselves if possible, but they can also employ two claw attacks and a bite if forced into melee. Although they are smaller and weaker than their more common relatives, they enjoy excellent spellcasting abilities, possessing both wizard and priest spells.

Breath Weapon/Special Abilities: A jade dragon is able to breathe a powerful sonic wail. All those within a 90-foot radius suffer damage and must successfully save vs. breath weapon or be deafened for 1d6 x 10 rounds. Even if the save is successful, the victim is deafened for 2d6 rounds. In addition, all victims must make a successful system shock check in order to avoid being knocked unconscious for 5d4 rounds.

Using riddling talk and personal charm, jade dragons can entrance those who are not involved in combat or otherwise distracted. Anyone within 90 feet who listens to a jade has a 10% cumulative chance per round to become affected as by a *suggestion* spell. A successful save vs. spell indicates that the character can resist the charm for at least six rounds, after which there's a 5% cumulative chance to be charmed. Those who successfully save twice can't be charmed by that dragon.

Due to its relatively small size, the fear aura of a neutral

dragon allows a +4 bonus to opponents' saving throws. Also, neutrals cannot polymorph themselves unless they carry the spell of the same name. However, they do have the innate ability to *blink* six times per day (as a 10th-level caster).

Habitat/Society: Jade dragons make their lairs in dense forests, as they are avid collectors of rare woods. Like other neutral dragons, they are extremely reclusive creatures, preferring remote lairs, and they aren't very hospitable to unexpected visitors. They love treasure, especially jade, and will bargain for precious and semiprecious stones.

Ecology: Jades live entirely on forest vegetation and animal life, and will not eat humans. No jade dragon hide has ever been sold, so its value is unknown. The few jade dragons that have been seen were reported to be exquisitely beautiful, and there are many who would pay great sums to acquire such a hide.

Age	Body		Tail	AC	Breath Weapon	Wizard/Priest Spells	MR	Treasure Type	XP Value
	Lgt.	Lgt.							
1	2-5	1-4	3		1d6+1	Nil	Nil	Nil	7,000
2	6-10	5-8	2		2d6+2	Nil	Nil	Nil	8,000
3	11-15	9-12	1		3d6+3	2/1	Nil	D	9,000
4	16-20	13-16	0		4d6+4	22/2	5%	E	11,000
5	21-25	17-20	-1		5d6+5	222/21	10%	H	13,000
6	26-30	21-24	-2		6d6+6	2222/22	15%	H,I	14,000
7	31-35	25-28	-3		7d6+7	22222/221	20%	H,I	15,000
8	36-40	29-32	-4		8d6+8	222222/222	25%	H,Ix2	16,000
9	41-45	33-36	-5		9d6+9	2222222/2221	30%	H,Ix2	17,000
10	46-50	37-40	-6		10d6+10	3322222/2222	35%	H,Ix2,R	18,000
11	51-55	41-44	-7		11d6+11	3333222/22221	45%	H,Ix2,R	19,000
12	56-60	45-48	-8		12d6+12	3333332/22222	55%	H,Ix3,R,U	20,000

Dragon, Neutral, Pearl

CLIMATE/TERRAIN: Rocky coastlines, cliffs
FREQUENCY: Very rare
ORGANIZATION: Solitary or clan

ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Exceptional (15–16)

TREASURE: See below
ALIGNMENT: Neutral

NO. APPEARING: 1d3
ARMOR CLASS: 2 (base)
MOVEMENT: 9, Fl 18(C), Sw 12

HIT DICE: 6 (base)
THAC0: 15 (base)
NO. OF ATTACKS: 3 plus special

DAMAGE/ATTACK: 1d4+1 (x2)/3d6/special
SPECIAL ATTACKS: Spells, breath weapon, special
SPECIAL DEFENSES: Spells, special

MAGIC RESISTANCE: See below
SIZE: H–G (14' base)
MORALE: Fanatic (16–17)
XP VALUE: See below

Pearl dragons are easily identifiable because their scales appear to be made of that precious substance for which they are named. As they age, their scales become increasingly lustrous.

Pearl dragons speak their own language, and they can communicate telepathically with any other creature having that ability, as well as creatures with Intelligences of 18 or higher.

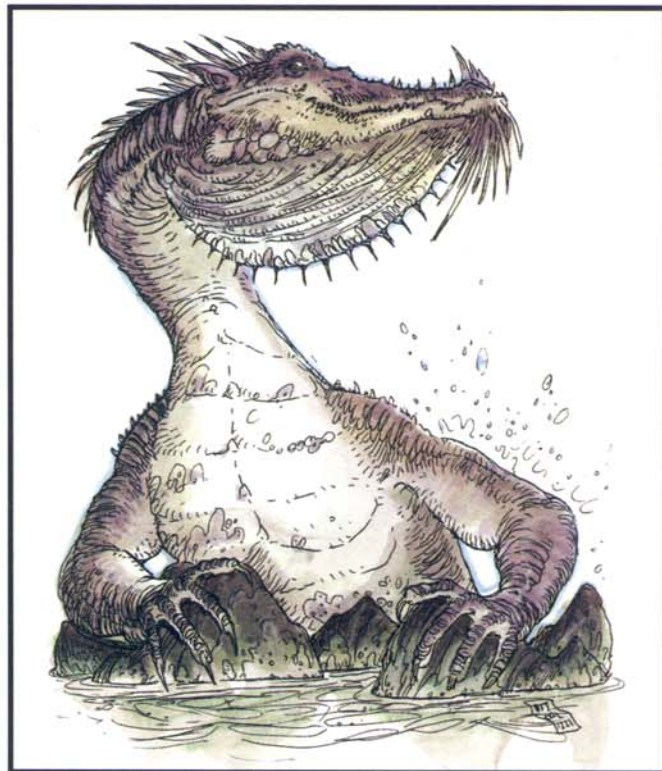
Combat: Pearls prefer to employ their breath weapons and magical abilities in combat, but they can deliver two claw attacks and a bite if necessary. They are smaller and weaker than many other dragons, but they possess superior magic capabilities and are able to cast both wizard and priest spells.

Breath Weapon/Special Abilities: Pearl dragons can breathe a cloud of scalding steam once every three rounds, measuring 90 feet long, 30 feet wide, and 20 feet high. A successful saving throw vs. breath weapon halves the inflicted damage.

Using riddling talk and personal charm, pearl dragons can entrance those who are not involved in combat or otherwise distracted. Anyone within 90 feet who listens to a pearl has a 10% cumulative chance per round to become affected as by a *suggestion* spell. A successful save vs. spell indicates that the character can resist the charm for at least six rounds, after which there's a 5% cumulative chance to be charmed. Those who successfully save twice can't be charmed by that dragon.

Due to its relatively small size, the fear aura of a neutral dragon allows a +4 bonus to opponents' saving throws. Also, neutrals cannot polymorph themselves unless they carry that spell, but, they have the ability to *blink* six times per day (as a 10th-level caster).

Habitat/Society: Pearl dragons reside on steep, rocky coastlines or along sandy beaches, as long as they are near the water. They love the salty air and the open expanse of the sea.



It is not surprising that pearl dragons spend most of the day pearl hunting. Over the centuries, this species has developed powerful lungs exclusively for this purpose, and a pearl dragon can stay under water for up to an hour without surfacing for air. For this reason, a pearl dragon hoard can contain up to 5,000 gp in pearls for every age level the dragon has (these pearls are in addition to normal treasure types).

Pearl dragons are somewhat nomadic, leaving one place for another once the food or pearl supply has run low. The moving process is very slow, for the dragon refuses to leave a single object behind in its previous lair.

Like all neutral dragons, pearl dragons remain at a safe distance from human civilization. They rarely attack sailing vessels, though they have been known to attack bothersome pirate ships and take whatever treasure they can find.

Ecology: Pearl dragons are natural enemies of dragon turtles. Their diet consists mainly of sharks and fish, with an occasional hundred lobsters or a small whale as a treat. The hide of a pearl dragon is extremely beautiful and can be sold for as much as 60,000 gp.

Age	Body Lgt.	Tail Lgt.	AC	Breath Weapon	Wizard/Priest Spells	MR	Treasure Type	XP Value
1	1–4	1–3	5	1d4+1	Nil	Nil	Nil	1,400
2	5–8	4–6	4	2d4+2	Nil	Nil	Nil	2,000
3	9–12	7–9	3	3d4+3	Nil	Nil	Nil	2,000
4	13–16	10–12	2	4d4+4	2/1	5%	E	4,000
5	17–20	13–15	1	5d4+5	2,2/2,1	10%	H	5,000
6	21–24	16–18	0	6d4+6	2,2,2/2,2	15%	H,U*	7,000
7	25–28	19–21	–1	7d4+7	2,2,2,2/2,2,1	20%	H,U×2*	9,000
8	29–32	22–24	–2	8d4+8	2,2,2,2,2/2,2,2	25%	H,U×2*	10,000
9	33–36	25–28	–3	9d4+9	2,2,2,2,2,2/2,2,2,1	30%	H,U×2*	11,000
10	37–40	29–31	–4	10d4+10	2,2,2,2,2,2,2/2,2,2,2	35%	H,U×3*	12,000
11	41–44	32–34	–5	11d4+11	3,3,2,2,2,2,2/2,2,2,2,1	40%	H,U×4*	13,000
12	45–48	35–38	–6	12d4+12	3,3,3,2,2,2,2/2,2,2,2,2,2	45%	H,U×4*	14,000

* All gems in treasure type U are actually pearls.

Dragon-kin

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	See below
ALIGNMENT:	Chaotic evil
NO. APPEARING:	2d8
ARMOR CLASS:	3
MOVEMENT:	6, Fl 15(B)
HIT DICE:	7
THACO:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d6 (x2) or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (7'–9' long)
MORALE:	Champion (15–16)
XP VALUE:	1,400

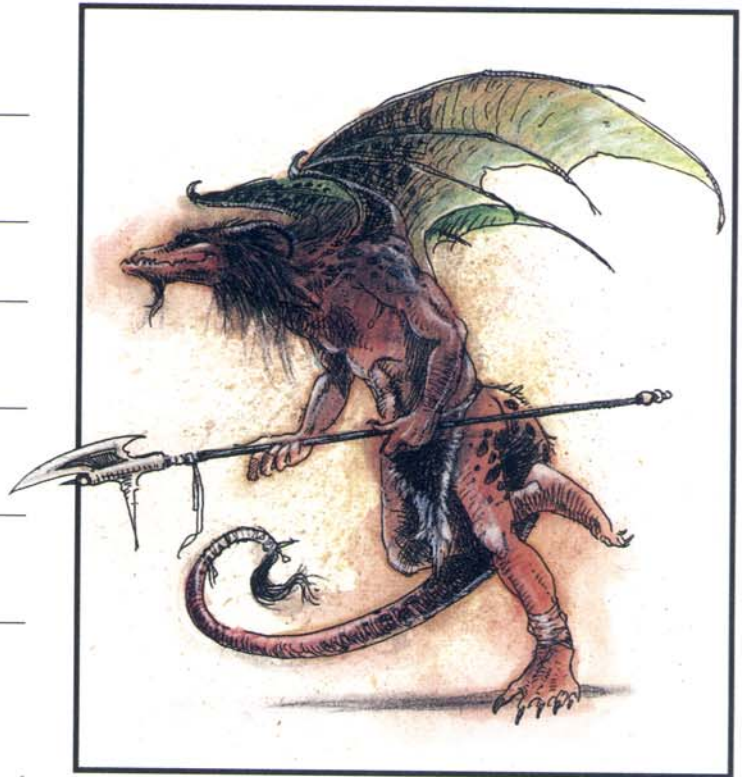
These creatures are rumored to be very distant cousins of dragons. Somewhere along the evolutionary chain, they developed humanoid characteristics. They still display the dragonlike face and wings, yet they also have a humanoid form.

Dragon-kin speak their own, sibilant language and can speak a rough form of Common as well.

Combat: When they expect combat, dragon-kin take to the air so they can have the upper hand. They attempt to remain airborne as long as possible, then swoop down to rake their claws against a target. They always target any magical items—which they can detect as if a *detect magic* spell were cast—in preference to anything else, including spellcasters. If they make a successful attack roll against the item (treat as AC 10 plus magical and the holder's Dexterity bonuses), they seize the item and flee with it to their lair. Half of the time, they don't return to the fight, remaining in their cave instead, admiring their newfound acquisition.

If forced to bring combat to the ground, they move in and use their claws or weapons. They are easily distracted by magical items, especially if one of them becomes "separated" from its owner. However, they are not as likely to flee from combat if they can wrest one from its owner under these circumstances; unless they can do so without fear of retaliation, they will stay and resolve the combat. They are smart enough to guard against back attacks and will never, under any circumstance, allow this to take place if it can possibly be avoided.

Dragon-kin never use their captured magical items in combat, for fear of losing them. This is viewed as their biggest disadvantage, for they are forced instead to rely on mundane weapons or their claws. This, unfortunately for the dragon-kin, makes them easy targets for those with experience in fighting aerial creatures.



Habitat/Society: The dragon-kin live in a tribal setting, with a leader determined by combat and ownership of the most powerful magical items. Any leader defeated in combat, but not killed, will be eliminated and replaced by the tribe.

If an adventuring party should happen into a dragon-kin den, they will find half of the residents left to protect what is theirs. If these are defeated, there are 1d2 nonpermanent magical items (e.g., potions and limited-charge wands) per resident dragon-kin. There is a cumulative 10% chance per resident that a permanent magical item is in the batch. Hence, a lair of six has a 60% chance of containing a permanent item, and there will always be at least one permanent item in a lair of 10 or more.

Dragon-kin are often found in the service of a powerful dragon or mage. They have an insatiable desire for magical items, regardless of whether they ever use the item themselves. The only payment dragon-kin mercenaries expect is magical or enspelled items, for only these items hold any fascination for them.

Ecology: Dragon-kin are a blight on any area's ecology. They have no regard for others and simply take what they want. They have no natural predators, although there is a large bounty for them in any place that has known their depredations. They eat nearly anything that can be chewed, although, of course, they prefer the meat of sentient beings—the more intelligent, the better.

Unlike their larger cousins, dragon-kin have no love of conventional treasure. If a hoard has no magic, they are not interested in it. Dragon-kin simply leave coins and nonmagical items where they lie. There is only a 50% chance that dragon-kin will attack a party if it is not carrying magical items. They will always attack those who carry such items.

Dread

CLIMATE/TERRAIN: Any land
FREQUENCY: Rare
ORGANIZATION: Solitary or group (as created)

ACTIVITY CYCLE: Any
DIET: Nil
INTELLIGENCE: Non (0)

TREASURE: Any (as guardian)
ALIGNMENT: Neutral

NO. APPEARING: 1 or 1d6
ARMOR CLASS: 6
MOVEMENT: 6, Fl 15(B), Sw 9, Jp 3

HIT DICE: 3+3
THAC0: 17
NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1d4 or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Nil
SIZE: S (up to 4' long)
MORALE: Fearless (20)
XP VALUE: 975
1,400—vampiric dread

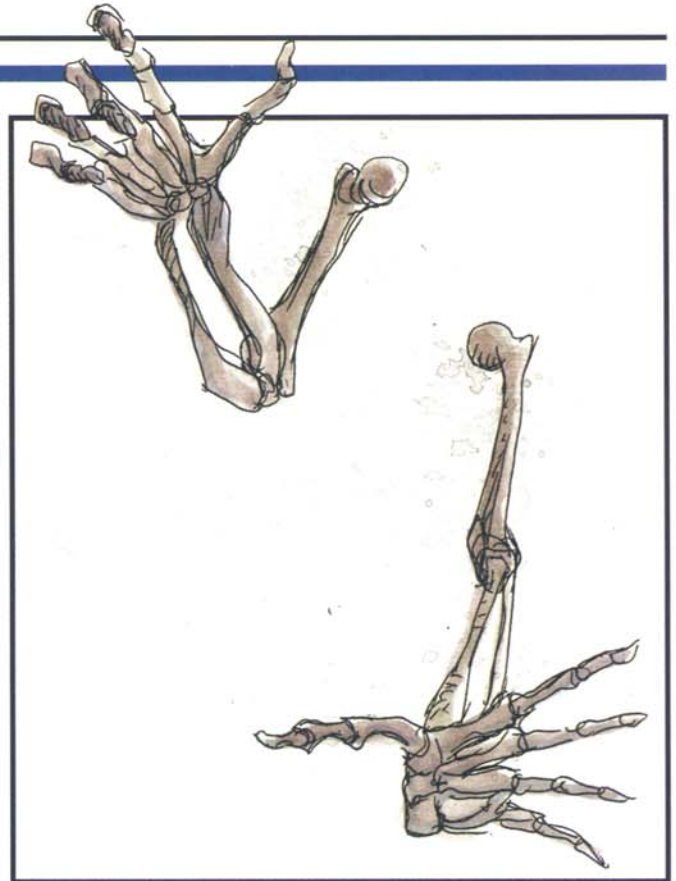
Dread are flying, animated skeletal arms that attack living things by raking with their sharpened fingerbones or by wielding weapons. These undead are created by wizards and priests to serve as guardians. The enchantment involves a set of instructions (similar to the specific triggering conditions for a *magic mouth* spell), in which the creator of the dread specifies where they are to operate, and under what circumstances they will and won't attack. The spells also allow the bone to regenerate damage done to it, and to resist aging effects.

Long ago, families who could not afford better, or could not bring themselves to trust hireswords, had dread created to guard their treasure vaults. Typically these were armed with magical swords, and many dread encountered are so armed.

Dread are often ordered to attack all intruders who do not speak a certain password or wear a particular badge. In other cases, they are instructed to slay all living things entering a particular place such as a "trap" passage or room that leads nowhere and is intended only as a deathtrap.

Combat: Dread wield weapons (often scimitars or hand axes; they can use anything up to 50 lbs. in weight and 10 feet in overall length) as they fly menacingly through the darkness. In many cases, they are left in niches where no human could lurk, or partway down shafts, or above trap doors, so an intruder cannot avoid their initial attack. Dread can also be positioned to repeatedly hurl or drop rocks down a shaft that intruders are climbing.

Dread are turned as shadows (but in certain "prime guard" areas, enchantments prevent most dread from being turned—or dispelled—at all), and they are immune to *charm*, *hold*, and *sleep* spells. Cold-based attacks inflict no damage upon them, holy water causes 2d4 points of damage per vial (1d4 if only a splash hits), and edged or piercing weapons deal only half damage to them. The enchantments that animate them also make them specifically immune to *shatter*, *disintegrate*, and all



related and polymorph spells.

If damaged, dread regenerate 2 lost hit points per day.

Dread are sometimes concealed amid bones of the fallen creatures they guard (e.g., in a coffin) or, in some cases, a pile formed of the remains of their victims. They often lie unmoving until intruders are within 10 feet, and they can wield bones or hurl skulls as weapons. In either case, bones inflict 1d4 points of damage if thrown and 1d4 + 1 if wielded as weapons—at each blow, roll a die: Any odd result means the bone has shattered beyond a usable state. Dread themselves have been made immune to such ready breakage.

Habitat/Society: Dread are found only as guardians (or, very rarely, as weapons-practice sparring partners or wizards' helpers in a spellcasting chamber).

Ecology: Dread have no life processes, consuming and needing nothing. Their powdered bones can be used as an ingredient in certain preservative magics and in spells concerned with flight, telekinesis, and levitation.

Vampiric Dread: These rare specimens of dread must slay a living thing at least once per year to prolong their unlife. When they inflict damage (barehanded, not with a weapon) to a living being, half the hit points lost by their victims (round down) are immediately gained by the dread. These extra hit points fade only at the rate of 1 per ride (10 days). Many vampiric dread can wander (hunt) freely, as their boundary enchantments are linked to specific stones that have crumbled away. Vampiric dread are often depicted in warning tales and paintings, dripping the blood of victims as they fly along.

Elemental, Earth Weird

CLIMATE/TERRAIN:	Any dry terrain
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	Very (11–12)
TREASURE:	I,O,P,Y
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	8+3
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Smothering
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (10'+ long)
MORALE:	Elite (13–14)
XP VALUE:	5,000



These creatures are inhabitants of the Elemental Plane of Earth, but they have often been encountered more recently on the Prime Material Plane. They are related to the water weird, both of them filling a specific niche in their respective planes' ecologies.

When encountered on the Prime Material, earth weirds are invariably hostile and tend to attack all living things quite quickly. Once they have vanquished a foe, they feed off the remains as it decomposes within their substance.

Combat: When first encountered, these creatures appear to be nothing more than an exceptionally dry spot of dirt on the road. The use of a *detect invisibility* spell reveals that something is amiss, but nothing specific can be determined until the creature shows itself.

Once the earth weird senses a living creature within 10 feet, it starts to form itself into the likeness of a huge earthen serpent. This transformation takes two rounds to complete. Once in this shape, the earth weird lashes out at anything within its considerable 15-foot range.

Most forms of attack have little effect on the earth weird. Normal edged and blunt weapons inflict only 1 point of damage per attack, and Strength bonuses have no effect. Piercing weapons never affect the weird, which flows around the damage and repairs itself instantly. Enchanted weapons have full effect and inflict normal damage.

A water attack affects the weird as a *slow* spell and enables normal bludgeoning and slashing weapons to have full effect. If an earth weird is completely immersed in water for over 10 rounds, it dissolves. A *wind wall* or *control winds* spell inflicts 1d10 points of damage upon the weird and causes it to lose initiative for two rounds.

A weird reduced to 0 hit points is not destroyed, just disrupted. It takes four turns for the weird to reincorporate itself. Once done, it attacks as before, a fresh creature. A weird must

be reduced to -10 hit points before it is completely destroyed. *Plant growth* or *spike growth* is one of the most effective ways to stop an earth weird. It takes an earth weird one hour to work its way out of the effect of a *plant/spike growth* spell. A *passwall* or *move earth* spell kills it instantly, as do magical items that involve digging.

Habitat/Society: Earth weirds tend to be solitary and territorial. Though they will not always attack other weirds, they show aggressive behavior until the trespassing weird leaves or initiates combat. Earth weirds favor dry areas. This does not necessarily mean deserts, but includes drier areas of forests, especially along paths where it might find prey among the animals of the forest and passing adventurers. Once a weird has staked out a spot, it seldom leaves that area.

Ecology: It is unknown what keeps an earth weird alive. It is surmised that they must feed off the bodies of their prey, probably through the blood that leeches into the soil, fertilizing an already fierce opponent.

Sages theorize that the first earth weird on the Prime Material Plane was summoned by a powerful mage, and it may have been abandoned by its old master. Some may have found their way through rare dimensional vortices, while others are the result of cruel pranksters or evil men.

Since they are not native to the Prime Material Plane, earth weirds tend to have a hard time finding a niche in any ecosystem. It is likely, however, that they will be a dominant feature in any landscape in which they appear.

Earth-weird dirt is valued by wizards for spell components. Pieces of these weirds are especially useful in various spells involving earth, including *passwall*, *flesh to stone*, and *stone to mud*.

Elemental, Sandman

CLIMATE/TERRAIN: Subtropical or tropical/desert
FREQUENCY: Rare
ORGANIZATION: Family

ACTIVITY CYCLE: Night
DIET: Minerals
INTELLIGENCE: Average (8–10)

TREASURE: A,Q
ALIGNMENT: Neutral evil

NO. APPEARING: 1d6
ARMOR CLASS: 3
MOVEMENT: 9

HIT DICE: 4
THAC0: 17
NO. OF ATTACKS: 1

DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: Sleep
SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 20%
SIZE: M (5'–6' tall)
MORALE: Elite (13–14)
XP VALUE: 975

The sandman's name describes it exactly: It is a manlike biped made entirely of sand, held together by magical cohesion. Sandmen are creatures of the Elemental Plane of Earth, but on the Prime Material Plane they serve as slave-takers of the dao. Their ability to capture foes unharmed makes them especially successful in this role.

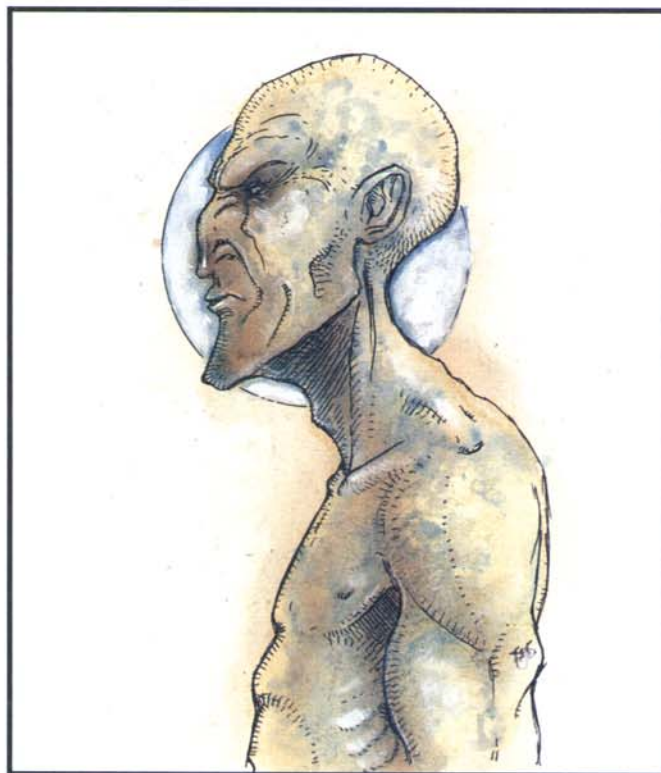
Sandmen apparently communicate telepathically between themselves, but they speak no languages—indeed, they do not speak at all—and only dao seem to be able to understand what they are thinking. Sandmen can understand what other intelligent creatures are saying (or perhaps thinking), however.

Combat: Sandmen prefer to fight from ambush or at night, when they can flee encounters that go against them. Any character or monster coming within 20 feet of a sandman must successfully save vs. spell or fall asleep, regardless of experience level. (Elves remain 90% resistant to this effect.) Those who manage to stay awake must attempt to save again each time they touch a sandman or are touched by it (a hit on the sandman with a weapon does not constitute a touch).

Once a sandman has put a victim to sleep, it takes no further hostile action against him, leaving him to doze while the sandmen and the dao take the victim to slave markets, or while the sleepers are simply ejected from their lands.

Victims remain asleep for three full turns regardless of noise, motion, or magic applied to them. Thereafter, there is a cumulative 10% chance per turn of a sleeper waking of his own accord, and a 95% chance per round of him waking if violently disturbed. Creatures attacked while asleep are automatically hit for maximum damage for a single round of attacks, but thereafter, they may respond normally.

Sandmen have the natural ability of *protection from normal missiles*. Missiles striking a sandman simply pass through its form and fall to the ground.



When a sandman is slain, it immediately crumbles into dust.

Habitat/Society: Sandmen automatically attack humans and need never check morale. Sandmen hate humans because human and demihuman mages often slay them simply to use their remains in working magic. This is why sandmen always seek out human or demihuman slaves for their dao masters—for revenge.

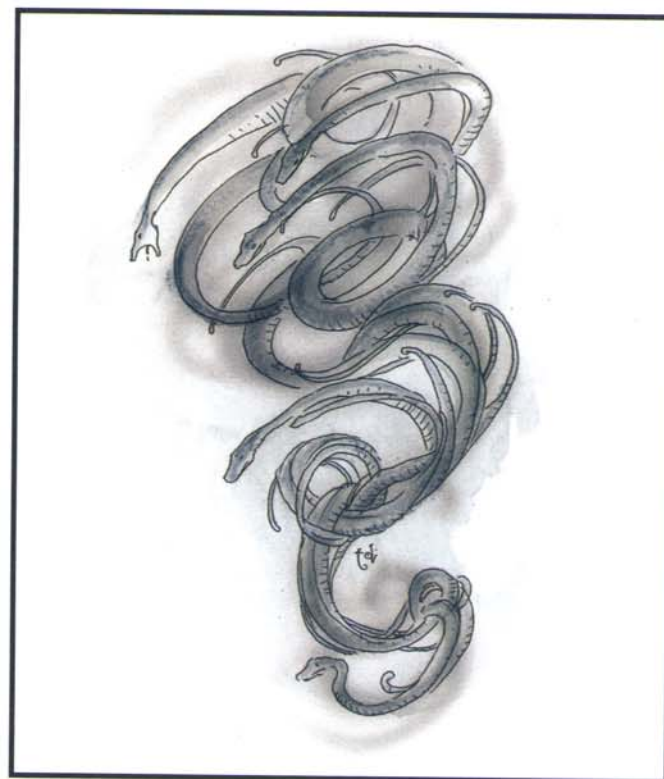
Ecology: Sandmen are often slaves of the dao. They are allowed to win their freedom by bringing replacement slaves to dao nobles, to take their places. The dao have learned to bind sandmen through the use of magical amulets; this ensures that sandmen sent to the Prime Material Plane to fetch more slaves do not simply run away. Sandmen hate their masters fiercely, but they loathe humans even more, for they consider them weak. They despise any creature that they can ensorcel into sleep, and they fear any creature immune to their powers.

Sandmen seem to require neither food nor drink, and they are excellent at surviving even the harshest deserts or mines. They derive their food from stone, sand, and dust, and can starve only if they are kept airborne for a lengthy period.

The powder into which a destroyed sandman crumbles can be used to make a *potion of dreaming* or *sand of truth*. If used as the material component in a *sleep* spell, the spell affects double the normal number of levels or Hit Dice. The dust of a sandman is enough for only one potion or two spells.

Elemental, Wind Walker

CLIMATE/TERRAIN:	Tropical mountains, deserts, and plains
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	C,R
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1d3
ARMOR CLASS:	7
MOVEMENT:	Fl 30(A)
HIT DICE:	6+3
THACO:	13
NO. OF ATTACKS:	1 per creature within 10'
DAMAGE/ATTACK:	3d6
SPECIAL ATTACKS:	Attack in series
SPECIAL DEFENSES:	Spell immunities
MAGIC RESISTANCE:	See below
SIZE:	L (10'-12' long)
MORALE:	Elite (13-14)
XP VALUE:	2,000



Wind walkers are creatures from the Elemental Plane of Air, where they are the servants of the djinn. On the Prime Material Plane, they prefer to live high in the mountains or in great caverns far below the surface.

Their approach is detectable at 100 to 300 yards as a whistling, howling, or roaring, depending on the number coming. Normally only faintly visible, in fog or sandstorms they look like a mass of coiling, writhing serpents, constantly churning out tendrils of wind and losing fragments of themselves as trailing bits of vapor or dust. Whenever they touch the ground, they spin off tiny whirlwinds, pushing dust and grit into the air.

Combat: Wind walkers are telepathic and can detect thoughts within 100 yards. If they work in series to boost their range, they may detect thoughts within 300 yards.

Wind walkers attack by wind force. Each wind walker causes 3d6 points of damage per round to all creatures within 10 feet. They can disperse any cloud or gaseous attack in a single round (though they suffer its full effects for that round), and they inflict double damage (6d6) upon creatures in gaseous form. The noise of their movement can cover most sounds of combat; if they wish, a battle with them sounds only like rushing winds, as all shrieks and cries are carried away by the force of their wind.

Wind walkers are partially ethereal and thus can be fought by other ethereal creatures such as genies, invisible stalkers, or aerial servants. A weapon of +1 or better enchantment is required to hit them in any event.

These creatures are immune to most spell attacks, but are affected by certain spells such as *control weather* (unless the walker makes a successful save vs. spell, it dies), *slow* (damages the monster as a *fireball*), and *ice storm* (drives the creatures away for 1d4 melee rounds). *Haste* inflicts half the damage of a *fireball* upon wind walkers, but it also doubles the

amount of damage inflicted by them. Magical barriers like *protection from evil*, *wall of force*, or *prismatic wall* stop them (though *blade barrier* is ineffective). Wind walkers otherwise pursue their victims for a minimum of 1d4 + 1 rounds. They are subject to attack by telepathy.

With effort, wind walkers can also moderate their winds to a less violent level, and thus they have the spell-like ability to cast *ride the wind* four times daily as a 12th-level caster.

Habitat/Society: Wind walkers are kept as cloud sculptors by the djinn. Other creatures have retained them to herd rain clouds to their lands, or to keep the life-giving rains from others. Desert tribesmen are careful not to insult the wind walkers or to disparage them as mere servants of the djinn—the genie races are powerful, and even their servants must be feared.

Wind walkers are sometimes forced into servitude by storm giants, cloud giants, djinn, and other creatures of the windy mountains.

Wind walkers keep to themselves; the only elementals they willingly associate with are air elementals. Some sages believe that wind walkers are simply young air elementals, while others are sure that they are a separate species.

Ecology: Wind walkers eat only airborne water vapor and minute particles of dust. Strangely, they seem to enjoy strong fragrances and can be lured into traps or binding circles with aromatic oils or essences. Unless kept as servants by djinn or wizards, they get their food from the clouds.

Elemental Kin, Earth, Crysmal

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Petrivore
INTELLIGENCE:	High to exceptional (13–16)
TREASURE:	Q×2d4
ALIGNMENT:	Neutral evil
NO. APPEARING:	1d6
ARMOR CLASS:	0
MOVEMENT:	6
HIT DICE:	6+6
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d4 (2d4)
SPECIAL ATTACKS:	Crystal missile
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (3' tall)
MORALE:	Champion (15–16)
XP VALUE:	4,000

PSIONIC SUMMARY:				
Level	Dis/Sci/Dev	Att/Def	Score	PSPs
7	3/4/12	MT,EW/M—	15	91–110

Metapsionics: *Sciences*—appraise; *Devotions*—psychic drain, receptacle, stasis field.

Psychokinesis: *Sciences*—project force; *Devotions*—animate object, change sound, create sound, soften.

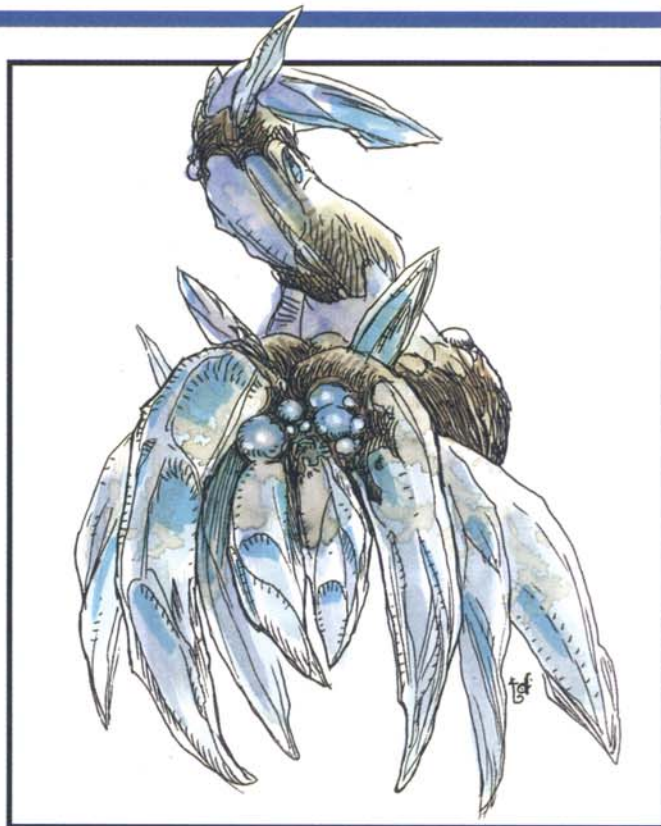
Telepathy: *Sciences*—mindwipe, probe; *Devotions*—contact, ego whip, ESP, mind thrust, mind blank.

The crysmal is a crystalline creature from the Elemental Plane of Earth. It is occasionally encountered on the Prime Material Plane, but only in subterranean places rich in mineral formations that form its diet (particularly favored are quartz, beryl, corundum, and carbon crystals). A crysmal often attacks in order to gain these minerals. Inside an individual crysmal will be found 4d8 undigested rough gems.

Crysmals look like truncated, prisms of translucent crystals. An individual crysmal tends to be of one color, ranging from pale amber through olive and into deep violet.

Combat: Because of its crystalline nature, edged and piercing weapons used against a crysmal must attack a penalty of –4. Against blunt metallic or stone weapons, a crysmal's effective AC is 0, and normal wooden weapons are ineffective. The structure of the crysmal also makes it slow. Its faceted walking appendages (4–6) allow for only stumping, jerky movement. A crysmal attacks with a sharp, rotating appendage that extrudes from its top. If sorely pressed, the monster can shoot this appendage up to 60 feet, inflicting 1d8 + 8 point of damage. Thereafter, the crysmal has only a secondary appendage with which to attack, and its damage range drops from 3d4 to 2d4.

A crysmal is unaffected by fire- or cold-based spells. Electrical attacks cause only one-quarter or no damage whatsoever, depending on the saving throw. Poisons and gases do not



inflict 3d6 points of damage upon a crysmal, a *glasse* spell blinds it for 1d4 + 1 rounds, and a *stone to flesh* spell lowers its Armor Class to 6 for all weapons, lasting one melee round. The creature can move through solid rock or earth as a xorn does, taking one round to shift its molecular structure to do so. If struck by a *phase door* spell when shifting, the creature is immediately slain.

Habitat/Society: Crysmals live in roving packs with a clearly defined separation of duties between individuals. However, these duties are fluid, and individual crysmals may change positions freely. Psionically powerful crysmals are most often the leaders.

Ecology: Crysmals absorb stone and transform it into ordered, living matter, mostly quartzlike crystals. Sages have reported that crysmals fed precious stones develop better health, a greater resistance to damage, and more potent psionic powers, but few can afford the handfuls of diamonds, sapphires, and topazes that the crysmals can devour in a single day.

When removed from a silicate environment, crysmals slowly starve. In extreme cases they cannibalize other mineral creatures or their own bodies, shrinking each day but retaining their form. After a full month, starving crysmals become about the size of a paperweight. They die within another week.

Crysmals hate xorn, as the latter prey on them. They sometimes ally themselves with the dao, as they enjoy the rich food and the freedom from fear that the dao provide. The dao simply consider the crysmals good and trustworthy slaves. Crysmals sometimes tame chaggrin with their psionic abilities, and keep them as servants.

Elemental Kin, Fire, Azer

CLIMATE/TERRAIN:	Any fire
FREQUENCY:	Very rare (common)
ORGANIZATION:	Band
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Special
ALIGNMENT:	Lawful neutral
NO. APPEARING:	2d8
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	2+1 to 5+4
THAC0:	19 to 15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type
SPECIAL ATTACKS:	Heat
SPECIAL DEFENSES:	Immune to fire
MAGIC RESISTANCE:	5-20%
SIZE:	M (5' tall)
MORALE:	Elite (13-14)
XP VALUE:	2+1 HD—420 3+2 HD—650 4+3 HD—975 5+4 HD—1,400

The azer are a race of humanoid creatures that normally inhabit the Elemental Plane of Fire. Except under special circumstances, they are very rarely found on the Prime Material Plane.

In appearance they are much like dwarves, except that they have metallic, brass-colored skin and flames for hair. They wear only kilts or apronlike garments of beaten brass, copper, or bronze.

Combat: Azer use broad-bladed javelins that inflict damage as spears. In hand-to-hand combat, they employ malletlike weapons equal to a footman's mace. Due to their great strength, their attack and damage rolls are adjusted as follows:

HD	STR	Attack	Damage
2 + 1	17	+1	+1
3 + 2	18	+1	+2
4 + 3	18/01-50	+1	+3
5 + 4	18/51-00	+2	+3

Creatures not immune to fire suffer 1d4 + 1 points of damage if grasped by an azer, and the heat of an azer's weapons inflicts an additional +1 damage to such victims. Azer suffer double damage from cold-based attacks.

Habitat/Society: Azer on their home plane are part of an extremely regimented society where every individual has his or her place. The azer civilization in general is heavily stratified, with law taking precedence over individual freedoms and even an individual's life.

Azer construct their outposts and cities as complexes of towers built from basalt, granite, or metal. There they dwell in small groups, using their plentiful flames to shape the stone.



They grow strange trees with metallic outer skins or barks, and the leaves of these trees are actually made entirely of metal—in some cases, precious metals.

Azer are unfriendly and taciturn, and they lack compassion. They capture and interrogate intruders; particularly dangerous or violent prisoners are slain. They are greedy, particularly for gems that are a clear purple or red (rubies, amethysts, garnets, etc.). Once given, the word of an azer is a solid bond.

Ecology: It is not known just what—if anything—azer eat. On their home plane, their only enemies are other intelligent fire-dwelling creatures, and even then this enmity is not related to relative position on the food chain. The greatest of their enemies are the efreet, who sometimes fight wars of conquest against the azer, taking their territories and making slaves of them. The azer defend themselves and their towers with powerful, bellows-like air projectors and special containers used to pour elemental water on attackers.

Amaimon

Amaimon is the legendary king of the azer. He is the largest (9 + 8 HD), strongest (18/00 Strength), and most intelligent of all azer. He has 35% magic resistance; his other powers are unknown.

Nobles

Amaimon's nobles number from 8d4 and are only slightly weaker than their king (7 + 6 HD, 18/76-90 Strength). They have 25% magic resistance; the noble azers' full powers are also unknown.

Elemental Vermin

	Air (Duster)	Earth (Crawler)	Fire (Flameling)	Water (Spitter)
CLIMATE/TERRAIN:	Any	Any	Any dry, warm	Any moist, cool
FREQUENCY:	Rare	Rare	Rare	Rare
ORGANIZATION:	Solitary	Pack	Pack	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Scents, flowers,	Vegetable and ambergris	Any flammable mineral matter	Any liquid material
INTELLIGENCE:	Semi (2-4)	Animal (1)	Semi (2-4)	Animal (1)
TREASURE:	See below	See below	See below	See below
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1d6	2d4	1
ARMOR CLASS:	4	3	4	6
MOVEMENT:	6, Fl 6(A)	6, Br 6	6, Fl 6(A)	6, Sw 6
HIT DICE:	2	2	2	2
THAC0:	19	19	19	19
NO. OF ATTACKS:	1	3	2	1
DAMAGE/ATTACK:	1d4	1d3 (x3)	1d3/1d2	1d4
SPECIAL ATTACKS:	Obscurement	Rear claws—1d4 (x2)	See below	Spit
SPECIAL DEFENSES:	Invisibility	Disguise	Immune to fire	Regeneration
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	T (18' tall)	T (1' tall)	T (9' tall)	T (1' tall)
MORALE:	Average (8-10)	Champion (15-16)	Elite (13-14)	Steady (11-12)
XP VALUE:	175	175	175	175

These vermin are creatures from the elemental planes. They are scavengers that seek to eat anything which looks good to them, regardless of its relative value or use to anybody else. On the Inner Planes they are simply pests, but they can be a greater problem on the Prime Material Plane.

Each type of elemental vermin is basically humanoid in shape, but most observers would think of them as reptilian at first look; more complete descriptions can be found in the individual entries below.

Elemental vermin do not speak any languages, and their relatively low intelligences make any sort of telepathic contact fairly unrewarding.

Combat: Above all, these creatures simply want to eat, and they interpret any interruption of that activity as offensive. Though some elemental vermin would rather run away than fight, all fight tenaciously if cornered or disturbed during feeding. Each has a special attack and a special defense, described below.

Habitat/Society: Elemental vermin travel to the Prime Material Plane through various gates such as vortices (which occur in places like tornados [air], deep caverns [earth], volcanos [fire], and ocean trenches [water]) and those created through the use of magic. They often appear in places frequented by genies and elementals, but they prefer to live in areas heavy in their element (high nests for dusters, burrows for crawlers, fires and furnaces for flamelings, and wells and rivers for spitters).

Ecology: While they're just normal scavengers on their home planes, elemental vermin are detrimental to their environments on the Prime Material Plane. They have tastes for things that are important to humans, such as perfume, gems, silks,

and wine, and they can be rather dangerous.

There is no known use for or by-product of elemental vermin. Their elemental "essence" is too weak to be of any use in the making of potions, and no one would buy a captured vermin unless they had some peculiar revenge in mind.



Elemental Vermin



Duster

This weak air elemental is a variety of the dust devil, the creature summoned by the 2nd-level priest spell *dust devil*. A duster looks something like a gray armadillo that stands upright on its two hind legs, with human hands, long ears, and a long proboscis. The duster's sense of smell is acute, and it feeds upon *anything* that has a strong odor.

Dusters would rather run away than fight. They use their abilities to fly, and to become invisible (as the spell) at will, to their advantage. If forced into melee, the duster attacks with its sharp beak. As it attacks, it creates a whirlwind that obscures normal vision and extinguishes small, open, non-magical flames within 10 feet. Those who are within the dust cloud are blinded as long as they remain there, and for one round after they emerge, suffering a -4 penalty to attack rolls.

Crawler

This rather weak earth elemental still has vicious claws and a crested, doglike head with sharp teeth and brushlike feelers attached to the snout. These feelers help the creature sense its way through the dark tunnels of the Elemental Plane of Earth and find tasty morsels to eat. The crawler is primarily brown in color, which allows it to blend with its surroundings when it is standing within any rocky or earthen environment. As a result, all opponents suffer -2 modifiers to their surprise rolls when they stumble upon a crawler.

Crawlers are very temperamental, leaping to the attack when disturbed or prevented from dining upon anything that catches their fancy. Once they find a source of food, especially precious gems and metals (such as coins), they will stubbornly defend it from all other creatures. They attack with two claws and a bite. Furthermore, if both front claws successfully hit during any round of attack, they draw up their rear claws and automatically rake with them for additional damage.

Flameling

The flameling's head looks something like an alligator's, but it has bulging, forward-facing eyes and a crest of stiff tentacles that serve as sensory organs. It appears to be covered in red, flamelike scales that throw off small flickers of light and spark.

Flamelings enjoy the taste of flammable liquids such as oil and alcoholic spirits, and they are often drawn to the light and warmth of campfires when they roam the Prime Material Plane.

The flameling is a weak fire elemental, and therefore it uses flame and is resistant to heat. Fire-based attacks of any sort, magical or nonmagical, have no effect upon a flameling.

Even more temperamental than crawlers, these creatures attack with a bite and a slap from their macelike tails. In addition, they can throw miniature fireballs at opponents up to 10 feet away, twice per round. The radius of the burst is just 5 feet, and the resulting flames inflict only 1 point of damage, but they ignite flammable materials, which must successfully save vs. magical fire or suffer 1d4 points of damage per round until they are extinguished.

Spitter

The water elemental vermin's head, hands, and feet look very much like those of a frog, though the mouth is filled with many sharp teeth. Its body is greenish, has a tail, and is covered in ridges and bumps.

The spitter avoids confrontations if possible, but it is drawn to all forms of liquids, including water bottles, holy water vials, and potions, and it will attack creatures that attempt to prevent it from reaching those things. In combat the spitter attacks with a bite or by spitting a pellet of water with such force that it actually inflicts 1d4 points of damage. It can spit these pellets once per round, at will, striking targets up to 20 feet away.

Faerie, Petty

	Squeaker	Stwinger
CLIMATE/TERRAIN:	Any land	Any temperate
FREQUENCY:	Common	Common (rare)
ORGANIZATION:	Tribe	Solitary
ACTIVITY CYCLE:	Any	Night
DIET:	Nil	Herbivore
INTELLIGENCE:	Low (5-7)	High (13-14)
TREASURE:	Nil	Nil
ALIGNMENT:	Chaotic (any)	Chaotic neutral
NO. APPEARING:	2d20	1 (2-4)
ARMOR CLASS:	10	7
MOVEMENT:	12	6
HIT DICE:	½	½ (3 hp)
THACO:	20	20
NO. OF ATTACKS:	1	2
DAMAGE/ATTACK:	1d4	Special
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	Small (1' tall)	T (1½-2' tall)
MORALE:	Average (8-10)	Steady (11-12)
XP VALUE:	15	15

Squeakers

It is believed that squeakers were created by a wizard spell gone bad. These humanoids have disproportionately large heads and spindly bodies. They look vaguely pixielike, but they wear no clothes and display no gender.

Squeakers speak their own language and no other. Their language consists of tiny grunts, squeaks, and whistles that seem random to any but those listening through magic.

Combat: Squeakers attack only to annoy and aggravate their prey. Their standard tactic is to stand several yards away and throw stones, rocks, branches, etc., gaining a +2 attack bonus due to their familiarity with such weapons. When chased they lead the target into an ambush of the same nature. Squeakers rarely stand in the open when attempting to annoy their targets, but use their missile weapons from behind cover.

Squeakers attack with no apparent strategy, aiming at those who are closest to them. They do not concentrate on a single adversary, seeking to bring it down, but spread their missiles over a large area.

