

ADVANCED
DUNGEONS & DRAGONS®

MONSTER CARDS

Monster Cards combine full-color illustrations with vital information on 20 AD&D™ monsters, including 3 totally new creatures, on handy 3" x 5" cards.

SET 1

Anhkheg
Barbed Devil
Centaur
Constrictor Snake
Displacer Beast
Frost Giant
Ghoul
Giant Weasel
Gripli
Kobold

Lizard Man
Mihstu
Neo-Otyugh
Red Dragon
Sahuagin
Salamander
Treat
Triceratops
Werewolf
Zorbo



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HOW TO USE AD&D™ MONSTER CARDS

The DM can show the players a monster's picture and use the information on the back of the card to run encounters. Abbreviations used on the cards are:

(MM p.#): MONSTER MANUAL info.

(FF p.#): FIEND FOLIO™ info.

(DMG p.#): DUNGEON MASTERS GUIDE info.

FQ: Frequency of encounters (MM p.5).

#E: Number of monsters encountered.

AC: Armor Class equivalent or armor worn.

MV: Movement rates—outdoors, 1"=10 yds/turn;
indoors, 1"=10 ft/turn

#" = ground speed © #" = climbing in trees

/#" = flying speed * #" = climbing in webs

//#" = swimming speed (#") = burrowing speed

HD: Hit Dice, the number of d8 to roll + point adjustments to find total hit points (hp).

%L: Chance of encountering monster in lair.

TT: Treasure Type (MM p.105).

AT: Attacks allowed in 1 round.

DM: Damage per attack (order listed per AT.).

SA: Special Attacks, (dragon breath, etc.).

SD: Special Defenses, (immunities, etc.).

MR: Magic Resistance; the chance a spell will not affect a monster if cast by an 11th level spell-caster; +5%/level less than 11th; -5%/level greater than 11th.

IN: Intelligence (MM p.6).

AL: Alignment (DMG p.23).

SZ: Size; S = small, M = man-sized, L = large.

PS: Psionic Strength points, see
PLAYERS HANDBOOK p.110.

At/Df: psionic attack and defense forms.

L/XP: Monster Level/Experience Point value.

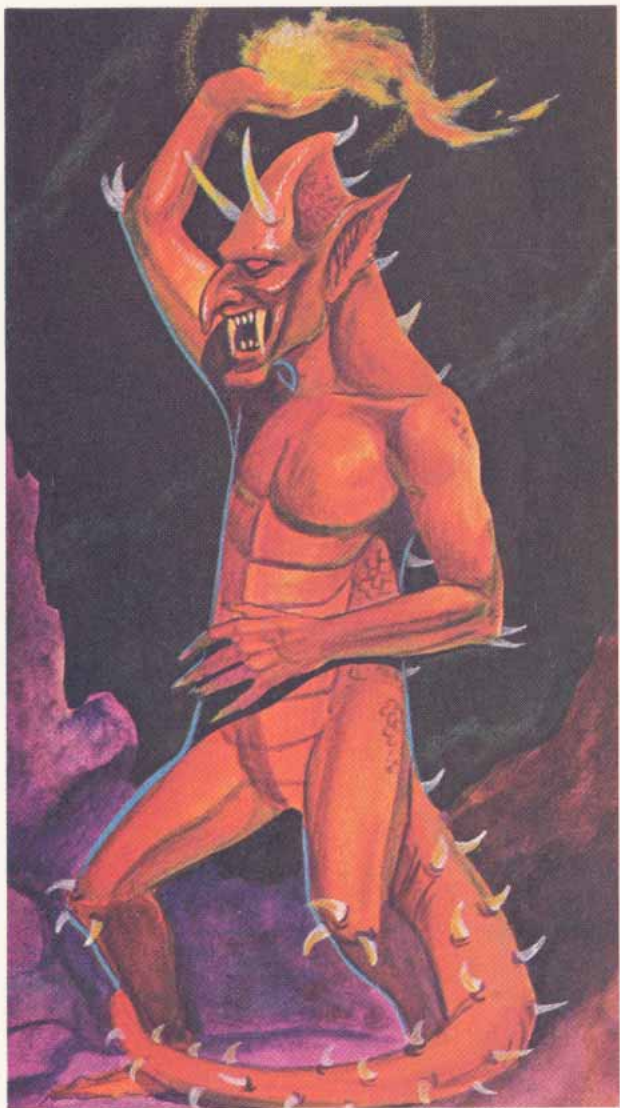
*Average value only, see DMG p.85.



ANHKEG

FQ: Rare	SA: Squirt acid
#E: 1-6	SD: Nil
AC: 2/4 belly	MR: Standard
MV: 12" (6")	IN: Non-
HD: 3-8	AL: Neutral
%L: 15%	SZ: L (10'-20' long)
TT: C	PS: Nil
AT: 1 bite	
DM: 3d6 (+ 1-4)	L/XP: V/390 + 8/hp*

This burrowing monster is usually encountered in forests or choice agricultural land. Though it normally eats mineral-rich soil and rotting plant matter, it also will attempt to devour any animal life passing nearby. Its favorite tactic is to lie 5-10 feet underground until its antennae detect a victim approaching. Then it burrows up beneath its prey and attacks, crushing and grinding its prey with its mandibles. After it grabs a victim, digestive enzymes are secreted which cause an additional 1-4 points of damage each round, until the victim is dissolved. It can squirt a stream of digestive acids up to 30 feet once every six hours, but will use this attack only in desperation. The stream of acid causes 8d4 points of damage to the creature struck (save vs. Poison for half damage). However, once an anhkheg squirts its acid, it cannot digest anything with its digestive enzymes for six hours.



