

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 2

Galeb Duhr  
Gelatinous Cube  
Giant Scorpion  
Goblin  
Gold Dragon  
Hill Dwarf  
Hill Giant  
Hippogriff  
Ixitxachtl  
Land Urchin

Roper  
Sabertooth Tiger  
Satyr  
Spectre  
Stone Golem  
Thri-Kreen  
Troglodyte  
Type V Demon  
Tyrannosaurus Rex  
Umber Hulk



8010

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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).

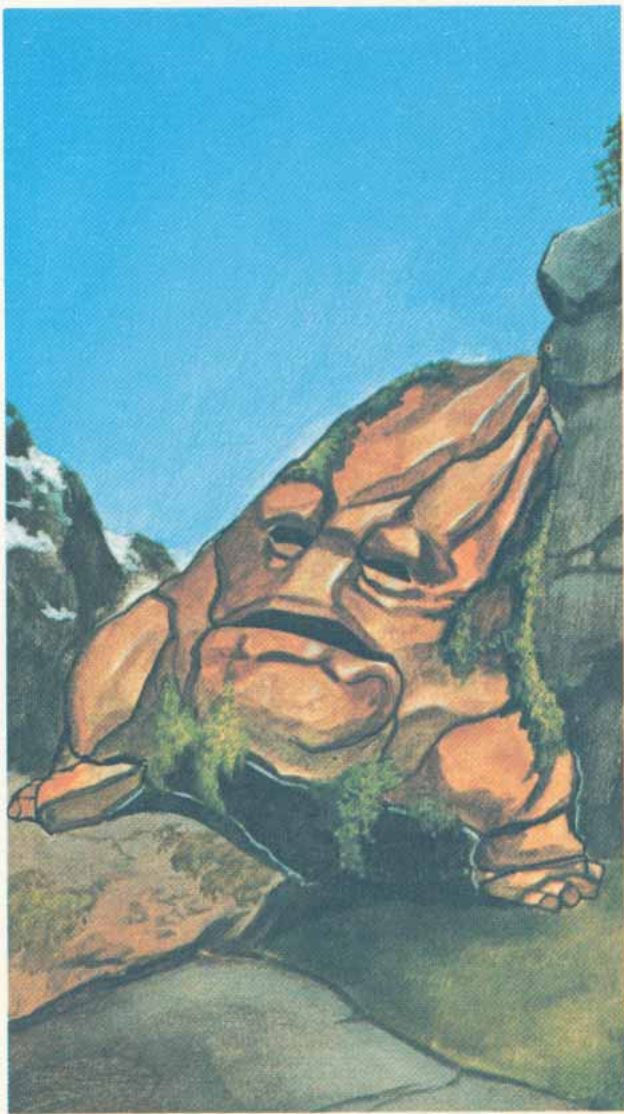
SZ: Size; S = small, M = man-sized, L = large.

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.



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## GALEB DUHR

<b>FQ:</b> Very rare	<b>SA:</b> See below
<b>#E:</b> 1-4	<b>SD:</b> See below
<b>AC:</b> -2	<b>MR:</b> 20%
<b>MV:</b> 6"	<b>IN:</b> Very
<b>HD:</b> 8-10	<b>AL:</b> Neutral
<b>%L:</b> 15%	<b>SZ:</b> L (8'-12' tall)
<b>TT:</b> Q (x3), X	<b>PS:</b> Nil
<b>AT:</b> 2 stomps	
<b>DM:</b> 2d8 or 3d6 or 4d6	<b>L/XP:</b> VII/2,000 + 12/hp*

The Galeb duhr is a curious boulder-like creature with appendages that act as hands and feet. These intelligent beings are very large and slow moving. They live in rocky or mountainous areas where they can feel the "earth power" and control the rocks around them. Galeb duhr can cast the following spells as a 20th level magic-user, once per round:

### **Move Earth**

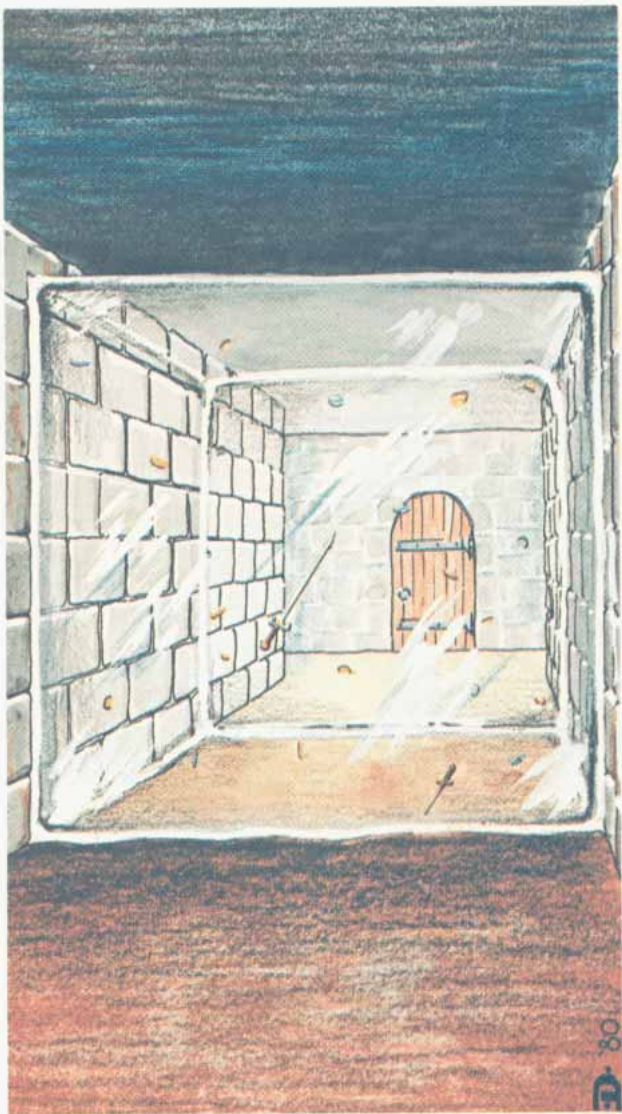
### **Passwall**

### **Wall of Stone**

### **Stone Shape**

### **Transmute Rock to Mud**

They animate 1-2 boulders within 6" of them (MV 3"; HD 9; DM 4d6), like a treant controls trees. Galeb duhrs take double damage from cold-based attacks and save at -4 against cold attacks. They are not harmed by lightning or normal fire, but take full damage from magical fire, saving at +4 against fire attacks.