Habitat/Society: The squeakers have been encountered in every corner of the globe; they do not appear to be affected by temperatures, although they shun more extreme climates. Squeakers group together with no apparent leader and work together with almost ant-like organization to irritate those who pass through what they regard as their territory. This territory is usually no larger than 1 mile on a side, but the squeakers patrol it vigilantly and harass those who enter too far into it.

Ecology: Since squeakers don't eat and do not appear to want anything of any real value from the environment, they have little impact on the local ecology. However, they reproduce rapidly, replenishing numbers lost to marauding animals, vengeful humanoids, and monsters.



Stwingers

These tiny humanoids are nauseatingly cute. They speak pixie, brownie, elvish, dwarvish, and gnomish.

Combat: Stwingers do not fight; their sole purpose in life is to have fun. The most fun one can have is to swing from a beard, so dwarves are favored targets.

In "combat," a stwinger exudes a pheromone that charms all within a 40-foot radius (save vs. breath weapon to negate). It then begins to swing from the beards and long hair of charmed "playmates," inflicting 1 point of damage every two rounds from swinging too hard. If a character's hit-point total falls below 50% during the encounter, a second save is allowed with a -4 penalty. Those who fail to save allow the faerie to continue to swing until the victims reach 0 hp, at which time they fall unconscious. Since stwingers can't swing on a prone body, victims never fall below 0 hp.

Those who wish to attack stwingers must first make successful Charisma and Constitution checks. However, if they only wish to extract the faeries from their hair, they need not check. If a playmate's companions attack a stwinger, it casts *mirror image* (up to three times per day) and attempts to escape. If the stwinger can be convinced that it is causing harm, it will stop swinging from its playmate's hair.

Habitat/Society: Once every three years, all stwingers gather for a 10-day "Great Meet," where they trade and choose mates.

Stwingers can fly short distances, but only do so to leap from one playmate to the next.

Ecology: Stwingers have no need for treasure. If a stwinger's "charm glands" are milked while it lives or within one hour of its death, the extract can be used in a *philter of love*.

CLIMATE/TERRAIN: Temperate, arctic/forest, hill
FREQUENCY: Very rare
ORGANIZATION: Solitary (or mated pair)

ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: High (13–14)

TREASURE: V×2,X
ALIGNMENT: Chaotic neutral

NO. APPEARING: 1d2
ARMOR CLASS: 7
MOVEMENT: 14

HIT DICE: 2+4
THAC0: 19
NO. OF ATTACKS: 2 or 1 plus special

DAMAGE/ATTACK: 1d4 (×2) or by weapon -1
SPECIAL ATTACKS: Control magical items
SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: 70%
SIZE: M (4' tall at shoulder)
MORALE: Steady (11–12)
XP VALUE: 975



Feystags are often whispered of in woodcutters' tales, for their mastery over magic makes them fearsome opponents. These creatures can run on all fours or stand erect. Their limbs are clawed, they have coats of dusty brown hair, and antlers rise from their catlike heads.

Feystags can speak numerous languages as well as humans of equal intelligence, particularly those of woodland creatures.

Combat: A feystag senses dweomers of enchanted items, and it can often identify the type, specific functions, and even "strength" (number of charges, uses, or spells remaining) of a magical item with a 90% chance of success, modified as follows (choose the greatest applicable debit in any situation; debits are not cumulative):

- 60% if the feystag is confused or feebleminded
- 40% if the feystag is under psionic attack
- +20% if used on the feystag in the last three turns
- +25% if the feystag has seen an item in use

A feystag free of confusion or feeblemindedness automatically senses all dweomers within 60 feet, seeing them as auras of differing brightness. A feystag that studies an item for a round makes an Intelligence check to determine if it divines how to activate or control a property of the item. (Some magical items defy identification or have too faint a dweomer for the feystag to learn their powers—DM's call.) Note that the creature can study only one item per round, but it can do so in addition to other physical, mental, and magical activity. A feystag able to handle an item gains a 1-point bonus on its ability check. Feystags can study items from up to 60 feet distant.

If a feystag learns how to operate an item power triggered by force of will, silent mental command, or spoken word, it can make the item function from 20 feet away. Feystags can't

control or activate items they haven't identified, and they can activate only one item per round, once, but items that operate continuously for more than a round will do so even after an activating feystag has turned its attention to another item.

The bearer of an item a feystag activates from afar can wrest control back from the creature if the item is controlled by physical means or if the bearer speaks command words. (The bearer's words override the feystag's long-range commands.) If the bearer tries to regain control of a power activated by will, his Intelligence and Wisdom must exceed 32. If the total is 29–32, the bearer succeeds, but must successfully save vs. spell or be confused for 1d6 rounds (no one can operate the item during this time if the bearer still holds it). If the total is 28 or less, the bearer can't regain control from the feystag.

The feystag's two clawed forearms can awkwardly wield one-handed weapons (-1 penalty to attack and damage rolls) or rake with its claws. It is immune to all enchantment/charm and greater divination magic, and to psionics which duplicate mind-reading and influencing effects.

Habitat/Society: A feystag is usually a solitary forager (except during its mating cycle). It habitually scouts out new territories, discovering springs, caverns, hiding places, and areas where pitfalls and snares can be set—often a feystag lair is surrounded by traps. The creature hoards magical items, delighting in their use and always trying to acquire more.

A few feystags dwell among humans in remote forest communities. They often bargain with or sell information about items brought to them, or they become sages.

Ecology: Feystags are preyed upon by all creatures who dine on deer. They are friendly with korred, centaurs, and satyrs. They prefer to eat plants (particularly mint), certain mosses, and mistletoe.

Flameskull

CLIMATE/TERRAIN: Any land
FREQUENCY: Rare
ORGANIZATION: Solitary or small groups

ACTIVITY CYCLE: Any
DIET: Nil
INTELLIGENCE: As in life (usually 8–16)

TREASURE: Any
ALIGNMENT: Lawful evil

NO. APPEARING: 1 (or, very rarely, 1d6)
ARMOR CLASS: 3
MOVEMENT: Fl 21(A)

HIT DICE: 4+4
THACO: 15
NO. OF ATTACKS: 2 plus special

DAMAGE/ATTACK: 2d4 (x2)
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: Regeneration, spell immunity

MAGIC RESISTANCE: 88%
SIZE: S (about 1' diameter)
MORALE: Elite (13–14)
XP VALUE: 2,000

Flameskulls are rare undead guardian creatures. These magically powered flying skulls are fashioned from human heads soon after their owners' deaths.

Flameskulls can speak Common and up to 14 other languages that they knew in life.

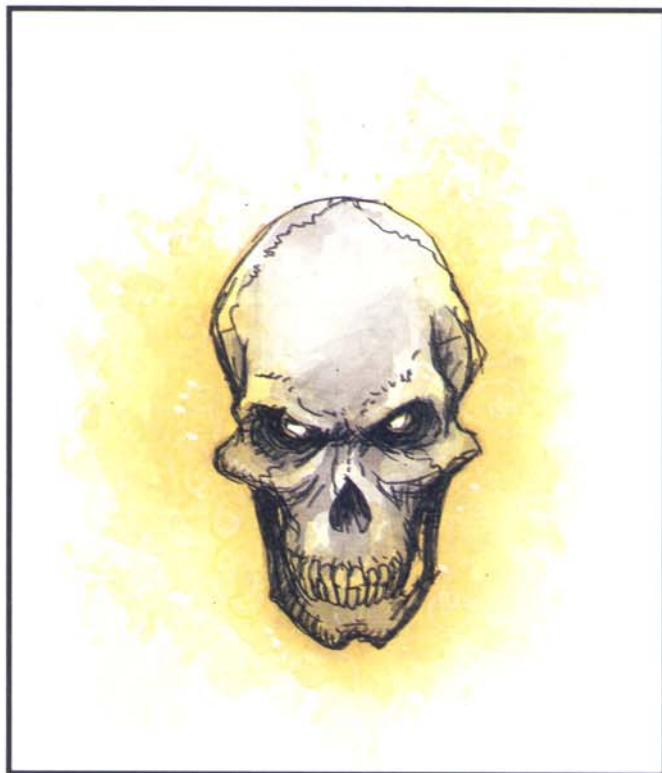
Combat: Flameskulls use their voices to lure intruders into traps or deceive them about the presence of other dangers. They can spew fire from their mouths twice per round, in straight gouts up to 10 feet long.

If enchanted to do so at the time of their making, each can also cast one spell per round, by verbal means only. Most flameskulls cast *magic missile* or *flame strike* spells; none can use mind-control spells. Most flameskulls can cast up to three different spells, and almost all flameskulls cast their attack spells every second round. On the rounds between, they utter a single-segment, verbal-only incantation now lost to most spellcasters: *spell reflection*, which returns any and all cast spells reaching the flameskull in that round back on the caster(s). If the spells inflict damage, the casters suffer normal damage; if not, they are merely negated.

Flameskulls cannot be affected by mind-control spells like *charm person*, or by *sleep*, *hold*, and other spells to which undead are immune. Neither are they affected by cold, fire, or heat-related magical attacks, or by electrical (lightning) attacks. Their high magic resistance often protects them against spells they fail to reflect back at their casters. Flameskulls are turned as lichens and may be struck by any sort of weapon.

These creatures regenerate 1 hp per round and reassemble even after being shattered unless a *dispel magic*, *exorcise*, or *remove curse* spell is cast on their remains, or the majority of their bone fragments are doused with holy water.

Flameskulls fly about trailing little jets of flame. They move in complete silence unless uttering spells or screaming for effect.



Habitat/Society: Flameskulls do not reproduce, nor have they any purpose in life beyond the guardianship for which they were created. Though they retain their intelligence, they often go insane from sheer boredom and may, if the DM wishes, exhibit erratic behavior. They always want to be entertained, and if freed from their guardianship by the destruction or pilferage of whatever they were set to guard, they do not hurl themselves to attack to achieve their own destruction. Instead, they try to follow or accompany the being(s) who freed them from guardianship. Typically they float along, just out of reach, making smart comments and wanting to see everything interesting that is going on (including secret meetings, seductions, magical research, and other private matters). Flameskulls are utterly lonely and act accordingly.

Ecology: Flameskulls fill no niche in the ecology. They are studied by alchemists, priests, and wizards whenever possible in an effort to duplicate their powers or the means of their making (so far without reported success), or to find special properties that their flames might possess.

Foulwing

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1d4
ARMOR CLASS:	3
MOVEMENT:	6, Fl 12(C)
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d4+1 (x3)/1d4 (x2)
SPECIAL ATTACKS:	Ammonia breath, blood drain
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (16'-20' long, 40' wingspan)
MORALE:	Elite (13-14)
XP VALUE:	1,400

Foulwings are grotesquely misshapen flying predators thought to have originated on another plane. Savage and wantonly destructive, foulwings enjoy killing. Mildly empathic and essentially lazy hunters, these clumsy fliers are often tamed for use as steeds by evil and unscrupulous humans.

Foulwings have black leathery wings, toad-shaped bodies, and vaguely horselike heads. The shapes of their heads, and the location and size of the many horn-shaped wriggling skin growths that cover their black bodies, vary from individual to individual. Every foulwing has *three* needle-toothed jaws set around its single-nostril snout. Glowing, faceted, red eyes give the foulwing infravision with a 90-foot range.

Foulwings communicate with each other in harsh croakings that communicate identities and basic emotions, urges, and warnings.

Combat: The foulwing prefers to fight in the air or pounce on its prey, allowing it the use of its wing claws and calling upon the weight of its body to knock down and pin prey to the ground. It twists its head so as to bite with all three jaws, and its ammonia breath causes opponents (during the round of contact and the following round) to suffer a -1 penalty to attack rolls due to the stinging irritation it inflicts upon visual and olfactory senses. If the foulwing disables or pins its prey (a Strength score of 16 or higher is required to escape pinning unaided; allow one Strength check per round), it attempts to leisurely drain the victim's blood by sucking with one of its three hollow, tubelike tongues, biting open wounds to do so. The blood drain is equal to 25 points of damage per round, and pulling free inflicts another 2 points.

Habitat/Society: Foulwings may be found as solitary hunters or in "flocks" that gather to court or attack especially strong prey. Every flock (of up to four foulwings) is dominated by the largest specimen and works together to scatter, disable, or herd prey.



Ecology: Foulwings are rapacious scavengers that will eat carrion or plant leaves if no other food is available. They have been known to keep "larders" of captive creatures to dine upon later. Foulwings bear live young, typically 1-3 at a time, and always nest in rocky, mountainous wilderness areas. Young are born with 1 HD and only bite attacks (for 1d2 damage per jaw), but rapidly grow to full size, whereupon the parents abandon them and each other.

Foulwing flesh is heavy, oily, and foul in taste (hence the creature's name). It quickly rots upon the creature's death and has no known usefulness as armor or in magical practices. Foulwing blood and saliva, however, have both been found to be mildly caustic cleansers that bring metal to a bright, long-lasting sheen.

Foulvern

In very rare instances, foulwings have mated with wyverns. The offspring are always misshapen wyverns with 1-2 additional Hit Dice and three jaws each (as a foulwing has). Foulverns have a taste for blood and a savage enjoyment in killing, but otherwise favor their wyvern heritage.

Gambado

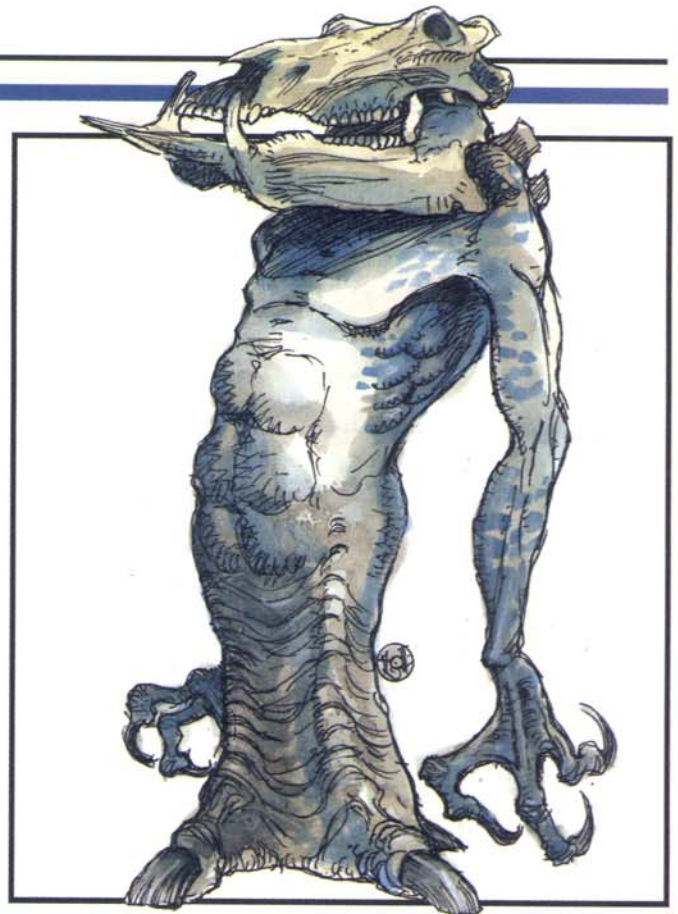
CLIMATE/TERRAIN:	Temperate and subtropical/ plains and subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary or family
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	R
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1d8
ARMOR CLASS:	6
MOVEMENT:	See below
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8/1d4 (x2)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Steady (11-12)
XP VALUE:	175

Known by the folk name of "springing skulls of doom," these creatures construct a lair and ambush passersby. Gambados are completely amoral, caring only for their own survival, their next meal, and their personal treasure.

Gambados are generally pale gray in color, but they often camouflage themselves with soil and clays found in the course of digging their pit lairs. These extraordinary-looking creatures are man-sized, with a powerful human torso and two arms that end in three curved claws. Supported on the strong, flat neck is what appears to be the creature's head, but is actually a skull of another creature. Gambados use found skulls to house their heads, similar in principle to the hermit crab. They have special muscles that secure the placement of the skull and work its jaw. Skulls of horned, long-toothed, or other interesting animals are favored by plains gambados, while those with subterranean lairs prefer humanoid skulls.

A gambado's torso narrows downward to a 3-foot-long cylinder of cartilage and muscle that can be compressed spring-style and suddenly released for lunging up and forward. This columnar leg ends abruptly in three long and flat single-toed feet. The gambado moves by springing. Jumping vertically, it can just reach a 14-foot-high ceiling with its head, and it leaps horizontally at a rate of 12. The radially arrayed and retractable clawed feet allow the gambado to rapidly shift direction or stop suddenly, having good traction.

Combat: A gambado normally attacks from its lair—a pit dug some 6 feet deep—with its head just at ground level and its leg contracted for springing. The monster constructs a cover for its pit out of rock, wood, rags, and old bones, with only a small hole in the center through which its skull head pokes out. An approaching creature sees only the skull, apparently lying on the ground. The cover will not support the weight of any creature larger than a rat, and it will not encumber the outward spring of the gambado when it strikes.



within 4 feet of the skull head, the gambado springs out and attacks, first biting with its ersatz head for 1d8 points of damage. Thereafter it also attacks with its claws, each of which inflicts 1d4 points of damage. The gambado will flee rather than fight to the death.

Habitat/Society: If a gambado kills a victim, it ignores all booty on the victim except coins, gems, and small pieces of jewelry. These are compulsively sorted by type and color, fondled and held up to light, then compulsively resorted. Finally, the objects are taken into the pit and stored, although some are scattered about or left on the ground in order to attract future victims. The gambado eats its victim, then laboriously reconstructs the cover for its lair, retreats into the pit to digest its meal, and awaits further prey. Gambados can go for several months between major meals. At least once every 10 days the gambado uncovers its hoard to sort and admire the various objects again.

Once thought to be solitary creatures, gambados are found in groups too. If a location is successful in terms of food and booty, a gambado will return to its former lair and collect its family, which moves to the new area. In some places, as many as eight gambado pits may be found in close proximity. Sages believe that gambados communicate with one another through a quiet strumming of the ground, using extremely rapid and minute movements of their springing leg, although this may be nothing more than a means of keeping the leg muscles exercised and ready for action during long periods of waiting.

Ecology: The elastic hide of the gambado's leg is sometimes used for connectors in lengths of pipe or for similar applications. If recognized by someone who has dealt with gambados, a lair may serve to guard the rear of a passing party from less intelligent wandering monsters.

CLIMATE/TERRAIN:	Black Swamp, jungle	Violet Swamps, caverns
FREQUENCY:	Rare	Rare
ORGANIZATION:	Pack	Solitary
ACTIVITY CYCLE:	Night	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1d4+1	1
ARMOR CLASS:	5	5
MOVEMENT:	6, Fl 12(C)	6, Fl 9(D)
HIT DICE:	2+2	3+3
THACO:	19	17
NO. OF ATTACKS:	7	8
DAMAGE/ATTACK:	1d4/1 (x6)	1d6 (x2)/ 1 (x6)
SPECIAL ATTACKS:	Paralyzation,	Paralyzation, blood drain rending
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6' long)	L (9' long)
MORALE:	Elite (15-16)	Steady (11-12)
XP VALUE:	650	650

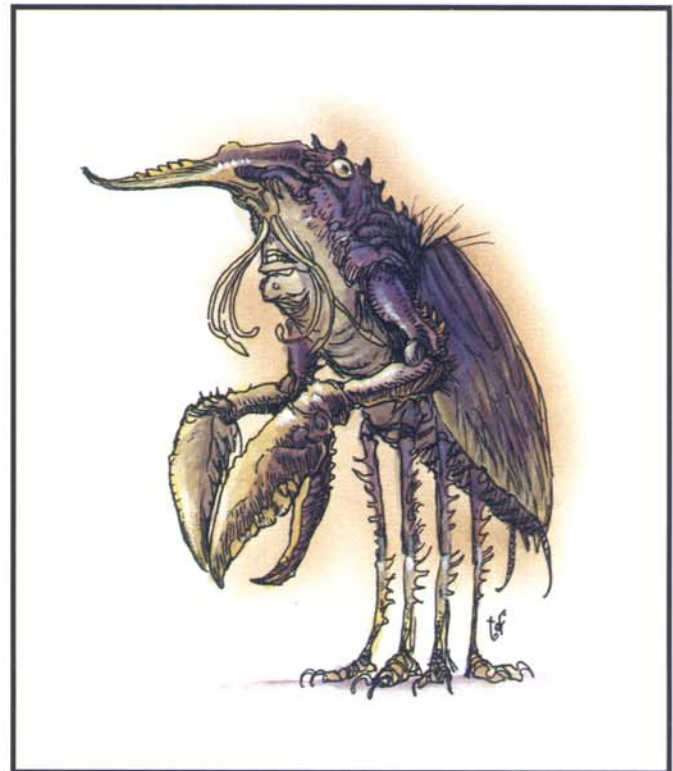
Garbugs are apparently related to carrion crawlers. They have six tentacles around their mouths and insectoid wings on their backs. In other respects they resemble lobsters, with eyestalks, antennae, an exoskeleton, and five pairs of limbs with pincers. The glossy black male has a long proboscis while the dominant female is of a striking hue of violet, except for the set of strong claws on her topmost pair of limbs, which are dark yellow.

Combat: Though garbugs readily eat carrion, they prefer living (but immobile) prey. Their six 2-foot-long tentacles each inflict 1 point of damage per hit and secrete a paralytic poison. Victims must make a successful saving throw vs. paralyzation for each such hit or be paralyzed for 2d6 rounds; simultaneous hits are not cumulative. The paralytic poison is also mildly corrosive, serving the garbug as a digestive aid. If not wiped or rinsed off, it will cause a mild burning sensation and 1 point of damage per turn over the next two hours.

A black garbug attacks with tentacles and proboscis. This feeding tube inflicts 1d4 points of damage. If the garbug paralyzes his victim during a round in which he hits with his proboscis, he leaves his proboscis inserted, draining blood for 1d4 damage per round. Black garbugs are very tenacious and often fight to the death, even if they only want a light snack.

The violet garbug attacks with tentacles and strong claws. Each claw inflicts 1d6 damage. If the violet garbug hits with both claws in the same round, she also *rends* the victim for an additional 1d4 points of damage. Once her victim is paralyzed or dead, she uses her claws to tear off hunks of flesh, which she transfers to her mouth, using her tentacles.

Except for the strong upper claws of the violet garbug, the monster's pincers are too weak for combat. They are used sim-



ply to carry food or to hold the victim while feasting.

Habitat/Society: Black garbugs have no permanent lair, but violet garbugs often claim a small cave or build a nest. Males and females come together to mate once or twice per year, and black garbugs use their proboscises to fight one another in dazzling aerial combat, trying to win the privilege of mating with a violet garbug. About a week after mating, the female lays 20-40 eggs in standing water, which hatch into nymphs that look like crayfish, but which are colored according to gender. There are usually five or six males for every female. In two months the nymphs undergo a metamorphosis and acquire adult characteristics.

Predators, including and especially adult garbugs, keep the numbers of developing garbugs small. Only 2d6 hatchlings per nest reach maturity and go off to claim their own hunting ranges. Garbugs seldom live longer than five years.

Ecology: Like carrion crawlers, garbugs perform a useful function. Besides eliminating refuse, they also prey on weak members of other species. Garbugs are also great enemies of spiders and favor them as prey. Garbugs, particularly violets, are very clever at luring spiders out of their lairs.

Incidental treasure, as well as the other remains of previous victims, may be found anywhere in the creatures' hunting grounds. They aren't choosy about where they eat, and seldom take victims away from where they have been killed.

Garbug tentacles are useful in the manufacture of paralysis poisons, and they might be useful in the making of scrolls, glyphs, or other items that cause paralysis.

If a female garbug is captured while still a nymph, she may be raised as a guard animal. She can be trained to recognize a few individuals and to follow very simple commands. A violet garbug nymph brings as many as 1,000 gold pieces. Males, on the other hand, have defied all attempts at training.

Genie, Tasked, General

Tasked genies may once have been genies of one of the four elemental realms. However, they have performed a single type of labor for so long that their forms have been permanently sculpted to suit that work. Their profession defines them and rules them, and a tasked genie taken away from its work grows weak and sickly. Unlike most genies, the tasked are not always uneasy or hostile in the presence of humans. They are still very proud of their superior skills, but their sense of worth is based on achievement, not birth. As long as they share an interest and aptitude for their craft, and a willingness to defer to the genies' greater knowledge, humans can consort with tasked genies with no ill effect.

Tasked genies are elemental spirits that serve the unsympathetic forces of nature. They are free-willed, civilized, and highly intelligent. They eat, drink and reproduce just like humans, and they can die as well. Yet their powers inspire such fear and awe in the minds of primitive tribesmen that they are still worshiped and offered sacrifices in remote and savage areas. They can raise buildings overnight, their armies can appear and disappear from the field of battle, and their magic can whisk a person hundreds of miles in moments.

Most genies prefer to dwell apart from humans, but tasked genies are equally at home in the wilderness and in the cities. Genies that live on the elemental planes rarely come to the Prime Material Plane unless called, but tasked genies often live in wildernesses, ruins, deserted houses, cemeteries, rivers, and abandoned wells. Trespassers on the territory of a genie are usually warned off by an attempt to frighten; stones are thrown at the intruders by invisible genies or sudden sandstorms spring up to blind, confuse, and misdirect. If the trespassing continues, the travelers are attacked and shown no mercy.

A very few tasked genies are nomads of a sort. Their camps in the desert, among the ruins, and their lodgings in the cities may disappear in an instant (usually at dawn or dusk), whenever they decide to move on. But their camps don't resemble the camps of nomads; they are often huge mansions or fortresses that may vanish into the sands when discovered, like a dream fading in the morning light. At other times, however, genies in the wilderness take their discovery by others rather badly, and, instead of moving on, they try to force their discoverers away by throwing stones at them or by carrying them on the wind for many miles. Hence, travelers through the desert often call out to the genies when approaching desolate lands and ask for permission to pass through.

Unlike the genies of the four elements, tasked genies have very little regard for castes, classes, and social distinctions of humans, as their lives and their status among their kind are almost entirely dependent on merit. Tasked genies have no nobility, only masters of their craft. They will as soon work for a pauper as for a sultan, as long as there is work to be done.

This lack of elitism does not mean that genies don't understand the nuances of politeness and proper etiquette. They may not think much of their master, but they will be unstintingly polite. Of course, genies can and do turn social conventions "topsy-turvy" when they are free to harass someone who has offended them, or even when the mood just strikes them.

Tasked genies fall into two main categories: those bound by their profession to a certain location, and those kept inactive in some way for long periods between bouts of servitude. The first group comprises the helpful tasked genies, those who create fantastic foods, art, and monuments. The second group has nothing to do when not called upon by genie nobles or powerful wizards; they are slowly driven insane by their magical isolation, and for this reason they delight in shedding blood when released from service. These include the deceiver, slayer, and guardian genies (only the tasked deceiver genie is included in this particular collection of monsters).

Tasked genies must always be either paid or enslaved before they will render service to a nongenue. Binding a particular tasked genie is a difficult undertaking requiring great wealth, wisdom, and patience. The procedure is equivalent to spell research, with the same costs and chances of success. Only a wizard may successfully learn the rituals for binding a tasked genie. The determination of success is made with the level of the researched spell treated as equal to the tasked genie's Hit Dice divided in half (round up). Thus, learning to bind an administrator tasked genie requires as much effort as learning a 3rd-level spell, while the ritual for commanding a deceiver tasked genie will be discovered as if it were a 5th-level spell.

Though only a single genie may be bound by a spell, some tasked genies will request aid from their brethren when commanded to undertake a large, short-term project for their masters such as shearing a huge herd of sheep or building fortifications in time to hold off invaders. These genie helpers serve without demanding pay from the wizard so as to free their cousin from service more quickly. A wizard may bind no more than one tasked genie per year or face the wrath of the genie princes.

All tasked genies are extremely long-lived, but tasked genies kept from their tasks invariably live short lives.

Genies occasionally take human lovers, but the result is almost always tragic. Those who love the genies lose all sense of reason and judgment and are often destroyed by their love for such a powerful spirit. Occasionally, however, the pair makes its peace and lives happily, almost always after a stormy courtship and only after leaving human society. These liaisons rarely produce children, but when they do the offspring have the powers, strength, and abilities of markeen (see the AL-QADIM® MONSTROUS COMPENDIUM® appendix), though they do not have a human double.

Genie, Tasked, Administrator

CLIMATE/TERRAIN: Dependent upon task
FREQUENCY: Very rare
ORGANIZATION: Solitary or family

ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Genius (17-18)

TREASURE: E,G
ALIGNMENT: Any lawful

NO. APPEARING: 1 or 1d4+1
ARMOR CLASS: 6
MOVEMENT: 9, Sw 15 or Fl 15(A)

HIT DICE: 6
THAC0: 15
NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2d8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Nil
SIZE: M (7' tall)
MORALE: Average (8-10)
XP VALUE: 2,000



Tasked administrator genies serve in bureaucracies, both for other genies and for humans, acting as advisors, negotiators, and all-around bureaucrats, and they often act for their masters in day-to-day decision making.

Administrators are tall, noble, and pleasing to the eye. They prefer to dress in flowing silks that highlight their fine musculature, but they wear appropriate clothing for their duties. Their skin color is dark tan with a slight bluish cast.

These genies retain limited telepathy and can communicate with creatures of at least low intelligence. They can either fly or swim, depending on whether they were once djinn or marids. Administrators seldom use their special movement for transportation, preferring to save it for times of emergency.

Combat: An administrator genie can cast *friends*, *tongues*, and *ESP*, each three times per day. It can use *suggestion* once per day, and it has a permanent *unseen servant*. Spellcasting is performed as a 10th-level wizard.

Though administrators prefer not to enter combat themselves, they are adept at handling logistics, determining where supplies come from and how to get them where they're needed. If forced into melee, a tasked administrator is sure to have the one normal or magical item that will help the most, provided that item is one owned by the genie or may be found normally in its place of residence.

Habitat/Society: Administrator genies are very proud of their work, considering bureaucracy an honorable profession with many benefits. They serve in many capacities, from clerk to city manager, but they are almost always ambitious and try to rise to positions of power. They prefer behind-the-scenes power however, and try to stay out of the public eye.

A tasked administrator is often part of a family of like genies who sometimes serve together in especially large bureaucracies. Those administrator genies who work alone

can always call on their other family members for favors, and there seems to be an extensive under-the-table trade between them. Rumors state that there are only two families of tasked administrators, one formerly djinn, the other formerly marids. Since they seem to know many other tasked administrators (and constantly refer to their cousin or brother or uncle who can help in a given situation), the rumors may be true. There seems to be a rivalry between the djinni and marid families.

Since most tasked administrators consider their duties a normal job, they expect to be well paid, and they make efforts to gather riches to pass on to their family. When they reach a level at which they feel they can retire, they often try to pass their jobs on to offspring, or at least other family members.

Administrators are quite skilled at their duties. As with any job, however, there is a period of training, and young tasked administrators may be inefficient or appear habitually frazzled. If given a chance, though, they almost always settle into a routine. Those who remain inefficient act as assistants to other tasked administrators or are assigned by the family to rulers who have somehow offended the family.

If tasked administrator genies are bound into servitude, they often become surly and obstinate. Though they follow their orders, they are slow to process paperwork, rude to outsiders, and lackadaisical in giving orders to lesser bureaucrats.

When a tasked administrator has attained an important position, it often demands fine quarters. Former djinn prefer open, airy quarters, while former marids like many fountains and pools. Administrators will also try to incorporate these elements into their place of work.

Ecology: Administrator genies can be great hindrances or great helps to any bureaucracy. If treated well by the local ruler, they can make the bureaucracy a shining example of efficiency. If not, they can turn a city into a shamble of errors and problems.

Genie, Tasked, Deceiver

CLIMATE/TERRAIN: Dependent upon task
FREQUENCY: Very rare
ORGANIZATION: Solitary

ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: High (13–14)

TREASURE: F,U
ALIGNMENT: Neutral evil

NO. APPEARING: 1–2
ARMOR CLASS: 0 (4)
MOVEMENT: 12, Fl 18(A)

HIT DICE: 9
THAC0: 11
NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2d10
SPECIAL ATTACKS: Spells, blinding
SPECIAL DEFENSES: Displacement

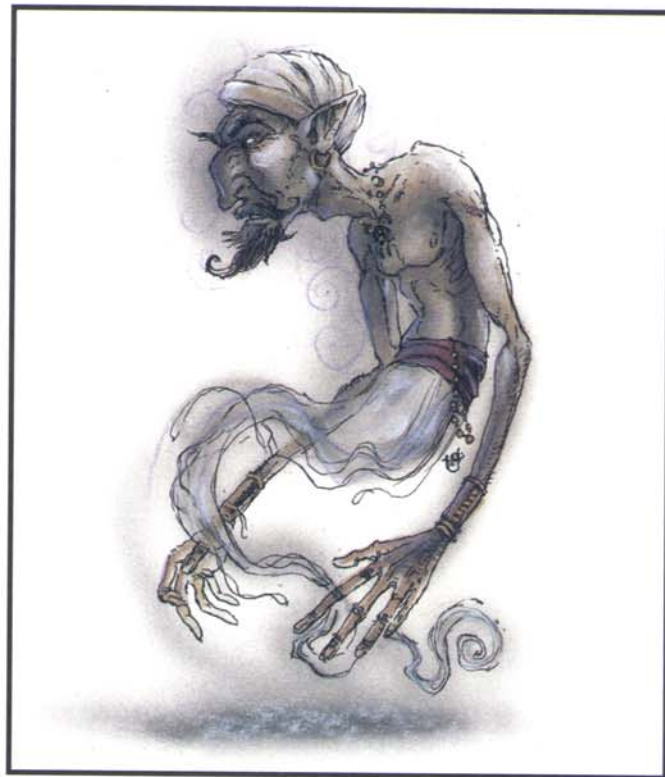
MAGIC RESISTANCE: 35%
SIZE: M (7' tall)
MORALE: Unsteady (5–7)
XP VALUE: 10,000

Deceiver genies are servants of noble djinn and sometimes the most powerful of jann. They themselves are djinn perverted to a life of deception, sworn to mask the face of the world. Their true form is difficult to judge, but they are said to be tall and gaunt, with thin arms and legs, and large heads, hands, and feet. They have long fingers, blond hair, and striking eyes—one blue, one brown. Their skin is a mottled gray.

Combat: Deceiver genies are cowards shrouded in a perpetual *displacement* effect, so the first attack on a deceiver genie always misses. However, creatures able to see through this illusion can attack them at their natural Armor Class of 4.

These genies can use each of the following spell-like abilities at will: *change self*, *delude*, *false vision*, *tongues*, *misdirection*, *undetected lie*, and *whispering wind*. Twice per day they can create *distance distortion*, *massmorph*, *spectral force*, and *shadow magic*. Once per day they can invoke *disbelief*, *projected image*, *solipsism*, and *sundazzle*. Once per week they can use a *mass suggestion* (up to 24 levels or HD of creatures) or create a *permanent illusion*, *programmed illusion*, or *veil*. Their illusions are equivalent to those cast by a 24th-level caster for purposes of *dispel magic*, duration, area of effect, and so on. However, their life of trickery renders them susceptible to their own game; deceiver genies save against illusion/phantasm magic at –4.

Favorite tricks of deceiver genies include sending hapless victims over illusory bridges, chasing illusory oases, or even making them argue with one another over trivial matters. They also enjoy sending unnerving messages to sentries, caravan guards, and other watchmen. They have the minds of immature pranksters, and no trick is too low or too difficult. Deceiver genies will gladly give up food, sleep, and treasure in pursuit of a truly cruel scheme. The only trick they dislike is taking the place of others; although they can alter their outward appearance, they are uncomfortable being near others for more than a few minutes. They pretend to be someone else



only when a larger plot requires it.

If forced into melee, deceiver genies fight with a hysterical, terrified strength. On a natural roll of 20, their steel nails tear out an opponent's eye. If the roll of 20 is 4 more than the genie needs to hit its target, both eyes are torn out. In either case, an immediate system shock roll is required to avoid passing out for 1d6 turns from the pain. Partially blinded foes strike at –2, and fully blinded opponents suffer a –4 penalty to all attack rolls, and all rules for blind-fighting apply. In most cases, deceiver genies call up spectral minions to serve them in battle. These are often reinforced by real minions of the same type; deceiver genies think the resulting chaos is hilarious.

Habitat/Society: Though most deceiver genies serve other genies, they sometimes cooperate with others of their kind to build themselves a village and hide it in remote regions. They rarely speak the truth, even under magical duress—a deceiver genie under the influence of a *charm monster* spell or similar magic still lies constantly and shamelessly to its friends.

These genies are dangerous to their masters when not constantly set to a task; when idle, they spin webs of lies, generally to provoke their masters into some disastrous action. Deceiver genies see the entire world as a fiction, a game, or a toy created for their manipulation and amusement.

Deceiver genies aren't very interested in wealth, but they're great fans of the arts, which they consider a formal but fascinating form of lying. They will never harm a storyteller or tasked artist genie, though they may still confuse them.

Anyone wishing to bind such a genie must always be on guard for its effects on and promises to one's servants, cohorts, and loved ones, as loyalty to a master does not include loyalty to a master's retainers in the code of a deceiver genie.

Ecology: Tasked deceivers eat, drink, and sleep as humans do.

Genie, Tasked, Harim Servant

CLIMATE/TERRAIN: Dependent upon task
FREQUENCY: Very rare
ORGANIZATION: Solitary

ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: High (13–14)

TREASURE: W
ALIGNMENT: Lawful neutral

NO. APPEARING: 1
ARMOR CLASS: 4
MOVEMENT: 12

HIT DICE: 7
THACO: 13
NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1d10 (x2) or by weapon
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 10%
SIZE: L (8' tall)
MORALE: Champion (15–16)
XP VALUE: 1,400



Harim servant genies serve many purposes. They guard the women of a harim, but also entertain them and perform minor tasks around the harim area. Most harim servants are males, tall and muscular, but not especially handsome. They dress in well-made clothing of fine fabric, yet of simple design.

Tasked harim servants are desired by many harim owners, including other genies. When they work for other genies, they tend to be less protectors and guardians, and more menial servants, so most enjoy working for “lesser beings,” because it builds their own importance.

Combat: Tasked harim servants can cast each of the following spells three times per day: *cantrip*, *control temperature 10' radius*, *mending*, *minor creation*, and *major creation*. They can cast *alarm* and *create food and water* once per day. They cast as if they are 9th-level wizards or priests, and they use their spells to protect, entertain, and serve the women of the harim.

Tasked harim servants are also versed in melee combat. They normally carry two weapons, often a pair of great scimitars—due to their size, strength, and skill, they have no problem wielding both weapons at the same time. Without weapons, tasked harim servants attack with their fists.

Habitat/Society: Harim servants act almost in a fatherly manner toward their charges, seeking to guide, protect, and help. Female harim servants are strong matrons who seek to bring order to the harim. Both genders demand respect and do not hesitate to punish unruliness, though they generally try to combat problems by offering caring and a sense of family.

The genies take care of all the needs of the women, from mending and cooking to guarding and footbathing. They use *cantrip* liberally for cleaning and entertainment, using other spells as necessary to increase the comfort of the harim. They have nonweapon proficiencies in healing, sewing, cooking, and local and ancient history. The genies also serve as story-

tellers, entertaining with legends, tales of genies, and amusing jokes. Some tasked harim servants have other skills, such as singing or dancing, which they can teach to the harim women.

Harim servants demand little pay, receiving gratification from doing a good job and the adoration of their “daughters.” Though they answer to the harim’s master, the genies tend to develop an emotional attachment to the members of the harim. If any of their requirements aren’t met, or if they’re bound to service, they twist their duties toward other purposes. They become less servants to the harim masters and more servants to the harim members. While the genies follow the letter of the masters’ orders, they seek to avoid the spirit. In some rare instances, a genie might aid a woman to escape or to pursue an affair, or it might even become a paramour itself, but the offense to the genie or his charges must be great before actions like these are taken.

Other genies do not approach the women of a harim protected by a tasked genie unless the harim servant genie chooses to allow them access (for example, if the harim master is cruel, and the tasked genie knows another genie who will help and protect one of the harim women).

There are a few tasked genies devoted to looking after the men of a selama. They have similar attitudes to harim servants, wishing the best for their charges and for the whole selama.

Tasked harim servants get along well with most “lesser races,” particularly women. Since they are so attuned to the needs of the harim, they can often empathize with women they encounter outside the harim. If asked for advice, however, they tend to suggest clothing and actions more suited to a harim girl than to an adventurer or merchant, and they often try to pamper and guide women they meet.

A tasked harim servant goes insane if its harim is taken away or severely harmed.

Genie, Tasked, Messenger

CLIMATE/TERRAIN: Dependent upon task
 FREQUENCY: Rare
 ORGANIZATION: Solitary

ACTIVITY CYCLE: Day
 DIET: Omnivore
 INTELLIGENCE: High

TREASURE: U
 ALIGNMENT: Neutral

NO. APPEARING: 1-2
 ARMOR CLASS: 5
 MOVEMENT: 15, Fl 42(A)

HIT DICE: 3
 THAC0: 17
 NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1d8 or by weapon
 SPECIAL ATTACKS: Spells
 SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard
 SIZE: S (4' tall)
 MORALE: Unsteady (5-7)
 XP VALUE: 420

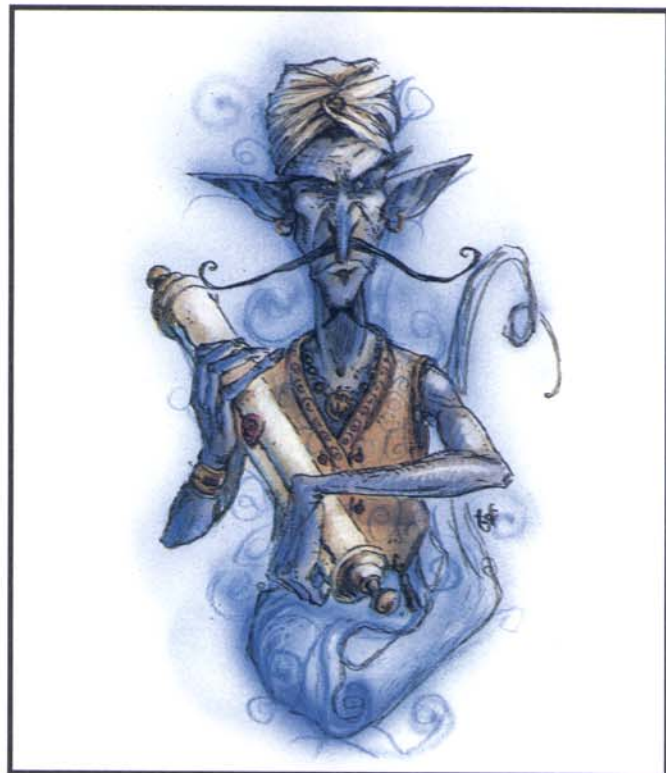
Messenger genies were once djinn, but now serve all genies equally, flitting from plane to plane bearing messages, gifts, treaties, letters, documents, and love letters between noble genies of the various realms.

Messenger genies are slim, fluid creatures that never stop moving. They wear close fitting clothes and keep their hair cropped short under their tight turbans. They never wear jewelry and are always lightly armed. They often ride magical mounts, though they can also travel quickly on foot.

Combat: Messenger genies would rather flee than fight, and would rather die than surrender their documents. They always try to slip through crowds, duck behind trees, or hide under tables rather than standing and confronting their foes. When forced into combat, messenger genies move quickly, with a -1 bonus to initiative rolls. They attack with thrown weapons like darts and use an enchanted poison unique to the messenger genies, called *bardan ruqad* (cold sleep).

Bardan ruqad is used to deliver messages to dangerous or unpredictable recipients, and it can be used as either an injected or ingested poison. A creature that fails a saving throw vs. poison at a -4 penalty is paralyzed instantly but remains unnaturally alert for 1d6 + 4 rounds, giving the genie time to deliver his message. After this time, the creature falls into a deep sleep. This slumber lasts for 1d6 hours, allowing the messenger genie time to escape. The recipient's skin is cold to the touch throughout this time, and some are mistakenly pronounced dead. *Bardan ruqad* even affects undead, though they save against its effects with just a -2 penalty.

Messenger genies can use each of the following spell-like abilities, once per day, as a 9th-level spellcaster: *aura of comfort**, *clear path**, *lighten load**, *dimensional folding**, *invisibility*, *haste*, *distance distortion*, and *shadow door*. (Spells marked with an asterisk are from the *Tome of Magic* and can be replaced by *dimension door*, *Leomund's tiny hut*, *pass without trace*, and



strength.)

Dying messenger genies can send their spirits out on the wind, reaching the nearest intelligent creature and asking to be avenged. Genies within range will always respond.

Habitat/Society: Messenger genies are always moving. They cannot stand to be kept waiting and are prone to pacing, fidgeting, and other nervous habits. Being tied up or held still is a form of torture that can sometimes (10%) force a messenger genie to undertake a mission for creatures to which a messenger genie owes no service. Only magical compulsion can force a messenger genie to reveal its messages; it would rather die than reveal documents held in trust.

Messenger genies are loquacious and enjoy helping people they meet on the road. If they are treated rudely, they may cripple mounts or ruin footwear.

Messenger genies think that motion in itself represents progress and goodwill; slow or immobile creatures must be either evil, lazy, or corrupt. Messengers are always up first in the morning and are the last to rest in the evening. They are not childishly energetic, but they are fiercely determined to do and see as much as possible, for they live only 10 to 15 years.

Ecology: Tasked messengers are respected by all genies. Though they are individually weak and rarely found in numbers, they are sheltered and protected by noble genies. Anyone assaulting a messenger genie can be sentenced to 100 years of servitude to the genies. Anyone stealing from one is put to death.

Messenger genies need very little food and water, and can work for 40 days without rest. After 40 days, they seek out a cloud castle or mountaintop and collapse into a week-long coma in a den of cloudstuff. When they awaken, they are fully restored, ready to run for another 40 busy days.

Genie, Tasked, Miner

CLIMATE/TERRAIN: Dependent upon task
FREQUENCY: Rare
ORGANIZATION: Solitary

ACTIVITY CYCLE: Day
DIET: Petrivore
INTELLIGENCE: High

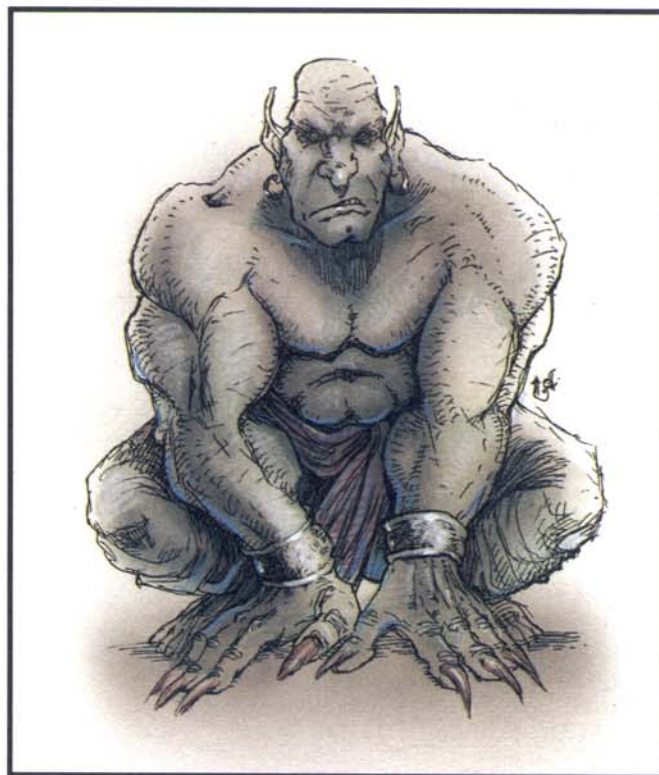
TREASURE: Q (x10)
ALIGNMENT: Neutral

NO. APPEARING: 1d6
ARMOR CLASS: 0
MOVEMENT: 15

HIT DICE: 6
THACO: 15
NO. OF ATTACKS: 2

DAMAGE/ATTACK: 3d6 (x2)
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Nil
SIZE: L (8' tall)
MORALE: Elite (13-14)
XP VALUE: 1,400



Miner genies are a recent form of tasked genie, employed by the dao, though they were apparently created by evil wizards. Miner genies were once dao, but they have been compelled to work in mine shafts for so long that now they are hulking, driven creatures that live only to dig and carry stone.