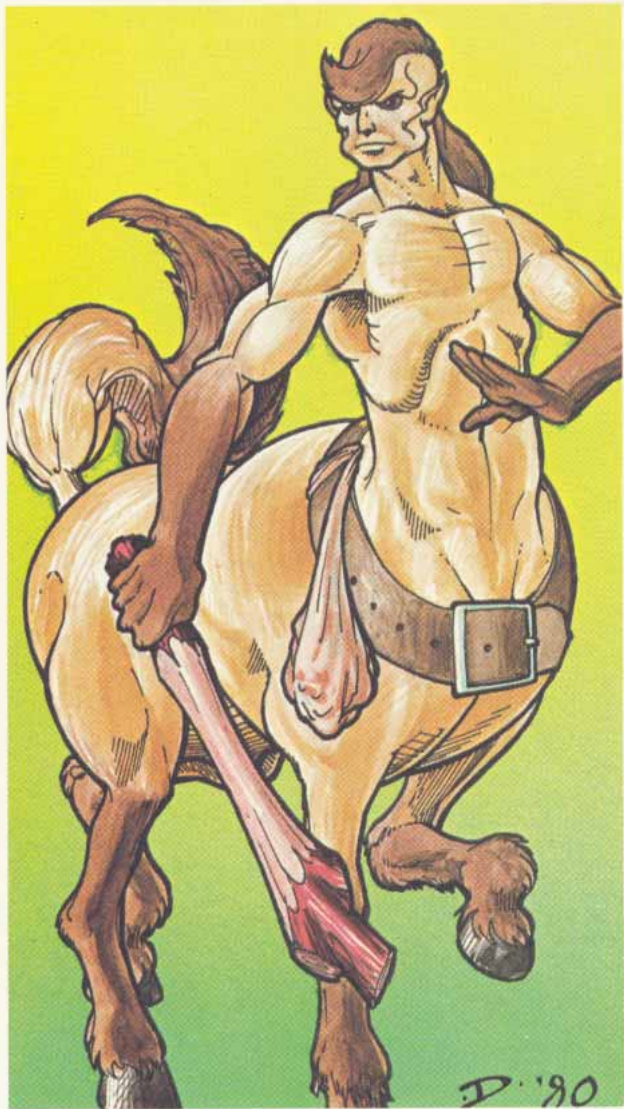
DEVIL, BARBED

FQ:	Uncommon	SA:	See below
#E:	1-2 (d10+2, Lair)	SD:	See below
AC:	0	MR:	35%
MV:	12"	IN:	Very
HD:	8	AL:	Lawful evil
%L:	50%	SZ:	M (7' tall)
TT:	Nil	PS:	Nil
AT:	2 claws, 1 bite		
DM:	2d4/2d4/3d4	L/XP:	VII/1,425 + 10/hp

Barbed devils come from the 3rd and 4th Planes of Hell, but are more abundant on the 4th Plane. They are telepathic, ever watchful, and cannot be surprised. These devils attack with their barbed hands and tails. They can generate **fear** in a creature when they strike it (save vs. Wands to avoid). Barbed devils take no damage from fire and only half damage from cold or gas attacks. In addition, they can use the following abilities at will:

Animate Dead	Produce Flame
Charm Person	Pyrotechnics
Hold Person	Suggestion
Illusion	Summon Barbed Devil
Infravision, 90'	(30% chance)
Know Alignment	Teleport (no error)

These devils are often cunning and dangerous guardians, but they may be kept at bay by a **magic circle**. To enter most planes, they must be summoned by ritual, gated in, or respond to hearing their names spoken.



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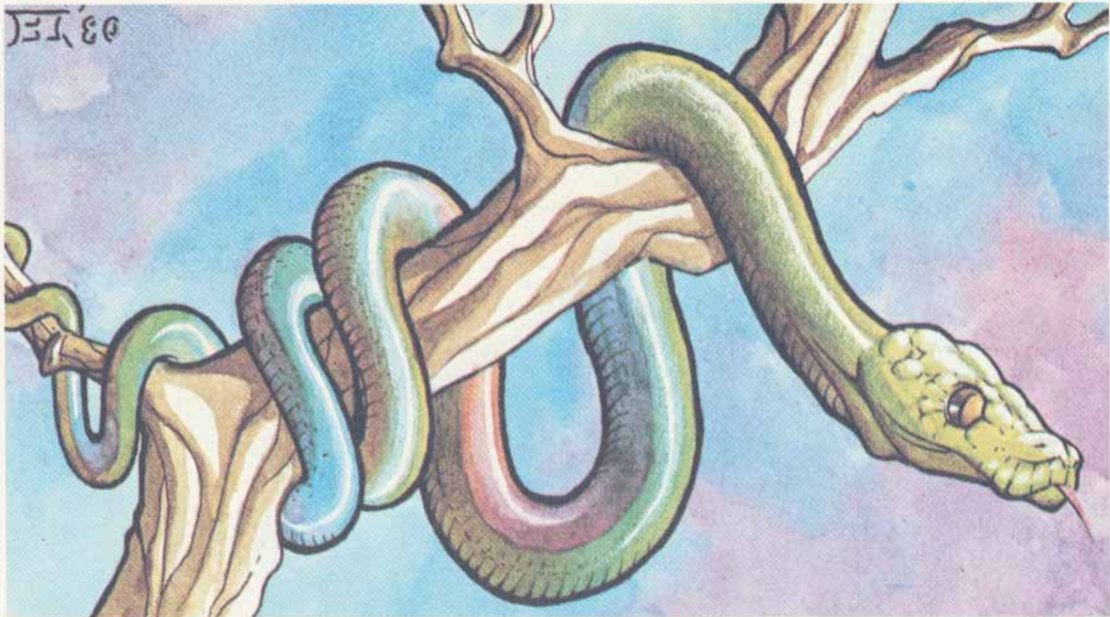
CENTAUR

FQ: Rare	SA: Human weapon
#E: 4d6	SD: Nil
AC: 5, 4 leaders	MR: Standard
MV: 18"	IN: Low to Average
HD: 4	AL: Neutral or Chaotic good
%L: 5%	SZ: L (7' + tall)
TT: M, Q each; D, I, T in lair	PS: Nil
AT: 2 hooves	
DM: 1-6/1-6	L/XP: IV/85 + 4/hp

Male centaurs normally travel in small bands. Centaurs have their own language. Half of the centaurs in a band will be armed with large clubs (equal to morning stars, DM 2d4), one quarter will have long composite bows (DM 1-6), and the remaining quarter will be leaders with shields and lances (AC 4; DM 1d6 + 1, double damage if charging). Leaders will also carry twice the normal individual's treasure. Centaurs can make three attacks each round: one with their weapon and two with their hooves.

Centaur lairs are located in hidden glens and pastures. A lair will contain 1-6 additional males, twice the number of females as males, and 5-30 young. Females have 3 hit dice and young will have 1-3 hit dice. Neither use weapons, but will attack with their hooves if necessary. If the females and young are seriously threatened, the male centaurs are 90% likely to ransom them with their group treasure. Centaurs are friendly toward elves, tolerate gnomes and halflings, and usually distrust humans and dwarves.