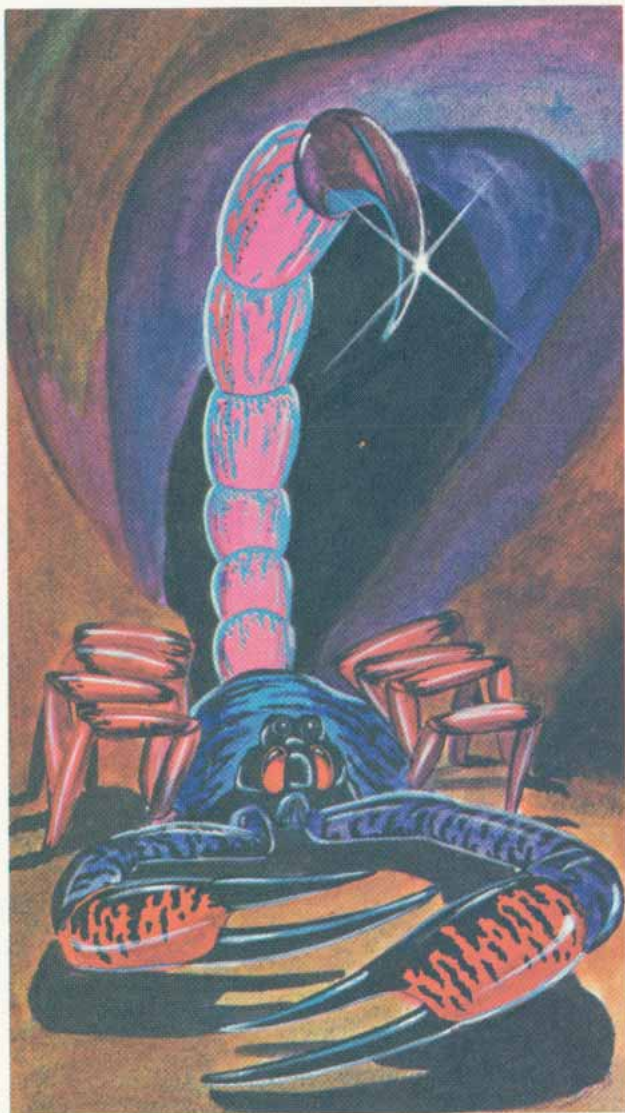
## GELATINOUS CUBE

FQ:	Uncommon	SA:	Paralyzation; surprise on 1-3
#E:	1	SD:	See below
AC:	8	MR:	Standard
MV:	6"	IN:	Non-
HD:	4	AL:	Neutral
%L:	Nil	SZ:	L (10' + cube)
TT:	See below	PS:	Nil
AT:	1	L/XP:	III/150 + 4/hp
DM:	2d4		

The gelatinous cube is a scavenger found in dungeons. Its substance is jelly-like and nearly transparent, allowing it to surprise on 1-3. If a gelatinous cube touches an opponent, that creature must make a save vs. Paralyzation or be paralyzed for 5d4 rounds. The cube then engulfs and dissolves the victim with its digestive acids causing 2d4 points of damage per round.

**Electricity, fear, hold, paralyzation, polymorph and sleep** based attacks have no effect on gelatinous cubes. **Cold** only causes 1-4 points of damage and **slows** the cube if it fails to make its saving throw.

The shape of a gelatinous cube makes it ideal for cleaning carrion and debris from the floors and walls of passageways. Some are even tall enough to scrape the ceiling. In the process of sweeping up food, the cube may also pick up indigestible items such as coins, gems, potion bottles and weapons. A living gelatinous cube might hold treasure such as types J, K, L, M, N, Q or potion bottles, weapons, etc. These items float in the cube's body to be cast out several weeks later, elsewhere in the dungeon.



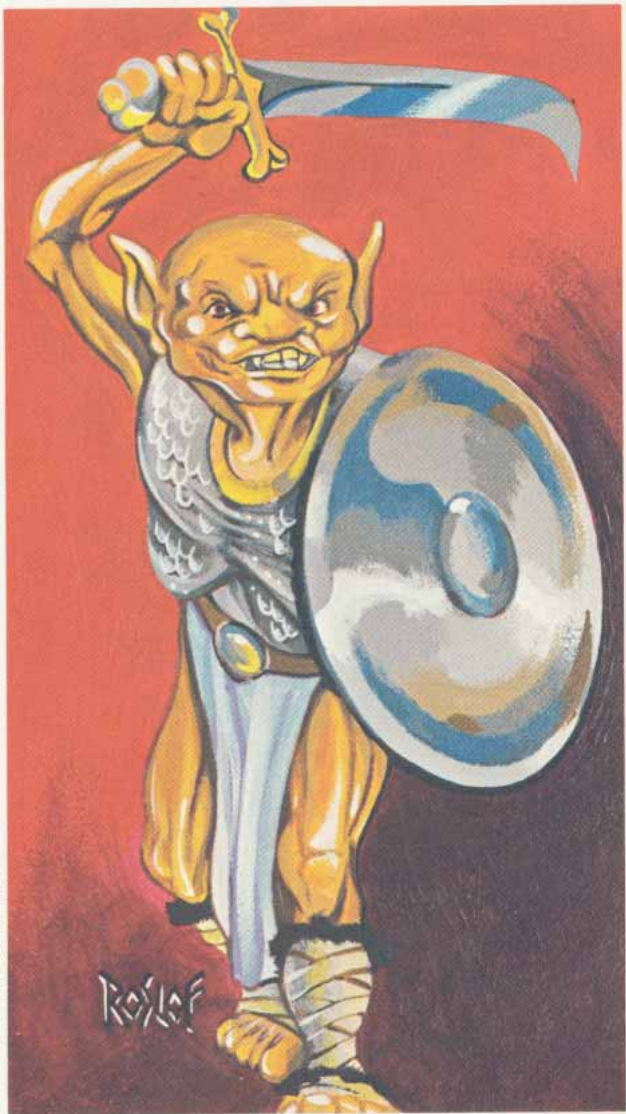
## SCORPION, GIANT

<b>FQ:</b> Uncommon	<b>SA:</b> Poison sting
<b>#E:</b> 1-4	<b>SD:</b> Nil
<b>AC:</b> 3	<b>MR:</b> Standard
<b>MV:</b> 15"	<b>IN:</b> Non-
<b>HD:</b> 5+5	<b>AL:</b> Neutral
<b>%L:</b> 50%	<b>SZ:</b> M (5'-6' long)
<b>TT:</b> D	<b>PS:</b> Nil
<b>AT:</b> 2 pincers, 1 tail	
<b>DM:</b> 1-10/1-10/1-4 + poison	<b>L/XP:</b> VI/650 + 6/hp

Giant scorpions are vicious predators that live almost anywhere, including dungeons, though they favor deserts and warm lands. They are likely to attack any creature that approaches. Giant scorpions have a hard, chitinous carapace which gives them AC 3.

This monster attacks by grabbing prey with its two huge pincers for 1-10 points of damage each, while it lashes forward with its segmented tail to sting. It can thus fight 3 opponents at once. If a giant scorpion manages to grab a victim in a pincer it will automatically cause 1-10 points of damage each round until it releases the victim. The scorpion may also choose to automatically sting a held victim or attack another opponent with its sting. The tail sting inflicts 1-4 points of damage and the victim must save vs. Poison or die. Note that scorpions are not immune to their own poison. If a scorpion is reduced to 10% of its original hit points it will go into a stinging frenzy, stinging everything in sight. Creatures killed are dragged to the scorpion's burrow to be eaten.





