

Advanced Dungeons & Dragons[®] 2nd Edition

Monstrous Compendium

Fiend Folio[®] Appendix



An assortment of creatures, malevolent and benign!



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2nd Edition

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Fiend Folio[®]

Appendix

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About This Product

The original FIEND FOLIO[®] tome was published in 1981, and was a product of TSR's United Kingdom division. Advertised as a "Tome of creatures malevolent and benign," it featured an odd compilation of monsters with unusual appearances and abilities. The tome was especially popular in Britain.

Now updated for the AD&D[®] 2nd Edition Game, the new FIEND FOLIO Appendix offers a fresh look at these beasts. In some cases they are more powerful, in other cases they have expanded and enhanced abilities. This compendium also features a few new creatures.

This revised tome is brought to you by the RPGA[™] Network, an international organization of gaming enthusiasts. Though based in Lake Geneva, the organization has branches in Australia and the U.K. The monsters were updated by Network authors and edited by another Network member.

If you are interested in joining the RPGA Network, write for a membership form to: RPGA Network, P.O. Box 515, Lake Geneva, WI., 53147.

Just so you know who did what in this compendium, here's a listing.

Tim Beach: Amethyst, Crystal, Emerald, Sapphire and Topaz Gem Dragons, Al-m'raj, Crabman, Darter, Denzelian, Flawder, Garbug, Mantari, Quaggoth, Scathe, Urdunnir

Donald J. Bingle: Dark Creeper, Dark Stalker, Dune Stalker, Faux Faerie, Firedrake, Giant—Fog, Gibberling, Gambado

Wes Nicholson: Adherer, Algoids, Apparition, Caterwaul, Coffin Corpse, Fire Falcon, Stwinger

Kris & Steve Hardinger: Gorbel, Hellcat, Iron Cobra, Ice Lizard, Khargra, Mephits, Spanner, Symbiotic Jelly

John Terra: Penanggalan, Phantom Stalker, Pernicon, Retriever, Ruve, Sheet Ghoul, Sheet Phantom, Thunder Children

Rob Nicholls: Shocker, Sussurus

Greg Swedberg, Al Boyce: Fyrefly, Terithran, Troll—Ice, Tween, Umpleby, Volt, Xill, Xvart

Vince Garcia: Aballin, Zygraat.

Norm Ritchie: Achaierai, Grimlock

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CLIMATE/TERRAIN:	Temperate or tropical/Wilderness or subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (9)
TREASURE:	I
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	6, Sw 15
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Drowning
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (10')
MORALE:	Very Steady (14)
XP VALUE:	270



Also known as living water, aballins are fluid monsters which entrap and drown creatures unfortunate enough to venture within their reach.

Aballins in their passive state present the appearance of large puddles of seemingly normal water, devoid of fish or other living creatures. However, 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 approximately 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.

Combat: In its passive state, the aballin is indistinguishable from fresh water, and cannot be harmed by attacks which would otherwise prove harmless to that element. Such an unthreatening appearance often results in potential prey attempting to take a refreshing drink, or to simply move through the monster or reach in to recover tempting valuables. Any of these actions arouse the aballin to attack, and the creature instantly alters its molecular structure into a gelatinous pseudopod that lashes out and tries to envelop a victim. If its attack roll thus succeeds, a man-sized or smaller creature is drawn within and begins suffocating.

While in this gelatinous state, the Aballin becomes susceptible to attacks by blunt weapons of +1 or greater enchantment. Edged weapons have no effect whatever, and actually have a 25% risk of instead striking any person trapped within the aballin's ameoid form.

Aballins are immune to fire, cold, electricity, poison, and paralysis. A *transmute water to dust* spell will cause an aballin to make a save vs. death; if it fails, it will perish. A *lower water*

spell will force the creature to make a save vs. spells or release its victim immediately.

Aballins have no eyes. Instead, they keep track of their victims through scent and vibration. For this reason, they are immune to all spells or attacks which alter vision or which affect the subject through vision. These include *invisibility*, *color spray*, *hypnotic pattern*, most illusions, *fire charm*, *blindness*, *blur*, and many others.

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

The aballin is able to propel itself through water with amazing speed, and occasionally 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 itself forward, much like a slug. In fact, like this creature, the aballin leaves a faintly discernible slimy trail when traveling upon land. Due to its semi-liquid composition, the creature is incapable of ascending surfaces with greater than a 30 degree slope.

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

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

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Small Flocks
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Average (8-10)
TREASURE:	F
ALIGNMENT:	Chaotic Evil

NO. APPEARING:	1-8
ARMOR CLASS:	8 (Legs AC -1)
MOVEMENT:	18
HIT DICE:	Body 40 hp; Legs 15 hp each
THACO:	17 (claws)/11 (beak)
NO. OF ATTACKS:	3
DAMAGE/ATTACKS:	1-8/1-8/1-10
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Toxic Smoke
MAGIC RESISTANCE:	35%
SIZE:	H (15' tall)
MORALE:	Special
XP VALUE:	2,000

The body of an Achaierai looks like a huge spherical head, with a powerful beak, feathered crest and stunted wings. Four metallic legs, each 8-9' long, extend from the underside and end in strong taloned feet. The legs are a metallic blue-gray, the head-body a dull scarlet mottled with deep red. The crest can be of almost any color, but the most common is a bright flame red.

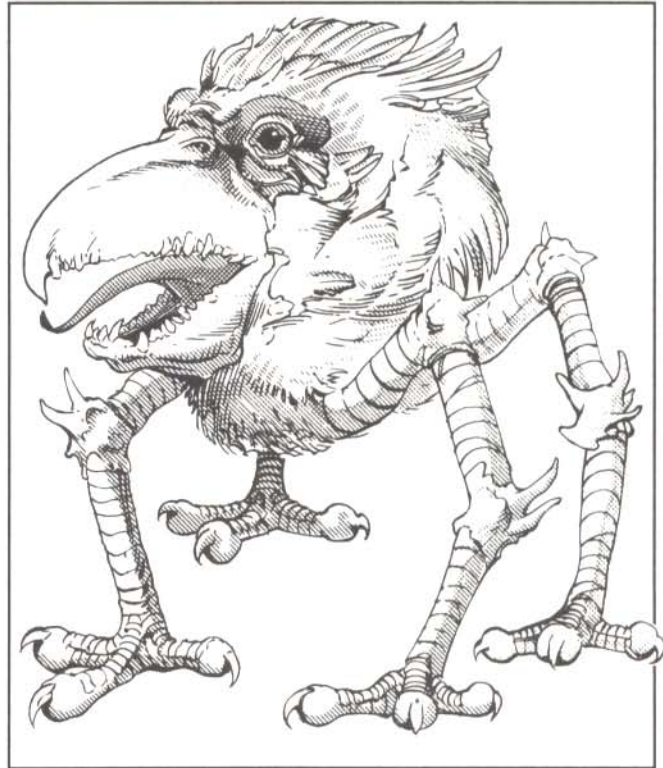
Combat: The birdlike Achaierai attack fearlessly, never needing to check morale if in a flock. However, individuals will attempt to flee if they lose a leg. Though flightless, Achaierai can often elude pursuers because of their speed.

Only damage to the soft and vulnerable body of an Achaierai will slay it. A single attack on a leg with an edged weapon, which causes at least 15 hp of damage, will sever a leg. Multiple attacks of any type causing 15 hp or more damage to a single leg will render the leg useless, but will not sever it. Area effect attacks will damage all legs within the area affected only if the creature fails its save against the attack. The loss of one leg does not affect its movement rate, but the loss of two will reduce its movement by half.

If an Achaierai loses three legs or is otherwise seriously wounded, it will release a cloud of poisonous black smoke in approximately a 10' radius sphere. All creatures within the cloud (except Achaierai) take 2-12 points of damage and must save vs. poison or suffer insanity for three hours (treat as a *feeblemind* spell). The injured bird will attempt to flee in the confusion, crawling at a movement rate of 2 if three legs have been lost. An injured leg will heal fully in one or two days, but these birds do not possess other regenerative powers and a severed leg will not be regrown.

A flock of Achaierai will attack in an organized manner, often attacking first those opponents they deem to be the most dangerous. No more than two can attack a man-sized creature at one time. Opponents who are man-sized or smaller are usually not able to reach the body of the Achaierai to attack it. Likewise, the bird cannot normally attack these opponents with its beak and will instead fight with two claws.

Habitat/Society: These foul birds originate from some ages-old infernal lower plane. The entire race was summoned to this plane long ago for some long-forgotten evil purpose, and none



now exist on any other known plane. Though unable to breed on this plane, they are extremely long-lived, and remnants of the original flocks still exist. These creatures roam in dark, unexplored areas underground, attacking all they meet, perhaps still seeking to carry out the commands of their long-dead summoners.

Achaierai are almost always found underground, except for rare sightings at night, when they may venture out into the shadowy entrance area of their large cavern complexes. They will often use an area with several small chambers as a "nesting area." Though no longer fertile, these birds pair for life and will attack with great ferocity (+2 to hit) if their mates or nesting sites are threatened.

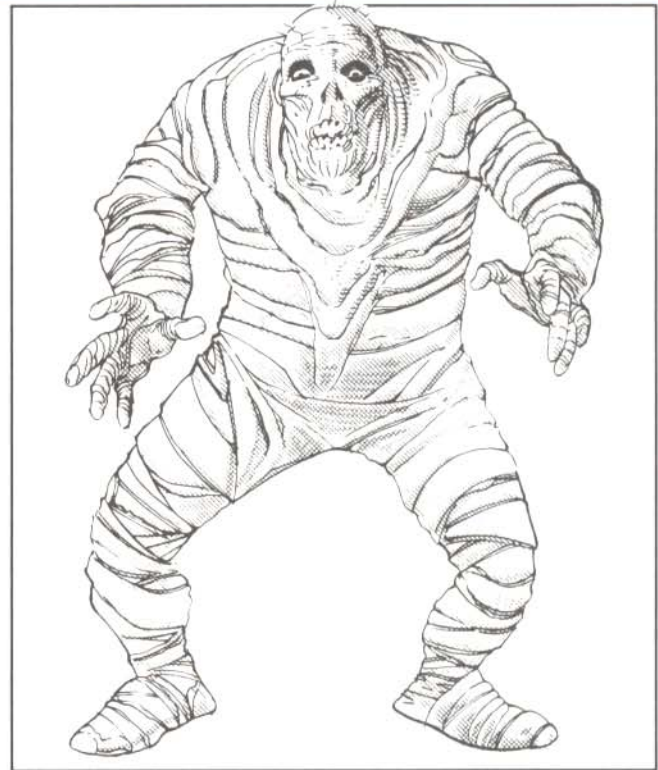
Though they organize into small flocks and mating pairs, Achaierai have no true society and will turn on each other in hard times, attacking weaker members of the flock and devouring them. Therefore, when single Achaierai are sighted they will often (40% chance) be birds who have lost one or more legs and are afraid to travel with others of their own kind.

Rarely, (10% of the time) a flock will have a "leader" of exceptional size and abilities. These individuals have 60 hp for their bodies and 25 hp for each leg. They are +2 both to hit and on damage and are able to use their toxic smoke breath weapon up to four times per day.

Ecology: Achaierai are true carnivores, devouring only meat, although they are not at all fussy about the freshness of their meals. Because of their size, they must devour an astounding amount of meat every day, and will resort to scavenging or cannibalism as the need arises. They are feared and hunted by the underground races such as drow and deep gnomes, whose villages and livestock are decimated by the appearance of a flock of ravenous Achaierai. Areas in close proximity to these voracious creatures have generally been picked clean of other living beings.

CLIMATE/TERRAIN:	Temperate forest
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1-4
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-3
SPECIAL ATTACKS:	Adhesion
SPECIAL DEFENSES:	Adhesion
MAGIC RESISTANCE:	Special
SIZE:	M (5-6' tall)
MORALE:	Steady (12)
XP VALUE:	650



At first glance the adherer seems like a mummy, with folds of off-white skin resembling filthy bandages. Adherers can be distinguished from mummies by the sour, mucilaginous smell that accompanies them. The smell comes from a resin-like secretion with adhesive properties that is constantly exuded through the pores of the adherer's skin.

Combat: The standard attack form of the adherer is to lie in wait for its victim, usually covering its sticky body with twigs and leaves in order to blend in with the surrounding environment. Due to the adherer's skill at concealing itself, its victims suffer a -4 to their surprise rolls. However, this reliance on surprise means that if it is spotted before it can leap onto its victim, it will flee 40% of the time.

A concealed adherer will then leap out onto the closest target and attempt to attach itself by means of the adhesive resin which covers all portions of the adherer's body. Once attached, the adherer will punch, kick, and, if possible, suffocate its victim. If the adherer is being attacked by companions of its intended victim, it will attempt to use the victim as a living shield between itself and the attacker.

Due to the secretions from the adherer, all edged or blunt weapons will stick to its body, doing only half the normal damage. Piercing weapons do full damage but will require the next melee round to pull free. The adhesive is so strong it requires a strength of 22 to break free, but fire, boiling liquids, or the adherer's own body fluids can weaken the bond. Boiling liquids will reduce the effects of the resin for one combat round only, to the point at which a strength of 12 can break free. After one round, the resin returns to full strength once more.

The flammable nature of the resin in the adherer's body makes it particularly susceptible to fire attacks. It will take full damage from normal fire (no roll necessary). Any type of magi-

cal fire requires a saving throw vs. spells for the adherer: success means the adherer takes normal damage; failure means double damage.

Despite its mummy-like appearance, the adherer is not an undead creature, and therefore it cannot be turned by a priest or paladin. Adherers are immune to all first level spells and to normal missiles.

Habitat/Society: Adherers are territorial creatures that tend to live in shallow caves, either alone or in a small group. The pack does not have a leader; each creature acts on its own instincts.

Whether or not there are other adherers about, there is a good chance that the adherer will share its dwelling with at least one large spider. Adherers seem to be able to communicate telepathically with arachnids and will often co-operate with them to trap prey. Spider webs are particularly favored by adherers as part of their disguise. Adherers will never attack any type of spider.

The lair of an adherer is generally clean, since everything except stone sticks to the body. The creature can voluntarily release items attached to its body by secreting a solvent to the sticky resin. Adherers normally hide their treasures in a pile of rotting vegetation in or near their lair.

Ecology: Adherers do not breed like mammals or reptiles. Sages have suggested that the adherer simply splits into two creatures if there is enough prey in the area to support more than one. The normal lifespan of an adherer is 35 years.

All attempts to use the adherer's bodily secretions to make potions, adhesives, or any other item, have failed. The fluid loses its potency within 12 hours of the creature's death, and no magical or mundane means has been found to prevent or even slow this deterioration.

CLIMATE/TERRAIN:	Temperate swamp
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	D (× 1/2)
ALIGNMENT:	Chaotic neutral
<hr/>	
NO. APPEARING:	1-6
ARMOR CLASS:	5
MOVEMENT:	6
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-10/1-10
SPECIAL ATTACKS:	Stun
SPECIAL DEFENSES:	Immune to edged weapons of less than +2 bonus
MAGIC RESISTANCE:	See below
SIZE:	M (5-7' tall)
MORALE:	Steady (11)
XP VALUE:	420



Algoïds appear to be primitive humanoids with green skin and coarse features, sometimes mistaken for trolls at first glance. They are, however, not animals at all, but colonies of intelligent algae that have developed mobility by organizing in this way.

The height of an algoïd varies from 5 to 7 feet, depending on how many individual cells combine to form it. Similarly, its weight will vary from 115 to 250 pounds.

Combat: The algoïd attacks with two large "fists" in a downward, pounding fashion. Each fist inflicts 1-10 points of damage. In addition, on a roll of 19 or 20, the algoïd will inflict maximum (10 points) damage and stun its victim for 1-4 rounds. Edged and piercing weapons of less than +2 magical bonus inflict no damage on an algoïd. Those with +2 or better bonuses inflict half normal damage. Blunt weapons inflict normal damage, even if they are non-magical.

Algoïds have an empathic link to willow, water-oak, cypress, and other water-loving trees. They can use this link to control 1 or 2 trees and make them attack a party. The trees have a movement of 3, and attack twice per round for 1-10 points of damage. The THAC0 of the tree(s) depends on its size, but will never be less than 15. Fire and electrical attacks, whether magical or not, do no damage to an algoïd.

Lower water, *part water*, and *destroy water* each inflict 1-6 points of damage per level of the caster (maximum 10d6). All other spells work normally on an algoïd.

Habitat/Society: Algoïds must live near water of some sort. It need not be running water, although slow-moving streams and rivers are preferred. Nor does the water need to be fresh. Some of the more successful colonies of algoïds have been discovered in river deltas, taking the salt or fresh water equally well.

Algoïds are possessed of a "hive" intelligence and societal structure. There is no hierarchy to algoïd society. Algoïds generally do not form their humanoid shape unless they feel threatened, or the colony wants to move. The humanoid shape is

formed by joining with the nearest other cells until a mobile unit is formed. If a colony is large enough to form more than one "body", the cells will not always group together in the same way. Thus, one cell may be part of a 250-pound humanoid today, and part of a different 170-pound one tomorrow.

Ecology: Since it is a plant, the algoïd relies on photosynthesis for its metabolism to function. Warm, brackish water is the preferred breeding ground for large colonies, but they can breed in colder water. Algoïds cannot survive for more than a few days without natural light. As they suffer from light deprivation, their color changes from green to dark green to almost black. Dead algoïds are completely black. This death is similar to the starvation of a mammal, and no creature of good alignment should do this to an algoïd.

Priests and alchemists value the black algoïds, as they can be powdered and used in the manufacture of salves and as an ingredient in the reduction of gold ore. Algoïds killed in combat, and then left in darkness, do not turn black, but simply rot away in the same fashion as other vegetation.

Purple Algoïd

A much rarer variety of algoïd, the purple algoïd is found only in arctic climates, surviving directly from the ice and snow and limited sunlight. These creatures cannot control trees as their temperate cousins do, but can communicate with small sea-dwelling crustaceans. The algoïd will often have the crustaceans lure unsuspecting fishing boats to their area, then attack by swimming under the vessel and pounding one or more holes in the hull. The algoïd then allows the sea creatures to feast on the bodies while it devours the wooden parts of the vessel.

Purple algoïds do not go black if starved of light. They turn a fluorescent blue instead. If powdered, this substance can be used to dye cloth.

CLIMATE/TERRAIN:	Temperate forests, hills, and grasslands
FREQUENCY:	Very rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Chaotic Neutral

NO. APPEARING:	2-20
ARMOR CLASS:	6
MOVEMENT:	18
HIT DICE:	1
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Teleportation, immunity to poison
MAGIC RESISTANCE:	25%
SIZE:	S (3' at shoulder)
MORALE:	Fanatic (17-18)
XP VALUE:	Normal 65 Psionic 420

Al-mi'raj are rather stupid creatures, but are potentially dangerous because of their unpredictable nature. They resemble large rabbits with long, soft fur. A single black horn, one to two feet long and spiraled like that of a unicorn, protrudes from the forehead. Although most al-mi'raj have yellow fur, white, pink, and even light green specimens have been seen.

Though the origin of the al-mi'raj is unknown, they may be an example of a failed "science" project conducted by Krynnish gnomes, though the creatures are found on many worlds. They are often kept as pets by gnomes, and "al-mi'raj," in an ancient gnomish dialect, means "experiment seventy-two."

Combat: Like normal rabbits, al-mi'raj are rather nervous creatures. Rather than hopping away when threatened, however, al-mi'raj become aggressive and vicious. They leap at the offending intruder, attempting to stab with their horns.

Al-mi'raj are also able to teleport short distances, giving them the nickname "blink bunnies." They blink to and fro seemingly without pattern, attempting to avoid attack. The al-mi'raj appears about 3' from its opponent and immediately hops to the attack. Al-mi'raj teleport on a roll of 4 or better on a 6-sided die. To determine where the creature appears, roll an 8-sided die: 1 = in front of opponent, 2 = left front, 3 = left, 4 = left rear, 5 = directly behind, 6 = right rear, 7 = right, 8 = right front.

Because of a quirk in their breeding, a few adults, about 10%, have psionic abilities. If an al-mi'raj sits still instead of jumping to attack an opponent, it is sure to be psionically endowed. It will almost always use its powers in the following order: *control light* to cause the sky to darken, *control wind* to cause the wind to blow, *levitation* to rise into the air, and *molecular agitation* to cause items to heat and burn. Then it will use *telekinesis* to throw rocks, *control flame* to move fire about, and *detonation* to cause weapons and armor to explode. After it levitates, it uses *control winds* to fly about, its eyes glowing redly, as it harasses its opponents. If attacked physically, it will try to *blink* away.

Al-mi'raj are immune to poison.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	1/2/3	MT/M-	10	250



Powers:

- Psychokinesis – Sciences: *detonate*, *telekinesis*. Devotions: *control flames*, *control light*, *control winds*, *levitation*, *molecular agitation*.

Habitat/Society: Al-mi'raj live fairly peaceful lives as long as they are left to themselves. They roam about pastures and woodlands, eating all manner of plants. Their lairs are usually above-ground nests composed of fur, grass, and twigs. Al-mi'raj of the same herd tend to build nests close together.

During the spring mating season, the males "joust" with their horns, competing for the favors of the females. About two months after mating, the female gives birth to a litter of 2-12 cute, cuddly babies with nubs where their horns will later grow. It takes an al-mi'raj about a year to reach full growth.

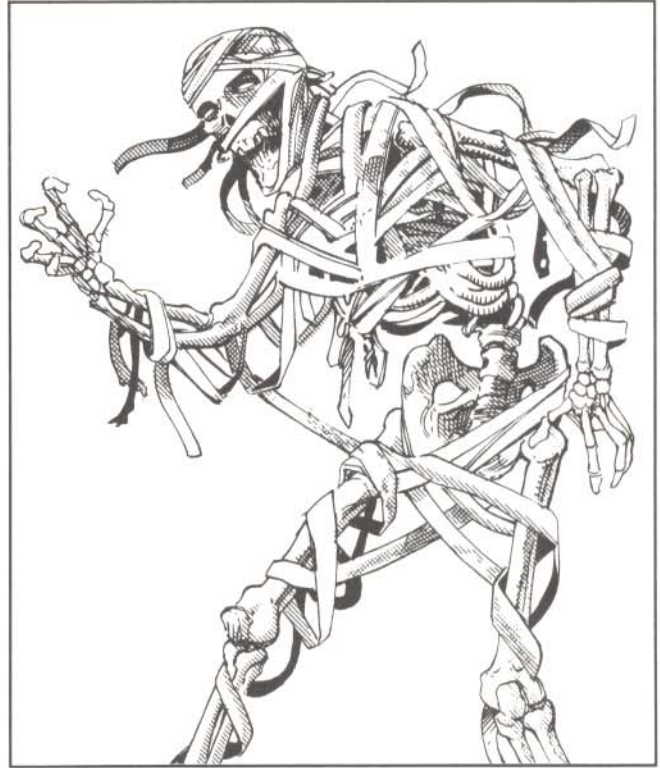
Psionic al-mi'raj, sometimes known as "bunnies of the Abyss," develop their powers as adults. Except when the herd is attacked, they act in all respects like normal al-mi'raj.

Ecology: Because they breed rather quickly, al-mi'raj can become a problem in any area where there are few natural predators. They can decimate natural vegetation or destroy entire fields of crops. Their nesting areas can also become dangerously impassable. The conglomeration of twiggy nests makes movement difficult, and the large numbers of "blink bunnies" defending their young is a formidable obstacle.

The bodies of al-mi'raj are very useful: their fur is soft and warm, their meat is tasty, and their horns are useful in cures for poison. Some gnomish communities have a superstitious belief that an al-mi'raj's hind feet bring good luck, and although gnomes have stopped the practice of carrying them around, some homes are still decorated with al-mi'raj feet.

If captured when very young, al-mi'raj show a surprising aptitude for training—except for the psionic variety, which have an unfortunate tendency to *detonate* the possessions of their trainers. The al-mi'raj's fearlessness can make them useful companions.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Average (8-10)
TREASURE:	E
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-4
ARMOR CLASS:	0
MOVEMENT:	24
HIT DICE:	8
THACO:	See below
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Hit only by magical or silver weapons
MAGIC RESISTANCE:	Nil
SIZE:	M (4'1" -7')
MORALE:	Very Steady (13)
XP VALUE:	1400



Apparitions are a particularly horrible and persistent form of undead, existing primarily on the Ethereal Plane. They are able to move easily between the Ethereal Plane and the Prime Material Plane twice per day, requiring only one round for the transition.

They appear on the Prime Material Plane as skeletons, loosely shrouded with filthy bandages. They are semi-solid in form only during any round in which they are attacking; otherwise, they are airy and insubstantial.

Combat: Apparitions have the ability to “pop in” from any solid, non-living object, such as walls, floors, or furniture. Opponents therefore suffer a -5 to their surprise rolls.

Apparitions can telepathically sense any creature of greater than 5 Intelligence at a range of 100 feet in any direction, although they have no other psionic abilities. Since they are non-corporeal, apparitions can travel directly to their intended destination without being hindered by clumsy physical barriers such as locked doors.

The apparition is not able to physically attack its victim. Rather, it uses an improved form of *suggestion*, an innate ability, to convince the victim that he/she is being strangled by its bony claws. There is no need to make an attack roll for this attack. Victims must make an Intelligence check at -4 to disbelieve, even if they are aware that they are being attacked by an apparition. A successful check means that the victim cannot thenceforth be harmed by that particular apparition. A failure means the victim must make a Constitution check: success means the victim flees as though affected by a *fear* spell for 1-4 rounds (during which time the apparition may attack again); failure means the victim has been literally “scared to death.” The

victim will immediately die of fright, unless a *remove fear* spell is cast upon him/her in the same round as the attack. *Protection from evil* or *protection from evil, 10' radius* spells already in effect at the time of the attack will assure a successful Constitution check. If the slain victim's life is restored, he/she will forever after automatically fail his/her Intelligence roll to disbelieve. However, if a slain victim is not restored to life within 24 hours, he/she will rise as an apparition 2-8 hours later.

Apparitions can be attacked on the Prime Material Plane only during the one melee round it takes them to attack their victim. Only magical or silver weapons can affect the apparition in this form. On its home plane, it can be attacked normally. The apparition has an AC of 5 on the Ethereal Plane.

An apparition can be turned by a cleric as though it were a spectre or 8 HD undead creature.

Habitat/Society: Apparitions have no structured society, although newly-created apparitions will often stay close to the apparition which killed them until they adjust to their new circumstances. They do not build dwellings, nor do they have lairs, as they have no need of either sleep or sustenance. Any incidental treasure they may have found is generally left at the scene of combat.

Ecology: An apparition which is “killed” on the Prime Material Plane will reform on the Ethereal Plane in 5-8 days, and will seek out its killer as soon as it is able. Only by killing it on its home plane can it be truly destroyed.

Victims who are left by their party to become apparitions will often (80%) seek out the surviving members of their band in an attempt to inflict the same fate on them.

CLIMATE/TERRAIN:	Temperate mountains
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Generally night
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Q(×4)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	6 or better (See below)
MOVEMENT:	18 or 24
HIT DICE:	4+2
THAC0:	17
NO. OF ATTACKS:	3+ (see below)
DAMAGE/ATTACK:	1-4/1-4/1-6
SPECIAL ATTACKS:	Screech, rake
SPECIAL DEFENSES:	Haste
MAGIC RESISTANCE:	Nil
SIZE:	M (5' long)
MORALE:	Steady (12)
XP VALUE:	270



Caterwauls are vicious feline predators with short, midnight-blue fur, yellow eyes and a long, prehensile tail. The face has an almost elven look, with its delicately pointed ears and almond-shaped eyes.

Combat: The caterwaul's preferred method of attack is to hide in a tree or rock outcropping above a trail and leap onto its victim, chasing it only if necessary. Caterwauls are able to move on their hind legs at great speed (18), then drop to all fours to move even faster (24). The caterwaul attacks with two claws for 1-4 points of damage, plus a bite for 1-6 points. In addition, if a caterwaul strikes with unmodified "to hit" rolls of 18 or better with both claws, it may rake twice for a further 1-6 points of damage per rake.

Once per turn, the caterwaul can emit a high-pitched, keening sound in addition to its melee attacks. This keening inflicts 1-8 points of damage on all creatures within 60 feet unless they save against breath weapons. Caterwauls usually use this attack during their first round of melee. Also once per turn, a caterwaul can *haste* itself, gaining a +4 bonus to its Armor Class and gaining double normal attacks and movement. The caterwaul cannot keen or make melee attacks during the round in which it *hastes* itself. The *haste* lasts seven rounds.

Habitat/Society: The caterwaul is normally a militantly solitary creature, leaving its mother after only three months of life. The normal lifespan of a caterwaul is 5 years. During its life it will breed a maximum of three times. Caterwauls do not mate for life, as this would necessitate a permanent companion.

Caterwauls are generally found in low mountains, especially those with thick vegetation. Like most felines, the caterwaul hates water, but it can swim if necessary. Its diet is exclusively

meat, generally large rodents, but larger prey is not uncommon, and it will occasionally supplement its hunting with a raid on domestic sheep or cattle. After killing something the size of a sheep or larger, the caterwaul will gorge itself, and then it may not hunt again for up to ten days. It will, however, defend its territory at any time from all intruders. The caterwaul is not a scavenger, and will not even finish off its own kills if they are more than a day old.

The caterwaul can climb virtually any surface (95% climb skill), move silently (85%), and hide in shadows (75%). During its life, a caterwaul will not roam more than about 8 miles from its lair, once it has established its territory. The lair of a caterwaul will be heavily marked with vertical grooves, where the creature has honed its claws. There will also be a pungent odor, as the entrance to the lair is heavily marked by the caterwaul's scent glands to warn off other creatures.

Caterwaul's treasure is not normally as valuable as it might seem at first. They collect shiny objects of all shapes and sizes, and any hoard will be mostly worthless bits of quartz and shiny stones.

The caterwaul's prehensile tail is of little use in combat, but the creature will often use its tail to secure its food for eating. It will also use it as a sort of "hand" to brush twigs or other obstructions out of its line of sight when it is waiting in ambush. Like most cats, the caterwaul's tail is also an elegant indicator of the creature's emotions.

Ecology: Caterwauls have no natural enemy, including man. They hunt only for food, and fight to defend their territory. The claws of a caterwaul may be used in the creation of a *sword of sharpness*. Its fur is prized for its unusual color, but must be carefully treated to remove the caterwaul's scent.

CLIMATE/TERRAIN:	Temperate to tropical sea coasts
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low to average (5-10)
TREASURE:	Nil (In lair: K × 5, L × 5, C)
ALIGNMENT:	Neutral

NO. APPEARING:	2-12
ARMOR CLASS:	4
MOVEMENT:	9, Sw 6
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-6/1-6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M-L (7'-10' tall)
MORALE:	Steady (11-12)
XP VALUE:	65

Crabmen are man-sized intelligent crabs. They walk upright on two pairs of legs. The small pincers tipping the short arms above their legs are used for fine manipulation. The two longer arms end in large claws. Two slender eyestalks bob above the beak-like collection of mandibles which makes up the crabman's mouth. Male crabmen are often brightly colored and females may be reddish-brown, green, or black.

Combat: Though generally peaceful, crabmen will fight back with their large claws if attacked, causing 1d6 points of damage per hit. Males of certain subspecies have an enlarged claw on one side which does 1d8 damage. Crabmen have never been known to wield weapons.

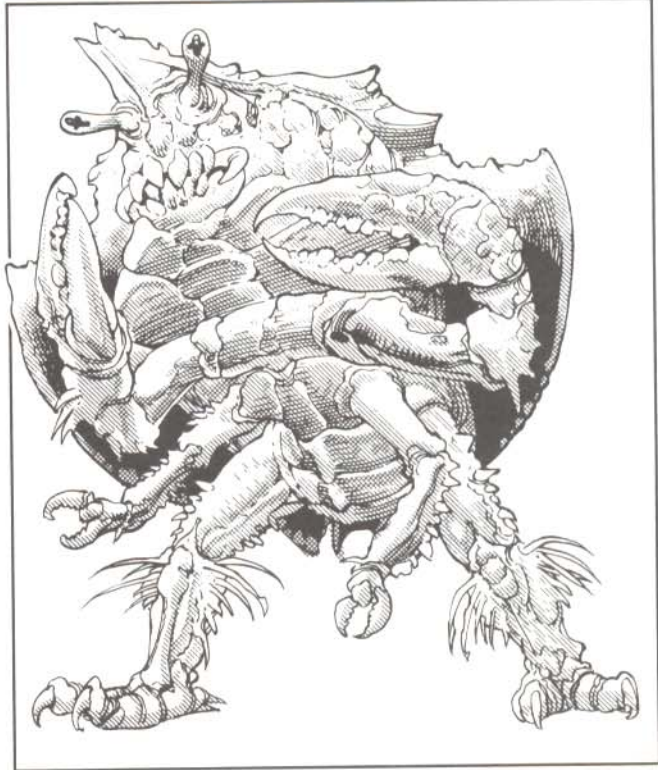
If severed, a crabman's limbs and eyestalks will grow back in 1-4 weeks.

At certain times, population pressure and food shortages will cause crabmen to voraciously hunt other creatures. Most such attacks are directed towards other tribes of crabmen or other coastal inhabitants. However, they will occasionally raid coastal towns for food, attacking anything that moves. Such savage frenzies last only a few days, during which the crabman population is generally reduced back to a tolerable level.