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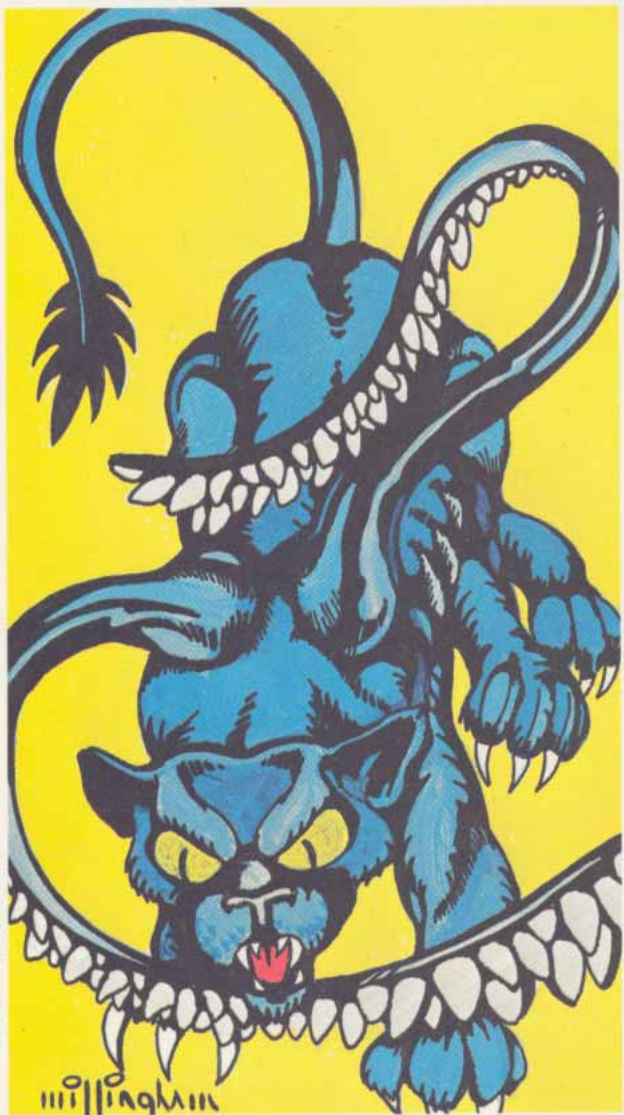


FQ: Uncommon
#E: 1-2
AC: 5
MV: 9"
HD: 6+1
%L: Nil
TT: Nil
AT: 1 bite/1 constrict
DM: 1d4/2d4
SA: Constriction
SD: Nil
MR: Standard
IN: Animal
AL: Neutral
SZ: L (20' long)
PS: Nil

L/XP: IV/225 + 8/hp

SNAKE, GIANT CONSTRICTOR

Like other giant snakes, the constrictor inhabits all but the coldest of climates and is exclusively carnivorous. The constrictor can attack in two different ways. It may hide in trees and drop its coils from above to grab a victim, or it may lie across a path, looking like a log until a creature attempts to step over it and it coils around the prey. When a constrictor attacks it bites for 1-4 points of damage and constricts automatically for 2d4 points of damage to any creature in its coils. Several strong characters, such as 4 humans with 16 strength or better, can forcibly uncoil a constrictor snake in 1d4+1 rounds whether it is alive or dead. After eating a full meal, a constrictor will sleep for several days.



DISPLACER BEAST

FQ: Very rare	SD: -2 to hit
#E: d4 +1	MR: Save as a 12th level Fighter +2
AC: 4	(see below)
MV: 15"	IN: Semi-
HD: 6	AL: Neutral
%L: 25%	SZ: L (9' long)
TT: D	PS: Nil
AT: 2 tentacles	
DM: 2d4/2d4	
SA: Nil	L/XP: IV/475 + 8/hp

Displacer beasts look like large six-legged panthers with horny ridged tentacles growing out of their shoulders. Only adult displacer beasts are ever encountered. These creatures have a rudimentary intelligence and will work together when attacking.

Displacer beasts attack with their two sharp-edged tentacles. These beasts also have a natural magical ability that always makes them appear to be 3' to either the left, right, front or rear of their actual position. This causes opponents to always attack a displacer beast at -2 to hit and adds +2 to all of the beast's saving throws.

These creatures fight with extraordinary ferocity, because they hate all forms of life. They especially loathe blink dogs, and will attack on sight these hereditary enemies and anyone with them.



GIANT, FROST

FQ: Rare

#E: 1-8

AC: 4

MV: 12"

HD: 10 + 1-4

%L: 30%

TT: E

AT: 1 weapon

DM: 4d6

SA: Hurl rocks (2d10)

SD: Immune to cold

MR: Standard

IN: Average to low

AL: Chaotic evil

SZ: L (15' tall)

PS: Nil

L/XP: VII/2,250 + 14/hp

Frost giants are not very intelligent, but they are greedy and cunning. They have their own language and may bargain with a party strong enough to defeat them. They often carry huge sacks containing odd items and 1,000 to 6,000 coins — usually gold. Adult frost giants attack with huge weapons, often battle axes, for 4d6 points of damage. They can also hurl boulders, one per round, to a range of 20" for 2d10 points of damage. They have a 40% chance of catching any boulders thrown at them. All frost giants are immune to cold attacks, including white dragon breath.

Frost giants live in huge castles or frigid caverns. There is a 50% chance that the lair will be guarded by 1-6 winter wolves (AC 5; HD 6; DM 2d4 bite or 6d4 frost breath, once per turn). If more than 4 giants are encountered in their lair, the 5th and 6th giants will be female (HD 9 + 1-3; DM 3d6), the 7th and 8th will be young frost giants with 10% to 100% of the hit points and damage of an adult.