Miner genies are as wide as they are tall; their height has been reduced so that they fit through narrow tunnels more easily. Their arms and legs are thick and powerful, and their hands end in digging claws so exaggerated that miner genies can no longer use their hands to eat; they must feed using their tiny snouts, like animals. Their heads are bullet shaped, and they are entirely hairless.

Combat: Miner genies steadily tear through stone with their claws. In fact, their claws grow so quickly that, if they stop mining for more than a week, their claws become ingrown, crippling the miner genie. They cannot use weapons.

Miner genies can cast *detect metal or mineral*, *dig*, *faerie fire*, and *water breathing* (for diving through flooded mine shafts) once per day. Like dao, they can assume a dusty gaseous form once per day, which they use to scout along cracks and seams in the rock. They can usually detect poisonous gases and unstable mine shafts (75%). No stone weapon can harm them.

Miner genies can collapse any mine shaft they have personally dug with a single blow, inflicting 6d10 points of damage upon anyone within the area of collapse who does not make a successful saving throw vs. death magic. The collapsing section can be up to 1,500 square feet. Those who make their saving throw suffer only 1d10 points of damage from rock shards and rebounding debris. Miner genies are immune to the effects of these collapses.

Habitat/Society: Miner genies prefer dim light and dusty mines, where no genie or slave can see the dishonorable state to which they have been reduced. They are a universally grim,

self-pitying lot, prone to fits of sudden rage. They are solitary throughout their entire lives. Miner genies do not congregate for any reason and will strive to avoid each other's company.

Miner genies never mate or bear children because they do not want to bring others into the harsh servitude of the wizards that made them. However, their own lack of children makes them remarkably kind and gentle around the children of the dao, and they are occasionally allowed to serve as guardians for the illegitimate children of noble dao. These children are raised in the dim and despairing world of the miner genies until the dao parents think it is safe to declare their true parentage. A few of these children have been known to become miner genies, themselves, if left too long among the tasked genies.

Ecology: Miner genies eat stone, so just by living they mine out tunnels.

These genies that individually they're too weak to kill who wizards bred them, but as they are not always magically bound to serve the wizards, there is always the chance that they might revolt and kill their masters. Although they know that the dao are helpless against the cruel mages, the miners are irrationally angry that the dao do nothing to save them.

Miner genies are smaller and more manageable than the impudent dao, and some malicious wizards have suggested that all dao should be transformed into miner genies, so that they will always be servile. The dao might find miner genies amusing if the latter had been formed from some slave race, but as their blood brothers, many dao feel that miner genies are an abomination which should be done away with as soon as the yoke of their wizard masters is lifted.

Genie, Tasked, Oathbinder

CLIMATE/TERRAIN:	Dependent upon task
FREQUENCY:	Very rare
ORGANIZATION:	Order
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	C,H,T
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1
ARMOR CLASS:	-1
MOVEMENT:	15, Fl 30(B)
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4d6 plus special
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Immune to victims' attacks
MAGIC RESISTANCE:	45%
SIZE:	L (9' tall)
MORALE:	Champion (15-16)
XP VALUE:	12,000

Oathbinder genies are reshaped efreet devoted to maintaining solemn oaths sworn between their masters and any consenting sentient being. If these oaths are broken, the oathbinder genie punishes the oathbreaker according to the terms of the vow.

Oathbinder genies have skin as black and glossy as obsidian, and their bodies have a perpetual nimbus of white fire. Their eyes shine with purple fire.

Oathbinder genies speak the language of the efreet.

Combat: Tasked oathbinder genies are seen only when they are summoned by the magical ceremonial oath that they enforce, and they are summoned only when an oath that the genie oversees is broken, or if the magical oath is dispelled. If an oath is broken, the genie is magically transported to the offender's location within 1d3 rounds. A *dispel magic* spell may be attempted to negate the oath's binding magic at that point; it is negated if the spell is successful vs. 12th-level magic.

Even if the binding is broken, the oathbinder genie appears in order to discover why the magic has been dispelled, and it will attack if, in its considered opinion, the oath should still be binding. If the conditions of the oath no longer apply to the reality of the situation, then the genie's guardianship is withdrawn and the binding oath is void without consequences to anyone (for instance, if the oath applied only to members of a given tribe, and the person seeking release from the oath has become an outcast of that tribe).

Oathbinder genies attack by projecting a stream of white fire from their hands, somewhat like a *burning hands* spell, but each hand burns independently. The genie can attack one creature with each hand, inflicting 4d6 points of damage. The range of the stream is 8 feet.

An oathbinder genie is completely immune to all physical and magical attacks from a creature whose oath it oversees. An oathbreaker slain by this tasked genie immediately assumes the form of a ghost (see the MONSTROUS MANUAL



tome). The spirit form of a victim is captured and weakened for months or even years by the genie, and during that time the victim can neither be contacted with a *speak with dead* spell nor raised from the dead. Victims' spirits are held for one month per level of the victim, and then allowed to rest in peace. *Resurrection* and *reincarnation* are effective restorative spells when used at any point during which they would normally work, however.

An oathbinder genie has a number of spell-like abilities that aid it in the performance of its duties. It can use each of the following abilities, three times per day, as a 12th-level caster: *command*, *evil eye*, *greater malison*, *hold person*, *Otiluke's resilient sphere*, *unluck*, and *wall of force*.

Habitat/Society: Oathbinder genies are all members of an order that governs their conduct. They are experts on all aspects of contracts, oaths, vows, and matters of obligation, and they are always glad to debate fine points or split hairs with anyone similarly inclined, regardless of the topic.

Oathbinders refuse to serve the marid, whose word can rarely be counted on.

Ecology: Oathbinder genies have little impact on most creatures, as their needs are simple and they are never encountered other than as the servants of some powerful genie lord or wizard. Genies never break the word they give an oathbinder genie, although they may bend, twist, and wriggle or talk their way out.

Oathbinder genies demand more for their services (treasure, respect, goods) when the conditions of the oaths they oversee are more strict or exacting. Oaths of fealty sworn for a lifetime are more demanding to enforce than promises of nonaggression made for the coming year. All oaths of the latter sort cost a minimum of 1,000 gp to establish, and may frequently be tens or hundreds of times more expensive.

Gibbering Moulder

CLIMATE/TERRAIN: Swamps, underground
FREQUENCY: Very rare
ORGANIZATION: Solitary

ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Semi (2-4)

TREASURE: Q
ALIGNMENT: Neutral

NO. APPEARING: 1
ARMOR CLASS: 1
MOVEMENT: 3, Sw 6

HIT DICE: 4+3
THACO: 17
NO. OF ATTACKS: 6+

DAMAGE/ATTACK: 1 (x6) plus special
SPECIAL ATTACKS: Gibbering, spit, bite
SPECIAL DEFENSES: Ground control

MAGIC RESISTANCE: Nil
SIZE: M (4'-7' tall)
MORALE: Elite (13-14)
XP VALUE: 4 HD—975
8 HD—2,000

The gibbering moulder is an amoeboid form of life composed entirely of mouths and eyes. With its eyes and mouths closed, it appears to be a lump of earthy material, surprising creatures that stumble across it. Its only motive is to eat whatever is edible and within reach, be it animal, vegetable, or mineral.

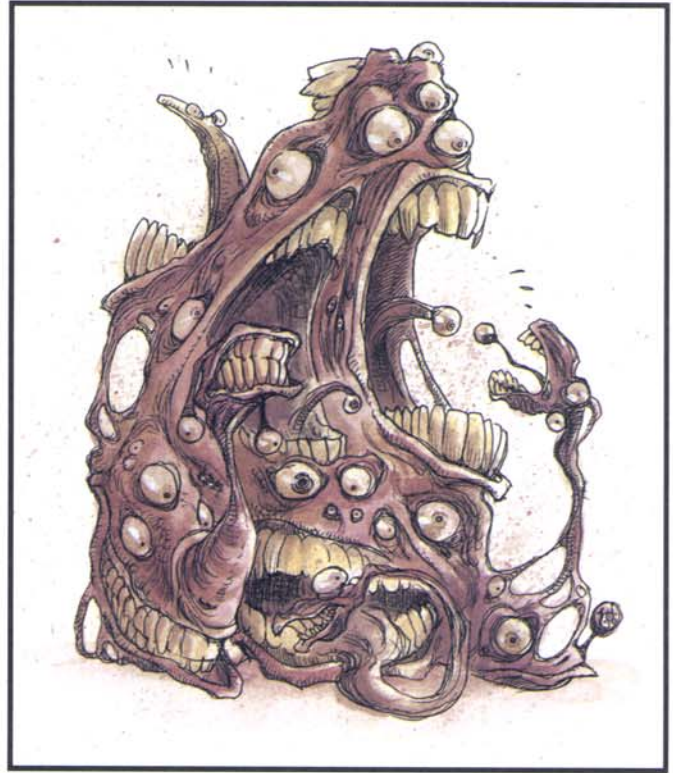
Gibbering moulthers move by oozing forward, fastening several mouths to the ground and pulling themselves along. A moulder may move faster over fluid and viscous terrain, such as mud and quicksand, by swimming.

Combat: The brain of a moulder is located in its midportion, and its gelatinous body makes it difficult to strike this spot, hence its relatively low Armor Class.

The moulder attacks in three ways: *gibbering*, spitting, and biting. When any edible object is sighted by a moulder, it begins gibbering incoherently, causing confusion among all within a 60-foot radius who fails a saving throw vs. spell. Each character who fails must immediately roll 1d8 to determine which of the following effects occurs. On a roll of 1, the victim wanders aimlessly for one round; on a roll of 2-5, the victim stands motionless, stunned for one round; on a roll of 6-7, the victim attacks the nearest living creature for one round; and on a roll of 8, the victim runs in fear for two rounds.

The spittle of a gibbering moulder bursts into a bright flare if it strikes any hard surface. The resulting flash blinds characters looking at it if they fail to save vs. petrification—the blindness lasts 1d3 rounds. The moulder may then attempt to bite blinded opponents with a +2 bonus to its attack rolls. Blinded victims attack with a -4 penalty.

A moulder attacks by biting with six mouths per round. Each attack roll exceeding the number required to hit by 2 or more indicates that the mouth attaches to the victim and drains an additional point per round. When three or more mouths are attached to a single victim, that character must make a successful Dexterity check each round thereafter or



slip and fall. The moulder will then flow over the victim and bite with 12 mouths, gaining a +4 bonus to strike its prone opponent. Once it pulls down one victim, a moulder tries to trap another.

If a victim reaches 0 hit points, he is absorbed into the moulder, giving it another mouth and pair of eyes, as well as 1 hit point permanently, up to the maximum for its Hit Dice. Only living flesh can be absorbed like this.

A moulder liquefies the ground and stone within a 5-foot radius and controls the consistency of the material, changing it to doughy quicksand. It requires 30 seconds to alter earth to quicksand, and a full round to mutate stone to earth.

Habitat/Society: Like other amoeboid life forms, gibbering moulthers reproduce by asexual fission. When a moulder has absorbed enough victims to gain maximum hit points, it splits in two. Each moulder has 4 + 3 Hit Dice (one has 17 hit points, the other has 18). The moulder retreats to some small, dark den before the four-hour process begins. When the two new moulthers recover from the dividing process (which takes 7 + 3d12 turns), each seeks its own new territory.

Gibbering moulthers avoid each other's territories and even physical contact with one another. It's believed that bringing two moulthers in physical contact forces them to merge, creating a larger creature with twice the size, HD, and number of attacks, but half the already-slow movement of the parent monsters. These great beasts strip the land so thoroughly that they generally die of starvation as soon as prey becomes scarce.

Ecology: Gibbering moulthers are unnatural creatures, usually created by foul sorcery and kept as guards by mages or obscene cults. Although they can survive in the wild, they are more scavengers than hunters, and they rarely establish reproducing populations in any but the most lush swamps.

Gnasher

	Normal	Winged
CLIMATE/TERRAIN:	Forest/hills	Forest/hills
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Pack	Pack
ACTIVITY CYCLE:	Day	Day
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Semi (2-4)	Low (5-7)
TREASURE:	None	None
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	2d10	2d6
ARMOR CLASS:	6	5
MOVEMENT:	15	12, Fl 6(E)
HIT DICE:	3	4
THACO:	15	15
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1d6	1d8
SPECIAL ATTACKS:	Nil	Surprise
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (5'-7' long)	L (8'-10' long)
MORALE:	Elite (13-14)	Elite (13-14)
XP VALUE:	120	270
Leader	175	650

These creatures resemble dogs, but their snouts sport many more razor-sharp teeth, and a bristly tuft of hair grows between their shoulders. Coloration tends toward deeper blacks, grays, and browns. Their eyes burn with a desire to kill.

The pack communicates on a rudimentary level, using a combination of barks, growls, and body language.

Combat: When gnashers attack, they circle their prey and then go for the throat. They prefer to make jabbing attacks, circling and feigning until they have sufficiently weakened their prey. Then they all lunge at once, overbearing the prey from all directions. The prone victim's AC is reduced by 4 and the gnashers inflict an additional +2 points of damage per attack.

The only hope of escaping a gnasher pack is to climb something the gnashers cannot ascend. However, they have been known to stand guard until the prey dies of dehydration or attempts an escape.

Habitat/Society: Gnashers hunt in packs, following a leader (+1 HD) that has earned its place by fighting for dominance, though rarely to the death. They frequently squabble among themselves, fighting over food, pack dominance, and mates, but not if there are foes present. They only kill gnashers of other packs, as these are viewed as competitors.

Gnashers avoid populated areas when possible, mostly attacking those who wander into the wilderness, although at times smaller farming communities have trouble with packs of gnashers that kill livestock and lone villagers.

Ecology: Gnashers survive solely on meat. They attack nearly anything in the area, from rabbits to adventurers to low-flying birds. An area controlled by these creatures will be devoid of other animal life. Anyone entering the territory of a pack of



gnashers will notice an eerie silence in the area. It takes nearly a year for any animals to return to an area that gnashers have made their home, even after they leave it behind.

Gnashers mate in the spring, the female bearing 1d4 + 1 cubs that stay her for one year and then are forced out on their own.

This monster's natural enemy is the elf dog, the cooshee. The two species hate each other and will attack at first sight.

Winged Gnasher

These cousins of normal gnashers are encountered only in areas with natural outcroppings of stone. They have batlike wings—thick membranes attached to their forelegs and running the length of their bodies—that enable them to leap into the air from these outcroppings and glide for distances of 50 feet for every 10 feet of height from which they leaped. However, their wings tire easily, and they cannot maintain glides of over 200 feet. They can also leap into the air from the ground and glide for 20 feet, but they suffer a -2 attack penalty attempting to bring down a target from such a jump.

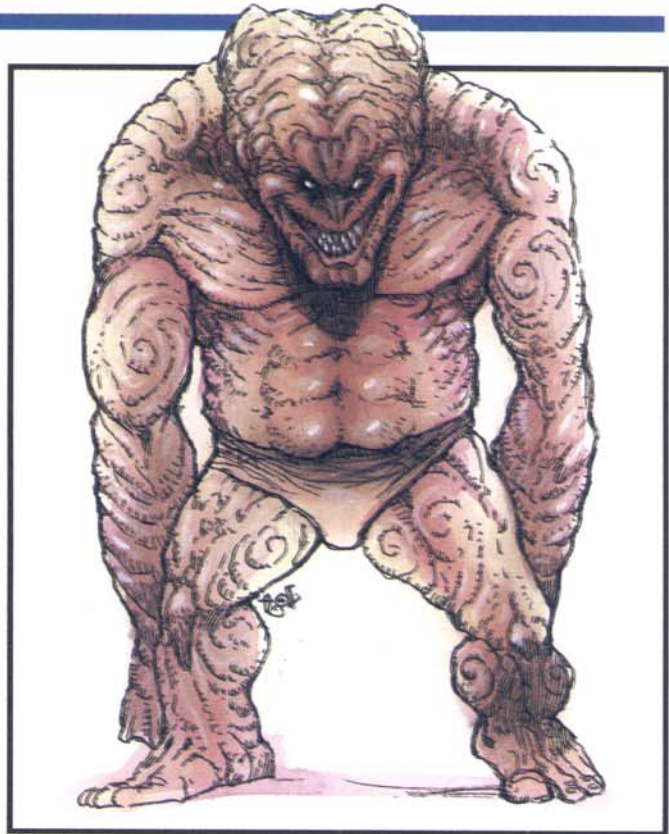
Combat: Winged gnashers can "fly" at prey, folding their wings and dropping down from heights of up to 20 feet to achieve surprise. This is equivalent to a charge attack, giving the winged gnasher a +2 attack bonus (but a -1 AC penalty).

Habitat/Society: Winged gnashers hardly ever sleep in the open. Their nests within caves are crude collections of straw and branches in which they sleep. There is usually very little treasure in a gnasher cave, since they have no use for it. They generally leave it on the carcasses of the creatures they kill.

Ecology: Winged gnashers are the natural enemies of most other aerial monsters, especially griffons and hippogriffs, who put aside their differences in order to eliminate gnasher packs.

Golem, Brain

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	6
HIT DICE:	12 (60 hp)
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d12
SPECIAL ATTACKS:	Mental blast
SPECIAL DEFENSES:	Spell immunities, +2 weapon to hit
MAGIC RESISTANCE:	70%
SIZE:	L (8' tall, 5' wide)
MORALE:	Fearless (20)
XP VALUE:	10,000



A creation of the ancient race of mind flayers, brain golems may be the most horrible of all their kind. They exist purely for the desires of illithids and are unswayed from their goals.

A brain golem appears as a huge, burly humanoid with an oversized brain for a head. In fact, the whole body is made up of brain tissue, but is covered with a thin film of slimy skin.

Although brain golems are more intelligent than other golems, they are completely unable to communicate.

Combat: Brain golems are used as muscle or guards for illithids, and they attack an opponent only if so ordered or if the opponent tries to get at what the brain golem is guarding. Regardless of the situation, brain golems never attack mind flayers, which limits their effectiveness in battles between members of that race.

In combat, brain golems are more aware of their environment than other golems. They always aim for wizards first, knowing that a quick strike could easily kill a member of that physically weak class. They seem to have an innate ability to roughly determine an opponent's condition (i.e., hit points), so they can continue to aim for the next weakest character after defeating a wizard.

A brain golem's physical attack is a swift punch with its fist. It is unable to employ both fists in a round because of its singular thought pattern, but the one fist is often good enough. In addition, once per turn, a brain golem can release a form of the mind flayer's mental blast. This energy strikes everyone within 60 feet. All those hit must make successful saving throws vs. spell or suffer 2d8 points of damage and become stunned for 1d10 rounds. Those who do save only lose initiative for the next round and suffer 1d8 damage. The golem generally calls upon this attack if reduced to 15 hp or less, or if ordered to do so by a mind flayer.

Like all golems, brain golems are immune to all forms of poison and cannot be affected by mind-influencing spells such as charms or illusions. They are also immune to death magic.

Habitat/Society: In a book by a sage called Hapworth is a tale told by two rescued human prisoners of the illithids, who apparently saw a brain golem created. Although the magic used was unknown to the humans, the brain golem's body seemed to be a combination of different racial brains. As for the head, this was taken from a part of the elder brain of the mind flayers. The skin was a membrane oozed from that same being.

Mind flayers use brain golems as they use all slaves: as heavy guards, used against monsters resistant to mind attacks or the physical attacks of the illithids. In addition, they are used to perform tasks that are beneath mind flayers, such as guarding food stocks and slaves, etc. Because of their undying loyalty and obedience, the mind flayers prefer brain golems over other races or constructs. A cynical phrase used by the githzerai, "treated like a brain golem," means to be treated well by a slave master.

No city or community of mind flayers will have more than 25 such golems, probably because the illithids don't want to take too much tissue from their beloved elder brain.

Ecology: Except in the services of their masters, brain golems have no place in any ecology. However, parts of them are useful in the manufacture of mind-affecting magical items (according to Sage Hapworth, at least).

Golem, Hammer

CLIMATE/TERRAIN: Subterranean (dwarf kingdoms)
FREQUENCY: Very rare
ORGANIZATION: Solitary

ACTIVITY CYCLE: Any
DIET: Nil
INTELLIGENCE: Non (0)

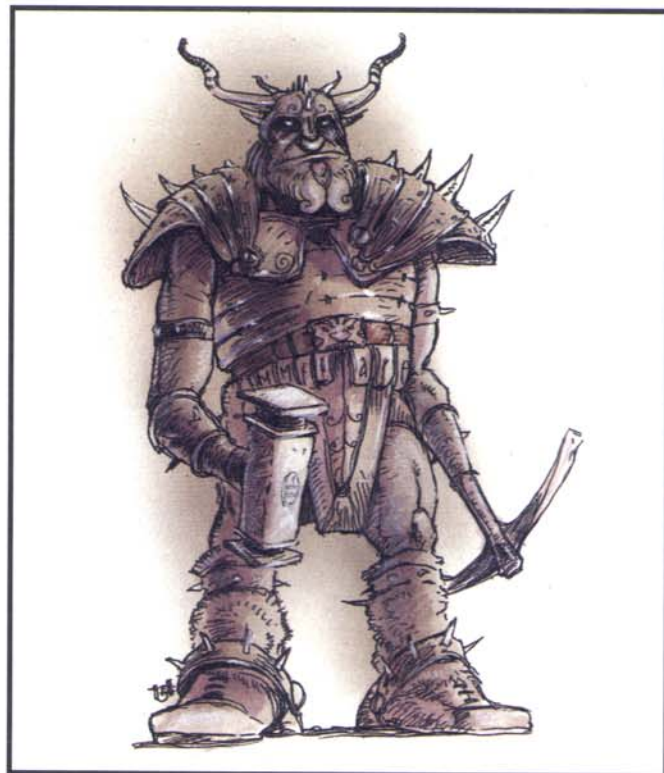
TREASURE: Nil
ALIGNMENT: Neutral

NO. APPEARING: 1
ARMOR CLASS: 0
MOVEMENT: 6, Br 6

HIT DICE: 14 (60 hp)
THACO: 7
NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2d10/2d12
SPECIAL ATTACKS: *Pounding force*
SPECIAL DEFENSES: Spells immunities, +1 weapon to hit

MAGIC RESISTANCE: See below
SIZE: L (9' tall)
MORALE: Fearless (20)
XP VALUE: 13,000



The nightmare of orcs and other dwarf enemies, this rare golem is constructed by dwarf priests, using a process as rare and carefully guarded as the manufacture of the most powerful dwarven magical weapons.

A hammer golem stands about 9 feet tall and weighs about 2,000 lbs. It resembles a gigantic stone dwarf (beard included) covered in adamantite plate mail. Its forearms have been replaced by two weapons—a hammer on the right arm and a pickaxe or axe on the left.

A hammer golem moves heavily and slowly. When encountering orcs and their kin, it gives out a hollow roar as it attacks, but otherwise does not communicate in any way.

Combat: This golem attacks only if ordered to do so by its master, if it encounters orcs, or if it is kept from its assigned task. The latter condition allows it to attack if someone tries to get at what the golem is guarding, for example. The creature can remember as many commands as its creator wishes, but all commands may total up to no more than twice the creator's Wisdom in words.

When without a master, a hammer golem attacks anything in front of it until opponents flee, or they leave its charge alone, or they are dead. If the opponents are goblinoids, only their death or the golem's destruction will break off its attack.

This golem attacks first with its hammer hand, inflicting 2d10 points of damage, then with its pick for 2d12 points of damage. In addition, it can employ a special *pounding force* attack once per turn. This is similar to a *repulsion* spell, except that, in addition to the usual effects, it inflicts 4d6 points of damage. If the victim makes a successful saving throw vs. spell, only half damage is sustained.

While all golems are immune to mind-affecting spells, a hammer golem is virtually immune to every spell except for *wish*, which affects the golem normally, and *stone to flesh*, which acts as a *heal* spell on the hammer golem. In addition, a

weapon of +1 or greater magical power is required to hit this golem. Of course, hammer golems are not affected by poison of any type.

Habitat/Society: As mentioned, hammer golems are made by dwarf priests, to be employed as guards, warriors, or massive miners (they can tunnel through solid rock at MV 6). While most hammer golems possess an axe on the left arm as described above, one designed specifically for mining has pickaxes on both appendages.

Ecology: Hammer golems contribute nothing to deep-earth ecology (or any other), except for the destruction of goblinoids and the mining of minerals.

Golem, Metagolem

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Electricity
INTELLIGENCE:	Very (11-12)
TREASURE:	See below
ALIGNMENT:	Any
NO. APPEARING:	1
ARMOR CLASS:	See below
MOVEMENT:	See below
HIT DICE:	9 (40 hp)
THACO:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Spell immunities, invulnerable to electricity
MAGIC RESISTANCE:	See below
SIZE:	S to M (3'-6' tall)
MORALE:	Fearless (20)
XP VALUE:	3,000-4,000



Metagolems are hollow, metallic humanoid constructs that have been given magical life. There are as many varieties of metagolems as there are metals, ranging from those made of copper to those made of platinum alloys. Like normal golems, metagolems are animated by elemental spirits. However, they are also given considerable intelligence and can speak.

Generally speaking, the more exotic the metal, the better the metagolem's armor, speed, and damage per hit. Statistics for metagolems made of common metals are given below:

Metal	AC	Move	Damage
Copper	6	3	1d10
Tin	5	4	2d10
Bronze	4	4	3d10
Iron	3	6	4d10
Steel	2	7	5d10
Silver	1	8	6d10
Electrum	0	9	7d10
Gold	-1	10	8d10
Platinum	-2	11	9d10

Combat: Metagolems are quite intelligent and employ sound tactics in battle. Aside from their limited selection of spells (see below), they never use weapons, preferring to rely on their fists instead. Despite their intelligence, they remain completely emotionless and can never be swayed from their goals.

Metagolems can cast *fireball*, *flaming sphere*, *fly*, *magic missile*, *stinking cloud*, and *web* spells, each once per day, at the 10th level of ability. They are immune to all illusion/phantasm, enchantment/charm, and alteration spells cast by wizards, and to all spells in the Charm sphere of priest magic. Further, they are not damaged by any attack involving electricity, but gain energy from such attacks instead (see "Ecology"). Like all golems, they are not affected by poison of any sort.

Habitat/Society: Metagolems are magical automatons created by powerful wizards to accomplish certain goals such as chasing down hated enemies, collecting treasure, and so forth. They have no society as such, but they do seem to bear a strange fondness for others of their kind. Occasionally, several metagolems can be found relaxing together on worlds particularly prone to violent lightning storms.

Metagolems have no free will, but always strive to fulfill the wishes of their creators. The methods of creating metagolems are not widely known, but only wizards of 18th level and above can make them. A metagolem has the alignment of its creator and an equivalent Strength of 15 for purposes of carrying and lifting items.

Often, a metagolem will join a party of adventurers if it is clear that doing so will accomplish its masters' goal. Although a metagolem makes a surprisingly amiable companion, it is usually mistrusted, for its companions never know when the metagolem's true instructions will interfere with their plans.

Ecology: As with other golems, metagolems can be created by only powerful wizards. However, unlike regular golems, metagolems occasionally require a supply of energy in the form of electricity to continue functioning. Hungry metagolems are known to insult powerful wizards for the sole purpose of making the mages so angry that they cast lightning bolts. Every hit point of damage from electricity powers a metagolem for one week, to a maximum charge of 100 weeks of continuous operation. Without this power, metagolems become dormant until given a new charge.

Golem, Spiderstone

CLIMATE/TERRAIN: Subterranean (drow kingdoms)
FREQUENCY: Very rare
ORGANIZATION: Solitary

ACTIVITY CYCLE: Any
DIET: Nil
INTELLIGENCE: Non (0)

TREASURE: Nil
ALIGNMENT: Chaotic evil

NO. APPEARING: 1
ARMOR CLASS: 3
MOVEMENT: 9

HIT DICE: 11 (55 hp)
THACO: 9
NO. OF ATTACKS: 4

DAMAGE/ATTACK: 1d12 (x4)
SPECIAL ATTACKS: *Web spit*
SPECIAL DEFENSES: Spell immunities, +1 weapon to hit, *spider climb*

MAGIC RESISTANCE: 50%
SIZE: L (7' tall)
MORALE: Fearless (20)
XP VALUE: 8,000

Spiderstone golems, also known as obsidian golems, are the constructed servants of drow spellcasters. Unlike other golems, each of these is inhabited by the spirit of an unknown tanar'ri servant of the deity Lolth, ensuring that its use is not directed against Lolth or her servants. Because a spiderstone golem has a spirit that is not completely bound to its material form, it is considered to be a lesser golem.

Physically, this golem resembles a large statue of a four-armed drow carved out of glossy black obsidian. When inactive, no signs of animation are apparent, but when it activates, the golem's eyes glow a fiery red. It weighs about 1,000 lbs.

Combat: In combat, spiderstone golems attack with four fists or a *web spit*. This *spit* has a range of 90 yards and requires an attack roll. If it hits, anyone within 20 feet is affected as if they are the victim of a *web* spell; the being on which the web is centered gets no saving throw. If the attack roll fails, the "spit" splatters harmlessly (see the section on "Grenade-like Missiles" in the *DMG*) and dissipates in 1d4 rounds.

A weapon of at least +1 enchantment is needed to strike a spiderstone golem.

Spiderstone golems are able to use *spider climb* at will. They are immune to all spells except those of drow priests or invocation/evocation spells (though they still roll for magic resistance and gain a saving throw, if applicable).

Each week, there is a small chance for a spiderstone golem to "go wild." If commanded by a priest in the service of Lolth, the chance is only 1%. Otherwise, it varies from 5% to 100%, depending on what the golem is currently being used for: The chance is 5% if it's under the control of a wizard in the service of Lolth; 50% if it's being used to guard something of personal value to the master, but of no use to Lolth; or 100% if it is being used directly against Lolth.

When a spiderstone golem goes wild, it becomes more cunning, as its Intelligence rises to the Semi (2-4) category. It



always seeks to kill its master first, then follows the commands of Lolth. In this mode, the golem is capable of designing simple traps, maximizing its abilities fully.

Habitat/Society: Spiderstone golems are most often used for such tasks as guarding a temple or hunting down enemies of the priesthood. They can be as useful to wizards as any golem as well, but their propensity for wildness makes them a dangerous servant.

When under mortal control, a spiderstone golem has as much intelligence as any golem, though the presence of the tanar'ri "overseer" gives it an evil alignment. However, it is able to follow one different command per round, as long as the command does not exceed four words for a wizard or six for a priest. This command may be changed from round to round.

Ecology: Except in the service of drow elves, spiderstone golems are similar to other subterranean golems in that they neither give nor take anything from the ecology. However, the powdered remains of this golem are useful in the creation of magical scrolls and items related to spiders, webs, and the abilities of spiders (e.g., *scroll of spider climbing*, *cloak of arachnida*, *arrow of slaying arachnids*, etc.). The eyes of a spiderstone are rubies that may fetch up to 10,000 gp apiece on the open market.

CLIMATE/TERRAIN:	Temperate mountains/ subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	H
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	9, Fl 18(E)
HIT DICE:	9
THACO:	11
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d8 (x2)/1d12 (x3)
SPECIAL ATTACKS:	Tail capture, "wishboning"
SPECIAL DEFENSES:	Difficult to surprise
MAGIC RESISTANCE:	Nil
SIZE:	G (50' long)
MORALE:	Steady (11-12)
XP VALUE:	2,000



The gorynych is unlikely to be mistaken for a true dragon if seen in good light. It has a long and supple body covered with tiny blue-green scales, and it has wings. However, it also has *three* wolfish heads and a multitude of tails, starting as three thick ones at the base of the spine, but eventually dividing out to as many as 12 whip-thin tails.

The gorynych is not well versed in speech and has no language of its own. If there is a race that is dominant in the regions around its lair, it will have a slight understanding of this race's tongue, no matter what it is, but that is the extent of the beast's linguistic knowledge. If its lair is in an empty tract of land, it has no language at all, as there would be no creatures with which to converse (and it doesn't talk to itself).

Combat: Although the gorynych has no breath weapon, it is a fearsome fighter. It first whips its flexible tails about in an attempt to entangle opponents, each tail striking as a separate attack. Then it uses two claws and three biting attacks on entrapped foes. The tails inflict no damage, but for every tail that holds a man-sized victim (smaller creatures are usually ignored), the gorynych gets a cumulative +1 attack bonus against that victim. Thus, if it wraps two tails around a fighter, the gorynych can attack at +2 that round, and if the fighter fails to eliminate or escape the two tails, it can wrap more tails around him at +2 to hit in the next round. Each tail sustains 2d6 damage before being severed, and none of these hit points are counted in the monster's hit-point total; even if rendered tailless, a gorynych will continue to fight if victory appears close. When first caught in one of these tails, the victim has a 10% chance of being held in such an awkward position that he can't attack the gorynych (25% on rare occasions when a smaller-than-man-sized creature is attacked).

Another attack form unique to the gorynych is called "wishboning." If the beast scores hits on a single opponent with at least two of its heads in a round, it will try to rip the

victim in half between them, inflicting an additional 2d6 points of damage. It cannot do so automatically in subsequent rounds, as it must get a new grip (and make a new series of attacks).

The gorynych has only one personality divided between its three brains, and each one is capable of directing the entire body on its own. Thus, cutting off two of the heads will not disable its thinking or hinder its movements in any way.

Having six dragon-sharp ears to hear with, the gorynych is difficult to surprise, even when asleep; it gets a +2 bonus on all surprise rolls. In addition, since it has more than one head, it cannot be attacked from behind, as it peers in all directions.

Habitat/Society: The gorynych prefers windy and desolate regions. It lives in deep caverns, and the long, winding tunnels of its lair are full of evidence of its presence: scales scrapped off on the rocks, claw marks, the occasional coin or gem dropped from its mouth when stocking its hoard, and the rare bone that misses the periodic cleaning out of refuse. While the creature avoids areas where human incursions are frequent, it is intelligent enough to note any roadways, caravan paths, and isolated settlements within a few hours' flight of its cave, so it has little trouble finding food and treasure.

Gorynyches reproduce by laying eggs, but the young are forced out into the world as soon as possible after hatching. The young grow rapidly, attaining full growth in nine years and living for about 400 years total.

Ecology: Gorynyches are usually the most powerful carnivores in their local food chain. They rarely interact with other species, intelligent or not. However, they are often attacked by other highly competitive and magically powerful monsters such as dragons and beholders.

Greelox

CLIMATE/TERRAIN:	Any underground/ruins
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	High (13–14)
TREASURE:	A
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	15, Wb 21, Jp 3
HIT DICE:	6+12
THACO:	13
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d3 (x2)/2d6 (x2)/2d4
SPECIAL ATTACKS:	Poison, webs, shadow magic
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (14' diameter)
MORALE:	Champion (15–16)
XP VALUE:	4,000

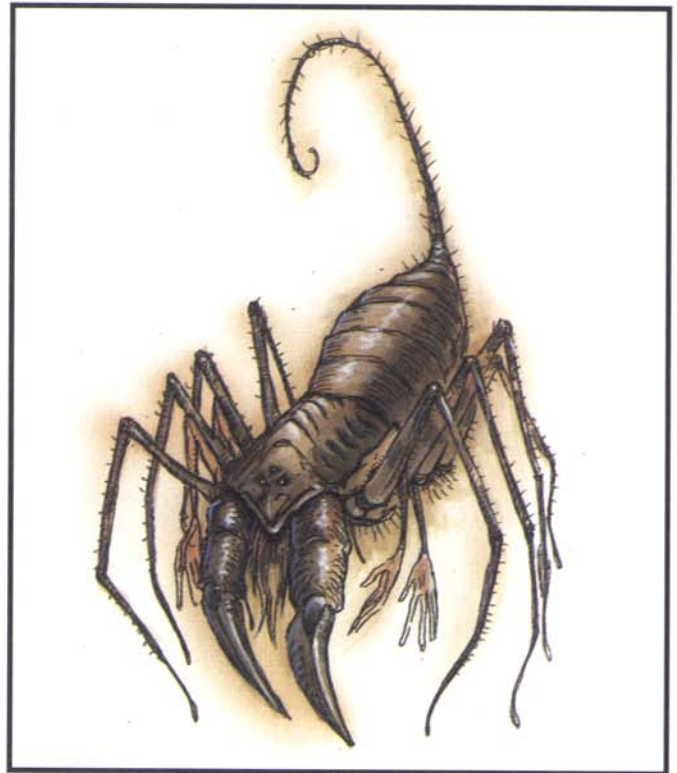
Greelox are powerful, spiderlike creatures. In addition to eight spiny, spiderlike legs, greelox have two limbs that function as arms. Their two front legs end in scythelike blades. Greelox are gray and brown, with dull red eyes and black claws and mandibles.

Greelox speak their own language and those of any race that lives within 20 miles of their lairs. In addition, they may speak any other language they hear spoken for one hour or more.

Combat: Greelox attack with two of their spider legs (1d3 points of damage apiece), with their two humanoid arms (2d6 points of damage apiece), and they bite for 2d4 points of damage. They may wield weapons and shields in their humanoid hands, in which case damage is inflicted according to weapon type. The bite of the greelox is poisonous—it injects a variant of type F poison into the wound—and the victim must roll a successful saving throw or die in 1d4 rounds. Even if the saving throw is successful, the victim becomes nauseated for 3d4 rounds, imposing a –2 penalty upon attack rolls and a +1 penalty to Armor Class (due to slowed movement) for the duration of the effects. A victim whose bare flesh comes in contact with a greelox web suffers 1 point damage per round from the acidic coating secreted through the creature's skin and onto anything it touches. (The acid affects only organic material.)

A greelox may choose to forgo all its attacks for one round and spin webbing equivalent to a *web* spell cast by a 6th-level wizard. The monster can direct this sticky substance at any target within 90 feet. This may be done once per turn.

Alternatively, in any one round a greelox may forgo any attacks and manipulate the surrounding shadows to achieve a variety of effects, equivalent to a *shadow magic* spell cast by a 9th-level wizard. The greelox may also invoke *dimension door* through shadows at will. Of course, the greelox must have



shadows present to perform this feat, but it may travel up to 210 feet in this manner. A greelox may hide in shadows as a thief does, with a 90% chance of success. A +2 or better weapon is required to hit a greelox, and it is immune to all forms of poison and acid.

Habitat/Society: Greelox are solitary creatures on the Prime Material Plane, but there are rumors of greelox cities in the Demiplane of Shadow: massive mazes of webs that take up acres of terrain.

Greelox young are born live and are abandoned soon thereafter. They grow rapidly, reaching full size in one year. Greelox live an average of 50 years.

Ecology: These creature serve little purpose within the Prime Material Plane, other than to consume wandering vermin and small monsters that wander into their lairs. Dried greelox webbing is useful to wizards in the preparation of *oil of acid resistance*.

Helmed Horror

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Special
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	High (13-14)
TREASURE:	V
ALIGNMENT:	Neutral
NO. APPEARING:	1d20
ARMOR CLASS:	2
MOVEMENT:	12, Fl 12(E)
HIT DICE:	4+1 per level of the creator
THACO:	12
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Special
SIZE:	M (6'-7' tall)
MORALE:	Special
XP VALUE:	2,000



A helmed horror is empty, animated armor, capable of independent reasoning. It is neither undead nor a summoned creature. Often found as a guardian, this automaton appears to be a warrior completely clad in plate mail.

Combat: Helmed horrors can use all weapons allowed to fighters, and employ magical items that need no verbal commands or contact with living flesh to function (such as potions or ointments). Horrors cannot cast spells.

A helmed horror can see invisible creatures and objects up to 120 feet away, and it has infravision to the same range. Its senses permeate its entire form—a “dehelmed” horror fights on, although separated appendages cease to move. (If brought back into contact with a horror, they reattach. A horror can't collect lost pieces and reattach them, but others can.) A horror heals lost hit points at the same rate as a living, resting human, restoring linking energies and mangled armor.

Helmed horrors are able to stand through levitation. Thus, they can walk on air or function without any legs at all. This allows flight at the movement rate given above, but it doesn't allow riders. (A falling horror is always protected as if a *feather fall* spell were cast upon it.) They can carry up to 200 lbs. of living or nonliving matter when on foot, but only 100 lbs. of nonliving matter if “flying.”

A helmed horror is fearless and cannot be controlled by magical or other means that work on the mind or senses. It can be contacted by means of *ESP* or similar spells, but it cannot be affected by illusions or enchantment/charms. Any mental contact with a horror allows it to read the current surface thoughts and emotions of the being contacting it, despite any defenses, which allows them to sense treachery and unerringly judge the sincerity of mentally encountered creatures.

Magic missile spells cast at a horror actually heal it by restoring its bonding energy. Excess hit points (above its maximum) are not gained by a horror, but are reflected back at the caster.

Habitat/Society: Horrors are seldom self-willed wanderers, but they continue to serve as guardians even after the deaths of their masters, operating continuously until destroyed. Some have been known to avenge a slain creator, following orders instilled in them. In some cases the horror's orders even allow it autonomy in the absence of commands.

Ecology: The process of creating helmed horrors remains secret, but it is known to require a priest of at least 7th level, some assistance from a wizard, and any nonmagical armor. The creator inputs a set of commands that govern its freedom, behavior, and limitations. The orders cannot be changed once given, and loopholes may put its loyalty in jeopardy; instilling orders in a horror is as delicate as wording a *wish* spell.

A horror can be made immune to the effects of three specific spells when created (typically *fireball*, *heat metal*, and *lightning bolt*). These spells must be named by the creator (who need not be able to cast them or have access to them) and cannot be changed thereafter. A horror's orders can *never* increase its spell immunity beyond three specific magics.

Horrors don't sleep, eat, or speak, and they cannot feel pain. They are ideal guardians, for their loyalty is total and devoid of ambition or emotion. If commanded by a telepathic being, they can communicate, and a garrison of horrors can be coordinated into a well-organized fighting band.

Battle Horrors

This appears identical to the helmed horror, but it can *dimension door* up to 180 feet once per day; *blink* for up to one turn once per day (it cannot cease blinking and start again, even if it hasn't used a full turn); and cast *magic missile* (two 1d4 + 1 missiles every three rounds, with a range of 70 yards). Battle horrors are lawful evil and have an XP value of 4,000.

Jarbo

CLIMATE/TERRAIN:	Any desert
FREQUENCY:	Common
ORGANIZATION:	Flock/colony
ACTIVITY CYCLE:	Varies (usually night)
DIET:	Herbivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d20
ARMOR CLASS:	7
MOVEMENT:	24
HIT DICE:	½ (1d4 hp)
THACO:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d3
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (2' tall)
MORALE:	Unreliable (2-4)
XP VALUE:	7

The jarbo is a hardy rodent that resembles the kangaroo rat, but it's larger, reaching a mature height of 2 feet at the shoulder. Its coat is typically sand colored or tawny, but pelt markings vary, the better to blend with their home terrain.

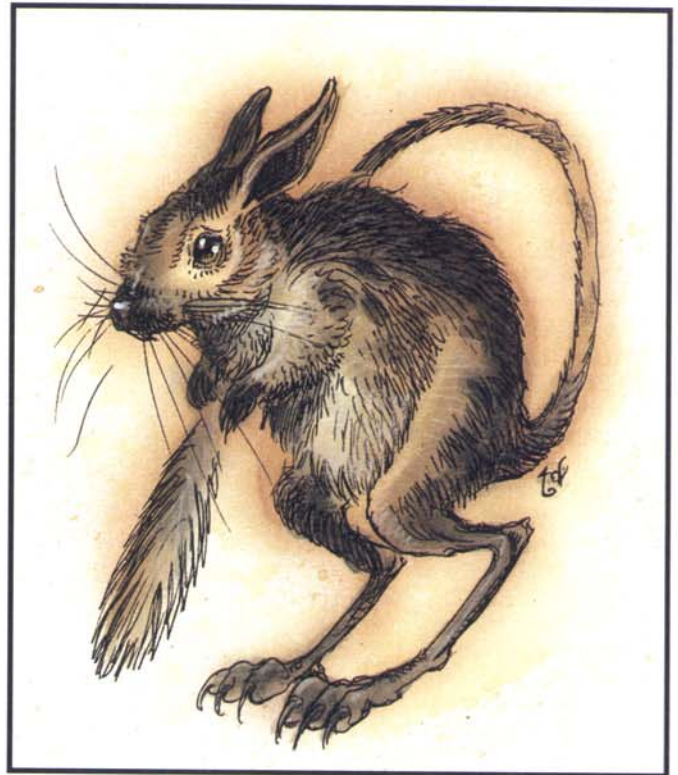
Jarbo species differ in appearance in other ways, mainly in ear size or number of toes. All share the round, furry body, stubby forelegs, very long hind legs, and a long tail. In some species the tail is furred, in others not, but all use it for balance as they skitter on their hind legs at enormous speed across the desert sand.

The jarbo has a psionic ability to sense water across great distances, independent of wind currents. This works as a variant of heightened senses (see *The Complete Psionics Handbook*), a psychometabolic devotion that applies to the Jarbo's sense of smell, and for sensing water only. A teaspoonful of water can lure a flock of jarbos from 100 yards, a sealed barrel can draw them from a mile away, and an oasis brings them in from anywhere throughout an entire region.

Combat: Jarbos fear larger creatures and flee from any conflict. They run with blinding speed, their chief defense. The only aggressive jarbos are those who see their masters (if they have one) threatened. Though loyal companions, they are ineffective as protectors; their sharp teeth inflict only 1d3 points of damage.

Jarbos are not prone to disease, but in rare cases a "foaming sickness" like rabies strikes one and drives it mad. The insane jarbo attacks any creature in sight, fighting to the death. Victims must make a successful Constitution check to avoid being infected with a serious disease (as per the common rat—see the *MONSTROUS MANUAL* tome).

Habitat/Society: Jarbos live in migratory colonies (flocks) that travel by night from one source of water to the next, running ahead of their many predators. On arrival at a new site, the



colony locates a dry stream bed or the foot of a cliff and digs two dozen or more nests, each a long tunnel, a foot wide, and leading to a burrow 3 feet in diameter. The flexible jarbos easily squeeze through the winding tunnels.

After a few nights or a week, predators usually locate this rich source of food, so the jarbos move on with the next moonrise, keeping, as always, a few steps ahead of those who would eat them.

Ecology: Virtually all predators dine on jarbos. The rodents are an important link in many desert food chains.

Jarbos, themselves, feed on seeds, grass, and insects. They often attract travelers' interest and envy because they can survive on very little water. An adult jarbo can thrive on a few tablespoons of water per day, or go up to a week between major waterings. For the most part, their diet provides them with enough fluid. Their ability to sense water serves to help them locate the concentrations of edible vegetation and insects that cluster around what little water there is to be found.

Jarbo pelts are too thin for the fur trade, but the small skins are sometimes used as decorations on ceremonial garb or furniture. A good jarbo pelt is worth up to one gp in some regions.

CLIMATE/TERRAIN:	Swamp
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Magic
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	Fl 12(A)
HIT DICE:	15
THAC0:	5
NO. OF ATTACKS:	1 plus special
DAMAGE/ATTACK:	1d4+1
SPECIAL ATTACKS:	Spells, <i>drain magic</i>
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Special
SIZE:	L (10' diameter)
MORALE:	Champion (15-16)
XP VALUE:	2,000



The laraken is also known as a "magic-drainer" because it feeds on magical energy.

The creature appears as a shining yellow sphere that can wink out at will, reappearing elsewhere in a moment. It has a pair of yellow tentacles which protrude from opposite points on the sphere. The laraken is a distant relative of the nishruu (q.v.), but it is for the most part confined to swamplands, for its body must stay wet or it becomes very uncomfortable.

Laraken speak no known languages.

Combat: The laraken is capable of lashing out with one tentacle, once per round, inflicting 1d4 + 1 points of damage per hit. A successful attack also drains a spell from any spellcaster, or a charge or a "plus" from a magical item. As it drains these, it gains the power it has absorbed. For example, if the creature attacks and hits a magical *sword* +2, it drains one of the 2 "pluses" from that weapon and then receives a +1 bonus to hit and damage from then on. Also, if the laraken strikes a wizard, it drains a spell from him or her and then it is able to cast that spell.

The laraken prefers most to drain memorized spells, then charges from magical items with spell-like effects, then pluses from magical items. When draining spells from a wizard, it steals the highest-level spell that the spellcaster has memorized. If the victim possesses two or more spells of the same level, the drained spell is randomly chosen. As the draining occurs, the wizard must immediately make a successful saving throw vs. death magic, adjusted for Wisdom, or fall unconscious for 1d10 turns.