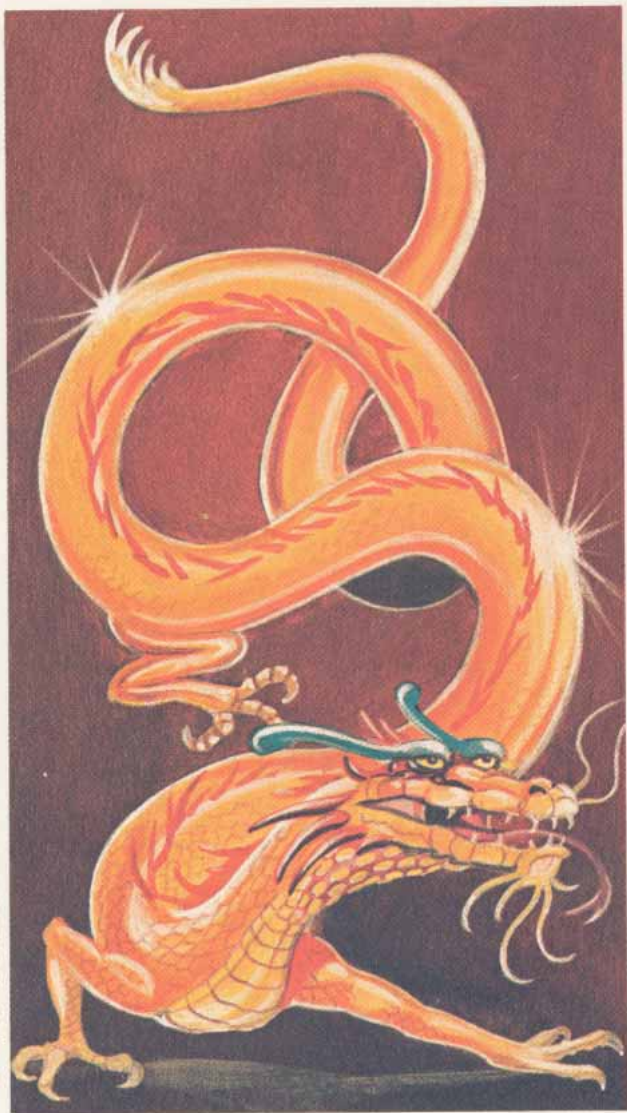
## GOBLIN

<b>FQ:</b> Uncommon	<b>SA:</b> Nil
<b>#E:</b> 4d10 x 10	<b>SD:</b> Nil
<b>AC:</b> 6	<b>MR:</b> Standard
<b>MV:</b> 6"	<b>IN:</b> Average
<b>HD:</b> 1-7 hp	<b>AL:</b> Lawful evil
<b>%L:</b> 40%	<b>SZ:</b> S (4' tall)
<b>TT:</b> K each; C in lair	<b>PS:</b> Nil
<b>AT:</b> 1 weapon	
<b>DM:</b> 1-6 or by weapon	<b>L/XP:</b> I/10 + 1/hp

Dwelling in dismal underground places, goblins hate full daylight and attack at -1 "to hit" when in sunlight. Goblins speak Goblin, Hobgoblin, Kobold, and Orc. They are able to note new or unusual construction 25% of the time. Goblins hate gnomes and dwarves and will attack them before attacking any other creature. All goblins are slave takers and are fond of torture.

Goblins are usually armed with spears, morning stars, short swords, picks, and slings. For every 40 goblins encountered there will be a leader and 4 assistants (AC 6; HD 1; hp 7 each; DM 1-8). If 200 or more are met, there will be a sub-chief and 2d4 guards (AC 5, HD 1+1, hp 8 each, DM 1-8). There is a 25% chance any large group will have 10% of the goblins mounted on huge wolves (**worgs**). If so, there will be 10-40 worgs (AC 6, HD 4+4, DM 2d4) without riders.

The goblin lair will contain a goblin chief and 2d4 bodyguards (AC 4, HD 2, hp 9-14 each, DM 2d4). There also may be (60%) 5d6 more worgs, one or more shamans (DMG p. 40), and a 20% chance for 2d6 bugbear guards.



## DRAGON, GOLD

(Speak 100%, Magic 100%, Sleep 10%)

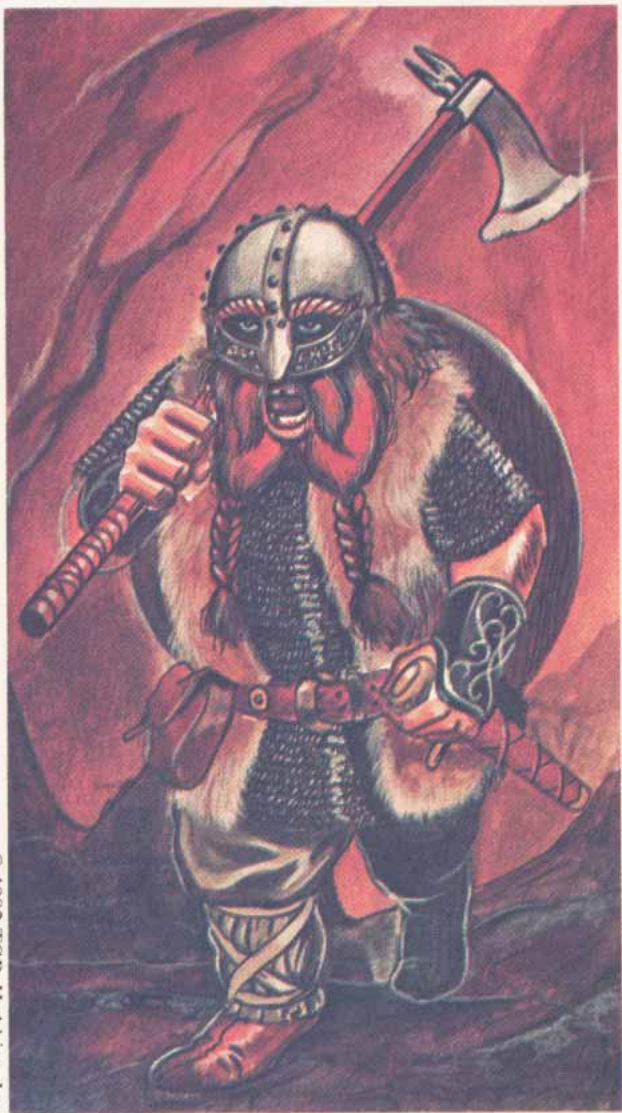
FQ: Very Rare	SA: Breath weapon
#E: 1-3	and spell use
AC: -2	SD: Nil
MV: 12"/30"	MR: Standard
HD: 10-12	IN: Genius
%L: 65%	AL: Lawful good
TT: H, R, S, T	SZ: L (54' long)
AT: 2 claws, 1 bite	PS: Nil
DM: 1-8/1-8/6d6	L/XP: VI/5,950 + 16/hp*

The lawful and just gold dragons can live in any climate. They love treasure and eat jewels and pearls. They can **polymorph** to human or animal form up to 3 times per day. Gold Dragons have **infravision** 60' and can *detect hidden or invisible creatures* within 1" per dragon age.