Habitat/Society: Crabmen live as simple hunter-gatherers, subsisting primarily on carrion and algae. Much of each crabman's day is spent hunting, filtering algae, or scavenging along the shore. Crabman often gather large amounts of sand into their mouths, suck out all the organic material, and spit out fist-sized pellets of sand and dirt. These hardened pellets betray the presence of a nearby crabman lair.

Crabmen generally live in coastal caves. Some tribes dig extensive burrows in seaside cliffs. Within a burrow complex, each crabman has an individual lair, situated near a large, central meeting area.

Males and females are found in approximately equal numbers in a tribe. They mate at irregular times throughout the year. The female produces about 100 eggs within two weeks. They are laid in the ocean, where they hatch into clear, soft-shelled, crablike larvae. In six months they molt, develop a stronger shell, and begin to dwell on land. The eggs and larvae are delicious, and predators greatly reduce their numbers before they reach adulthood. Larvae are almost defenseless, with AC 8, 1 HD, and



weak claws which do only 1-2 points of damage per hit.

Crabmen continue to grow and molt throughout their lives, and specimens as tall as 10 feet have been reported. A crabman can live for up to 20 years.

A crabman tribe seldom has commerce with other tribes, and almost never with other intelligent races. They produce few artifacts, primarily seaweed weavings, driftwood carvings, and seashell constructions. Though these are often impermanent, some are quite beautiful. Though details of crabman religion are unknown, most artifacts are believed to be religious in nature, and are jealously guarded.

Each tribe appears to be led by a dominant, elder male or female. These leaders have maximum hit points, but are otherwise unremarkable.

Crabmen speak their own language, which consists mostly of hisses and clicks. The crabmen's xenophobia and the extreme difficulty of their language make it virtually impossible for humans and similar races to learn to speak the crabman tongue. Those few sages who know anything about the language know only a few basic words.

Crabmen are attracted to shiny metal, particularly silver-colored metal, though they seem unable to differentiate between silver, platinum, and steel. Crabman lairs often contain piles of these metals, with many pieces worked into sculptures. If the metal has rusted or tarnished, it is sometimes scraped to reveal the shine again, but often simply thrown into a refuse pile.

Ecology: Crabman artifacts can sometimes bring good prices from collectors, though they are often fragile, and readily decompose if made of plants.

Crabmen are rumored to be very tasty, especially their legs and claws. Primitive coastal inhabitants, particularly sahuagin, consider them a delicacy and often raid crabman villages. Their shells dry out and become brittle soon after they are removed or molted, so they cannot be used as armor. The claws can be used as passable clubs.

Coffer Corpse

MC14

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Low (5-7)
TREASURE:	B
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	6
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Hit only by magical weapons
MAGIC RESISTANCE:	Nil
SIZE:	M (4'1" -7')
MORALE:	Average (9)
XP VALUE:	65



The coffer corpse is an undead creature seeking its final rest. It will always be encountered on a stranded funeral barge, unburnt pyre, or the scene of some other incomplete death ritual. Coffer corpses look like zombies. They hate life, and will attack any living humanoid creature which disturbs them.

Combat: The coffer corpse attacks in combat with whatever weapon it was to be buried with, doing the standard damage for that weapon. Only about 25% of coffer corpses have weapons. If it has no weapon, the coffer corpse attacks with its bare hands, attempting to lock them around the victim's throat. If it succeeds, it will fasten its hands in a death grip, inflicting 1-6 points of damage per round until either it or its victim is killed. Coffer corpses are unusually strong, and a strength of 20 is needed to break free of a death grip.

If a coffer corpse is struck by a non-magical weapon for 6 or more points of damage, it will fall to the ground as if dead, although no real physical damage will occur. Any creature held in a death grip will fall with it, as the grip is not yet broken. After one melee round, the coffer corpse will reanimate and continue to strangle any victim. All those who witness this reanimation must save vs. spells or flee in terror for 2-8 rounds.

Magical weapons inflict damage on a coffer corpse depending on their type: Slashing weapons inflict normal damage, but gain no damage bonuses for strength or enchantment. Bludgeoning weapons inflict full damage. Piercing weapons inflict half normal damage, but do not gain magical or strength bonuses.

As it has no mind, a coffer corpse is immune to all spells of the schools of enchantment/charm and illusion/phantasm.

Coffer corpses are treated as wraiths for the purpose of turning.

Habitat/Society: As an undead creature which seeks only to complete its journey from life, the coffer corpse has no social structure. Its habitat is whatever its burial method supplied. Any treasure found with it will be an indication of its station in life—the richer and more powerful it was in life, the more treasure it will have in unlife.

A coffer corpse has one overriding instinctive urge: as it was denied a complete death, so others shall be denied life. It is bitter over its incomplete death ritual and seeks to take the lives of others in revenge, particularly if it can deny its victims the release of a death ritual. Thus it will often target priests for its attacks in the hope that there will be no one left to see a proper burial for its victims.

This bitterness can be used to some advantage, however, if the means to complete the coffer corpse's death journey can be determined. If the unfinished death ritual which binds the coffer corpse to undeath can be completed, the creature will be released and effectively destroyed. The DM must determine what constitutes a final death ritual.

Ecology: Coffer corpses have no need for light, air, water, or food. If they slay a humanoid creature, they ignore the corpse, leaving it where it lies and not interfering with nonliving scavengers, including ghouls and ghosts which come to feed on it. It will tolerate most undead which do not disturb or attack it, but will attempt to kill any living creature it encounters near its unfinal resting place. Intelligent creatures will realize that a coffer corpse can be a useful rear guard if care is taken to avoid its lair.

CLIMATE/TERRAIN:	Temperate/Forest, mountain, subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Night
DIET:	Scavenger
INTELLIGENCE:	Average (8-10)
TREASURE:	See below
ALIGNMENT:	Chaotic Neutral

NO. APPEARING:	1-3
ARMOR CLASS:	2 (10 see below)
MOVEMENT:	9
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (4' tall)
MORALE:	Steady (12)
XP VALUE:	120

Dark creepers care nothing for their appearance; although difficult to detect by sight, they can sometimes be detected by the odor of their unwashed bodies and clothing. It is rumored that they never remove clothing. Instead they add on new layers of clothing as the layers beneath molder away.

Combat: A dark creeper has the abilities of a 4th level thief and is well-practiced in moving silently and hiding in shadows. The average dark creeper will have the following thieving statistics: PP 15; OL 10; FT 5; MS 70; HS 65; DN 15; CW 60; RL 0.

Dark creepers have the innate ability to *create darkness* three times per day, which they will always use when encountered by a party using any physical illumination. This power extinguishes all nonmagical sources of light within 50'; these sources cannot then be relighted for 1 hour. Magical sources have a 50% chance of being extinguished for 1 hour, and infravision becomes useless. The darkness can be negated, however, by the subsequent use of such spells as *light* and *continual light*.

Dark creepers suffer no penalties when fighting in the dark but are more vulnerable when attacked in normal illumination (AC10). Consequently, a dark creeper will always seek to *create darkness* in a combat situation, using its power repeatedly until expended. Once darkness is achieved, the dark creeper will move into the party to steal or destroy sources of illumination. Its second priority is magic, the more powerful and portable the better. Daggers, rings, and jewelry are particular favorites. Its innate *detect magic* ability (15' range) allows it to efficiently find such items, and it will attempt to take them in the quickest and easiest way, as many a four-fingered adventurer can attest. A dark creeper will always fight to the death or flee, understanding neither surrender nor negotiation.

Because of its constant pursuit of small magical items, a dark creeper will often be found with such treasure. Generally 25% of its accumulated hoard is hidden in the dark folds and copious pockets of its filthy and rotting clothing. There is a 15% chance that this will include a magical dagger, a 40% chance of 1-4 gems or 1-2 items of jewelry, and a 5% chance of a magical ring. Lair treasure will generally be four times that carried, plus 1-100 platinum pieces and 5-500 gold pieces for each creeper in the lair.

When killed, the dark creeper spontaneously explodes in a flash of white-hot flame, blinding all creatures facing it within



10' for 1-6 turns unless a saving throw is made vs. magic. The dark creeper's remains and all nonmetallic and nonmagical items turn to ash. Metal has an 80% chance of surviving undamaged, while magical items, metal or otherwise, must save vs. magical fire or lose their dweomer. This self-immolation necessitates a morale check for each remaining dark creeper. Failure causes a dark creeper to flee for its life. Illusionary or other simulated death-fires may be similarly effective against those dark creepers which fail to save against the illusion.

Habitat/Society: Little is known of the habits and social organization of the dark creepers. Their language is incomprehensible to linguists. They live in villages of 20 to 80, deep underground and shrouded in constant darkness. It is not uncommon for the approaches to the villages to be littered with traps, pits, and deadfalls. The villages are generally centered around a pit or crude stairway that leads to lower levels of the subterranean caverns in which they dwell, and can be used as a means of rapid escape. Because the village is cloaked in darkness, this pit presents a significant danger to reckless adventurers who charge into the village. Small magical items have been found along the rim of the pit or hole, leading some to believe that the dark creepers use their innate *detect magic* ability to place and locate path markers.

Ecology: It is difficult to imagine what the creepers eat. Some believe that they subsist on minerals (sulphur, oil, or potassium). Others believe that they subsist on stolen magic, suggesting that magical items gradually lose their dweomer when in the possession of the dark creepers.

Dark Stalkers: These are the ruling elite of the dark creepers. They are man-sized and almost always encountered with 25 or more dark creepers. Dark stalkers are feared and obeyed by dark creepers and often direct the attacks of dark creepers during a large-scale battle.

CLIMATE/TERRAIN:	Temperate/Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Leader (see below)
ACTIVITY CYCLE:	Night
DIET:	Scavenger
INTELLIGENCE:	Average (8-10)
TREASURE:	See below
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	2 (10 see below)
MOVEMENT:	9
HIT DICE:	2 + 1
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 (Weapon)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Steady (12)
XP VALUE:	175



Dark stalkers are the rarely-seen leaders of the dark creepers. They direct the movements and actions of their diminutive cousins, who obey them unerringly and without hesitation.

Dark stalkers are instantly noticeable in a group of dark creepers, as they are man-sized and stand head and shoulders above their underlings. Pale and gaunt, with long, angular features, they dress primarily in dark hoods, capes, shirts and leggings, with ill-fitting and presumably stolen boots.

Combat: Dark stalkers prefer short swords, generally dipped in dark liquid to prevent any glint of reflected light. There is a 10% chance that the substance adhering to a dark stalker's sword will be poisonous or infectious. If such is the case and a saving throw against poison is unsuccessful, the poison or infection will do 1-4 hit points of additional damage, plus 1-4 additional points each round thereafter until slowed or cured.

Dark stalkers have the same *create darkness* ability as dark creepers, plus the ability to create a *wall of fog* twice per day. When confronted with a combat situation, they will use their *wall of fog* to complement the darkness being generated by their minions, but will usually reserve their second *wall of fog* and their own *create darkness* abilities for escape in the event of imminent defeat. They are, of course, not hindered by the darkness or the fog. They fight primarily through the dark creepers under their control, directing movements and attacks by uttering guttural snarls in their incomprehensible language. They show no compassion for the forces they command in battle, often directing entire segments of the dark creepers into suicide attacks, or sacrificing the whole number they direct in order to effect their own escape. If forced to fight, they will first attempt to escape by use of their *create darkness* and *wall of fog* abilities, as they too are only AC 10 if attacked in normal illumination. If unsuccessful, they will wield their short sword, which has a 25% chance of being magical. All of their treasure is carried on their person, with there being a 12% chance of 2-5 gems or 1-2 items of jewelry and a 7% chance of a magical ring on any individual. Chances of treasure recovery are lessened, however, by

the fact that, upon death, dark stalkers explode in a blinding flash equal to, and with the same effect on carried items as, a 3 Hit Dice fireball. Of course, both PCs and NPCs within the area of effect of the *fireball* may sustain normal damage from it, and flammable objects may also be set alight by the effect of the flash. Some dark creepers have been seen to flee from battle to escape this effect should it be apparent that their leader is mortally wounded.

Habitat/Society: Stalkers will very rarely be encountered on their own. There is generally one dark stalker to every 25 dark creepers and each dark creeper village will contain at least one stalker ruler. Stalkers have never been seen to work or do any sort of manual labor. Instead, they stand impassively, directing the activities of dark creepers, while other creepers attend to their needs. The stalkers appear to be ruthless and vicious masters. Dark creepers have been seen to offer up their magical items to a dark stalker. Whether this is done as a matter of worshipful obeisance, or is an outright bribe, is unclear.

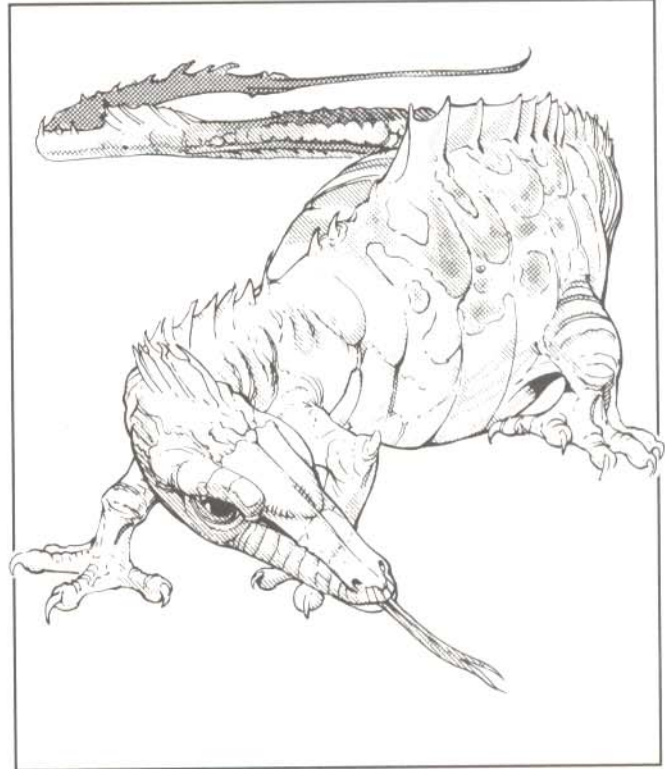
Ecology: Less is known of the ecology of dark stalkers than is known of dark creepers. Some believe that the dark stalkers are merely a superior strain of dark creepers who lead and control the others by birthright, much as a queen bee is similar to the worker bees and controls their activities.

All dark stalkers encountered to date have been adult males so far as is known. Perhaps the females and young are secreted in safe areas yet deeper underground. Or perhaps dark stalkers are biological or magical transformations of dark creepers, created when the current dark stalker leader of a clan of dark creepers expires, with such transformation triggered by the light and heat signal of the dark stalker's death scene.

Dark Creeper: This creature has similar, though somewhat lesser, powers than a dark stalker and appears to regard the stalkers as leaders or masters. Around 25 of these will generally be found for each dark stalker.

CLIMATE/TERRAIN:	Temperate or tropical swamp
FREQUENCY:	Rare
ORGANIZATION:	Nest
ACTIVITY CYCLE:	Day
DIET:	Blood
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	2-24
ARMOR CLASS:	8
MOVEMENT:	3
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2
SPECIAL ATTACKS:	Paralyzation
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (1'-2' long plus tail)
MORALE:	Elite (16)
XP VALUE:	120



Darters are small lizards with tubular snouts. The snouts are attached to tapered heads, from which two dark eyes protrude. Their bodies are rather pear-shaped, adding to the somewhat comical appearance of the creatures. Their heads are topped by short crests which stand erect whenever the lizards are alarmed. Their scaly skin ranges in color from brilliant emerald to dark jade. They have three short claws on each of their four feet. The tail of the darter is as long as its body.

Despite its name, the darter is an extremely lazy creature, generally moving only to feed.

Combat: The darter is ineffective in close combat, but possesses a dangerous missile weapon. Numerous slender fangs grow lengthwise in its tubular snout. At will, the creature can cause one of these fangs to loosen, and then may fire it as a natural dart. As the dart passes through the snout, a poison coats it. Any victim struck by such a dart must save vs. poison or be paralyzed for 4d4 rounds. The effective range of these darts is only 10'. Darts may actually travel farther, but they lose the ability to penetrate skin after traveling more than 10'. A darter's fangs grow fairly rapidly, and it can fire 1-6 of them per day.

After a victim has been immobilized by a poisoned dart, any darters in the area cautiously approach to feast. They use their weak front claws to make a hole in any exposed skin of the victim, causing one hit point of damage. Then, using their snouts to create a powerful suction, they suck blood from the victim, with each darter causing an additional 1d6 hit points of damage. The darter is satiated by one such drink from its prey, and will not need to feed for another day.

The darter's high morale score is not a reflection of its courage. Rather, it indicates that they are simply too lazy (and stupid) to run away, even if threatened.

Darters are easily startled, and will fire their darts at practically anything that moves within range. Fortunately for the little lizards, they are immune to the effects of the paralyzing poison.

Habitat/Society: Darters are peaceful creatures, attacking only those creatures which stumble into their territory. They cluster around the area where they were hatched. Darters mate once a year in the spring. The lethargic lizards show very little enthusiasm, and sages agree that they have one of the most boring courtship rituals in the Realms. In any case, about three weeks after mating, the female darter produces 1-6 eggs, laying them in a rough nest wherever she happens to be at the time. The eggs hatch in two weeks, and baby darters crawl forth into the world.

Ecology: The darter rarely hunts, preferring to wait for food to come to it. Only when faced with starvation will they move from their home territory to track food.

Darters serve as prey for many swamp predators, though only very hungry creatures will risk being hit by their darts and drained of blood.

Primitive swamp tribes, especially lizard men, often make use of the creatures. Once a darter is killed, it is fairly easy to remove the 1-6 darts in its snout. The darts are about two inches long, and are straight enough to be used in blowguns, or as tips for larger darts. The poison sacs are also easy to remove, and if carefully handled, will produce enough of the paralytic poison for 6-36 darts. The poison gradually becomes ineffective after exposure to the air. Victims' saving throws are made at +1 per day of the poison's exposure to the air. The poison becomes completely ineffective after a week of exposure.

Some primitive tribes actually use darters as guards, though the creatures have proved resistant to all attempts at training, and are as likely to attack their master as any intruder. Smarter tribes leave several of the lizards around their sacred areas as a trap.

Some swamp-dwellers are brave (or foolish) enough to carry the darters, pointing their snouts towards enemies and causing the creatures to fire a dart. Unless the bearer is cautious, however, his living dart gun will fire on him whenever he makes a sudden move.

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Rock
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Q
ALIGNMENT:	Neutral

NO. APPEARING:	1-2
ARMOR CLASS:	0
MOVEMENT:	3, Br 12
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	5-20
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10' diameter)
MORALE:	Average (8-10)
XP VALUE:	420

A denzelian is a large, flat being, normally about 10' in diameter and 6" thick. It appears to be composed of smooth stone, but its thick skin is somewhat flexible, allowing it to squeeze through tight places and to travel up and down inclines. A denzelian may be of practically any color, depending upon the minerals it absorbs. Though browns and grays are most common, brilliant red or yellow denzelians have been seen.

Denzelians have no features. They seem to have a rudimentary form of language, consisting of vibrations sent through the rock. No member of any other species has been able to master this form of communication, though some denzelians may be trained to respond to taps on their surface.

Combat: These rock-eaters are normally peaceful and non-aggressive. They will fight back if attacked, at least briefly, and they will go to great lengths to drive off or kill anyone who threatens their young. They can sense the vibrations caused by movement and keep track of intruders in this manner. Denzelians secrete acid from their entire surfaces, normally using the acid to burrow through rock and break it down so it can be eaten. If it is frightened, a denzelian can greatly increase the amount of acid it produces, allowing it to escape by sinking into the rock, leaving a crumbly, blackish, sandlike residue behind.

If it wishes to attack, the denzelian rushes towards its enemy at twice its normal movement rate, and attempts to trip the victim, causing him/her to fall on top of the denzelian and take 5-20 points of damage from the acid. A saving throw vs. breath weapon is allowed for half damage; if this fails, the victim's equipment and clothing may be affected as well.

A denzelian may also attack by burrowing through the rock until it is above its enemies, and then dropping on them. The creature is quite heavy, weighing almost 1,000 pounds. Any caught underneath it take 4-24 points of damage. A successful saving throw vs. paralyzation is needed to avoid the falling denzelian. Those caught under it automatically take acid damage in the next round, and in every subsequent round until the denzelian moves, is removed, or dies. Since the denzelian is somewhat flexible, victims will not be without air. Creatures in the area of such a fall may also be affected by the sandy residue which falls through the hole created by the denzelian. This gritty substance fills the air, getting into the eyes, mouths, and noses of nearby creatures. Anyone within 10' of the falling denzelian must save



vs. paralyzation or be at -2 to their attack rolls for 2-5 rounds, or until the substance is washed away.

Habitat/Society: Denzelians normally inhabit areas far away from civilization, travelling through the rock to find choice mineral deposits. Many minerals are absorbed through a denzelian's skin after its acid breaks them down sufficiently. However, denzelians do not like metals. Metal ores are often uncovered and left along the meandering trails created by the denzelian.

Denzelians seem to have genders, though no sage has ever determined how to tell them apart. Mating takes place only once in a decade, whenever two denzelian of the opposite sex meet, apparently at random. About a year later, the female lays 3-12 gemlike eggs, depositing them hundreds of yards apart over the course of a month. The eggs are quite beautiful. A denzelian egg is a fist-sized, faceted gem which looks much like smoky quartz. In the center of the gem is a milky, grayish liquid, the embryo of the new denzelian. If the egg is not moved too roughly, which will destroy the embryo, a baby denzelian will hatch in about a year. During this time, the mother stays near enough to the eggs to sense if anyone approaches.

Ecology: Denzelians do not eat animals or plants. They smell repulsive and are indigestible by animals and plants.

A denzelian egg can bring up to 1,000 gp from a collector. Still-viable eggs might bring the same amount from wealthy mine-owners. Just-hatched denzelians can be trained to seek out certain ores, but they are often very stubborn once they find a deposit to their liking.

Denzelian body parts may be worth a great deal to an alchemist, particularly if any of the acid-secreting glands are still intact. The body is composed of a very rich mix of minerals, and includes deposits of almost pure carbon, sulfur, magnesium, and more. Some of these deposits are formed into gemstones, and it is not unusual to find perfectly round diamonds inside the body of a denzelian.

For your convenience, information from previous Monstrous Compendiums is repeated here. Except where otherwise noted, the neutral or gem dragons conform in all respects to other dragon species.

Like other dragons, the neutral or gem dragons are winged reptilian beings known and feared for their physical prowess and magical abilities. Gem dragons tend to be smaller and slower than dragons of other species, but have other abilities to compensate. They are just as dangerous as other dragons.

At first glance, gem dragons may be mistaken for other similarly colored species: crystal for white, topaz for yellow, emerald for green, etc. The environments where they are encountered should indicate otherwise, and when gem dragons are seen in bright light, their sparkling hides easily identify them.

Gem dragons are very charismatic and suave. They delight in riddling talk and are masters of persuasion, using their magic and psionics as well as their natural charisma.

Like other subspecies, neutral dragons, especially older ones, are primarily solitary. Generally, when multiple dragons are encountered, it will be a mated pair and young.

Gem dragons are believed to have come from the same roots as other dragons. Present subspecies tend to keep to themselves, working together only when threatened. Emerald and sapphire dragons have been known to cooperate for mutual protection. Various neutral dragons may associate (very rarely) with good or evil dragons which are close in alignment.

Neutral dragons are as covetous as other dragons, and like to build up huge treasure hoards which they rest upon. Great wyrms often have gems and coins embedded in their hides.

Neutral dragons are fearsome predators, scavenging when necessary. They have very efficient metabolisms which can make use of practically anything the dragon eats. All gem dragons subsist at least partially on inorganic material, particularly the appropriate type of gems.

Dragon Hit Die Modifier: Dragons' Hit Dice vary between subspecies and are modified based on age category. Refer to individual dragons for base Hit Die information, but the modifier is listed on the overall dragon chart.

Dragon Combat Modifier: Combat modifiers vary with age category. The bonus applies to damage rolls for each physical attack, but not for a dragon's breath weapon.

Dragon Attacks: Dragons have a claw/claw/bite attack form and a breath weapon. A dragon can use its breath weapon once every three combat rounds. Gem dragons also employ special attack forms, such as snatch, kick, wing buffet, tail slap, plummet, and stall, if their age and prevailing conditions allow it.

Spells: Most gem dragons seek to learn specific spells over the years. Wizard spells tend to come from the enchantment/charm school, and *blink* is very popular. Priest spells are usually chosen from the following spheres: all, animal, divination, elemental, healing, plant, and weather. Each spell can be used once per

day. All dragons' spells are innate and triggered by concentrating for one segment. Dragons do not possess spell books, nor do they pray to deities for spells.

Psionics: In general, gem dragons are wiser and more intelligent than other dragons. If psionics are used in the campaign, all gem dragons are psionic from the time they hatch. They very seldom learn disciplines, sciences, or devotions other than those given. If psionics are used, add to experience point values as follows:

Crystal and topaz dragons: hatchlings are worth 2,000 xp. Add 1,000 xp to the value given for any other age category.

Emerald and sapphire dragons: hatchlings are worth 3,000 xp. Add 2,000 xp to the value given for any other age category.

Amethyst dragons: hatchlings are worth 6,000 xp. Add 3,000 xp to the value given for any other age category.

Dragon Defenses: A dragon's Armor Class improves as it gets older because the dragon's hide and general constitution become tougher. Old or older dragons are immune to normal missiles, though large or magical missiles affect them normally. Dragons are resistant to magic, as noted in each individual description.

Dragon Senses: All dragons have excellent sight, smell, and hearing, allowing them to detect invisible or hidden objects or creatures within 10' per age level. All dragons possess a natural *clairaudience* ability with respect to their lairs. The range is 20' per age level. The dragon must concentrate on a specific section of its lair or the surrounding area to hear what is going on.

Some dragons are able to communicate telepathically with any intelligent creature. See individual descriptions for percentage chances.

Dragon Fear: Gem dragons are not as inherently fearsome as other dragons. The sight of a young adult or older gem dragon still causes panic and fear, and the size of the fear aura is the same, but the saving throw modifier is greater.

Dragon Lairs: Even more than other dragons, the gem dragons make their lairs far from civilization. The amount of wildlife around a gem dragon's lair is somewhat greater than that around the lairs of other dragons. All dragons consider visitors or intruders to be potential threats to their treasure. They keep treasure well hidden, and will often create hazards to protect it.

Gem Dragon Hide: The hide of neutral dragons is prized by armorers with the skill to turn it into shields and armor. Their scales, however, are different from those of other dragons, having faceted surfaces which reflect light. They tend to be slightly more brittle than those of other dragons, so armor made from them requires repair more often. The scales of gem dragons actually take on properties of real gems, because of the dragons' diet, and can be valuable to collectors. In addition, the scales of gem dragons are reputed to have magical properties, or at least to lend themselves to certain kinds of enchantments.

Gem Dragon Table

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

Dragon, Amethyst

MC14

CLIMATE/TERRAIN:	Temperate and cold mountain lakes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (17-18)
TREASURE:	Special
ALIGNMENT:	Neutral

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	-4 (base)
MOVEMENT:	12, Fl 40 (C), Sw 12
HIT DICE:	14 (base)
THACO:	8 (base)
NO. OF ATTACKS:	3 (+special)
DAMAGE/ATTACK:	1-10/1-10/5-30
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	G (30' base)
MORALE:	Fanatic (17-18)
XP VALUE:	Variable

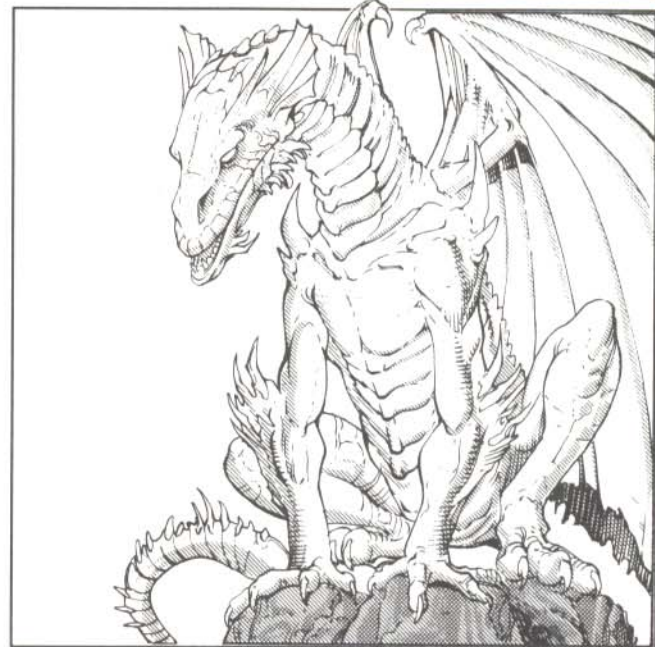
Amethyst dragons are wise and regal, and ignore what they consider to be petty squabbles between good and evil, law and chaos. When hatched, they are a light, translucent purple. As they grow older, the shade of the scales gradually darkens to a sparkling violet.

Amethyst dragons speak their own tongue and the tongue common to all gem dragons. Eighteen percent of hatchling amethyst dragons can communicate with any intelligent creature. This chance increases 5% per age category of the dragon.

Combat: Amethyst dragons prefer talking to fighting as a first step. If parleying goes badly, an amethyst dragon will attack, first with its breath weapon, then with psionics and spells. They never hide or attempt ambush.

Breath weapon/special abilities: An amethyst dragon's breath weapon is a faceted, violet lozenge, which it can spit into the midst of enemies, up to 75' away. It explodes with concussive force, damaging all creatures within 60' of the impact as indicated (save vs. breath weapon for half damage). All creatures size huge and smaller must also save vs. paralyzation or be knocked down. Any creature in the blast radius has a 50% chance of being knocked unconscious for one round per age level of the dragon, plus 1-8 rounds. An amethyst dragon casts spells and uses its magical abilities at 9th level, plus its combat modifier.

Amethyst dragons are born with an innate *water breathing* ability and an immunity to poisons. They are also immune to force attacks and effects, such as those from beads of force, the various *Bigby's hand* spells, and *wall of force*. As they age, they gain the following additional powers: Young: *water walking* six



times a day. Juvenile: *neutralize poison* six times a day. Adult: *shape change*, as a druid, into a reptile, bird, or mammal, three times a day, with each form usable only once per day. Old: *Otiluke's resilient sphere* three times a day. Very old: *reflecting pool* once a day. Venerable: *control weather* once a day.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
= HD	3/3/5	PB,EW,PsC/ MBI,TS,TW	= Int	250

Common powers:

- Psychokinesis - Sciences: *detonate, project force, telekinesis*. Devotions: *control body, inertial barrier, molecular agitation*.
- Psychometabolism - Sciences: *complete healing, energy containment, metamorphosis*. Devotions: *cell adjustment, expansion, reduction*.
- Telepathy - Sciences: *domination, mindlink, mindwipe*. Devotions: *contact, ESP, identity penetration, truthhear*.
- Metapsionics - Sciences: *empower, psychic surgery, ultrablaster*. Devotions: *magnify, psionic sense, psychic drain*.

Habitat/Society: Amethyst dragons live in caves on the shores of isolated mountain lakes and pools. They are good parents, but believe their young should fend for themselves as soon as they become young adults. Amethyst dragons dislike red and white dragons, and consider silver and copper dragons to be foolish.

Ecology: Amethyst dragons prefer to eat fish and a large number of gems. They are not inherently enemies with any life form.

Age	Body Lgt.(')	Tail Lgt.(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	2-10	4-10	-1	2d8 + 1	Nil	Nil	Nil	3,000
2	10-18	10-16	-2	4d8 + 2	Nil	Nil	Nil	4,000
3	18-28	16-26	-3	6d8 + 3	Nil	Nil	Nil	6,000
4	28-38	26-36	-4	8d8 + 4	Nil/1	Nil	H, U, T	8,000
5	38-53	36-46	-5	10d8 + 5	1/1	25%	H, U x 2, T	9,000
6	53-68	46-56	-6	12d8 + 6	1/2 1	30%	H, U x 3, T x 2	11,000
7	68-80	56-66	-7	14d8 + 7	1 1/2 1 1	35%	H, U x 4, T x 2	12,000
8	80-92	66-76	-8	16d8 + 8	2 1/2 2 1 1	40%	H, U x 6, T x 3	14,000
9	92-102	76-82	-9	18d8 + 9	2 1 1/2 2 2 1 1	45%	H, U x 8, T x 3	16,000
10	102-112	82-88	-10	20d8 + 10	2 2 1 1/2 2 2 2 1 1	50%	H, U x 10, T x 4	18,000
11	112-122	88-94	-11	22d8 + 11	2 2 2 2 1/2 2 2 2 2 1	55%	H, U x 13, T x 4	19,000
12	122-132	94-100	-12	24d8 + 12	2 2 2 2 2 2/2 2 2 2 2 2 2	60%	H, U x 16, T x 5	20,000

CLIMATE/TERRAIN:	Temperate and cold mountains
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Special
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	0 (base)
MOVEMENT:	9, Fl 24 (C), Jp 3
HIT DICE:	10 (base)
THACO:	11 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-6/1-6/2-12
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	L (12' base)
MORALE:	Fanatic (17-18)
XP VALUE:	Variable

Crystal dragons are the friendliest of the gem dragons, always curious about the world. Though they seldom seek out company, they willingly converse with visitors who do not try to steal from them.