The laraken's tentacles can each sustain 10% of the total hit points of the creature before being severed. (Note that a weapon which hits the tentacle is subject to the effects of the touch, even if the attack severs the appendage.) These tentacles can be regenerated. To do so, the laraken directs one absorbed spell level per lost hit point to the stump—when

10% of the creature's total hit points have been regenerated with the spell energy, the tentacle has fully regrown. The laraken does not receive any bonuses or spell effects for the levels it channels into regeneration.

Habitat/Society: Laraken hate all intelligent life and always attack when they find a party that possesses spellcasters or magic, which they can sense from 200 yards away. However, they will not attack or follow a party on dry land.

Laraken were brought here when a great conjurer summoned them from some unknown alternate Prime Material Plane. On their own plane, they lived in a very wet and swampy country. They are uncomfortable in areas with a humidity of less than 95%, so even a jungle can sometimes seem a very dry place to a laraken.

Ecology: Laraken feed only on magic. They attack merely because of the intense hatred for those who summoned them to this plane, which they consider to be anything of roughly humanoid shape.

Laraken use stored magical energy to maintain an open gate to the Elemental Plane of Water, which is their primary source of food. Should this gate be closed, the creature will starve unless it can absorb enough energy to cast *gate* within a week. If it can be drawn or dragged away from its wet habitat, it will die in 24 hours.

Laraken reproduce by absorbing a *regenerate* spell and growing a new creature from a severed tentacle. It is thought that they had other means of reproducing on their own plane, but those conditions do not exist here. This means, thankfully, that laraken are very rare, and are likely to remain so. Laraken need to absorb the equivalent of three spell levels per day.

Lich, Psionic

CLIMATE/TERRAIN:	Any land			
FREQUENCY:	Very rare			
ORGANIZATION:	Solitary			
ACTIVITY CYCLE:	Night			
DIET:	Psionic energy			
INTELLIGENCE:	Supra-genius (19–20)			
TREASURE:	A			
ALIGNMENT:	Any evil			
NO. APPEARING:	1			
ARMOR CLASS:	0			
MOVEMENT:	6			
HIT DICE:	9+18			
THACO:	11			
NO. OF ATTACKS:	1			
DAMAGE/ATTACK:	1d8+2			
SPECIAL ATTACKS:	Psionics, <i>mind struck</i> power, psionics-draining touch			
SPECIAL DEFENSES:	Psionics, spell immunities, +1 weapon to hit, phylactery			
MAGIC RESISTANCE:	Nil			
SIZE:	M (6' tall)			
MORALE:	Fanatic (17–18)			
XP VALUE:	16,000			
PSIONICS SUMMARY:				
Level	Dis/Sci/Dev	Att/Def	Score	PSPs
20	6/10/25	all/all	18	82

Clairsentience—*Sciences*: aura sight, object reading; *Devotions*: spirit sense.

Psychokinesis—*Devotions*: animate shadow.

Psychometabolism—*Sciences*: death field, life draining, shadowform; *Devotions*: aging, cause decay, displacement, ectoplasmic form.

Psychoportation—*Sciences*: teleport; *Devotions*: astral projection, dimensional door, dream travel.

Telepathy—*Sciences*: domination, mindwipe, psychic crush, tower of iron will; *Devotions*: contact, ego whip ESP, id insinuation, inflict pain, intellect fortress, mental barrier, mind bar, mind blank, mind thrust, psionic blast, thought shield.

Metapsionics—*Sciences*: empower; *Devotions*: psionic sense, psychic drain, receptacle, wrench.

These powers are common to psionic liches, but it is not unusual for some to have different powers.

There are few who dare to argue that the power of a master psionist is any less than that of an archmage. Proof of this can be found in the fact that powerful psionists are actually able to extend their lives beyond the spans granted to them by nature, just as powerful wizards are known to do.

Psionic liches look much like their magical counterparts. Their flesh has mummified, pulling it tight over their bones and giving them a gaunt, skeletal appearance. Their eye sockets are empty and burn with crimson pinpoints of light. Often, a psionic lich will be found in the clothes it favored in life. Because this can be anything from the grand robes of nobility to the plate armor of a mighty knight, it is impossible to spot these creatures by their garb. (Metallic armor, if worn, will lower the lich's psionic power score, as per *The Complete Psion-*



shields will not do so.)

Psionic liches retain the abilities that they learned in life: languages, proficiencies, thieving skills, etc. Further, a psionic lich who was human may actually have been a dual-class character in life, and thus may be able to employ psionic powers plus magical or clerical spells. Creatures with such abilities are rare, thankfully, but are truly terrible opponents.

Combat: Psionic liches seldom engage their foes personally, as they surround themselves with legions of minions. Hence, many adventurers never learn the true nature of their enemy. When forced to engage in direct combat, however, psionic liches are among the most deadly opponents that any band of heroes is ever likely to face.

The emanations of power that shroud a psionic lich are detectable even by those without psychic powers. Those who come within 50 yards of such creatures will be affected by this aura, requiring a successful save vs. spell or becoming *mind struck*. Such characters make all attack and damage rolls with a -2 penalty and must double the casting time of any spells (which allows saving throws for opponents at +2). The effects of this aura can be countered by any spell or psionic power that would diminish or remove fear or inspire bravery.

If the lich is able to deliver a touch attack in combat, the malignant aura of psionic power that encircles it rips at the opponent's life force, inflicting 1d8 + 2 points of damage. In addition, psionic characters will find their PSPs drawn away. Each physical blow will strip the victim of a number of PSPs equal to twice the number of points of damage the blow inflicted. This loss is not permanent, and the PSPs can be regained through normal means.

Just as normal liches have spent decades or even centuries in the research of new and unique magical powers, so too do the undead masters of the mind have powers undreamed of by mortal men. It is not all uncommon for adventurers who

come across these dreaded creatures to be confronted with psionic powers that have never been documented elsewhere. These new powers will conform to the general standards established in *The Complete Psionics Handbook* for function, damage, area of effect, range, etc., but may differ greatly from standard powers in terms of the effects that they cause. Insight into the creation of new psionic powers can be gleaned from the section on spell research in the *DMG*.

Further, liches are able to employ magical items just as they did in life, and they may have quite a formidable collection of enchanted trinkets to use against adventurers.

It is important to note that psionic liches differ from the traditional ranks of the undead. Because the force sustaining them is mental and not mystical, they are far more resistant to spells, spell-like powers, or psionic sciences and devotions involving charm, fear, or the like. Treat them as having the equivalent of a 25 Wisdom for purposes of determining what spells they are resistant to (see the *PHB*, Table 5). Spells like *sleep* or *finger of death*, which base their effects upon a biological function in the spell recipient, also do not affect psionic liches; again, psionic powers similar to these spells are also ineffective (e.g., *life detection*).

Psionic liches can be turned by priests, paladins, and similar characters, but since they are not magical in nature, they are more resistant to this power than are other undead. Thus, they are turned on the "special" row of the Turning Undead table. Psionic liches are immune to harm from normal weapons, but can be struck by weapons of +1 or better power. Spells or other powers based upon cold have no effect upon them. Other spells inflict normal damage. Psionic liches can be attacked in normal psionic combat, except as noted before.

In order to protect itself from destruction, a psionic lich employs a special form of phylactery (see "Ecology") that houses its life force. Although a lich may be defeated in combat, it cannot be truly destroyed unless its phylactery can be found and obliterated. As most liches take great care to protect these vital objects from the prying hands of heroes, this can be quite a challenge.

Habitat/Society: Psionic liches are powerful espers who have left behind the physical demands of life in pursuit of ultimate mental powers. They have little interest in the affairs of the living, except as they relate to the lich's search for psychic mastery and knowledge. Those who encounter the lich usually do so when the creature feels that it must leave its self-imposed isolation for a time.

Psionic liches often hide themselves away in some place that "feels" safe to them. Since most of them can sense the auras and emanations of the world around them quite keenly, their judgment is usually sound. For the most part, however, these creatures will reside in places associated with death or learning. If the two can be combined in some way, all the better. For example, an ideal lair for a psionic lich might be the great library of a castle that was buried in a volcanic eruption.

When it comes out into the world, a psionic lich generally assembles a great network of minions. Curiously, these followers are seldom undead themselves. More often than not, they are young espers who seek to learn from an obvious master. What they often do not understand is that their leader has little interest in them apart from their role in any immediate plans. Once the master's goal has been accomplished, the followers will be cast aside without thought. Those who do not simply leave when the lich demands it will probably find themselves mercilessly slain.

Ecology: Being undead, psionic liches have no place in the natural world as we know it. Although the power that transformed them is natural (not supernatural, like magic), the extent to which psionic liches have pursued their goals is definitely *not* natural. By twisting the powers of their minds to extend their existence beyond the bounds of mortal life, psionic liches become exiles. Cast out from the land of the living, these creatures sometimes lament the foolishness that led them down the dark path of the undead.

By far, the most important aspect of the existence of the psionic lich is the creation of its phylactery. To understand this mystical device, it is important to understand the process by which a psionicist becomes a lich. Before a psionicist can cross over into the darkness that is undeath, he must attain at least 18th level. In addition, he must possess a great array of powers that can be bent and focused in ways new to the character.

The first step in the creation of a phylactery is the construction of the physical object that will become the creature's spiritual resting place. Phylacteries come in all shapes, from rings to crowns. They are made from only the finest materials and must be fashioned by master craftsmen. Generally, a phylactery is fashioned in a shape that reflects the personality of the psionicist. The cost of creating a phylactery is 5,000 gp per level of the character. Thus, a 20th-level psionicist must spend 100,000 gp on his artifact.

Once the phylactery is fashioned, it must be readied to receive the psionicist's life force. This is generally done by means of the metapsionic empower ability, with some subtle changes in the way the psionicist uses the power that alter its outcome. In order to complete a phylactery, the psionicist must empower it with each and every psionic ability that he possesses. Although an object cannot normally be empowered with psychic abilities in more than one discipline, the unusual nature of the phylactery allows this rule to be broken. However, before "opening" a new discipline within the object, the would-be lich must transfer all of his powers from the first discipline into it. For example, if a character has telepathic and metapsionic abilities, he must complete the empowering of all of his telepathic powers before he begins to infuse the object with his metapsionic ones. Once a discipline is "closed," it cannot be reopened.

During the creation of the phylactery, the psionicist is vulnerable to attack. Each time that he gives his phylactery a new power, he loses it himself. Thus, the process strips away the powers of the psionicist as it continues. Obviously, the last power that is transferred into the phylactery is the empower ability. The effort of placing this ability within the phylactery drains the last essences of the psionicist's life from him and completes his transformation into a psionic lich. At the moment that the transformation takes place, the character must make a system shock survival roll. Failure indicates that his willpower was not strong enough to survive the trauma of becoming undead; his spirit breaks up and dissipates, leaving him forever dead. Only the powers of a deity are strong enough to revive a character who has died in this way, and even a *wish* spell will not suffice.

Living Steel

CLIMATE/TERRAIN: Subterranean
FREQUENCY: Very rare
ORGANIZATION: Solitary

ACTIVITY CYCLE: Any
DIET: Metal
INTELLIGENCE: Average (8–10)

TREASURE: See below
ALIGNMENT: Neutral

NO. APPEARING: 1
ARMOR CLASS: –2
MOVEMENT: 12 Sw in metal 36

HIT DICE: 10
THAC0: 11
NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1d10 (×2)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 20%
SIZE: M (6' tall)
MORALE: Fearless (19–20)
XP VALUE: 5,000

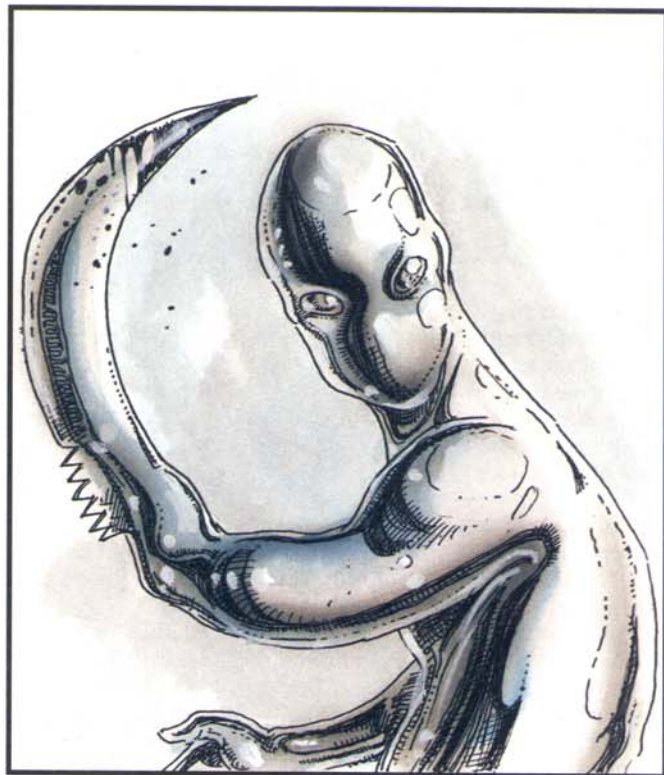
Living steel usually appears as a humanoid mass of pure, shining steel, almost liquid in its motions. It reflects bright light and absorbs heat; to those with infravision, it appears as a cold blue lump. Although it is not normally an aggressive opponent, living steel can be ferocious when aroused, and it will track its enemies mercilessly until it or they are dead.

Combat: Living steel is completely immune to weapons of less than +2 enchantment. Any attacks by other weapons slide right through its form and serve only to irritate it. It simply reforms around the place where the weapon passed.

Living steel's most dangerous weapon is its ability to change shape at will. Although it cannot change its color and therefore is easily spotted, its form can include virtually anything. It can become a coursing steel hound or a human with blades for its lower arms. However, the form it adopts does not confer the powers of that form. For example, it cannot fly in bird form, nor does it gain the sense of smell dogs have when it takes that form, nor would it gain poison or magical immunity should it take another shape. Finally, it cannot assume the form of something with a larger or smaller mass. It must maintain its own body weight at all times. Thus, unless it was very large, the steel could not reproduce the form of a dragon, nor could it split to become a mosquito. However, it does gain the speed associated with the form it takes. It also can fit through tiny cracks by reforming its body. This shapechange takes a round to accomplish, and the living steel can do it at will.

During the time of shapechange, the steel cannot make any attacks, nor can it defend itself. At this point its AC becomes 5 and it may be hit by ordinary weapons. For this reason, the steel rarely changes form during combat.

Living steel is immune to electricity- and fire-based attacks, unless they inflict more than 55 points of damage. The electricity otherwise flows directly through the steel and the fire simply liquefies it, actually allowing it to change form and attack



within the same round. If these attacks cause more than 55 hit points of damage, the steel suffers full damage and must spend two rounds regaining the pieces of itself that were blown away by the force of the explosion.

Cold-based attacks, on the other hand, serve to slow both the movement of living steel (Move of 6, only 1 attack) and its shapechanging abilities (two rounds are required to change form under these circumstances). Cold attacks also enable its opponents to cause double damage for two rounds following a successful attack, as well as enabling those without magical weapons to harm it.

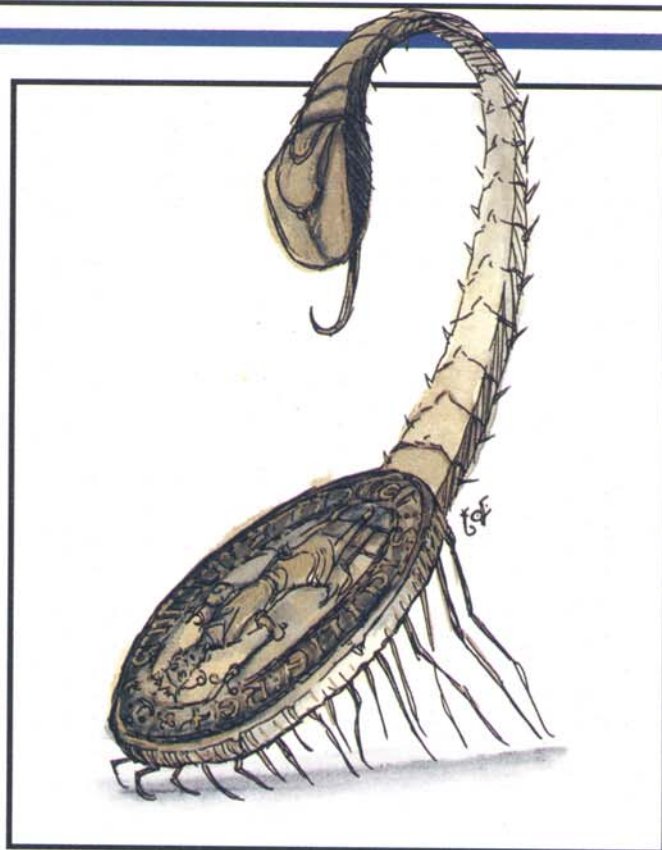
Habitat/Society: Living steel has no known society. Solitary creatures all their lives, they reproduce asexually. If two living steels encounter one another, they battle to the death. The one with the most inventive and damaging shapes is usually the victor, consuming the loser and adding the vanquished creature to its own mass.

These creatures lair in small nooks in the rock, usually with only a thin crack as access. Only in their lairs do they relax the forms they have chosen, and here they appear as formless blobs of fine steel.

Ecology: Living steel survives only through a diet of iron. It is therefore generally found only near veins of iron ore or in regions where iron is otherwise available in abundance. Most of the iron is burned off to power the creature's movements, but the steel drops a small, refined portion of it in its lair at the end of each day. This mass is an embryonic living steel, and it becomes sentient and mobile after one year of this refining, provided the steel has daily access to a vein of ore.

Lock Lurker

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	1+3
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1 (bite) or 1d4+5 (sting)
SPECIAL ATTACKS:	Paralyzing venom
SPECIAL DEFENSES:	Partial etherealness
MAGIC RESISTANCE:	Nil
SIZE:	T (1" diameter, 1'-long tail)
MORALE:	Elite (13-14)
XP VALUE:	175



The tiny lock lurker is the bane of thieves and is often placed as a guard against such infiltrators. It looks like a coin—a cold, hard, coppery or bronze disk (25% are silver or golden). It has two rows of tiny, retractable legs on its underside, surrounding a razor-sharp iris of teeth, and a lightning-fast stinger that can be up to a foot long, but this stinger is usually on the Ethereal Plane, invisible to observers on the Prime Material.

A human handling a lurker often thinks he has picked up a smooth, heavy coin until its sting advises him otherwise. Lurkers have been known to be carried with other coins until reaching a place where easy targets will come near. Unless it strikes metal, the lurker's bite and sting are silent.

Combat: A lurker's teeth can bite through hide, hair, or leather armor, but not metal. The stinger can attack creatures in the Ethereal Plane and materializes on the Prime Material Plane only when the lurker launches an attack; that strike is powerful enough to pierce any armor and stun opponents of less than man size for 1-2 rounds. It inflicts damage and injects a venom into the victim's bloodstream which *slows* him (per the wizard spell) on the round following the strike. During that round, the victim's body reacts to the poison, prompting a saving throw. If the save is successful, the victim is slowed for a second round, then recovers fully. If the save fails, the victim is immediately paralyzed for 1d6 hours, passes into a 1d2-round slowed state, then recovers. This paralysis is a rigid muscle lock affecting all extremities. A victim cannot be easily manipulated and can easily be hurt if moved. The lurker can sting 40 + 2d4 times per day without exhausting its poison. Venom and any food ingested by a lurker are both held in expandable body sacks on the Ethereal Plane, transferred to and from the Prime Material in a way not fully understood.

The stinger can be attacked on the Prime Material only if materialized there. On the Ethereal, all parts of a lurker can be attacked unless it fully enters the Prime Material (requires one round, allowing an ethereal creature an unchallenged attack).

A lurker can transfer body material between the two planes despite any physical or magical restraints placed on it, but can never fully withdraw into the Ethereal Plane. Lurker attacks and venom have the same effects on both planes, and lurkers have 60-foot-range normal and infravision on both planes. Lurkers can slowly regenerate lost or damaged body parts.

Habitat/Society: Lock lurkers are so named because they are often placed as guards on chests and doors, to strike unwary interlopers through keyholes. Assassins have placed them under inkwells and pillows, in boots, and in other places convenient to a strike (usually so the paralyzed target can be slain easily, with no alarm being raised).

Lurkers are hermaphroditic; whenever two adults meet, they mate and go their separate ways. One to four months later, each lurker lays an egg sack of 1d12 x 10 tiny eggs, 60% of which are fertile. Untended, these hatch in 1d6 weeks, typically producing 3d6 offspring. These eat the unhatched eggs (and sometimes each other) until they are fully mobile, then wander off in search of food. They never fight other lurkers, and they mature within seven years.

Ecology: Lurkers are usually placed as guards, but when one escapes into the wild, it does not so much hunt as *lurk*. Like some spiders, lurkers seem to prefer to lair in civilized areas, preying on insects, rodents, and other small pests.

Lurker venom is valued as an ingredient in inks, potions, and processes concerned with *slow* effects. Their bodies are a preferred ingredient in *oil of etherealness*, too, and a largely intact body is worth 2 gp (6 gp if the stinger is intact). Lock lurker venom (a clear, gummy fluid that smells like seaweed) brings about 10 gp per flask. Lurker egg sacks bring about 25 gp on the open market.

Loxo

CLIMATE/TERRAIN:	Temperate, tropical grasslands
FREQUENCY:	Very rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Low to exceptional (5–16)
TREASURE:	U (Z)
ALIGNMENT:	Neutral
NO. APPEARING:	10d6
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	4+4
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d6 (x2) or by weapon
SPECIAL ATTACKS:	Trample, berserker rage
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Champion (15–16)
XP VALUE:	650 (Fithik—975, lox-fithik—2,000, tunnuk—varies)

A loxo appears to be a humanoid elephant. Its skin is bluish-gray and wrinkled, with rough, sparse hair. It has thick round limbs, flat feet, and short, stubby fingers. Large ears grace its head, and tusks protrude from its face. Its most striking feature is the pair of trunks that grow from its face. Each is about 2 feet long and has three fingerlike digits at the end.

These creatures wear simple, rustic clothing, favoring cloth with patterns such as circles and diamonds.

Combat: Loxoth are peaceful, but males defend their territory and families with great tenacity. They prefer melee to long-range combat, and use few missile weapons. Preferred melee weapons are dirks, clubs, and footman's maces. Fully 60% of loxoth carry iron maces, and half of those also carry shuriken. Another 20% also carry a heavy melee club and two throwing clubs, while 10% use dirks and shuriken. The remaining 10% carry only a footman's mace and iron-shod club.

If threatened, half the loxoth males defend the females and young while the other half attacks. They use their trunks to throw shuriken, and can do so in the same round during which they attack with a melee weapon. If charging man-sized or smaller opponents, the loxoth may make a trampling attack that inflicts 2d8 points of damage. If a loxo's family is threatened, there is a 10% chance per round (noncumulative) that it enters a berserkerlike rage, affording an extra attack per round, a +2 bonus to attack rolls, and 10 temporary hit points. The berserker rage lasts until the danger to the loxo's family has passed. A berserker loxo never attacks another loxo.

For every 10 loxoth encountered, there is one 5th-level fighter, called a *fithik*, or lieutenant. Each herd also has one *lox-fithik*, or chief, a 7th-level fighter. Half of all herds have a *tunnuk*, or wizard, which may advance as high as 20th level.

Habitat/Society: The loxoth are seminomadic, traveling grasslands in small clans consisting of 1d6 small family units as



well as in groups of unattached males. Each family unit is made up of one male, 1d3 females, and 3d4 young. The unattached males number 6d4. All members of a clan use the same pattern in their clothing. When a herd becomes too large, it splits into two parts, with the younger leader taking his herd to a new territory, but all herds of a given clan remain friendly.

Male loxoth are dominant both politically and militarily, taking as many mates as they can defend from other males. Loxoth may mate at any time, but take as mates only those of the same clan. After a gestation period of 18 months, the female bears one or two calves. Loxoth may live as long as 200 years. If a male sees his family die or murdered, he may (95%) enter the berserk state, attack any nonloxoth he finds, and threaten any loxo who approaches. He remains in this state, losing 1d6 hit points per day, until he dies from exhaustion.

Some loxoth work with wood, metal, and ivory from the tusks of their dead. Loxoth make their own weapons, using their strong, clumsy hands to form dirks and blunt weapons and their weaker, more dexterous trunks for finer work. Ivory is carved into religious figurines and kept as heirlooms, while wood is shaped into various decorations. Because of their physical limitations, loxoth can produce only very crude or very fine metalwork, with nothing in between; they can make maces and jewelry, but swords are beyond their ability.

Ecology: Loxoth eat a great amount of plant material, often as much as 100 pounds per day each, yet they work diligently to preserve their grazing lands. They travel to different areas periodically and plant fruit trees and grains in all the areas they frequent so they might have a variety of food.

Loxoth use their fine artwork for trade. Loxoth tusks are worth up to 250 gold pieces each, but stealing, buying, or selling them is considered the highest crime among the loxoth.

Lycanthrope, Loup du Noir

CLIMATE/TERRAIN: Boreal forest or plains
FREQUENCY: Very rare
ORGANIZATION: Pack

ACTIVITY CYCLE: Any (night)
DIET: Carnivore
INTELLIGENCE: Average (8-10)

TREASURE: D
ALIGNMENT: Chaotic evil

NO. APPEARING: 1d6
ARMOR CLASS: 3
MOVEMENT: 15

HIT DICE: 6+3
THACO: 13
NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2d6 or by weapon
SPECIAL ATTACKS: Seize throat
SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Nil
SIZE: M (6' long)
MORALE: Elite (13-14)
XP VALUE: 1,400



The loup du noir, or skinchanger, is a lycanthrope that transforms by donning the skin of a wolf. In ancient times, some human hunters learned to assume the shape of a wolf to better stalk and kill their prey, and the practice eventually became a heritable trait. A few skinchangers still linger in the world today, people with a dark and sinister ability to assume the form of a savage, murderous beast.

Loup du noir have only two forms: human or wolf. In their human form they possess a normal character class and abilities. The wolf form is as large and foul-tempered as a dire wolf, and it possesses several special abilities.

A loup du noir must have a special pelt that it can use to perform its skinchanging transformation into wolf form. If the loup du noir cannot put on its wolf skin, it is unable to become a wolf.

Combat: In human form the loup du noir wears armor, uses spells, and attacks with weapons as a normal person. In wolf form the loup du noir attacks with a powerful bite for 2d6 points of damage. On a natural roll of 20, the loup du noir seizes its victim's throat and inflicts double normal damage.

The dark sorcery that allows the loup du noir to assume its bestial form also protects it from many forms of attack. The lycanthrope is immune to all *charm* and *hold* effects, and it receives a +4 bonus to saving throws vs. any other mind-affecting spell. It suffers damage from silver weapons or weapons that have had a *bless* spell cast upon them, but wounds from normal weapons heal too quickly to cause any damage. Magical weapons can harm the loup du noir, but unless they are made of silver or have had a *bless* spell cast upon them, they only cause half damage.

Habitat/Society: The loup du noir is a solitary creature, but it is possible for several people (for example, all the members of a family or a band of hunters) to have learned the magic neces-

sary for the skinchange. In human form, the loup du noir is often a hunter or outdoorsman.

Loup du noir are unusual because they have brought their condition upon themselves. Whatever their motivation, they soon find themselves seduced by the power of their new shape. Once a character has tasted of the wolf's strength, the desire is strong to repeat the transformation. A character resisting the urge to transform must roll a saving throw vs. spell with a cumulative -1 penalty for each day that has passed since the last transformation. Failure indicates an irresistible urge to change.

In wolf form, a loup du noir retains full human intelligence. This makes it a cunning and dangerous opponent. However, its human judgment is clouded by an intense bloodlust that can turn it against any creature it encounters, even innocents or friends. If the loup du noir is driven to attack someone or something it might not want to, the creature may roll a saving throw vs. spell to attempt to resist. There is a cumulative -1 penalty to the roll for each day that the loup du noir has not killed something; eventually, the creature must give in to its murderous urges.

Ecology: The loup du noir is not a natural predator, and it kills indiscriminately despite its human intelligence. In wolf form the loup du noir can spread lycanthropy by wounding its victims; there is a 1% chance per point of damage that a character wounded by a loup du noir becomes infected. The loup du noir is not considered to be a master lycanthrope and cannot induce the transformations of its victims or control their actions, however.

The curse of a loup du noir is passed to its children. Offspring born in wolf form are wolfweres, while its human-born young have the potential to become loup du noir.

Lycanthrope, Werebadger

CLIMATE/TERRAIN:	Temperate hills/subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	M,Q,V
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	6, Br 3
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1d6 (x2)/1d4 or by weapon
SPECIAL ATTACKS:	Berserk frenzy
SPECIAL DEFENSES:	Silver or magical weapons to hit
MAGIC RESISTANCE:	Nil
SIZE:	S (4' tall)
MORALE:	Elite (13–14) or fearless (19–20)
XP VALUE:	650 (975 with magical weapon)

Werebadgers are dwarves that can transform into giant badgers or dwarf-badger hybrids. In humanoid form they appear to be normal dwarves with a silver stripe in their hair or beards (not an uncommon trait among dwarves). In hybrid form they stand upright, but have the features of a badger: thick fur, enormous claws, and a badger's head. In beast form the werebadger simply appears to be a giant badger; transforming into this shape rips apart any clothing the creature wears.

The werebadger's claws are so large that they "clack" together when not flexed or clenched.

Combat: This monster attacks with its foreclaws, followed by a bite. Unlike the giant badger, the claws are actually more fearsome than the bite, but only the bite can transmit the curse of lycanthropy.

Unlike most lycanthropes, the werebadger has no qualms about using weapons. Their natural weapons are so potent, however, that only a magical weapon is of notable improvement. They favor axes and war hammers, and there is a 75% chance the creature owns a weapon (25% chance that it is magical). In animal form werebadgers cannot use weapons. Werebadgers are harmed only by silver or magical weapons. The oil of the poppy seed is poisonous to them.

During each round of combat, the werebadger has a 25% chance to enter a berserk frenzy (roll before each round). When this occurs, the beast froths at the mouth, its claw attacks gain a +1 attack bonus, and its bite attack gains a +3 bonus. Once in a frenzy, it will not break off the attack until either it is dead or until all its opponents have fled or died. To make matters worse, during the frenzy, all bite attacks have double the normal chance to transmit lycanthropy.

Habitat/Society: Werebadgers tend to live on the fringes of society (when they choose to live among others at all). They choose professions that allow them to be alone or excuse



bursts of violent anger. For example, many become scouts or skirmishers in dwarf armies. Werebadgers dislike physical labor as a rule. They typically do not work stone or metal.

Werebadgers dislike other forms of lycanthropes, but do not hate them. Those that avoid dwarf society tend to be loners, living in caves and tunnels, preying upon the unsuspecting. If one encounters another werebeast, the werebadger would fight only to defend its territory.

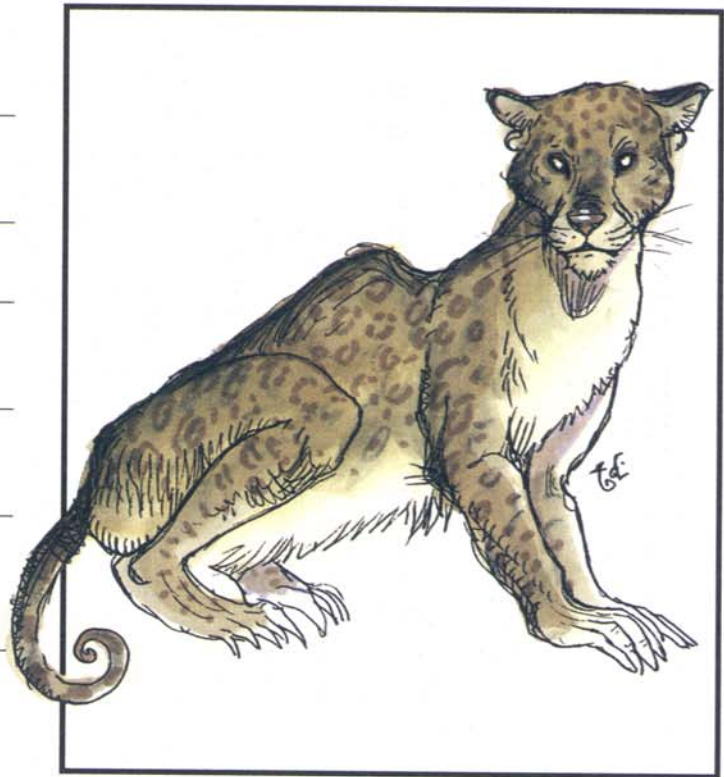
On rare occasions a werebadger will be found with a mate and young. Treat the young as common badgers with lycanthropic immunities. Any sign of hostility on the part of intruders will immediately throw both parents into a berserk frenzy (no die roll necessary).

Ecology: This lycanthropy affects dwarves more readily than other forms of humanoids. Gnomes, goblins, orcs and other underground dwellers are half as likely to be infected as dwarves. Humans, elves, and other surface dwellers are only 25% as likely to be infected.

Werebadgers do not live as long as dwarves. If allowed to die of natural causes—a rarity for the species—they can live to be 80 or 90 years old. Dwarves or other long-lived races that are infected with this form of lycanthropy have the remainder of their life spans halved. A prematurely old dwarf or gnome is sometimes suspected of being a lycanthrope.

Lycanthrope, Werejaguar

CLIMATE/TERRAIN:	Tropical/subtropical jungle
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	D
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	5+2
THACO:	15
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1d3 (x2)/2d4 or by weapon
SPECIAL ATTACKS:	Rear-claw rake
SPECIAL DEFENSES:	Hit only by obsidian weapons, or by +1 or better weapons
MAGIC RESISTANCE:	Nil
SIZE:	M (6'-7' long)
MORALE:	Elite (13-14)
XP VALUE:	975



Werejaguars are humans (or demihumans) who can transform into three distinct forms: that of a human, a large jaguar, and a hybrid form that combines the features of both human and jaguar. The creature's human form is fairly unremarkable, although its hair might be sandy and streaked with black or vice versa, and its movements generally are fluid and graceful. The animal shape resembles a large jaguar perhaps 7 feet long from nose to rump. The hybrid aspect combines animal and human features: broad snout, black-marked sandy pelt, wide paws that retain opposable thumbs, and a long, expressive tail.

Combat: In human form the werejaguar can wield normal weapons. In man-beast form it can use a weapon or attack using a claw/claw/bite routine. In animal form it cannot use a weapon. In either hybrid or animal form, if a werejaguar successfully bites a victim, it can then rake with its rear claws for an additional 1d4/1d4 damage. Rake attacks receive a +4 bonus because the victim is partially immobilized.

In their animal and hybrid forms, werejaguars can be harmed only by magical weapons or by those made of obsidian. Wounds from all other weapons heal so fast that they inflict no effective damage on the creature. Mercury—even in trace amounts—is immediately fatal when ingested.

If a werejaguar dies, it reverts to human form in one round.

Habitat/Society: If they live in the wilderness, werejaguars are usually solitary creatures. When the occasional family group is encountered, it will contain two adults and up to two offspring that are 1d6 x 10% grown. At 50% of full growth, offspring fight as adults; otherwise, the adults protect their young with their lives, and they avoid encounters with adventurers and other hostiles.

Some werejaguars enjoy living in villages or small towns, but they are commonly uncomfortable in larger settlements

(towns with a population of over 100, for example). Bearing this loose limitation in mind, they frequently prove very adept at infiltrating human society. In town, werejaguars can easily set aside their solitary tendencies and cooperate with others for as long as necessary. However, a werejaguar who has infiltrated human society will increasingly yearn to seek out an isolated area in which to relax and be alone.

Werejaguars do not marry, but they do have preferred mates. Females typically mate only with other werejaguars. Males often impregnate human females and leave the area before the women realize the fell nature of the children they carry.

Ecology: Werejaguars are pure carnivores, and they subsist only on freshly killed meat. Although they greatly prefer the flavor of human and demihuman flesh, they can subsist on animal prey if necessary.

Lythlyx

CLIMATE/TERRAIN: Any remote land or water
FREQUENCY: Rare
ORGANIZATION: Solitary or group

ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Average (8–10)

TREASURE: Nil
ALIGNMENT: Lawful neutral

NO. APPEARING: 1 or 3d6
ARMOR CLASS: 1
MOVEMENT: 6, Fl 12(A), Sw 8

HIT DICE: 5+6
THAC0: 15
NO. OF ATTACKS: 1

DAMAGE/ATTACK: See below
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Nil
SIZE: H (14'–21' long)
MORALE: Elite (13–14)
XP VALUE: 2,000

PSIONIC SUMMARY:

Level	Dis/Sci/Dev	Att/Def	Score
		PSPs	
9	4/4/12	PsC,II,MT,PB/M,IF,TW	10 210

Psychokinesis—*Sciences:* create object; *Devotions:* animate object, control flames, control sound, create sound, molecular agitation.

Psychometabolism—*Devotions:* body equilibrium, suspend animation.

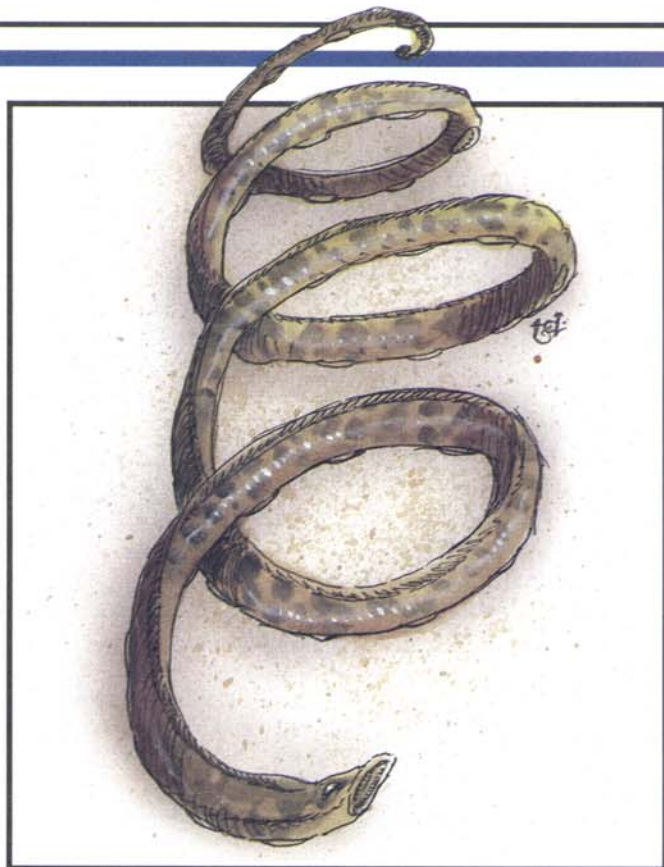
Psychoportation—*Sciences:* summon plant creature, teleport; *Devotions:* teleport trigger.

Telepathy—*Sciences:* psychic crush; *Devotions:* id insinuation, mind thrust, psionic blast, telepathic projection.

These strange, eel-like creatures are sometimes called “spirals” because of their appearance. They are almost always found in remote areas, dancing in midair or underwater. When moving they resemble spinning corkscrews, and they often dance in a particular place for years at a time. Lythlyx have long, worm-like bodies about as thick as a human thigh. Their skin is rubbery, oily, and flexible, and is a mottled green and black.

Combat: Lythlyx are aggressive, but attack apparently at whim, sometimes ignoring easy prey and going after stronger or more numerous creatures. They use their bodies as whips (2d6 flailing damage), or drop their coils about prey with lightning speed and constrict (3d6 damage per round), or drain blood (1d4 damage per round per mouth). A lythlyx may use only one of these attack modes in a round, although (size and situation permitting) it may use its chosen attack mode against several opponents. There are 20 sucker mouths along the body of a lythlyx. It reaches satiation when it has absorbed double its maximum hp-worth of blood, at which time it pulls away from a victim.

Blood taken in is converted to energy within two rounds, which is used to heal and regain lost hit points at the rate of 1 per 4-hp worth of blood ingested. A lythlyx that heals itself



diately feed up to satiation level again. Lythlyx killed violently often explode, spraying blood about.

Lythlyx will flee more powerful foes if an opportunity exists, but will fight to the death if cornered. They use their psionics only if they lose over half their total hit points, or if psionics are used within 90 feet of them (note that their powers can whisk them away from most dangers). Lythlyx are immune to *charm, command, fear, hold monster, and sleep*.

Lythlyx are not found on the ground by choice, and they thrash about if forced to earth. In the air they spin 50 or more times per round and can hover while spinning. They can also dive (fall) at twice their listed speed (MV 24), spinning to steer with great accuracy. If the spinning of a lythlyx is ever stopped, it falls helplessly to the ground. Air resistance turns and slows a frozen lythlyx so it suffers only 1 point of damage per 10 feet fallen when it hits the ground.

Lythlyx have no distinct head or eyes, but can see with 90-foot-range infravision through sensitive areas scattered over their body surface. They seem unaffected by pressure extremes.

Habitat/Society: Lythlyx cannot speak and seem to be bisexual, giving live birth to young who swarm with the parents, feeding voraciously until full grown, whereupon they usually go their own way. Lythlyx seem to live for hundreds of years. Some sages believe that they are a stage in the life cycle of tentacled monsters such as tentamorts, ropers, or gibbering mousers, and others believe them to be related to couatl, or to be part of the cyclical existence of certain dragons.

Ecology: A lythlyx absorbs sunlight and moisture through its skin and is able to go without a blood meal for long periods of time. The oil distilled from its flesh is used in the manufacture of certain magical inks and oils. The taste and odor of lythlyx seem to make them a last-resort meal for most predators.

Magebane

CLIMATE/TERRAIN: Tombs, ruins, subterranean
FREQUENCY: Rare
ORGANIZATION: Solitary

ACTIVITY CYCLE: Any
DIET: Magical energy
INTELLIGENCE: Low (5-7)

TREASURE: Nil
ALIGNMENT: Chaotic neutral

NO. APPEARING: 1
ARMOR CLASS: See below
MOVEMENT: 6, Fl 12(A)

HIT DICE: 2+4
THAC0: 17
NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1d4+2
SPECIAL ATTACKS: Tail whip
SPECIAL DEFENSES: See below

MAGIC RESISTANCE: See below
SIZE: S (1½' long, 3' wingspan)
MORALE: Elite (13-14)
XP VALUE:

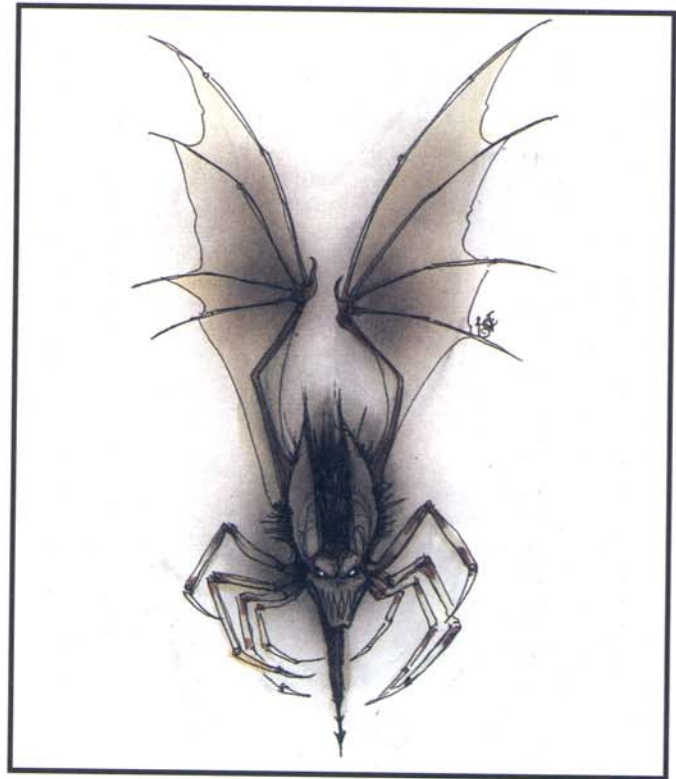
These mysterious creatures inhabit tombs, ruins, and caverns. They resemble large black bats with needlelike barbed tails and cold, blue, glowing eyes. Their bodies are amorphous, but always have 10 or more long, spidery black claws on the undersides. They feed on magic and attach themselves to powerful spellcasting individuals, to whom they soon become almighty nuisances.

A magebane is immune and invisible to psionics (which it in turn cannot detect), but it can see magical auras and cast spells up to 160 feet distant. A magebane is normally invisible to all beings except its chosen spellcaster.

A magebane shadows its chosen mage, flitting about nearby and usually behind him. Whenever the wizard casts a spell, there is a 60% chance the magebane will rob the spell of either all (1 or 2 on 1d6) or part (3-6 on 1d6) of its energy. If all of the energy is drained, the spell is lost and has no effect (similar to the effect of a *rod of absorption*). When only part of the energy is drained, the spell takes effect with lessened force, having one or more of the following modifications: the spell has minimum duration; the spell inflicts minimum damage; targets of the spell gain a bonus of +2 or more on their saving throws; the spell affects a lesser area or volume of matter. Spells of 7th level and greater are largely immune to the feeding of most magebanes, being only partially drained with a roll of 1 on 1d6, and being otherwise unaffected.

Magebanes are silent and do not seek to reveal themselves to their chosen spellcaster (as they are most easily seen and slain by that being), so their presence may be unknown to the chosen one and any companions for some time.

Combat: Magebanes never attack their chosen ones, instead taking an interest in their safety. A magebane may swoop down invisibly to rake anyone menacing its chosen one with its claws (its usual attack) or slash with its razor-sharp tail (for 2d4 damage). It fades momentarily into view as it's striking



and then vanishes again.

The Armor Class of a magebane is 5 to the spellcaster and others who can see it (by means of a *true seeing* spell); to others, the unseen magebane is AC 1 (at the moment of its striking in combat). A magebane is 75% resistant to all magic cast at it, except by its chosen spellcaster—it is 100% resistant to the magic of its chosen being. A magebane seems unable to anticipate even obvious spell effects, read the intentions of a spellcaster, or recognize any spell by its casting process. It may be affected by a non-attack, area-effect magic launched by its chosen one (such as darkness), if it does not happen to absorb the spell.

Habitat/Society: A magebane may choose another spellcaster if it encounters a more powerful one than its present chosen being. Otherwise, it must be slain for a chosen spellcaster to be free of it. A magebane seldom moves from one member of an adventuring band to another, even if the ranks of a party include a far more powerful wizard than the one it's presently attached to, for they seem to shun the presence of former chosen ones.

Magebanes seem to absorb and require only moisture, light and heat, and magical energy. They live only to accompany or search for chosen ones. They reproduce seldom, when they encounter another magebane, whereupon both abandon their chosen ones to enter a month-long process that results in each bisexual parent bearing 1d3 live young four months later.

Ecology: Predators that eat bats also prey upon magebanes if they can detect or catch them. Alchemists and mages use magebane flesh in many magical and experimental processes, and will pay 400 gp or more for a largely intact carcass.

Marrashi

CLIMATE/TERRAIN:	Jungle/desert
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carrion
INTELLIGENCE:	Average (8–10)
TREASURE:	B
ALIGNMENT:	Lawful evil
NO. APPEARING:	1d3
ARMOR CLASS:	5
MOVEMENT:	12, Fl 27(B)
HIT DICE:	7
THAC0:	13 (12 with missile weapons)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d2 (x2)/1d6 or by arrow type
SPECIAL ATTACKS:	Missile weapons, disease
SPECIAL DEFENSES:	Immune to missile attacks
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	Average (8–10)
XP VALUE:	2,000

The marrashi (plural: *marrash*), or winged archer, is an evil spirit of pestilence that sometimes agrees to serve a wizard or evil genie in exchange for treasure and the opportunity to spread contagion. It has the dark wings of a vulture, the arms and body of a human, the claws of a parrot, and the head of a jackal. Its voice cracks and screeches. A marrashi is always armed with a bow and arrows.

Combat: On the ground a marrashi is a weak fighter, attacking with each clawlike hand for 1d2 points of damage and its beak for 1d6 points of damage. Marrash prefer to use their bows while airborne, by holding the bow with their talons and pulling back the string with their hands. This gives them additional power in each shot. It also gives them an odd, tumbling style of flight when shooting. Marrash can fire two shots per round, and they never suffer range penalties.

Marrash arrows may be barbed or diseased. Barbed arrows inflict 1d8 + 2 points of damage each. Diseased arrows cause 1d6 + 2 points of damage and require a saving throw vs. petrification. A failed save means that the victim has contracted a fatal disease and will die in 1d20 days unless treated by a *cure disease* spell, cast by a cleric of 7th level or higher, or a character with the healing proficiency makes a successful check at a penalty of -5. Any person exposed to the infected character must make a successful saving throw vs. petrification each day or also become infected until the affliction is cured.