A gold dragon may attack with its claws and bite (50%) or breathe (using either **fire**, 9" x 3" cone, or **chlorine gas**, 5" x 4" x 3" cloud) 3 times/day, 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. When flying overhead or charging, gold dragons may panic creatures with less than 6 HD (MM p. 30). Gold dragons may be subdued. They have 1hp/HD per age and all gold dragons use magic spells, at least half having regular spell books:

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

MM 29,33



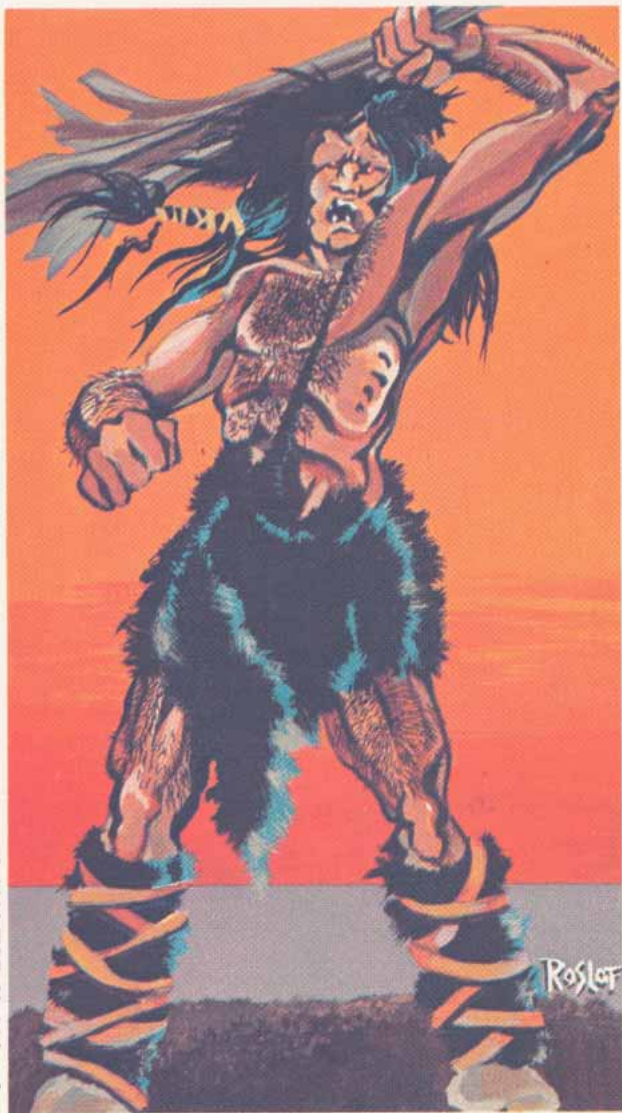


## DWARF, HILL

FQ:	Common	SA:	See below
#E:	4d10 x 10	SD:	Special saves at 4 levels higher
AC:	4	MR:	Standard
MV:	6"	IN:	Very
HD:	1	AL:	Lawful good
%L:	50%	SZ:	S (4' + tall)
TT:	M (x5) each; G, Q (x20), R in lair	PS:	Nil
AT:	1 weapon		
DM:	1-8 or by weapon	L/XP:	III/60 + 4/hp

Hill dwarves live underground in rocky hills. They speak Dwarf, Gnome, Goblin, Kobold, Orc, and (75%) Common. They have **infravision** 60', and detect shifting stone on a roll of 1-4 or stone traps on a roll of 1-3 on 1d6. Giants, ogres, ogre magi, titans and trolls are -4 to hit dwarves. Dwarves are +1 to hit goblins, hobgoblins, orcs, and half-orcs. They save as 4 levels greater vs. Poison, Rods/Staves/Wands and Spells.

Dwarven warbands have additional high level dwarven fighters (F) and fighter/clerics (F/C). For every 40 dwarves, there is one leader (F2-6). For every 160, there is one chief (F6) and his lieutenant (F4). For every 200, there is a fighter/cleric (F3-6/C4-7). For every 320, there are one F8, one F6, one F6/C7, and two F4/C4. In the lair there are 2d6 guards (F2-5), 2d4 clerics (F2-4/C2-4) and females and young equal to 1/2 and 1/4 of the males. Dwarven lairs may (60%) have animal guards: (25%) 5d4 wolves (AC 7; HD 2+2; DM d4+1) or (75%) 2d4 brown bears (AC 6; HD 5+5; DM 1-6/1-6/1-8 + hug 2d6). High level dwarves have a 10% chance/level of having magic armor and weapons. Dwarf clerics may also have 1-4 magic items.



## GIANT, HILL

<b>FQ:</b> Common	<b>SA:</b> Hurl rocks (2d8)
<b>#E:</b> 1-10	<b>SD:</b> See below
<b>AC:</b> 4	<b>MR:</b> Standard
<b>MV:</b> 12"	<b>IN:</b> Low
<b>HD:</b> 8 + 1-2	<b>AL:</b> Chaotic evil
<b>%L:</b> 25%	<b>SZ:</b> L (10½' tall)
<b>TT:</b> D	<b>PS:</b> Nil
<b>AT:</b> 1 weapon	
<b>DM:</b> 2d8	<b>L/XP:</b> VII/1,400 + 12/hp

Hill giants dwell in caves and crude wooden forts. They are stupid, but cunning and greedy and will attack weak parties, but may bargain with a party strong enough to defeat them. They speak their own language and half can speak Ogre.

Adult hill giants are able to hurl rocks up to 20' inflicting 2d8 points of damage. They are able to catch similar missiles 30% of the time. Hill giants often carry a huge sack. This sack will contain odds and ends, usually a large rock or two and 1,000 to 6,000 coins—usually gold.

Hill giants sometimes (50%) use other creatures to guard their lairs: (50%) 2d4 dire wolves (AC 6; HD 4+4; DM 2d4), (30%) 1-3 giant lizards (AC 5; HD 3+1; DM 1-8), or (20%) a group of 2d4 ogres (AC 5; HD 4+1; DM 1-10). If more than 4 hill giants are encountered in their lair the fifth, seventh and ninth will be female hill giants (HD 6; DM 1-10 or weapon +2) and the sixth, eighth, and tenth will be young with 10% to 100% of the hit points and damage of an adult.



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**FQ:** Rare  
**#E:** 2d8  
**AC:** 5  
**MV:** 18"/36"  
**HD:** 3+3  
**%L:** 10%  
**TT:** Q (x5)  
**AT:** 2 claws, 1 beak  
**DM:** 1-6/1-6/1-10  
**SA:** Nil  
**SD:** Nil  
**MR:** Standard  
**IN:** Semi-  
**AL:** Neutral  
**SZ:** L (9' long)  
**PS:** Nil

**L/XP:** III/60 + 4/hp

## HIPPOGRIFF

Hippogriffs are a cross between a griffon, and a horse. They dwell only in places uninhabited by men, generally nesting on rocky crags and similar places. Pegasi, winged horses, are their natural enemies. Hippogriffs are fierce fighters, defending themselves well with their two great foreclaws and powerful beak.

If encountered near their nest, hippogriffs attack immediately. There will be one nest for every 2 creatures, each nest containing 1 or 2 eggs or fledglings. Hippogriff eggs are worth 1,000 gold pieces on the open market, and fledglings are worth 2,000 to 3,000 gp.