At birth, crystal dragons have glossy white scales. As they age, their scales become translucent. Moonlight and starlight cause their scales to appear luminescent and sparkling, while bright sunlight lends them a dazzling brilliance which makes crystal dragons almost unbearable to look at in full sun.

Crystal dragons speak their own tongue and the tongue common to all gem dragons, and 10% of hatchling crystal dragons can communicate with any intelligent creature. This chance increases 5% per age category of the dragon.

Combat: Crystal dragons greatly prefer conversation to combat. They often use their *charm person* ability early in any conversation. They will not initially hide, although if visitors become hostile, a crystal dragon will usually retreat immediately, then observe its enemies and plan an attack, often using its breath weapon first, to weaken and disorient enemies. Spells and other abilities are used as needed, with claws and bite a last resort.

Breath weapon/special abilities: A crystal dragon's breath weapon is a cone of glowing shards 60' long, 5' wide at the dragon's mouth, and 25' wide at the base. The shards shine as bright as daylight, and can be seen for miles. Creatures caught in the blast may save vs. breath weapon for half damage, and must make a second save or be blinded by the dazzling shards for one turn per age level of the dragon. Creatures within 60' must save vs. breath



weapon or be dazed, with -2 to attack rolls for one turn per age level of the dragon. A crystal dragon casts spells and uses its magical abilities at 5th level, plus its combat modifier.

Crystal dragons are born with an immunity to light-based attacks and normal cold, as well as an innate ability to cast *charm person* at will. As they age, they gain the following additional powers: Juvenile: *color spray* three times a day. Mature adult: *suggestion* three times a day. Very old: *luckscale* once a day. This allows the dragon to enchant one of its scales as a *Stone of Good Luck*. The enchantment lasts one day per age category of the dragon. Such scales are given to friendly visitors. Wyrms: *control winds* three times a day.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
= HD	1/1/2	EW/MBI	= Int	100

Common powers:

- Clair sentience - Sciences: *clairaudience*, *clairvoyance*, *precognition*. Devotions: any.

Habitat/Society: Crystal dragons prefer cold, open areas with clear skies, and they enjoy stargazing. They have been known to build snow forts, to shape snow into beautiful sculptures, and to throw balls of snow at various targets. They are fun-loving and mischievous.

Ecology: Crystal dragons prefer gems and metal ores to all other foods. Though generally friendly, they bear great enmity towards all giants, who sometimes try to enslave them.

Age	Body Lgt.(')	Tail Lgt.(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	1-4	1-6	3	1d4 + 1	Nil	Nil	Nil	1,400
2	4-9	6-11	2	2d4 + 2	Nil	Nil	Nil	2,000
3	9-14	11-16	1	3d4 + 3	Nil	Nil	Nil	3,000
4	14-21	16-23	0	4d4 + 4	Nil/1	Nil	E, Q	5,000
5	21-28	23-30	-1	5d4 + 5	1/1	5%	E, Q × 2, T	6,000
6	28-38	30-40	-2	6d4 + 6	1/1 1	10%	H, Q × 3, T	7,000
7	38-48	40-50	-3	7d4 + 7	1/1 1 1	15%	H, Q × 4, T	9,000
8	48-56	50-60	-4	8d4 + 8	1 1/1 1 1	20%	H, Q × 5, T	10,000
9	56-64	60-70	-5	9d4 + 9	1 1 1/2 1 1	25%	H, Q × 6, T × 2	12,000
10	64-72	70-77	-6	10d4 + 10	1 1 1/2 2 1 1	30%	H, Q × 7, T × 2	13,000
11	72-80	77-84	-6	11d4 + 11	2 1 1/2 2 2 1	35%	H, Q × 8, T × 2	15,000
12	80-92	84-91	-8	12d4 + 12	2 2 1/2 2 2 2	40%	H, Q × 9, T × 2	16,000

CLIMATE/TERRAIN:	Subtropical and tropical extinct volcanoes
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Special
ALIGNMENT:	Lawful neutral

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	-2 (base)
MOVEMENT:	9, Fl 30 (C), Br 3
HIT DICE:	12 (base)
THACO:	9 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-8/1-8/3-18
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	H (20' base)
MORALE:	Fanatic (17-18)
XP VALUE:	Variable



Emerald dragons are quite curious, particularly about local history and the customs of other creatures. They are the most paranoid of the gem dragons, and do not like to have people get too close to their treasure.

Emerald dragons have translucent green scales at birth. As they age, their scales harden and take on a variety of shades of green. They scintillate in the light, and the emerald dragon's hide seems to be in constant motion.

Emerald dragons speak their own tongue and the tongue common to all gem dragons, and 14% of hatchling emerald dragons can communicate with any intelligent creature. This chance increases 5% per age category of the dragon.

Combat: Emerald dragons will usually set up various traps and alarms around their lairs to warn them of visitors. They often hide, using psionics and magic to observe, and seldom coming out to speak. If intruders approach the dragon's treasure or attack, an emerald dragon will often burrow underneath to surprise its victims, then attack with breath weapon and claws, seeking to disable as many as it can as quickly as it can. If faced with superior forces, an emerald dragon will retreat and wait years for revenge if necessary.

Breath weapon/special abilities: An emerald dragon's breath weapon is a loud, keening wail which sets up a sonic vibration affecting all creatures within 120' of the dragon's mouth. All creatures in the area may save vs. breath weapons for half damage from the painful vibrations. Victims must make a second saving throw vs. breath weapon or be stunned, and unable to defend or attack, for three rounds per age level of the dragon, plus 1-4 rounds. Those whose saves are successful are deafened

instead, for a like amount of time, and at -1 to attack. Deafness will not protect one from the vibratory damage inflicted, but will prevent stunning or additional deafness. An emerald dragon casts spells and uses its magical abilities at 6th level, plus its combat modifier.

Emerald dragons are born with an innate *flame walk* ability and an immunity to sonic attacks. As they age, they gain the following additional powers: Young: *audible glamor* three times a day. Juvenile: *hypnotism* three times a day. (The hypnotic effect is actually caused by the skillful rippling movement of the dragon's scales.) Adult: *Melf's minute meteors* three times a day. Mature adult: *hold person* three times a day. Venerable: *animate rock* once a day. Great wyrm: *geas* once a day. (This is also accomplished via the moving scales.)

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
= HD	2/2/3	PB,II/MBI,TW	= Int	180

Common powers:

- Clair sentience - Sciences: *aura sight, object reading, precognition*. Devotions: *all-around vision, combat mind, danger sense*.
- Telepathy - Sciences: *ejection, mindlink, probe*. Devotions: *contact, ESP, life detection, sight link, sound link*.

Habitat/Society: Emerald dragons are very reclusive, lairing in the cones of extinct or seldom active volcanoes. Although they will sometimes live near sapphire dragons, they live in fear of the voracious greed of red dragons.

Ecology: Emerald dragons will eat anything, but prefer lizards and giants. They are actively hostile towards fire giants.

Age	Body Lgt.(')	Tail Lgt.(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	3-9	2-7	1	2d4 + 1	Nil	Nil	Nil	1,400
2	9-18	7-14	0	4d4 + 2	Nil	Nil	Nil	2,000
3	18-27	14-21	-1	6d4 + 3	Nil	Nil	Nil	4,000
4	27-36	21-28	-2	8d4 + 4	1	Nil	1/2H, Q x 2	6,000
5	36-45	28-35	-3	10d4 + 5	1/1	15%	H, Q x 4, T	7,000
6	45-54	35-42	-4	12d4 + 6	1 1/1	20%	H, Q x 6, T	9,000
7	54-63	42-49	-5	14d4 + 7	1 1/1 1	25%	H, Q x 8, T x 2	11,000
8	63-72	49-56	-6	16d4 + 8	1 1 1/2 1	30%	H, Q x 10, T x 2	12,000
9	72-81	56-63	-7	18d4 + 9	2 1 1/2 1 1	35%	H x 2, Q x 12, T x 2	13,000
10	81-90	63-70	-8	20d4 + 10	2 2 1/2 2 1	40%	H x 2, Q x 14, T x 3	15,000
11	90-99	70-77	-9	22d4 + 11	2 2 1 1/2 2 1 1	45%	H x 2, Q x 16, T x 3	16,000
12	99-108	77-84	-10	24d4 + 12	2 2 1 1 1/2 2 2 1	50%	H x 2, Q x 18, T x 3	18,000

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

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	-3 (base)
MOVEMENT:	9, Fl 30 (C), Br 6
HIT DICE:	13 (base)
THACO:	7 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1-8/1-8/5-20 (3d6 + 2)
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	H (24' base)
MORALE:	Fanatic (17-18)
XP VALUE:	Variable

While not actively hostile, sapphire dragons are militantly territorial and initially distrustful of anyone who approaches them.

These beautiful dragons range from light to dark blue, and sparkle in the light, even at birth. Sapphire dragons are often mistaken for blue dragons, unless someone recalls the latter's preferred arid environment.

Sapphire dragons speak their own tongue and the tongue common to all gem dragons, and 16% of hatchling sapphire dragons can communicate with any intelligent creature. This chance increases 5% per age category of the dragon.

Combat: Sapphire dragons generally try to observe intruders before deciding what to do with them, unless known enemies, such as drow or dwarves, are present, or the intruders are actively hostile. If the dragon or its treasure is threatened, it becomes violent immediately, using its breath weapon, spells, and physical attacks to drive intruders away.

Breath weapon/special abilities: A sapphire dragon's breath weapon is a cone of high-pitched, almost inaudible sound, 75' long, 5' wide at the dragon's mouth, and 25' wide at the base. Creatures caught by the blast may save vs. breath weapon for half damage from disruption caused by the sound. In addition, victims must save vs. breath weapon or be affected by fear, fleeing in panic for two rounds per age level of the dragon, plus 1-6 rounds. Deafness will not protect one from the breath weapon's damage, though it will prevent fear effects. A sapphire dragon casts spells and uses its magical abilities at 7th level, plus its com-



bat modifier.

Sapphire dragons are born with immunity to all forms of fear, as well as immunity to *web*, *hold*, *slow*, and *paralysis*. As they age, they gain the following additional powers: Young: *continual light* three times a day. Juvenile: *stone shape* three times a day. Adult: *anti-magic shell* once a day. Mature adult: *passwall* six times a day. Venerable: *wall of stone* three times a day. Great wyrm: *sunray* three times a day.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
= HD	2/2/4	PB,EW/MBI,IF	= Int	200

Common powers:

- Clair sentience - Sciences: *clairaudience*, *clairvoyance*. Devotions: *know direction*, *radial navigation*.
- Psychokinesis - Sciences: *disintegrate*, *molecular rearrangement*, *telekinesis*. Devotions: *animate shadow*, *control light*, *molecular manipulation*, *soften*.
- Psychoportation - Sciences: any. Devotions: any.

Habitat/Society: Sapphire dragons lair deep underground and prefer to place their treasure in caverns accessible only through magic or psionics. They will sometimes share territory (but not treasure) with emerald dragons.

Ecology: Sapphire dragons consider giant spiders a great delicacy and often hunt them. Drow, dwarves, mind flayers, and aboleth are great enemies of sapphire dragons.

Age	Body Lgt.(')	Tail Lgt.(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	4-10	2-5	0	2d6 + 1	Nil	Nil	Nil	1,400
2	10-20	5-10	-1	4d6 + 2	Nil	Nil	Nil	2,000
3	20-30	10-15	-2	6d6 + 3	Nil	Nil	Nil	4,000
4	30-40	15-20	-3	8d6 + 4	Nil/1	Nil	H, Q × 2	6,000
5	40-50	20-25	-4	10d6 + 5	1/1	20%	H, Q × 4, T	7,000
6	50-60	25-30	-5	12d6 + 6	1/1 1	25%	H, Q × 6, T	9,000
7	60-70	30-35	-6	14d6 + 7	1 1/1 1	30%	H, Q × 8, T × 2	11,000
8	70-80	35-40	-7	16d6 + 8	2 1/2 1	35%	H × 2, Q × 10, T × 2	12,000
9	80-90	40-45	-8	18d6 + 9	2 1 1/2 1 1	40%	H × 2, Q × 13, T × 3	13,000
10	90-100	45-50	-9	20d6 + 10	2 2 1/2 2 1 1	45%	H × 2, Q × 16, T × 3	15,000
11	100-110	50-55	-10	22d6 + 11	2 2 1 1/2 2 2 1 1	50%	H × 2, Q × 20, T × 4	16,000
12	110-130	55-65	-11	24d6 + 12	2 2 2 1/2 2 2 2 2 2	55%	H × 2, Q × 24, T × 4	18,000

CLIMATE/TERRAIN:	Temperate and cold seacoast
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Special
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1 (2-5)
ARMOR CLASS:	-1 (base)
MOVEMENT:	9, Fl 24 (C), Sw 9
HIT DICE:	11 (base)
THAC0:	9 (base)
NO. OF ATTACKS:	3+special
DAMAGE/ATTACK:	2-7/2-7/2-16
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	Variable
SIZE:	H (15' base)
MORALE:	Elite (15-16)
XP VALUE:	Variable

Topaz dragons are unfriendly and selfish. They are seldom pleasant to deal with because of their erratic behavior. Topaz dragons neither seek company nor welcome it.

At hatching, topaz dragons are a dull yellow-orange in color. As they age and their scales harden, the scales become translucent and faceted. Adult topaz dragons sparkle in full sunlight.

Topaz dragons speak their own tongue and the tongue common to all gem dragons, and 12% of hatchling topaz dragons can communicate with any intelligent creature. This chance increases 5% per age category of the dragon.

Combat: Though topaz dragons dislike intruders, they will often use conversation as a cover for psionics or magic use. If the intruders become hostile, or if the topaz dragon tires of them, it will attack, psionically first, if possible. Topaz dragons will usually save their breath weapon until they are wounded. A topaz dragon will pretend to surrender to win some time, and will retreat if greatly threatened. It will usually make one or more false retreats, attempting to come back and attack with surprise.

Breath weapon/special abilities: The topaz dragon's breath weapon is a cone of dehydration, 70' long, 5' wide at the dragon's mouth, and 25' wide at the base. When directed against liquids, a cubic foot of water is dried up per point of damage. Creatures caught by the cone may make a saving throw vs. breath weapon for half damage from water loss. In addition, those who fail to save lose 7-12 Strength points; those who do not fail lose only 1-6 Strength points. Curative spells less powerful than a *heal* or *regeneration* are ineffective against Strength loss, though victims



who are carefully nursed back to health will recover one Strength point per day. Any creature reduced to a Strength of zero or less dies instantly. A topaz dragon casts spells and uses its magical abilities at 5th level, plus its combat modifier.

Topaz dragons are born with an innate *water breathing* ability and an immunity to cold. As they age, they gain the following additional powers: Young: *protection from evil* or *good* three times a day. Juvenile: *blink* three times a day. Adult: *wall of fog* three times a day. Mature adult: *airy water* three times a day in a 10' radius per age category of the dragon. Old: *part water* once a day.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
= HD	1/1/3	MT,II/MBI,MB	= Int	120

Common powers:

- Psychokinesis - Sciences: *telekinesis*. Devotions: *animate object, control wind, molecular manipulation, soften*.
- Psychometabolism - Sciences: *energy containment, life draining, metamorphosis*. Devotions: *biofeedback, body equilibrium, cause decay, chemical simulation*.

Habitat/Society: Topaz dragons lair near the sea, often building or claiming caves near the waterline. Such caves are always kept absolutely dry. These dragons enjoy sunning on outcroppings.

Ecology: Topaz dragons prefer to eat fish and other aquatic creatures, especially giant squid.

Age	Body Lgt.(')	Tail Lgt.(')	AC	Breath Weapon	Spells Wizard/Priest	MR	Treasure Type	XP Value
1	2-9	2-5	2	1d6+1	Nil	Nil	Nil	1,400
2	9-16	5-9	1	2d6+2	Nil	Nil	Nil	2,000
3	16-23	9-13	0	3d6+3	Nil	Nil	Nil	4,000
4	23-35	13-17	-1	4d6+4	Nil/1	Nil	E, Q	6,000
5	35-44	17-23	-2	5d6+5	1/1	10%	H, Q×3, T	7,000
6	44-53	23-29	-3	6d6+6	1/1 1	15%	H, Q×5, T	9,000
7	53-59	29-33	-4	7d6+7	1/2 1	20%	H, Q×7, T	11,000
8	59-65	33-37	-5	8d6+8	1 1/2 1 1	25%	H, Q×9, T×2	13,000
9	65-70	37-41	-6	9d6+9	1 1 1/2 2 1	30%	H, Q×11, T×2	14,000
10	70-75	41-45	-7	10d6+10	2 1 1/2 2 1 1	35%	H, Q×13, T×2	15,000
11	75-80	45-48	-8	11d6+11	2 2 1/2 2 2 1	40%	H×2, Q×15, T×3	16,000
12	80-92	48-50	-9	12d6+12	2 2 1 1/2 2 2 2	45%	H×2, Q×17, T×3	17,000

CLIMATE/TERRAIN:	Tropical/Desert
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Unknown
INTELLIGENCE:	Highly (13-14)
TREASURE:	Nil
ALIGNMENT:	Neutral Evil

NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12
SPECIAL ATTACKS:	Kiss of death (see below)
SPECIAL DEFENSES:	Can only be hit by magical weapons
MAGIC RESISTANCE:	30%
SIZE:	M (7' tall)
MORALE:	Very steady (14)
XP VALUE:	2,000

Vile in both their nature and in their appearance, dune stalkers shun the Prime Material Plane, unless summoned by a high-level evil magician to fulfill an evil quest. The dune stalker will attack good whenever it appears and attempt to deliver its bizarre and fatal "kiss of death" (see below).

The dune stalker appears as a tall, gaunt, and naked humanoid, with an unusually large, ovoid-shaped head, extremely long arms and legs, and razor-sharp claws on its hands and feet. The skin is reddish-orange in hue and extremely dry and abrasive to the touch. The eyes are large, and the nose is narrow and long. The chest is abnormally broad at the top, narrowing uniformly to a relatively tiny waist. There is no hair whatsoever on the creature. It does not sweat.

Combat: The dune stalker's principal ranged attack is by sonic vibration. The dune stalker's broad chest apparently allows it to take in a huge quantity of dry, hot air, which is then forced out under tremendous pressure through a resonance chamber in the nasal passages. This sonic vibration has a range of 60' in a cone extending from the mouth, and expands to 10' in diameter at the extreme end of its range. The vibration causes 2-12 points of damage to each person within the cone, and causes temporary deafness for 1-10 rounds. No saving throw is permitted. Those outside the cone of effect will hear an eerie, nasal roar.

At close range, the dune stalker will attempt to deliver a "kiss of death" to whichever target within melee range is most identifiable as good. This is accomplished when the dune stalker places its lips in direct contact with the bare skin of its victim, and makes a sonic vibration attack. The sonic vibrations set up by the "kiss of death" are of such intensity that failure to make a successful saving throw vs. death means instant death. A successful saving throw renders the victim unconscious for one melee round. In a "kiss of death," the attack has no other area of effect, although those nearby will still hear a muted trumpeting roar.

Dune stalkers have 30% magic resistance, and are only harmed by magical weapons. If attacked by a group, only some of which have magical weapons, the dune stalker will move first to attack those with magical weapons, particularly if they are of good alignment.

Habitat/Society: The dune stalker is a faultless tracker, with the same abilities in this regard as an invisible stalker, most particu-



larly the ability to detect any trail less than a day old. Summoned from the Para-Elemental Plane of Magma by a high-level evil magician, its quest on the Prime Material Plane may be general or specific. Only once the quest is completed does the dune stalker return to its own plane. Accordingly, dune stalkers are relentless and unmerciful in the pursuit of their assigned quest. As the literal terms of their quest are what binds them to the Prime Material Plane, they seek literal compliance and will be released from their quest if such is achieved, even if the intent of the quest remains unfulfilled—much as in the case of interpretation of a *wish* or *limited wish* spell. Similarly, even though they may accomplish the intent of their summoner, unless the literal terms of the quest are met, they will remain bound to the Prime Material Plane, roaming the desolate desert areas seeking violent release of the anger within them. In addition, throughout their existence on this plane, dune stalkers will always attack good should it be encountered in any form or combination.

Dune stalkers are solitary creatures when encountered on the Prime Material Plane. There is no evidence of an ability to *plane shift* without the summons of a high-level evil magician.

Little is known of dune stalkers on their own plane. It is clear to all who encounter them on the Prime Material Plane that they are desperately unhappy during their unrequested stay. They loathe coolness and moisture of any kind. Dune stalkers frequent only desert areas, and move with their greatest ease only during the hottest part of the day. It is also possible that they cannot hear sounds in the range of human hearing.

Ecology: The bones of a dune stalker are very strong, and made up of many hollow tubes, spiraling around one another to form an extremely strong bundle. This makes the bones almost impossible to work. The hide of a dune stalker is too abrasive to make a desirable leather for garments and the like, but does perform admirably as an abrasive sandpaper, highly favored by skilled woodworkers because of its durability.

CLIMATE/TERRAIN:	Any desert, mountain or tundra
FREQUENCY:	Uncommon
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Q
ALIGNMENT:	Neutral
NO. APPEARING:	2-6
ARMOR CLASS:	4
MOVEMENT:	3, Fl 36 (C)
HIT DICE:	1
THACO:	20
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1-3/1-3/1-2/1-2/1-2
SPECIAL ATTACKS:	Fire
SPECIAL DEFENSES:	Immune to fire-based attacks
MAGIC RESISTANCE:	Nil
SIZE:	S (2'6" wingspan, 8" body)
MORALE:	Steady (11), Fanatic (18) when guarding young
XP VALUE:	270



The fire falcon is a small russet-colored raptor, found in areas well away from those settled by man. It seeks only to be left in peace by large creatures, including man.

Combat: Fire falcons determine their tactics in combat depending on the size of their opponent. Normal prey, such as rabbits and small birds, are simply grabbed in their talons and attacked with the beak. Larger creatures, like men or horses, are generally attacked first at long range, in an attempt to drive them off. The ranged attack of a fire falcon is to discharge two highly flammable spheres from its wingtips in the general area of the intruder. These explode on contact with anything, doing 1-6 points of damage (no save, but magical fire resistance halves the damage) to all in a 10' radius. Thus, it is not necessary for the fire falcon to make a successful attack roll in order to damage a party. Each fire falcon can make this attack four times per day. If the sphere actually hits an adventurer, or their mount, the burning substance sticks to them, doing an additional 1-6 points of damage in the next round, and 1-3 the round after that, before going out.

Only if it cannot drive off the intruders will the fire falcon attack physically. Even then, it will only attack if there are young in the nest and the intruders are approaching. If it must use physical means, it will attack first with the talons, which rake for 1-3 points of damage each. This is followed by a beak attack, for 1-2 points of damage, and buffeting from the creature's wings, which causes a further 1-2 points of damage per wing. In addition, any mounted opponent which is buffeted must make a Dexterity check with a -4 penalty or fall from his/her mount. This can be fatal if the mount is airborne. The fire falcon's talon attacks will be directed at the face or hair of its target, so armor will not help unless a full face helmet is being worn. Mounted targets get no Dexterity bonus to their Armor Class during these attacks. The fire falcon will pick a target with long, flowing hair in preference to one fully clad in metal. Fire falcons cannot be harmed by any form of fire, magical or otherwise. They are also immune to *magic missile*.

Habitat/Society: Fire falcons tend to form small flocks of 3 or 4 families. They build their nests high up on mountains if possible, or else well hidden among tufts of tundra grass. When encountered in deserts, they will always have their nest in a nearby mesa. Fire falcons like to line their nests with shiny objects, and that is where any treasure they have will be found. The normal food for a fire falcon is small rodents, and they consume about half their body weight each day in mice, rabbits, shrews, and other such creatures. The normal flight range of a fire falcon is up to forty miles in a single day. Fire falcons can soar on thermals for hours without moving their wings, and can see a fieldmouse moving from 4 miles away.

While their normal flying speed is around 12 miles per hour, fire falcons can reach speeds in excess of 130 miles per hour in a dive on their prey.

The normal lifespan of a fire falcon is 28 years. For the first six months of its life, it will remain in the nest, being fed by its parents. After this time, it is taught to fly and to hunt, and to become a contributing member of the flock.

Fire falcons only lay one, or rarely two, eggs in a season. They are only able to breed from the age of 3 years until 27 years. All the birds in a flock will protect the young, whether their own or another pair's.

Fire falcons mate for life. To avoid inbreeding, females will leave the nest at two years of age to seek out a mate in another area. Males will stay in the area where they were hatched, waiting for females to come from another eyrie.

Ecology: The fire falcon is a raptor, with no natural enemy, save mankind. Hatchlings can be trained by falconers, and a few wizards have been known to have fire falcons as familiars. They can prove useful in keeping unwanted rodent populations at manageable levels.

CLIMATE/TERRAIN:	Temperate/Forest
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	18
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	100% (see below)
SIZE:	T (1-2' tall)
MORALE:	Steady (12)
XP VALUE:	2,000

The faux faerie has a mission and goal to its life: to misdirect and lie to as many creatures as possible. It is quite happy in its life's work, and delights in finding new and novel ways to lie and mislead others. It has almost no powers of its own, but its special form of magic resistance makes it seem as if it has great magical powers.

Because it is essentially a magic-based creature, the faux faerie can appear to those who view it as one of almost any number of fairy-like creatures, such as sprites, brownies, pixies, leprechauns, or woodland fairies. It will generally take the form of whichever type of fairy-creature is most common to the locale in which it is currently travelling. The faux faerie is an excellent mimic, conversant in all of the languages of the creatures it portrays, and is virtually impossible to detect as an imposter, except that it does not possess the innate magical powers and natural abilities of the creatures it poses as. Thus, for example, it can appear and sound like a leprechaun, but cannot play the magical tricks that come so easily to such creatures.

The faux faerie spends its day changing trail markers and sign posts, creating false and circling trails, and giving inaccurate directions and information to passersby. It will even create trails to areas in which such natural dangers as quicksand, rockslides, and dangerous pits abound. It is a congenital liar, but crafty in mixing lies, half-truths, and partial truths, so as to misdirect and confuse without its lies being noticeable or obvious. Once having led someone astray, the faux faerie will often follow behind them at a distance to laugh at their plight, sometimes changing form to encounter them yet again.

Combat: The lies and deceit of the faux faerie are one of its most potent weapons, and more than one adventuring party has been misdirected to its death by these pernicious little creatures. But the most unusual feature of combat with these strange creatures is their complete and special magic resistance, which gives them total protection from all forms of magical spell attack. An invisible aura of absorbent and reactive magic surrounds them so that when a spell is cast upon them, the spell is itself absorbed into their aura, where it joins dozens of other spells, circling the faux faerie in a magical frenzy. If the aura is "full" at the time a spell is cast upon the faux faerie, the spell is still absorbed, but a random spell captured earlier is expelled from the aura back toward the caster of the spell upon the faux faerie. This can hap-

pen multiple times in the same round and cannot be disrupted by any physical attack. Thus, without components or motions of casting, a faux faerie may appear to have great innate magical abilities, as it will cast out in any round the same number of spells which may be cast upon it that round, without suffering spell disruption by any means.

If a faux faerie is burnt in its dormant state (see *Habitat/Society* below), the results can be disastrous, as the aura is disrupted and all of the stored spells are released at the rate of six per round until the aura is fully emptied or the burning of the faux faerie is put out.

The number of spells which can be held by the aura of a faux faerie ranges from 24 to 48, and does not change over the life of the faux faerie. Until the aura fills, spells are merely captured by it, and no spells are expelled in return. Once full, the aura captures and randomly expels spells on a one-for-one basis. The spells absorbed and expelled may be either magical or clerical in nature and are not limited by school or discipline. The spells which a faux faerie has stored in its aura would normally include a variety of spells which might have been cast upon it (by both friendly and unfriendly parties), including such spells as *know alignment*, *charm*, *magic missile*, *lightning bolt*, etc.

Habitat/Society: During daylight hours, the faux faerie goes about its novel business, snacking on berries and nuts. An hour before dusk, the faux faerie will seek out a suitable fallen branch or log, three or four feet long at most, into which it melds itself for its night's rest, and becomes a part of the wood itself—much as a dryad will meld into her host tree for rest and replenishment. The faux faerie remains in the wood until an hour after dawn. When infused with a faux faerie, the wood of the branch or log will take on an extremely faint blue glow from the dweomer of the magical aura of the faux faerie. This glow, which is indistinguishable from the blue fox fire glow which sometimes occurs in naturally decomposing wood, cannot be seen at all if it is still light or dusk or if there is a light source (e.g., torch, lamp, lantern, or *continual light gem*) in use when the wood is viewed. Thus, gathering wood for a fire at dusk can be a risky proposition if a faux faerie is about. If the wood infused with a dormant faux faerie is burnt, the faux faerie will take normal damage from the fire, and its aura is explosively disrupted as described above.

If, however, the wood containing the faux faerie is chopped or cut (and not burnt), only six random spells will be discharged. Two faux faeries will emerge from the pieces of wood that morning, each with half the hit points and half the stored spells of the original faux faerie. They will remain in this immature stage for two weeks, after which their hit points and spell capacities will double. This is the only known means of procreation for the faux faerie.

Ecology: A faux faerie can be a formidable storage battery for high-level protective and healing spells, or even for offensive spells. If captured before its aura is full, the faux faerie can be "fed" whichever spells are desired. For example, a cleric could cast several high-level cures on the faux faerie until its aura was filled or nearly filled with such spells. This would allow any spellcaster to receive such a cure during battle by casting a low-level spell on the creature, receiving the expelled spell in return. Obviously, there are many risks involved. First, the hazards of trying to determine whether or not a faux faerie's aura is "full" should be obvious, as well as the effort involved in capturing the creature. Second, as low-level spells are cast upon it to discharge the stored spells, the odds increase that one will not receive the hoped-for spell in return. And finally, faux faeries are not at all fond of being treated like storage batteries, and will do their utmost to escape from any such situation.

CLIMATE/TERRAIN:	Temperate/Hills and mountains
FREQUENCY:	Rare
ORGANIZATION:	Familial lair
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-8
ARMOR CLASS:	5
MOVEMENT:	6, Fl 18(C)
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Breath weapon
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4' long)
MORALE:	Average (9)
XP VALUE:	420

Although frequently mistaken on first sighting for a young red dragon, the firedrake is neither as intelligent nor as powerful as its dragon cousin. It responds with flame to any stimulus.

This small dragonet—4' long, and a bit over 2' in height—has the features and proportions of a miniature red dragon, but its scaly hide is thinner and more translucent than that of even the youngest of true dragons. The hide of the dragonet twitches and quivers almost imperceptibly, and is somewhat mottled in color, with mauve and burgundy splotches over the red undercolor. The wings beat slowly even when the dragonet is on the ground. In this manner the firedrake provides air flow to itself, and wards off pesky insects. A shimmer of heat rises off of the dragonet at all times.

Combat: If a firedrake is disturbed, there is a 50% chance it will attack. Its primary attack is its breath weapon (fire), which it can use up to five times daily. The fire forms a cone from the snout of the dragonet to a 10' diameter circle at the extreme end of its 60' range, and causes 2-16 points on all affected (save vs. breath weapon for half damage). The firedrake's claws are not used in combat, but its bite will cause 2-8 points of damage.

The dragonet's blood burns fiercely in air, as there is a high phosphorous content to the blood. In fact, the fire-breathing of these creatures is actually the voluntary expelling of a jet of its pyrophoric blood. Because of the flammability of the dragon's blood, blunt weapons such as staves or clubs are less dangerous than those which cause blood loss. Any creature making a successful slashing or piercing attack on a firedrake must save vs. breath weapon, or take 1-2 points of fire damage.

In aerial combat, the firedrake is particularly fond of attacking airborne creatures from below and behind. The heat from the firedrake and its breath attack naturally radiates upwards, sometimes disrupting the maneuvers of creatures that depend on relatively smooth air currents for flying or gliding. The firedrake will sometimes simply ram smaller opponents in their soft underbelly in the hope of stunning them and causing them to plummet to their deaths.

Habitat/Society: Firedrakes are familial creatures, with a mated male and female taking up residence in a lair, which is generally a small cavelet or rocky shelf under a ledge or outcropping. Usually six to eight eggs are laid and tended by the pair, being



kept warm by the ample heat of the bodies of the parents. The eggs, laid in early summer, take about 60 days to hatch. The young firedrakes learn to breathe fire even before they learn to fly, and are even more nervous than the adults, spouting flames several times a day in the lair or nearby during this period. Flight first occurs about 60 days after hatching.

The parents are very protective of their lair because of the young. Although firedrakes normally only range 1-2 miles from their lair, they may patrol up to twice that distance during the times at which their young are most vulnerable to attack.

Firedrakes leave the family lair early in the spring following their hatching, flying sometimes scores of miles before encountering a firedrake of the opposite sex willing to mate for life and establish a new lair. The rare mating fights that do occur are spectacularly fiery, although one male usually concedes and retreats before the battle becomes lethal.

Firedrakes gather no treasure, although they take no special care to remove the bones or effects of any that they defeat.

Ecology: Firedrakes have a short lifespan compared with their larger cousins, the dragons, usually living only 75 to 100 years.