Marrash can increase their numbers by firing *taklif* arrows. These special projectiles infect their victims with a disease that appears to be identical to the one spread by the diseased arrows described earlier, although the course of the disease is always much swifter—the victim of a *taklif* arrow dies in a day if untreated. *Bless*, *cure disease*, and *dispel evil* in combination are required within six hours to heal the afflicted victim. After six hours, the course of the disease is irreversible, short of a *heal* or *limited wish* spell (these also cure the disease completely



in its earlier stages). A marrashi never has more than one *taklif* arrow at a time, and these are almost always used on human or demihuman targets; marrash bred from other races rarely survive.

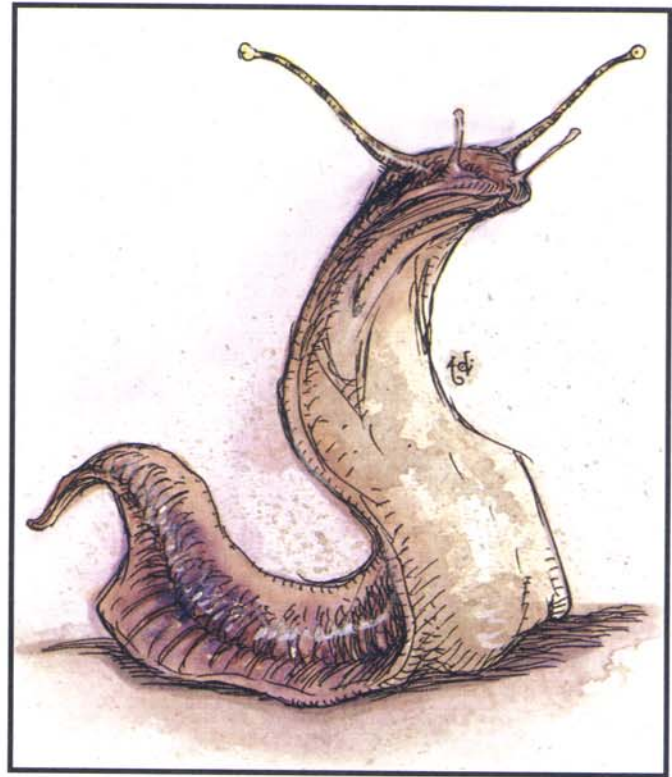
The spirit of a victim struck by a *taklif* arrow is devoured by a growing marrashi presence, and when it is entirely eaten, the victim dies and the new marrashi begins to slowly transform the corpse. Victims of a *taklif* arrow cannot be brought back with a *raise dead* or *resurrection*, though a properly worded *wish* is effective. If simply buried, the body becomes a new marrashi in 1d6 days. The marrashi, having fed on the spirit of the transformed body, sometimes retains some of the memories and personality of the deceased. Its alignment, if not already lawful evil, shifts to that alignment in stages over the next 1d3 weeks. If cremated, the embryonic marrashi dies.

Habitat/Society: Marrash are usually confined to the Outer Planes, but they can be summoned to the Prime Material by wizards knowledgeable in the art of commanding their service. Once summoned, they always seek to increase their numbers without the knowledge of the mage who conjured them so that the newborns may, in time, avenge their parents' servitude. These newly created marrash are always the result of *taklif* arrows, and they must fend for themselves from the moment they shed their hosts' skins. They grow quickly and nourish themselves to maturity in desolate places, stealing carrion from vultures and ambushing lone travelers to create more of their own kind.

Ecology: Marrash are servitor creatures on the Prime Material Plane and have few effects on any ecology there, except when their plagues decimate city populations.

Metalmaster (Sword Slug)

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary or hunting group
ACTIVITY CYCLE:	Any
DIET:	Carnivore, scavenger
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1 or 1d4
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	4+4 to 6+6
THAC0:	15 (4+4 or 5+5), 13 (6+6)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d4
SPECIAL ATTACKS:	Magnetism
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (12'-25' long)
MORALE:	Elite (13-14)
XP VALUE:	650 (4+4), 975 (5+5), 1,400 (6+6)



The metalmaster is a large, leathery-skinned sluglike monster, dull purple to rust-red in hue (rarely, smoky-gray or black), with large sawlike teeth that can bite through metal.

A sword slug can mimic vocal sounds previously made in its presence. It uses these to lure prey, but its low intelligence often causes it to emit the wrong sound for the situation.

Combat: A metalmaster generates powerful magnetic fields at will, effective to 30 feet (60 feet if affecting an existing magnetic field). It affects enchanted and normal metal equally, but does not influence traces of metal in rock or unrefined ores. In one round the metalmaster can attract or repel, then instantly stop or switch between attraction and repulsion at the round's end.

Attraction draws small, unsecured metallic objects toward the slug (small, secured objects may be taken if the devices holding them fail to save vs. crushing blow). Attracted objects smaller than a sword or medium-sized shield are pulled at the rate of 20 feet per round; larger unsecured objects are dragged 5-10 feet per round, and if secured (or are as massive as a large anvil or a metal throne), can't be shifted. Magically held or secured objects can't be moved, and magical barriers (such as a wall of force) stop moving items.

Repulsion deflects even partially metallic missiles so they don't hit intended targets. Metal-armored beings must make a successful Strength check each round or be forced at least 10 feet away from the slug; those who only wear or carry metal weapons, coins, belt buckles, and the like also must make a successful Strength check (with a bonus to the roll determined by the DM) or be likewise affected. Grasped metallic items suffer -4 attack penalties while repulsed, and the wielder must make a successful Strength check or the object tears free.

A metalmaster's power can't be avoided by the use of *blink*, *jump*, or similar spells, and it extends into the Ethereal Plane (though *dimension door* and similar magic does allow escape).

The slug's magnetic field causes no damage by itself, but affected weapons often strike unintended targets.

Attracted objects never strike its body, but orbit around it. In the 10 feet closest to a slug's body (and up to 30 feet away), a whirling storm of metal rages, akin to a *blade barrier* spell. Creatures in this area suffer 4d6 points of damage each round unless they are magically shielded. A successful Dexterity check allows them to sustain only 2d6 points of damage.

A metalmaster's teeth can shear through hardened armor, but it does not otherwise harm metal. Metal pieces accidentally ingested do it no harm, but a sword slug doesn't eat metal.

Metalmasters can climb steep grades (but not vertical walls or smooth inclines), can see with 90-foot infravision, and they can sense the direction and approximate distance of fist-sized or larger pieces of metal up to 40 feet distant. Given sufficient food, they regenerate rapidly. Lost hit points are regained at the rate of 1 per turn, and a severed eyestalk might regenerate in a day or two.

Habitat/Society: Metalmasters have been known to live a century or more. They are usually solitary, banding together to hunt in dangerous areas and withdrawing into deep tunnels or muddy bogs to mate, choosing inhospitable places so that few will disturb them. Sword slugs lair near metal if they can, and favor small, narrow tunnels. They often lurk near hoards of metallic treasure, which attracts prey and provides the metalmaster with ready-made missiles for combat.

Ecology: Metalmasters prefer to eat large, red-blooded prey (such as livestock and adult humans), but in a pinch will eat almost any living creature or carrion. The flesh of a metalmaster is so bitter that only carrion-eaters will feed upon it. Alchemists and mages have experimented with metalmaster ichor and flesh, but have not thus far found a use for them.

Mimic, House Hunter

	Young	Adult	Ancient
CLIMATE/TERRAIN:	Any land	Any land	Any land
FREQUENCY:	Rare	Rare	Rare
ORGANIZATION:	Pack	Pack	Pack
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Semi (2-4)	Low (5-7)	Average (8-10)
TREASURE:	Nil	J,K,L,M	(J,K,L,M,N,Q)×10,S
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1d4	1d6	1d4
ARMOR CLASS:	0 (shell), 6 (tentacles and tongue)	0 (shell), 6 (tentacles and tongue)	0 (shell), 6 (tentacles and tongue)
MOVEMENT:	3	3	3
HIT DICE:	10	15	20
THAC0:	11	5	1
NO. OF ATTACKS:	3	3	1d4+2
DAMAGE/ATTACK:	2d6	3d6	4d6
SPECIAL ATTACKS:	Mimicry, continuous damage	Mimicry, continuous damage	Mimicry, continuous damage
SPECIAL DEFENSES:	Camouflage, heat and cold resistance	Camouflage, heat and cold resistance	Camouflage, heat and cold resistance
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	L (10' tall)	H (15'-20' tall)	G (30'-40' tall)
MORALE:	Elite (13-14)	Champion (15-16)	Fanatic (17-18)
XP VALUE:			

House hunters are large relatives of mimics. They have lost some of the latter's camouflage versatility, but they have gained the ability to live above ground.

House hunters form hard shells that look like stone, wood, or thatch, lending the appearance of a building. Young house hunters look like smaller structures such as outhouses and sheds, adults are the size of cottages and small houses, while ancient creatures are larger still, with elaborate shells that can resemble inns, temples, or ruined towers. All three sizes of this monster can produce dim, flickering light (bioluminescence), resembling candle or lantern light, at any body opening, and they can imitate domestic noises (muffled voices, clucking hens, the tolling of a temple bell, etc.).

Bony plates resembling doors and shutters cover the shell openings, protecting and hiding their mouths, eyestalks, and huge tentacles—each specimen has a tongue that is 2 feet long per Hit Die, two eyestalks that are 6 inches long per Hit Die, and two tentacles that are 1 foot long per Hit Die. The bony plates are opened and shut by the use of strong muscles that function like those of clams. These apertures can be forced open by making a successful open doors roll. There is a wide variety in the locations of these openings: Some of these creatures have them all along the fronts of the "buildings," while others have mouths and eyes at the front, but tentacles at the left and right sides. Ancient house hunters often have extra tentacles, which may be arrayed on all sides of the structure.

Adult and ancient house hunters can talk, but they only speak a crude form of Common. Sages speculate that they communicate telepathically within a 10-mile range.

Combat: A house hunter attacks by extruding its tongue and limbs and wrapping those appendages around nearby victims

(one appendage per victim). Each extremity makes a separate attack roll, suffering a -2 penalty if it is on a side that lacks an eyestalk. A successful hit indicates the member has caught its target, whereupon it will inflict damage at the end of that and each ensuing round, continuing to do so until the victim appears to be dead or breaks free. The caught character must immediately roll a successful Dexterity check to avoid having his or her arms trapped too—if the roll fails by more than 4, both arms are pinned to the sides of the victim's body and no counterattacks are possible. If only one limb is caught, the DM must roll to determine randomly which arm has been pinned down, and thence whether counterattacks are possible.

The creature's tongue and tentacles are covered with a musty-smelling adhesive slime; those caught by any of those appendages must make a successful Strength check in order to break free. The victim may either attempt to escape or attack (depending upon whether his weapon arm is free) in a single round, but not both.

An unresisting opponent is assumed dead by the captor house hunter, and the victim will be dropped after five additional rounds of constriction. Once all adversaries have been dealt with, the bodies are picked up by the house hunter's tongue and pulled into its mouth at the rate of one per round. Victims lying along the blind side of the monster are taken in first, followed by those along the sides with eyestalks. Anyone pretending to be dead suffers one more round of constriction damage as he is picked up, but he still has one last chance to pull free in that round before being dragged inside the house hunter.

Once inside the monster, only small, hand-held stabbing weapons—the size of a short sword or smaller—may be used to attack (consider the creature's insides to be AC 10). If any

Mimic, House Hunter



probably seen in their limited travels.

Ecology: Treasure is usually found inside a house hunter's shell, either within the stomach or embedded in the shell wall. Such treasure consists of the undigestible remains of the monster's victims, including coins, gems, and similar small items. Some treasure may be encysted in layers of shell, like pearls, but these lumps have no jewel value. Occasionally, a magical item or rare antiquity may be found within the monster. A *curse*d item is especially possible, since those characters carrying truly powerful weapons or items would be much more likely to successfully repel the attack of a house hunter and escape. Assume that adult house hunters have a 5% chance to contain a magical item and that ancients have a 10% chance. Further, such items found in either type are 60% likely to be magically *curse*d.

The underside of a house hunter has no armor. It is a slippery foot resembling that of a snail, though it isn't especially adhesive. When the creature moves, the outer shell raises slightly to allow movement over open ground, debris, etc.

If cleaned out thoroughly, a house hunter's shell can be converted into a crude dwelling.

damage is inflicted, the house hunter uses its appendages to eject the person from its shell and then constricts him again until he ceases to resist for five rounds, escapes, or the monster dies. Bodies within a house hunter are fully digested and unrecoverable after 1d4 turns.

Note that the tongue, eyestalks, and tentacles of the house hunter are actually pseudopods; if any member is amputated in combat, it regrows in 1d4 turns, and all damage sustained by that appendage is returned to the creature's hit point total.

House hunters aren't damaged by sunlight, but they don't like to expose their flesh and eyes to it. Hence, they prefer to travel by night, and they delay their attacks until after dusk if possible. If forced to fight by day, they make all attacks with -2 penalties.

House-hunter shells are thick enough to reduce both normal and magical heat and cold damage by 1 point per Hit Die of damage. If one's hit point total falls below 10, it pulls in all of its appendages, shuts all openings, and attempts to move away from its attackers.

Habitat/Society: House hunters are pack animals, cooperating to capture their prey. Young house hunters rarely attack until an adult has taken the initiative. They all have good hearing and can sense the vibration of footsteps of man-sized and larger creatures that are 120 yards away. They are also intelligent enough to delay their attack until they can reap the maximum reward. For example, they won't attack a single scout if there is a large party approaching behind.

The reproduction of these monsters remains a mystery, though an adult has been seen digging a large hole in the earth with its foot, then depositing its single live young in the hole. The creature subsequently made its way out of that hole and followed its mother. Shells apparently grow in size with their owners, and they are shaped over long periods of time to resemble particular buildings that the house hunters have

Naga, Bone

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or groups (guardians)
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	Any (as guardian)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1 or 1d12
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	7
THACO:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4 plus special/3d4
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (up to 12' long)
MORALE:	Fearless (19–20)
XP VALUE:	4,000

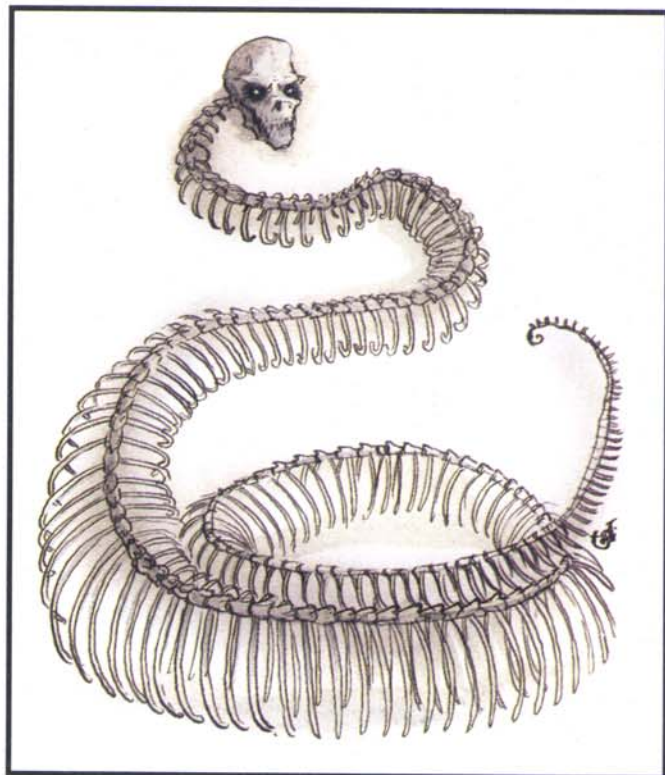
Bone nagas are created undead. They appear as skeletal worms with humanlike skull heads that appear larger than one would assume to be usual for their bodies. Their empty eye sockets glow with the hatred of fell unlife. Created by dark nagas (see the *MONSTROUS MANUAL* tome) and a few evil mages to serve as guardians, these spellcasting worms serve their masters with absolute loyalty. Their creation is an exacting process, hence their rarity.

Bone nagas do not speak. They have limited (60-foot range) telepathy, with which they communicate with their creator. Though they can broadcast thoughts for others to receive, they cannot use this as any sort of attack, and most of the time they prefer to shield their thoughts from others, retreating behind a screen of mental chaos whenever they feel another mind.

Combat: In battle, bone nagas bite with their long fangs for 1d4 points of damage, plus the victim must successfully save vs. spell or suffer an additional 1d4 damage and lose 1 Strength point. (Creatures not rated for Strength suffer a –1 penalty to subsequent attack rolls.) Lost Strength returns at the rate of 1 point per hour. Bone nagas also sting with their powerful barbed tails, inflicting 2d4 points of physical damage plus 1d4 points of chilling damage (no save allowed).

In addition to their physical attacks, bone nagas can cast one spell per round. They work magic as a 6th-level wizard (4/2/2), but these spells are cast by silent force of will and do not require verbal, material, or somatic components. A bone naga's spells are set when it is created and cannot be changed, but whenever one is cast, it returns without study exactly 20 hours later. Bone nagas can't normally employ magical items, but one may be fitted (by another creature possessing the necessary limbs to do the work) with protective magical items that are worn.

Typically chosen spells are *magic missile* (×4), *blindness*, *flaming sphere*, and *lightning bolt* (×2).



Like most other undead, bone nagas are immune to *charm*, *death* (related), *hold* (and related), *sleep*, and cold-based spells. They are also immune to poison, but they suffer 2d4 points of corrosive damage per vial of holy water that strikes them. Acids and venoms do not harm bone nagas, and they are also immune to the effects of gases and other attacks that affect the respiratory system.

Bone nagas attack creatures with psionic powers whenever they recognize such ability, and they cannot be compelled by anyone except their creator(s) to cast spells. Attempts to do so psionically will result in temporary confusion on the part of the bone naga, coupled with great anger at the source of the mental assault.

Habitat/Society: Bone nagas are usually created by the *nagara* (evil nagakind, or dark nagas) to be guardians, especially of young nagas and nonmagical treasure. If their creators are destroyed or abandon them, their loyalty ends and they travel freely in the world. Such rare bone nagas may be found in ruins, subterranean areas, and deep woods, often surrounded by lesser undead they have gathered around them.

Ecology: Bone nagas eat nothing and fill no niche in any life cycle, save that they sometimes kill large, aggressive natural predators (including humankind) for sport or to practice with their spells. Some mages have found uses for their powdered bones in magic involving telepathy. Bone-naga powder can also be used as a substitute for powdered iron (by wizards) or unholy water or smoldering dung (by priests) when making the circle for a *protection from good spell* (without altering the spell's casting or effects in any way).

Nautilus, Giant

CLIMATE/TERRAIN:	Any sea
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	-3 (shell) or 3 (body)
MOVEMENT:	Sw 18
HIT DICE:	14
THACO:	7
NO. OF ATTACKS:	21
DAMAGE/ATTACK:	1d8 (x20)/5d4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	20%
SIZE:	G (50'+ diameter)
MORALE:	Champion (15-16)
XP VALUE:	15,000



The giant nautilus is a native of the Elemental Plane of Water. It has also been encountered on Thaliasa, a layer of Elysium; the ocean Lunia, on the first layer of Mount Celestia; and on Arborea, in the depths of Poseidon's realm. On the Prime Material Plane it wanders the depths of the deepest oceans.

In appearance the giant nautilus seems to be but a gigantic version of its diminutive cousin. The creature is often called the "druid of the deep" because of its neutral alignment and insistence upon maintaining balance in the underwater world. The giant nautilus considers a sunken ship a terrible eyesore and actively helps in its removal, usually by protecting those removing the ship from the fearsome predators of the depths. The creature is uninterested in treasure of any kind, but it is not completely naive; it has a basic understanding of avarice and greed. Therefore, the nautilus demands that sunken vessels carrying more mundane cargo be removed before it allows the removal of a sunken treasure ship. It also demands the removal of the entire ship, not just the cargo.

The giant nautilus has a form of telepathy that allows it to communicate with any intelligent creature, regardless of language barriers.

Combat: Twenty strong tentacles encircle the creature's mouth. It can grab and constrict opponents with these tentacles while bringing the unfortunate victims into its huge mouth. The mouth is large enough to swallow a man-sized creature whole on a natural attack roll of 18 or better. The mouth can also bite for 5d4 points of damage.

Depending on the attacker's size, the nautilus can bring all 20 tentacles to bear on a single opponent or it may elect to attack 20 separate targets. It generally uses three tentacles per man-sized target. Any character constricted by a tentacle may have one arm (01-50%), neither arm (51-75%), or both arms (76-100%) pinned down. A constricted character cannot cast any spells, but can strike the constricting tentacle with a -3

attack penalty (one arm free) or a -1 penalty (both arms free). Each rubbery tentacle cannot be broken by force and requires 15 points of damage from a sharp or edged weapon before severing. (Severed tentacles regenerate in about one week.)

The nautilus can drag a small ship below the water and can stop the movement of a larger one after one turn of winding its tentacles around the ship and dragging. If six or more tentacles squeeze a hull for three consecutive rounds, the vessel suffers damage as if it had been rammed and begins to sink.

This creature uses the following spell-like powers, one per round, at will: *charm person or mammal*; *conjure water elemental* (3 times per day); *control temperature, 10' radius*; *detect evil/good*; *detect magic*; *know alignment* (always active); *locate fish or plants*; *lower water*; *monster summoning I, II, and III*; *part water*; *wall of coral (stone)*.

Habitat/Society: The giant nautilus is a solitary wanderer of the depths and maintains no lair. It has a natural life span of 3,000-4,000 years. Sages speculate the creature uses magic to return at times to the plane of Water, to reproduce.

The nautilus is on good terms with most of the underwater races, including the sahuagin and ixitxachitl. In fact, the giant nautilus is often used by the tritons, mermen, and locathah as an impartial judge to mediate disputes. For all its peaceful intent, the giant nautilus puts a stop to anyone overfishing a particular location or polluting the sea, first through negotiation, then by warning, and finally through force.

Ecology: The giant nautilus preys on huge crustacea such as giant crabs and lobsters. It has no natural enemies, but is sometimes in conflict with the kraken (see the MONSTROUS MANUAL tome). The shell of the giant nautilus is a great prize. It can be converted into a roomy, virtually crush-proof submarine.

Nightshade

CLIMATE/TERRAIN:	Any forest or cave
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Night
DIET:	Blood and bones
INTELLIGENCE:	Average (8–10)
TREASURE:	B,X
ALIGNMENT:	Neutral evil
NO. APPEARING:	1d4 or 3d10
ARMOR CLASS:	7
MOVEMENT:	9
HIT DICE:	1+4
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4+1 or by weapon
SPECIAL ATTACKS:	Spells, poisonous sap
SPECIAL DEFENSES:	Spells, immune to wooden weapons
MAGIC RESISTANCE:	Nil
SIZE:	M (4' tall)
MORALE:	Elite (13–14)
XP VALUE:	270

Nightshades, or *wood woses*, are elemental spirits of poisonous plants like mistletoe, hemlock, foxglove, and belladonna. They live in dark, unhallowed forests and caverns.

Nightshades oddly resemble sylvan dwarves with dark brown skin. They are stocky but supple and as flexible as reeds or willows. Their thick beards and thatchlike hair are full of vines and leaves. They wear only kilts and vests of woven fibers, and they carry weapons of beaten copper or bronze.

Nightshades speak their own tongue, the languages of plants and fungi, and the language of quicklings.

Combat: In combat, nightshades wield bronze spears or short swords. They are immune to wooden weapons like clubs, bo sticks, and staves; even magical shillelaghs or enchanted staves are useless. Nightshades suffer double damage from fire.

Wood woses use their sap to poison blades, though the poison becomes inactive after 10 rounds of contact with air. It takes one round to poison a blade, and unless a victim makes a successful saving throw vs. poison, the substance reduces the victim's Dexterity by 1 per hit. When a victim's Dexterity drops below 3, he is rendered immobile. When it reaches 0, he dies and becomes a nightshade following the next full moon.

Nightshades can cast *speak with plants* and *pass without trace* at will as well as *entangle* and *plant door* once per day. In groups of six or more, there is always a nightshade mage who has the spell powers of a 5th-level druid. A group of seven or more nightshades can summon a shambling mound once per month; to recite the magical words of the summoning spell, the wood woses must first drink blood. The summoning takes six turns, and thereafter the nightshades command the shambling mound all night.



Habitat/Society: Nightshades in the wild are elusive nighttime hunters. By day they retreat into hollow logs, caverns, or other dark places to hide from the sun. They mate for life, though most mated pairs produce no more than two offspring.

Nightshade outposts take the form of dark, echoing groves. They dwell in small foraging groups and are seminomadic, leaving their groves when the forest is silent. They grow rings of poisonous plants, twist trees, and clog forests with mistletoe.

Wood woses are cold and uncaring creatures. They capture trespassers for sacrifices to their high queen, and particularly dangerous prisoners are kept sedated. Nightshades are not greedy; gold and gems mean little to them. Magical potions and poisons, however, are greatly prized.

Nightshades are only active during the growing season. During fall they become sluggish, eventually crawling into dark lairs where they hibernate all winter.

The nightshades' high queen is Ainecotte, the oldest and most intelligent one of them all. She has the powers of a 7th-level druid and rules through terror and blackmail.

Ecology: Nightshades eat the blood and bones of living creatures. Their numbers rarely increase naturally—usually they are created by druids or by priests dabbling in necromancy and the dark arts of venom and unnatural growth, as well as through the transformation of poison victims.

Nightshades' only enemies are treants, druids, and rangers, who root them out like weeds. No natural predator will eat a nightshade after the first bite (except hook horrors). Nightshades are on good terms with korred, needlemen, and evil myconids. They trade poisons to the quicklings in exchange for weapons.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Magic
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	6
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Absorb magic
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	L (12'-diameter sphere)
MORALE:	Champion (15-16)
XP VALUE:	2,000

These weird creatures are believed to come from an alternate Prime Material Plane. Known to sages of old as *Eaters of Magic*, they feed on magical energy and are greatly feared for the damage they can do.

Nishruu appear as silent, amorphous bodies of red, breathable mist, lacking visible organs or features. They glow, pulsing regularly as they drift about, and can seep through finger-width cracks. They will always move toward the greatest concentration of magic within 60 feet.

Combat: Aside from their effects on magic, nishruu inflict no damage to objects or beings. Physical attacks and nonmagical fire affect this creature normally, and hits are automatic if an attacker is enveloped by a nishruu. Magical cold- and fire-based attacks inflict half damage when launched from *outside* the monster, but they cannot form *within* a nishruu. Furthermore, those magical attacks from outside the nishruu are absorbed after inflicting just one round of damage.

Nishruu ignore physical attacks, moving fearlessly and relentlessly toward sources of magic. Mind-control spells and illusions do not affect them. Any spell (other than those mentioned above) cast at a nishruu is absorbed by it, having no effect except to give the creature life energy equal in hit points to the damage the spell normally inflicts. A nondamaging spell gives a nishruu extra hit points equal to its spell level.

Chargeable magical items are drained of 1d4 charges upon contact with a nishruu, and if contact is continuous, the drain occurs again at the end of every second round. Nonchargeable magical items have their powers negated for 1d4 rounds after contact. If used when in contact with a nishruu, the effects of potions and scrolls suffer a delay of 1d4 rounds *after contact ceases*.

Artifacts become inoperational at all times while in contact with a nishruu, and for one round after contact ceases. Spellcasters of all classes who are enveloped by a nishruu lose one



memorized spell (determine randomly) at first contact and one per round of contact thereafter. Each time a loss occurs, the spellcaster must make a successful saving throw vs. breath weapon or become feebleminded (as the spell) for 1d4 rounds.

Habitat/Society: Nishruu are solitary creatures that are not native to the Prime Material Plane. They cannot voluntarily transfer magical spells or charges to another being. Salt, both rock and sea, is deadly poisonous to nishruu—a handful of flung salt typically inflicts 2d10 points of damage upon a nishruu. Salt can therefore be used to confine or herd such creatures, for they will not willingly come into contact with it.

Ecology: Nishruu feed on magic, drifting endlessly and relentlessly about in seemingly aimless searchings for it. These creatures can actually detect the presence of magical energy within 600 feet or so, and they will always move toward the most powerful, plentiful, or nearest source of magical energy. No upward limit for energy absorption is known, nor is a nishruu known to have starved from lack of magic. Most sages believe that sunlight and moisture may also sustain these beings.

When a nishruu is slain its body dissipates, losing luminosity and hue and appearing to sink into the ground. Any magical item within its body area when it is slain, or any magical weapon slaying it, even if no longer within the body, receives a magical bonus of 1d6 additional charges (or a second use in the case of items that can normally be used but once, such as arrows and scrolls). Potions, memorized spells, artifacts, and items that do not have charges will not be augmented.

Noran

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
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ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11–12)
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TREASURE:	Nil
ALIGNMENT:	Neutral
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NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	3
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HIT DICE:	9+5
THACO:	11
NO. OF ATTACKS:	2
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DAMAGE/ATTACK:	1d8 (×2)
SPECIAL ATTACKS:	Projectiles
SPECIAL DEFENSES:	Nil
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MAGIC RESISTANCE:	30%
SIZE:	L (11' tall)
MORALE:	Champion (15–16)
XP VALUE:	2,000

The noran, although a rather ridiculous-looking creature, is one of the more fearsome monsters one can find underground. It looks like a sickly, petrified treant, with knots and holes covering its entire surface and a face hidden in the trunk. It has two long, whiplike prehensile branches with which it can pick up small items. Finally, it has a cavity on its top that extends down into its main body, which narrows until it ends in a knothole.

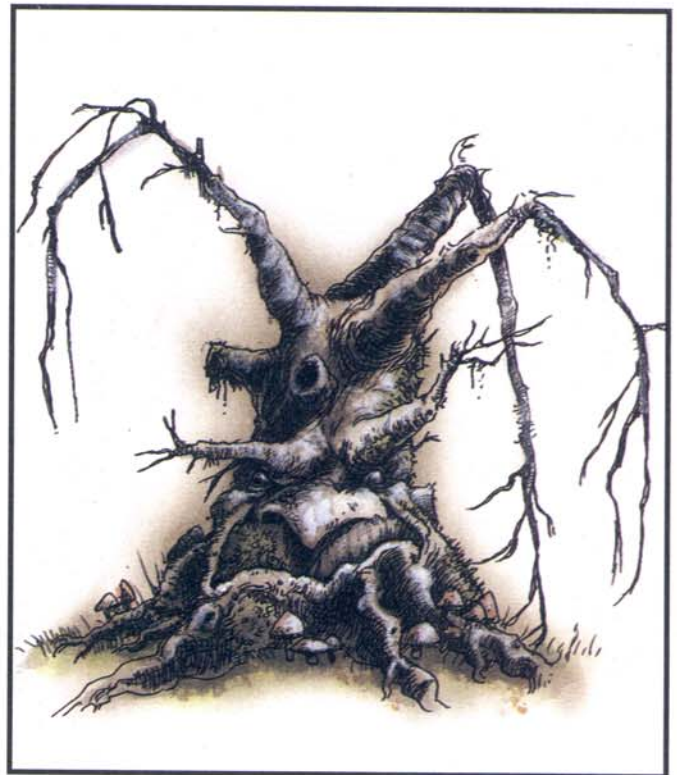
Normal dungeon creatures leave the noran's area alone, moving away if one comes into the area. By keeping careful watch on it and keeping themselves hidden, the creatures can slowly return after it passes on to greener pastures.

Noran speak a rudimentary form of Common and can also communicate haltingly with other forms of tree, including treants.

Combat: Obviously, the noran's prehensile arms pose a threat, for they can strike at a range of up to 10 feet with frightening speed. However, the noran's arms should be the least of any opponent's worries, for the creature carries a far more devastating weapon concealed in its body.

The knothole just below the noran's mouth can open and close and fire fist-sized rocks at frighteningly high speeds. It feeds these rocks to itself by picking them up with its prehensile arms and dropping them into the cavity on top. Rocks fired this way inflict 2d8 points of damage. It can fire one rock per round, provided it forgoes other attacks. The range for an accurate spit rock is 60 feet. However, it can store up to 10 rocks in its cavity before combat. If it has done so, it can both fight with its arms and spit rocks at its opponents. If it so desires, it can fight two opponents within reach and fire a rock at a third.

Because it is made of a petrified material, the noran suffers normal damage from fire-based attacks, but it doesn't continue to burn like other, ordinary wooden monsters would. However, it suffers double normal damage from bludgeoning weapons.



Habitat/Society: The noran is a solitary, nomadic creature. Since most prey flees the area when a noran arrives, it must constantly be on the search for more food. It therefore stays in an area only as long as other creatures stay, and moves on when they do.

Despite the fact that they are solitary, norans will not fight others of their kind they meet. Instead, they usually take the opportunity to reproduce. How they do this is unknown, but both norans leave the encounter bearing an acorn. For one year after this takes place, the noran cannot fire rocks, but after that time the noran ejects an infant, which must then fend for itself. It has all the statistics of an adult noran from the point it is born.

Ecology: It is surmised that norans are distant relatives of the treant, although how they came to occupy the underground is an explanation best left to a trained sage.

As noted, the noran is carnivorous. It eats any fleshy creature it can kill. It prefers its food bruised and bloody, making it more tender and thus more easily digestible when the noran shuffles over it. The proteins of living flesh are the only ones concentrated enough to nourish a noran. The ordinary diet (for a plant) of sunlight, soil nutrients, and water is simply lacking in the ingredients necessary for a noran to survive.

Any treasure or undigestibles left on a victim's body when consumed by the noran are spit out and left to lie on the dungeon floor. Those retracing a noran's steps can often find useful items along the way, though they might have to fight other dungeon scavengers for said treasures. Some creatures actually prosper by following in a noran's footsteps. However, they all too often find that this course leads to doom if the noran decides to retrace its own steps.

CLIMATE/TERRAIN: Tropical jungle, underground
FREQUENCY: Uncommon
ORGANIZATION: Clan

ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Low to very (5-12)

TREASURE: U
ALIGNMENT: Chaotic neutral

NO. APPEARING: 3d4
ARMOR CLASS: 5 (base)
MOVEMENT: 9, Sw 18

HIT DICE: 3 or 4
THACO: 17
NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1d3 and by weapon
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Camouflage

MAGIC RESISTANCE: Nil
SIZE: M (5'-6' long)
MORALE: Unsteady (5-7)
XP VALUE: 3 HD—175, 4 HD—270

Ophidia, or snakemen, look like large snakes with humanoid arms and hands, but they aren't long and slender like true snakes. They are usually mottled green and yellow in color.

Ophidia have their own language, and about half of them know Common or another language spoken by nearby races.

Combat: Ophidia have a chameleonlike power to change colors. Their scales can assume brown and gray tones, as well as their normal green and yellow, so they can blend into subterranean environments as well. This blending ability imposes a -2 penalty upon opponents' surprise rolls, and ophidia use this to good effect in preparing ambushes.

For every three normal snakemen encountered, there will be one present with 4 Hit Dice. These stronger ophidia do not lead the others, but do tend to bully them a bit, hissing out orders and providing some plan of attack.

About 90% of ophidia carry weapons, and 50% use shields. Roughly half carry swords, 30% use clubs or maces, 10% carry battle axes, and 5% use scourges. The remaining 5% may carry any type of weapon that can be used with one hand. They attack twice per round, once with a weapon and once with their bite. A bitten human, demihuman, or humanoid victim must make a successful saving throw vs. poison or be afflicted by disease: 1d4 + 1 days after the bite, the victim's skin grows scaly. The legs begin to shrink, and the tongue becomes forked. After two weeks, the victim becomes an ophidian with 4 HD.

Those affected by the disease gradually lose their memories, becoming more snakelike every day. *Cure disease* and *remove curse* halt the affliction, though neither is effective alone. A *heal* spell or *regeneration*, *wish*, or *limited wish* is required to reverse the disease. Once the transformation is complete, nothing short of a *wish* will return the victim to the previous state.

Habitat/Society: Wild ophidia live in small family groups. The eldest female usually leads the group, and she determines



where the group hunts and what alliances they make.

Ophidia are sometimes enslaved by yuan-ti, and they often serve nagas or green or black dragons. In fact, they are rarely found in groups without a powerful non-ophidian leader of some kind. Some form uneasy alliances with lizard men, but they never share living areas with them. Ophidia are friendly with snakes and are often found with a giant constrictor.

Snakemen have little in the way of religion, though groups often "worship" the naga, dragon, or giant constrictor snake with whom they associate, bringing food and presents to them.

Ophidia can mate at any time during the year. Females initiate the ritual with a writhing dance that hypnotizes males. About two months after mating, the female lays 1d6 + 1 eggs in a shallow hole, then covers them. The eggs harden slowly and hatch in about three months. If a whole nest survives to adulthood, they form a new family group. Others generally join with a group of snakemen in the area, either a wild group or one in servitude to a greater monster.

When an ophidian is created through a bite, it feels compelled to travel to the area where it was bitten. This compulsion begins when the transformation is half complete, and the soon-to-be snakeman sneaks off, fighting for freedom if caught. When the new ophidian arrives at the area where it was bitten, any local clan will adopt it.

Ecology: Ophidia are dangerous predators, stalking and ambushing any sort of warm-blooded prey. They prefer smaller animals, but like true snakes they can unhinge their jaws. This enables them to swallow dead animals up to 3 feet long. Snakemen generally serve to keep the populations of small animals down, though certain groups have been known to acquire a taste for halflings.

Ophidian poison becomes inert a few minutes after it leaves the snakeman's body, so cannot be used to pass the disease.

Opinicus

CLIMATE/TERRAIN:	Any surface ruins			
FREQUENCY:	Very rare			
ORGANIZATION:	Solitary			
ACTIVITY CYCLE:	Any			
DIET:	Omnivore			
INTELLIGENCE:	Very to exceptional (11–16)			
TREASURE:	A			
ALIGNMENT:	Chaotic good			
NO. APPEARING:	1–2			
ARMOR CLASS:	–2			
MOVEMENT:	21, Fl 30(B)			
HIT DICE:	7+7			
THAC0:	13			
NO. OF ATTACKS:	2			
DAMAGE/ATTACK:	1d3 (x2)			
SPECIAL ATTACKS:	Spells, rear-claw rake			
SPECIAL DEFENSES:	Spells, gaze			
MAGIC RESISTANCE:	35%			
SIZE:	M (3' tall, 12' wingspan)			
MORALE:	Steady (11–12)			
XP VALUE:	14,000			
PSIONICS SUMMARY:				
Level	Dis/Sci/Dev	Att/Def	Score	PSPs
5	2/3/10	All/All	per ability	150

Psychoportation—*Sciences*: probability travel, teleport; *Devotions*: astral projection, dimensional door, dimension walk, dream travel, teleport trigger, time/space anchor.

Psychokinesis—*Sciences*: telekinesis; *Devotions*: animate object, control wind, inertial barrier, levitation.

For purposes of psionics, opinicus have a Constitution of 16.

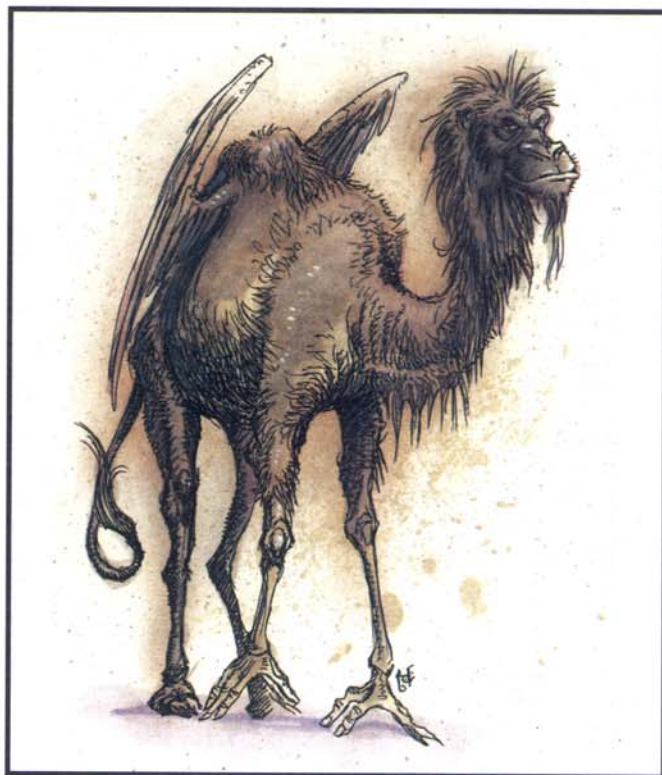
An opinicus (the term is plural as well as singular) is a desert-dwelling creature of good will. It is an odd-looking creature, seemingly a blend of several creatures. This friendly psionic beast looks like a camel with an eagle's wings, a monkey's face and hands, and a lion's mane and tail. Its forepaws have opposable thumbs that can be used to grasp and wield objects. Most opinicus are colored a light buff to a golden brown with slightly darker faces and wings.

Though some sages suggest the opinicus is one of the classic "mad wizard's experiments," it is a breed unto itself, and an ancient one at that. Most speak an older dialect of Common, though some of them hint they have a language of their own; if so, it is never spoken around other creatures.

Combat: Opinicus seek to avoid combat in most cases, but are adamant opponents of evil. They attack all evil creatures and have a special hatred of undead and al-Jahar (q.v.), attacking any of those monsters on sight. Opinicus fight sometimes to aid a good cause.

Opinicus have very keen senses and are never surprised. They are also stealthy, and opponents suffer a –2 penalty to surprise rolls, –5 if the opinicus is in its home environment.

Despite its rather ridiculous appearance, the opinicus can be deadly in combat, diving at opponents when space permits. It attacks using its front claws, and if both front claws hit, or if



the opinicus is flying, it also rakes with its rear claws, inflicting 1d6 additional damage apiece.

Opinicus also have spellcasting abilities and spell-like powers. They have the spell capacity of a 7th-level cleric with a Wisdom of 18 and they can turn undead. Each can also cast *holy word* and *heal*, each three times per day. Though mainly for defensive purposes, some of their spells can be used offensively as well.

Opinicus can become ethereal at will (as per *plate mail of ethereality*) and use this ability to flee or become insubstantial. They also have several transportation-related psionic powers.

In addition to their other powers, opinicus have a glowing *sun sparkle gaze*, which emanates in a cone shape 20 feet long and 10 feet wide at the base. Once per turn, an opinicus can use the gaze to harm undead and creatures of the Lower Planes, who suffer 2d8 points of damage per attack (half if they roll a successful saving throw vs. spell).

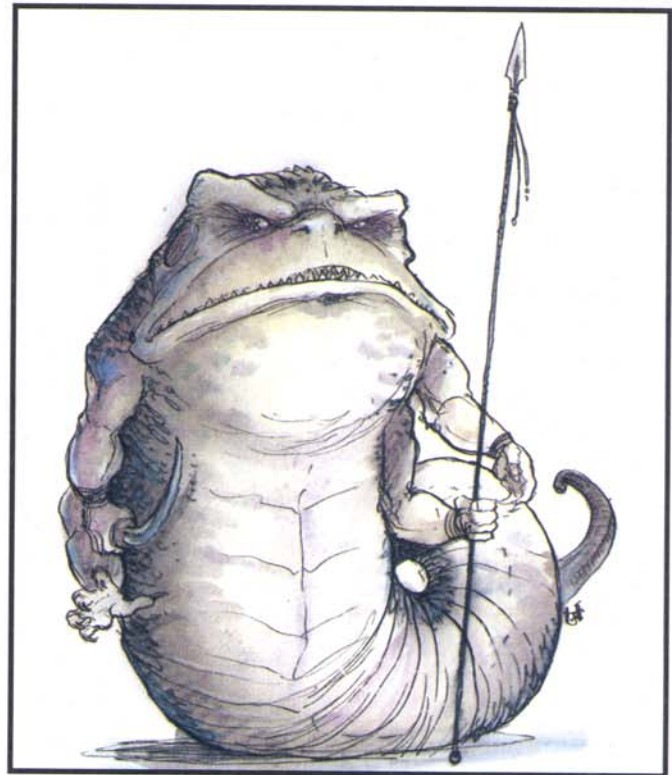
Though opinicus usually save their psionic powers for traveling and playing pranks, they use them for self-defense if pressed. Inertial barrier and dimension walk are of particular use in self-defense.

Habitat/Society: Opinicus usually live in old ruins such as a deserted city, palace, or temple. They are occasionally encountered elsewhere, usually on some mission for a good cause. Despite the creatures' penchant for joking and playing pranks, good creatures seldom refuse their aid.

Since opinicus are so ancient (often living for centuries), they are assumed to be an ancient, beneficial race. Some folk say they were summoned from the Outer Planes to battle evil.

Ecology: Opinicus have little impact on their environment, though they sometimes clean the ruins they inhabit, or they create works of art, usually sculpture.

CLIMATE/TERRAIN:	Any nonarctic, nondry land
FREQUENCY:	Very rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11–12)
TREASURE:	R,V (Z in lair only)
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1d12
ARMOR CLASS:	5
MOVEMENT:	11, Sw 15
HIT DICE:	7+7
THACO:	13
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d4+1 (x4) or by weapon/2d4
SPECIAL ATTACKS:	Hurl rocks, constriction
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (up to 25' long, 10' tall)
MORALE:	Elite (13–14)
XP VALUE:	975



Some sages believe these seldom-glimpsed creatures are natives of another plane. An ormyrr is pale-mushroom white to dun in color, with a purplish underbelly. It looks like a giant upright worm with two pairs of arms projecting from a powerful torso, topped by a fang-mouthed, froglike head. Ormyrr give an overall impression of great strength and can wield weapons with all four arms without getting tangled up in their own attacks. They are always eager to seize weapons when they can, and if found bearing magical items, it is 80% likely that these will be weapons that the ormyrr will use.

Combat: Ormyrr fight with their long-taloned hands or use them to hurl missiles, including large stones, which they hurl up to 40 feet, smashing foes for 2d6 damage each. They also wield weapons (typically waving pairs of axes or swords). Note that an ormyrr's hand can swing a two-handed weapon without penalty. Ormyrr also bite with fearsome force, inflicting 2d4 points of damage upon a successful hit.

In any round in which an ormyrr strikes the same foe twice, the victim must make Strength and Dexterity checks. If both fail, the ormyrr automatically rolls over that opponent and will constrict on the following round. The squeezed victim suffers 2d6 damage per round, and thereafter attacks with a -1 penalty and suffers a -2 penalty to damage rolls. A Strength check is allowed each round to break free.

If they can get them, ormyrr like slings, weighted nets, military forks, or tridents, but they cast these aside to attack foes with four blades at once when close. They dislike spellcasters and will seek to disable opponents who obviously have magic first. Some ormyrr wear necklaces of the linked skulls of creatures they've slain—the braincases are often used to store sling stones and other small weapons or items (such as caltrops or darts).

Habitat/Society: Ormyrr are amphibious and hibernate in mud at the bottom of deep lakes or go out to sea in the cold months. They den at the bottom of small lakes throughout the North, but prefer to hunt on land, roaming far afield (up to 40 miles) from their lairs.

Ormyrr live and hunt in tribal bands that keep to themselves and do not make war on other tribes. The sex and tribal affiliation of an ormyrr are immediately obvious to another ormyrr (probably by scent), but all ormyrr look identical to human eyes.

Ormyrr are fascinated by magic and are working hard to develop magic of their own—something they seem to have no aptitude for at all. One of the great dreams of ormyrr is to attain the power to fly, either by growing wings, by breeding wings into the race (mating attempts with wyverns and other creatures have been a series of disasters), or by seizing and duplicating enough magical items that give the power of flight so that every ormyrr can have one.

When useful magic is to be had, the normally placid ormyrr become avaricious and crafty in the extreme. Ormyrr have even been observed to worship human deities of magic, although they have gods of their own (depicted as giant, winged ormyrr with boulders held in their outstretched hands).

Ecology: Ormyrr are great enemies of yuan-ti and harpies, both of whom they attack on sight. Ormyrr live on a varied diet of plants, birds, reptiles, and mammals, but usually avoid attacking beings of intelligent races. They seem immune to many poisons (+4 to all poison and venom saving throws). Several alchemists and sages are interested in studying ormyrr, but no uses have yet been found for ormyrr body parts or substances.