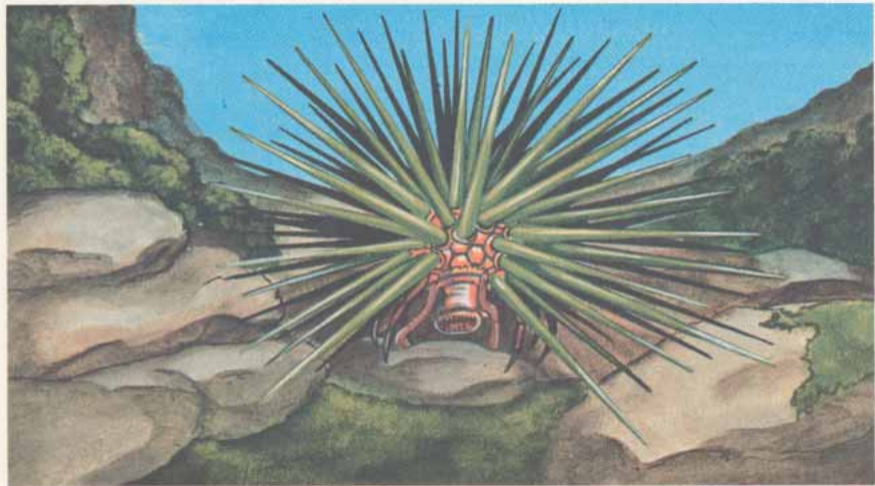


**FQ:** Very rare  
**#E:** 10d10  
**AC:** 6  
**MV:** 12"  
**HD:** 1+1  
**%L:** 60%  
**TT:** P, R, S, in lair  
**AT:** 1  
**DM:** 1d10 + 2  
**SA:** Evil clerical spells  
**SD:** Nil  
**MR:** Standard  
**IN:** Average to high  
**AL:** Chaotic evil  
**SZ:** M (4' long)  
**PS:** Nil  
**L/XP:** II/28+2/hp,  
V/290+2/hp, vampire

## IXITXACHITL

Ixitxachitl (pronounced: Iks.it.za.chit.l) are a race of intelligent, evil manta rays that live in shallow seas. They have their own language and worship Demogorgon. Demogorgon has rewarded certain ixitxachitl (determined at birth) with the power to cast evil clerical spells. A group of ixitxachitl may have additional individuals capable of casting clerical spells. For every 10 ixitxachitl there is one equal to a 2nd level cleric. For every 20, there is one equal to a 3rd level cleric. For every 50, there is one equal to a 5th level cleric (HD 2+2). If there are more than 50 in a group, there are also a leader equal to an 8th level cleric (HD 4+4) and two guards equal to 6th level clerics (HD 3+3). Also, for every 20 encountered, there is a 50% chance that one is a *vampire ixitachitl* (hd 2+2; regenerate 3 points per round and drains 1 energy level each time it hits).

Ixitxachitl lair in a coral reef maze with a secret, hidden entrance. Here they hide their treasure. If a leader and its guards are met here they may each have magic items of treasure type U.



**FQ:** Rare  
**#E:** 1-2  
**AC:** 3  
**MV:** 12"  
**HD:** 3+3  
**%L:** Nil  
**TT:** See below  
**AT:** 2d6  
**DM:** 1-2 + paralysis  
**SA:** Paralysis  
**SD:** Smoke cloud  
**MR:** Standard  
**IN:** Animal  
**AL:** Neutral  
**SZ:** S (3')  
**PS:** Nil

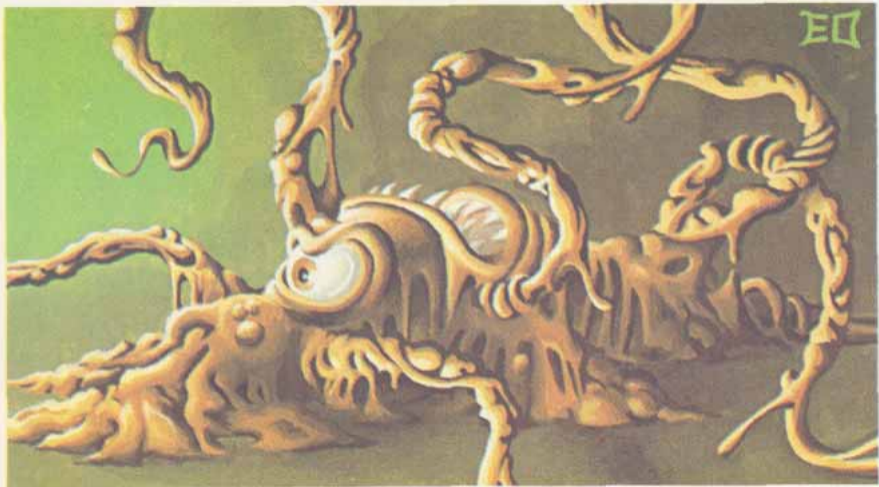
**L/XP:** III/150 + 4/hp

## LAND URCHIN

A land dwelling distant cousin of the sea urchin, its spine covered body is often mistaken for a bush. The land urchin is a scavenger that consumes virtually anything that is edible. Its small mouth is located on the underside of its body and it has a rasping tongue with which to saw through armor and gather food. It is a shy creature and will only attack if another creature approaches within 1". It defends itself by shooting 2d6 spines (DM 1-2) per round, and save vs. Poison or be paralyzed for 6 turns. If it must flee, the urchin will release a dark gas cloud, 10' radius, to aid in its escape. The land urchin has no visual organs but uses two small antennae to detect any movement within 1". It has no front or back, and its five spindly legs can rotate to allow it to move in any direction.

Occasionally, a land urchin will eat a bit of material that it cannot digest or eliminate. It will coat the object with a shiny greenish-black substance, forming "pearls" similar to oyster pearls worth 100 to 600 gp each. Very old urchins may have up to a dozen pearls.

NEW



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**FQ:** Rare  
**#E:** 1-3  
**AC:** 0  
**MV:** 3"  
**HD:** 10-12  
**%L:** 90%  
**TT:** See below  
**AT:** 1 strand+1 bite  
**DM:** Special/5d4  
**SA:** Strength drain  
**SD:** See below  
**MR:** 80%  
**IN:** Exceptional  
**AL:** Chaotic evil  
**SZ:** L (9)  
**PS:** Nil

**L/XP:** VII/2,750 +16/hp\*

## ROPER

Ropers live in caverns preying on all types of creatures, but preferring humans. They are gray and cigar-shaped and look like a stalagmite when standing up and resemble a boulder when lying down.

Ropers attack by biting and by shooting, 2"-5", one strong, sticky rope-like strand per round. A roper has up to six strands. Each time a strand of a living roper touches (hits), the victim must save vs. Poison or lose 50% of its strength in 1-3 rounds. If poisoned twice, a victim becomes helpless, his strength zero. Strength loss lasts for 2d4 turns. A roper will pull captured prey 10' closer to its mouth each round and may then bite it automatically. A strand can be broken, by pulling it off (equal to the character's chance to Open Doors) or by cutting it with an edged weapon for 6 points of damage. Ropers are unaffected by **lightning**, take half damage from **cold**, but **fire** is +4 to hit and a roper takes +1 point/die of damage and is -4 on saving throws against fire.