Firedrake blood can be kept, in its liquid state, if kept in a sealed and airtight container, or under water or some other inert liquid. It can thereupon be used as a firebomb, equivalent to a torched flask of oil, or used to create flaming weapons. For instance, swords dipped in the blood immediately become flaming swords for 3-6 melee rounds, although the sudden, intense heat upon the blade creates a 2% cumulative chance per round of the sword breaking upon impact with each blow struck during the period in which flame engulfs it. After the flame ends, the sword is otherwise unaffected.

The blood of the firedrake actually burns within its veins, creating the shimmer of heat that always rises from these creatures. The burning of the blood also requires a high level of oxygen, hence the constant slow beating of the dragonet's wings, even at rest. If deprived of air, it will die of suffocation in about half the time of a similarly sized creature.

CLIMATE/TERRAIN:	Temperate or tropical/aquatic
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Average (8-10)
TREASURE:	See below
ALIGNMENT:	Neutral good

NO. APPEARING:	4-80
ARMOR CLASS:	7 (-3 see below)
MOVEMENT:	3

HIT DICE:	1-3
THAC0:	1-2 HD: 19 3 HD: 17

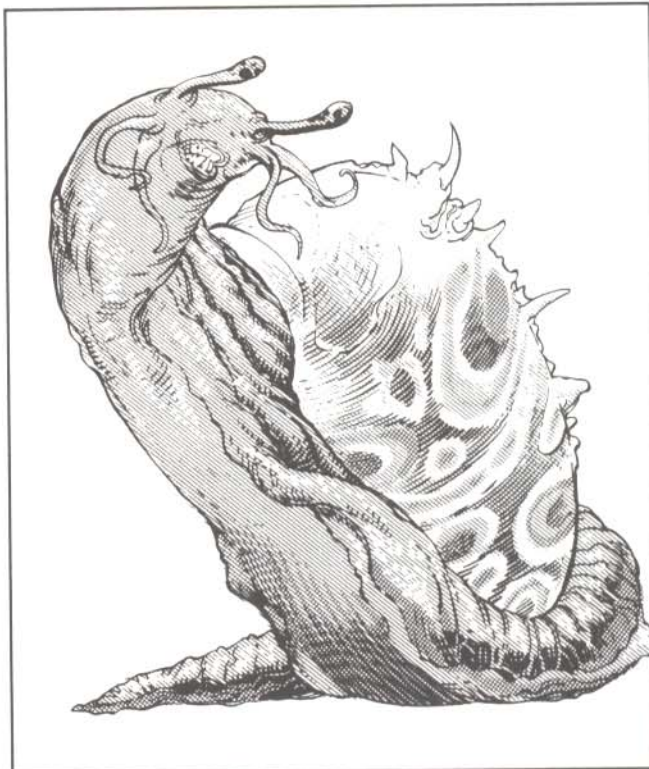
NO. OF ATTACKS:	1
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DAMAGE/ATTACK:	1-3 (stone dagger)
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SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil

MAGIC RESISTANCE:	Nil
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SIZE:	S (3 1/2'-4' tall)
MORALE:	Irregular (6)
XP VALUE:	1 HD: 35 2 HD: 120 3 HD: 175



Flawder are peaceful, snail-like nomads which live in aquatic environments. They look much like upright snails, but do not have spiral shells. Their shells are quite beautiful. Each tribe has a different, distinctive pattern and color combination.

Flawder have two eyes, which bob at the tips of eyestalks sprouting from their heads. Below the eyestalks is a pair of tentacles, which they use to feed themselves and to wield tools or weapons. A flawder's mouth is a round hole with several rows of blunt teeth inside.

Flawder speak their own language, a beautiful, musical tongue.

Combat: Flawder prefer to avoid combat, but will fight to defend themselves and their tribe. Only about half of the flawder encountered will be armed, and the others will flee at any sign of trouble, fighting only if cornered. An unarmed flawder can bite for 1-2 points of damage at -1 to its attack rolls.

For every 20 flawder encountered, there will be a 2 HD group leader. This leader will use spells as a 2nd-level wizard. A tribe has a 3 HD chief who is a 3rd-level spellcaster. DMs should choose spells randomly from the schools of abjuration, conjuration/summoning, divination, or enchantment/charm.

All flawder have exceptionally tough shells. While they are Armor Class 7 to frontal attacks, their shells are AC -3.

Habitat/Society: Flawder live in small, nomadic tribes which travel the floors of seas or large lakes. They do not swim, but slide along the ground. They cannot breathe air, and will "drown" after 3-12 minutes out of water. A flawder chief rules absolutely, normally leading the others about in search of food. In rare instances, a chief will lead the tribe to attack a particularly dangerous predator.

A flawder chief will sometimes (20%) have a familiar. A familiar might be a normal fish, crab, lobster, cuttlefish, squid, or sea horse; roll on a d6 to determine which. All familiars have good, wide-angle vision, and all can sense underwater sounds or

vibrations from great distances. Crabs, lobsters, and some fish can attack for 1-2 points of damage. Cuttlefish and squid can release inky clouds, blinding opponents for 1-2 rounds. All are 6"-18" long and have the same statistics as those listed in the 2nd Edition Player's Handbook under the *find familiar* spell.

The spells of the flawder leaders are inscribed on flat pieces of shell about 6" in diameter. All the leaders share this "spell book", which is carried in a small net by a specially chosen common flawder. Tribes may also carry 1-20 similar shells on which they have recorded histories, legends, and songs.

Flawder are hermaphrodites. With the participation of another adult, any flawder can produce 3-12 soft eggs which will hatch in 6 weeks. They can reproduce at any time, and their young grow to adulthood in 6 months. An immature flawder has the same statistics as a normal adult, but is only 1'-3' tall. They reproduce often, leaving eggs at many places throughout their territory, which helps preserve their race and replenish their easily decimated population.

Flawder are nervous around almost any other aquatic race, but will sometimes associate with tritons, mermaids, or aquatic elves.

Barring predators, flawder can live for up to 40 years.

Ecology: Flawder artifacts consist only of their writing shells and their flint daggers.

Flawder are quite tasty, and are therefore hunted by many other races, including unknowing or less civilized intelligent beings.

If they travel or are transported to a place without predators, they will reproduce at an alarming rate, eating all plant matter in the area, upsetting the normal ecosystem and causing the eventual death by starvation of the tribe.

Though they collect no treasure, they swallow small rocks to aid digestion. Any flawder has a 10% chance to have 1-4 rough gemstones in its gullet. These, plus their fine shells which can sell for up to 500 gp, also serve to make them desirable as prey.

CLIMATE/TERRAIN:	Any Tropical, Sub-tropical, or Temperate
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Herbivore/Scavenger
INTELLIGENCE:	Average (9)
TREASURE:	Nil
ALIGNMENT:	Chaotic Neutral

NO. APPEARING:	1 (but see below)
ARMOR CLASS:	5
MOVEMENT:	Fl 18 (A)
HIT DICE:	1 hp (Attacks as 5 HD)
THAC0:	20 (15)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1
SPECIAL ATTACKS:	Starts Fire
SPECIAL DEFENSES:	Immune To Fire Attacks
MAGIC RESISTANCE:	Nil
SIZE:	T (1")
MORALE:	Steady (11)
XP VALUE:	175

The fyrefly is a large, slow-moving black insect with red wings and reddish eyes. It is normally a benign insect which flits from plant to plant, eating leaves and rotting vegetation. For most of its life, it causes no harm to anyone. It is during the creature's reproductive cycle when it becomes dangerous to other creatures.

Combat: When a fyrefly is doused with water or hit with a cold-based spell, it falls into dormancy. It appears dead, but will awaken in 24 hours and begin its feeding process again.

When a fyrefly comes in contact with a flammable object, there is a chance it will burst into flame. To determine this chance, first determine the flammability of the object in question. On an average fighter, for example, perhaps only 10% of his/her attire would be flammable, while on a wizard almost 90% would be. On any hit, roll percentile dice to see if the fyrefly hit a flammable object. Any flammable object hit by a fyrefly, adult or larval, must save vs. normal fire or be set ablaze. Persons in burning clothing suffer 1-6 hit points of damage per round until the fire is extinguished. Hits that do not strike burnable objects are assumed to hit flesh, causing 1 hit point damage.

The fyrefly will only attack living creatures while it is in its larval stage, immediately after it has reproduced (see below.) At this time, it becomes frenzied, and will seek to set fire to any living creature. When the fyrefly is in this agitated state, it becomes extremely aggressive, and attacks as a 5 HD monster (THAC0 15). Because of its extreme quickness, it becomes much more difficult to hit, with an effective Armor Class of 5. (If, for some reason, a larval fyrefly is resting, its Armor Class falls to 9.) During its aggressive phase, it flies at anything that moves, believing itself to be invincible.

When in its larval state, the fyrefly is immune to fire and fire-based attacks, but cold-based attacks will immediately cause the creature to fall dormant. Water splashed on a larval fyrefly will also cause dormancy if the insect fails a saving throw vs. paralysis.

Larval fyreflies will swarm, and area of effect spells will have a reasonable chance to take out most of the creatures, but 10% of the creatures will always survive such an attack. Remember that larval fyreflies usually swarm around a creature, and an



area of effect spell will undoubtedly affect that creature, also.

Habitat/Society: The adult fyrefly is a solitary insect, which lives in forested areas. Fyreflies spend most of their time gathering food and sleeping, waiting until the day they are to reproduce. Fyreflies voluntarily avoid others of their species, moving off into their own separate feeding areas. They sleep during the day, and feed constantly at night, pausing only to move to another leaf.

A swarm of larval fyreflies are born from one fyrefly which has fed constantly for two months. The fyrefly will seek out a fire to fly into in order to reproduce. The 'fly is not killed by the fire, but rather reverts to its larval state to reproduce. It metamorphoses into a small, insect-shaped mote of extremely hot fire. This may be noticed by a much brighter area inside the fire into which the fyrefly has flown. At this time, it begins a process of division, which, if left unchecked, will produce dozens of tiny balls of flame. If the fire is quenched while the parent fyrefly waits to split, the fly will be unable to reproduce, and will burn out in 10 minutes. If the fyrefly is undisturbed, it will produce two larval fyreflies after 10 minutes in the fire. The original 'fly dies, but its two offspring remain in the fire. For each succeeding round, each will generate two offspring, after which they leave the flame. So, two rounds after the first split, 2 fyrefly larva leave the main fire, 4 the following round, then 8, then 16, then 32, and finally 64. The final 64 fyreflies are incapable of producing any more offspring at this time. After a larval fyrefly leaves the fire, it burns until it is killed or sent into dormancy, or until 10 rounds have elapsed, when it falls dormant on its own and begins its transition to adulthood. This transition takes 9 days.

Ecology: Fyreflies are the creation of the mad wizard Grebdews, who accidentally allowed his "pets" to escape into the world.

Fyreflies would pose no problem to mankind were it not for their peculiar breeding habits. They are prized for use in many fire-based potions.

CLIMATE/TERRAIN:	Temperate and sub-tropical/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:	1-8
ARMOR CLASS:	6
MOVEMENT:	See below
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8/1-4/1-4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Steady (11)
XP VALUE:	175

Known by the folk name of "Springing Skulls of Doom," these strange creatures construct a lair and patiently wait to ambush passersby. The gambado are completely amoral, caring only for their own survival, their next meal, and their personal treasure.

These extraordinary-looking creatures are man-sized, with a powerful human torso and two arms, each ending in three very sharp, curved claws. Supported on the strong, flat neck is what appears to be the creature's head, but which is actually a skull of another creature. Skulls of horned or long-toothed beasts, or other interesting animals, are favored by plains gambado, while those with subterranean lairs prefer humanoid skulls.

The torso narrows downward into a 3' long cylinder of cartilage, muscle, and skin, which can be compressed, spring-style, and suddenly released for springing up and forward. This columnar leg ends abruptly in three long and flat single-toed feet.

Gambado are generally pale grey in color. They will often camouflage themselves with soil and clays found in the course of digging their pit lairs.

Combat: The gambado moves by a series of springs; jumping vertically, it can just reach a 14' high ceiling with its head, and it moves horizontally at a rate of 12. The radially arrayed and retractably clawed feet allow the gambado to rapidly shift direction or stop suddenly, and provide good traction during its springing travels.

A gambado's normal form of attack is to stand upright in its lair, which is a pit dug by it some 6' deep, with its head just at ground level and its leg contracted for springing. The gambado goes to considerable effort to construct 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 adventurer will see only the skull, apparently simply lying on the ground. The cover will not support the weight of any creature larger than a wharf rat, and will not encumber the outward spring of the gambado when it strikes.

If a living creature comes within 4' or so of the skull-head, the gambado will spring out and attack, first biting with its ersatz "head" for 1-8 points of damage. Thereafter it will also attack with the claws on its hands, each of which inflicts 1-4 points of damage.

The gambado will flee rather than fight to the death.

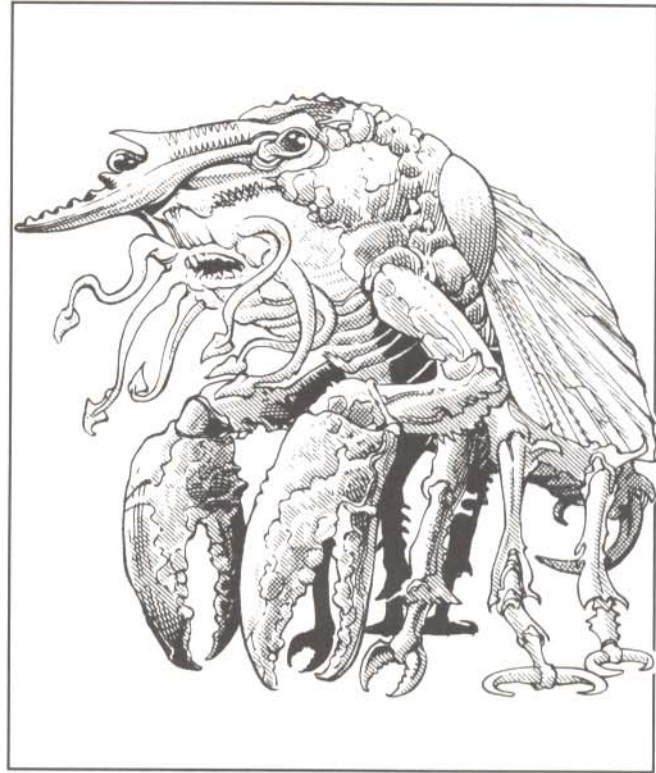


Habitat/Society: If a gambado kills a victim it will ignore all booty except coins, gems, and small pieces of jewelry, which it will immediately take. These are then compulsively sorted by type, color, or characteristics, then grabbed back up to be fondled and held up to the light, then compulsively resorted again. Finally, the objects are taken into the pit and stored, although sometimes artifacts are scattered about or left on the ground in order to attract curious future victims. The gambado eats its victim, then laboriously reconstructs the cover for its lair, and retreats to its lair to digest its meal and await further prey. Gambado can go for several months between major meals, although they supplement major kills with vermin and insects which fall into their lair. At least once every 10 days, the gambado will uncover its horde of small items and compulsively sort and readmire the various objects for several hours.

Though once thought to be essentially solitary creatures, gambado are now often found in groups. Apparently, if a location is successful in terms of food and booty, a gambado will return to its former lair to collect its family to dig lairs in the immediate vicinity. In places where bones are common (i.e., places where monsters, animals, and adventurers abound), as many as eight gambado may be found to have dug pits quite close together. Some believe that gambado communicate with one another through 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 hide of the gambado's springing leg is naturally somewhat elastic. This elasticity makes cylinders of the hide useful as connectors to lengths of pipe and in similar applications. Gambado lairs are relatively easily noticed and avoided by those who have previously been victims of their traps. If left undisturbed, they may have the effect of guarding the rear of a passing party from less intelligent wandering monsters.

CLIMATE/TERRAIN:	Black Swamp, jungle	Violet Swamp, damp 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:	2-5	1
ARMOR CLASS:	5	5
MOVEMENT:	6, Fl 12 (MC:C)	6, Fl 9 (MC:D)
HIT DICE:	2+2	3+3
THAC0:	19	17
NO. OF ATTACKS:	7	8
DAMAGE/ATTACK:	1-4/1/1/1/1/1/1	1-6/1-6/1/1/1/1/1/1
SPECIAL ATTACKS:	Paralyzation, blood drain	Paralyzation, 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 seem to be related to carrion crawlers. A garbug of either color has six tentacles around its mouth and a pair of insectile wings. In other respects, they resemble lobsters, having short eyestalks, long antennae, a hard exoskeleton, and five pairs of limbs, with pincers at the end of each limb. The black (male) garbug has a long proboscis and a glossy black exoskeleton. The violet (female) garbug is a uniform violet of striking hue, except for the set of strong claws on her topmost pair of limbs; these are dark yellow.

Combat: Though garbugs will readily eat carrion, they prefer living, but immobile, prey. A garbug's six tentacles are each two feet long. Though each tentacle causes only one point of damage per hit, it also secretes a paralytic poison. Victims hit by the tentacles must make a saving throw versus paralyzation for each hit, or be paralyzed for 2-12 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 for the next two hours.

A black garbug attacks with his tentacles and his proboscis. This feeding tube causes 1-4 points of damage on a successful hit. If the black garbug has paralyzed his victim during a round in which he hits with his proboscis, he leaves his feeding tube inserted, draining blood. Blood drain causes 1-4 hit points of damage per round. Black garbugs are very tenacious, and will generally fight to the death, even if they want only a light snack.

The violet garbug attacks with her tentacles and her strong claws. Each claw does 1-6 points of damage on a successful hit. If the violet garbug hits with both claws in the same round, she will also rend her victim, doing an additional 1-4 points of damage. Once her victim is paralyzed or dead, she will use 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 monsters' pincers are too weak to be used in combat. They are used to carry food, or to hold the garbug in place while it feasts.

Habitat/Society: Both types of garbug are found in moist environments. Black garbugs have no permanent lair, though a violet garbug will often claim a small cave or build a nest. All black garbugs are male, while all violet garbugs are female; the female is dominant. They come together once or twice a year. 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 a strangely beautiful mating ritual, the violet female lays 20-40 eggs in standing water. These eggs hatch into nymphs, which look like crayfish, but are colored according to sex. There are usually five or six males for every female. In two months, the nymphs undergo a metamorphosis, acquiring their adult characteristics.

Predators, including and especially adult garbugs, keep the numbers of developing garbugs small. Only 2-12 from any hatching reach maturity, and travel to appropriate territories, to lay claim to 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 violet, are very clever about luring spiders out of their lairs and attacking them.

Incidental treasure, as well as the other remains of previous victims, may be found anywhere in the creatures' hunting grounds. Garbugs are not 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 might be useful in the making of scrolls, glyphs, or other items which cause paralysis.

If a female garbug is captured while still a nymph, she may be raised as a guard animal. A violet garbug nymph might bring as much as 1000 gold pieces from the right buyer. Like other animals, she may be trained to recognize a few individuals, and to follow very simple commands, such as "stay" or "fetch." Male garbugs have defied all attempts at training.

CLIMATE/TERRAIN:	Temperate/Swamps, marshes, boggy forests, and coastal regions
FREQUENCY:	Very rare
ORGANIZATION:	Clan, Hunting Group
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10) to highly (13-14)
TREASURE:	E, R
ALIGNMENT:	Neutral (good 50%, evil 50%)
NO. APPEARING:	1-4 (rarely 1-6)
ARMOR CLASS:	1
MOVEMENT:	15
HIT DICE:	14
THACO:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10, or by weapon (3-18 + 11)
SPECIAL ATTACKS:	Rock hurling
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (24' tall)
MORALE:	Very steady (14)
XP VALUE:	7,000

Cousins to the cloud giants, these large rock-hurlers are more intelligent and stealthy than portrayed in story or song.

Fog giants are huge and husky, with tree-trunk sized legs, and over-developed arms muscled by constant throwing games and exercises. They have milk-white skin which aids their natural ability to blend into fog (80% chance) and gives their foes a -5 penalty to their surprise rolls when attacking in fog or mist. Their hair is silvery white and flowing, with ample hair on the arms, legs, and chest. They grow no facial hair whatsoever. They prefer to wear no armor, counting on their high natural Armor Class. However, they occasionally wear leather armor (AC -2), and at least one band wears armor made from white dragon hides studded with silver. They love massive, ornate clubs made from bleached and polished wood or bone. Fog giants speak their own tongue and Cloud Giant, and 30% speak Common.

Combat: Fog giants generally hunt in groups of 2-5 males, although they sometimes join with a cloud giant or two to form a hunting party of 3-7. They prefer to attack from cover (fog is most preferred). After some ranged rock-hurling to scatter their opponents, they will charge into melee with fists and swords flying. Adult fog giants can hurl rocks up to 3-240 yards, inflicting 2-20 points of damage to anyone struck. They also have a 45% chance of catching hurled weapons of similar size, but cannot catch fired weapons such as arrows, bolts, and sling-stones. In melee they generally fight with clubs and fists, though tales of sword-armed fog giants are common.

Because of their keen hearing and highly-developed sense of smell, fog giants are seldom surprised (+2 on surprise rolls). Access to their caves and regular hunting camps are often protected by deadfalls of rocks or logs, which can be released by a carefully thrown rock at the first sign of an attack against them.

Habitat/Society: Fog giants are proud of their strength and fighting skills, often playing games when on hunting forays in an attempt to best one another. Their favorite such game is called "copsi" and consists of the giants pairing off to toss larger and larger boulders to their partners until one of the pairs misses its throw.



The fog giant families live in caves, canyons, or thickets, in the most inaccessible areas of marsh, swamp, forest, or coast. The men usually hunt in groups, ranging up to a dozen miles from their homes. The groups generally are formed of giants of similar alignment.

By tradition, a young giant may not mate until he has obtained at least one large ornament of silver. Usually, the young giant joins with several others in a quest to find one (or acquire enough treasure to buy one).

Fog giants do not often mix well with other creatures or races, although they can often be persuaded to perform services for a fee, or barter goods with groups of similar alignment. Fog giants will happily barter goods and services for refined silver.

Territorial disputes sometimes flare up between groups, especially in times of bad hunting. Friendly disputes can sometimes be resolved by a game of copsi or an arm-wrestling match. Fog giants fighting amongst themselves will generally throw rocks and fist-fight, rather than use swords.

Fog giants are fond of all sorts of cooked meats, particularly hoofed creatures such as horses, cows, deer, elk, and centaur. They often cook meat by building a large fire, then impaling chunks of meat on their swords and holding them over the open flame. Fog giants prefer fruits and sweets for dessert, and will also down large quantities of spirits if available to them. They do not distill their own spirits or liquors. They also sometimes smoke fresh milkweed pods in wooden pipes, though the taste is too bitter for humans and demihumans to enjoy.

Ecology: Because of their size, fog giants consume a large quantity of food, and require a considerable territory per hunting group to support themselves. The giants will often place territorial markers of boulders and logs to define the boundaries between their hunting territories. They do not look kindly on anyone who tears down or moves these markers. Their regular pathways are hard to hide, and are instead trapped with deadfalls of rocks and logs to discourage trespassers.

CLIMATE/TERRAIN:	Temperate/Forest, subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Night (but see below)
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	40-400
ARMOR CLASS:	10
MOVEMENT:	9
HIT DICE:	1
THACO:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 (weapon)
SPECIAL ATTACKS:	Mass assault
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S-M (4'-5' tall)
MORALE:	Irregular (5)
XP VALUE:	15

They come screaming, jabbering, and howling out of the night. Dozens, maybe hundreds, of hunchbacked, naked humanoids swarm unceasingly forward, brandishing short swords. They have no thought of safety, subtlety, or strategy, leaving others with no hope of stopping their mass assault. And then, having come and killed, the gibberlings move on randomly back into the night.

The first impression of gibberlings is of a writhing mass of fur and flesh in the distant moonlit darkness. The pandemonium is actually a mass of pale, hunchbacked humanoids, with pointed canine ears, black manes surrounding their hideous, grinning faces. Their eyes are black, and shine with a maniacal gleam. They carry short swords in their overly long arms as they lope ever faster forward.

Combat: Gibberlings attack in great numbers, uttering ghastly howls, clicks, shrieks, and insane chattering noises which cause even the boldest hirelings to check morale each round. PCs need only make a morale check if it is appropriate to their character. The screaming mob is completely disorganized in form, and random in direction.

The gibberlings attack with common swords, but such is their skill and practice in using these weapons that they are +1 to hit. Their forward motion slows only long enough to kill anything moving, then continues forward, their bloodlust apparently unabated. They always fight to the death. All food in their path is devoured, including the fallen among their own number, and any unfortified building or objects are generally wrecked.

The only true hope of survival, should a herd of gibberlings be encountered, is to take strategic advantage of their fear and detestation of bright light. The gibberlings generally frequent only dense forests and subterranean passages, loathing bright light of all kinds, and are particularly afraid of fire. Although their mass attacks would quickly overwhelm someone wielding a torch, a bright bonfire or magical light of sufficient intensity will hold them at bay or deflect their path.

Habitat/Society: It is difficult to imagine a gibberling social structure. It can be roughly compared to the social structure of lemmings throwing themselves into the sea, or of a school of



pirhana in a feeding frenzy. There is no sense, no organization, and no individuality. Though they clearly have a primitive means of communicating among themselves, they have no discernable language.

Gibberlings traveling above-ground invariably burrow into the ground to hide during the daytime, and it is at such time that they are most vulnerable. They can easily be tracked by the path of chaos and destruction they leave, and can be quickly dispatched while they lie dormant just beneath the surface of the ground. If uncovered, they awake, but generally cower in fear at the bright light surrounding them, and so are easy prey. Subterranean gibberlings may burrow into the ground, or may simply lie down in a curled, fetal posture at times of rest. They awake suddenly, as a group, and burst in unison out of the ground, howling and gibbering in a most frightful way.

If captured, these strange creatures speak only their own incomprehensible gibberish, and show neither the patience nor the inclination to learn other languages or communicate whatsoever with their captors. Instead, they beat against their cages and fling themselves at barred windows and doorways in pitiful attempts to escape their captivity.

It is unclear how or when or even if gibberlings procreate.

Ecology: Attempts to find the gibberlings' lairs have inevitably led back to subterranean passages, where the trail is eventually lost in the deepest rock-floored recesses of the caverns.

Gibberlings require a prodigious amount of food to support their manic nocturnal existence, stripping to the bone anyone or anything that should fall in their path. Their fur is commonly infested with lice and other pests picked up during their burrowed slumber. Their hides are vile and worthless. Gibberlings carry no treasure or other useful items. Their swords are of the commonest variety, with no markings or decoration, and are often pitted and dull. In short, gibberlings serve no purpose and no known master, save random death in the night.

CLIMATE/TERRAIN:	Tropical/land
FREQUENCY:	Uncommon
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Omnivore (scavenger)
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-20
ARMOR CLASS:	3 (10 see below)
MOVEMENT:	1, Fl 18 (C)
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 or 1-6
SPECIAL ATTACKS:	Explosion
SPECIAL DEFENSES:	Immune to blunt weapons
MAGIC RESISTANCE:	Nil
SIZE:	S (3' diameter)
MORALE:	Unreliable (4)
XP VALUE:	120

The gorbel is an odd creature, believed by some to be a distant cousin to the beholder, or perhaps the result of some mad wizard's experiments. They attack and eat practically anything that moves; only their explosive nature keeps them from overrunning their habitat.

The creature usually appears as a red globe of translucent, thin rubbery material. Equally spaced around the top of the spherical body are six tiny red eyes on short, retractable eyestalks. It eats, breathes, and gives birth through a tiny mouth-like opening, and uses its short, clawed legs while walking, or in attacks. Gorbels are a mere six inches in size when born, but rapidly grow to full size of 3' diameter within six months. Like the rest of this creature, the mouth is rubbery, and can slowly stretch to fit food of up to 18" in diameter. A multitude of tiny teeth around the edge of the mouth aid in holding onto larger, struggling prey while the mouth stretches to accommodate the meal.

Combat: Gorbels will attack and attempt to eat anything that moves. They have even been known to attack trees swaying in the breeze. An attack is initiated by rapidly drifting towards the target, then latching on with sharp claws. The gorbel's mode of propulsion is not completely understood, but is believed to involve magic similar to a *levitation* spell. Once attached to its prey, the gorbel's grip is so strong that it cannot be detached until either the gorbel or the victim is dead. Furthermore, once the claws have found their mark, they automatically hit the victim each round for 1-6 points of clawing damage. This aggressiveness is also the creature's undoing: once attached, it loses all dexterity bonuses and drops to AC 10.

A hit with a blunt weapon merely bounces off of the gorbel's rubbery hide. A successful hit with a piercing or slashing weapon bursts the gorbel's balloon-like body. A cloud of pyrophoric gas is thus released, and explodes for 1-4 points of blast damage to any creature within 5' range. Magically-incurred damage (*magic missile*, etc) will also cause the creature to explode, regardless of damage actually inflicted.

Gorbels are not immune to the explosions of their herd-mates if in range; entire herds have been known to have destroyed themselves accidentally in a chain-reaction explosion caused by damage to a single creature.

The pyrophoric gas is a result of the gorbel's unselective diet



and unusual metabolic processes. A combination of green foliage, bark and a tiny amount of scrap metal or ore (to catalyze the process) is digested inside the creature. Ores containing fool's gold seem to be preferred. The gas so produced is substantially lighter than air, and is thus responsible for the creature's buoyancy. It also slowly leaks out, and must therefore be constantly replenished. The gas smells of rotten eggs; this smell may reveal the presence or approach of these creatures.

Habitat/Society: Gorbel herds are loosely organized groups, living on lush tropical vegetation or jungle rubbish and carrion. They have no set lairs, as the herd must move frequently when they have exhausted all of the foliage in one area. The size of the herd is not fixed; individual gorbels come and go as their own limited instincts determine. Occasional fights with other gorbels over food may occur, but these generally are little more than contests to bounce the aggressor away.

Gorbels are curious creatures, and tend to investigate anything in their local environment which is out of the ordinary, such as an adventurer's camp. Once in the camp, they will attack and attempt to eat the first thing that moves and thus catches their attention. When something has piqued its curiosity, a gorbel will begin a frantic mewling, not unlike a kitten.

Ecology: Gorbels are no harder on the local foliage than any other herd animals: when the food is gone, the herd moves on. Little else is known about their lives or how they react with other creatures.

Some wizards have prepared *potions of fire breath* from the pyrophoric gas contained inside the gorbel's body. The eyes may be useful as components for *wizard eye* spells or similar magical effects, while the rubbery hide is said to allow the construction of a curious lighter-than-air craft. To obtain the hide intact for such purposes, it is necessary to kill the gorbel in such a way the body sac is not ruptured, thus preventing the pyrophoric gas from exploding.

CLIMATE/TERRAIN:	Any/Mountainous
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Carnivorous (Human Flesh)
INTELLIGENCE:	Average (8-10)
TREASURE:	Individual K, L, M; B in Lair
ALIGNMENT:	Neutral Evil
<hr/>	
NO. APPEARING:	20-200
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	2 (and see below)
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACKS:	1-6, or by weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Special
SIZE:	M (5½'-6')
MORALE:	Steady (11) (and see below)
XP VALUE:	Variable



Powerfully-built humanoids clad only in dark, filthy rags, these warlike subterranean creatures emerge from their deep caverns at night to search for unlucky humans to add to their larders.

Grimlocks have thick, scaly, grey skin and long, black, filthy hair. Their teeth are white and extremely sharp. Their eyes are blank white orbs.

Grimlocks are totally blind, but have highly developed senses of smell and hearing. Their sensitive ears and noses combine to allow them to distinguish objects and creatures within 20', just as well as if they were able to see.

Combat: Grimlocks are immune to the effects of spells which affect the vision. These include *phantasmal force*, *darkness*, *invisibility*, *mirror image*, and many others. However, spells such as *audible glamor*, or any loud, continuous noise will partially "blind" them. This reduces their ability to perceive opponents to a 10' range and makes them -2 on their attack rolls. Substances such as snuff or strong perfumes will have much the same effect if inhaled by a grimlock or thrown in its face.

Grimlocks attack fiercely, but with little or no organization, often stopping in the middle of battle to carry off fallen foes or comrades for food. For every 10 grimlocks encountered, there will be a leader of 3 Hit Dice and AC 4, for every 40 there will be a champion of 4 Hit Dice and AC 3. These exceptional individuals will usually be the only ones to show even the most elemental strategy, usually by allowing their followers to weaken opponents before entering battle themselves.

Grimlocks will nearly always attack in darkness if possible. While not adversely affected by light, they are intelligent enough to realize that in total darkness, their unique form of perception gives them a distinct advantage.

Though able to attack with their hands (for 1-6 hp damage), grimlocks prefer edged weapons and will usually (90% chance) be armed as follows: hand-axe, 20%; battle-axe, 15%; two-handed sword, 15%; bastard sword, 15%; broad sword, 15%; long sword, 20%.

Leaders or champions will always be armed with a battle-axe

or two-handed sword.

Grimlocks, whether normal, leader, or champion, make all saving throws as sixth level fighters. Grimlocks gain a +1 on surprise rolls, since their acute hearing allows them to communicate in voices too faint for other races to hear. In addition, their morale is raised by 1 for every leader or champion with the group.