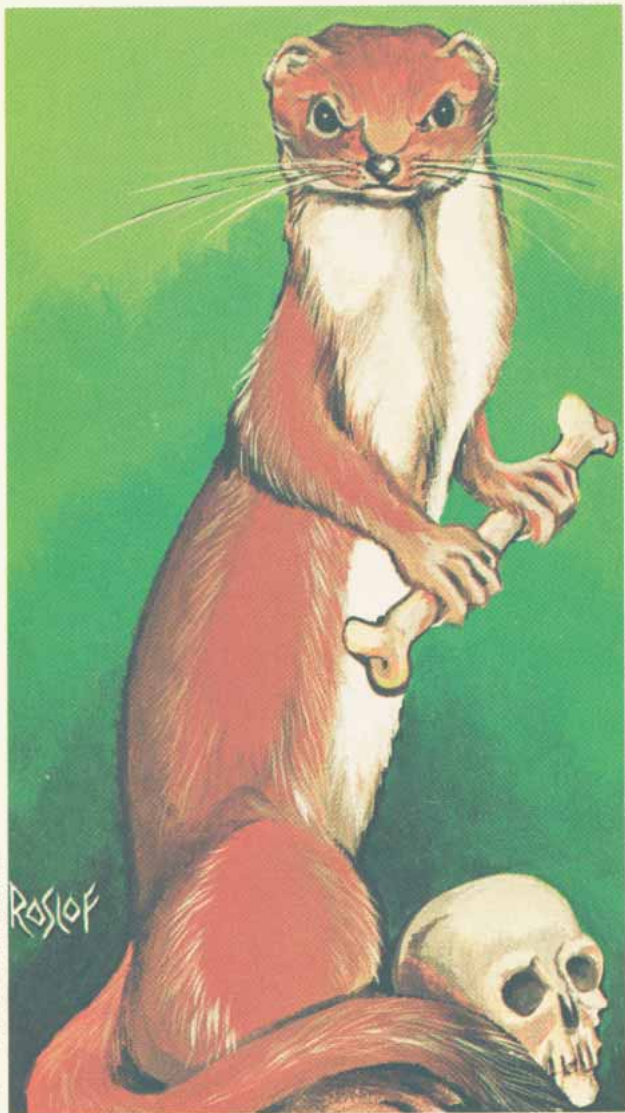
GHOUL

FQ:	Uncommon	SA:	Paralyzation
#E:	2d12	SD:	See below
AC:	6	MR:	Standard
MV:	9"	IN:	Low
HD:	2	AL:	Chaotic evil
%L:	20%	SZ:	M
TT:	B, T	PS:	Nil
AT:	2 claws, 1 bite		
DM:	1-3/1-3/1-6	L/XP:	III/65 + 2/hp

Ghouls are undead creatures, once human or humanoid, which now feed on the flesh of other humans and humanoids. They stalk their prey with great stealth and cunning.

A ghoul attacks fearlessly with its clawed hands and sharp fangs. A successful hit by a ghoul can paralyze humans, dwarves, half-elves, half-orcs, gnomes and halflings for 2d6 turns unless a save vs. Paralysis is made. Any of these characters who are killed by ghouls will become ghouls themselves in one day unless they are **blessed** (or **blessed** and then brought back to life). Elves are not affected by ghoul paralysis, nor will they become ghouls if slain by ghouls.

Ghouls are immune to **charm**, **hold** and **sleep** spells. They can be turned by clerics. A magic circle of **protection from evil** will keep them completely at bay.



WEASEL, GIANT

FQ: Rare
#E: 1-8
AC: 6
MV: 15"
HD: 3+3
%L: 15%
TT: Nil
AT: 1 bite
DM: 2d6

SA: Drain blood
SD: Nil
MR: Standard
IN: Animal
AL: Neutral
SZ: M (5' long)
PS: Nil

L/XP: III/125 + 4/hp

Giant weasels are vicious and aggressive, and will always fight to the death. They prefer woodlands, but also roam subterranean places when hunting. After biting an opponent, the weasel maintains its hold and drains blood, automatically causing 2d6 points of damage per round.

If captured before half-grown, giant weasels can sometimes (25%) be trained as hunting animals and guards. When encountered in their lair, there will always be 4 or more giant weasels; two are the parents and the rest are pups with 10%-80% of the hit points of an adult, able to bite for 1-6 points of damage.

Weasel pelts sell for 1,000 to 6,000 gold pieces each, depending on size and condition.



FQ: Rare
#E: 1-10 (5d6, lair)
AC: 9
MV: 9"©15"
HD: 1+1
%L: 30%
TT: Q (x4), I
AT: 1 weapon
DM: 1-4 or weapon
SA: Surprise on 1-4
SD: Nil
MR: Standard
IN: Very to Exceptional
AL: Neutral
SZ: S (2½' tall)
PS: 151 to 250
At: A, C
Df: G, J
L/XP: I/45 +2/hp

GRIPPLI

The grippli appear to be small, intelligent humanoid tree frogs. They eat insects and fruit. Grippli hands and feet are adapted for easy movement through tree branches. They have 700-year lifespans and produce few offspring. Grippli live in swamps and rain forests. Their gray-green skin gives them a natural camouflage (surprise on 1-4). They have **ultravision 10"** which allows them to operate well both at night and in the day. Grippli are not warlike, but love bright colors and have been known to raid travelers to steal bright colored clothing for their huts. They defend themselves with snares, nets, poisoned darts and bolts, and occasionally a sword or dagger. A few (1%-2%) have psionic power.

A grippli lair is built on the ground and made of mud and wood huts. In the lair there will be 5d6 males, an equal number of females, and 1-6 offspring. Also there will be the tribe mother (AC 7; HD 3; DM d6 + 1 + a musk cloud once/day, treat as a **stinking cloud**) and 1-3 mates (AC 8; HD 2; DM + poison d4 + 1.)

NEW



ROSLOF

KOBOLD

FQ:	Uncommon	SA:	Nil
#E:	4d10 × 10	SD:	Nil
AC:	7	MR:	Standard
MV:	6"	IN:	Average (low)
HD:	1-4 hp	AL:	Lawful evil
%L:	40%	SZ:	S (3' tall)
TT:	J, O each; Q (×5) in lair	PS:	Nil
AT:	1 weapon		
DM:	1d4 or by weapon	L/XP:	1/5 +1/hp

Kobolds live in dark, damp places underground and in overgrown forests. They hate brownies, pixies and sprites, and will attack gnomes on sight. They speak their own language and can often (75%) speak Orc and Goblin. Kobolds have **infravision** 60', but do not see well in bright sunlight, attacking at -1 to hit.

Kobold warbands are armed with spiked clubs, axes, javelins, short swords and spears. For every 40 kobolds in a band there will be one leader and two bodyguards (AC 6; HD 1-1; hp 4 each; DM 1-6). If encountered in their lair there will be 5d4 bodyguards, females equal to 50% of the males, young equal to 10% of the males and 30-300 eggs. There will also be a chief and 2-8 guards (AC 5; HD 1+1; hp 7 each; DM 1-8) in the lair. There is a 65% chance there will be guard animals: (70%) 2-5 wild boars (AC 7; HD 3+3; DM 3d4 gore) or (30%) 1-4 giant weasels (AC 6; HD 3+3; DM 2d6 bite and blood drain). There may also be one or more tribal shamans (DMG, p. 40).