Ropers have a gizzard-like organ which often holds treasure — usually 3d6 platinum and may (35%) hold 5d4 gems. MM 83



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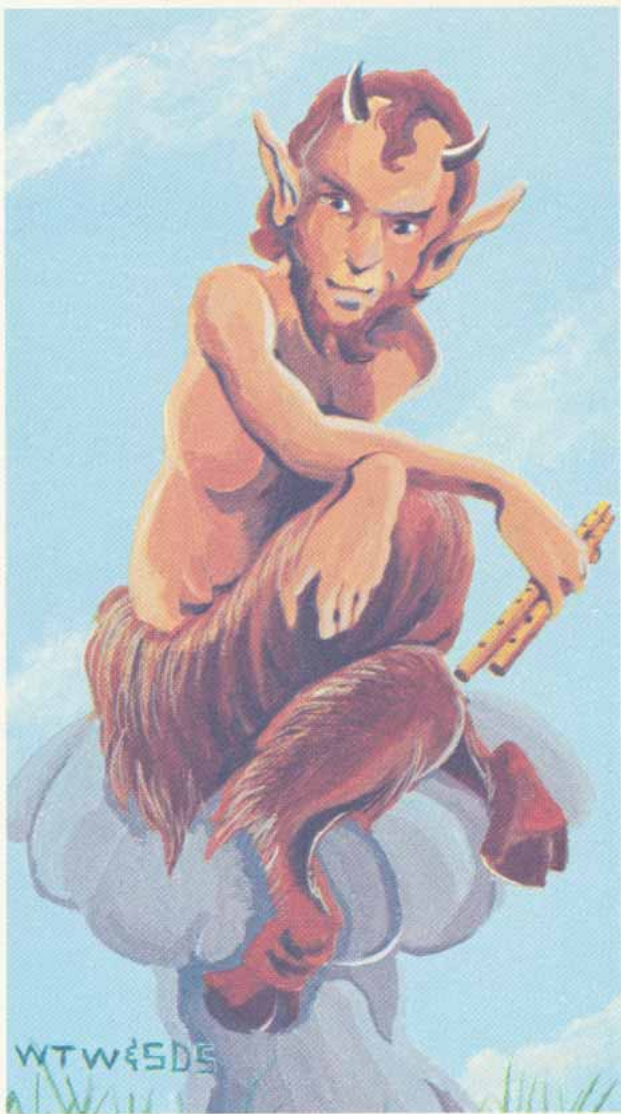
**FQ:** Rare  
**#E:** 1+2  
**AC:** 6  
**MV:** 12"  
**HD:** 7+2  
**%L:** 10%  
**TT:** Nil  
**AT:** 2 claws, 1 bite  
**DM:** d4+1/d4+1/2d6  
**SA:** Rear claws for  
2d4/2d4  
**SD:** Surprised only  
on a 1  
**MR:** Standard  
**IN:** Animal  
**AL:** Neutral  
**SZ:** L (15' long)  
**PS:** Nil

**L/XP:** VI/550 + 10/hp

## TIGER, SABRETOOTH

The sabre-tooth tiger is the most aggressive and fearsome predator of a prehistoric age. These giant cats are seldom encountered outside a "lost world" area. They live only in warm climates. Their senses of smell and sound are very keen and they are surprised only on a roll of 1. Their six-inch-long fangs inflict terrible wounds. The size of these teeth, along with the power of the cat's jaws, give them +2 on their "to hit" rolls when biting. When a sabre-tooth hits the same target with both forepaws in one round, it will also attack with its rear claws, raking for 2d4 points of damage each.

Sabre-tooth tigers often hunt in pairs or family groups. They climb well and can leap 10' upward and 30' to 50' ahead in attack. If encountered in their lair there is a 25% chance there will be 1-3 cubs. These young have 30% to 60% of the hit points of an adult and have no effective attacks.

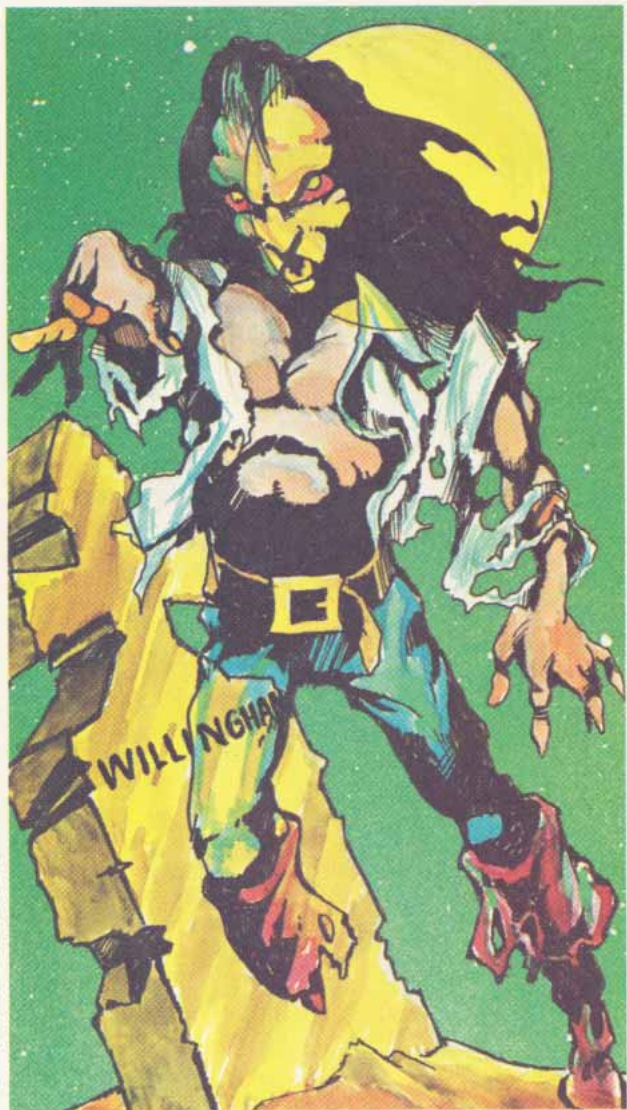


## SATYR

FQ:	Uncommon	SA:	See below
#E:	2d4	SD:	See below
AC:	5	MR:	50%
MV:	18"	IN:	Very
HD:	5	AL:	Neutral
%L:	40%	SZ:	M (5')
TT:	I, S, X	PS:	Nil
AT:	1 butt or weapon		
DM:	2d4 or by weapon	L/XP:	V/280 + 5/hp

Satyrs are shy woodland creatures that normally avoid humans. They have keen senses and are surprised only on a roll of 1. Though frolicsome, they will drive away any creature that offends them. Satyrs speak Satyr, and the languages of centaurs, Common and sylvan elves. They usually (80%) co-operate with centaurs. Satyrs are very silent and can blend with the foliage, becoming 90% undetectable.

Satyrs attack by butting with their horns and occasionally will have and use +1 magic weapons. One satyr per band of 5 or more may (80%) have a set of magical pipes, which only a satyr can play. The music of these pipes may **charm**, **sleep** or **cause fear** to all within 6" unless a save vs. Spells is made. A satyr will use his piping to **charm** if there are any females among the intruders; or he will pipe the intruders to **sleep** if they are not dangerous, and then steal choice items from the party; but if the intruders are hostile, the piping will be used to **cause fear**. The effects of the piping will last 1 to 6 hours or until dispelled.





## SPECTRE

FQ:	Rare	SA:	Energy drain
#E:	1-6	SD:	+1 or better weapon to hit
AC:	2	MR:	See below
MV:	15"/30"	IN:	High
HD:	7+3	AL:	Lawful evil
%L:	20%	SZ:	M (6' tall)
TT:	Q (x3), X, Y	PS:	Nil
AT:	1	L/XP:	VII/1,650 + 10/hp
DM:	1-8		

Spectres are very powerful undead humans or demi-humans whose primary existence is drawn from the negative material plane. They haunt tombs, dungeons, and desolate places. Spectres hate sunlight and living things. Daylight makes them powerless, life makes them lament their unlife.