Habitat/Society: Grimlocks lair in vast cavern complexes in mountainous areas. They are well adapted to these environs. In any rocky terrain they blend in so well that, while motionless, they are completely undetectable—unless one actually bumps into them. In any grimlock lair, there will be nearly as many females (1 Hit Die and AC 6) as males, and at least as many young (1 hit point, AC 6 and non-combatant). Grimlock leaders and champions do wield some control over these communities. However, this control is usually effective only as long as the leader who gave the order is around to enforce his will. It is nearly impossible for those of other races to tell one grimlock from another—although leader types may appear slightly larger—but they easily tell each other apart by subtle differences in scent and movement.

Extremely xenophobic, grimlocks rarely consort with other races. However, there is a small (10%) chance that they will allow medusae to share their lairs, and a 2% chance that any wandering group will be accompanied by 1-2 mind flayers.

Ecology: Grimlocks will only eat the raw flesh of humanoid creatures, vastly preferring that of humans to all others. Foraging parties often raid the homes of other subterranean races, especially those who keep large slave populations (such as drow). They are often on good terms with mind flayers since illithids have a large supply of humanoid bodies discarded after they have devoured the brains. Grimlocks are particularly hated by githyanki for this reason. Since the slave flesh the grimlocks often consume (raw) is frequently unwholesome, whole communities are often decimated by disease.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (10)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	7+2
THACO:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-5/2-5/2-12
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	20%
SIZE:	L (6'-9' long)
MORALE:	Very Steady (14)
XP VALUE:	3000

Hellcats are associates and familiars of the creatures of Hell, and consequently are usually found only there. Occasionally, they may be found on the Prime Material Plane, serving only the most powerful creatures of lawful evil alignment. In very exceptional circumstances, they may serve as familiars of truly powerful lawful evil wizards.

These creatures cannot be seen in the presence of any light source. In total darkness, they appear as wraith-like beings resembling a domestic cat, but about the size of a tiger. Their eyes and fangs are crimson. Some say that the fires of Hell can be seen in the back of a hellcat's eyes, but few have lived to verify this story.

Combat: Although the hellcat appears to be a wraith, it is not undead. It can only be harmed by magical weapons, which do normal damage, minus the magical bonuses. A hellcat is completely immune to mind-control spells.

In melee, a hellcat will attack with two claws (2-5 points of damage each), and a bite (2-12 hit points of damage).

If the hellcat encounters a party containing neutral evil or chaotic evil creatures, it will flee. Any parties not containing evil creatures will immediately be attacked by a hellcat which has no master. If the hellcat encounters a group with one or more creatures whose alignments are wavering, but tending towards evil, it will join them as described below, and aid the creature's conversion to a philosophy of unfaltering lawful evil. For such acts, the hellcat receives special rewards and duties when it returns to its home plane.

Habitat/Society: A hellcat is created only to serve the whims of the rulers of Hell. It travels to the Prime Material Plane to further the causes of lawful evil by serving the most powerful creatures of better than average intelligence and of similar alignment. In the rare instance that a hellcat is encountered which is not already attached to a master, it will elect to serve the most powerful lawful evil creature present. If a party consisting of several creatures of lawful evil alignment but of equal level is encountered, the hellcat will choose to serve clerics first, then magic users (specialists are chosen over generalists), followed by fighters. All other classes get less consideration. The



hellcat views less intelligent creatures as disposable servants of Hell if the causes of lawful evil demand so.

A hellcat's service consists of aid in the performance of evil deeds (the more evil, the better). It can communicate by telepathy (range of 9), but only with the current master, whom it will protect and defend to the best of its ability.

It is difficult to break the attachment of a hellcat to its master but two ways are known. First, a hellcat will always be willing to give up its current master for another, more powerful, creature of lawful evil alignment. If the new master is not interested, the hellcat will maintain its bond with its current master. If a new master is selected, all ties and loyalties to the old master are lost; the hellcat will have no second thoughts about attacking its old master, if so ordered.

The second method of stealing a hellcat's loyalties stems from the fact that the creature can only remain on the Prime Material Plane for a year and a day, returning to its place of spawning in Hell on midnight of its last day. When it leaves, all bonds to the master are severed. The hellcat knows of the exact day it will return, and plans with its master accordingly. After a period of not less than 14 days, and only if ordered by its masters in Hell, the hellcat will return to the Prime Material Plane, but not necessarily to the same place it left. Bonds with a former master are not automatically re-established. Indeed, the former master may have to fight a new master to regain the hellcat's loyalty.

For all of the services and protection it offers, the hellcat makes only one small demand in return: that it be provided with a live human to eat, once per week. Should the master fail to deliver this payment, he may find himself to be the hellcat's next meal.

Ecology: Hellcats occupy a special niche in Hell, similar to other lawful evil familiars, but regarded with more esteem. If "fed" weekly, a hellcat requires no other sustenance.

CLIMATE/TERRAIN:	Any arctic
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or family
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (7)
TREASURE:	G
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-4
ARMOR CLASS:	1
MOVEMENT:	9, Fl 15 (C)
HIT DICE:	3+3
THACO:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-3/1-3/1-6
SPECIAL ATTACKS:	Spells, breath weapon
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	80% (but see below)
SIZE:	S (3' long)
MORALE:	Very Steady (14)
XP VALUE:	1400

In its natural form, the ice lizard is a snow-white lizard, some 3' long, and strikingly similar in appearance to a very young white dragon. Its scales are tinged in places with a dull silver or palest blue. It lives in the same kind of icy, frigid wastelands favored by white dragons. Only those who are well-studied in dragon lore and biology will notice the slight differences in scale color between ice lizards and their larger cousins: a hatchling white dragon has scales of a mirror-bright pure white; it is only the much larger, older white dragons which have varicolored scales.

Combat: Ice lizards tend to surprise opponents who know nothing about them, as they can *polymorph self* into white dragon form twice per day (two-hour duration each time). The ice lizard's dragon form is similar to a young adult white dragon, but without the special attacks (breath weapon and spells) possessed by the dragon. Reversion to ice lizard form heals 10-60% of the damage the creature has suffered.

Ice lizards possess a high degree of magic resistance (an astounding 80%), but their low Intelligence and Wisdom make them very susceptible to *charm* and *hold* magic (-2 to saving throws for each). They can cast *fear* and *sleep* spells twice per day each, but only when in ice lizard form. Ice lizards are also susceptible to fire damage: all saving throws vs. fire are at -2, and damage is +1 point per die.

In melee, the ice lizard, in either form, can use its own frigid breath weapon once per round every three rounds, up to three times per day. The breath weapon is a cone of frigid air, 10' diameter at the base and 30' long, and can inflict 2-16 points of damage. Some adventurers have said that the breath weapon is so cold that the very air freezes whenever an ice lizard breathes on an opponent.

When not using its breath weapon, the ice lizard will attack with two claws (1-3 points of damage each) and bite (1-6 points of damage). An ice lizard is too small to make effective use of the other attack modes inherent to true dragons (wing buffet, tail slap, etc).

Habitat/Society: Like their true dragon cousins, ice lizards are susceptible to flattery. They are not inclined to grant favors, and guard their territory fiercely. However, if approached in the proper manner, they can be made to listen—or perhaps even cooperate, if they can be convinced the plan is to their advantage.



Such coercion requires gifts of particularly valuable gems or magic items. Ice lizards tend to be more impressed with quantity than with quality. Thus, 10,000 gold pieces will hold more sway over the dragon's decision than would a similarly-valued flawless diamond or emerald. Ice lizards may also occasionally be tricked into accepting false treasure, but deal very harshly with such deceit if they discover it.

Adult ice lizards generally live by themselves in underground ice caves. These caves are too small to hold the ice lizards while in white dragon form. Each male ice lizard stakes out and defends a territory of about 100 square miles. No other male ice lizards are tolerated in this territory, but it may be within the territory of a white dragon, with which it is occasionally seen. Because they can adopt two forms, ice lizards consider themselves to be superior to white dragons, while white dragons tolerate ice lizards as minor pests.

Mating may occur at anytime, but only once per year. To indicate his interest, a male ice lizard will give a portion of his hoard to the female he feels is strongest. The gift will consist of up to 40% of the total number of objects, not total value, of the male's hoard. A pair of ice lizards who are mated or have a clutch of eggs will live together until the eggs have hatched. A clutch consists of 1-3 eggs, which require 3 months to develop and hatch. During this time, the male will defend the female and eggs from other males who would seek to kill the pair and destroy the eggs in order to expand their territory and take more treasure.

Ice lizards do not have the voracious appetites possessed by their larger cousins. They prefer small game (snow hares and the like) but will eat carrion if nothing else is available.

Ecology: Wizards have experimented with substituting ice lizard parts for the rarer white dragon parts in magical potions and constructs, but without much useful effect. If an ice lizard is hatched and raised in captivity, it may be trained to serve as a pet or guard.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Extremely rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Non- (0)
TREASURE:	See below
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-3
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (3' long)
MORALE:	Steady (12)
XP VALUE:	420

An iron cobra appears somewhat similar to a normal poisonous snake, yet it is a programmable, magical automaton, constructed of an unknown metal by some ancient wizard, or perhaps even a minor deity.

The body of the iron cobra is divided into segments. The largest segment is about 3" long, and just behind the head. The remaining segments taper in size closer to the tail. The creature's body color was determined by the wizard who created it, and often closely resembles a deadly poisonous snake such as a cobra or copperhead. Its construction required the use of two specially-enchanted emeralds (value of at least 500 gold pieces each) for the eyes; this fact often reveals the true nature of these creatures. Iron cobras were created with painstaking detail, and often include features such as functioning rattles, small forked tongues, or a hood such as a true cobra possesses.

Combat: An iron cobra has no mind, so spells which affect the mind (*charm monster*, *sleep*, *hold monster*, etc.) do not effect it. Furthermore, webs (natural or magical) do not stick to the metal from which these robots are constructed. Nonmagical weapons inflict only half damage on an iron cobra.

The iron cobra can hide in shadows well (85% chance), and saves versus magical attacks as its creator (usually at least 12th level). Iron cobras emit no body heat, and thus are invisible to infravision. Once per turn, an iron cobra can move for one round in absolute silence, attempting to move up behind a victim to attack. The fangs deliver 1-3 points of piercing damage, and inject a dose of whatever is in the iron cobra's fluid reservoir. Most iron cobras were supplied with a deadly poison, which requires a saving throw versus poison at -2 to avoid death. Other iron cobras were outfitted with paralyzing poison (2-5 rounds), sleep-inducing (no Hit Dice limit; 1-4 rounds), hypnotic (as per the wizard spell *hypnotism*, for 2-5 rounds), or other drugs (normal saving throw versus poison applies in these cases). Regardless of the effect, the fang reservoir holds enough liquid for three injections only. Once the reservoir has been depleted, the fangs still deliver their piercing damage. Recharging the fangs would require only two rounds—if the creator of the iron cobra were present. However, one iron cobra was believed to be able to regenerate the contents of its poison reservoir in 24 hours. Note that a dose refers to the amount of injected poison



which will affect one human-sized creature. Poison durations and saving throws must be adjusted with consideration of the size and mass of the victim.

Habitat/Society: An iron cobra may have been created to guard a special treasure, or simply to act as a bodyguard. Alternately, these automatons could be programmed to track down and attack any creature whose true name is known, within a one mile range. The iron cobra relentlessly tracks its intended victim by homing in on its psychic vibrations, which are related to the victim's true name. The victim can defend himself by blocking these emanations with a *mind blank* or similar magic effect or spell.

Programming can consist only of a few, simple commands, as an iron cobra has but a small memory. These commands serve to activate, program and deactivate the iron cobra, and were determined by the wizard when the creature was initially constructed. The commands understood by these unusual creatures are simple and few in number, and might include guard, attack, hide, come home, track, etc. Once programmed, the program cannot be changed until the iron cobra is deactivated (*dispel magic*, etc), and reprogrammed by its creator. There is a small chance (10%) that electrical attacks, such as *shocking grasp* or *lightning bolt*, will scramble an iron cobra's programming, and thus render it impotent.

Ecology: Iron cobras do not eat, sleep, or breathe. The methods for the construction of these automatons have been lost many centuries ago. The study of ancient lore has revealed that only a few iron cobras were ever constructed, perhaps a few dozen total. Modern wizards value a deactivated but functional iron cobra at 2000 gold pieces, if the command words are known. Iron cobras created by more powerful beings, such as minor deities, are more accurate reproductions of nature, and thus it may be difficult to ascertain the true nature of these creatures until it is too late.

CLIMATE/TERRAIN:	Any underground
FREQUENCY:	Extremely rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	Low (5)
TREASURE:	See below
ALIGNMENT:	Neutral
NO. APPEARING:	1-6
ARMOR CLASS:	-3
MOVEMENT:	3, Sw (in rock) 15
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-18
SPECIAL ATTACKS:	Surprise (1-7/8)
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (3 1/2' long)
MORALE:	Elite (15)
XP VALUE:	1400

Khargra are unusual creatures from the Elemental Plane of Earth which eat ores and metals. They are usually only found on the Prime Material Plane if they have been attracted by a particularly large or pure source of some metal. The metal is necessary for the creatures' curious metabolic processes.

These creatures appear as 3 1/2' long cylinders with fins. Their bodies are covered with closely-spaced metallic scales of iron, naturally alloyed with traces of other metals such as platinum for toughness. Three thin triangular fins are spaced evenly around the tapered, cylindrical bodies, grown of the same alloy as the body scales. Between each of the fins are conical sheaths. These sheaths serve to protect clawed arms, which can extend up to 3' from the creature's body. Small eye bulges protrude from either side of the top fin, near the front of the khargra's body, which is taken up by a large mouth (1' diameter), lined with a collection of razor-sharp teeth. The mouth can be opened and closed like an iris. An adult khargra weighs about 300 pounds; most of this weight is its metal scales and fins.

Combat: Khargra stay in rock as much as possible, but can leap up to 10' from the wall of a passage or chamber, like a fish flying from water. This leap often surprises potential victims (-5 penalty to surprise rolls, -4 for dwarves, gnomes, and their subclasses). Their target will always be the richest or purest source of metal in the area, such as armor, weaponry, or coins. The khargra then proceeds to eat the metal; it can swallow up to five pounds of metal per round. Most specimens can consume 100 pounds of metal before becoming sated, and more for exceptionally large specimens.

If attacked, khargra defend themselves by biting at an attacker's metal weapon first, since they view such as the source of the intrusion. On an attack roll of 16 or better (modified by the weapon's magic bonuses), the khargra has bitten off and swallowed the end of the offending weapon. To move towards potential food, the khargra lashes out with its three arms, then drags itself along. These arms strike as a 12 HD monster. They do no damage, but at least one must score a hit. Their bite attack (3-18 points of damage) will only be directed at metallic opponents. Once a victim is grasped, the grasp cannot be broken until all of the metal has been eaten, or the khargra is killed.

While springing forth from rock occurs instantaneously, a khargra is helpless for the full round it requires to reassemble its



molecular structure. During this reassembly period, the creature can be killed instantly by a *phase door* spell. The body will then remain on the Prime Material Plane until returned by application of a *dispel magic* spell. While *heat metal* will do maximum damage to a khargra, they are immune to fire- and cold-based spells. *Lightning* does full damage (no saving throw); a *move earth* spell will stun and confuse a khargra for 1-3 rounds.

Habitat/Society: Khargra live in herds led by a single dominant creature. They are not believed to be territorial, freely roaming the Elemental Plane of Earth. No one has yet discovered how they reproduce.

Khargra are extremely rare on the Prime Material Plane, but when encountered, will aggressively seek metals or ores of the highest purity to eat. They can usually be distracted by leaving the largest and purest metals behind. They seem to prefer iron to other metals, but will occasionally (10%) supplement their diets with platinum, gold or other rarer metals or ores.

Khargra are believed to be very distant relatives of xorn.

Ecology: Passage of khargra through rock can only be detected where they have stopped to eat the local ore. Here they leave behind small piles of slag, left over from their unusual digestive processes.

If a dead khargra is dissected, nuggets (up to 50 pounds) of purified metal of the type the creature has eaten most recently can be found. These nuggets are usually iron (or other common metal, or any alloy thereof) but occasionally (10%) they may be silver, gold or platinum.

The khargra's fins have been used by expert dwarven smiths in the construction of fine magical weapons. Because of the iron and platinum alloy from which such weapons are constructed, they hold their edge longer than common metals. Body scales have been used in the construction of scale armor. Khargra teeth might be made into exceptional arrowheads or spear points.

A dragon's loathing for khargra and their metal-eating habits is legendary.

CLIMATE/TERRAIN:	Temperate and tropical/subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-6
ARMOR CLASS:	7
MOVEMENT:	1, Fl 18 (A)
HIT DICE:	1 + 1
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 and special
SPECIAL ATTACKS:	Sting
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4' wide)
MORALE:	Average (8-10)
XP VALUE:	120

Mantari bear a close resemblance to marine rays, and in fact may be related to them. Mantari have flat bodies about 3' long and 4' wide, and are generally black or dark gray in color. A long, whip-like tail tipped with a stinger trails from the ends of their bodies. Two eyes are located at the front of the head and a mouth on the underside of the body.

Combat: Mantari usually prey on giant rats and other vermin found in dungeons and caverns, but they are just as likely to attack larger prey if the opportunity arises. They attack by flying quickly over their victims and slashing with their tails.

Though slow-moving on the ground, these creatures can take off suddenly and reach maximum speed very quickly. Mantari have an innate, magical flight ability. They are very agile fliers and can change direction quite quickly, using their "wings" to maneuver. They usually maintain a flying height at which the tips of their tails can still strike, but the mantari themselves are difficult to hit.

The mantari's tail causes 1-4 points of damage per hit, and stings the victim. Unless the victim makes a successful saving throw vs. poison, he/she loses two points of both Strength and Dexterity at each successful strike, with all combat scores adjusted appropriately. This loss is temporary, and if the victim lives, one point each of Strength and Dexterity will be recovered each turn, up to the victim's original total. If either Strength or Dexterity falls below three, the mantari's prey can no longer move. Once its prey is no longer moving, a mantari will land and begin to feed.

Mantari's mouths are ineffectual in combat, and are used primarily to suck up the remains of their prey. Feeding causes one hit point of damage per round.

Habitat/Society: Mantari enjoy damp, dirty places frequented by vermin. They usually live in dark places with stone floors, where they lie in wait, looking somewhat like a pool of brackish water. They do not make nests or lairs of any kind.

Mantari live in packs and hunt together. The strongest mantari (male or female) leads the pack.

Mantari have a mating season twice a year, during which the males compete in aerial maneuvers and races to impress the females. Generally, 2-5 young are born in the air about six weeks



after mating. Young mantari cannot fight effectively, but mature rapidly, reaching adulthood in just under two months. Their parents keep close watch over them, becoming very aggressive towards all intruders.

Ecology: Mantari serve a necessary function in caverns and dungeons, keeping vermin populations under control. Their favorite food seems to be rats, but they also feed on giant insects and spiders, as well as other creatures which happen to wander through their territories. They are great enemies of bats, and are generally unwilling to share their airspace.

Mantari are often hunted by intelligent inhabitants of their caverns or dungeons, not for food, but in self-defense. The flesh of a mantari has a very earthy taste to it, and is somewhat poisonous. Any creature eating the flesh of a mantari must make a successful saving throw vs. poison or become nauseated and incapacitated for 2-5 rounds.

If captured within a week after its birth, a mantari can be trained as a loyal pet. If treated well by a patient and skilled animal trainer for a period of at least a month, a mantari can be taught to attack on command and to guard an area against intrusion by anyone but its master. A young mantari can bring as much as 200 gp on the open market, from someone who wants a loyal guard animal or pest killer.

There has been much speculation about the origins of the mantari. While some sages believe them to be a magically enhanced form of sting ray, others believe them to be closely related to cloaklers, trappers, miners, and lurkers above.

Great mantari

Rumors persist of a very large variety of mantari, just as fast and aggressive, but with a wingspan of nearly 10'. These giant mantari are said to be more clumsy in flight (maneuverability class C), but stronger (5 + 5 HD) and more dangerous (1-6 damage from each tail hit). These flying horrors are said to haunt the deepest portions of the Underdark in great numbers, frequenting the same areas as trappers and their kin.

CLIMATE/TERRAIN:	Fire Any	Ice Any	Lava Any	Mist Any	Smoke Any	Steam Any
FREQUENCY:	Common on lower planes; very rare on Prime Material plane					
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any	Any	Any
DIET:	Special	Special	Special	Special	Special	Special
INTELLIGENCE:	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)
TREASURE:	N × 2	N	N	N	N	N × 3
ALIGNMENT:	Variable but always evil					
NO. APPEARING:	1 on Prime Material Plane, 1-10 on lower planes					
ARMOR CLASS:	5	5	6	7	4	7
MOVEMENT:	12, Fl 24 (B)	12, Fl 24 (B)	12, Fl 24 (B)	12, Fl 24 (B)	12, Fl 24 (B)	12, Fl 24 (B)
HIT DICE:	3 + 1	3	3	3 + 2	3	3 + 3
THACO:	17	17	17	17	17	17
NO. OF ATTACKS:	2	2	2	2	2	2
DAMAGE/ATTACK:	1-3/1-3	1-2/1-2	1/1	1/1	1-2/1-2	2-5/2-5
SPECIAL ATTACKS:	Breath weapon and see below					
SPECIAL DEFENSES:	See below	See below	See below	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	M (5' tall)	M (5' tall)	M (5' tall)	M (5' tall)	M (5' tall)	M (5' tall)
MORALE:	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)	Average (8-10)
XP VALUE:	420	420	420	420	420	420

Mephits are nasty little messengers created by powerful lower planes creatures. They are evil and malicious by nature, and appear on the Prime Material Plane only to perform evil missions. Six types of mephits are known: fire, ice, lava, mist, smoke, and steam. Each is created from the substance for which it is named.

Mephits appear as thin, five-foot tall humanoids with wings. Their faces have exaggerated features, including hooked noses, pointed ears, wide eyes and protruding chins. Their skin continually oozes the stuff from which they were made (fire mephits burn, lava mephits drip lava, etc.). Mephits speak a common mephit tongue.

Combat: In battle, mephits attack with either their clawed hands or their breath weapon. Damage is variable, depending on the type of mephit encountered (see following for details).

All mephits also have the innate ability to *gate* in other mephits; the type gated in and chance for success varies with the mephit initiating the gating (see following for details).

Habitat/Society: Mephits love tormenting helpless creatures and bragging about their latest evil accomplishments. They wear garish, vulgar costumes of the most outlandish colors and design. They are fond of large cigars and pipes, and are often seen puffing away at some foul-smelling tobacco or pipe-weed. They give themselves pompous, impossibly long names, such as *Garn-benafenthal-sprite-slayer-greatest-of-all-the-steam-mephits-and-favorite-of-the-lower-planes*. Mephits assume a groveling, craven, yes-master stance around their bosses. Towards victims and each other, mephits drop their humble servant persona and take on the arrogant air of a superior. A limited camaraderie exists between mephits of the same type. Disputes between different types are often settled by a friendly game of tug-a-demihuman.

Mephits are usually assigned to deliver some message, or to pick up a package on the lower planes, but occasionally (5%) they are sent to the Prime Material Plane. Missions on the Prime Material Plane include retrieving a particular person, delivering a special magical item, or just spreading a little general mayhem (so folks don't forget the lower planes are still there). They can be quite insufferable when encountered on a mission,

since they fancy themselves to be vitally important emissaries.

Ecology: Mephits lead brief, troublesome lives. They are quickly created and destroyed, but they have no predetermined life span. They never eat, and must return to the substance from which they were formed to heal damage (usually 1 hit point restored per turn in contact with the appropriate substance).

Captured and confined ice mephits have been used to chill small rooms for the cold storage of perishables. Steam mephits can heat small confined areas or power small engines. Fire and lava mephits sometimes prove useful for heating forges and the like.

Fire Mephit

The most mischievous of all mephits, these fiends play terrible pranks on other mephits, such as pushing lava mephits into water and watching them harden. They are even less kind to their victims.

Combat: Touching a fire mephit causes 1 point of heat damage (no saving throw). Their clawed hands rake for 1-3 points of damage each, plus 1 hit point of heat damage per hit.

Fire mephits may use their breath weapon three times a day. It has two forms. The first is a flame jet 15' long and one foot wide. This jet automatically hits one target of the mephit's choosing for 2-9 points of damage (half if saving throw is successful). The second form is a fan of flame covering a 120° arc directly in front of the mephit to a distance of five feet. Any creature in the arc suffers 4 points of damage, no saving throw allowed.

Fire mephits may also cast *magic missile* (two missiles) and *heat metal* spells once each per day. Once every hour a fire mephit can attempt to *gate* in another mephit. The chance for success is 25% and the summoned mephit is either fire, lava, smoke or steam (equal probability of each).

Dousing a fire mephit with a gallon or more of water will cause it 1d6 points of damage per dousing, and the mephit will lose its chance for attack the next round, unless it successfully saves vs. breath weapon. If confronted with a large quantity of water (a barrel, or the like), it will generally flee.



Ice Mephit

Ice mephits are angular in form, with translucent, ice-blue skin. They live on the colder lower planes and thus never mix with fire, lava, smoke or steam mephits. Ice mephits are aloof and cruel, surpassing all other mephits in the fine arts of torture and wanton destruction.

Combat: Ice mephits attack with two clawed hands, inflicting 1-2 points of damage each. In addition, their chilling touch has a freezing effect, reducing the victim's "to hit" number by one per hit (no saving throw allowed). These effects are cumulative, and last three to four turns, or until the victim is healed to full hit points (whichever comes first).

Ice mephits may breathe a volley of ice shards every other melee round, three times per day. This volley automatically hits a single victim within 15' of the mephit. Damage is 1d6, halved if the victim rolls a successful saving throw vs. breath weapons.

Once per hour an ice mephit may attempt to *gate* in one other mephit. The chance of success is 25% and the summoned mephit is either mist or ice (equal probability).

Ice mephits are of course immune to all cold-based attacks, but take full damage from fire- or heat-based attacks.

Lava Mephit

Lava mephits are the least intelligent of all mephits. They are slow-minded, and are frequently the brunt of fire mephit jokes.

Combat: Lava mephits generate extreme heat that can be felt 30' away. Their claws are small and soft, causing only 1 point of damage when they hit, but each hit inflicts an additional 1-8 points of heat damage. The touch of a lava mephit automatically melts or burns most materials. The rate of this destruction varies from three rounds to melt plate armor, to one hour to burn through an inch of wood.

Their breath weapon, useable once every three melee rounds, is a molten blob of lava. This blob automatically hits one target within 10' of the breathing mephit (1d6 points of damage, no saving throw). A lava mephit may use this weapon a maximum of eight times, after which the mephit must recharge by getting in contact with a lava pool for one hour. Mephits in contact with lava during combat regenerate 2 hit points per melee



round. This power ceases if the mephit is brought to 0 hit points or less; at this point the mephit is dead.

These fiends may shapechange into a pool of lava 3' in diameter by 6" deep. This maneuver does not recharge their breath weapon. They may still be harmed normally while in lava pool form.

Once every hour a lava mephit may attempt to *gate* in 1-2 other mephits. The chance of success is 25%. If two are summoned, they are of the same type (equal probability of fire, lava, smoke, or steam).

Water in large quantities (a barrelful or more) contacting a lava mephit will cause the mephit to harden and will slow its movement by half. However, this will release large quantities of sulfurous steam, necessitating a save vs. poison for any creatures within 10'. Failure causes dizziness and nausea for 2 rounds, and the victim is at -2 for his/her rolls.

Mist Mephit

Mist mephits fancy themselves as spies of the highest caliber, and practice this ability on other mephits. They are quick to report other mephits who show mercy or other treasonous behavior, and they never engage in idle banter with other mephits. Mist mephits have the ability to see clearly in fog or mist. Their skin is pale green.

Combat: Mist mephits never engage in melee unless trapped. Their soft claws inflict just one point of damage when they hit. Mist mephits may breathe a sickly-green ball of mist, every other round, up to three times an hour. This ball automatically envelops one victim within 10' of the breathing mephit. The victim must roll a successful saving throw vs. poison or suffer 1-4 +1 points of choking damage, and be blinded for 1-4 rounds. In addition to their breath weapon, mist mephits can create a *wall of fog* once per day, as per a 3rd-level wizard. They can also assume gaseous form once per day, and often use this ability to spy on others or escape combat.

Once per hour, a mist mephit may attempt to *gate* in 1-2 other mephits, either ice or mist (equal probability). The chance of success is 20%. If two mephits arrive, they are of the same type.

Powerful winds, including a *gust of wind* spell, will cause a mist mephit to flee in confusion.



Smoke Mephit

Smoke mephits are crude and lazy. They spend most of their time sitting around invisible, smoking pipe weed, telling bad jokes about their creators, and generally shirking their responsibilities.

Combat: A smoke mephit's two clawed hands cause 1-2 points of damage each. Its breath weapon consists of a sooty ball and is usable every other melee round, an unlimited number of times per day. This sooty ball automatically strikes one creature of the mephit's choice within 20', causing 1-4 points of damage and blinding the victim for 1-2 rounds. No saving throw is permitted.

Smoke mephits may cast *invisibility* and *dancing lights* once each per day. Once per hour, they can attempt to *gate* in 1-2 other mephits. The chance of success is 20%, with equal probability of fire, lava, smoke or steam mephits appearing. If two mephits appear, they are of the same type.

When a smoke mephit dies, it disappears in a flash of flame. This flash causes 1 point of damage to all creatures within 10' (no saving throw).

Steam Mephit

Steam mephits are the self-appointed overlords of all mephits. They frequently boss around weaker mephits. In addition to the hissing steam escaping from their pores, steam mephits leave a trail of near-boiling water wherever they walk.

Combat: Unlike other mephits, who delay attacking as long as possible, steam mephits are ruled by their oversized egos. They sometimes ambush even large, well-armed parties, striking first with their boiling rainstorm, then concentrating their breath weapons on the nearest wizard or priest.

The hardened claws of a steam mephit cause 1-4 points of damage each, plus 1 additional point of heat damage per touch (no saving throw). In addition, the victim is 50% likely to be stunned for one round. These effects are cumulative, so a victim raked twice could be stunned for two rounds.

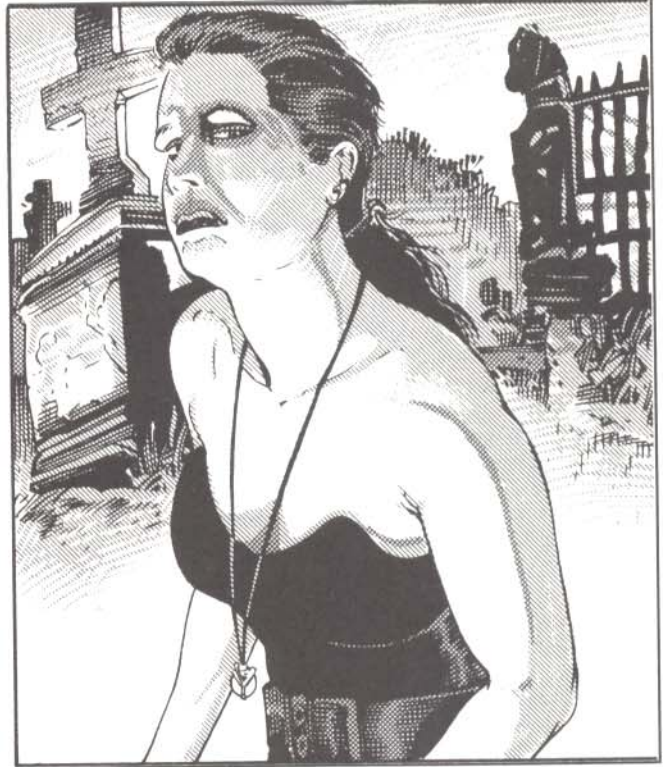
Steam mephits can breathe a scalding jet of water every other round, an unlimited number of times per day. This jet has a 20' range, and automatically hits its target (no saving throw). Damage is 1-3 points, with a 50% chance of stunning the victim for one round.

Once per day a steam mephit may create a rainstorm of boiling water over a 20' x 20' area. This storm inflicts 2d6 points of damage to all victims caught in the area of effect, with no saving throw allowed. Steam mephits may also use *putrefy food & drink* (reverse of *purify food & drink*) once per day to contaminate water.

Once per hour a steam mephit may attempt to *gate* in 1-2 other mephits, with a 30% chance of success. There is an equal probability that the summoned mephits are either fire, lava, smoke or steam. If two are summoned, they are always of the same type.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Blood
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	10; 8 with head detached
MOVEMENT:	12; head detached Fl 18 (B)
HIT DICE:	Body variable; head 4
THACO:	16
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	1-6 or by weapon type/1-4
SPECIAL ATTACKS:	Blood drain
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (5'-6')
MORALE:	Steady (11)
LEVEL/XP VALUE:	1400



A female vampire variant of great power and horrifying appearance, the penanggalan appears during daylight as an attractive human female of any character class. This "person" will resemble the penanggalan before its death.

At night, the penanggalan assumes its true form. Its head detaches itself from its body, rising vertically and flying off in search of human prey, to feast upon blood. Attached to the base of the head is a 3' long, slimy black "tail", which tapers to a point at one end. A penanggalan's eyes glow red in near-total and total darkness conditions.