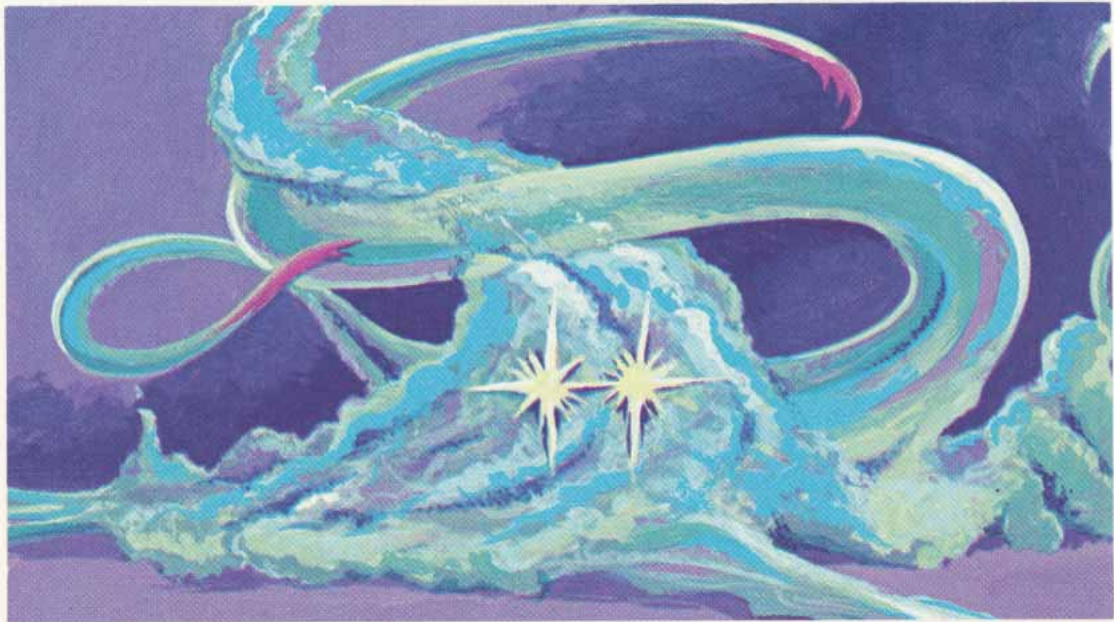


LIZARD MAN

FQ: Rare	SA: See below
#E: 10d4	SD: Nil
AC: 5 (4)	MR: Standard
MV: 6"/12"	IN: Low (Average)
HD: 2+1	AL: Neutral
%L: 30%	SZ: M (7' tall)
TT: D	PS: Nil
AT: 2 claws, 1 bite (or by weapon)	
DM: 1-2/1-2/1-8	L/XP: II/35(50) +3/hp

Lizard men are semi-aquatic and breathe air, but may live underwater in air-filled caves (35%). They are found most often in swamps, marshes, and similar places, living in tribes. Lizard men have their own language. They are omnivorous, but prefer human flesh to other foods. They have been known to attack human villages to obtain captives to take back to their lairs for horrid feasts. Lizard men attack with claws and sharp fangs.

Some lizard men tribes (10%) have evolved to a higher state of intelligence. These lizard men dwell in villages of crude mud huts. Instead of attacking with claws and fangs, they use various weapons and shields (AC 4). Weapons commonly used are barbed darts (Range 3"; DM 1-4) and javelins (Range 6"; DM 1-6) which they throw before they close to melee with large, spiked clubs (DM 2d4). Lizard men may also have tribal shamans (DMG, p. 40).



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FQ: Very rare
#E: 1-4
AC: -2
MV: 6"
HD: 8+2
%L: 10%
TT: I
AT: 4 tentacles
DM: 1d6 + 1 each
SA: Constitution drain
SD: +2 or better
weapons to hit
MR: 10%
IN: High
AL: Neutral evil
SZ: M (6' diameter)
PS: Nil
L/XP: VII/1,700 + 12/hp

MIHSTU

These free-willed elementals normally inhabit the para-elemental plane of Vapor, but sometimes are found in cool, damp places with little or no sunlight. Mihstu look like clouds of swirling mist and can seep through small cracks and openings. They can shape their bodies at will, and when attacking they will form 4 solid tentacles tipped with razor-sharp talons. A mihstu also can envelope a victim in its misty body and drain 1 constitution point per round. If a victim's constitution reaches zero, he dies. One point of constitution may be regained per full day of rest. During this time wounds can be healed only by magic.

Mihstu can be harmed only by +2 or better weapons. They are immune to all electrical and missile attacks (even **magic missile**). Cold-based attacks only stun them for 2d6 rounds.

Mihstu are solitary creatures and prefer to be left alone, assuming a ghostly shape to scare away intruders. However, they may perform tasks for powerful magic-users in exchange for substantial payment or powerful magic items.

NEW



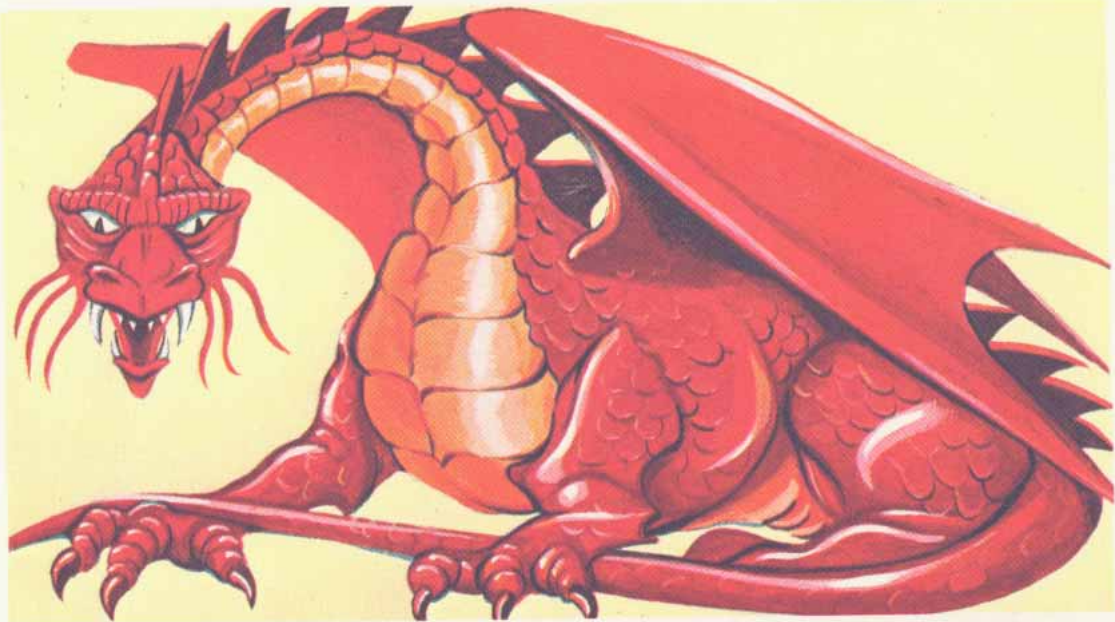
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FQ: Rare
#E: 1
AC: 0
MV: 6"
HD: 9-12
%L: Nil
TT: See below
AT: 2 tentacles, 1 bite
DM: 2d6/2d6/1-3
SA: Disease
SD: Never surprised
MR: Standard
IN: Average to very
AL: Neutral
SZ: L (9'-12')
PS: Nil
L/XP: VII/1,500 + 15/hp*