A spectre's chilling touch causes 1-8 points of damage and drains 2 life energy levels from an opponent. Thus, an 11th level character or an 11 hit dice creature struck by a spectre would suffer 1-8 points of damage and lose two levels and hit dice and any abilities gained for those levels.

Spectres are not affected by **sleep**, **charm**, **hold**, or **cold** based spells. Poison and paralyzation do not affect spectres. Holy water causes 2d4 points of damage to a spectre for every full vial that hits. A **raise dead** spell will destroy a spectre unless it makes a save vs. Spells. Any human or demi-human totally drained of life energy becomes a half strength spectre under the control of the attacking spectre.



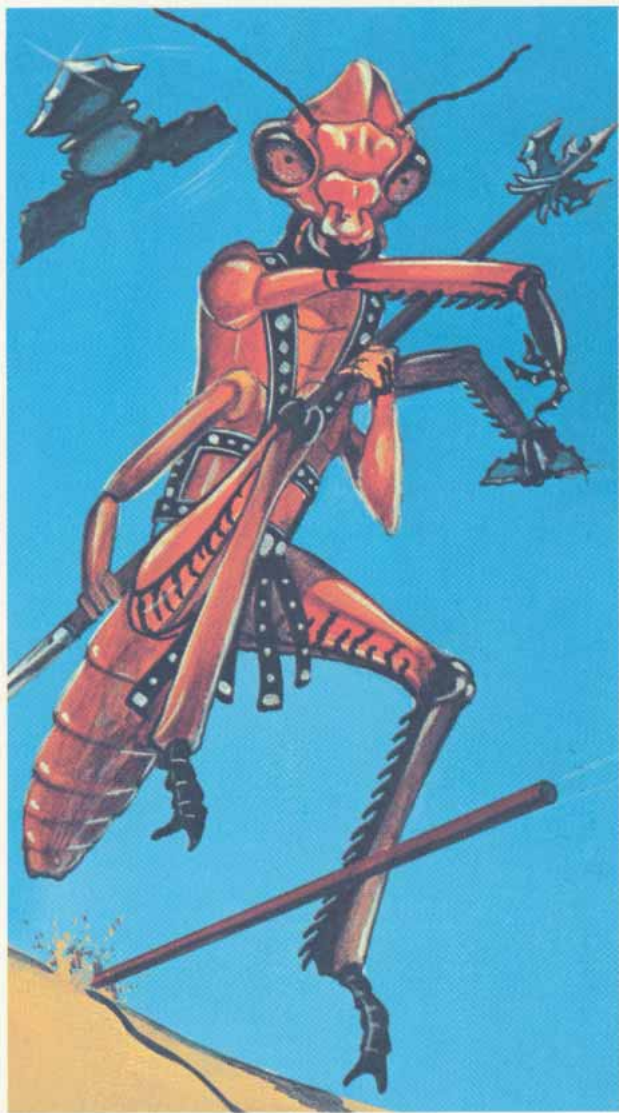
## GOLEM, STONE

FQ:	Very rare	SA:	See below
#E:	1	SD:	See below
AC:	5	MR:	See below
MV:	6"	IN:	Non-
HD:	14 (60 hp)	AL:	Neutral
%L:	Nil	SZ:	L (9½' tall)
TT:	Nil	PS:	Nil
AT:	1		
DM:	3d8	L/XP:	IX/8950

Stone golems are magically animated statues of stone. They are controlled by their creator, and will understand and obey simple commands (attack, stop, wait, go, etc.). The golem can be ordered not to move or attack until a certain event takes place.

Stone golems can be harmed only by +2 or better magical weapons. The *only* spells which affect a stone golem are **rock to mud** (slows the golem for 2d6 rounds), **mud to rock** (restores golem to full hit points), **stone to flesh** (makes the golem vulnerable to normal attacks on the following round). Stone golems are enchanted creatures and are kept at bay by **protection from evil** circles.

In addition to its normal attack, a stone golem may cast a **slow** spell on any opponent in front of it and within 1", every other round. The golem can also cause 1 point of structural damage every second round it attacks a building or other structure.



## THRI-KREEN (Mantis Warrior)

<b>FQ:</b> Rare	<b>SD:</b> Dodge missiles on roll of 9 or better
<b>#E:</b> 2d6	
<b>AC:</b> 5	<b>MR:</b> Standard
<b>MV:</b> 18"	<b>IN:</b> High
<b>HD:</b> 6+3	<b>AL:</b> Chaotic neutral
<b>%L:</b> 5%	<b>SZ:</b> M (6')
<b>TT:</b> Q	<b>PS:</b> Nil
<b>AT:</b> 5 or 3	
<b>DM:</b> 1-4 (x4)/d4+1 or by weapons+2	<b>L/XP:</b> VI/800 + 8/hp +

The thri-kreen are a race of carnivorous insectmen who inhabit deserts and dry grasslands. They live in small lightless burrows and are not social creatures. Thri-kreen warriors hunt many creatures, especially elves. These mantis warriors are strong and agile, able to leap 20' upward and 50' forward. The thri-kreen often use two specialized weapons of their own design. One is a polearm with a blade on each end which can be used to slash like a glaive or be thrown as a spear (DM d6+2). The other weapon is a small triangular "throwing wedge" carved from a hard crystalline substance. These wedges will return to the thrower and may be caught to be thrown again if they miss their target. A thri-kreen may carry up to 10 of the wedges and can throw them up to a distance of 9" (DM d4+2). A thri-kreen can successfully dodge missiles shot at it on a roll of 9 or better on 1d20.

Even unarmed, the insect warriors strike with four clawed, arm-like appendages (DM 1-4) and bite with their mandibles (DM d4+1). Anyone bitten must save vs. Paralyzation or be paralyzed for 2d8 rounds.





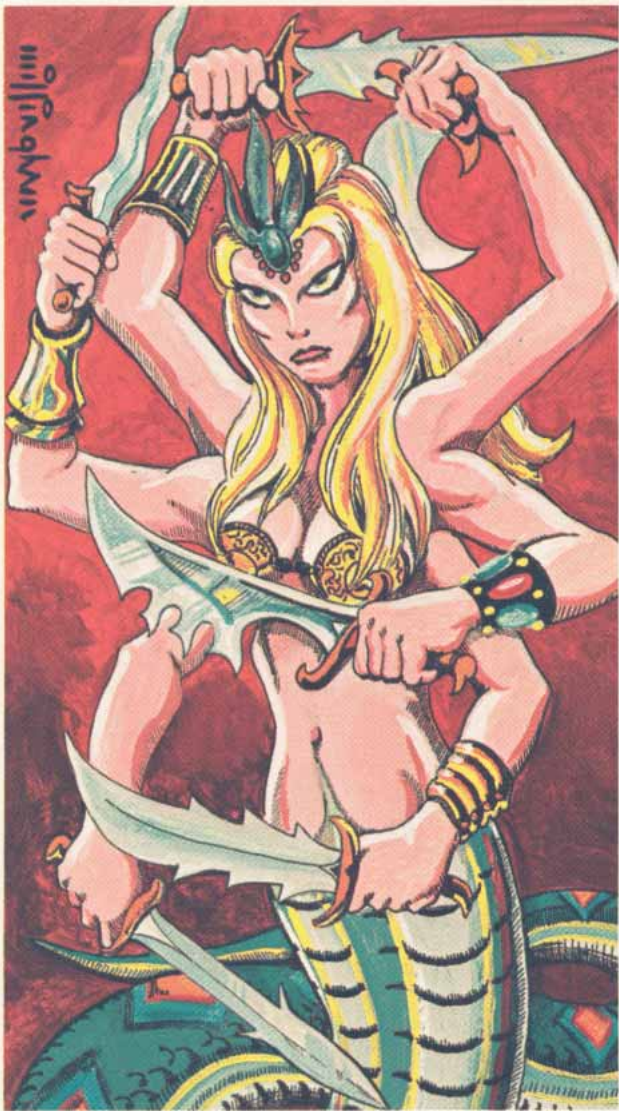
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# TROGLODYTE