Combat: In human form, the creature will fight and act in the manner appropriate to her apparent class and level, with most abilities undiminished. Thus, if she was a wizard in life, she can cast spells; if a thief, she can pick pockets. If, however, the penanggalan was a paladin before death, she is considered a normal fighter of appropriate level. If the penanggalan was a cleric, she is limited to using only those spells which have a harmful effect, and she cannot turn undead. In this human form, the body of the penanggalan is also vulnerable to damage as she was before death, and her hit points remain the same as in life. The head, however, will withstand an extra 4 HD of damage.

A *know alignment* spell cast on the creature in human form will reveal the alignment the penanggalan pursued while alive; as undead, at night, the creature is lawful evil.

In her human form, the penanggalan is immune to holy/unholy symbols and undead turning. She also has, in either form, the normal immunity of undead creatures to spells which attempt to control the mind or body.

Before night falls, a penanggalan must return to one of her secret lairs. She may have as many as six such lairs, all within an area of 25 square miles. At her lair, a penanggalan's head separates from its body and flies off in search of blood. The head always has its full hit points when it detaches, regardless of damage to the body.

Anyone who witnesses this detaching of the head must make a saving throw vs. death magic or fall irretrievably unconscious

for 24 hours, and then remain *feebleminded* for 3 days. If the victim makes the save, he/she is *feebleminded* until dawn.

The head and tail will fly in search of a victim. If a penanggalan cannot find a female to kill, a male victim will do as a last resort. If there is more than one eligible female to attack, the penanggalan always attacks the one with the highest Charisma. When a suitable victim is found, the penanggalan will attempt to *hypnotize* her prey, as per the 1st-level wizard spell. The victim must make a saving throw vs. spell with a -3 penalty, or fall under the control of the penanggalan for as long as it takes to feed. If a victim saves against the penanggalan's *hypnotism*, the monster will not be able to exert any further influence over him/her and will flee in fear and confusion to one of her lairs for the rest of the night. Furthermore, the person who made the save will be immune to any further attacks by that specific penanggalan and will be able to recognize that particular one again, regardless of the form the monster takes.

The creature makes two small lacerations on the victim's throat and feasts on the blood throughout the night. For each night's feeding, the victim loses 1-6 hit points of damage and one point each of Strength and Constitution. If the victim's Strength or Constitution is reduced to zero, the victim dies.

The penanggalan will select the same victim each night, if possible, and will continue to visit and feed on successive nights until the victim is dead. The victim must still be successfully *hypnotized* each night of the penanggalan's visitation. However, the victim's saving throw is progressively more difficult; the penalty is -4 on the second occasion, -5 on the third, and so on. A break in the sequence of one or more nights will halt the progression; the saving throw penalty will start again at -3 if the penanggalan makes renewed contact after a night's respite.

If the victim survives the night, he/she will remember none of these events, save for some disturbingly ominous dreams, generally of dark shadowy crypts, flowing red waters, and shriveled corpses stacked like wood. If for some reason the victim avoids further attacks, even in the event of a belatedly successful save vs. *hypnosis*, he/she will still continue to lose hit points

at the rate of one per night, until the victim is dead. *Dispel evil* cast upon the victim will end this loss.

Note that hit points drained by the penanggalan cannot be restored by magical means such as curative spells, even by powerful spells such as *restoration*, unless *dispel evil* has been cast upon the victim. In effect, the victim's maximum hit points are being drained. Similarly, the victim's lost Strength and Constitution points cannot be recovered until after the *dispel evil* is cast. Once the spell has been cast, hit points are restored at the rate of one point per day, and the Strength and Constitution points at the rate of one point of each per week.

The victim is "asleep" during the visitations and will never actually see the creature, even if the saving throw vs. *hypnotism* is made. The penanggalan will never by choice attack a victim who is awake, but will attack any who threaten her lair.

Anyone who sees the detached head of the penanggalan when it is flying, feeding, or fighting, must save vs. spell, or be overcome with fear. In this form, however, the penanggalan can be turned by a cleric; treat the monster as a wraith for turning purposes. If the head is turned, it will flee to its nearest lair for the rest of the night, and rejoin its body near dawn. If it is dispelled by the priest, the creature is destroyed, and the body decays.

If a penanggalan kills a male victim, he does not return as undead. If an attempt is made to *raise* him, his chances of resurrection survival are halved. A female victim will rise from the grave in three days as a penanggalan, as a free-willed undead. If an attempt is made to *raise* her within that three day period, the chances of resurrection survival are halved. Should an attempt to *raise* the victim succeed, the victim will be unable to do anything other than rest for a week, after which all damage done by the penanggalan is healed. Failure means that no further attempt can be made; the process by which the victim becomes a penanggalan is then inexorable.

The penanggalan takes normal damage from all weapons. If weaponless and in human form, a penanggalan can bite for 1-6 hit points of damage, but it will try to avoid this attack form for fear of giving away its true nature. Damage done by this bite while in human form will not drain hit points or abilities, nor will it cause undeath.

Habitat/Society: As a penanggalan's head flies about, it sometimes makes a hissing noise, and at other times it makes a gurgling speech that is barely recognizable as Common. If an Intelligence check is made, the listener understands the speech, which is usually a pronouncement of doom or whispered secrets about what it is like to experience undeath. Any who understand the speech will get a -2 penalty on the saves they make when they first witness the penanggalan's flight.

If sunlight strikes the penanggalan's head when it is separated from the body, the head will be paralyzed and fall helplessly to the ground until nightfall. If the head and body are not reunited within seven hours of initial exposure to daylight, both will start to decay rapidly and the evil life-force which animates the creature will return to the Nine Hells. Therefore, a penanggalan will always attempt to reunite her head with her body before the first rays of dawn.

The headless body of the penanggalan, if discovered by the living, appears to be merely a decapitated corpse that is very well-preserved on the outside, though if any have the nerve to examine the neck, they will see that the internal organs are visible, and dried up as if mummified. The head will "know" when intruders have reached its body, and this is the only occasion

when the penanggalan will actively seek out and attempt to destroy an enemy who is awake.

The shiny black tail protruding from the base of the head is prehensile. It can be used as a whip to snag and choke victims for 1d4 points of damage per hit, and has a Strength of 19. A penanggalan frequently attacks by biting and grappling with her tail. Treat this as a wrestling attack: if the creature gains a hold, she inflicts normal subdual damage plus 7 points each round for the tail's 19 Strength. In total darkness, the tail glows with an eerie black luminescence. This, coupled with the red glow from the penanggalan's eyes, makes for a truly horrible sight. People who see this glowing apparition must make a saving throw vs. spell. A failed roll gives the victim an additional -2 penalty when he/she finally sees the penanggalan's full features and must make a saving throw.

Penanggalans are solitary creatures who make their lairs in mines, ruins, crypts, underground dungeons, or other abandoned buildings or structures. These places are usually protected by simple traps such as pits, deadfalls, or poisoned spears.

These undead creatures are particularly fond of the blood of women in their late teens to early forties, with a Charisma of 13 or greater. It has been speculated that penanggalans focus on that group out of insane jealousy, since the penanggalan can no longer give or receive love. If when in human form, a penanggalan witnesses a couple being affectionate or talking of their romance, the creature will be in such a state of homicidal fury that she will single out the woman for an attack at the earliest possible opportunity.

Penanggalan are not good at seduction. Though they can flirt in some small way while in human form, they cannot express love, or engage in any displays of affection. This weakness is enough to repulse even male vampires, who, though they sometimes have beautiful vampiric women as their consorts, would never consider a penanggalan as a companion. Sometimes, vampires will indirectly give clues to a party of adventurers on the whereabouts of a penanggalan's lair, in the hope that they will destroy her.

When in human form, the penanggalan seeks parties of unwary travellers to befriend. The creature will attempt to join them, and may in fact prove extremely useful, since over her years of undeath, she has been able to pick up many skills and languages, as well as a store of information about the area she frequents. Naturally, the penanggalan will have plausible reasons for her impressive knowledge, and will sometimes even make deliberate errors, or feign ignorance in some areas. These measures are taken in order to deflect the suspicion of party members who may be wondering how their new companion manages to be omniscient.

A penanggalan who joins a party will never encamp with the party for the night, nor will she accompany them to the nocturnal safety of an inn. The creature will beg off, making excuses about other duties. She may even offer to keep guard while the others sleep. Many penanggalan attempt to pass themselves off as rangers, who are known for their vigilance.

Ecology: Other than the blood they drain from their victims, penanggalan do not eat or drink, though they often pretend to do so to hide their true nature from potential victims. The slimy tail of the penanggalan's head is useful in creating various types of *potions of undead control*, as well as *amulets of turning*.

CLIMATE/TERRAIN:	Desert
FREQUENCY:	Rare
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	U, Y
ALIGNMENT:	Neutral

NO. APPEARING:	4-200 (in lair 300-3000)
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	1 hit point each
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10
SPECIAL ATTACKS:	Constitution drain
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (2" long)
MORALE:	Unreliable (4)
XP VALUE:	15

The pernicon is a brightly colored insect that resembles a grasshopper. Its coloring is an odd mixture of red, yellow, ocher, and blue.

This species of insect dwells in the outer regions of deserts, and is much in demand by desert nomads and other sentient indigenous life for its powers of water divination.

Combat: As a rule, the pernicon is an inoffensive creature, but it will attack in large numbers if disturbed.

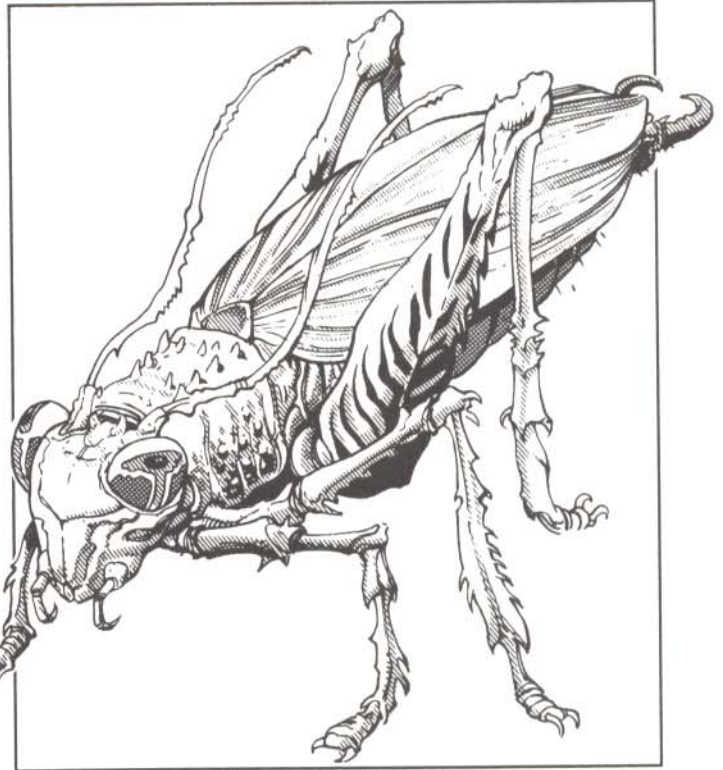
Pernicons form swarms when attacking. They leap upon their victims and grip exposed flesh with the pincers located at the rear of their abdomens. Pernicons are quite capable of worming their way under clothing or through joints in armor, so protective clothing or equipment is not complete proof against them. It takes at least ten pernicons to mount an effective attack, and each swarm of ten makes one attack each round. No more than five swarms can attack a single man-sized creature at once. For larger creatures, one additional swarm can attack per size class larger than man-sized; for smaller creatures, subtract one swarm per size class.

Attacks with blunt weapons do normal damage to a pernicon swarm. Each point of damage inflicted will kill one insect. Piercing and slashing weapons can kill only one insect per successful attack. When one or more pernicon in a swarm are killed, any additional pernicons in the area immediately join it to bring the number back up to ten.

When a swarm "hits," the victim suffers 1-10 hit points of damage (per swarm) from the pincers. In addition, the pernicons drain water and other bodily fluids from the target, causing the loss of one point of Constitution. Each round thereafter, this drain will continue automatically (no roll required).

If a victim's Constitution falls to three or lower, the victim collapses into unconsciousness. If the Constitution falls to zero, the victim dies. A *raise dead* spell will recover 50% of a slain victim's Constitution, while *resurrection* will recover 75%. If the victim survives, he/she will recover lost Constitution points at his/her natural healing rate for lost hit points.

Spells such as *fireball* will kill every pernicon in the area of effect. A flaming torch or *Flame Tongue* sword will kill 2d4 pernicons each round; a pool of flaming oil will kill 2d8 pernicons on the round it ignites, but the insects will avoid the area thereafter. Strong winds, including a *gust of wind* spell, will dis-



perse all swarms in the area of effect.

Habitat/Society: A colony of pernicons settles in conical-shaped mounds of dirt, sand, and silt ranging from 3'-5' high. The surface of the cones is dotted with exit holes, which the pernicons use to get the swarm out quickly. Colonies are usually spaced apart at intervals of no less than three miles, and different swarms have been known to compete for the same living space.

Normally, pernicons leave their mounds at dusk, looking for moisture and dew on plants and rocks. The pernicons' antennae are sensitive to water, vibrating and giving off a low hum when within 12 miles of a large quantity of water, such as a lake, oasis, or river. Some pernicons will even change their coloration when they are within 90' of a body of water of any kind.

Pernicons lay eggs during the rainy seasons, generally twice a year in the desert. One pound of eggs are laid per 300 pernicons.

The rear legs of the pernicon create a clacking noise when rubbed together. Some scholars speculate that this is a language, but there is no conclusive evidence of this. Sometimes, pernicon hunters home in on the insects by the noise.

Ecology: Merchants sell live pernicons for up to 10 gp per insect, claiming them to be expert water finders. Many desert creatures, such as brass dragons, sandlings, and lamias, savor the pernicons as an excellent meal, and treat pernicon eggs as a delicacy similar to caviar. The more cultured desert tribes also savor the eggs in this way, and will pay the equivalent of up to 50 gp per pound.

The pernicon is so saturated with water, that eating a dozen or so of the raw insects not only provides a human-sized diner with a meal's worth of protein, but also gives the eater the equivalent of a quart of water. This has earned the pernicon the nickname "walking cactus" by some nomadic tribes, many of whom have extensive recipes for preparing pernicon.

Alchemists and wizards use pernicons in their formulae for creating *decanters of endless water*, or in experimental water divination spells or items.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Fire
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-2
ARMOR CLASS:	3
MOVEMENT:	12, Fl 24 (D)
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8/1-8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Impervious to fire
MAGIC RESISTANCE:	Nil
SIZE:	L (7' +)
MORALE:	Elite (16)
XP VALUE:	650

Phantom stalkers are creatures from the Elemental Plane of Fire, and are found on the Prime Material Plane only in the role of servants to high-level mages.

In its raw elemental form, the phantom stalker appears as a slim pillar of fire with vague outlines of arms, legs, and a head, resembling an emaciated fire elemental. When on the Prime Material Plane, the creature's most common form is that of a muscular, reddish humanoid, 7' or more tall, with fiery eyes. Their faces are elongated versions of a human face, with a pointed chin and high forehead. When angered, they lose their solid form, appearing much as a burning ghost. However, phantom stalkers have the ability to *polymorph self*, and have been known to appear in various forms. Most of the forms they assume incorporate the colors red, yellow, and orange. Phantom stalkers can fly, and this ability is apparently unimpaired by the shape they assume.

Phantom stalkers are magically able to speak the Common tongue of any world of the Prime Material Plane, in addition to the language common to all denizens of the Elemental Plane of Fire.

Combat: Phantom stalkers normally attack with their two sets of sharp claws, each of which can inflict 1-8 hit points of damage. If both sets hit, the stalker has a grip on the target and pulls the unfortunate victim to its fiery body, causing an additional 12 points of fire damage. The phantom stalker is able to cool its body to 70° Fahrenheit, so that it can lift or carry things without incinerating them. The creature has a Strength of 18/50.

Phantom stalkers are invulnerable to all sorts of fire attacks, and magical fire attacks (including fiery breath weapons) in fact heal the phantom stalkers one hit point for each Hit Die of fire attack. However, phantom stalkers save at -2 versus cold attacks, and such attacks add two points of extra damage per attack die.

If a phantom stalker is reduced to 10% or less of its original hit points, it can cast forth its dying life essence into a 6 HD fireball, after which it dematerializes and dies. The explosion is centered on the stalker itself. This is done only as a last resort, and is never done if it will harm the stalker's summoner—unless the summoner is directly and immediately responsible for the phantom stalker's demise. Those who would summon phantom stalkers would be wise not to give them hopelessly suicidal commands.



Habitat/Society: On the Elemental Plane of Fire, phantom stalkers have no true organization. In fact, they are often bullied around by fire elementals, efreet, and salamanders.

When a stalker is summoned by a mage, it is generally grateful for its departure from the Plane of Fire, and wishes to serve the mage loyally. Paradoxically, it is also instinctively resentful about being summoned, a trait common among many denizens of the Elemental Planes.

Phantom stalkers are summoned by a variant of the *invisible stalker* spell. The spell summoning the phantom stalker requires a piece of coal carved in the shape of a flame; otherwise, the spells are identical. A mage must exercise great caution in giving a phantom stalker instructions, since the stalker will try to pervert those instructions by taking the mage's words literally and following them to the letter. This is a nasty habit that phantom stalkers picked up from efreet. Aside from this little quirk, the summoned creature serves well as a bodyguard.

There is one explicit instruction inherent in their summoning. If the summoner is killed, his/her phantom stalker(s) will vanish into the Ethereal Plane, where it will spend 1-4 hours tracking down the killers. The stalker will unerringly find the killers, unless the latter are continually hidden by spells or other non-detection devices or abilities. Phantom stalkers gain this tracking ability only upon the death of their masters. The ability disappears once the summoner's slayer has been tracked, though it will return one more time if the slayer has escaped, giving the phantom stalker one last chance to find the killer.

After tracking down the summoner's killers, the phantom stalker will reappear on the Prime Material Plane, intent on vengeance.

Ecology: Besides being the whipping boys of the Elemental Plane of Fire, phantom stalkers are prized for the liquid fire that flows through their bodies. If this essence can be captured, it can be used to create *Flame Tongue* swords.

CLIMATE/TERRAIN:	Subterranean caves
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil (O, R)
ALIGNMENT:	Neutral

NO. APPEARING:	2-24
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	2+2
THACO:	19
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1-4/1-4 or by weapon
SPECIAL ATTACKS:	Berserk rage
SPECIAL DEFENSES:	Immune to poison
MAGIC RESISTANCE:	Nil
SIZE:	L (7' + tall)
MORALE:	Elite (15-16)
XP VALUE:	175
	Jald 270
	Thonot 1,400

Quaggoths are humanoids with long, shaggy, white hair covering their entire bodies. They wear no clothing. Warlike and vicious, they roam the Underdark looking for prey. Drow sometimes enslave them as guards and spider handlers.

Quaggoths speak a halting form of Undercommon, and can grasp only simple concepts. More intelligent quaggoths may also speak a few words of Duergar, Drow, or Common.

These aggressive beasts have infravision with a range of 120'. They are immune to all poisons.

Combat: Quaggoth tribes claim a certain territory as theirs and patrol it, hunting for food. Any detected animals or creatures (such as a party of adventurers) invite certain attack.

Most tribes (70%) of quaggoths do not carry weapons, and attack with their claws for 1-4 hit points of damage per hit. The remainder of quaggoth tribes carry stone clubs or axes. Those quaggoths which are or have been drow slaves carry superior weapons, such as steel battle axes or two-handed swords.

If a quaggoth is reduced to 25% or less of its original hit points, it enters a berserk fury and receives a +2 bonus to its attack and damage rolls. This rage lasts until the quaggoth dies or all enemies are dead or out of sight.

For every 12 quaggoths encountered, there will be a leader, or jald. The jald has 3+3 Hit Dice and wears leather or skins, making it AC 5. In addition, it gains a +1 bonus to damage rolls. Jalds direct combat; if no jald is present, the quaggoths will fall upon their prey, whatever it is, in an unorganized manner.

Any quaggoth tribe has a 20% chance of having one or two thonots. A thonot is the quaggoth equivalent of a shaman. Instead of magic, however, thonots use psionics. A thonot will use its abilities to aid the tribe in combat, escape, or healing.

If quaggoths win combat, they take all bodies, including those of dead quaggoths, to their lair and devour them.

Psionics Summary (Thonots only):

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	2/2/5	MT/MBI	15	50

Only have:

• Psychokinesis - Sciences: *telekinesis*. Devotions: *control flames, molecular agitation*.



• Psychometabolism - Sciences: *shadow-form*. Devotions: *cell adjustment, expansion, reduction*.

Habitat/Society: Quaggoths are nomadic hunters. They change territories periodically. In each new territory, they claim a central cave as a lair, leaving treasure with a few guards. The rest of the tribe hunts, returning periodically to rest and change guards.

Females are equal to males in numbers and abilities in a quaggoth tribe. For every adult quaggoth, there will be one young. Half of these young are unable to attack or defend; the other half have 1+1 HD and the same AC and attacks as adults.

Thonots control what passes for religious life among quaggoths. They oversee what few rituals there are; those rituals which are known include the daily preparation for hunting, coming of age, and death (a brief whistling to send the spirit away before the rest of the quaggoths eat the body).

Quaggoths can mate at any time of the year. They are not known to have any courtship or mating rituals. Young are born about ten months after mating. Births are usually singular, but twins are not uncommon.

The origin of quaggoths is unknown. Some sages claim that they were once a semi-civilized race which dominated much of the Underdark through conquest and ritual sacrifice, until the drow, duergar, and other races broke their power. Others speculate they had some sort of civilization on the surface and were driven underground; this theory is supported by the quaggoths' hatred for surface-dwelling dwarves and elves.

Ecology: Quaggoths produce a few artifacts, mostly crudely carved stone items. A few seem to be talented at making necklaces with wooden, bone, or stone beads.

Quaggoths fear no creature. Though they are dangerous hunters, they are just as often prey for other predators of the Underdark. Quaggoths can be trained as servants and guards if captured early.

CLIMATE/TERRAIN:	Abyss
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Z
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	18
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	3-18/3-18/3-18/3-18
SPECIAL ATTACKS:	Eye rays
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	20%
SIZE:	L (12' tall)
MORALE:	Fanatic (17)
XP VALUE:	7,000



Retrievers are created by powerful creatures of the Abyss, either by the mysterious rulers of the race called Tanar'ri, or by the evil deities who claim a layer of the Abyss as their domain.

These foul creatures will rarely be found on the Prime Material Plane except when engaged on a specific mission. As can be guessed from their name, retrievers are sent to bring back, dead or alive, an individual or group of individuals who have offended one of the powers of the Abyss.

The most common form of the retriever is a giant spider-like creature, whose front four limbs end in large bone projections that bear an uncomfortable resemblance to giant cleavers. Retrievers have six eyes: two are for vision, and the other four have other specific functions (see below). Due to their low Intelligence, retrievers are unable to communicate with dwellers of the Prime Material Plane.

In rare instances, especially if the target in question is well-versed in the lore of the Abyss, the retriever can appear as a scorpion-like creature, with the same abilities as in its spider form.

Combat: Once a retriever is within physical sight of its target, it is fearless and relentless in its singleminded pursuit of its quarry. The primary, and usually initial, attack of the retriever is with its four sightless eyes. The blind eyes each have a different one of the following four innate abilities: *sheet of flame* (10 HD damage), *cone of cold*, *lightning bolt*, and *stone to flesh*. The eye attacks are cast as a 10th-level wizard. Up to two of these special eyes can function in any given round, determined at random. Once used, a particular eye needs six rounds for recharging.

Retrievers can attack with all four cleavers simultaneously, each inflicting 3-18 hit points of damage. The eye rays cannot be used while the retriever is attacking with its cleavers. A favorite retriever tactic is to spend the first two rounds using its eye at-

tacks, then closing in with the cleavers while the eyes recharge.

In order to find their quarry, retrievers can cast *find the path* and *magic mirror* six times a day each. The retriever's *stone to flesh* eye doubles as the surface needed for the *magic mirror* spell to work.

Like the Tanar'ri, retrievers have the following additional powers: *darkness 15' radius*, infravision, and *teleport without error*.

Creatures under 6 HD and adventurers of fifth level or lower will flee in panic when a retriever comes within 30', unless a saving throw vs. magic is made. Creatures of animal Intelligence or lower get no saving throw, and flee automatically.

Habitat/Society: Many rumors surround the retriever. One rumor states that a retriever will seek out its target for as many years as there are layers in the Abyss. Another rumor hints that dead humans and drow of chaotic evil alignment are actually transformed into retrievers. Only the most heartless, cruel, and cunning souls are allowed this opportunity. It is said that if they succeed, their eternal torment is lessened as a reward. With such a motivation, it is not surprising that retrievers are so tenacious.

Sometimes, when Tanar'ri take part in the hunt for the target, the retrievers are used as mounts. Retrievers are the size of mammoths, and make excellent steeds for all but the very largest Tanar'ri. The Tanar'ri use howdahs to ride the retrievers.

Ecology: Retrievers function as disposable bloodhounds. The process of creating these creatures is a secret known only to the rulers of the Abyss and the lords of the Tanar'ri, and would never be revealed to anyone else from any other plane.

When a retriever is killed, it immediately disappears in a puff of reddish-green smoke equivalent to a *stinking cloud* spell. The cloud and its resulting effects linger for 1-6 rounds. Beyond this, there is never any physical evidence left of the retriever.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Highly to Genius (13-18)
TREASURE:	Nil
ALIGNMENT:	Lawful good

NO. APPEARING:	1-10
ARMOR CLASS:	5
MOVEMENT:	18
HIT DICE:	4 + 4
THAC0:	16
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Psionics
MAGIC RESISTANCE:	15%
SIZE:	S (3' high at shoulder)
MORALE:	Very Steady (13-14)
XP VALUE:	975

Ruve are a breed of dog which possesses formidable intelligence and psionic powers. Their coloring ranges from a sandy brown to glossy black, and they are often mistaken for wild dogs or war dogs. The eyes of a ruve show an alertness that goes beyond normal canine levels.

Typical ruve are quite polite and disciplined, though they will often act like regular dogs in order to ascertain the intentions of a party. Normally, they reveal themselves as ruve only to parties that appear to be of predominantly good alignment. Ruve understand Common, but cannot speak it.

Combat: Ruve do not like to bite opponents, as they consider this to be beastly behavior, preferring instead to use their psionic powers against hostiles. They act and fight in well-trained packs, using complex strategies and tactics to maneuver opponents into a disadvantageous position.

As a rule, ruve are not bloodthirsty, and are content with knocking out or driving away an enemy. Despite this, if the ruve are against an identifiably evil opponent, they will attack to kill. In melee situations, ruve are bold and daring, and not easily intimidated.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
4	3/3/11	EW,PB/TS,MBr,TW	= Int	100

Common powers:

- Psychokinesis – Sciences: *telekinesis, detonate*. Devotions: *animate object, control body, control flames, control sound*.
- Telepathy – Sciences: *mindlink, probe*. Devotions: *conceal thoughts, contact, invisibility, mind bar, send thoughts, truthhear*.
- Psychoportation – Sciences: *probability travel*. Devotions: *time/space anchor*.

Habitat/Society: The location of the ruve's homeworld is unrevealed, but their wanderings have led them to other planes and worlds. Their ability to adapt is remarkable, and their temperament adjusts to suit the world in which they find themselves.

Warm, dry caves are the choice lairs for ruve. Females fight as well as males. A mated pair of ruve can produce a yearly litter of 2d4 pups, each with 2 + 2 Hit Die, and only the discipline of



Telepathy and its accompanying abilities. Ruve reach maturity in one year.

Ruve are extremely intelligent and have a well-developed culture. They use their psychokinetic powers to create works of art, and will often gather to howl their soaring and hauntingly beautiful compositions.

Unfortunately, this sense of culture has made the ruve snobbish. They look down on other species of special dogs such as blink dogs or the lhee of Wildspace, considering them rustic peasants. Mundane dogs such as wild dogs, war dogs, or normal domestic breeds are beneath insulting. If a ruve connects with a human or demi-human mind that is less intelligent than its own, that poor individual will never hear the end of it. The most obnoxious ruve are found on Krynn, Oerth, Toril, and in Wildspace. Small packs roam about, telling people about their original home, a barren desert world where metal is scarce. Many people, however, dismiss the ruve's reminiscences as tall tales.

Ruve often have the tendency to mentally send little-known trivia facts to adventurers, regardless of the situation.

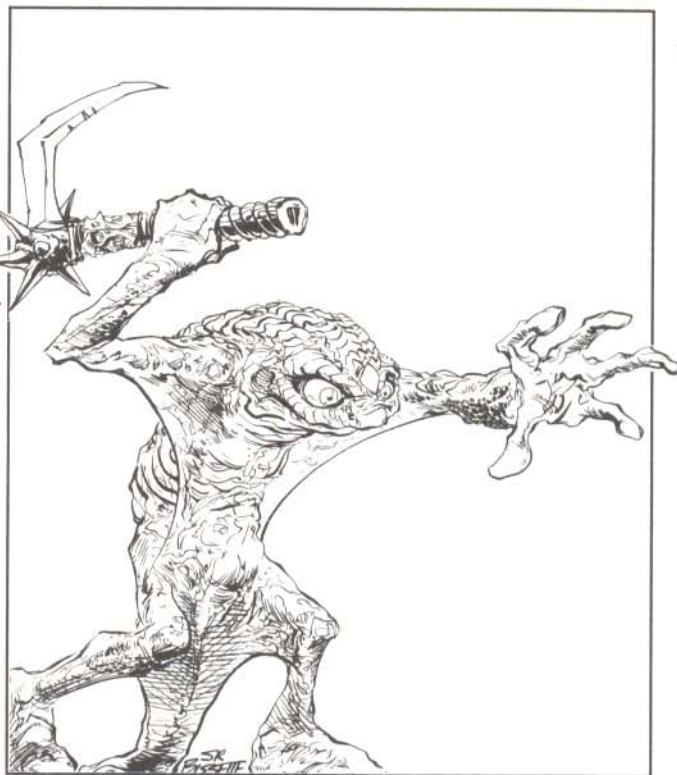
Sages or high-level mages are often the target of sudden visits by the ruve, since the pack is always interested in seeking out new knowledge and facts.

Ecology: Ruve are well-suited for trimming the number of evil psionic monsters. They are natural enemies of intellect devourers, illithids, su monsters, and thought eaters. When faced with these opponents, all snobbery is forgotten and they attack with a feral intensity borne of instinctive hatred.

Although they do not get fleas, ruve sometimes acquire cerebral parasites. Any ruve encountered have a 35% chance of each dog having 1d4 parasites.

Paladins and lawful good clerics or psionicists seek out the company of ruve as loyal companions. No one else seems to have the patience required to stand the ruve's intellectual posturing.

CLIMATE/TERRAIN:	Scathe Icy plains	Larvae Icy plains
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Pack	Nest
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore (carrion)	Carnivore (carrion)
INTELLIGENCE:	Low (5-7)	Non- (0)
TREASURE:	Q × 5	Nil
ALIGNMENT:	Chaotic evil	Neutral
NO. APPEARING:	4-16	2-5
ARMOR CLASS:	5	9
MOVEMENT:	1, Skating 24	1
HIT DICE:	4 + 4	1
THACO:	15	19
NO. OF ATTACKS:	3	1
DAMAGE/ATTACK:	1-4/1-4/2-12	1-6
SPECIAL ATTACKS:	Poison	Nil
SPECIAL DEFENSES:	Camouflage, Spell Immunity	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (5')	T (1'-2')
MORALE:	Very Steady (16)	Fearless (20)
XP VALUE:	975	35



Scathes are a uniform milky-white in color. Their tough, leathery skin is completely hairless. A thin membrane stretches between arm and body, ending at the knee. The claws on their feet are quite long, and curve underneath their feet, serving as natural ice skates. Using their arm membranes as sails, they skate rapidly over desolate arctic plains.

Scathes have excellent infravision, good to a range of 120'. They also have the ability to sense heat emanations from incredible distances, and can locate a warm-blooded body of human size from as far away as a mile.

Scathes are closely related to harriers, jungle predators which use their arm membranes to glide from trees.

Combat: Scathes are very difficult to detect when they are motionless against a background of ice and snow, giving opponents a -2 penalty on surprise rolls. Even moving, they are difficult to see at night, when they normally hunt. A scathe's body temperature differs only slightly from that of its surroundings, so infravision is almost useless in detecting them. If other sounds, such as howling winds, hide the sounds of their skates on the ice, their opponents are still -2 on surprise rolls.

Adult scathes hunt in packs. They swoop towards their opponents, using their claws and beaks to attack. If a scathe hits with its beak, there is a 25% chance for a burning poison to be injected into the victim. The poison causes an additional 2-12 points of damage, and the pain will cause victims to make attack rolls with a -2 penalty. A successful saving throw vs. poison will halve the damage and eliminate much of the pain effects, leaving the victim at -1 to attack rolls, up to a maximum of -2 for multiple attacks. The effects of the poison last for 5-20 rounds; during this time stricken opponents cannot benefit from any Dexterity bonuses to their Armor Class.

Scathes are immune to all cold-based spells, and to white dragon breath.

Habitat/Society: These monsters communicate in a rudimentary fashion, using howls and shrieks which others often mistake for the violent arctic winds which whip through the creatures' terrain. They lair in hollows and ravines in icy plains, roaming in

packs throughout the territory. A pack leader is male, as are 1-4 other pack members. Each male has a "harem" of 1-4 females.