Parasite

	Bloodring	Ear Seeker	Goldbug	Wizard Lice	Vilirij
CLIMATE/TERRAIN:	Any land	Urban, ruins	Any land	Urban	Urban
FREQUENCY:	Very rare	Very rare	Rare	Rare	Rare
ORGANIZATION:	Solitary	Nest	Nest	Nest	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any	Night
DIET:	Blood	Wood, carnivore	Blood	Spells	Carnivore
INTELLIGENCE:	Non (0)	Non (0)	Non (0)	Non (0)	Semi (2-4)
TREASURE:	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral evil
NO. APPEARING:	1	1d4	1d20	1 nest	1
ARMOR CLASS:	10	9	9	0	5
MOVEMENT:	1	1	1	1/10	3, Fl 6(A)
HIT DICE:	½	½ (1 hp)	1	1 per nest	1+1
THACO:	Nil	Nil	20	Special	19
NO. OF ATTACKS:	Nil	Nil	1	Nil	1
DAMAGE/ATTACK:	Nil	Nil	1d4	Nil	1d4
SPECIAL ATTACKS:	Blood drain	Burrowing	Blood drain, poison	Spell draining	Blood drain
SPECIAL DEFENSES:	Disguise	Nil	Disguise	Weapon immunity	Disguise, poison
MAGIC RESISTANCE:	30%	Nil	Nil	10%	Nil
SIZE:	T (1"-12" long)	T (6" long)	T-S (1'-3' diameter)	T (1/16" long)	T (3"-6" diameter)
MORALE:	Fearless	Unsteady (5-7)	Average (8-10)	Fearless (20)	Average (8-10)
XP VALUE:	65	15	120	120	270

Parasites live in or on other organisms, feeding upon them in some manner, yet returning little or nothing. Common parasites are usually just nuisances, though they can cause complications; they are easily killed by a *cure disease* spell. Presented here are several *uncommon* parasites.

Bloodring

This small worm has metallic skin and four eyes that look like tiny red gems. It coils into the shape of a ring and waits for an intelligent creature to wear it. Once donned, the bloodring drains 1 point of blood per hour, up to a maximum of 6 points per day, using most of its energy to power its magic resistance, but it also grants half that resistance to its host. A well-fed bloodring grows 1 inch per week to its maximum size of 1 foot.

Ear Seeker

This is a small insect normally found in wood, where it eats dead cellulose. However, it needs warm places to lay its eggs, and it prefers human or humanoid bodies, especially ears. When an adult enters an ear, it lays 1d8 + 8 tiny eggs and then crawls out to die. The eggs hatch 4d6 hours later, the larvae burrow into the surrounding flesh, and generally head inward.

The host cannot feel the eggs, but hatching causes a tingling sensation, and burrowing is painful. The parasites cause 1d4 points of damage per round until the host dies. A *cure disease* spell kills the eggs or larvae, but does not heal any damage.

Goldbug

This beetle has a flat, circular body and a golden, contoured shell that makes it look like a gold piece. Eyes, antennae, and legs are on the underside of the body; when legs and antennae are folded, the bottom looks like an oddly designed gold piece. Examination fails to reveal the bug's true nature 50% of the time, unless the handler uses magic or, for example, if the handler bites the creature to determine if it is real gold.

The goldbug usually rests in a nest with others of its kind, or on a bed of real gold pieces, until someone takes it. The goldbug waits until its host sleeps, then tries to suck his blood. A bite hits a sleeping victim automatically, with a 10% chance the victim wakes up. Blood is drained at a rate of 1-3 points per round, until the goldbug drains the equivalent of its own normal hit point total. It can go long without eating, but prefers a meal once a day.

If disturbed or threatened, the goldbug has a poisonous bite that inflicts 1d4 damage. Victims must roll a save vs. type F poison with a +3 bonus to their roll (see the *DMG*).

Wizard Lice

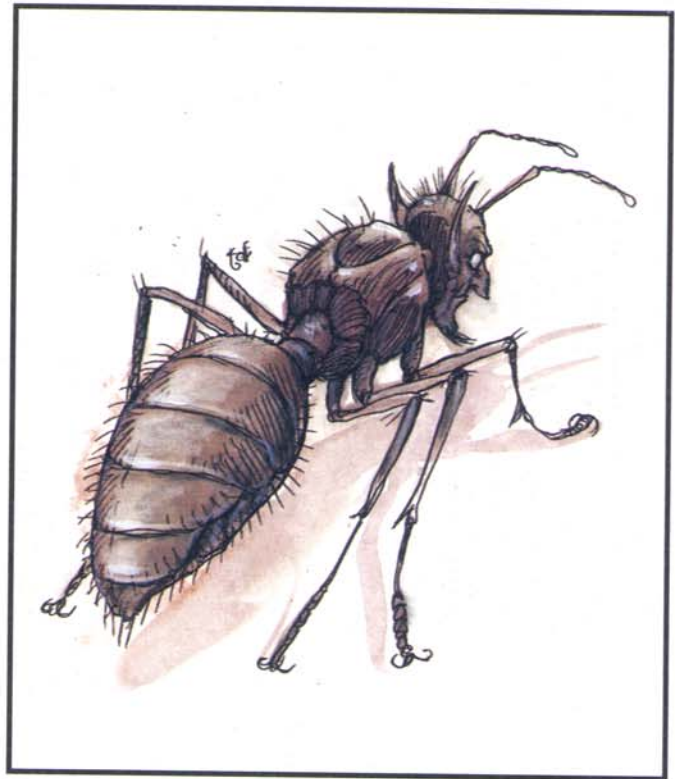
These harmless-looking creatures are difficult to see. They join a host by jumping from another. Though they're harmless in small numbers, in a week they breed enough to form a nest that allows them to feed on their preferred food: spells. When they infest a wizard or priest (or even their clothing), they remove one spell from the spellcaster's memory, once each day. The spell is chosen at random from all those memorized.

Wizard lice cannot be removed by simple bathing. Washing with strong soap or another powerful cleaning agent kills them. A *cure disease* spell is also effective against them.

Vilirij

The vilirij is a flat creature that looks like a patch of skin. It flies at night looking for likely victims, sometimes waiting above doors or on ceilings. When a potential host is near, the creature lands on exposed skin (preferring a seldom-seen area) and adheres there. It injects a poison that anesthetizes the wound and affects the victim's mind, preventing the victim from noticing the vilirij. Others see the creature as a patch of discolored skin. It sucks blood from the victim at a rate of 1d4 points per day until removed. The creature is easily recognized by those who have dealt with it before.

	Warrior	Noble	Calpha
CLIMATE/TERRAIN:	Any land	Any land	Any land
FREQUENCY:	Uncommon	Rare	Very rare
ORGANIZATION:	Squad	Squad	Colony
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Special	Special	Carnivore
INTELLIGENCE:	Avg (8-10)	Very (11-12)	Very (11-12)
TREASURE:	Nil	Nil	R,Q(x2),S
ALIGNMENT:	Lawful evil	Lawful evil	Lawful evil
NO. APPEARING:	3d4	1-2	1
ARMOR CLASS:	4	4	10
MOVEMENT:	12, Br 3	12, Br 3	1
HIT DICE:	1	2	3-6
THACO:	20	19	3-4 HD: 17 5-6 HD: 15
NO. OF ATTACKS:	2	2	1
DAMAGE/ATTACK:	1-2 or wpn	1d3 or wpn	1
SPECIAL ATTACKS:	Fear aura, burrowing	Fear aura, burrowing	Fear aura
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:		Nil	Nil 25%
SIZE:	T (4"-6")	T (6"-8")	T-S (1'-4')
MORALE:	Elite (14)	Fanatic (18)	Unstyd (5)
XP VALUE:	270	420	3 HD: 270 4 HD: 420 5 HD: 650 6 HD: 975



Most pasari-niml also carry tools such as pry bars and awls. Pasari-niml are immune to all enchantment/charm spells.

Pasari-niml (sometimes called mants) are horrid, tool-using, insectoid predators. They appear to be very large black ants with human heads. A pasari-niml's head has pointed ears, bulging eyes, and a long face distorted by malevolence and evil. The skin on the head is wrinkled and brown. It has six legs, two of which can wield weapons or tools.

Pasari-niml stay in contact through telepathy that is generated and received by their antennae only. The telepathy can be used within 1 mile of the calpha.

Combat: Upon first seeing a pasari-niml, creatures with Hit Dice equal to or less than that of the monster must roll a save vs. spell. Those failing are frozen in place until attacked. Those who succeed flee at their top movement rate for 1d3 rounds. Creatures of higher Hit Dice must roll a successful save vs. spell or flee at their top movement rate for 1-2 rounds.

Pasari-niml always travel in squads of both warriors and nobles. They attack in an organized manner, directed by the nobles, who are in constant mental contact with the colony's *calpha* (queen). When a squad sights potential prey, the nobles send a few warriors to test the opponents, analyzing their attacks and defenses. The entire squad then attacks in concert.

Several climb onto a victim, and as many as eight can attack a man-sized creature. They burrow under and around armored individuals, creating a pitfall in one round. When the ground collapses, a victim must roll a successful save vs. paralyzation or be trapped in 1d3 feet of dirt. A trapped enemy is attacked by burrowing pasari-niml, who cut and pry at armor to make a hole (which takes 1-2 rounds). Afterward, a single pasari-niml attacks the vulnerable area while others make more holes.

If a squad faces dangerous or numerous opponents, they call for reinforcements; 1d4 additional squads arrive in 1d4 + 1 rounds. If necessary, the mants pull back and wait.

All warriors and nobles carry two darts and a small knife.

Habitat/Society: Pasari-niml live in large colonies containing 6d4 × 10 warriors, 1d20 + 20 nobles, and a calpha. They often live under human cities, burrowing in the ground and in walls of houses, sending out raiding parties at night. In the wild, warriors and nobles dig a burrow for their calpha and then construct an ever more elaborate palace above it. At any time, 1d4 squads patrol the outer reaches of the colony.

The calpha keeps a *selama* (a male harim) of nobles and reproduces rapidly, each day laying as many eggs as she has Hit Dice. Eggs hatch in three weeks, and approximately one in eight produces a noble. Once a year, a 6-HD calpha produces a calpha egg that hatches in three weeks, and a squad carries the new calpha several miles away and starts a new colony.

Pasari-niml worship their calpha, performing rituals and carving her face into burrow and castle walls.

Ecology: Pasari-niml are disruptive to a local ecosystem, preying on any animal or monster. Warriors and nobles bring food to the calpha, who digests and regurgitates some of it to feed them. If the calpha dies, the lesser pasari-niml die in 1-2 days. If all warriors and nobles die, the calpha can last three days per Hit Die, during which time new mants may hatch.

Only very sturdy predators prey on warrior or noble mants.

Calpha

A calpha exists to eat, receive worship, and reproduce. She has a beautiful, if small, female human head with long tresses and large, feathery antennae. Unfortunately, this spark of beauty is situated on an ugly, mottled, wormlike body.

The calpha has only a weak bite to defend herself, and her legs are small and weak. She cannot use tools, and she moves by wriggling. A queen grows 1 HD and 1 foot per year.

Plant, Vampire Moss

CLIMATE/TERRAIN:	Swamp, woods
FREQUENCY:	Rare
ORGANIZATION:	Colony
ACTIVITY CYCLE:	Any
DIET:	Life energy (hit points)
INTELLIGENCE:	Non (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d6
ARMOR CLASS:	9
MOVEMENT:	0
HIT DICE:	½ (4 hp)
THAC0:	Special
NO. OF ATTACKS:	1 (special)
DAMAGE/ATTACK:	1 hp per round
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T-S (1'-4' long)
MORALE:	Average (8-10)
XP VALUE:	7

Vampire moss hangs from trees and branches in marshy or tropical environments, waiting for other creatures to wander past it so that it can feed upon them.

This plant is normally pale green in color, and it grows to a length of 1 to 4 feet. The moss grows in a netlike mass, but it is not as thick as that which grows upon rocks.

Combat: Vampire moss lives upon the life energy of other creatures, but it prefers mammals—especially intelligent ones, possibly because their living essence tends to be more vibrant. The moss is an “air feeder,” meaning it requires no contact with other creatures in order to draw life energy from them. A victim need only pass within 10 yards of the moss in order to be “attacked.”

When vampire moss attempts to feed on a person, he feels a prickling sensation at the back of the neck; at that point, the character must make a Constitution check (by rolling his Constitution score or lower on 1d20). If the check succeeds, the moss is unable to establish a feeding link, but it will continue to try to magically attach itself until the intended victim leaves its area of effect, requiring subsequent Constitution checks each round until that happens. If and when the victim fails a check, the moss is able to “latch on,” and it immediately begins feeding at the rate of 1 hp per round until the victim dies, until he leaves the area, or until the moss has consumed four times its own hit-point total in life energy (16 hit points), at which time it is sated and releases its victim. If several vampire mosses attack a single character, the damage can mount quickly; these creatures always attempt to establish feeding contact with the nearest being.

If a victim is reduced to half his or her maximum number of hit points as a result of the vampire moss's feeding, he must make another successful Constitution check or fall unconscious. Even if the victim makes a successful check, he must continue to make checks each round until the draining stops



or unconsciousness. (Of course, the Dungeon Master should not at any time inform the character why the checks are necessary or what the results of failing them are until they occur. Nor should the DM identify the source of the energy drain.) The victim dies when reduced to 0 hp.

Meanwhile, as the moss feeds, it turns a brighter and brighter shade of green. A fully sated moss is a vivid emerald green.

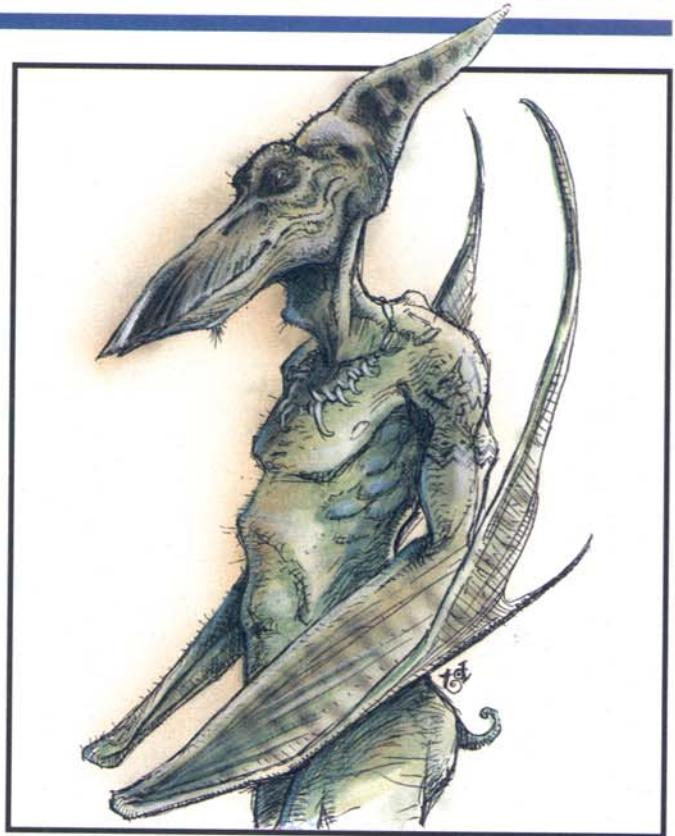
The only ways to kill vampire moss are by ripping it into tiny shreds or by burning it. The moss regenerates all other damage at a rate of 2 hp per week.

Ecology: Vampire moss serves no particular purpose in the ecology of the swamp or forest; it's more of a parasite than anything else. Unfortunately, it does not die if deprived of higher life forms upon which to feed—the moss can even feed upon the life energies of nearby trees, but it only does so if on the verge of starvation.

Vampire moss may be used as a component of energy draining magic such as cursed *potions of harm* (reverse of *healing*) or *rings of weakness*.

Pteraman

CLIMATE/TERRAIN:	Jungle
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	P (individual), E (in lair)
ALIGNMENT:	Neutral evil
NO. APPEARING:	1d10 (×10)
ARMOR CLASS:	4
MOVEMENT:	12, Fl 12(C) with wings, Fl 21(B) as pteranodon
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4 (×2)/1d6+1 or by weapon
SPECIAL ATTACKS:	Swoop
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	270



From a distance, pteramen are often mistaken for lizard men, but they are larger and leaner. The scales that cover their torso and most of their arms and legs are small and smooth like the skin of a snake. Pteramen range in color from olive green to forest green to shades of tan. Their hands are long and end in sharp nails used for rending opponents. Their feet are clawed also, which aids in climbing. Their most startling feature is their leathery webbed wings, which don't appear until the creatures plummet in flight. Pteramen can will their wings to appear and disappear, often in a manner to throw opponents off guard.

In effect, pteramen have three forms: that of a lizard man with no tail, a lizard man with webbed wings, and a miniature pteranodon with a 15-foot wing span. This third form is achieved by a natural *polymorph* ability. No matter the form, a pteraman's attacks and damage remain the same.

Scholars speculate that pteramen are precursors of lizard men, and that a group of them did not evolve. Adventurers who have encountered the creatures disagree, believing they are enchanted relatives of pterodactyls. In either case, adventurers and scholars agree that pteramen are more vicious and mean-tempered than lizard men, and they seem bent on cruelty. Indeed, the pteramen are vicious and self-centered, thinking only of themselves and their tribe.

Combat: Pteramen care little for elaborate strategy, although they have been known to plan raids on small villages. The reptilians prefer to fight by their natural instincts, swooping down upon opponents to quickly gain the upper hand. When encountered in smaller groups, pteramen are prone to fight with their claws and bite. While in larger and more organized bands, they employ weapons such as great barbed spears.

Often pteramen circle opponents, coming at them from all directions to keep them from forming a defensive position. They almost always attempt to employ a swoop attack: A

pteraman attains an altitude of 100 or more feet and then dives on an opponent, ramming the target with claws or a weapon. Any successful hit inflicts double damage, and the victim must make a successful Dexterity check or fall to the ground.

Pteramen's favorite opponents are goblins, whom they consider competition for jungle land.

Habitat/Society: Pteramen found in groups of 10 to 30 do not recognize a ruler, but are a chaotic group governed by the loudest, most powerful individuals. Such groups are avoided by other bands of pteramen, who do not want to get involved in petty squabbles over property, valuables, and food. Larger groups of pteramen are more structured, usually patterning their society after the nearest humanoid tribe.

No matter the size of the group, all pteramen communities tend to look the same: a collection of huts high in thick-trunked trees. From the ground it is often difficult to see these homes, as thick vegetation obscures the pteramen's handiwork. Each hut houses from one to four pteramen. If more than one is found in a hut, it will be a mated pair and its offspring. Pteramen mate for life and care for the children until they are old enough to go off on their own. These children leave the tribe and search for a new group to join, as parents don't want their offspring around to compete for food and valuables.

Ecology: Pteramen are omnivorous, but adults favor freshly killed meat. Their enemies are many, including goblins, pterodactyls and pteranodons, the latter of which prey on small groups of pteramen.

Rautym

CLIMATE/TERRAIN:	Underground			
FREQUENCY:	Rare			
ORGANIZATION:	Pack			
ACTIVITY CYCLE:	Any			
DIET:	Omnivore			
INTELLIGENCE:	Average (8–10)			
TREASURE:	Nil			
ALIGNMENT:	Neutral evil			
NO. APPEARING:	4d10			
ARMOR CLASS:	3			
MOVEMENT:	15			
HIT DICE:	4+4			
THACO:	15			
NO. OF ATTACKS:	3			
DAMAGE/ATTACK:	1d6 (x2)/1d8			
SPECIAL ATTACKS:	See below			
SPECIAL DEFENSES:	See below			
MAGIC RESISTANCE:	Nil			
SIZE:	S (4' tall)			
MORALE:	Champion (15–16)			
XP VALUE:	1,400			
PSIONICS SUMMARY:				
Level	Dis/Sci/Dev	Att/Def	Score	PSPs
5	2/1/6	Nil	13	70

Clairsentience—*Devotions*: danger sense, feel sound, hear light.

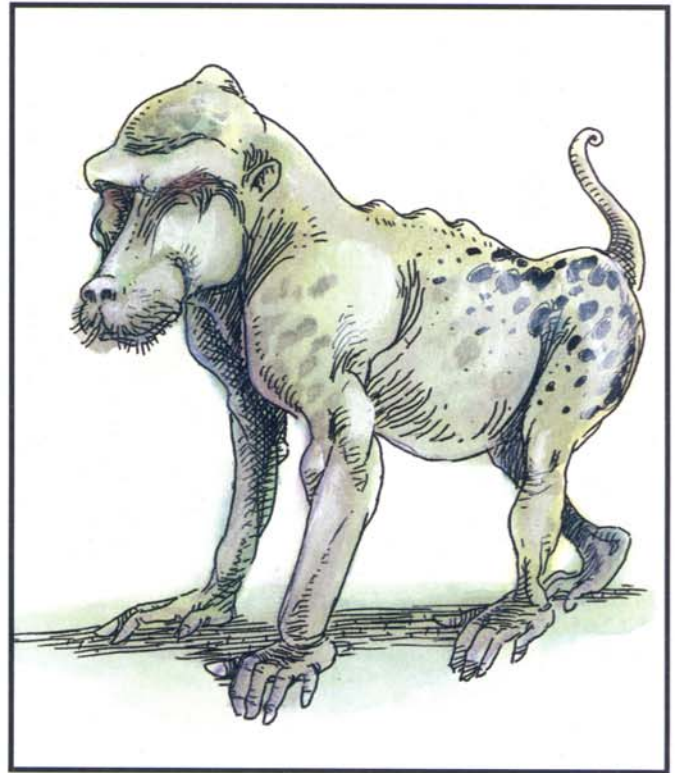
Psychometabolism—*Sciences*: shadow-form; *Devotions*: adrenalin control, aging, chameleon power.

The rautym resembles a small, eyeless, hairless, freckle-backed monkey. It is never found far from its companions, not because it is fearful, but because rautym gain power by being together.

Although rautym have no eyes, they nonetheless have little trouble existing in the dark. This is because two of their psionic powers, feel sound and hear light, are always active, and without cost in PSPs. They maintain small quantities of faintly phosphorescent rocks all about their lairs, or on their persons if traveling, which they use for psionic beacons, aiding in navigation. If plunged into magical darkness and silence, the rautym panic and attempt to flee. Opponents can use these spells to defeat the rautym easily; this is an option few have tried, however, as it is not at all obvious upon meeting these eyeless creatures.

Combat: The rautym have exceptional control over their psionic abilities and use them to great effect during combat. When they encounter danger, they use their adrenalin control to boost their Strength (they already have a natural Strength of 15), so they gain attack and damage bonuses. If necessary, they use shadow-form to sneak up on their enemies, at which point they employ aging or simply leap out upon their enemies to engage them in fierce hand-to-hand combat.

In addition to their arsenal of psionic powers, the rautym also have a power that is unduplicated in any other known race: they can *dance magic*, that is, they can summon magical energies by dancing in a certain way. There must be at least



two rautym for this to work: One acts as the *dancer* while the other acts as the *focus*. A lone rautym dancer must dance five hours to produce a single 1st-level spell, while the focus is the one who casts the actual spell. The focus must have heard of the spell to cast it, and there must be at least twice as many dancers as there are spell levels for spells past 5th level (e.g., a 6th-level spell requires 12 dancers). The focus need not decide on the spell until the time comes to cast it, and there have been cases where the rautym dance for days, building the magical energies to an unheard-of level.

Additional rautym reduce the casting time or increase the spell level. The specific amount of time depends on the number of dancers: five hours divided by the number of dancers. The increase in spell level is one level per rautym until 5th level, at which point there must be two rautym per level. For example, two rautym dancers can enable a focus to cast a 2nd-level spell after five hours of dancing, or can enable it to cast a 1st-level spell in two and a half hours. Likewise, five rautym can cast a 5th-level spell after five hours of dancing, or can decrease the casting time of a 1st-level spell to one hour.

If possible, the rautym dancers post sentries who use their chameleon power and danger sense. Since the rautym cannot defend themselves while they dance (although their dancing reverie is broken when the circle is broken), they prefer to have sentries rather than the extra power.

Habitat/Society: Rautym have a traditional focus, usually their elder, who leads them through the darkness. There is at least one elder per group of four. If the previous elder is killed, a new one is created to take its place. The rautym are never without a focus.

Ecology: The rautym are an anomaly. No one is sure of their origins, but most know that disturbing a circle of dancing rautym is a sure way to invite destruction.

Shadeling

CLIMATE/TERRAIN:	Any shadowy area
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Twilight, early morning
DIET:	Living shadows
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1d10
ARMOR CLASS:	0/as duplicated form
MOVEMENT:	18/as duplicated form
HIT DICE:	Special/as duplicated form
THAC0:	Nil/as duplicated form
NO. OF ATTACKS:	1/as duplicated form
DAMAGE/ATTACK:	Special/as duplicated form
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	Special
MORALE:	Fearless (19-20)
XP VALUE:	1,400/variable



Shadelings are bizarre and dangerous denizens of the demiplane of Shadow. They are often compared to doppelgangers, for they seek to mimic the forms of others and then kill them. In their natural form they are flowing, sentient shadows about the size of a human, but irregular in shape.

Combat: Shadelings possess the power of *duplication*. The shadeling engulfs its victim's shadow if the unfortunate fails a saving throw vs. breath weapon. Once this is done, the shadeling takes the victim's material form. The victim's weaponry and armor are duplicated as well, although duplicated magical items cannot be magical themselves. The shadeling immediately gains all the physical abilities of its victim, including hit points, Armor Class, and special physical attacks and defenses.

Once a shadeling has taken a material form, it attempts to slay the being it has duplicated. If it manages to do so, it remains in its new form for 2d10 days. Then it returns to its true form and must find another victim.

In its true form, the shadeling cannot be physically harmed and is unaffected by most spells. Both *light* and *darkness* spells have a 5% chance per level of the caster to destroy the shadeling, and the *continual* versions of these spells have a 10% chance per level of the caster. *Dispel evil* and *protection from evil* spells affect shadelings normally, and a *shadow walk* spell cast upon them destroys them automatically, as does the *sunray* spell. A *holy word* uttered at a shadeling in physical form causes it to revert to its true form, while a *holy word* uttered at a shadeling in shadow form banishes it to the demiplane of Shadow. If killed while in the form of some other being, the shadeling returns to its shadow form, but it loses the power to duplicate for a full day.

Note that although they may resemble undead, shadelings cannot be turned by priests. However, they are elemental beings and are subject to spells and other magic that affects other creatures from the Inner Planes.

Habitat/Society: Shadelings seem to have only one purpose; to duplicate living beings and feed on their shadows. Although they are found in groups of up to 10, they don't appear to work together to accomplish any goal. Indeed, they will all attempt to steal the form of a single being, without any sense of strategy or hierarchy. Sages speculate that they exist in numbers only because they escape the demiplane of Shadow together, probably through elemental vortices.

Ecology: Shadelings have no natural place in the ecology of the Prime Material Plane, and nothing is known of their role in the demiplane of Shadow. However, various wizards have found some uses for these creatures in the workings of magic: Any mirror that has been prepared by casting *enchant an item* and *permanency* spells on it, and which is subsequently engulfed by a shadeling, will instantly become a *mirror of opposition*.

Skum

CLIMATE/TERRAIN:	Tropical, temperate subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Brood
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Animal to average (1–10)
TREASURE:	Nil
ALIGNMENT:	Lawful evil
NO. APPEARING:	2d4
ARMOR CLASS:	7
MOVEMENT:	6, Sw 15
HIT DICE:	2+2
THACO:	17
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	2d8/1d6 (x2)/1d8 (x2)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	See below
SIZE:	M (4'–6' tall)
MORALE:	Steady (11–12)
XP VALUE:	175

Skum are a race bred by the aboleth (see the *MONSTROUS MANUAL* tome) from humanoid genetic stock to serve as beasts of burden. Skum do not resemble their ancestors. They have an aboleth-like tail and four extremely strong limbs, each ending in a webbed paw which has two fingers and an opposable thumb. Each digit ends in a retractable claw. A skum's body is covered with a clear, slimy, hairless, gray-green membrane. While they have no external ears, they are not deaf. In the water, they can hear twice as well as a human can in air. A skum's eyes are much like an aboleth's—an eerie shade of purple-red—but are more spherical. Having been bred to function in the dark, skum have 60-foot infravision.

Combat: Skum are pure fighting machines and can attack three opponents at a time, though they usually choose to attack a single enemy. Skum males have an effective Strength of 18 and females have 18/50 Strength. Water is their natural element, and when in water they can attack with their bite and all four limbs. On land their bodies are clumsy, so they suffer a –2 penalty on attack rolls and can use only their bite and arms in melee. While in the presence of an aboleth, skum fight until they are victorious, slain, or ordered off by the aboleth. Skum can be trained to use weapons, but only awkwardly; skum fighting with a weapon suffer a –2 penalty to their attack rolls.

In water a female skum can carry as much as a heavy war horse if the load is strapped to her back; males can carry as much as a medium war horse. On land, a skum can carry as much weight as a human with the same strength.

Habitat/Society: Skum are the result of at least a millennium of careful breeding. They no longer resemble humanity in body or mind. The aboleth removed what they regard as unnecessary parts: vocal cords, lungs, external ears, hair, etc. The aboleth then added what features they thought would be necessary for their servants, such as the tail for swimming and



claws and teeth for fighting. Most skum have low Intelligence (5–7), but some have been bred to be even less bright.

Skum tend to be as coldly logical as their limited intelligence allows, and they have almost no emotions. They communicate with their aboleth masters and with each other through a limited form of telepathy (range 30 yards) that allows them to understand simple commands. Skum telepathy does not allow communication with races other than skum or aboleth. Their minds are susceptible to mental domination. They get no saving throw vs. the aboleth's enslavement power and they save vs. all other enchantment/charm spells at –4.

Ecology: Skum breathe through the skin, but their outer membranes must be moist to do so. A skum out of water can breathe normally for half an hour before drying out and suffering 3d4 points of damage each turn.

A skum female lays one egg at a time after a gestation period of about six months. The egg must incubate on land for four to six weeks, so the female usually buries it in sand. If possible, the parents remain nearby to guard the egg. Once hatched, the baby skum is nursed like a human infant and reaches maturity in three years. Only about 25% of the eggs laid mature into adults. Skum can live to be about 30 years of age, but most die in combat much sooner than that.

Skum have no natural enemies, but most land dwellers despise them. A skum captured by drow or duergar is in for a long and painful death. Svirfneblin usually take pity on skum captives. Kuo-toa don't hate skum, but no skum servant has ever been observed in a kuo-toa city.

Skum will eat anything they can catch, and the aboleth are not above letting them scavenge.

Although the aboleth cannot transform captive humanoids into skum, they can change them so that their offspring will.

Snake, Giant Cobra

CLIMATE/TERRAIN:	Any tropical
FREQUENCY:	Common
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil (W)
ALIGNMENT:	Neutral
NO. APPEARING:	1d6
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8 plus poison
SPECIAL ATTACKS:	Poison, charm
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (12'-24' long)
MORALE:	Champion (15-16)
XP VALUE:	Giant: 270; elder: 975

Giant cobras are dimly intelligent snakes with hoods marked by two eyelike patterns on the back. They may live as long as a century and are said to gain wisdom in their old age, giving them semi to low intelligence (2-7).

Combat: The giant cobra attacks by rising into a swaying pillar, spreading its hood, and striking with blinding speed. Its 4-inch fangs deliver a poison that kills in 2d4 rounds, but a successful save at -2 results in only 10 points of damage. Cobras can also sway in a mesmerizing way that charms creatures of animal intelligence or less, effectively paralyzing them for 2d6 rounds.

Giant cobras fear fire and will retreat from it, suffering a -6 penalty to morale checks when threatened with open flames.

Habitat/Society: Usually solitary, giant cobras mate once per year in the early spring, often in a location where entire plagues of serpents return year after year. After mating, the female cobra lays a clutch of 2d10 eggs in a shallow pit and guards them until they hatch, at which time the young are abandoned.

The population of giant snakes can increase rapidly, so nests of giant cobras are destroyed by humans when discovered. Giant cobra eggs bring 10-500 gp on the market, as they are sought by snake charmers, assassins, or chefs.

Giant cobras live in burrows stolen from other animals; these lairs sometimes contain incidental treasure from their victims, but rarely anything of value. Elder cobras value glittering objects and therefore have treasure type W.

The snakes are active in cycles; they warm themselves in the sun and then hunt, then warm themselves again. In cooler climates or during the monsoon season they may spend more than half their time in their burrows or crevices. They never hunt or fight at night, always fleeing combat in the dark.

Giant cobras are occasionally kept by snake-handling cults and various groups of assassins. They are amenable to training, though they always remain dangerous if not carefully handled.



Ecology: Cobras are powerful enough to kill and eat an entire goat or a demihuman of up to halfling size. They tend to hunt in binges, eating a large meal and then curling up in their lairs for several days or weeks. They have few natural enemies; some varieties of giant weasel hunt them successfully. Giant cobras like the rich flesh of domesticated animals.

Giant cobra venom can be stored in daggers made to hold the liquid in special channels, but it degrades rapidly. The virulent agent decays at a rate of +1 to the saving throw per turn. After 20 minutes the save is made with no penalty; after a full hour, the saving throw is made at +4; after two hours, the save is made at +10. The poison is inert after three hours.

Elder Giant Cobra

Elder serpents are wise enough to know the value of stealth and the power of intimidation. They can speak Common (with a lisp) and the trade language of giants, and they are likely to try to browbeat humans and demihumans rather than simply attack them. The elder serpents can hypnotize and paralyze not only animals, but people as well. A victim is allowed a saving throw vs. paralysis to avoid being hypnotized for as long as the cobra concentrates and for 2d6 rounds thereafter.

The elder cobra's venom is more concentrated than that of its younger brethren (onset of death 1d4 rounds, save at -4). Victims of its bite who successfully save suffer 10 points of damage, but they are paralyzed for 1d6 rounds.

Elder serpents gain an additional Hit Die and suffer no modifier to morale when faced with open flames.

The largest of the elder serpents is called the Grand Snake-master, and is said to be immortal. When it sheds, the discarded skin is rumored to possess healing powers. Those who eat of it are said to gain wisdom, but since the Grand Snake-master has never been seen, the truth is questionable.

Snake, Stone

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Minerals
INTELLIGENCE:	Animal (1)
TREASURE:	Q (x5)
ALIGNMENT:	Nil
NO. APPEARING:	1-2
ARMOR CLASS:	-2
MOVEMENT:	9
HIT DICE:	8
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d10 or 1d8
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Immune to fire and poison, ¼ damage from edged and piercing weapons
MAGIC RESISTANCE:	Nil
SIZE:	H (20'-25' long)
MORALE:	Steady (11-12)
XP VALUE:	2,000

The stone snake is similar to its mundane cousins, except its body is made up of segments of a stony mineral that resembles granite. It is this hard outer body covering that provides the stone snake with its exceptional Armor Class. Its color generally ranges from eggshell to rosy pink, with striations of mauve to black—similar to most colors of granite.

Combat: The stone snake attacks with a lightning-quick jab of its blunt, stony snout, inflicting 2d10 points of bludgeoning damage. Alternatively, the stone snake can make a bite attack, causing 1d8 points of damage and injecting a virulent poison into its victim, who must make a successful saving throw vs. petrification with a -6 penalty. If the saving throw is failed, the poison takes effect, slowly petrifying the victim over five rounds.

Because the stone snake's body is so hard, it can withstand the blows of most weapons fairly well, hence its low Armor Class. Edged and piercing weapons inflict only one-quarter damage upon a stone snake.

Habitat/Society: Stone snakes are found individually or in mated pairs. The female stone snake lays 1d6 eggs in the early fall and then watches over them while the male scavenges for food for the both of them. The eggs themselves are very similar in color to the parents, and roughly 16 to 18 inches long. When the young hatch, they are white in color, slowly developing camouflaging hues over the first six months, at which point they are driven from the nest to survive on their own. A stone snake yearling is typically 10 to 12 feet long, and its poisonous bite is somewhat weaker; the saving throw penalty for these younger specimens is only -2. Stone snakes of this age typically hunt smaller creatures such as giant rats and beetles.

Even though the main diet of a stone snake consists of mineral matter, certain types of gems seem to be undigestible by it,



and these are typically found in the lair among the refuse. Gems that are not digested include diamonds, garnets, tanzanite, and zircons. Beyond this treasure, any items that would not have remained tucked away on a victim's body (a dropped weapon or shield) can sometimes be found near a stone snake's lair.

Ecology: The stone snake consumes mineral matter that it scavenges, usually in subterranean areas with lots of crystalline formations, but its preferred meal is any creature that it has petrified with its special poison. When a stone snake has paralyzed a victim, it drags the prey off to its lair for safety and then slowly swallows it whole, digesting the meal over the course of several weeks, depending on the size of the victim. During this digestion period the stone snake seems to go into a hibernation stage, so it does not move and is much easier to kill.

Stone snake egg yolk is a prized ingredient for the ink used to inscribe the wizard spell *stoneskin* onto a scroll.

Spectral Wizard

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any (usually night)
DIET:	Nil
INTELLIGENCE:	High to Genius (13-18)
TREASURE:	V
ALIGNMENT:	Neutral
NO. APPEARING:	1-2
ARMOR CLASS:	0 or 8 (see below)
MOVEMENT:	12, Fl 15(B)
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Spells, paralyzing touch
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Champion (15-16)
XP VALUE:	Low level: 4,000 High level: 5,000



Spectral wizards are undead that retain their abilities to cast spells. They are created by a unique spell that functions on human and elf wizards and gnome illusionists, taking hold only on those whose bodies once channeled wizard magic.

Spectral wizards appear as they did in life, though most of the color has been drained from them. They appear in what they wore at the time of death, and it is as insubstantial as their bodies. They are incorporeal and nearly invisible in bright light. In darkness they cast an unearthly glow.

Combat: Spectral wizards exist partially on the Ethereal Plane, so they can be affected only by spells, silver or enchanted weapons, or by ethereal combatants. If challenged on the Ethereal Plane, a spectral wizard is AC 8.

A spectral wizard attacks with its paralyzing touch. A successful hit causes one of its opponent's limbs (roll 1d4: 1 = right arm, 2 = left arm, 3 = right leg, 4 = left leg; reroll any repeats) to become numb and useless for 2d4 rounds. Coming within 10 feet of a spectral wizard causes portions of opponents' bodies to tingle as if they had "fallen asleep" and results in a -1 penalty to attack rolls.

With effort, a spectral wizard can become solid, allowing it to use weapons and material spell components. Solidification takes one round in darkness or 2d4 rounds in bright light (such as daylight or a *continual light* spell). In both incorporeal and solid forms, the wizard is AC 0.

When spectral wizards are created, they are permanently drained of 1d4 levels and will forever cast spells at this new level. Spectral wizards who operate at level 5 and above are considered high level when rewarding experience points.

Material components carried on the spectral wizard's person become insubstantial and resolidify when it does.

Spectral wizards are immune to *sleep*, *charm*, *hold*, *cold*, *fear*, *polymorph*, *paralyzation*, and *death* magic. They are turned as spectres.

Habitat/Society: Spectral wizards can be encountered anywhere. They often make lairs in their former homes or in a place where other wizards live. All continue to memorize spells from their books and scrolls, and many become involved in research into new spells or magical items. Spectral wizards have difficulty studying because of their immaterial state.

Though spectral wizards can be of any neutral alignment, the majority are neutral evil and only a few (5%) are neutral good. Their insubstantial nature seems to cause a mental imbalance which turns them to a neutral evil alignment.

Ecology: Spectral wizards are created artificially and have no ecological niche.

Create Spectral Wizard (Necromancy)

8th-level Wizard Spell

Range: Touch

Casting Time: 1 turn

Components: V, S, M

Area of Effect: 1 wizard

Duration: Permanent

Saving Throw: Negates

This spell allows the caster to cause a human or elf wizard or gnome illusionist to die and become a spectral wizard. If the spell is cast on an unwilling recipient, the victim is allowed a saving throw vs. death magic to negate the spell.

In the process of dying and becoming undead, the spell's recipient is drained of 1d4 levels. Once animated, the spectral wizard is free-willed, but any utterance from its creator acts as a *suggestion* spell upon the spectral wizard. Only a *wish* spell can free a spectral wizard of its undead state. If the wizard is restored to life, there is a 50% chance that he will be restored with his original levels intact. It is possible that another undiscovered process may restore the spectral wizard.

Spell Weaver

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Genius (17-18)
TREASURE:	Magical items (see below)
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	See below
DAMAGE/ATTACK:	As per wizard spell
SPECIAL ATTACKS:	Surprise bonus when invisible
SPECIAL DEFENSES:	Immune to effects of pain and to psionics and fear-based attacks; planar impenetrability; innate spell powers; invisibility at will
MAGIC RESISTANCE:	50%
SIZE:	M (5' tall)
MORALE:	Champion (15-16)
XP VALUE:	10,000

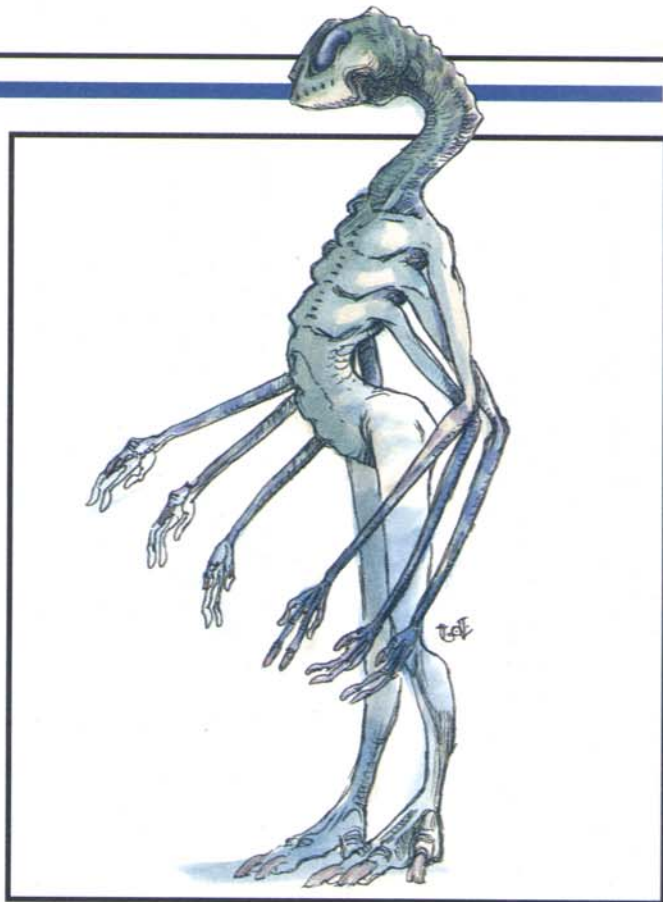
Spell weavers are nonhuman spellcasters of great power, originating from an alternate Prime Material Plane. Only vaguely humanoid in appearance, they have a combination of mammalian, reptilian, and insectoid features.

Spell weavers are totally silent, using telepathy (10-mile radius) to communicate among themselves. Humans find that telepathic communication with spell weavers is extremely difficult and even dangerous, resulting in temporary insanity for any individual who attempts *ESP* or telepathic rapport and fails to save vs. spell (Wisdom bonuses apply). Insanity lasts 1d6 days, with effects as per the mage spell *confusion*.

Combat: Spell weavers possess a keen interest in magical items and phenomena of all kinds. A group of them will organize to steal a unique magical device in a commando-like raid of hellish ferocity, invisibly bypassing outer guards to appear near the item itself. If necessary, the group will destroy or incapacitate the guards, then seize the item and escape.

Spell weavers automatically *detect magic* and *detect invisibility* in a 100-foot radius. Each can *plane shift* once per day, shifting only from its home plane to an alternate one or back again (the latter usually at the end of a raid). A spell weaver is immune to *fear*, though they will retreat if common sense dictates. Their peculiar decentralized nervous systems render them resistant to pain and to all psionic attacks.

Each spell weaver possesses a fixed assortment of spells that it casts solely through the use of complex arm and hand gestures, using no verbal or material components; the casting time for such spells is the same as for humans. Some of their spells are previously unknown to humanity, but usually they are wizard spells of up to 6th-level (cast at the 12th level of ability). Further, the segmented brain of a spell weaver supports magical multi-tasking, allowing it to cast multiple spells



simultaneously. To cast a spell, a spell weaver uses as many arms as the spell has levels. Thus, a single creature could cast a 4th-level spell using four arms while simultaneously casting a 2nd-level spell with its other two arms. Spell weavers use this ability whenever they face multiple attackers. A spell weaver may also cast two or more identical spells simultaneously (two *fireballs*, for example).

A spell weaver has a number of "spell points" (one point for each spell level) equal to its hit points. It can use each spell in its arsenal any number of times within the limits of its spell-point total. Thus, a spell weaver with 43 hp can cast a number of spell levels each day adding up to 43 spell points. Spells are selected at the time of casting.

They always carry magical items (1-2 per creature). One item is always of the conventional sort (random roll for type, none cursed), and the additional item (if any) is a unique device that humans call the *chromatic disk*. Any magical item may be employed at the same time a spell weaver casts any spells, devoting one or two arms (as necessary) to the effort.

A *chromatic disk* is a 6-inch-diameter disk of an unknown, indestructible substance. It glows with a bright light that slowly shifts through the visible spectrum, becoming red, orange, yellow, green, blue, indigo, and violet in a matter of seconds. The *disk* is a vessel of magical power that spell weavers can tap, thus increasing their effective spell-point total by 10 points. Each *disk* releases magical energy as it is used, allowing the spell weaver to cast more of its spells. The *disk* is consumed in the process, evaporating as its energy is exhausted. A spell weaver may employ a *disk* in combat, devoting one arm to holding the disk.

All recorded human attempts at employing *chromatic disks* have resulted in explosive disaster (10d4 damage explosion in a 30-foot radius; material items must save vs. crushing blow). It is rumored that spell weavers use arcane means of their own

Spell Weaver

to create such *disks* by drawing the magic out of enchanted items (such as swords, wands, or scrolls) that they have captured. This process permanently destroys the magical properties of the objects so used.

Habitat/Society: Aloof and inscrutable, spell weavers are generally regarded as intelligent, if bizarre. Although the race usually expresses little interest in humanity, a history of destructive encounters has earned them mankind's fearful respect. Although the two races rarely communicate, owing to resultant insanity among humans, spell weavers sometimes leave written messages for humans, but they are often cryptic and confusing. Infrequent alliances with humans in order to acquire magical devices have been reported, however.

Spell weavers are solitary creatures, though it is possible to meet more than one if they are on a raid. They reproduce through a magical fission process that results in two identical spell weavers of half the size and strength of the original. It would appear they have no control over this process, as they have been known to divide even during crisis situations (1% chance per meeting of this occurring; the process takes 1d6 + 4 rounds, during which time the individual makes no attacks).

All spell weaver activities appear to be confined to the Prime Material Plane(s). Each spell weaver can create a region of planar impenetrability around itself (200-foot radius), once per day, for 10 rounds. All scrying attempts and planar travel into, out of, or through this area, whether by spell, artifact, psionics, or intrinsic ability, result in failure. This ability requires no expenditure of energy on the part of the spell weaver, although this effect will not be activated in a round during which the spell weaver has been surprised. The activation of this planar shield takes a full round of concentration, during which the creature cannot cast any spells.

Spell weavers have the unsettling habit of lying dormant and invisible for months in various areas of magical interest (magical temples, castles, portals, dungeons, etc.), and becoming active only if detected. When encountered in this fashion, they are generally murderous and implacable.

Spell weavers make their lairs in a bewildering variety of locations, including underground, outdoors within giant mutated trees, on magical floating platforms disguised as clouds, etc. All spell weaver lairs contain 1d8 unusual pillars (10-foot-tall stone or wood columns covered with magical runes that are indecipherable to humans). Stolen magical items are sometimes (10%) found atop a pillar. While prolonged study of the runes on a column can be mentally damaging (successfully save vs. petrification once per round or be *confused* for 1d10 rounds), incidental viewing produces only mild headaches. Touching the runes may have unpredictable magical effects (at the DM's whim).

Ecology: The ecology of the spell weaver remains a mystery, as those who have researched them have become insane.

The accompanying tables may be used to generate a spell weaver's bank of usable spells. A 1d4 roll is made on the *Spell Weaver's Spells* table for each being, then the particular spells each spell weaver has are generated using the *Spell Selection Tables*. A spell weaver can cast only these spells and no others. Feel free to augment the lists and manipulate the results in order to produce an interesting spell weaver.