NEO-OTYUGH

Neo-otyughs are large, intelligent, omnivorous scavengers quick to add fresh meat to their usual diet of carrion, dung, and other organic refuse. Neo-otyughs are very aggressive, but live only underground because they hate bright sunlight. These disgusting creatures have no interest in treasure, but there may be some items from former victims in the pile of refuse they live in. Neo-otyughs have their own language, but are also semi-telepathic and capable of communicating with other lifeforms if they desire.

A neo-otyugh has an eye stalk and two tentacles. It often lurks beneath piles of offal and garbage, with its eye stalk above the filth so that it cannot be surprised. Its sharp-ridged tentacles deliver smashing, lacerating blows that cause 2d6 points of damage. The monster's sucker-like mouth is filled with teeth and if a victim is pulled to its mouth, it will bite for 1-3 points of damage. In addition, any victim bitten by a neo-otyugh has a 90% chance of being infected by the parasitic-cardiovascular disease *typhus* (DMG, p. 14).



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FQ: Rare
#E: 1-4
AC: -1
MV: 9"/24"
HD: 9-11
%L: 60%
TT: H, S, T
AT: 2 claws, 1 bite
DM: 1-8/1-8/3d10
SA: Breath weapon + possible magic use
SD: Nil
MR: Standard
IN: Exceptional
AL: Chaotic evil
SZ: L (48' long)
PS: Nil
L/XP: VI/3,600 + 14/hp*

DRAGON, RED

(Speak 75%, Magic 40%, Sleep 20%)

The evil and greedy red dragon lives in hill and mountain caves. Its keen senses can *detect hidden & invisible creatures* within 1" per dragon age and it has **infravision** 60'. When flying or charging, a red dragon may panic creatures with fewer than 6 HD (MM, p.30). A red dragon may attack with its claws and bite (50%) or with its breath weapon (a 9" x 3" cone of **fire**, usable 3 times/day and causing damage equal to its hit points — save for half damage). The saving throw level of adult or older dragons equals total hit points divided by 4. Fire and air based attacks are at -1 to hit and damage, while earth, water and cold based are at +1 to hit and damage red dragons. They have 1 hp/ HD per age. Magic-using red dragons gain spells as follows:

HD	Age	Spells	HD	Age	Spells
1	Very young	1	5	Adult	2 2 1
2	Young	2	6	Old	2 2 2
3	Sub-adult	2 1	7	Very old	2 2 2 1
4	Young adult	2 2	8	Ancient	2 2 2 2



SAHUAGIN

FQ: Uncommon	SA: See below
#E: 2d4 x10	SD: See below
AC: 5	MR: Standard
MV: 12"/24"	IN: High
HD: 2+2	AL: Lawful evil
%L: 25%	SZ: M (some L)
TT: N each; I, O, P, Q (x10), X, Y in lair	PS: Nil
AT: 1 weapon	
DM: By weapon	L/XP: II/35 + 3/hp

The predatory sahuagin live only in warm salt water. They like to raid human ports on moonless nights, for light hurts their eyes and makes them fight at -2 to hit. They hate ixitxachitl. They can see great distances underwater, and they can hear clinking metal or splashing a mile away, but cannot hear swimming creatures.

Sahuagin bands are armed with tridents, spears, daggers, heavy crossbows, and barbed nets which unarmored victims or those with less than 16 strength cannot escape. They use javelins on land, instead of nets. Unarmed sahuagin can claw (1-2/1-2), bite (1-4), and rake with rear claws (1-4/1-4). Each band will be led by a chief (HD 4+4) and 1 guard (HD 3+3) per 10 sahuagin.

Their lairs are sunken towns and have the above number and a baron (HD 6+6), 9 guards (HD 3+3), 30-120 females (HD 2) 10-40 hatchlings (HD 1; do 1/2 unarmed damage) and 2-8 sharks (AC 6; DM 2-8). There is a 10% chance per 10 males that there will be a 5th-8th level cleric and 1-4 priestesses.