Pack leaders change with some regularity. The strongest young scathe challenges the pack leader, and the two fight mercilessly for supremacy, often until both are dead and another scathe steps in to lead the pack. The losers' females divide themselves among the remaining male scathes.

Mating season occurs once a year. About a month after mating, a female scathe lays 2-12 eggs in a crude nest in the lair. Only 2-5 of the eggs survive predators, accidents, and snacking. These hatch into larvae, voracious monsters which devour any food they can find. A very few larvae, 1-3, survive the two months needed to develop into small, but fully developed, scathes. When the change from larval stage occurs, they immediately become members of the pack.

Scathes have no true society beyond the pack, and there is no evidence of civilization among them.

Ecology: A scathe pack will attack any animal which moves close enough to be detected by them, including large and aggressive creatures such as dragons. They will also eat any available carrion, including dead or severely wounded scathes.

A scathe egg or larva might be worth up to 500 gp to a buyer who wants a vicious, unpredictable guard animal. Scathes are virtually untrainable. They become lethargic if taken to warmer environments.

Larvae

Scathe larvae are identical to those of the harrier: small, worm-like creatures with mottled brown skin. They have a well-developed, though toothless, beak when they hatch, and this beak grows and develops as they do. A nearly-mature larva has limbs and other organs visible just under its skin. If enough food is available, the larva matures rapidly, shedding its skin after two months.

	Sheet Ghoul	Sheet Phantom
CLIMATE/TERRAIN:	Any	Buildings
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Night
DIET:	Corpses	Nil
INTELLIGENCE:	Average (8-10)	Average (8-10)
TREASURE:	Nil	Nil
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	1	1
ARMOR CLASS:	2	3
MOVEMENT:	9	6, Fl 6 (C)
HIT DICE:	4+2	3
THAC0:	17	18
NO. OF ATTACKS:	3	1
DAMAGE/ATTACK:	1-3/1-3/1-6	1-4
SPECIAL ATTACKS:	Acid squirt	Suffocation
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (5'-7')	See below
MORALE:	Very Steady (14)	Very steady (13)
XP VALUE:	650	270



Sheet ghouls are created when sheet phantoms kill their victims. Under normal circumstances, sheet ghouls are indistinguishable from normal ghouls. Upon close inspection, many sheet ghouls appear to have wispy, spiderweb-like strands of white material clinging to their faces, or carry what look like burial shrouds. These characteristics are the remains of the sheet phantom's form.

Sheet phantoms appear as a nearly transparent, rectangular sheet. Their color ranges from snow white to dull grey, and their dimensions vary: 11' to 16' wide, 7' to 12' long, and a quarter of an inch thick. They have no facial features, save for two glowing green spots which function as their eyes. These spots are only visible when the creature has found a victim and is about to attack.

Combat: A sheet ghoul attacks with its two claws, each doing 1-3 hit points of damage, and its fangs, which cause 1-6 hit points of damage.

Unlike the conventional ghoul, the sheet ghoul's touch does not cause paralysis. However, the sheet ghoul can squirt a fine jet of corrosive acid out of its mouth, which causes 1d8+1 hit points of damage; a successful save vs. breath weapons halves this amount. The acid stream has a range of 10'.

Sheet ghouls are treated as spectres for turning purposes, and they are subject to all attack forms except *sleep*, *charm*, and similar mind-affecting spells.

Sheet phantoms move along the walls and ceilings of a house or other building, and drop on potential victims. If the sheet phantom hits the intended target, it envelops the victim, causing suffocation for 1-4 hit points of damage each round subsequent to the initial attack. Note that no damage is done the first round.

Victims enveloped by a sheet phantom cannot move, and if the sheet phantom is hit while it is enveloping a captive, the victim suffers the same amount of damage. Only one man-sized (or two dwarf-sized or smaller) victims may be enveloped at one time, since the creature wraps itself tightly around the victim. The victim cannot fight back unless the weapon is dagger-sized

or smaller and was actually in the victim's hand when he/she was enveloped. Sheet phantoms have an effective Strength of 15, and a successful Bend Bars/Lift Gates attempt made by the victim will free him/her. Only one such attempt may be made per round.

If the victim dies enveloped within the sheet phantom, the sheet phantom merges with the body, creating a sheet ghoul. This process takes 12 hours to complete.

Sheet phantoms are vulnerable to all attack forms except *sleep*, *charm*, and other mind-affecting spells, and are treated as wraiths for purposes of turning.

Habitat/Society: Sheet ghouls enjoy haunting old castles, manors, and houses, especially if these structures have a family crypt or cemetery. Corpses are the preferred meal for sheet ghouls, though they are not above eating a living victim. Normal ghouls and gasts can instinctively differentiate between their counterparts and a sheet ghoul. Sheet ghouls are reviled by normal ghouls and gasts, and are often driven away by them.

Sheet phantoms dwell inside structures that have beds. The building may be abandoned, or one that is little used. There have even been occasions when sheet phantoms have taken up residence in the little-used guest rooms of prosperous manors.

There are sufficient similarities between the sheet phantom and the lurker above for some scholars to speculate that the former is an undead form of the latter. However, other sages and scholars claim that sheet phantoms are actual sheets that have absorbed the life-essence of an evil person who died in their bed. The evil soul is trapped in the sheet, and forced to wander about as a sheet phantom.

Ecology: Though undead, sheet ghouls enjoy devouring both carrion and freshly killed prey.

Sheet phantoms do not need to eat, so there is no overriding need to merge with their victims. Sheet phantoms kill for the simple evil pleasure of it.

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Average (8-10)
TREASURE:	Q
ALIGNMENT:	Chaotic Neutral
NO. APPEARING:	2-8
ARMOR CLASS:	0 or 10 (see below)
MOVEMENT:	15
HIT DICE:	5-10
THACO:	5-6 HD: 15 7-8 HD: 13 9-10 HD: 11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-12 electrical
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (6' tall)
MORALE:	Elite (15-16)
XP VALUE:	5 HD: 2000 5+ HD: 1000 per additional Hit Die

Shockers are inquisitive creatures from the Quasi-elemental Plane of Lightning. They are extremely curious about the Prime Material Plane and love to examine its native flora and fauna.

Shockers appear as shimmering suits of very unusual armor, wreathed in crackling bursts of blue lightning. This flashing effect increases as the shocker approaches or is approached.

Combat: Due to their inquisitive and chaotic natures, shockers are very unpredictable opponents. Indeed, their choice of tactics and targets usually changes from round to round. Some sages speculate that shockers do this in order to study the reactions of their adversaries, as well as to confuse them.

The touch of a shocker does 3d4 hit points of electrical damage to an opponent struck in melee combat. Those successfully struck by such attacks are allowed no saving throw. Targets wearing metal armor or carrying metal shields are treated as having an AC of 10, although the appropriate Dexterity and magical bonuses still apply. Shockers gain a +2 bonus to hit targets in plate mail, a +3 bonus against those in field plate, and a +4 bonus against those wearing full plate armor.

Shockers can also discharge a bolt of lightning every other round. This bolt is similar to the wizard spell, *chain lightning*, in that the bolt will strike one object or creature initially and then arc to a series of additional objects or creatures within range (40 yards). The bolt at first causes 1d8 points of damage per Hit Die of the shocker at the time the bolt was fired. After striking the first target, the bolt will jump to the next closest target, and then the next, and so on. The bolt loses 1d8 of strength after every jump until the bolt is exhausted. Successful saving throws vs. breath weapon will reduce the damage inflicted to 50%. Each time a shocker discharges its power during a combat, however, it loses 1 Hit Die of power.

Shockers may only be struck by magical weapons, and have an AC of 0 against missile fire and non-metallic weaponry. However, against metal melee weapons, a shocker is treated as having an AC of 10. Successful attacks with such weapons do normal damage, but will discharge 3d4 points of electricity into the user as well.

Shockers are allowed a saving throw against fire-based or



cold-based attacks. A successful save means that the shocker takes no damage; failure indicates half damage from the attack. *Lightning*, naturally enough, causes a shocker to grow in power (add 1 Hit Die and the appropriate number of hit points for each lightning-based attack used against it, up to a maximum of 10 HD). This effect also applies to the attacks of other shockers. Indeed, one of their favored tactics is for several shockers to attack and increase the abilities of one or two of their number. These augmented versions, known as "shock troops," make extremely formidable opponents.

Shockers are immune to any form of *charm*, *sleep*, or *hold* spells. Poison and paralyzation also do not affect shockers. Otherwise, they have a magic resistance of 50%. Water cast upon a shocker merely increases the intensity of their arcing.

Habitat/Society: Shockers usually reside on the Quasi-elemental Plane of Lightning, moving about in the frantic and chaotic fashion normal to that realm. Travellers to the Plane of Lightning may be able to recruit guides from amongst the shockers, due to their fascination with the Prime Material Plane.

Shockers will travel to the Prime Material Plane at every opportunity. Portals are sometimes accidentally opened during very fierce electrical storms or by unwary wizards.

If a shocker is successfully slain, its armored form will collapse into a pile of fine, inert dust. A few gems (1-4) ranging in value from 50 to 1000 gp can usually be found as well. It is unknown why these are in the body structure of a shocker, although it is speculated that they provide some form of focusing mechanism for the creature's energies.

Ecology: As guides on the Plane of Lightning, or servants on the Prime Material Plane, shockers can be great assets. However, their chaotic and unpredictable natures make them dangerous and unreliable. Any dealings with a shocker are best concluded quickly before the creature changes its mind.

The dusty remains of a shocker are preferred material in the making of a *wand of lightning*.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Average (8-10)
TREASURE:	See below
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	3
HIT DICE:	10-15
THACO:	11 (at 10 HD)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	0
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	G (100'-200' long, 10'-30' wide)
MORALE:	Fanatic (17-18)
XP VALUE:	5000 (10 HD) + 1000 per HD above 10

Spanners, also called living bridges, were originally created to help guard a certain wizard's tower, but have since escaped into the wilderness.

As implied by their name, these creature appear as large, single-span stone arch bridges, complete with rails, posts and so forth. The type of stone, stains, vine covering, and other details will be appropriate for the local environment (see below). These creatures are extremely difficult to differentiate from true bridges. Only dwarves, or persons with engineering or stonemason talents, may be able to ascertain the identity of a spanner. In this instance, a successful Intelligence or appropriate nonweapon proficiency check at a -6 penalty is required before the true nature of the bridge may be seen.

Combat: Spanners prefer not to attack if at all possible. They are benign, even friendly, preferring to gossip and gather information rather than attack. Being curious and intelligent creatures, they will tolerate a fair amount of abuse as long as the creatures around them are talking. However, if irked, or crossed without permission, spanners are malicious and have no mercy. If the victim is near the edge of the creature (within five feet of a rail), the spanner will attempt to pitch him/her off the side; otherwise, the spanner opens a hole through itself and under the victim. In either instance, a Dexterity check at -4 is necessary to avoid being removed from the bridge. The damage from this attack will depend on the distance from the bridge to the land or water below (1d6 damage per 10' of falling, up 20d6 maximum, with additional potential for drowning if the creature is spanning a waterway). These creatures locate potential enemies by detecting their weight on its surface, or by feeling their vibrations in the ground up to 150' away.

The spanner is intelligent enough to recognize that wildlife may seek to cross the bridge, and that a talking bridge may scare the creatures away. The spanner allows itself to be used in this manner without attacking. It will not tolerate unnecessary hunting in its vicinity, if at all possible. Creatures who hunt for sport and try to cross the spanner are automatically attacked.

Spanners are made of stone, and thus have an exceptional AC of 0. Furthermore, they suffer only half damage from pointed or edged weapons, while blunt weapons do full damage.

Spanners are also capable of using a *stoneskin* spell-like abili-



ty once per day, which protects them from 8 attacks.

Their Hit Dice are proportional to their length: 10 HD at 100' long, with one additional HD per 20' length, up to a maximum of 200' (15 HD). When killed, they simply cease to move, and become normal, inanimate stone bridges.

The creatures do not value treasure as we know it. Any treasure in their vicinity is from the bridge's victims. Such treasure often has suffered damage as a result of a fall from the bridge, or may have been swept away by recent flooding of a river which flows under the bridge.

Habitat/Society: Spanners are curious about anything and everything. It is often possible to negotiate passage across a spanner by simply talking to it and providing gossip, news, trivia, and so forth. However, they tend to be insufferable gossips and liars.

To fit in with the local scenery, spanners will color themselves with stains, add plant growth, assume the color of local stone, or otherwise camouflage themselves.

No one is sure how spanners were introduced to the wild. It is believed that they were originally created by a wizard's experiments with mimics, in an effort to create a creature to guard the moats and chasms outside of his tower. The spanners learned much from visitors who traveled through to see the wizard, including how to move themselves around. They form pseudopods which slowly (4 rounds) form into crude feet, which allow ponderously sluggish movement at a rate of 3. They tend to remain in one place for years, but will move if they feel the local people have found them out, or will no longer talk to them.

Spanners are constructed of stone and thus do not need to eat. Spanners do not reproduce, and seem to have no natural limit to their lifespans.

Ecology: Spanners generally are a boon to the surrounding natural community, as they demand nothing from it and punish those who abuse it.

CLIMATE/TERRAIN:	Any temperate
FREQUENCY:	Common (Rare)
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Herbivore
INTELLIGENCE:	Highly (13-14)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1 (2-4)
ARMOR CLASS:	7
MOVEMENT:	6
HIT DICE:	3 Hit points
THACO:	20
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	T (1½' - 2')
MORALE:	Steady (11-12)
XP VALUE:	12

Stwingers are tiny humanoid creatures with vestigial wings. They are out to have fun. Stwingers are nauseatingly cute.

Combat: Stwingers are non-combatant creatures. Their sole aim in life is to have fun. The most fun a stwinger can have is swinging from a long beard, and thus they favor dwarves and other bearded races as targets. Creatures with long hair are of secondary preference.

In "combat," the stwinger will exude a pheromone that *charms* all in a 40' radius, requiring a successful saving throw vs. breath weapon to negate. Once it has *charmed* one or more bearded or long-haired creatures, the stwinger will start its game, swinging from one to the other, and causing 1 point of damage per 2 melee rounds from pulling the hair too hard.

If at any time the "playmate's" hit points fall below 50% of hit points at the time of the encounter, he/she is allowed another save, still at -4, to break the *charm*. Failure means the creature will allow the stwinger to continue its game until its playmate falls unconscious. Stwingers don't like to play with prone creatures, so it is not possible for a stwinger to take any creature below zero hit points. A creature reduced to zero hit points by the stwinger is not dead, merely unconscious, as the damage is really the equivalent of subdual damage.

Even creatures that make their saving throws have difficulty in attacking the stwinger, due to its incredible cuteness. Before attacking a stwinger, any adventurer must roll under their Charisma on a d20, and then under their Constitution. If both of these rolls are successful, the adventurer may attack. Attacks which are meant to do no harm to the stwinger, such as pulling the stwinger away from its playmate, are not hampered by the stwinger's *charm*.

If its playmate's companion(s) try to attack, the stwinger will cast *mirror image*, which it can do up to three times per day, and then try to escape. If a stwinger can be convinced that it is causing harm to its playmate(s), it may agree to leave them alone.

Habitat/Society: Stwingers prefer to live in warm, comfortable dwellings, with soft furnishings and lots of luxuries. Most stwinger dwellings have ropes, made from hair, dangling from the ceiling, which the stwingers prize both for decoration and to play on. They do not form communities, except once every



three years. On these occasions, all stwingers come together in a "Great Meet," where they trade ropes and choose mates. The Great Meet lasts for ten days, after which each stwinger returns to its solitary home.

On rare occasions a female stwinger will give birth to multiple babies, rather than the more usual one. These babies have a telepathic link to each other and when they are old enough to leave home, at one year, they will build a communal dwelling. These stwingers will stay together for their entire lives, and will always be found close to a large dwarven community. They will visit the dwarves at least every second day, normally in the evening.

Stwingers are herbivorous, and prefer tubers and legumes over other forms of vegetation. They do not grow any food, preferring to gather it up from the wild or surrounding farms or markets. They can survive on grasses during the winter months if need be.

Stwingers can fly for very short distances, but they generally do so only to leap from one playmate to the next. Having multiple playmates is the most enjoyable form of their favorite game.

When seeking out playmates to swing on, stwingers will range up to 3 miles from their home. This often means they build two dwellings, one they call home, and the other for extended trips to wherever there are playmates.

Any hirsute creature which enters a stwinger's territory is considered a playmate. After all, why else would such a lovely swing be near the stwinger's home? Stwingers can speak Pixie, Brownie, and Elvish. They have a rudimentary knowledge of Dwarvish and Gnome.

Ecology: Stwingers have no need of treasure, except for their ropes, which are not strong enough for humanoids to use. If a stwinger's *charm* glands can be milked either while it is alive, or within one hour of its death, the fluid can be used in the creation of a *philter of love*.

CLIMATE/TERRAIN:	Tropical or subtropical land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	X (P)
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	15
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3-18/3-18
SPECIAL ATTACKS:	Impalement
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	L (7'-12' tall)
MORALE:	Elite (15-16)
XP VALUE:	7000

Sussuri are distant cousins to the creatures known as shambling mounds. They appear as headless humanoid piles of rotting bamboo, moving about on all four limbs.

Combat: A sussurus is a deadly adversary and does not idly challenge shamblers for the title of "most deadly form of plant life known." Its "forepaws" end in wickedly sharp bamboo claws, which inflict 3d6 points of piercing damage each time they hit. Even more terrifying is the fact that anyone unfortunate enough to be struck by both forepaws in the same round is crushed onto the bamboo spikes which cover the sussurus' exoskeleton. Victims suffer an additional 3d8 points of damage from this "hug."

The interior of a sussurus is covered by an exoskeleton made of several layers of decaying bamboo. This provides the creature with a formidable AC of 3. All weapons which strike a sussurus successfully only cause half the normal damage as the force of the blows is reduced by passing through the various layers of rotting material.

Lightning does not harm sussuri but, unlike shambling mounds, such attacks do not give the creature additional power either. Fire and cold-based attacks against sussuri cause half or no damage, depending upon whether or not the sussurus' saving throw was successful. Sussuri loathe fire and will immediately attack anyone carrying a torch or lantern. Spellcasters who make obvious use of fire-based magics are likewise assaulted.

Sussuri are susceptible to spells that affect plants, but with a +2 bonus to their saving throws against such magics. It has been reported, although never confirmed, that sussuri are also vulnerable to *warp wood* spells (causing 3d10 points of damage).

A sussurus is able to inhale and exhale air through the numerous tubes of bamboo which cover its surface. Such activity causes the characteristic "dronesong" associated with the creature. This weird and eerie melody can have dire consequences for unwary adventurers. Those hearing the dronesong must save versus spells or fall into a deep sleep for 3d4 hours or until they are physically attacked. Even certain types of undead creatures (those with 4 HD or less) are affected by this strange music. This phenomenon is known as "the sleep of the dead." While "asleep" the undead cannot be turned or destroyed, but will awaken to defend themselves if attacked physically.

Sussuri are believed to have a life-span of over 1,000 years,



provided they are able to find sufficient food to sustain them. A sussurus has no brain or vital organs to speak of. Its meager intelligence and other life components are spread throughout a decentralized system located deep within its exoskeleton. Therefore, amputating wounds do not harm a sussurus at all. As one "limb" is lost, the remaining mass of the creature joins together to form a new limb by the next combat round. Only when enough damage has penetrated through the tough exoskeleton will a sussurus die. Even then, if its remains are left in a collective heap, a sussurus will return to life in 2d6 hours. Such sussuri are extremely weak (1d8 hit points) and will seek to return to their dank lairs, there to heal and nurse their rage.

A sussurus "sees" and "hears" by detecting air disturbances through its tube-riddled exoskeleton. Therefore, a sussurus is immune to all forms of magic which affect or rely upon sight or hearing. Sussuri can also detect the presence of invisible objects or beings in this manner.

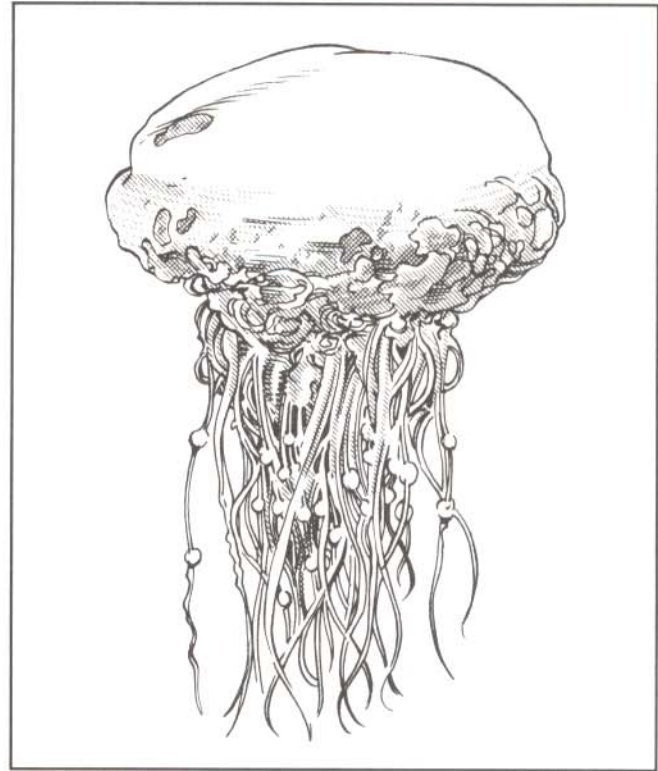
Sussuri are nearly invisible (-3 penalty to an opponent's surprise rolls) within clumps of bamboo or large growths of reeds. Sussuri wait in such places for other creatures to come near. They will then either rush out for a direct assault or begin their dronesong in an effort to first subdue the beings. Many a party has perished for choosing a camp site too close to the lair of a sussurus.

Habitat/Society: Similar to their shambler cousins, sussuri are only found in warm regions of heavy rainfall and vegetation. Dense clumps of bamboo or other reed-like plants are the favored lairs of a sussurus.

Despite their solitary nature, sussuri have been known to communicate to each other by means of slight and subtle variations in their dronesong. However, it is only very rarely that two or more sussuri are close enough to communicate in this manner.

Ecology: Sussuri often compete with shambling mounds for territory and prey, thus most sussuri attack shamblers on sight.

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	1
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	T (2"-3" diameter)
MORALE:	Steady (12-14)
XP VALUE:	270



Symbiotic jelly is a distant cousin of the gelatinous cube. It occupies a very special ecological niche, and thus has a specific but rather unusual mode of existence. It exists by controlling the mind of another creature, which it then uses for protection and to obtain sustenance.

These jellies are difficult to spot due to their small size (about 2"-3" diameter). Their appearance is similar to that of a jellyfish: yellow, spherical or slightly flattened globules. Radiating outwards from the central mass are about three dozen thin tendrils, which act as antennae from which the creature communicates with and controls another creature (see below). They are translucent and slightly milky, but contain no fixed internal structure.

Combat: These creatures choose unoccupied caves in which to dwell, and stick to the ceiling in the shadows, where they are almost impossible to detect. When a carnivore ventures into the cave, the symbiotic jelly will attempt to use its innate *charm monster* ability to persuade the intruder telepathically to remain in the cave and attack any other creature which enters. Monsters which are not carnivorous, creatures from planes other than the Prime Material, and undead are ignored by the jelly. The jelly then uses another powerful spell-like ability, similar to a *veil* spell. Two vivid illusions are thus created. The first illusion makes the *charmed* monster appear to be a much weaker variety of the same beast, while the second creates an inviting but illusory treasure in the cave. The nature of the treasure will be determined as the symbiotic jelly uses an *ESP*-like power to detect the victim's interest in the cave. The *ESP* is also used to determine the victim's response to the illusions, so that the jelly can quickly alter the illusion for greater believability. This adjustment occurs so rapidly, within a fraction of a second, that the viewer of the illusion is unaware of the subtle changes which have taken place. Creatures observing the illusions (except the *charmed* monster) will fail to recognize these as such, unless they save vs. spell at a penalty of -7. Thus, if a huge cave bear is *charmed*, it may be made to appear as a weak bear cub, while

the back of the cave might appear to contain a rich vein of gold ore if a dwarf entered the cave, or a sumptuous banquet if a hungry halfling wandered by.

The symbiotic jelly gains sustenance by draining energy from a carnivorous creature which is feeding. This energy drain is done from a distance of about ten feet from the feeding site. If the intruder is killed by the creature the jelly has *charmed*, the jelly will drain power through the creature as it eats. If the *charmed* creature loses the battle, the jelly will attempt to *charm* the victor and persuade it to replace the former occupant. This peculiar diet is the reason for the jelly's unique behavior. It is believed that the jelly feeds on the emotions derived from satisfying the instinctual urge to eat.

The symbiotic jelly's communication tendrils are fragile, but regenerate quickly, within 1-3 turns per tendril destroyed. If any tendrils are damaged, there is a proportional decrease in the chance to communicate with the host creature. Thus, if 6 of the 36 tendrils are destroyed, there is a 6 in 36 chance (1 in 6) that communication will be severed, and the control of the host creature will be lost.

Habitat/Society: If a symbiotic jelly does not eat for one month, it forms a shell-like, protective coating around itself and enters a dormant stage. It will hibernate until a carnivore enters the cave and the *charm* process can begin. Thus, a symbiotic jelly who has *charmed* a cave bear will generally be dormant during the winter when the bear hibernates.

Ecology: Symbiotic jellies are not well-studied. Because of their extreme rarity, they have few known magical or commercial applications. It has been reported that the distilled essence of a symbiotic jelly may be useful in certain magical applications, including potions which emulate this creature's symbiotic lifestyle. The role of a symbiotic jelly in its local ecosystem has not yet been determined. It is known that its intelligence is instinctual, not learned.

CLIMATE/TERRAIN:	Ethereal Plane (see below)
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Average (8)
TREASURE:	Various discharged magical items, mostly useless
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	3 (6 Ethereal Plane)
MOVEMENT:	15 (18 Ethereal Plane)
HIT DICE:	5+1
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-5/2-5
SPECIAL ATTACKS:	See Below
SPECIAL DEFENSES:	Hit only by silver or magical weapons
MAGIC RESISTANCE:	50%
SIZE:	S (4' Tall)
MORALE:	Steady (11)
XP VALUE:	275

The terithran is a short (4' tall) humanoid creature with long sinewy arms, a disproportionately large and misshapen head, and clawlike hands and feet. In its home on the Ethereal Plane, it is a scaly greenish-gray creature, but when it ventures to the Prime Material Plane it has only a faint shadowy appearance. Most terithrans speak only their own language, although some do speak Common as well (15% chance.)

Combat: The terithran fights mainly to eat, and its favorite food is spellcasters from the Prime Material Plane. In normal melee on the Prime Material Plane, the terithran fights with two claws for 2-5 hit points of damage each, but it will avoid this type of combat in favor of its unique magical powers.

The terithran may *detect magic* at will. In addition, the terithran has the following four magical powers, any combination of which it may use up to six times daily: **Stunning Blast:** This is a blast of ether that has the same effects as the 7th-level wizard spell *power word, stun* on all creatures within a 10' radius. It is negated by a successful saving throw vs. magic. **Drain Power:** Removes all knowledge of the current day's spells from a wizard; it is negated by a successful saving throw vs. breath weapons. If the terithran's attack is successful, the wizard must then rest and study his spell book in the normal manner to recover his spells. **Cause Serious Wounds:** As the 4th-level priest spell, activated by touch (a normal attack roll is required); there is no saving throw. The touch of the terithran does not automatically *cause serious wounds*; it must be using that power during that specific melee round. If a successful attack is made, the claw damage also applies. **Transportation:** Transports the terithran and one other person to the terithran's lair on the Ethereal Plane. The victim must first be grasped (treat as a normal hit with two claws; if one or both score a successful hit the victim has been grasped). There is no saving throw.

When a terithran encounters adventurers, its prime objective is to grasp its target spell-user and *transport* the victim back to the Ethereal Plane. It will thus reserve one of its six power usages for *transportation*. If it fails its grasp, and the melee is going against it, it will *transport* alone to escape.

If the creature is encountered in its lair on the Ethereal Plane, its claws will do 1d8+1 hit points of damage each. There it is



allowed 16 power uses per day, rather than six, and its *stunning blast* inflicts 1d6+1d8 of damage.

Habitat/Society: The terithran is a solitary creature. Protective of its "hunting grounds" (those areas of the Ethereal Plane that correspond to areas of the Prime Material Plane which are rich in magical energy) the terithran keeps to itself and its own territory, except when the mating urge is upon it. Only rarely (5%) will more than one terithran be encountered. Terithran young are tended by the mother for six months, and then ejected from the mother's lair to fend for themselves.

The terithran's main diet is wizards from the Prime Material Plane, mainly because wizards are such easy prey once the terithran has drained away their spells. The terithran stalks wizards by detecting the magical swirls and eddies on the Ethereal Plane which are caused by the use of large amounts of magic on the Prime Material Plane. Any sufficiently high-level wizard spell use will attract it (10% chance from a 7th-level spell, 20% for an 8th-level, 30% for a 9th-level, etc.). Priest magic will not attract it, but wizard spells cast by a high-level ranger will. Cumulative spell use, within a 60'x60' area, of 16 spell levels or more during consecutive rounds, (ie. a 6th-, another 6th-, then a 4th-level spell cast over three rounds) will also catch its attention, as will the use of charged magical items in three consecutive rounds. Note that cumulative spell use and charged magical item use may be from different characters or monsters.

There is a 35% chance that any of the above will lure a terithran to the Prime Material Plane. The terithran will materialize on the Prime Material Plane in the area of the creature(s) responsible for the magical discharge, within 1d10'. It will then attempt to *power drain* any wizard it finds and take him/her back to the Ethereal Plane to be eaten.

Ecology: The terithran is thought to be a tasty treat by most dracolisks. For this reason, once terithrans have secured a safe lair on the Ethereal Plane, they very seldom venture from it.

CLIMATE/TERRAIN:	Temperate/any
FREQUENCY:	Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Night and/or storms
DIET:	Fear
INTELLIGENCE:	Average (8-10)
TREASURE:	F
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-6
ARMOR CLASS:	-1
MOVEMENT:	6, Fl 18 (A)
HIT DICE:	7
THACO:	14
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-16
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	S (4' high)
MORALE:	Average (10)
XP VALUE:	2000

Thunder children, also known as storm children, night rattlers, and lightning-kin, are mischievous, malicious creatures that come out to "play" during violent thunderstorms, especially at night. This play is quite harmful to other creatures.

These "children" are shiny black, gaunt humanoids, with slender limbs and vestigial wings. Their faces are human, though they have tiny horns on their temples and pointed ears. Thunder children have pupil-less eyes that flash like lightning.

Thunder children have their own language, which consists of crackles, howls, and booms. Many also speak Common, and are experts at mimicking normal sounds such as squeaking doors, heavy footfalls, and the like.

Combat: Thunder children fight in several ways. The most simple and direct is the bite from their unusually strong, fanged mouths. In addition to taking 2-16 hit points of damage, the victim must make a save vs. spell. Failing the roll inflicts an additional 10 points of electrical damage.

Each thunder child can also cast the following wizard spells at seventh-level proficiency: *chain lightning* (which comes from the eyes), *gust of wind*, *fog cloud*, *darkness 15' radius*. Each spell may be cast seven times per day, though only one spell may be in effect at any given time.

Thunder children can also sense fear in a 120' radius, and change into gaseous form, resembling a small black storm cloud.

The most ingenious manner in which a thunder child attacks is by subtle, psychological ways. During violent storms, thunder children delight in loosening doors and windows, banging shutters, flinging small outdoor objects about, and doing other things which heighten their victims' unease over the storm. The victims' fear is what feeds the thunder children.

Any round in which a thunder child attempts to frighten its victim, the victim must save vs. paralyzation. Failure indicates that the victim is overcome with fright, and loses one point of Wisdom, drained by the thunder child. When the victim's Wisdom reaches 0, he/she dies of fright, unless he/she makes a successful save vs. death magic. Victims who survive can regain their Wisdom points at a rate of one every 12 hours.

Thunder children can also move silently and hide in shadows, each at a 70% ability. They are also immune to fear. Thunder



children have infravision 120', and can even see through magical darkness.

Habitat/Society: Thunder children dwell in little caves hollowed out from storm clouds. These clouds have been magically reinforced in much the same way that a cloud giant's clouds can support a castle. The lairs have no treasure, since thunder children have no interest in such things.

There are no sexes among the thunder children. They reproduce by flying into storm clouds and getting hit by lightning. If the creature makes its save vs. magic, a half-strength thunder child is born just as the thunderclap from the lightning bolt is heard. If the creature fails its save, it dies. The "new" thunder child matures in six months. Any thunder child lair encountered has a 10% chance of having 1d4+1 young.

Thunder children have no leaders. They act together because it is advantageous to do so, though sometimes a solitary "child" will delight in having some private sport with a victim.

Places that are especially gloomy, such as old graveyards, moldy mansions, and dark castles on a sea cliffside, are the favorite haunts of thunder children. Any place that inspires fear in humans, demi-humans or humanoids is an ideal place for a thunder child.

Thunder children who find their way to Ravenloft adore it. In that shadowy realm, a thunder child feels like it has arrived at its vision of Paradise.

Ecology: Due to their capricious nature, thunder children have many enemies. Among those enemies are djinn, air elementals, cloud giants, storm giants, and pegasi. Storm giants and cloud giants call them "thunder bats", and consider them as much of a nuisance as humans consider rats in their house.