Spell Weaver's Spells

1d4

Roll	Spells
1	2 offensive, 2 defensive, 1 utility (maximum level 5)
2	3 offensive, 3 defensive, 2 utility (maximum level 6)
3	4 offensive, 4 defensive, 3 utility (maximum level 6)
4	4 offensive, 4 defensive, 4 utility (maximum level 6)

Spell Selection Table: Offensive Spells

1d20

Roll	Spell (level)
1-2	<i>Magic missile</i> (1)
3	<i>Web</i> (2)
4	<i>Ray of enfeeblement</i> (2)
5	<i>Fireball</i> (3)
6	<i>Hold person</i> (3)
7	<i>Lightning bolt</i> (3)
8	<i>Slow</i> (3)
9	<i>Confusion</i> (4)
10	<i>Evard's black tentacles</i> (4)
11	<i>Fear</i> (4)
12	<i>Ice storm</i> (4)
13	<i>Cloudkill</i> (5)
14	<i>Cone of cold</i> (5)
15	<i>Conjure elemental</i> (5)
16	<i>Chain lightning</i> (6)
17	<i>Death spell</i> (6)
18	<i>Disintegrate</i> (6)
19	<i>Stone to flesh</i> (6)
20	Unique spell (DM's creation: level 1 to 6)

Spell Selection Table: Defensive Spells

1d20

Roll	Spell (level)
1	<i>Armor</i> (1)
2	<i>Feather fall</i> (1)
3	<i>Shield</i> (1)
4-6	<i>Invisibility</i> (2)
7	<i>Wizard lock</i> (2)
8-12	<i>Dispel magic</i> (3)
13	<i>Protection from normal missiles</i> (3)
14	<i>Fire shield</i> (4)
15	<i>Polymorph self</i> (4)
16	<i>Stoneskin</i> (4)
17	<i>Wall of fire</i> (4)
18	<i>Anti-magic shell</i> (6)
19	<i>Globe of invulnerability</i> (6)
20	Unique spell (DM's creation: level 1 to 6)

Spell Selection Table: Utility Spells

1d20

Roll	Spells
1	<i>Darkness, 15' radius</i> (2)
2-3	<i>Levitate</i> (2)
4	<i>Clairvoyance</i> (3)
5	<i>Fly</i> (3)
6	<i>Dimension door</i> (4)
7	<i>Wizard eye</i> (4)
8-10	<i>Passwall</i> (5)
11-15	<i>Teleport</i> (5)
16	<i>Wall of iron</i> (5)
17-18	<i>Contingency</i> (6)
19	<i>Invisible stalker</i> (6)
20	Unique spell (DM's creation: level 1 to 6)

Spider, Brain

CLIMATE/TERRAIN: Subtropical, caverns
 FREQUENCY: Rare
 ORGANIZATION: Pack

ACTIVITY CYCLE: Any
 DIET: Brain fluid
 INTELLIGENCE: Semi (2-4)

TREASURE: Z
 ALIGNMENT: Lawful evil

NO. APPEARING: 1d6
 ARMOR CLASS: 2
 MOVEMENT: 9, Cl 15

HIT DICE: 8
 THACO: 13
 NO. OF ATTACKS: 5

DAMAGE/ATTACK: 1d4/1d8 (x4)
 SPECIAL ATTACKS: Poison, graft weapons
 SPECIAL DEFENSES: Psionics

MAGIC RESISTANCE: Nil
 SIZE: M (6' diameter, including legs)
 MORALE: Average (8-10)
 XP VALUE: 4,000

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Att/Def	Score	PSPs
3	2/2/7	EW/IF,MB	15	90

Telepathy—*Sciences*: mindlink; *Devotions*: contact, ego whip, intellect fortress, mind blank.

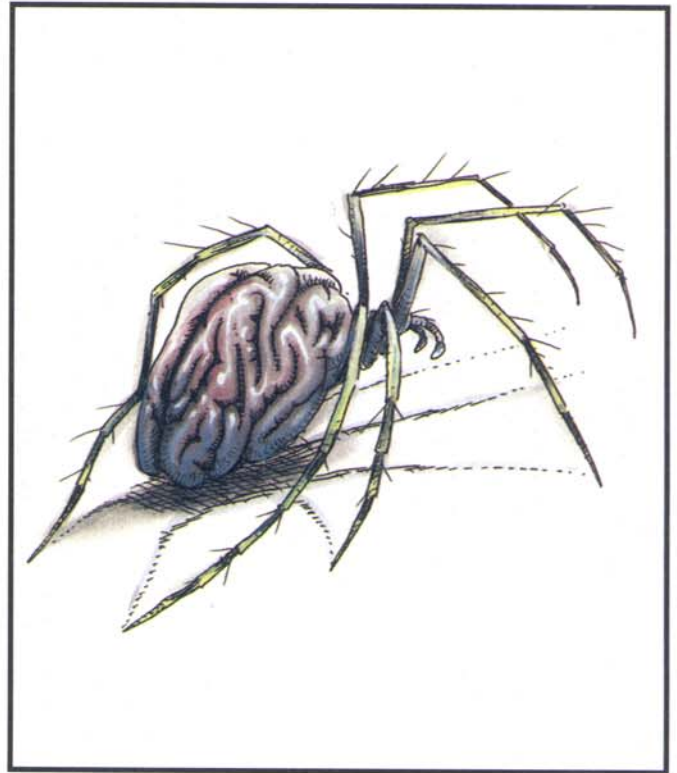
Psychometabolism—*Sciences*: shadow form; *Devotions*: body equilibrium, double pain, graft weapon

The brain spider lives off the brain matter of intelligent creatures. Although it is not a true arachnid, its exoskeleton is supported by eight hairy legs and it can climb walls and ceilings with ease. Its body resembles a gray, wrinkled mass of brain tissue, though in fact this is chitinous, not soft and pulpy. It has powerful mandibles capable of injecting venom, and it has four eyes. Brain spiders cannot spin webs.

They speak their own, sibilant language, but in combat with nonpsionic creatures they use telepathy to coordinate attacks.

Combat: Brain spiders generally attack from ambush, dropping onto their victims from a ceiling or other high ground, or suddenly appearing from their psionic shadow form, imposing a -2 penalty upon opponents' surprise rolls. They prefer to attack in groups, focusing their attacks on one or two victims and then leaving abruptly, hoping their poisonous bites do their work. They have been known to trail a party, waiting for one of the dead to be abandoned so they may feed.

The bite of the brain spider attacks the victim's central nervous system, first paralyzing and then killing. Unless a successful save vs. poison with a -4 penalty is rolled, the victim is immediately paralyzed and suffers 2d10 points of damage each round until death occurs. During this time, the poison runs rampant through the nerve paths and into the brain, permanently destroying 1 point of Intelligence or Dexterity each round (50% chance of either). When the venom has finished its work, the victim's nerves are liquified and the brain spider



sucks out these juices for nourishment. If the saving throw is successful, the victim is merely paralyzed for one round, and then the effects are shaken off.

In addition to biting, brain spiders can rear up on their hind legs and attack with their four front legs. The sharp points and jagged backhooks on their forelimbs inflict 1d8 points of damage with each attack, and this damage can be greater if they use weapons. Brain spiders often employ their psionic graft weapon ability to bond magical weapons or other objects to their forelimbs. This bond is permanent until a brain spider mentally "rejects" a grafted item. Attacks with these weapons are made with a +1 bonus on attack and damage rolls (in addition to magical bonuses). Bonded wands are hooked into the spider's nervous system and may be employed as well.

Habitat/Society: Brain spiders have a strict pack dominance hierarchy, and lower-ranked members are completely servile to higher-ranking members. The leader is a crude and brutish tyrant, usually referred to by pompous titles such as *Master Thug* or *King Venom*. Pack culture consists of retelling tales of particularly delicious kills, gruesome stalkings, and clever prey. Brain spiders think double pain provides particularly good sport with weak prey. They are cowards at heart, quick to flee if one or more of the pack is slain.

Although brain spiders are crude and even stupid, they have remarkable cunning when hunting. One of their favorite tricks is to use their body equilibrium discipline to stand over quicksand, a pit trap, or weak ledges, goading victims into approaching them, and then attacking the trapped prey.

Ecology: Brain spiders prefer to hunt and kill intelligent and psionic creatures, as these provide the richest cerebral nectar. They dwell underground, where solitary drow and mind flayers sometimes fall into their clutches.

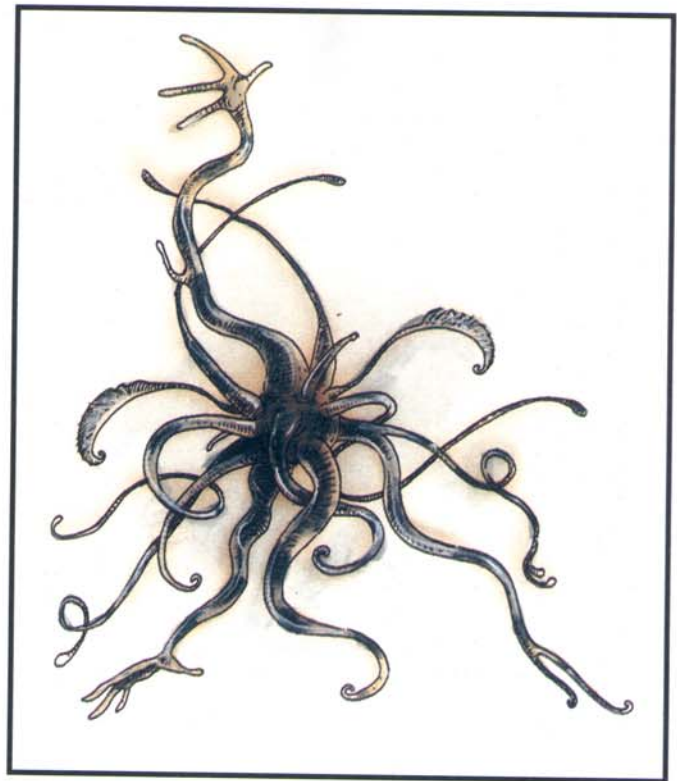
CLIMATE/TERRAIN:	Any, subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	I
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	12, Cl 12
HIT DICE:	4+4
THAC0:	15
NO. OF ATTACKS:	8
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Spells, tendrils
SPECIAL DEFENSES:	Never surprised
MAGIC RESISTANCE:	Nil
SIZE:	H (20' diameter)
MORALE:	Steady (11–12)
XP VALUE:	975

The suwyze seems to be composed entirely of feathery antennae, wispy tendrils, and long feelers—a huge mass of sensory organs. Though it takes up a large volume, most of the creature is composed of its appendages, and only its central body has much mass. The suwyze is a watching sort of beast, a favorite among mages and others who require security without a great bother. Suwyze can learn a burbling, garbled version of Common, though few masters teach it to them. They move in a rippling, flowing motion, and they can cling to most surfaces well enough to climb walls, but not cling to ceilings.

Combat: The suwyze can see danger coming from a distance, as its feelers and tendrils allow it to sense light, heat, faint odors, winds, magical auras, strong good or evil creatures, and even subtle pressure changes that might indicate opening and closing doors. Suwyze sleep fitfully, and some of their feelers are active even then. When something triggers their sense of danger, they become instantly alert, so a suwyze can never be surprised. The typical response is to tell the master and hide.

The suwyze can use each of the following spell-like abilities three times per day: *clairaudience*, *clairvoyance*, *detect good*, *detect evil*, *detect magic*, *invisibility*, *shout*, and *wizard eye*. It uses these to track even difficult opponents throughout an area. Its powers of perception also grant the suwyze a +2 bonus to saving throws against all illusion-based magic.

If forced into melee, a suwyze attacks with its feeding tendrils, each a 10-foot-long whiplike appendage covered with coarse, sandpapery skin. These abrasive whips cause 1d6 points of damage when each strikes. A more important ability is inducing magical double vision in their opponents as a play for sympathy: Unless the victim rolls a successful save vs. spell, the attacker begins seeing the combat from the suwyze's point of view, in a somewhat doctored form. This disorientation imposes a –3 penalty upon all attack rolls. Hearing the piteous cries of the suwyze and seeing the magically exagger-



ated effects of each blow are so eerie that opponents suffer a –1 penalty to damage rolls as well. If this ability fails, a suwyze magically *shouts* for help, blasting opponents in the process.

A suwyze can use rings and bracers on its tendrils, and a favored beast may be granted these items by a gracious master.

Habitat/Society: The suwyze is a curious beast, one probably too clever for its own good. It views its guard duties as a diversion, something that it is good at but that it doesn't take entirely seriously. Suwyze consider themselves philosophers, endlessly ruminating on the nature of perception or simply taking it all in. They are cowards as well, quick to warn of danger and prone to false alarms rather than ignoring a potential danger. They are spooked by odd noises, unfamiliar smells, strangers, or other new things in their environment.

The suwyze favors certain scents, colors, and textures, and over time its tastes harden. Older suwyze may object to being housed anywhere except in an area specifically designed to meet their needs. These preferences make them difficult to transfer from one area to another; they are good watchers, but they become entrenched in their habits.

Some suwyze are said to have distant contact with independent colonies established by progressive, independent suwyze who are free of any duties to masters or owners. Given how vulnerable these creatures can be, these "contacts" are probably merely the fancies of the suwyze's hyperactive senses.

Ecology: The suwyze almost always lives in a symbiotic relationship with other underground creatures. It may serve as a watchdog for a subterranean dragon, evil races, or others—the suwyze doesn't care as long as it is fed well and often. Because of its extensive sensory powers, the suwyze must eat much more than other creatures of its size. Also, it requires more meat than most underground creatures.

Tatalla

CLIMATE/TERRAIN:	Urban
FREQUENCY:	Rare
ORGANIZATION:	Guild
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	K,C
ALIGNMENT:	Lawful evil
NO. APPEARING:	1d4
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	2+2
THAC0:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d3 (x2) or by weapon
SPECIAL ATTACKS:	Poison, backstab
SPECIAL DEFENSES:	Thieving skills
MAGIC RESISTANCE:	Nil
SIZE:	S (just over 2' tall)
MORALE:	Unsteady (5-7)
XP VALUE:	270; guildmaster 650

The tatalla, often called "the eye," is a malevolent little creature used as a spy or as a stealthy assassin. It is skinny, almost emaciated, and basically humanoid.

The tatalla's name comes from its single, very large, protruding eye. Many tatalla have tusks and large ears, and they greatly resemble miniaturized versions of ogre giants. Learned people suspect some sort of relationship between the two races, though nothing has been proven for certain.

Tatalla speak Common with a guttural intonation, perverting the natural beauty of the language. They also know the languages of similar creatures such as imps and quasits, and they can communicate with bats and rats.

Combat: All tatalla have thieving abilities as follows: PP 50%; OL 42%; F/RT 40%; MS 50%; HS 51%; HN 20%; CW 90%; backstab for triple damage.

When assigned to kill someone, the tatalla usually attempts to sneak into that individual's home, where it bites him and scurries away, only to return each following night and do so again. A bite wakes any person who fails a Wisdom check, but the bite mark appears to be that of a large spider. The first nip causes nausea and the second increases that sickness, causing weakness and a loss of Dexterity (no Dex bonus to Armor Class and -2 penalty to all attack rolls). A third bite within as many days kills the victim in 1d4 rounds unless the victim rolls a successful saving throw vs. poison. Each bite beyond the third requires another saving throw, with a cumulative -2 penalty to each roll. The tatalla visits its victim's residence for as many consecutive days as necessary, trailing the victim if it tries to escape by changing resting places.

Generally, tatalla try to avoid direct combat, preferring to accomplish their tasks without being noticed. Many run when threatened. If cornered or if assigned to kill someone, however, they can fight very ferociously—each of their claws inflicts 1d3 points of damage. Many tatalla carry a pair of



small weapons, such as a pair of jambiya or razors; they can use two such weapons simultaneously with no penalties. The tatalla can also forgo its normal two attacks, attempting to use its poisonous bite instead. It attacks using its regular THAC0, and the effects of the bites are as given above.

A tatalla can summon 1d100 normal bats or rats for aid, which arrive in 1d4 rounds. While the tatalla waits for aid, it scurries about, trying to hide from and dodge its attackers. The rats or bats leave when the tatalla dies or releases them.

Habitat/Society: These creatures reside only in urban areas, where their services are often desired and where they are never far from vermin to aid them in their tasks. On rare occasions they can track a victim across great spaces, traveling at night under the cover of darkness. They have an unerring tracking sense once they have been assigned to a victim.

Tatalla have a guild organization, much like the hierarchy found in a thieves' guild or a society of holy slayers. A guild typically has 4d20 members. One tatalla is the guild master and has approval over all contracts entered into by the guild, as well as the ability to assign any of the guild members to a given task. The guildmaster has 3 + 3 Hit Dice, a THAC0 of 17, and it uses any magical items the guild has in its treasury.

A tatalla guild often cooperates with other illicit societies in the same city, particularly burglars and holy slayers. They demand payment in advance, and they never break a contract. Payment ranges from a few pieces of silver for a surveillance job to gold or a magical item for an assassination. If an individual or group breaks a contract with the tatalla guild, they quickly find themselves in a blood feud.

Ecology: Tatalla are scavengers, living off the remains of society. They steal what they need and give nothing back to their environment.

Tick, Heart

CLIMATE/TERRAIN:	Temperate to tropical urban and subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Blood
INTELLIGENCE:	Non (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d4
ARMOR CLASS:	5
MOVEMENT:	6, leap 21
HIT DICE:	1
THACO:	20
NO. OF ATTACKS:	4 or 1
DAMAGE/ATTACK:	1d2 (x4) or 1 point per round
SPECIAL ATTACKS:	Egg laying
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (6' diameter)
MORALE:	Average (8-10)
XP VALUE:	65

There are few creatures more horrid than the heart tick. Thankfully very rare, these terrible parasites feed on the blood of humans and demihumans.

Heart ticks are roughly circular in shape, averaging 6 inches in diameter and bringing to mind horseshoe crabs or beetles. Their tough exoskeleton ranges in color from dark gray to black. They have no eyes and are wholly blind, making use of their excellent hearing to hunt prey. The heart tick has six legs, four of them designed to grip prey and two made for leaping.

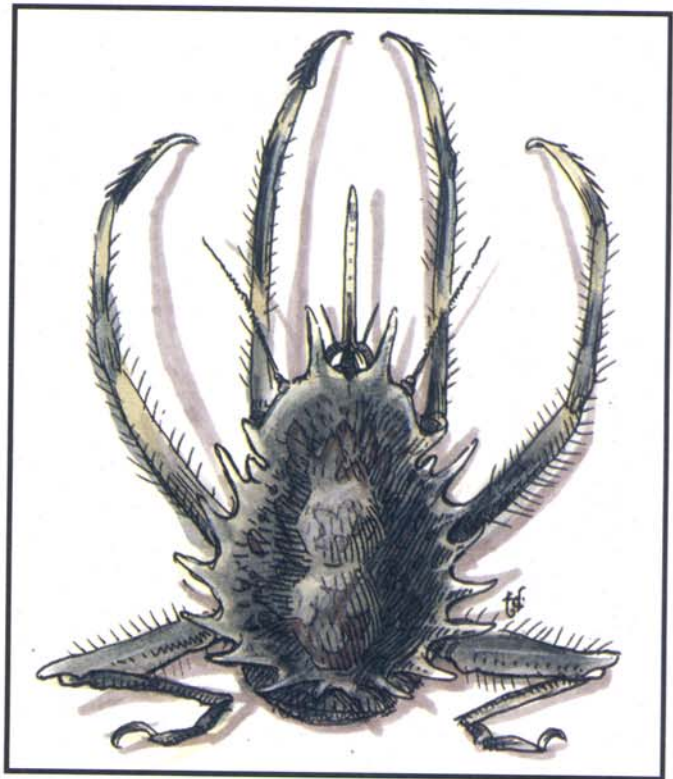
Heart ticks are utterly unintelligent and have no language. They are known to emit clicks and chirps, but fall silent when prey draws near.

Combat: So delicate is the heart tick's ability to detect sounds that it can hear the heart beat of an approaching human, demihuman, or humanoid when he is still 50 feet away. Indeed, the heart tick can even tell if the creature's heartbeat is muffled by armor (it will not attack anyone in metal armor).

When an acceptable target comes within range, the heart tick leaps. This imposes a -3 penalty upon the victim's surprise roll. On the round that it leaps, the heart tick gains a +2 bonus to its attack roll. If the victim is surprised, this bonus increases to +4.

The heart tick attacks four times by driving its four barbed legs into its victim's flesh. In addition to inflicting 1-2 points of damage, a successful hit allows the parasite to anchor itself to its prey. If all four attacks fail, the heart tick has missed its mark and must spend two rounds positioning itself for another leap before it can attack again. Once a heart tick sinks a leg into its victim, it will not use that limb to attack again. Legs that failed to hit on previous rounds will attack each round until they have anchored the parasite to its host.

Once a heart tick has secured itself to a victim with all four legs, it attempts to plunge its feeding tube into his flesh. No



roll is required for this attack and the victim promptly suffers 1 point of damage as the creature feeds upon his blood. On each subsequent turn, an additional point is lost. When the heart tick has drained a number of points equal to its own starting hit points, it is sated. At this point it yanks out its legs, inflicting an additional 1d2 points of damage each, and drops to the ground.

Removing a heart tick from a victim before it has finished feeding is a difficult task. Anyone determined to do so must attempt a bend bars/lift gates roll. For each leg that has buried itself in the victim's body, a 1% penalty is applied to this roll. Each leg pulled out of the body inflicts 1d2 points of damage. Even if the creature is killed, the legs that it had buried in its victim must still be removed. Pulling these out requires a successful Strength check and causes 1d2 points of damage each.

Attacking a heart tick while it is secured to someone requires a great deal of care. Area attacks will inflict full damage upon both the tick and its host, while other attacks will cause half damage to both parties. Called shots might be possible to damage only the tick and not the host, although this will depend upon the exact situation.

Habitat/Society: The origin of heart ticks is unknown, but they are believed to have arrived from distant lands in the holds of ships.

Ecology: Like all parasites, heart ticks cannot exist without a host to feed upon. Unfortunately, the chosen food of these vile creatures is mankind. Anyone who dies from the feeding of a heart tick will be injected with its eggs. In one week, 2d4 heart ticks will emerge from the body and begin to seek food.

Tree, Dark

CLIMATE/TERRAIN:	Jungle, tropical
FREQUENCY:	Rare
ORGANIZATION:	Grove
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Low (5-7)
TREASURE:	Incidental
ALIGNMENT:	Neutral evil
NO. APPEARING:	1d4
ARMOR CLASS:	0
MOVEMENT:	3
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	3d6 (x2) or 4d6
SPECIAL ATTACKS:	<i>Confusion</i>
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (12'-15' tall)
MORALE:	Champion (15-16)
XP VALUE:	4,000

Dark trees are native to jungles, and they prey upon humans and other intelligent creatures.

They resemble cypress trees, but their bark is darker, and little moss grows on them. They have two deep black eyes which are almost impossible to find unless one knows precisely where to look. They superficially resemble treants, too, but anyone who sees a dark tree can almost feel the palpable hatred and evil emanating from it.

Combat: Dark trees have a superior Armor Class due to their barklike skin. They are not especially susceptible to fire, for their bark is wet and slimy, and fire does not easily ignite it. Hence, they suffer only half damage from fire-based attacks. On the other hand, they do suffer a -2 penalty to their saving throws vs. any magical cold attack.

In melee, dark trees can attack with their two arms, inflicting 3d6 points of damage per successful attack. If both arms hit, the dark tree has grabbed the victim. On the next round, the dark tree can attempt to bite the victim with a +4 attack bonus. A successful bite causes 4d6 points of damage as the tree drains blood from the victim. Dark trees have the ability to cause confusion in a target, once per round, in addition to their normal attacks. This ability has a range of 50 feet, and the target receives a saving throw vs. spell to avoid the effect. During combat this has the same effect as a *confusion* spell, but it is more insidious if cast on an unsuspecting target. It causes the victim to completely lose his sense of direction, often becoming hopelessly lost in the jungle.

Dark trees are 90% likely to be taken for small cypress trees when they are not moving, but this blending effect is only 75% effective against druids, rangers, and other naturalists.

Habitat/Society: Dark trees live deep in the jungles, under the forest canopy that keeps direct sunlight off them. They are solitary creatures, delighting in tormenting an unsuspecting



group of adventurers before moving in for the kill.

Dark trees are the failed experiment of a renegade wizard. The mage was intent on creating servants that would serve him as well as treants. He invested a great deal of time and much research into necromancies and other foul magic, and he was delighted with the success of his experiments on the trees, until they turned against him and slew him.

Ecology: Dark trees can exist by photosynthesis, but they prefer the taste of blood. Furthermore, they must feed upon blood before they can bud. Budding is a process that takes one year. At the end of that time, the original dark tree breaks up into 1d4 + 1 identical dark trees.

Tree, Death's Head

CLIMATE/TERRAIN:	Temperate land
FREQUENCY:	Rare
ORGANIZATION:	Special
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Semi (2-4)
TREASURE:	Special
ALIGNMENT:	Neutral evil
NO. APPEARING:	Special
ARMOR CLASS:	10 (trunk); 7 (branches/heads)
MOVEMENT:	0 (tree), Fl 6(E) (heads)
HIT DICE:	10 (plus 6 hp per head)
THAC0:	11
NO. OF ATTACKS:	1 per head
DAMAGE/ATTACK:	1 per seed (per head) or 1d4 per bite (per head)
SPECIAL ATTACKS:	Seed spitting
SPECIAL DEFENSES:	Immune to fire
MAGIC RESISTANCE:	10%
SIZE:	H (15'-20' tall)
MORALE:	Fearless (19-20)
XP VALUE:	5,000



A death's head tree looks much like a weeping willow, except its branches are thicker. Its seeds need blood to germinate, so it grows most commonly in places where a great deal of blood has been spilled; battlefields and places of sacrifice are two areas where death's head trees thrive. In fact, these trees often mark places where ancient battles have been fought or where evil temples once stood.

A mature death's head tree bears a strange and terrible fruit: 4d4 rotten-smelling "death's heads." Each of these appears to be a severed head of any of the standard human and demihuman races, except for the fact that each head grows from a branch of the tree and is attached to the branch at the neck. In time, these heads ripen and "fall" from the tree, actually floating away on organic gases, seeking the bodies of warm-blooded creatures in which to plant their seeds.

Combat: Like most carnivorous plants, the death's head tree engages in combat primarily when potential victims come within its reach, but this plant has a unique lure: It grows heads that are distinctly humanoid in appearance and then, with its very limited intelligence, animates them just enough to enable the heads to softly call "help." While those who investigate the source of the pleas have few problems identifying the heads as monstrous, curiosity or repugnance (and a resulting urge to destroy the tree) frequently draws them in close enough for the tree to attack.

When physically attacked, the death's head tree uses its "fruit" to defend itself. Each head is capable of biting once per melee round, inflicting 1d4 points of damage and simultaneously inserting a seed into the wound (see below for the effects of harboring a death's head seed). While the death's head tree itself is not capable of locomotion, it can move its branches. Hence, the trunk has an Armor Class of 10, but the branches and heads have an effective Armor Class of 7. Due to this mobility and the flexibility of its branches, the tree is capable

of making as many attacks against a target as it has death's heads. Each head will die upon sustaining 6 points of damage, and the branches may be hacked off upon sustaining 10 points of damage (from a slashing weapon only).

Each of the 4d4 death's heads on a mature tree contains 1d6 needle-sharp seeds that inflict minimal damage (just 1 point of damage per seed) upon a successful hit. The heads are capable of spitting these (one seed per head per melee round) at any warm-blooded creature who ventures within 30 feet of the tree.

The seeds may be removed within 24 hours in much the same way as one would remove a sliver (inflicting another point of damage in the process). However, the points of the seeds excrete a low-grade natural anesthetic, which means that they don't bother the victim after the initial sting of penetration. Therefore, many victims forget about them after the battle is over, allowing the seeds to take root. If left in place for longer than a day, the seeds germinate and begin to grow, causing an ever-increasing amount of damage as sprouts spread through the victim's body. The shoots inflict 1d4 points of damage on day one, 2d4 damage on day two, 3d4 damage on day three, and so on, to a maximum of 10d4 points of damage per day.

Forcibly removing or cutting these new shoots out of a victim's body, once they have rooted, inflicts damage equal to half of what would otherwise be the growth damage for that day, and doing so has only a 50% chance to be completely effective. A slip of the plant may remain inside the victim's body and continue to grow. Any spell that will kill a plant, however, will immediately kill the growths (which at this stage have no immunity to magic or fire).

While most carnivorous plant life is largely anchored to a single spot, the fruit of the death's head tree becomes fully mobile, once it has ripened and broken from the branch. Buoyed by gases produced by their own rot, the fallen heads actually float off, seeking a warm-blooded creature in which to

Tree, Death's Head

plant their seeds. The smell of blood can attract a death's head from as far away as a mile, and it can travel up to 20 miles in search of a host. Once a potential victim is located, the head spits until all of its 1d6 seeds are gone. Once its seeds are exhausted, it continues to attack by biting for 2d4 rounds, at which point it falls to the ground, dead.

Although the fruit of a death's head tree has the appearance of a waxy, slack-jawed corpse, a head is not considered undead as long as it is still attached to the tree. Only when it has fully matured and broken from the tree does it assume the characteristics of undead. At this point it can be turned as a zombie. Once fallen from the tree, the head is also vulnerable to fire, but it retains its magic resistance.

Habitat/Society: There is only one factor controlling the number of death's head trees that can grow in a given area, and that is how much blood has been spilled there. Theoretically, there could be one tree for every corpse. In fact, it is not uncommon to see an entire forest of tiny saplings springing up a few days after a large battle. Of course, until these reach maturity, they can be killed or uprooted as easily as any other plant. Also, they tend to sink their roots into each other, attempting to steal extra life's blood and grow stronger, so eventually only one tree is left within 50 or more feet. Thus, the fully mature death's head tree is a rare find.

Ecology: The average death's head tree takes 50 + 1d10 years to mature to the point where it can grow a crop of death's heads. Until the time when its branches thicken enough to bear the weight of its ghastly fruit, it looks much like a weeping willow. Only a knowledgeable observer can tell the difference.

Once it reaches maturity, a death's head tree is capable of living for thousands of years. A few sages have speculated that cutting down a specimen and counting its rings can establish the number of years that have passed since a battle was fought or a place of sacrifice was abandoned. The theory is a sound one, but few people who are aware of the tree's nature will volunteer to chop one down and prove it.

Once a death's head tree matures, it produces a crop of death's heads every other year. Within 1d6 days of budding, the death's heads grow from the size of walnuts to the size of normal humanoid heads. Having reached their full size, they take on a distinctive appearance (and foul odor) and then begin to softly call out the word "help" in a language appropriate to the race of the head. Within another 3d6 days, they ripen and begin to "fall."

Aside from its need for blood to germinate its seeds, the death's head tree takes its daily sustenance from the sun and soil like any other plant. It does not require any more blood to survive, once it has successfully germinated and rooted itself in the ground. Because there is no limit to the type of terrain on which blood is spilled, the death's head tree grows virtually anywhere. One may be found growing among the stones of a ruined temple or on an ancient battlefield that is littered with rusted weapons and the bleached bones of the soldiers who once fought there.

Since the fruit of a death's head tree is always humanoid in appearance, it is largely believed that the seeds can be germinated only in humanoid blood. A few experiments attempting to sprout a seed in animal blood have thus far been unsuccessful, but sages theorize that this should be possible, since the death's heads are known to spit their seeds at warm-blooded animals as well as humanoids.

Some say that the fruit of a death's head tree resembles the face of he or she whose blood nurtured it. Indeed, since the death's head fruit has been heard to whisper in many languages, some sages believe that each is an undead manifestation of a particular individual. Others insist that this is no more than mere mimicry, that there is no connection between those who have died and the fruit of a death's head tree.

Due to its magical nature, a mature death's head tree has a limited amount of magic resistance. It is also immune to fire and fire-based magical attacks. The wood of a mature death's head tree is prized for its natural magic resistance and immunity to fire, and it is an essential part of many magical devices, especially fire-resistant shields. It is also used as a component in fire-protection spells.

While a death's head tree has no treasure of its own, those it kills often carry treasure. There is a 15% chance that a corpse lies at the foot of a death's head tree. If so, it will have treasure type U, plus 1d10 of each type of coin. The body also will (90% of the time) have a death's head tree sapling growing out of it.

Tree, Singing

CLIMATE/TERRAIN: Temperate or tropical forest
FREQUENCY: Very rare
ORGANIZATION: Solitary

ACTIVITY CYCLE: Day
DIET: Blood
INTELLIGENCE: Animal (1)

TREASURE: See below
ALIGNMENT: Neutral

NO. APPEARING: 1
ARMOR CLASS: 7
MOVEMENT: 0

HIT DICE: 12+4
THAC0: 7
NO. OF ATTACKS: 1d100

DAMAGE/ATTACK: 1
SPECIAL ATTACKS: Singing
SPECIAL DEFENSES: Singing

MAGIC RESISTANCE: 25%
SIZE: L (10'-20' tall)
MORALE: Fearless (19-20)
XP VALUE: 10,000

The singing tree is an odd plant that lures creatures to rest nearby, then drains their blood to feed itself.

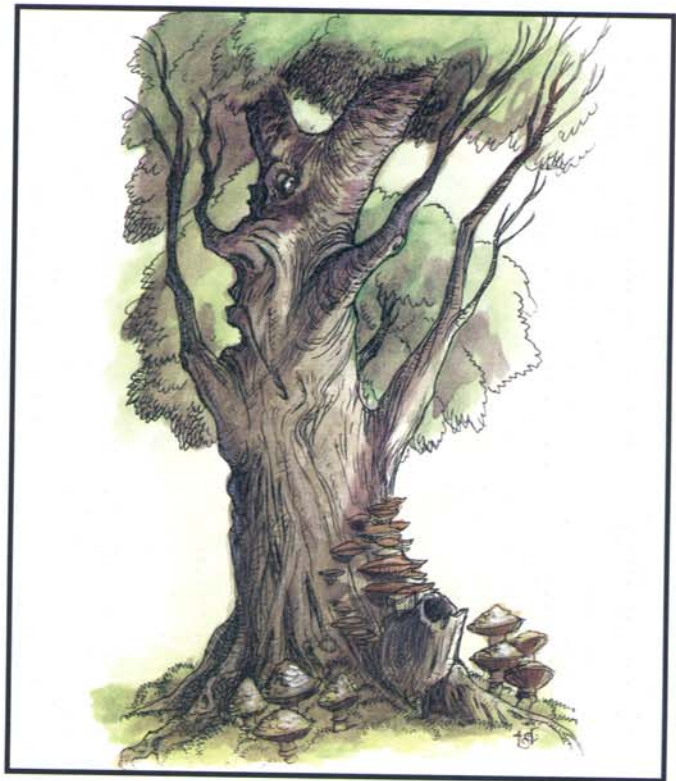
The singing tree appears to be a normal deciduous tree with uniquely shaped leaves. Each leaf sings with a lovely voice, the hundreds of them blending into a beautiful chorus. If hungry, the tree joins the chorus, adding its own bass line.

Combat: When the tree uses its bass line, all mammalian creatures within 100 yards must roll saving throws vs. spell; those who do not succeed feel compelled to stop for a bit and rest in the shade of the tree. When a potential victim rests beneath the tree, several leaves fly off the tree to attack.

At any time, the tree can send a number of leaves equal to its hit points. However, unless ravenously hungry, the tree sends typically only 1d6 leaves on a single victim to avoid notice. Each leaf flutters down, appearing to fall naturally, but the small twig that connects the leaf to the tree is also a feeding tube, which the leaf inserts into exposed skin. For victims charmed by the tree's music, the pain of insertion is unnoticed. After draining 1 hit point of blood, the leaf flutters away, then seems to rise on a breeze, back into the tree's branches. There, it reattaches itself to its branch and feeds the blood to the tree. To remain healthy, the tree must each day consume a number of hit points of blood equal to its normal total.

Each leaf has 1 hp. Killing them individually is quite inefficient, for the tree has a number of leaves equal to 10 times its hit points. If the tree is attacked with an area-effect spell such as a *fireball*, all leaves not attached to the tree are killed, if they are within the spell's area of effect. In addition, a number of leaves on the tree equal to the total damage inflicted are also killed. The tree rolls saving throws as indicated by its Hit Dice, with normal effects for success.

Attacking the tree causes it to send all its leaves to attack. Besides their blood drain, the fluttering leaves can cause obscurement, lessening opponents' attack rolls by -2. If the tree is killed, individual leaves die in 1d10 rounds.



Habitat/Society: In the wild, singing trees grow in secluded places and use their music to lure unintelligent animals. The tree's leaves vibrate in the wind; combined with their natural magic, this makes a lovely sound. Each leaf has its own "voice," and the music is indescribably beautiful. When the tree adds its lower tones, the song becomes very attractive and calming.

Each singing tree has its own territory of about 100 yards in any direction from the bole. When a seed is produced (once every five years), a pair of leaves takes it far away so it may claim another territory. If the seed is planted in a singing tree's territory, the adult sends leaves to block sunlight and attack the smaller tree's leaves. If several singing trees grow in close proximity, they soon overhunt the area and several die, leaving only the strongest. They live for centuries if well fed.

Some wealthy individuals have tried to procure specimens for their own gardens. Many owners feed their trees, but others keep their trees hungry so they will serve as guardians. A tree that is kept hungry turns feral eventually, sending all its leaves to attack any warm-blooded creature that enters its territory.

Ecology: A singing tree in the wild is similar to other predators, feeding upon prey and facing a few enemies of its own. Animals that damage wood are its greatest enemies.

To bring a tree to civilization, one of the rare seeds must be captured, or a tree must be carefully removed from the surrounding soil, with little damage to the roots. Transportation must also be gentle, and the tree must not be exposed to rapid changes in temperature or to extreme temperatures. Capturing a healthy adult tree also requires facing its music and blood-sucking leaves. A seed or a healthy tree can bring as much as 5,000 gp from an interested buyer.

Troll, Snow

CLIMATE/TERRAIN: Any arctic or subarctic land
FREQUENCY: Rare
ORGANIZATION: Solitary/pair

ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Low (5-7)

TREASURE: Nil
ALIGNMENT: Chaotic evil

NO. APPEARING: 1-2
ARMOR CLASS: 4
MOVEMENT: 9

HIT DICE: 7
THACO: 13
NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1d8+2 (x2)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Regeneration, resist cold

MAGIC RESISTANCE: Nil
SIZE: L (8' tall)
MORALE: Elite (13-14)
XP VALUE: 1,400

Slightly smaller and broader than its fearsome cousin, the snow troll is still a frightening sight. It closely resembles the common troll, but the snow troll's skin is much paler, and large parts of its body are covered with white fur. The snow troll's broad, furry feet allow it to move quickly over snow and rock, and its strong claws and arms allow it to climb as well as any troll.

Some snow trolls speak a few words of Common, but most only know their own high-pitched, sing-song tongue. The snow troll language has 20 words for "prey."

Combat: Unlike the common troll, the snow troll attacks with its two clawed hands only, but like the troll, the snow troll can engage two opponents at once. It also possesses the ability to regenerate 3 hit points per round, starting three rounds after first being wounded, and the snow troll is extremely resistant to cold and cold-based attacks. If a saving throw is successfully made, the snow troll suffers no effects from any cold-based attack form, and it suffers just half damage if the saving throw is failed. Conversely, the snow troll is particularly vulnerable to fire and suffers double damage from any fire-based attacks, while normal damage is sustained if the saving throw succeeds.

The snow troll is a formidable opponent, who will fight to the death at all times. It is fearless enough to attack small villages single-handed, but its preferred method of attack is to occupy a cave or similar dwelling along a well-traveled route, covering the entrance with snow or rock. The snow troll becomes intimately acquainted with the area around its home and is able to detect its prey in a number of ways: It can pick up minute changes in the surface tension of the snow surrounding its lair, it can detect sound vibrations caused by movement over rock or sand, or it can use (like all trolls) its acute sense of smell to sniff out its prey. In any event, the snow troll waits until it detects prey outside its lair, whereupon it



bursts forth, surprising its victims with the ferocious nature of its attacks. A snow troll has a 6-in-10 chance of surprising prey, and is itself surprised only on a 1 in its home territory.

Habitat/Society: The snow troll is a solitary creature, leaving its territory only once every three years, during the mating season. Each third year, dozens or even hundreds of snow trolls gather in the mid-winter darkness to mate in dark mountain valleys unknown to other creatures. The males abandon their mates shortly thereafter, leaving them to raise their young alone; pairs are always a mother and her offspring.

A snow troll's clawed hands help it climb glaciers, snowy mountains, and treacherous ice floes. A female snow troll seeks solitude in high places or on icebergs when she is about to bear young, and this territory gives her the same surprise bonuses as her home territory. Young snow trolls grow to full maturity within a year. They are reputed to be the most dangerous because they eat twice as much as other snow trolls.

Adapted well to the harsh conditions it prefers, the snow troll can live 120 years. It does not work with other races, as it finds all humans and nonhumans equally tasty.

Ecology: The snow troll is a rapacious predator, able to pursue prey over difficult terrain and, unlike its temperate cousins, patient enough to wait hours for prey to wander into striking range. It establishes and maintains a territory covering hundreds of square miles, and it will fight and kill polar bears, humans, and other competitors for food. White dragons are their only natural predators. Snow trolls and ice trolls are natural rivals who fight endlessly over territory.

CLIMATE/TERRAIN:	Tropical land
FREQUENCY:	Uncommon
ORGANIZATION:	Band
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Any evil
NO. APPEARING:	1d3
ARMOR CLASS:	8
MOVEMENT:	6
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 or by weapon
SPECIAL ATTACKS:	<i>Steal breath, cause disease</i>
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Special
XP VALUE:	975



The tuyewera is a horrible type of undead monster created by evil clerics in remote jungle villages. The cleric takes the corpse of a man slain by *death magic* spells and ritually removes the legs at the knees. The tongue is also severed. The cleric then enchants the corpse, bringing the ancestral spirit of a wizard or priest into it, which gives the corpse a horrid animation.

The tuyewera moves about on its hands and leg stumps. It is as intelligent as a man and has the following thieflike skills: MS 50%; HS 90%; OL 50%. It serves as a thief and bodyguard to the cleric in addition to being an assassin.

Combat: A tuyewera can use a weapon in melee, but it is restricted to using weapons that can be held in one hand, since the other hand is needed for balance and movement. If disarmed, a tuyewera will strike with its gnarled hand for 1d4 points of damage. Furthermore, each successful hit by the hand has a 25% chance to inflict a fatal disease on its opponent (as per the spell *cause disease*).

The deadliest attack of the tuyewera is its ability to *drain breath*. If it encounters a sleeping, unconscious, or helpless person, a tuyewera can suck the breath out of the victim's mouth, thereby slaying him. This requires one full round, at the end of which the victim must roll a successful saving vs. death magic with a -4 penalty. If he fails to save, he is instantly slain, but if he successfully makes his saving throw, he falls into a deathlike coma for 1d4 days.

As undead, tuyeweras are immune to all mental attacks, *cold*, *sleep*, and *fear*. Holy water inflicts 2d4 points of damage per successful attack with a full vial. Tuyeweras are turned as spectres, but an evil cleric cannot take control of a tuyewera away from the cleric who created it.

A special enchantment goes into the making of a tuyewera that renders it immune to all weapons (turning and destructive magic such as *fireball* are still effective). However, *dispel*

magic removes this enchantment for 1d4 rounds. Clerics who create tuyeweras keep this counterspell handy just in case they meet someone else's tuyewera.

Habitat/Society: The spells and counterspells used for creating tuyeweras are granted only by the deities of evil witch doctors in tropical lands. Such spells are not normally available to PCs who do not visit these lands. It is recommended that PCs be unable to create such monsters, but they should be able to use the counterspells to make tuyeweras vulnerable to attack.

Ecology: As created undead, tuyewera have nothing to contribute to the ecology. They are little more than despicable machines made to do their misguided masters' bidding. They eat nothing, and there is no known use for their parts once they are slain.

Ulitharid (Noble Illithid)

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Community
ACTIVITY CYCLE:	Any
DIET:	Brain tissue
INTELLIGENCE:	Supra-genius (19–20)
TREASURE:	S,T,Z (D)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	11+8
THACO:	9
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Spells, mind blast
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	95%
SIZE:	L (7½' tall)
MORALE:	Champion (15–16)
XP VALUE:	11,000



Ulitharids are the elite of mind flayers, favored by their god the elder brain and free to exercise their will upon lower illithids and all other humanoids that fall under their power.

Ulitharids tower over their lesser kin by more than a foot, standing 7½ feet tall. They are colored similarly to other illithids, but they are darker than normal mind flayers. They have six writhing tentacles surrounding their mouths, not four like their common underlings, which are filled with sawlike teeth. Like most mind flayers, ulitharids dress in robes that cover their grotesque bodies from the ground to the neck, and high-crowned headdresses are not uncommon.

With their incredible intellect, ulitharids can understand the spoken languages of many races, but their mouths are ill-suited for speech. Of course, they can communicate freely with any creature through the use of their innate telepathy.

Combat: The ulitharid's six faceted tentacles are much stronger than those of normal illithids, so the monster requires only 1d3 rounds to reach a victim's brain, once the tentacles have taken hold of the victim's head. Each tentacle inflicts 1d4 points of damage upon a successful hit (at which point the tentacle has seized the victim's head unless the DM rules otherwise), and only three tentacles are needed to establish a grip that allows the creature to begin boring into the opponent's head in quest of his brains.

A ulitharid's mind blast is also much more deadly than its common counterpart. It has the same area of effect as a normal mind blast—a cone 60 feet long, 5 feet wide at its point of origin, and 20 feet wide at its terminus—but those who fail to save vs. spell with a –4 penalty become *feebleminded* (as per the 5th-level wizard spell). Ulitharids also have the following spell-like powers which they can employ, one at a time, once per round, as a 10th-level wizard: *astral projection*, *charm person*, *charm monster*, *ESP*, *eyebite*, *forget*, *legend lore*, *levitate*, *plane shift*, *suggestion*, *telekinesis*, and *true seeing*. All saving throws

vs. these powers are rolled with –4 penalties. Ulitharids can also heal up to 25 points of personal damage per day. This process requires a full round to occur, during which the ulitharid must pause and concentrate fully upon healing.

Habitat/Society: Ulitharids are the noble folk of illithid society. About one in every 25 illithid tadpoles matures into a ulitharid. The ulitharids become caretakers for the community's elder brain, ambassadors to other illithid cities, and leaders of small illithid villages or outposts. A few sages believe that they answer to even more powerful illithids, although none of these beings have ever been seen by surface dwellers.

Ecology: Ulitharids live twice as long as normal illithids, or about 250 years. They also spend twice as much time in the tadpole state. Ulitharids are among the most feared creatures of the subterranean world, and few creatures will challenge them.

Undead Dwarf

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Special
DIET:	None
INTELLIGENCE:	Average (8-10)
TREASURE:	U
ALIGNMENT:	Neutral
NO. APPEARING:	2d4
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	3+12
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d4
SPECIAL ATTACKS:	<i>Phase door</i>
SPECIAL DEFENSES:	+2 weapon to hit
MAGIC RESISTANCE:	25%
SIZE:	M (4'-5' tall)
MORALE:	Elite (13-14)
XP VALUE:	1,400



Undead dwarves are created by residual essence on the part of dwarves who are concerned, just before they die, that their final resting places will in some way be disturbed. It is this essence that allows the bodies of the dwarves to transform into protectors.

Undead dwarves appear in ceremonial burial armor and are armed with ceremonial weapons, yet their bodies look thin and desiccated, with fragments of bone showing, and stark white, wiry hair. They are corporeal creatures, yet they are faintly transparent.

Undead dwarves speak any languages that they spoke in life.

Combat: Undead dwarves do not leave the sanctified place where they were laid to rest. If this location is ever violated or desecrated, the undead dwarves appear from the very stones of their cairns or crypts by means of an innate *phase door* ability, which they use at will. This sudden appearance imposes a -3 penalty upon surprise rolls for those who are the subject of the undead dwarf's wrath. Once they appear, the creatures attack with short, powerful thrusts of their fists, causing 3d4 points of damage and knocking victims backward. In this way, they drive invaders from their sacred burial area. Once all intruders have been driven beyond the boundaries of the sacred area, the undead dwarves dissipate into nothingness with a tired sigh, returning immediately to their places of rest.

Undead dwarves are immune to weapons of less than +2 magical power, and they have a 25% magic resistance. They are completely immune to any sort of mind-control spells such as *charm* and *sleep*. They can never be permanently destroyed. If one is reduced to 0 hit points, it dissipates with a sigh of disgust and its essence returns to its place of rest, where it may immediately reform at full hit points and reappear before a violator 1d4 rounds later.