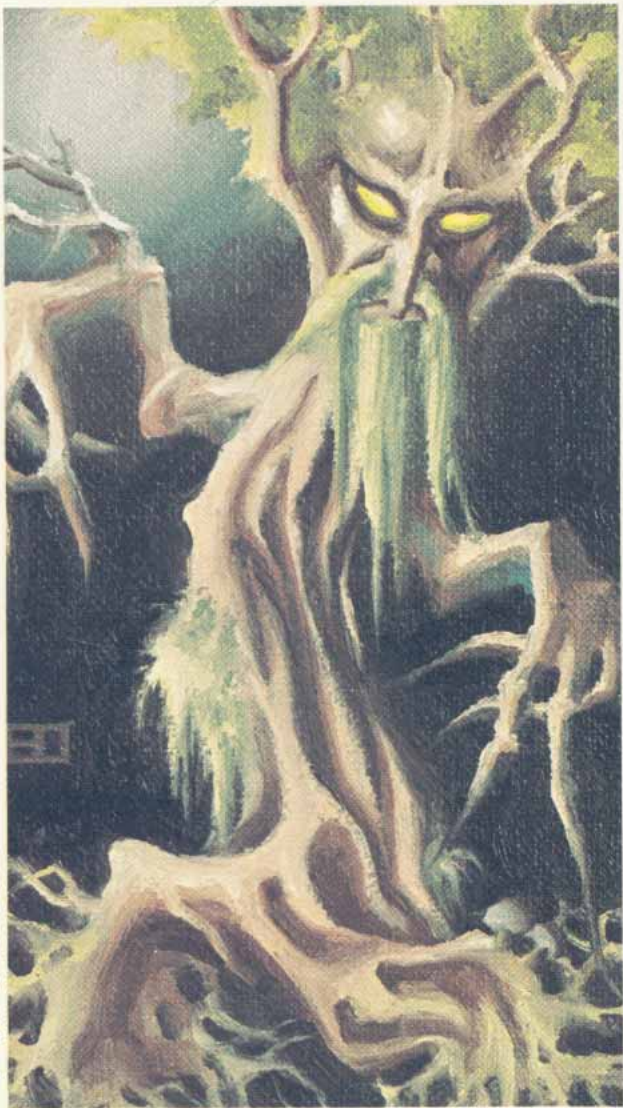
SALAMANDER

FQ:	Rare	SA:	Heat (1-6)
#E:	1d4 + 1	SD:	+1 or better weapons to hit
AC:	5 torso/3 tail	MR:	Standard
MV:	9"	IN:	High
HD:	7+7	AL:	Chaotic evil
%L:	75%	SZ:	M (7' tall)
TT:	F	PS:	Nil
AT:	1 weapon, 1 constrict		
DM:	By weapon/2d6	L/XP:	VI/825 + 10/hp

Salamanders are creatures of the Elemental Plane of Fire. Their human-like upper body is AC 5 and their tail is AC 3. Salamanders will be encountered in areas of extreme heat, such as fire pits and pools of lava.

A salamander attacks with a large metal spear causing 1-6 points of damage plus an additional 1-6 points due to the heat of the weapon. At the same time, a salamander can lash out with its tail and wrap it around an opponent to constrict for 2d6 points of damage plus 1-6 points due to its body heat. Fire resistant creatures will not take heat damage from the above attacks, but will suffer normal attack damage.

Salamanders can be harmed only by magical weapons or by creatures of a magical nature. They are completely immune to fire-based attacks, including magical fire. **Sleep**, **charm**, and **hold** spells do not affect them. Cold-based attacks cause +1 point per die of damage.



TREANT

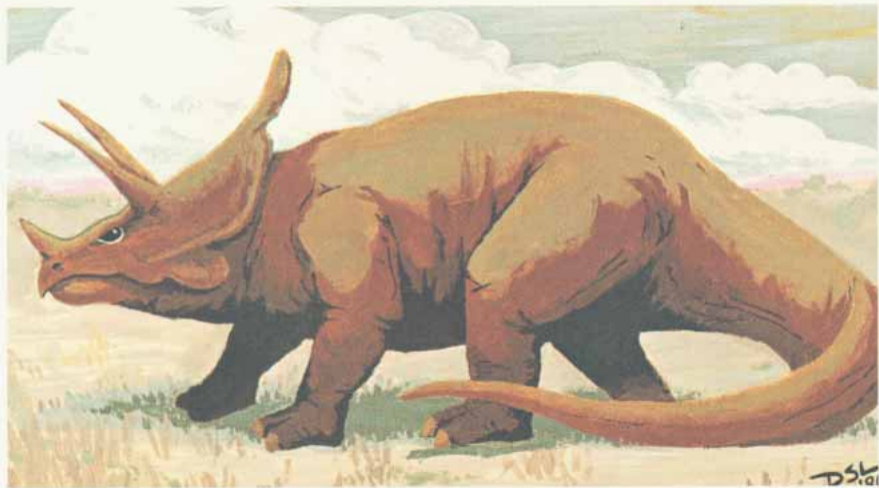
FQ: Rare	SA: See below
#E: 1-20	SD: Never surprised
AC: 0	MR: Standard
MV: 12"	IN: Very
HD: 7-12	AL: Chaotic good
%L: 10%	SZ: L (12'-23' tall)
TT: Q (×5), S	PS: Nil
AT: 2 limbs	
DM: 2d8 or 3d6 or 4d6 see below	L/XP: VII/1,950 + 14/hp*

Treants are forest-dwelling tree-like creatures nearly indistinguishable from normal trees. They hate evil things and the unrestrained use of fire. There are three sizes of treants:

Treant	HD	Damage
Small (12'-15')	7-8	2d8
Medium (16'-19')	9-10	3d6
Large (20'-23+)	11-12	4d6

Treants are vulnerable to fire. Fire-based attacks are made at +4 to hit them and treants save at -4 vs. fire attacks. Fire-based attacks also cause +1 point per die of damage.

Treants can animate trees (MV 3"; HD 12; AT 2; DM 4d6/4d6). A treant must be within 6" of a tree to animate it, and may only cause one or two trees to come to life.