It is rumored that the blood of a thunder child is a useful ingredient in some recipes for *potions of gaseous form* and *potions of weather control* (as per the 7th-level priest spell, although this potion is believed to still be only a theoretical possibility).

CLIMATE/TERRAIN:	Temperate or Arctic but always near water
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Q (D)
ALIGNMENT:	Chaotic Evil
NO. APPEARING:	2-12
ARMOR CLASS:	8
MOVEMENT:	9
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8/1-8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (8' Tall)
MORALE:	Steady (11)
XP VALUE:	175

The ice troll is a smaller, more intelligent relative of the normal troll, and is probably the result of magical experimentation. It closely resembles its more common cousin, but has semi-transparent, very cold skin. Ice trolls are famous for being cunning, evil creatures which keep humans and demi-humans as livestock.

Because ice trolls need water to regenerate, they never leave their lake or river, and will create elaborate traps to lure their prey to them.

Combat: Ice trolls are organized and intelligent enough to know their weaknesses, and will rarely start a fight at a disadvantage. Unlike their larger and less intelligent cousins, they will not wade into combat blindly, but will often try to pick off weaker opponents one by one, hoping to bring back live prey.

Ice trolls will generally attack with their claws for 1d8 hit points of damage each, but have been known to use weapons on rare occasions (10%), at an additional +4 to each weapon's damage due to the high Strength of the troll. Attacks may be directed against different opponents.

The regenerative powers of the ice troll are not as great as normal trolls. An ice troll must be immersed in water to be able to regenerate 2 hit points per melee round. The creatures will often make their stand in a shallow pool of water to keep this advantage. Ice trolls reduced to zero hit points do not die, but rather fall to the ground to regain lost hit points.

Because of the thin brittle nature of the ice troll, it is possible to sever one of the creature's limbs with an edged weapon. On a natural "to hit" roll of 20 with an edged weapon, one limb will be severed. Severed limbs will also regenerate 2 hit points per turn, as long as they are immersed in water. If a severed limb is not in contact with water, it will move up to 30 feet in search of water, and will always move toward it if it is in range. If a severed limb cannot join the main body of the Ice Troll within 24 hours, the limb dies. This is of little concern to the ice troll, since it is able to regenerate any lost body parts within a week as long as it stays in contact with water.

Fire and acid are the only attack forms which will negate the ice troll's ability to regenerate. If an ice troll is reduced to zero hit points, and then burned by either acid or fire, it dies without



chance for regeneration. Because of the ice troll's physiology, fire-based attacks do double damage. Ice trolls are totally unaffected by cold or cold-based spells, and because of their magical nature, can only be hit by magical weapons or missiles.

As previously stated, ice trolls will often defend their camps by wading in ankle-deep water and attacking from this pool. They frequently lay nets across the floor of these pools to capture or at least entangle their attackers.

Habitat/Society: Ice trolls live in groups of 6-12 in arctic and sub-arctic regions, near open water. Because they are smaller and less resilient than their larger cousins, they have developed a higher sense of cooperation to stay alive. Each group has a leader, usually the most intelligent ice troll. Leaders are responsible for keeping the group safe and well-fed.

Ice trolls live near settled regions, hoping to waylay and capture humans and demi-humans. Ice trolls will frequently bait traps for adventurers, using treasure they have salvaged from previous groups. Settlements also provide more common livestock, which although less preferable than human flesh, is considered edible in times of want.

Ice troll lairs always are near a lake or running river. Here the ice trolls will have gathered all their treasure, as well as 5-20 human or demi-human captives. These individuals are kept well-fed on grains and vegetables, so that the ice trolls need never go too long without food.

Ice trolls mate in the spring and give birth to one baby ice troll in the late fall. When an ice troll group gets too large, it will split, with one group wandering off to find a new lair.

Ecology: Ice trolls that live in arctic regions will sometimes go hunting for remorhaz, and will even pick off a solitary frost giant.

Ice troll blood is frequently used in the manufacture of *frost brand swords*, and *rings of cold resistance*.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1 (10% chance 1-3)
ARMOR CLASS:	10
MOVEMENT:	Variable
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	1 (on Ethereal Plane only)
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Etherealness
MAGIC RESISTANCE:	Nil
SIZE:	S (3')/Special (see below)
MORALE:	Special (see below)
XP VALUE:	17



A tween is a parasitic creature from the Ethereal Plane. On its home plane it appears as a short, squat, ugly humanoid form with stubby arms and legs, and no neck. On the Prime Material Plane, a tween appears as a smoky or shadowy outline within six feet of whichever being it has chosen as its "host."

Combat: The tween can only attack or be attacked on the Ethereal Plane, or by means such as applying *oil of etherealness* to a blade. If such a melee occurs, the tween will fight with a weapon, usually a sword. The tween has no attack abilities on the Prime Material Plane, and indeed has little need to defend itself there.

The tween has the ability to see a few seconds into the future, and may communicate this future-sight subliminally to its host. The tween is also able to move relatively light material things short distances, reacting with such speed that it can affect the movement of a weapon in melee. For example, it can reposition its host's sword so that it hits rather than misses. As a result, any character or creature with a tween "partner" gets two die rolls instead of one, whenever a die roll is called for, using the more advantageous of these rolls. This applies to all die rolls: attack rolls, damage rolls, saving throws, etc. This gives the tween's host the appearance of being very "lucky" to any who are not aware that the character is infested with a tween.

While a tween has an obvious beneficial effect on the actions of its host, it has the reverse effect on any other creature, friend or foe, within 50' of the host. While the tween appears to bestow luck upon its host, its parasitic nature absorbs luck from all those nearby. Two die rolls are made for all characters/monsters within a 50' radius whenever a die roll is called for, and the less advantageous is selected. A character with a tween partner is therefore something of a curse to any companions, and usually ends up as an outcast from any adventuring party who knows of his infestation.

Habitat/Society: Because of the tween's squat and somewhat ugly natural appearance on the Ethereal Plane, it is considered by most other denizens to be among the lowest form of life residing

there, and it is shunned by all other residents, even other tweens. For that reason, most tweens choose to infest a being on the Prime Material Plane and live vicariously through them, deserting their own solitary lives on the Ethereal Plane.

In selecting a host, a tween will prefer an intelligent being, human or near-human, but they have no particular preference for adventurers. After several hours with a new host, a tween will gradually assume the general shape and characteristics of that host, who will appear to have a "shadow" nearby. Once a host has been selected, a tween will remain permanently until the host or the tween dies. Neither tween nor host are able to voluntarily sever the bond. If the host of a tween dies, the shock and grief of losing its host will literally cause the tween to split in two, causing the birth of a new tween. Both tweens then will usually begin looking for new hosts, the "old" tween almost immediately, and the "new" tween as soon as it finds out how miserable its life as a tween on the Ethereal Plane can be.

A tween eats just about anything it can find while alone on the Ethereal Plane without a Prime Material Plane host; after it secures a host, it feeds on the "luck" of those surrounding its host. Its form remains on the Ethereal Plane and no longer needs typical sustenance.

Ecology: The tween has no natural enemies on the Ethereal Plane, nor does it have any friends; therefore, most tweens will find and secure a Prime Material Plane host shortly after birth.

There are rumors about some magical research that has been done on the nature of tweens—more specifically, on how to separate a tween from its host without the death of one or the other. A *wish* spell has been proven effective, and experiments have been done with combining *dispel magic*, *remove curse*, and *plane shift*, but thus far the results of these experiments have been disastrous. An *amulet of proof against detection and location* will usually discourage a tween from infesting a character in the first place. The tween prefers to choose an intelligent host, and it cannot gauge a being's Intelligence in the presence of such an amulet.

CLIMATE/TERRAIN:	Temperate/Forest
FREQUENCY:	Very Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Low (5-7) (but see below)
TREASURE:	See below
ALIGNMENT:	Neutral

NO. APPEARING:	1-3
ARMOR CLASS:	4
MOVEMENT:	9
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Electric Shock
SPECIAL DEFENSES:	Immune to electrical-type attacks
MAGIC RESISTANCE:	Nil
SIZE:	L (8' Tall)
MORALE:	Very Steady (14)
XP VALUE:	420

The umpleby is an eight foot tall, 400 pound walking mound of wild, straggly brown hair. Lips and eyes can be discerned on its face, but every other part of its body is covered with fur.

When encountered in its native temperate forest areas, the umpleby will neither attack nor try to hide, but just stand stupidly and stare.

Combat: The umpleby will fight to defend itself if attacked, but will usually not fight either for or against an adventuring party. When it does attack, it strikes for 1d4 hit points of damage with its hands.

The umpleby stores large quantities of static electricity in its body. Each day, it can deliver a total of 50 hit points of electrical damage by simply touching its victim. A normal attack roll is required unless a victim is unsuspecting. Metal armor of any type is treated as AC 10 with regard to this attack, though appropriate magical and Dexterity bonuses still apply. The umpleby may deliver all 50 hit points in one strike, or can regulate the amount of damage it inflicts, usually conducting 9-16 hit points of damage. When it delivers the 50th hit point of damage, the umpleby immediately goes to sleep, and recharges its static electricity supply at the following rates:

- Less than 1 hour of sleep: 4d4 points static damage.
- 1-4 hours sleep: 25 points static damage.
- 4-8 hours sleep: 37 points static damage.
- 8+ hours sleep: 50 points static damage

The umpleby often makes nets out of its own hair and stores them by wrapping them around its waist. It can throw such a net 30' with the accuracy of a short-range arrow. It will only use its nets or its electrical attacks if threatened. The creature is, of course, immune to attacks of an electrical nature.

Habitat/Society: The umpleby is a rather stupid creature. It has no organized society of which to speak. Umplebys are solitary creatures by nature; they simply have too short an attention span to be interested in forming a community. Occasionally a male and female umpleby may encounter each other in the forest, and band together just long enough to bear a baby umpleby. This couple will stay together until the "baby" wanders off one day and doesn't come back, and then they will lose interest in each other and wander off themselves. No more than three umplebys have ever been seen together at a time. Umplebys usually



inhabit caves or holes dug into the earth or into sides of hills. They are primarily vegetarians, eating berries and fruits from the trees, but if befriended by an adventuring party they will eat most anything that is given to them.

Umplebys love shiny and sparkling treasure and can detect large amounts of precious metal and gems (more than 1,000 coins and/or 50 gems) up to 100' feet away, even through solid rock. Indeed, these shiny objects are among the few items which will hold an umpleby's attention for any duration. In its lair it keeps a huge treasure trove of these items, but it will never reveal the location of its lair, even if threatened with death (though *charm monster* may possibly overcome this reluctance.)

On meeting a party of adventurers, the umpleby will simply shamble along with them, neither helping their endeavors nor willing to be left behind, constantly getting in their way, and apparently incapable of moving in silence. The umpleby can speak the Common tongue in a halting fashion, but will rarely do so and is in general an uncommunicative creature. However, an offer of food and water will assure instant and total loyalty to its benefactor, as it is incessantly hungry and thirsty. It will also be willing to help and advise him/her. This loyalty will only be broken if the benefactor does not reward the umpleby with a reasonable proportion of any coins or gems discovered as a result of its advice. If, in its opinion, it is insufficiently compensated, the umpleby will leave the party. If the party pursues the creature, it will refuse to cooperate in any way with any of them.

Ecology: The umpleby's hair is very tough, and is 50% more difficult to cut, break or burn than the cords of a magical web. An intact umpleby net can bring as much as 100 gp.

Because of the umpleby's ability to shock its enemies, very few creatures bother to tangle with them, except blue dragons, which venture out of their desert homes to enjoy an umpleby as a light snack. Umplebys regard volts as particularly horrid pests.

CLIMATE/TERRAIN:	Underground
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	M, Q (H, R(TS)10)
ALIGNMENT:	Neutral
NO. APPEARING:	10-100
ARMOR CLASS:	0
MOVEMENT:	6, Br 6 (see below)
HIT DICE:	2
THACO:	20
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	25%
SIZE:	M (4 ¹ / ₂ ' and taller)
MORALE:	Elite (13-14)
XP VALUE:	975
	Leader 2,000

A long-forgotten dwarven offshoot, Urdunnir means "ore-cutter" in their language, which is closely related to standard Dwarven. A speaker of one language can understand about 75% of the other. Dwarven legends state that urdunnir are specially blessed by Dumathoin.

Urdunnir look very much like mountain dwarves. Their skin tends to be light gray, while their long beards and mustaches range from light gray to dark gray. Their eyes are silver. Urdunnir take very good care of their facial hair, but otherwise pay little attention to grooming. Females do not have facial hair.

Urdunnir usually wear a tight-fitting, one-piece garment composed of stone and/or metal. The urdunnir use their innate abilities to make these garments flexible. Only the leaders of the urdunnir wear garments made completely of metal.

Combat: Urdunnir rarely attack other creatures, though they will defend their homes, families, and treasure hoards to the best of their abilities.

Each urdunnir has the ability to pass into and through stone and earth as if it were air. This ability adapts well to ambush, allowing the urdunnir a -3 penalty to opponents' surprise rolls. Urdunnir are also able to move other objects through stone with them. Up to twice the urdunnir's body weight can be transported in such a manner. For the urdunnir to use this ability offensively, the urdunnir must make a successful attack roll to grab its victim, who is then allowed a saving throw vs. petrification to break free. If the saving throw fails, the urdunnir may transport all or part of the victim's body into the earth or stone, and then release him/her. The victim's body then binds with the earth, resulting in death. Only a *wish* will reverse such a death.

During any round that an urdunnir is passing through stone, a *phase door* spell will instantly kill it.

Urdunnir also have an innate *stone shape* ability. Once per round, they can affect up to eight cubic feet of stone as per the spell. Casting time is only one segment, and no spell components are required. Urdunnir lairs often have several ingenious traps designed to take advantage of this power.

If an urdunnir concentrates for a full round, he/she may *shape metal* in the next round. Up to five cubic feet of metal can be affected per use. If an urdunnir uses this power on metal carried or worn by another individual, an attack roll is required. If an ur-



dunnir is prepared for an attack from a metal weapon, he/she can *shape* it as it hits, taking only half damage and rendering the weapon useless. Magical weapons and armor save against this power at their user's level. If all else fails, urdunnir attack with their fists, doing 1d4 damage per hit. They never use weapons.

An urdunnir leader, an "alird" or gold lord, will be encountered with 20 or more normal urdunnir. Alirds wear silver or gold garments and have 3 HD and an Armor Class of -2. They do not need to concentrate for a full round to *shape metal*.

Urdunnir are resistant to poisons, gaining a +4 to saving throws vs. such attacks.

Habitat/Society: When the dwarven race was young, the god Dumathoin grew angry that they burrowed into his mountains, taking the riches he had hidden in the earth. Though he soon began to take pleasure in the creations they made, there was a time when he was very upset. During this time, he created the urdunnir race from certain mountain dwarves, and hid them far away from the other dwarves. The urdunnir, with their ability to pass through stone, could hunt for ores and gems without destroying the mountains. Dwarven legends still tell of this lost race, which they call "sonsamman," or stone-friend.

Urdunnir use their abilities to collect ore and gems from the earth, and to shape those riches. Their lairs are decorated with many statues and fantastic works of gold and other precious metals.

Like dwarves, urdunnir have a clan-based society, with each clan specializing in finding and shaping a certain substance. Known clans include Marble, Gold, and Ruby.

Ecology: Urdunnir do not live on normal foods, eating gems instead. Dumathoin provides each settlement of urdunnir with a self-replenishing supply of precious stones solely for eating. The urdunnir guard these sources to the death.

Urdunnir are great enemies of the xorn, which often attack them. They will kill xorn on sight.

CLIMATE/TERRAIN:	Tropical or temperate land
FREQUENCY:	Uncommon
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Any
DIET:	Electricity and blood
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-24
ARMOR CLASS:	3
MOVEMENT:	0, Fl 6 (D)
HIT DICE:	2+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Electrified tail stinger, blood drain
SPECIAL DEFENSES:	Immune to electrical attacks
MAGIC RESISTANCE:	Nil
SIZE:	S (about 2' diameter)
MORALE:	Steady (11)
XP VALUE:	420

Volts are curious little creatures, but bad-tempered and dangerous. These spherical animals hunt by sensing the electrical impulses of their prey. Volts are often found in or around areas of violent thunderstorm activity.

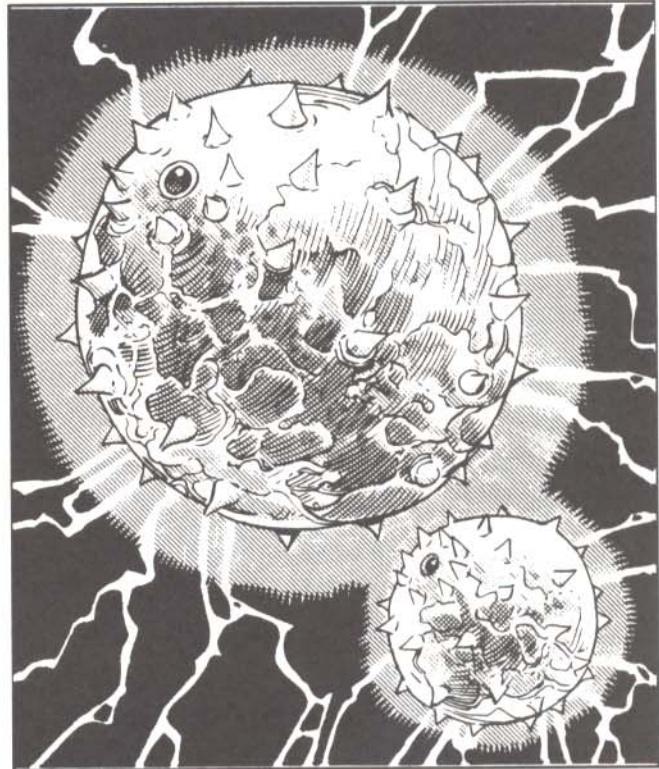
Volts appear as nearly-spherical bundles of bristly grey hair. They see with two huge bulbous eyes on the top of their slightly-flattened bodies. They also possess two small curved horns just above their mouths. These mouths resemble suckers, and are full of tiny teeth, like the mouth of an eel. A 3' long, naked tail provides for balance while in flight. At the business end of the tail is a barbed stinger and an electricity-producing organ. Volts are surrounded by a faint blue electrical aura which is only visible in low-light conditions (torchlight, moonlight, or complete darkness). Furthermore, their bodies give off a curious, low humming sound, which can only be heard under the quietest of conditions. It has also been reported that small arcs of electricity snap and sizzle their way through the hairs of some individuals (5% chance).

Combat: Volts locate prey by detecting electrical impulses, such as nerve activity. Creatures with more complex nervous systems are attacked first, while creatures with less active nerve impulses (i.e., plant forms) or none at all (i.e., golems) are ignored.

To attack, the volt first propels itself toward the intended victim and attempts to bite its neck, or other readily reachable body surface, for 1-4 points of damage. A successful bite indicates that the volt has firmly attached itself to the victim's neck and cannot be detached until the victim or the volt is dead. Suction tendrils then snake out from the volt's mouth, so that it may drain blood from the victim for an addition 1-4 points of damage per round that it is attached.

Once attached, the volt will also lash out with its electrically-charged tail stinger, which hits automatically. A hit by the stinger results in 2-12 additional points of damage. A small percentage of the volt population (5%) may feed on the victim's nervous energy instead of blood. In this case, the mouth tendrils inflict 2-16 points of damage per round. After the volt is detached, this damage is recovered at a rate of 1 point per turn.

Volts tend to be rather touchy creatures, and will often attack any or all creatures present for no apparent reason.



Habitat/Society: Volts float by employing magic similar to that of a *levitation* spell. Mobility is provided by rapidly twitching the long tail, similar to the way in which a snake swims. Volts are rather slow and clumsy, moving at a rate of 6, and with maneuverability class D. They may be found close to the ground if hunting, or high in the air if thunderstorms are near.

Volts are drawn towards lightning sources (thunderstorms, lightning bolt spells, etc.) and tend to be more aggressive around such electrical discharges. During these times, but no more than once per year, they may reproduce by a sudden bright discharge of electrical energy. After 2 rounds, the crackling discharge coalesces into an immature volt. These immature volts (sometimes referred to as microvolts) stay near the lightning source, for they will become mature adults only if struck by lightning. Immature volts can survive for no more than 6 hours, and if not struck by lightning during that time, they will wither and die.

Lightning also mends 2-8 points of damage suffered by adult volts, while lesser electrical discharges such as the *shocking grasp* spell do not affect them. Volts drink blood so that they may extract substances from it (mostly salt) to charge their electrical organs.

Volt herds are led by a single creature who has been able to drain the blood (and thus the power) of other competing creatures of the same herd. The leader has 3 Hit Dice and AC 2, but is otherwise identical to other volts. The herd does not stay in or defend any particular territory, but rather follows weather fronts which have the promise of thunderstorm activity. The herds are most often found wherever and whenever thunderstorm activity is at a peak.

Ecology: Sages are unsure of the exact role of volts in the lands where they dwell. It is suspected that the electrical aura which surrounds them at all times helps to initiate thunderstorms. If the electrical organ is properly harvested from a dead volt, it can be useful in the creation of a *wand of lightning*.

CLIMATE/TERRAIN:	Ethereal Plane; Any Land
FREQUENCY:	Very Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very
TREASURE:	C
ALIGNMENT:	Lawful Evil

NO. APPEARING:	1-6
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	5
THACO:	12 (10 with missiles)
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1-4/1-4/1-4/1-4 or by weapon type
SPECIAL ATTACKS:	Paralysis, subdual, see below
SPECIAL DEFENSES:	Etherealness, see below
MAGIC RESISTANCE:	70% (but see below)
SIZE:	M (4' tall)
MORALE:	Elite (15)
XP VALUE:	3000

Xill are creatures who have the ability to travel through the Ethereal Plane to hunt on the Prime Material Plane for human hosts to hatch their young.

They are short, brawny bipeds with bright red skin and four arms, all of which are capable of wielding weapons simultaneously. Xill are asexual, and have one apparent aim in life: reproduction. They lay their eggs inside the human stomach. These eggs grow using the food taken in by their "hosts" until the time that they hatch.

Combat: Xill have the power of etherealness. They have the ability to transfer from the Ethereal Plane to the Prime Material Plane in five seconds, but the reverse takes two rounds.

Xill prefer to attack by appearing suddenly from the Ethereal Plane near the intended prey; this tactic gives opponents a -6 on their surprise rolls.

In melee combat, xill prefer to capture opponents alive; normally, they use two of their four claws to rake and grapple foes. Hits from these claws inflict normal damage, but if both hit in the same round the xill automatically gains a wrestling hold. The xill uses its remaining two claws to make non-lethal punching attacks (see the combat section of the PHB or DMG for details on punching and wrestling). Once the xill has successfully grappled an opponent, it injects a paralyzing poison into its victim at the end of the next melee round, giving the victim one round to break free before the venom is injected. A normal save vs. poison applies, but if it fails this victim is immediately paralyzed for 1d4 hours. The glands that secrete this venom do not produce a lot of fluid—only enough for two bites every six hours—and the xill cannot use it on opponents it has not grappled.

Once a victim has been grappled and rendered unconscious, or grappled and paralyzed, the xill attempts to escape from the Prime Material Plane to the Ethereal Plane to inject its eggs. This process takes two rounds, and during this transitional period when the xill and its prey are becoming ethereal, the xill is immobile, and loses all its magic resistance. As it turns ethereal, the creature begins to fade, and during the first round gains -1 to its AC, and in the second -3. Once the creature has returned to the Ethereal Plane, its magic resistance is restored to 70%,



and it can only be attacked ethereally.

Since xill are extraplanar creatures, a *protection from evil* spell will keep them at bay.

Xill which are frustrated in their attempts to grapple and subdue victims usually attack to kill, raking with all four claws.

Habitat/Society: Xill are natives of the Ethereal Plane, and have lairs there. They are asexual creatures which live in small bands for their own protection, and for the protection of their young. If attacked on the Ethereal Plane, the xill's first reaction will be to flee, and see to the safety of their young and any prisoners that are serving as egg hatchers.

Xill communicate with each other and with outsiders telepathically.

Xill come to the Prime Material Plane to hunt for human hosts in which to lay their eggs. In order to find humans, they tend to seek sources of magic in the borderline ethereal. This would explain why xill do not seem to attack ordinary citizens, but rather prefer magic-bearing adventurers. Since adventurers are often also hardier, xill prefer them to complete their hatching cycle.

Xill have a life-span of 50 years, reproducing twice during that life-span. Their eggs hatch in the stomachs of humans, which provide food for xill young. This process takes approximately four days, during which a *cure disease* spell will remove the infestation. For the next seven days, the larvae inflict 1d10 + 10 points of internal damage as they attempt to leave the host's system. During these seven days, the larvae can only be removed from the host body by a *wish* or *limited wish* spell. After this time, 2d8 young xill emerge from the host, killing it instantly. These young grow almost immediately (1-4 hours) into full-size xill.

Ecology: Xill have no effect on human society outside of their disgusting breeding habits.

CLIMATE/TERRAIN:	Temperate or Arctic/Land
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	K
ALIGNMENT:	Chaotic Evil

NO. APPEARING:	40-400
ARMOR CLASS:	7
MOVEMENT:	6
HIT DICE:	1-1
THACO:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-5 or by weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3' tall)
MORALE:	Average (8-10)
XP VALUE:	15 Leaders 35



Xvarts are a cruel, cowardly race of humanoids which live in hilly, cavernous regions. They occupy a place in humanoid society somewhere between goblins and kobolds. The small, bald, blue-skinned creatures often act as intermediaries between these two races, usually dominating the latter.

Although weak individually, they are extremely prolific, and are almost always encountered in large groups.

Combat: Xvarts will attack a party of humans only if they have a tremendous numerical advantage. Xvarts fear humans, but hate halflings, and will attack them even if the xvarts do not have a tremendous edge in numbers. Xvarts will also attempt to bully kobolds whenever possible.

Xvarts will almost always try to ambush and overwhelm their opponents, preferring not to fight fairly at any time. Xvarts like to fight sleeping or resting opponents, circling them and brutally attacking before their prey knows what has hit them.

In every group of 20 xvarts, there will be at least one with a net, which it will attempt to throw at a target to entangle and impede an enemy. Xvarts will attempt to overbear a foe, knocking him/her down so that all the remaining xvarts can attack.

Xvarts typically use small short swords which cause 2-5 hit points of damage. Usually there are so many xvarts in a fight that it is impossible for a fighter to use a shield effectively against all of them.

For every group of 100 xvarts, there will be a leader, which has 11 hit points and attacks as a 2HD monster. This leader will often use a spear or long sword, doing appropriate damage.

While most xvarts are fighters, 5% of them are shamans with clerical spell use of 2nd level, and another 5% will be magic-users who cast spells of up to 2nd level. These individuals will not rush forward in battle, preferring instead to expend their spells and then escape. Typically, these spell-using xvarts will be accompanied by 1-6 giant rats.

Habitat/Society: Xvart society is crude by human standards, but effective in keeping the small creatures alive. Xvarts will lair in a complex of caves or in the deep forest. Xvarts are mostly resistant to the elements, wearing simple cloth doublets. They prefer blues and greens to dress in, and except for their orange eyes, they blend into their surroundings well.

Xvarts live a communal existence, with hunting parties going out daily to try to gather food for the tribe. Xvarts will kill livestock or small animals, or raid farms for crops. Xvarts are not fussy eaters, and will adapt to almost any diet.

Xvart females do not fight, but raise the xvart children and keep the xvart community as organized as possible. They also maintain the many traps that have been placed around the camp.

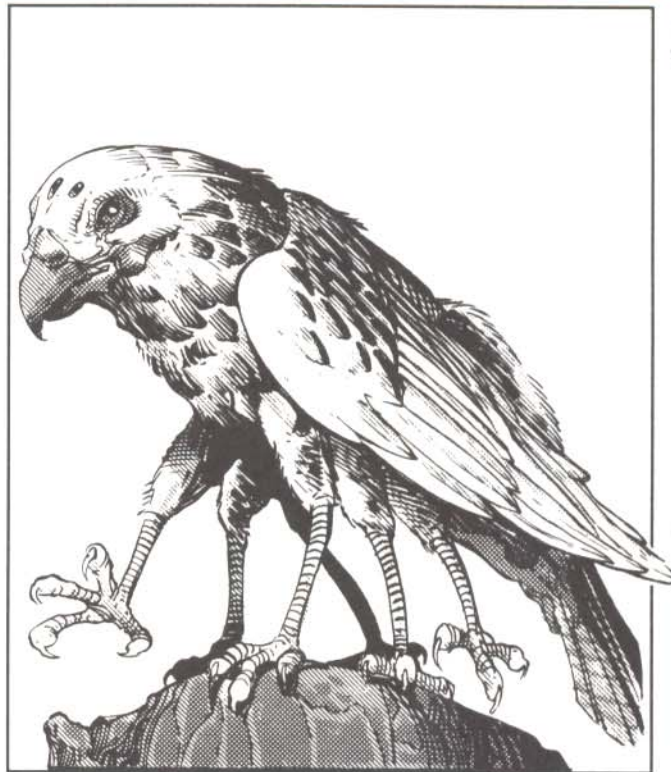
For every 100 members of a tribe, in addition to the aforementioned leader and spell-casting types, there will be 3 lieutenants, with 8 hit points each (fighting as 1+1 HD monsters). In every Xvart lair 3-30 giant rats are used as guards.

Xvarts speak their own language, as well as that of goblins and kobolds. It is for this reason that xvarts are often used as intermediaries between these often-warring races. Goblins will use xvarts as spies, while xvarts take a haughtier attitude with kobolds. It is only the large numbers of kobolds which keep xvart society from overrunning the slightly weaker kobolds.

Xvarts love to take human prisoners, sometimes for ransom, sometimes to torment them.

Ecology: Xvarts live for only 50 years, and it is a tough existence for them. Most creatures are larger and more powerful than they are. Xvarts mate twice a year, in the spring and in the fall. Each mating produces two children, which are cared for communally until age seven when they are old enough to assume their tribal duties of hunting and caring for the camp.

CLIMATE/TERRAIN:	Forest
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi- (4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	24 (C), Wb 12
HIT DICE:	1
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1D4 + Special
SPECIAL ATTACKS:	Poison or discharge web
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4')
MORALE:	Average (10)
XP VALUE:	270



More commonly known as spider hawks, zygraats are an unusual cross between a bird and a spider. Unlike true birds, this creature is able to entrap its prey through its webs and poisonous bite.

Zygraats are readily identifiable by anyone who has ever heard of them, for they resemble six-legged birds of prey with a spiderlike underbelly and abdomen. If the creature's mouth is examined closely, a series of tiny, hollow fangs will be observed running along both ridges of its jaw. The abdomen of the monster is grey in color and, if cut open, will be found to contain a milky fluid that coalesces into a mass of silky threads upon exposure to air.

Combat: The more passive attack form of the zygraat is to weave a large web some ten feet square within a tree or between two opposing vertical surfaces. It then flies up to a vantage point to wait. While the web is not sticky, it is made up of several different layers of fine silk, each laid against the other, creating a netlike barrier. This webbing has an incredible strength but is only lightly secured. Prey wandering into this web thus pulls it free from its anchoring points and becomes trapped during that round. Immediately, the zygraat will swoop down from its vantage point and attack with a bite that delivers 1-4 points of damage, forcing its victim to make a save vs. poison or suffer 3D6 points of additional damage. The entangled prey is then permitted a saving throw against paralysis each round to work itself free of the net.

The zygraat's other means of attack is to project a stream of netting from its abdomen at a man-sized or smaller target within 50'. The monster often resorts to this attack when hunting away from its lair. This attack is usable three times in any 24-hour period, and the victim is allowed a save vs. wands to dodge aside only if he/she is not surprised. Failure to make the save, or being caught by surprise, means that the victim is trapped as

above. This particular attack is possible only if the zygraat is perched upon a tree or other roosting spot, and cannot be employed while it is in flight.

Habitat/Society: Adult males of this species are somewhat rare, for in the process of mating, they are killed and devoured by the female, which soon thereafter lays 6D6 egg sacks in a weblike nest that she builds atop high trees or in rocky cliffsides. Baby zygraats lack the ability to fly or form webs, but can scurry upon their legs, climbing up and down trees, rock, or web with ease. Their bite inflicts 1 point of damage, plus an additional 1-4 points of poison damage if a saving throw is failed.

Zygraats are not interested in treasure or gems. They will ignore anything shiny, but will utilize shreds of clothing or other material for their nest-building. They will occasionally secure brightly-colored bits of cloth to trees or rocks near their webs to attract curious creatures to their doom.

Nesting zygraats with young will often have a larder of fresh meat nearby to feed their ravenous youngsters.

Ecology: For the most part, zygraats do not pose a great threat as they are found only in isolated forest areas. The monsters also prefer relatively small prey, and thus they will tend to avoid most adventurers unless their nests are threatened.

The fluid within the creature's abdomen is prized, for if used in casting a *web* spell, all those caught inside the web's area of effect must save at -3 when trying to escape. Each full abdomen provides a wizard with sufficient material for three such uses.

The zygraat's webs can also be fashioned into a robe that affords excellent protection against attack, granting an armor class bonus of three points. Each full web can be made into a single man-sized garment.







Eastley



Advanced
Dungeons & Dragons®
2nd Edition

Monstrous Compendium

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