Habitat/Society: Undead dwarves do nothing beyond protecting their graves. When there is no threat to their final resting places, they simply exist within their own crypts or cairns. If approached cautiously and spoken to obsequiously in dwarvish, they may be inclined to hold their attacks and listen to whatever respectful apology or question is put before them. There have even been cases where regular ritual worship services or prayer sessions for the dead have been formed by humble or lesser beings in honor of the deceased. When this happens, the undead dwarves do not attack so long as no part of the tomb area is defiled. They may even appear and listen to the prayers and worship, although they rarely, if ever, speak or involve themselves in the affairs.

Ecology: There is no known understanding of how undead dwarves are formed or why they exist except to protect their sacred tombs. It is not known if, once a place of rest has been made safe from intruders, undead dwarves go permanently to their rest. Whenever other dwarves discover a sacred burial area that is guarded by undead dwarves, they typically beg forgiveness for the intrusion and retreat to the exit. It is common for them to then seal up the entrance with good stone and mortar so as to conceal the area completely in the hope that the undead dwarves may go to a final rest, not to be bothered again. It has been documented that some dwarves have gone so far as to collapse entire subterranean systems, permanently sealing crypts guarded by undead dwarves.

Undead Lake Monster

CLIMATE/TERRAIN: Deep lakes
FREQUENCY: Very rare
ORGANIZATION: Solitary

ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Very (11-12)

TREASURE: B
ALIGNMENT: Chaotic evil

NO. APPEARING: 1
ARMOR CLASS: -3
MOVEMENT: Sw 12

HIT DICE: 13
THACO: 7
NO. OF ATTACKS: 1

DAMAGE/ATTACK: 3d8
SPECIAL ATTACKS: Breath weapon, entrapment, surprise strike
SPECIAL DEFENSES: +1 weapon to hit, *fear*

MAGIC RESISTANCE: 20%
SIZE: G (100' long)
MORALE: Champion (15-16)
XP VALUE: 10,000

The undead lake monster is a rare sight. It is an ancient, gargantuan, undead water serpent with grayish-green skin and a huge mouth lined with needle-sharp teeth. Its scaly hide is reminiscent of the skin of a zombie, rotten-smelling and marked with rents and gaps through which pale white bones show. When swimming on the surface, it often appears to be a head followed by a series of rounded humps.

Combat: This monster never leaves its lake, but it will attack any creature that comes close to the shore. The creature lures the curious and foolhardy into range by appearing briefly in the center of the lake, then disappearing under water, only to appear moments later within striking range. Despite its undead state, the monster is extremely supple and can twist and curve its long body around, moving quickly through the water. It can coil its body underwater and strike like a snake up to 50 feet from the shore or up to 60 feet above the surface.

The monster bites for 3d8 points of damage. On any bite that inflicts 8 or more points of damage, the monster locks its jaws around the victim and pulls him or her down into its underwater lair. To break free, the victim must make a successful Strength check. Otherwise, the victim is held underwater until drowning results, but he or she may continue to attempt to break free each round until that occurs.

This undead creature can exhale a highly toxic cloud of sickly yellow vapor that is 40 feet long and 20 feet wide and high, three times per day, producing the same effect as that of the 5th-level wizard spell *cloudkill*. The breath lingers in the air, moving slowly with the breeze and sinking into depressions for four rounds before dissipating.

Should the battle turn against it, the monster can innately invoke the effects of the 4th-level wizard spell *fear* (three times per day). This affects all creatures within 100 feet who do not make a successful saving throw vs. spell.

Because this is an undead creature, it may be turned as a



10-HD creature. It also shares the undead immunities to magic that affect biological functions. Due to this creature's magical nature, a +1 or better weapon is required to hit it as well.

Habitat/Society: Such monsters are considered unique, yet there are some who speculate that there is more than one "serpent of the depths" in any world. Some claim to have sighted two separate sets of humps breaking the surface of a lake at once. Other sages maintain that the undead lake monster has an unnatural brood of little serpents, and that its attacks upon any who approach its lake are the equivalent of a mother protecting her young, but it is unclear how an undead creature could give birth to young.

The monster's watery lair is said to be filled with the treasures of those it has pulled down to their deaths, but the lake which houses such a creature is always hundreds of feet deep, so it's unlikely that any of that supposed treasure could ever be recovered. Even if items are somehow found, any armor or weapons in the hoard (unless magically protected) are likely to be rusted and useless.

Ecology: Because it is undead, the lake monster has no natural life span. If killed, it will not provide any useful products. Its hide is tough enough to use for (leather) armor or a shield, but it has an oppressive stench that will force a character trying to use it to make hourly saving throws vs. poison to avoid nausea (-1 penalty to attack rolls).

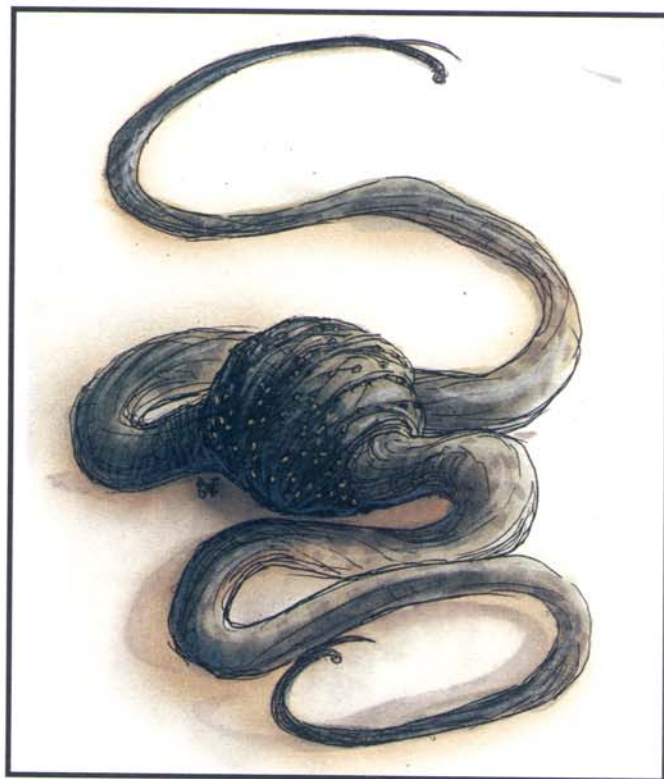
Whipsting

CLIMATE/TERRAIN:	Rocky, subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary or small pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore, scavenger
INTELLIGENCE:	Varies (1-12)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d6
ARMOR CLASS:	7
MOVEMENT:	9, Fl 9(D)
HIT DICE:	1+4
THACO:	19 (15 if springing)
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-2/1 (x2)
SPECIAL ATTACKS:	Venom
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S-L (tentacles 5'-20' long)
MORALE:	Steady (11-12)
XP VALUE:	175

The whipsting is a vicious predator found on rocky ledges, in caverns, and among ruins. The strike of a whipsting makes a loud, whiplike crack audible up to 70 feet away. Whipstings have wrinkled, spherical bodies 6 to 12 inches in diameter. From opposing sides of a whipsting's ball-like form protrude two dexterous, tapering tentacles anywhere from 5 to 20 feet long. Both tentacles end in sticky tips that aid the whipsting in grasping and climbing, and each has a fixed, bony stinger protruding at an angle just beside the leathery tentacle tip. Amid the "wrinkles" (skin flaps) of the muddy-gray body are many eyes. A whipsting has both normal and infravision, effective to 120 feet.

On the underside of a whipsting is a sucking mouth dominated by three sharklike teeth, set in a triangle. The teeth can move independently of one another and are capable of gnawing through armor plate. When they close together, they meet to completely seal the whipsting's mouth.

Combat: A whipsting usually waits for prey with one tentacle curled underneath itself to form a natural spring. If facing a large foe, it avoids attacking or seeks to flee altogether by using this curled tentacle to leap about like a pogo stick. Otherwise, its initial attack consists of suddenly straightening this tentacle to propel itself in a wild spring that ends in a lashing whip of the body, driving its envenomed stinger deep into an opponent (+4 attack bonus). The whipsting then tries to constrict, smother, or strangle prey by remaining attached to it, slapping with its tentacles to drive home its two stings. A whipsting's stinger strikes for 1 point of damage and also injects venom into or onto its prey. The prey must successfully save vs. poison with a -2 penalty to avoid the venom's effects. If the save fails, the prey shudders uncontrollably on the round following the sting. Nausea and weakness ruin all attacks and spellcasting attempted by the victim in that round, and cause the automatic dropping of all wielded or carried



objects; tasks requiring high dexterity are impossible. The victim also suffers a one-round Armor Class penalty of 1. On subsequent rounds, the victim can move normally, but remains weak—attack and damage rolls suffer -3 penalties in that round, then -2 penalties the following round, -1 penalties on the next round, and return to normal thereafter. Every successful sting results in another round of shuddering (barring a successful save).

Habitat/Society: Little is known about these predators. They are believed to be hermaphroditic and to vary widely in intelligence. They lay eggs (large and rubbery, like turtle eggs, often green-white or dun in color) in caves or dark crevices. These eggs are edible, but have no market value. Whipstings are more often found in groups than alone, and they peacefully coexist with each other. They are thought to live many years.

Ecology: A whipsting eats any meat it can find, living or dead, gorging itself tirelessly. Its elastic body can expand to contain meals of up to 10 times its own size.

Whipstings have been occasionally domesticated as pets or guards. Perytons and griffons are known to eat whipstings, biting off the stings with their first attacks to avoid the venom. Whipstings are themselves immune to the effects of their own venom, which is an ingredient in the making of *rings of weakness* and nausea-inducing medicines.

Stingwings

Approximately 10% of whipstings have gauzy, fragile wings that allow them to glide down from heights or jump farther than wingless whipstings—up to 60 feet horizontally. Such wings regenerate in 1d3 days if damaged. The wings cannot be targeted in combat, but a captured stingwing could have its wings cut off (AC 10, 1 hp), and they will automatically be destroyed by any sort of area-effect fire spell.

Windghost

CLIMATE/TERRAIN:	Any (airborne)
FREQUENCY:	Very rare
ORGANIZATION:	Servant group
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15–16)
TREASURE:	Nil
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1d12
ARMOR CLASS:	-2
MOVEMENT:	Fl 18(B)
HIT DICE:	9+9
THACO:	11
NO. OF ATTACKS:	1 plus special
DAMAGE/ATTACK:	3d4
SPECIAL ATTACKS:	<i>Windsong</i> , swoop, swallow whole
SPECIAL DEFENSES:	<i>Warp dweomer</i>
MAGIC RESISTANCE:	45%
SIZE:	H (conical 8' diameter, tapering to 24' long)
MORALE:	Fearless (19–20)
XP VALUE:	12,000

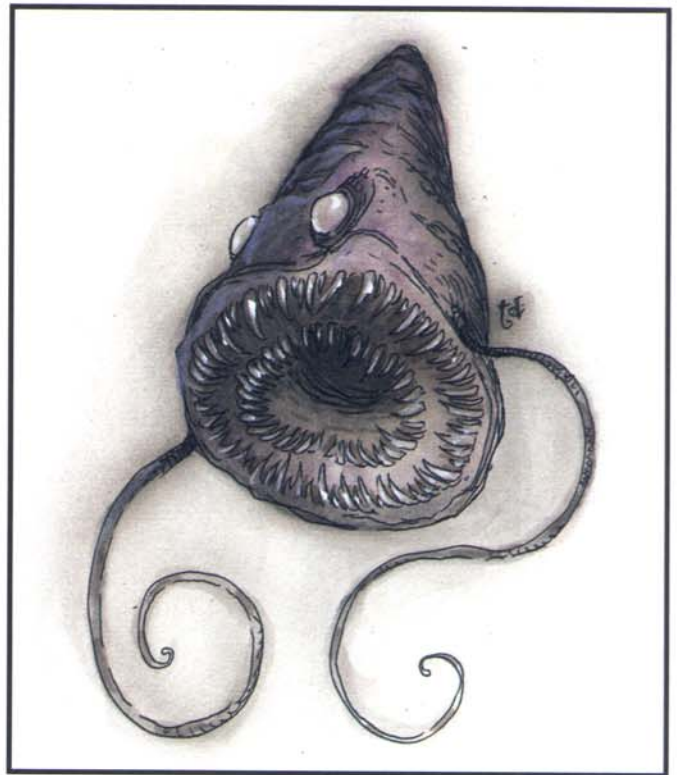
Windghosts may be native to another plane. They are flying cones, the large base (their head) foremost. A windghost has a rough, mottled, flexible, smoky-gray to purple body, white pupil-less eyes (120-foot infravision and vision into the Astral and Ethereal Planes), and a many-fanged mouth. It has two retractable 4- to 20-foot tentacle-arms on either side of its mouth; these carry items or hold prey, inflicting no damage.

Windghosts speak in hissing, rumbling, windlike voices, and know the Common tongue. They can make their eyes and bodies glow with a faerie fire radiance; this effect, seen by night, has given them their name.

Combat: Windghosts fight by swooping out of the sky to gobble up foes. Against nonflying foes, the force of their swoop increases their bite damage by 1d4 + 1 hp. Once engaged, a windghost can't swoop again until it has broken off attack and climbed aloft for one round. If a swoop attack roll on an M-sized or smaller creature is 19 or 20, the windghost swallows its prey whole. Swallowed prey is whirled about in corrosive fluids for 2d6 damage and then spat out; all possessions must save vs. acid. The prey must make Strength, Dexterity, and Intelligence checks. If the Intelligence check fails, the prey is blinded for 1d6 + 1 rounds and can't attack until spat out. If all three checks succeed and the prey has a weapon ready when ingested, it gets one maximum-damage attack while inside.

When two or more windghosts are within 90 feet of each other, they can emit harmonizing drones known as *windsong*, which makes reading, spellcasting, and even hearing normal speech impossible. *Windsong* takes effect 1–2 rounds after it is begun and lasts 1d8 rounds before it must be broken off for at least 1d4 + 3 rounds.

Windghosts are immune to mind-reading or affecting magic, and resistant to psionic probes and attacks. (Apply their magic resistance against all attempts; any saving throws still apply.)



A windghost's most dangerous ability is the *warp dweomer*, or "magic shift." It can move magic-dead areas to envelop itself or enemy spellcasters, or it can throw out a field that intercepts incoming *dweomers*, or moves their areas of effect before they are manifested—a wizard casting a *fireball* at a windghost may find it takes effect around himself. This ability works against only one magical attack per round, but the windghost can choose which magic to intercept and what to do with it. A surprise attack won't be intercepted unless the windghost is alert. It can let beneficial magic through, but its magic resistance is involuntary, and must still be overcome.

When a windghost chooses to *warp dweomer*, roll 1d12. On a roll of 3 or less, it fails to affect the magic. On a roll of 4–6, it is unable to seize control and redirect it, so it deflects it in a random direction. To find distance, roll 4d20 and consider the total to be feet. On a roll of 7 or greater, the windghost has control and can put the magic where it desires, so long as the chosen spot is within a range of 144 feet. Relocated magic has full effects; if the source has magical protections that reflect magic, the magic jumps back to where the caster first aimed it.

Windghosts regenerate 1 hp/turn. Their nature protects them against attacks that involve whirling winds; against such spells and all air elemental attacks, they suffer only half damage. A *wind wall* spell is no barrier to a windghost.

Habitat/Society: Windghosts seem both bisexual and long-lived. They enjoy drifting along, watching life and beauty below. They neither have nor value treasure.

Ecology: Windghosts have no known natural enemies. They eat creatures they slay, but do not attack for food. They also consume carrion and whole leafy plants, "drink" by immersing themselves in water, and absorb heat by basking in the sun.

Wolf, Dread

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Pack or special
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	3d4
ARMOR CLASS:	6
MOVEMENT:	18
HIT DICE:	4+4
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d10
SPECIAL ATTACKS:	Disease
SPECIAL DEFENSES:	Regeneration, immunity and resistance to spells
MAGIC RESISTANCE:	Nil
SIZE:	S (2'-4' long)
MORALE:	Fanatic (17-18)
XP VALUE:	650

These creatures were originally created by a renegade mage, but word of how to create these horrid creatures seems to have spread across the Prime Material Plane. These undead beasts are the eyes and ears of any mage who creates them.

Combat: A dread wolf fights like any other wolf, biting and tearing with its fangs, but if a group of dread wolves is within its 50-mile control limit (see "Ecology"), it will fight under the direction of the controlling mage. If a group is outside this limit, the wolves will fight using normal pack tactics.

Dread wolves cause a nasty rotting disease that can infect a bitten opponent who fails a save vs. poison within one hour of the fight—he loses 1 hp per hour until death. Treatment within the first hour by someone with the herbalist nonweapon proficiency adds +2 to the saving throw. A *cure disease* spell stops the disease.

During combat, a dread wolf regenerates like a troll, regaining 3 hp per round after the first combat round. Only acid, fire, or total dismemberment will inflict permanent damage. It is immune to *charm*, *hold*, and cold-based spells. Electricity-based spells cause only half damage.

Total dismemberment occurs when the creature's negative hit-point total is equal to or greater than its full positive hit-point total. However, the creature continues to fight until it reaches -10 hp. It then goes down until it regenerates to at least 0 hit points.

Habitat/Society: As undead creatures, dread wolves have no society. They reach a state of rotten decay soon after they are made. Their fur falls out and they stink so badly that they can be smelled 120 feet downwind.

A mage can have no more than one group of wolves (see "Ecology") under control at a time and cannot give over control of his dread wolves to anyone else. To try either action causes the cessation of the spells animating the wolves and



leads immediately to their permanent destruction.

Dread wolves have no interest in treasure, but the controlling mage can order them to find and bring back anything one of them can carry away in its mouth.

Ecology: As magically animated undead, dread wolves have no natural place in any ecosystem. To create these servants, a mage must be evil and at least 9th level, and he must have 3d4 wolves that have been dead for no more than a day. The spellcaster begins an incantation over the dead wolves that combines modified versions of *animate dead*, *summon shadow*, and *dismissal*. By doing this, the mage summons a shadow from the Negative Energy Plane and breaks it into parts which are infused into the wolves, creating the dread wolves.

The spellcasting takes an hour. If spell is interrupted, the energies of shadow's separate parts are unleashed. When this happens, the mage suffers 3d10 points of damage (no save) from the other-worldly energy blast.

At the end of the hour, the mage will have 3d4 servants that can travel up to 50 miles away and enable him to see and hear everything they see and hear. The wolves are directly under the control of the mage's mind within this distance.

The wolves can venture outside the 50-mile limit, but they lose contact with the controlling mage. Unless previous commands prevent this, the wolves will immediately try to get back within the limit to regain contact. The dread wolves can be given a command of up to three short sentences (a total of 30 words), which they will cover any distance to fulfill. This command will always be fulfilled unless the dread wolves are destroyed first.

For some unknown reason, the spell that makes dread wolves will not work on dogs. A mage who attempts this on dogs suffers 3d10 points of damage as described earlier.

Wolf, Stone

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Special
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1d4
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	5+4
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	Initiative bonus, pounce
SPECIAL DEFENSES:	Resistance and immunity to certain spells and weapons
MAGIC RESISTANCE:	Nil
SIZE:	S (5'-6' long)
MORALE:	Fearless (19-20)
XP VALUE:	1,400

As these creatures are animated stone, their appearances can vary widely along a wolf theme. The only similarity between all stone wolves is the use of white-hot fire opals for eyes.

Combat: Melee with stone wolves can be tricky. The change from motionless statue to moving creature is almost unnoticeable, giving them a +4 initiative bonus in the first round of combat. On a natural 20 attack roll, the wolf has made a successful leap and pounce, pinning its opponent and inflicting an extra 1d6 points of crushing damage. A successful bend bars/lift gates roll is needed to escape (one roll per five rounds is allowed). All Dexterity and shield bonuses are canceled for the period of time the victim is trapped, and the stone wolf gets a +4 attack bonus.

Missile fire inflicts only 1 point of damage per arrow, stone, or bolt to a stone wolf; edged weapons cause only half damage; blunt, smashing weapons visit full damage; and magical weapons always get their full bonuses.

Stone wolves have one particular weakness: their eyes. If a character uses the called-shot optional rules from *The Complete Fighter's Handbook*, he can go for a stone wolf's eyes. Should the character succeed, he may roll a second 1d20. On a roll of 1 or 2, the character has succeeded in smashing both fire-opal eyes, immediately destroying the wolf. Otherwise, he has destroyed one eye, imposing a -4 attack penalty on its blind side.

Stone wolves are immune to *sleep*, *hold*, *charm*, and all cold- or paralysis-based spells. They suffer half or no damage from fire- or electricity-based spells, depending upon whether they successfully save vs. spell. A *stone to flesh* spell makes them vulnerable to all weapons and gives them AC 10 if they fail a save vs. spell. A *transmute rock to mud* or *disintegrate* spell destroys a stone wolf instantly if it fails a save vs. spell. An *earthquake* spell inflicts 6d8 points of damage (half damage if a save vs. spell is successful). A *move earth* spell turns one stone



wolf into a statue permanently if the creature fails a save vs. spell (but since the creature is animated, it gets a saving throw). A *wall of stone* spell disperses the creature's mass into the newly created wall if the stone wolf fails a save vs. spell; if it successfully makes its saving throw, there is a 50% chance that the creature is on the same side of the new wall as the caster. A *magic missile* spell causes normal damage.

Habitat/Society: As animated creatures, stone wolves have no true society other than their relationship with the mage who created them. He can call the wolves to him at any time. They will find him immediately, even though they cannot track by smell. They can track by sight or hearing if necessary.

Since stone wolves are created beings, they have no treasure of their own. However, they are often set to guard objects that mages value, so it's reasonable to assume that there is something worthwhile nearby when they are encountered.

Ecology: As artificial creatures, stone wolves are not part of the natural order. These creatures are created by a mage of the 9th level or higher, using a specially modified *stone shape* spell, followed the next day by a specially modified *animate dead* spell. The recipients of these two spells are up to four large lumps of purified clay. Embedded within each clay lump must be the skull of a wolf and two 1,000-gp fire opals that will serve as the glowing eyes once the wolf shape is formed. During the one-day period between the formation of the wolf shape and the casting of the *animate dead* spell variant, the mage may cast no other spells of any kind.

After the second spell is cast, the mage will have up to four guardians that he can set to guard any item or room he chooses. Stone wolves never sleep. They stand as still as statues until a stranger gets close to the item or enters the room.

Wolf, Vampiric

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Blood
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Any evil
NO. APPEARING:	3d6
ARMOR CLASS:	2
MOVEMENT:	24
HIT DICE:	6+4
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d4
SPECIAL ATTACKS:	Cause falling, grasping bite, high initiative
SPECIAL DEFENSES:	Regeneration, immunity to certain spells and weapons
MAGIC RESISTANCE:	Nil
SIZE:	S (2'-3½' long)
MORALE:	Elite (13-14)
XP VALUE:	2,000

These foul undead creatures are the result of corrupting ceremonies used on normal wolf pups by evil clerics. Vampiric wolves are uniformly black, with feral, glowing orange eyes.

Combat: When vampiric wolves hunt, they follow normal pack tactics until their victim is unable to escape. In game terms, a bite attack will cause a running or standing victim to fall if the victim fails a saving throw vs. paralysis. Once the prey falls, the wolves continue to attack, shifting to the victim's arms so that he can no longer use a weapon. This involves a called-shot attack in which a vampiric wolf has a -4 penalty to hit; success means the wolf has grasped an arm in its mouth, and the victim cannot get free unless he makes a successful Strength check (one attempt per round). A victim's legs may be similarly grasped. Once a grasping bite is made, damage is continually inflicted each round as the wolf gnaws on the limb.

Once the victim is helpless, the vampiric wolves close in and drink the spilled blood, an act that takes as long as the victim lives, plus 1d4 + 1 rounds. This causes the wolves' eyes to glow a deep red for the next 12 hours.

Since they share some of the nature of vampires, these wolves are extremely agile, giving them a bonus of +2 on initiative rolls. Vampiric wolves are immune to *sleep*, *charm*, *hold*, and paralysis-based spells. Only silver weapons or magical weapons of +1 value or better can do actual damage in melee. They also regenerate, instantly gaining the same number of hit points they inflict as damage on an opponent.

Unlike a vampire, these wolves can move about in daylight, though they normally choose not to do so. When attacking in daylight, they suffer a -2 penalty.

Habitat/Society: Vampiric wolves regard the cleric who created them as their leader, accepting no other except their own,



strongest member. Any other who tries to command them is attacked. As pack leader, the cleric has complete control over them. The pack can understand simple commands of up to four words and will obey them even when left on their own for long periods. But, as pack leader, the cleric also faces some danger: Wolves do not accept weakness in their leader, and should he show any sign of unfitness, the pack will turn on him. Should the wolves kill the cleric, they will run free. They will avoid contact with humans or demihumans unless the latter are hunting the vampiric wolves.

Vampiric wolves have no interest in treasure. However, the cleric often uses them as guards. It is a better than even chance that there is a concealed portal of some sort nearby if the wolves are found near what appears to be a wolf den.

Ecology: Being undead, these creatures have no place in the natural order. They destroy things and give back nothing.

In order to create these foul corruptions, a cleric must be evil and at least 9th level. He can use 3d6 pups from one or more wolf dens. The pups must be very close to being weaned, but cannot have tasted meat or they will be useless.

The cleric first performs a ceremony using what amounts to the opposite of an *atonement* spell. Then, every day he must hand-feed the pups. The food can be no more than one day old and it must be infused with one or two drops of blood from a living human, or dust from a vampire and cursed using a *reversed bless* spell. This must continue every day for three months or the pups die. At the end of the three-month period, the pups are fully grown and must then be slain by poisoning; they then arise as vampiric wolves. If they are not slain at this time, the wolves must each make a saving throw vs. death magic or become greatly weakened (1 hp per Hit Die), living on as bloodthirsty but otherwise normal wolves.

It is impossible to create vampiric dogs.

Wolf, Zombie

CLIMATE/TERRAIN: Any land
FREQUENCY: Very rare
ORGANIZATION: Nil

ACTIVITY CYCLE: Any
DIET: Nil
INTELLIGENCE: Non (0)

TREASURE: Nil
ALIGNMENT: Neutral evil

NO. APPEARING: 2d4
ARMOR CLASS: 6
MOVEMENT: 9

HIT DICE: 2+2
THAC0: 19
NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1d4+1
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Nil
SIZE: S (2'-4' long)
MORALE: Special
XP VALUE: 65



Zombie wolves are not created by a wizard or a priest, but rise when wolves starve or freeze to death near areas frequented by undead such as graveyards and necropolises. Because a zombie wolf looks exactly as it did in death, these creatures often have gaping wounds and sometimes are even missing a limb. They have dirty, matted fur and a rotten stench that is noticeable up to 100 feet away.

A zombie wolf cannot howl like its living counterparts, but it does occasionally throw back its head and utter a strangled cry from rotting vocal chords. These creatures move with a stiff-legged gait at half the speed of a living wolf.

Combat: Like all zombies, the slower speed of the zombie wolf means that it strikes last in any combat round (it automatically loses the initiative). While they can be turned by priests and paladins, zombie wolves otherwise fight mindlessly until their intended target is dead or they are destroyed.

Zombie wolves have an Armor Class that is slightly better than that of regular wolves due to the toughness of their dead, leathery skin. They attack by biting, just as living wolves do, inflicting 1d4 + 1 points of damage upon a successful hit.

Like other undead, zombie wolves are immune to *charm*, *hold*, and *sleep* spells, as well as death magic, poison, and cold-based spells. Holy water can also damage them, inflicting 2d4 points of damage when it directly strikes them. They are turned as zombies, except when they are acting under the direct control or orders of higher undead creatures such as a vampire or lich, at which time they impose a -2 penalty upon a priest's attempt to turn them.

Habitat/Society: Zombie wolves are usually found within a few miles of the spot where they were killed (and rose again to unlife). Like living wolves, they tend to form packs, but these are much smaller than normal, with no more than eight members. Under special circumstances, such as an assemblage

called together by a lich, the pack can contain 1d10 + 10 (x2) zombie wolves. It takes 1d6 hours for a pack of this size to accumulate, and anyone who sees the mass of monsters gathering is easily subject to the effects of a *fear* spell unless he successfully saves vs. paralysis.

Ecology: As undead, zombie contribute nothing to the ecology of any world. It is generally thought that the creatures gain this strange form of existence from incidental contact with the Negative Energy Plane. Some sages speculate that the anguish of starvation and freezing provides just enough impetus to animate the simple animals when negative energy touches them. Others figure that another undead creature must consciously seek the dead wolves and give them unlife.

Wraith, Shimmering

CLIMATE/TERRAIN:	Any
FREQUENCY:	Summoned only by curse
ORGANIZATION:	Special
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1 the first day, 2 the second, 4 the third, 16 the fourth, 256 the fifth; on the sixth day and onward, attacks are nonstop
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	<i>Shadow chill</i>
SPECIAL DEFENSES:	Unaffected by cold, electricity, priestly turning attempts, or <i>dispel magic</i>
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Special
XP VALUE:	

These entities are nonliving energies created by combining the forces of the Negative Energy Plane and the Quasi-elemental Plane of Lightning. Shimmering wraiths resemble shadows filled with sparkling points of light. They often go unnoticed until they coalesce into man-sized but irregular forms, just before attacking.

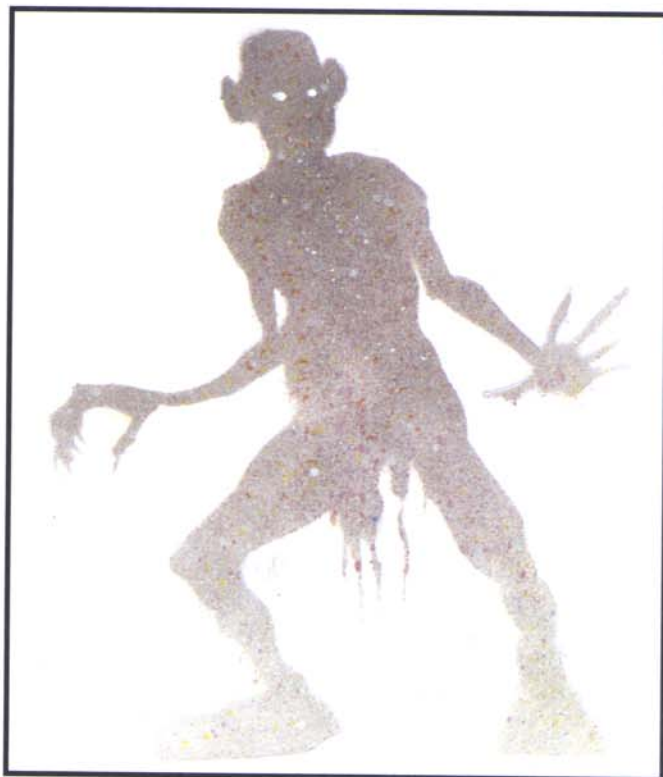
Shimmering wraiths speak no languages and are not known to communicate in any meaningful way.

Combat: These wraiths attack with a single touch, but a maximum of three wraiths can assault a man-sized creature at one time, and each inflicts 1d6 points of electrical damage, regardless of armor or clothing. Oddly, every hit point of damage a shimmering wraith inflicts lowers its own hit points by the exact same number, until the wraith dissipates.

Shimmering wraiths can be successfully struck by any weapon, but using a metallic weapon to touch or strike a wraith causes 1 point damage per successful touch to the attacker, as electricity surges through the weapon every time it contacts the monster.

If there is enough light (the equivalent of full daylight or a *continual light* spell) for a wraith to cast a shadow, it gains a second weapon. Anyone who is touched by the shadow of a wraith suffers 1d4 points of cold damage, regardless of armor or clothing. The Dungeon Master will have to determine the direction from which the light source emanates, and the area in which the wraith's shadow falls.

The wraiths are unaffected by cold or electrical attacks, and they cannot be turned like other wraiths, nor will a *dispel magic* spell eliminate them. However, a *banishment* spell will send them back to the Inner Planes from whence they came. When



confronted with protective spells and wards such as *shield*, *protection from evil*, *wall of force*, *wall of iron*, etc., or with physical barriers, the wraiths can become ethereal and penetrate most barriers (movement at half speed), then coalesce back into physical form and attack once more. They are nonintelligent, and their only tactic is to embrace their target.

Habitat/Society: Shimmering wraiths don't appear to have sentience, although they do recognize and pursue specific targets. They appear as the result of a curse uttered by an elemental being. Bound elementals cannot curse their masters, nor can they send shimmering wraiths from the Inner Planes to harass a former summoner, but if they break free of control while on the Prime Material Plane, they may curse a person for thwarting a plan or unsuccessfully attempting to bind them.

One day after the curse is laid, a single wraith appears and attacks the cursed character. The creature may be easily destroyed, but it reappears on the next day with another of its kind. Each day the number of shimmering wraiths is multiplied by itself, and the result is the number of them that will appear on the next day and so on until the cursed character is slain.

The only way to break the curse is to find the cursing elemental (if it is still on the Prime Material Plane) and either bind it or destroy it. If the elemental has returned to the Inner Planes, it must be summoned and bound, at which point it will withdraw its curse performe. The creature must be satisfied or banished in order to keep it from cursing again.

Ecology: Some mages think that shimmering wraiths can be used to power *wands of lightning* and similar items, but since they dissipate upon defeat and always fight to the death, no one can test the theory.

Xantravar (Stinging Horror)

CLIMATE/TERRAIN: Swamps, sea coasts
FREQUENCY: Rare
ORGANIZATION: Solitary or hunting groups

ACTIVITY CYCLE: Any
DIET: Blood
INTELLIGENCE: Low (5-7)

TREASURE: Nil
ALIGNMENT: Neutral evil

NO. APPEARING: 1 or 1d4
ARMOR CLASS: 6
MOVEMENT: Fl 15(A), SW 12

HIT DICE: 3+3
THACO: 17
NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1d4 (x2)
SPECIAL ATTACKS: Poison, blood drain
SPECIAL DEFENSES: Spell immunities

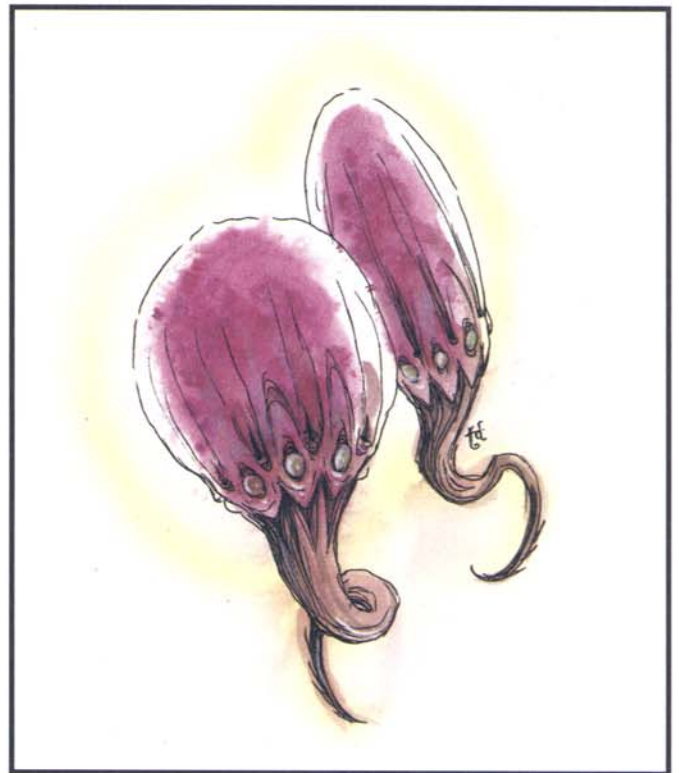
MAGIC RESISTANCE: Nil
SIZE: L (see below)
MORALE: Elite (13-14)
XP VALUE: 975

The stinging horror is a silent, deadly predator that inhabits swamps, salt marshes, and remote seacoasts with tidal caverns. A xantravar's body is actually two wine-red to gray mottled, teardrop-shaped, rubbery bulbs, 6 to 7 feet long, ending in strong, corded muscles that can drive home the two hollow bone stings at the base of each bulb with great force. Above the stings, eight eyes (90-foot infravision and normal vision to human range) ring each stalk. The bulbs are of the same size, linked by a curious glowing energy field that varies in length from a 2-foot norm to a maximum vertical separation of up to 12 feet and horizontal separation of up to 20 feet.

Combat: A xantravar's two stingers look identical, but only one injects a paralyzing venom as it strikes. A stinging horror can inject this once per round and four times in a turn; if the venom is exhausted, two turns are required for the monster's body to replace it. The poison stinger inflicts 1d4 damage, and the victim must successfully save vs. poison or suffer 15 additional points of damage. The saving throw is made with a penalty of -3 for man-sized or smaller victims, and with a penalty of -1 for larger targets. A being who successfully saves against the venom of a xantravar is forever immune to the venom of that particular xantravar. They themselves are immune to all known toxins.

The horror's other stinger also strikes for 1d4 damage, but with each blow it sucks 1d6 + 3 hp-worth of blood.

Above its eyes, a xantravar has indentations circling each body-bulb—these are iris valves that emit ventral steering jets of gas from the creature's interior. The gas is air taken in and mixed with vapors caused by the creature's digestion, and it is highly flammable. Contact between a steering jet and an open flame (such as a torch) causes the jet to become a gout of flame, leaping 10 feet outward from the xantravar. This jet inflicts 1d3 points of damage upon all beings in its path, while the xantravar suffers 1d2 damage before it involuntarily closes off the gas jet.



Above the jets, in the large head of each bulb, a xantravar has floatation chambers of gas. The taking in of gas is done in some mysterious manner by the glowing energy field that joins the two bulbs of an xantravar's body. The length of the field can vary, but its existence is constant. It is unaffected by *dispel magic* spells and will disrupt other fields of force that contact it; it can be destroyed only by slaying the xantravar. Spells involving heat, electrical energy, and magical energy discharges (such as *magic missile*) augment this field; treat damage from these as hit points gained by the xantravar. The spells that help the field still inflict their normal damage upon the bulbs of an xantravar's body.

In any serious fight, a xantravar separates its body bulbs by at least 10 feet for protection. A xantravar can be destroyed by any attack—such as a flaming arrow—that punctures a floatation chamber and introduces an open flame into it on the same round or the round immediately after (the leak is sealed off by the third round). A successful flaming attack into a ruptured gas chamber causes the xantravar to expire in a violent 20-foot-radius, 4d6-damage fireball.

Habitat/Society: Xantravars prey upon any living thing they can reach with their stingers. They prefer to hunt at night or in heavy fog, keeping to deep, flooded caverns or shallow shoreline depths by day. They co-exist peacefully with their own kind, but mate very seldom. Xantravars are bisexual.

Ecology: Xantravars don't interact with other creatures except to prey upon them (or be preyed upon when wounded or already dead). Their formidable powers normally keep all but the largest octopi, fish, and birds of prey at bay.

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or family bands
ACTIVITY CYCLE:	Any
DIET:	Ferrous metals
INTELLIGENCE:	Average to High (8-14)
TREASURE:	See below
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1d4
ARMOR CLASS:	2
MOVEMENT:	9, Jp 3
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4+1
SPECIAL ATTACKS:	Metal corrosion
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	45%
SIZE:	S to M (3'-6' tall)
MORALE:	Elite (13-14)
XP VALUE:	270

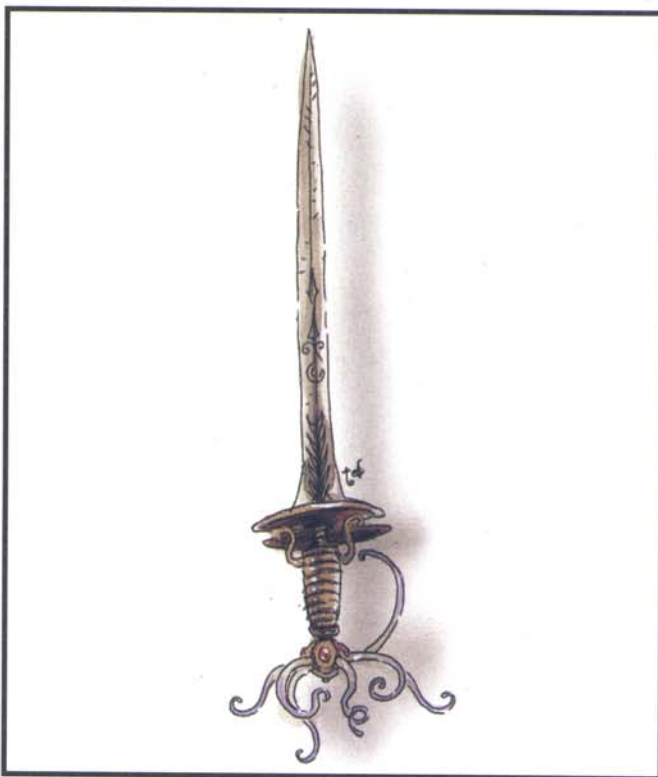
A xaver looks exactly like a sword, with a hard, silvery body and six faceted green eyes that resemble gems around the hilt of a blade. Xavers are intelligent creatures that scuttle about on tiny, retractile wormlike legs.

Like rust monsters, xavers eat ferrous metals (and alloys that include them such as steel and adamantite), but they are intelligent enough not to be bought off with a few spikes when they see an easily won suit of armor or much weaponry.

The body of a xaver is smooth and metallic, with a bulbous base at one end, tapering to a point at the other; the length between has flat sides and sharp edges. An 8-inch-long, tentaclelike leg is set between each gemlike eye (the eyes ring the base of the body), but these legs are retracted at lightning speed if danger approaches. Xavers can see as humans do, and have 90-foot-range infravision. They do not hear or smell, and they give off no body heat or sound. They absorb solar heat and needed gases through their bodies, and lie motionless when creatures approach. Their bodies do not corrode until after death, and rust monsters cannot harm them.

Combat: Xavers cut opponents with the razor-sharp edges of their bladefike bodies. Usually they do a battle dance, swinging their bodies in wild circular slashes. Metal passes through a xaver's body as if the latter did not exist. Heat and electrical attacks also inflict no damage, but the xaver's body conducts these with full effects to all beings and items in contact with it. Poisons and venoms also have no effect on xavers, but cold-based attacks cause an extra point per die of damage.

Any ferrous metal touching a xaver cracks and falls into shards 1 segment later. The xaver will then try to eat the shards. Whenever a xaver can gorge itself, it grows slightly. A meal of several suits of armor or a dozen weapons or more might make one grow an inch in length. They cannot turn off their corrosive powers, but they can choose not to touch metallic items.



Habitat/Society: Xavers can go for many years without eating and are known to live for centuries. They are solitary, but wandering young, mating pairs, and a few that exhaust their food supplies can be found in small family groups. They never fight others of their own kind.

Xavers normally inhabit rocky lairs, but are sometimes found among treasure hoards in which they have concealed themselves. If a hoard is initially determined to contain armor, shield, or weapons, there is a 4% chance that a xaver hasn't yet managed to eat all the metal.

Xavers are bisexual. After mating, both partners go their separate ways and engage in eating sprees in order to provide sufficient nourishment for offspring. After 2d20 days, each parent gives birth to a single young xaver. Baby xavers have 1 + 2 HD, are about 3 feet long, and possess the full powers of an adult. If enough food is available, they'll grow to full size within two months.

Ecology: Xavers eat ferrous metals and rust. Other types of metal don't harm a xaver if ingested, but don't give nourishment and are ejected later. Most coins consist of a base metal—sometimes ferrous—coated with a plating, so xavers often excrete masses of pure plating.

Fire lizards, xorn, remorhaz, and harpies (who must snatch xavers aloft and drop them from a height onto rocks to shatter their bodies) like xaver flesh, and a few other creatures will eat xavers if hungry enough.

Alchemists and wizards use powdered xaver bodies in spell inks, unguents, and alternative spellcasting components in spells involving resistance to heat and electrical energies, the rusting of metals, and in invulnerability to metallic weapons. Sold in the right place, a reasonably intact and fresh adult xaver body can bring as much as 1,600 gold pieces.

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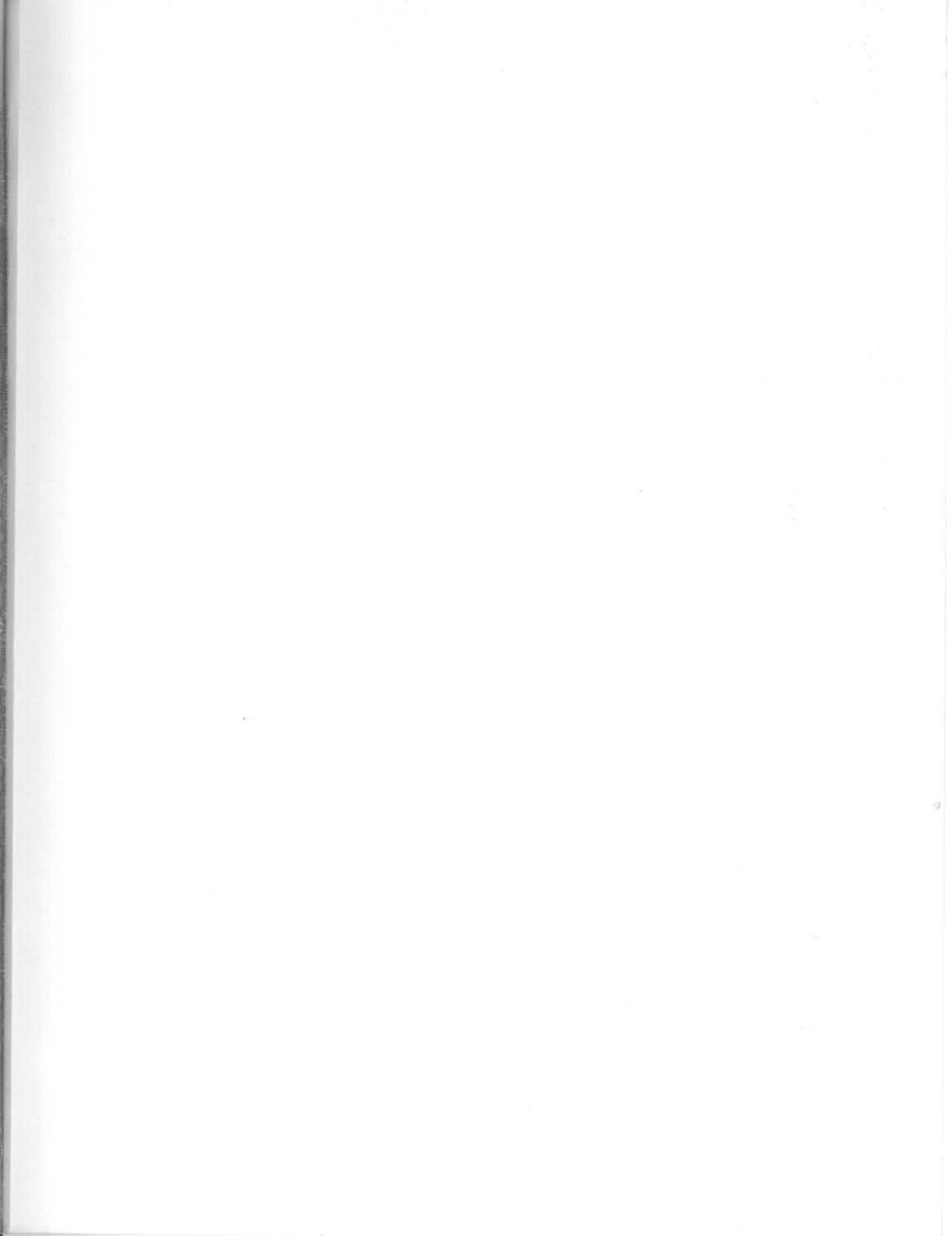
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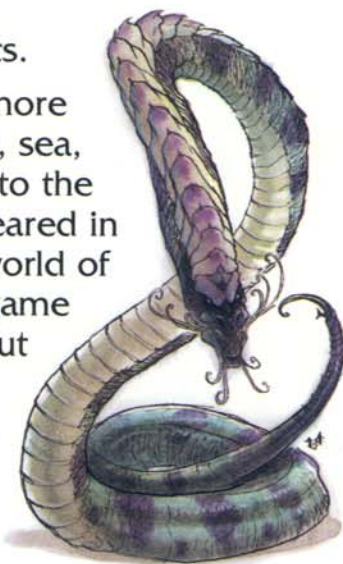
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