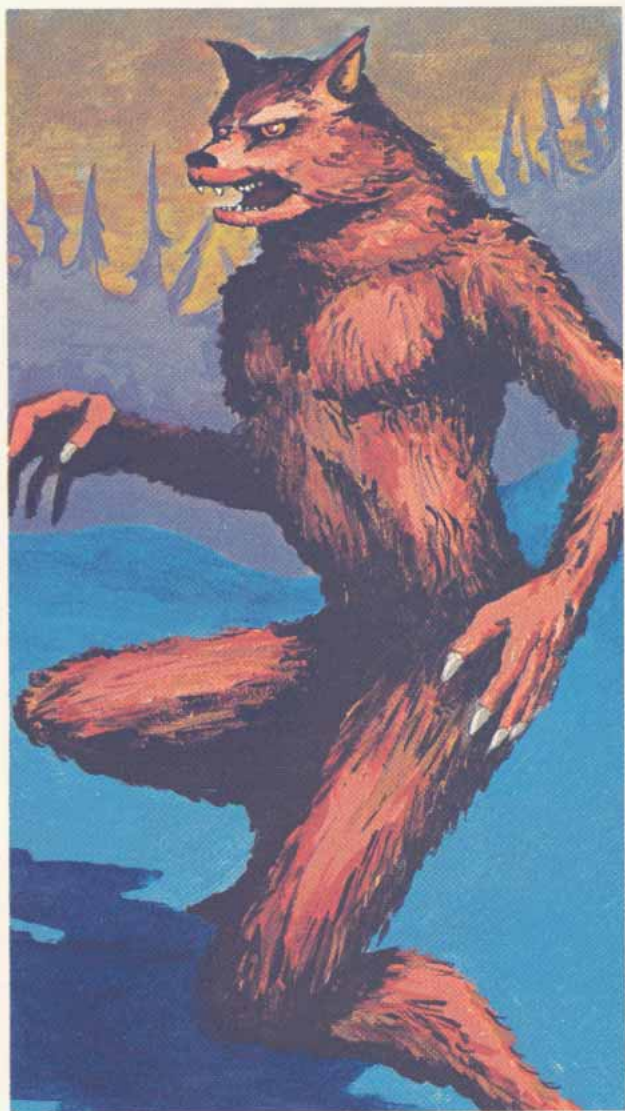


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FQ: Common
#E: 2d4
AC: 2 head/6 body
MV: 9"
HD: 16
%L: Nil
TT: Nil
AT: 3 horns or trample
DM: 1-8/1-12/1-12
or 2d12
SA: Nil
SD: Nil
MR: Standard
IN: Animal
AL: Neutral
SZ: L (24' + long)
PS: Nil
L/XP: VIII/4,000 + 20/hp

DINOSAUR, TRICERATOPS

This huge, slow-witted, plant-eating dinosaur is fiercely territorial and will usually attack any creature disturbing it. It lives on open plains where grasses and leafy shrubs are plentiful. This dinosaur's head is protected by a bony plate equal to AC 2,. It will turn its head toward any opponent to protect its body which is covered with a thick reptilian skin equal to AC 6. A triceratops gets three attacks against one opponent with its three horns. The smaller one does 1-8 points of damage, while the two longer ones cause 1-12 points of damage. The triceratops may also trample smaller creatures causing 2d12 points of damage to all within its path.

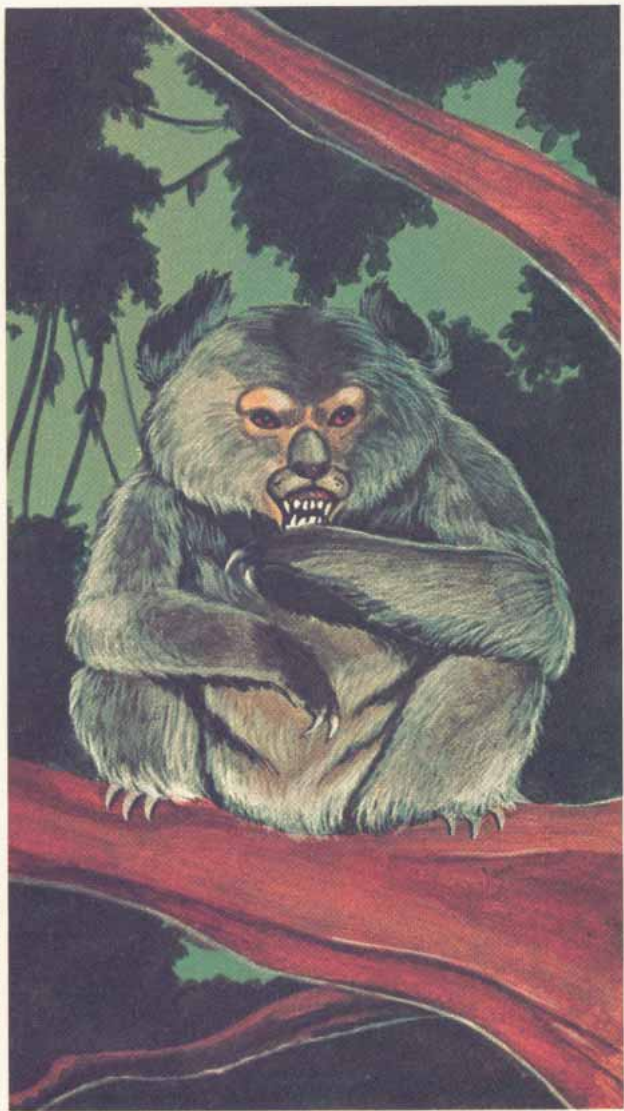


LYCANTHROPE, WEREWOLF

FQ: Common	SD: Hit only by silver or +1 or better magic weapons
#E: 3d6	
AC: 5	MR: Standard
MV: 15"	IN: Average
HD: 4+3	AL: Chaotic evil
%L: 25%	SZ: M
TT: B	PS: Nil
AT: 1 bite	
DM: 2d4	
SA: Surprise on 1-3	L/XP: V/205 +5/hp

Werewolves are hard to detect in human form. They can use any weapon and normally wear leather armor (AC 7). When in werewolf form they may appear as real wolves or as wolf-men attacking with their fangs. Any human who takes 50% damage or more from werewolf bites will be infected with lycanthropy (DMG, p. 22) and will become a werewolf.

Werewolf packs, with 5-8 members, will be a family with one male, a female and 3-6 cubs. If the female is attacked, the male will attack with +2 to hit and cause maximum damage with each hit. If the cubs are attacked, the female will attack with +3 to hit, also doing maximum damage. The cubs will have 60%-90% of the hit points of an adult, will attack at -4 to -1 respectively, and cause 1d4 + 1 points of damage with a bite.



ZORBO

FQ:	Rare	SA:	Absorption
#E:	1-4	SD:	Absorption
AC:	8 (see below)	MR:	20%
MV:	15"©9"	IN:	Semi-
HD:	4+2	AL:	Neutral
%L:	30%	SZ:	S (3' tall)
TT:	P, Q, X	PS:	Nil
AT:	2 claws		
DM:	1-2 each + special	L/XP:	V/280 + 5/hp

This carnivorous beast likes human and demi-human flesh. A zorbo has poor AC and attack damage when first encountered, but it can **absorb** the natural armor class of its surroundings in one round:

Earth=AC 7;	Wood =AC 5;
Metal=AC 3;	Stone=AC 0.

This new AC lasts 10 rounds and also gives the zorbo a damage bonus equal to its original AC 8 minus the new AC. When a zorbo hits an opponent it can absorb the AC and defensive bonuses of one random protective item (armor, shield, **ring of protection**, etc.), turning that item to dust (no save). If this would make the zorbo's current AC worse, the item is destroyed, but the AC is not absorbed.

Example: A zorbo is attacked in a cave and on the first round absorbs the AC of stone, giving it AC 0 and a damage bonus of $AC\ 8-0 = +8$. The next round it hits and absorbs its opponent's **shield +2**. This gives it a new AC of -2 and a damage bonus of +10. The third round it hits the opponent's plate mail (AC 3), which turns to dust, but does not change the zorbo's AC or damage.