<b>FQ:</b> Common	<b>SA:</b> Revulsion odor
<b>#E:</b> d10 x 10	<b>SD:</b> See below
<b>AC:</b> 5	<b>MR:</b> Standard
<b>MV:</b> 12"	<b>IN:</b> Low
<b>HD:</b> 2	<b>AL:</b> Chaotic evil
<b>%L:</b> 15%	<b>SZ:</b> M (6+' tall)
<b>TT:</b> A	<b>PS:</b> Nil
<b>AT:</b> 3 or by weapon	
<b>DM:</b> 1-3/1-3/d4+1 or by weapon type	<b>L/XP:</b> II/36 + 2/hp

Troglodytes dwell in subterranean places and hate humankind. They speak their own language, have **infravision** 90', and can control their skin color to blend in with their surroundings. This camouflage lets them surprise on 1-4. In battle, troglodytes secrete a foul-smelling musk that causes all humans and demi-humans to save vs. Poison or lose 1 point of strength per round for 1-6 rounds. The strength loss lasts 10 rounds after taking full effect. Troglodytes often attack with claws and teeth, but 50% use weapons: javelins, stone axes, morning stars, or swords. Troglodyte javelins are +3 to hit and cause 2d4 points of damage when wielded by troglodytes. For every 10 troglodytes, there will be one leader with 3 HD; for every 20 there will be two leaders with 4 HD each. If 60 or more are encountered there will be a chieftain with 6 HD accompanied by 2d4 guards with 3 HD each. Females fight as 1+1 HD creatures. There may also be one or more tribal shamans (DMG p. 40).



## DEMON, TYPE V

<b>FQ:</b> Rare	<b>SD:</b> +1 or better weapon to hit
<b>#E:</b> 1-3 (1-6, lair)	<b>MR:</b> 80%
<b>AC:</b> -5 torso/-7 tail	<b>IN:</b> High
<b>MV:</b> 12"	<b>AL:</b> Chaotic evil
<b>HD:</b> 7+7	<b>SZ:</b> L (7' tall)
<b>%L:</b> 10%	<b>PS:</b> 130
<b>TT:</b> G	<b>At:</b> A, E
<b>AT:</b> 6 weapons, 1 constrict	<b>Df:</b> F, G, H
<b>DM:</b> By weapon/2d4	
<b>SA:</b> See below	<b>L/XP:</b> VIII/3,000+12/hp

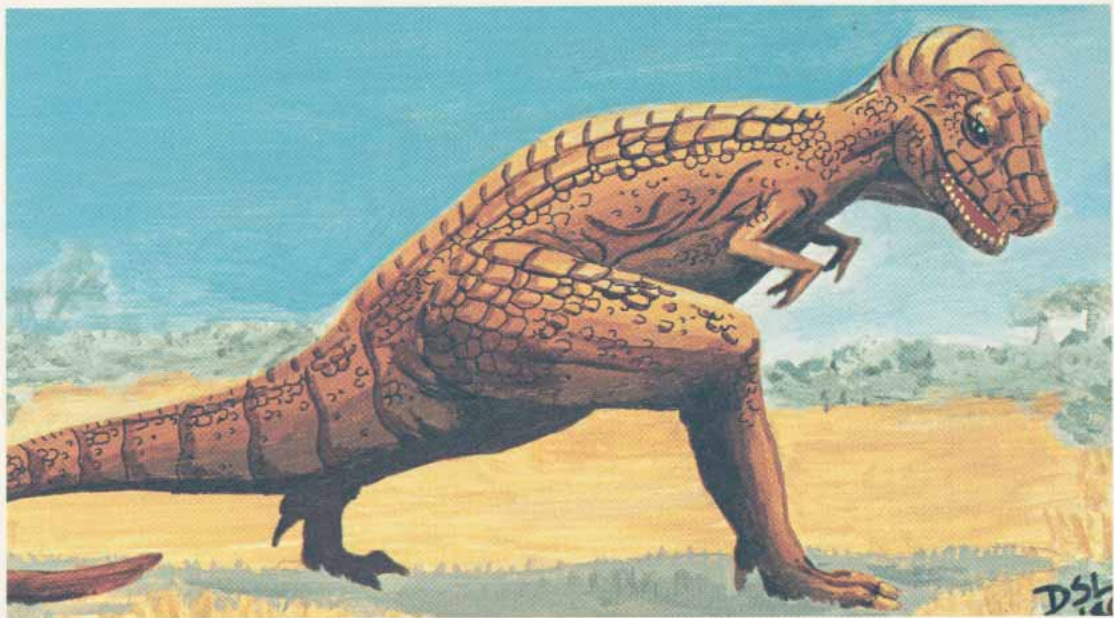
A Type V demon attacks with six weapons (preferring swords and battle axes) and constricts with her tail. Her human-like torso is AC -5, while her snaky tail is AC -7. These demons can be harmed only by magic or unforged (cold) iron weapons, and must flee to their own plane if their physical form is slain. They take half damage from **cold, electricity, fire, and gas** attacks. They find holy symbols repellent, and may be kept at bay by a **thaumaturgic triangle**. Type V demons special abilities are:

<b>Charm Person</b>	<b>Polymorph Self</b>
<b>Darkness, 5'R</b>	<b>Project Image</b>
<b>Detect Invisibility</b>	<b>Pyrotechnics</b>
<b>Infravision 90'</b>	<b>Read Languages</b>
<b>Levitate (as MU/11)</b>	<b>Telepathy</b>
	<b>Teleport</b>

Also, they may (50%) **gate** in one demon. Roll 1d20:

1-6 Type I	15-17 Type IV
7-11 Type II	18-19 Type VI
12-14 Type III	20 Lord/Prince

Type V demons may enter most planes only if conjured by ritual, gated, or responding to individual names. They never serve willingly, and will attempt to find a way to slay their captor.



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**FQ:** Uncommon  
**#E:** 1-2  
**AC:** 5  
**MV:** 15"  
**HD:** 18  
**%L:** Nil  
**TT:** Nil  
**AT:** 2 claws, 1 bite  
**DM:** 1-6/1-6/5d8  
**SA:** Swallowing  
whole  
**SD:** Nil  
**MR:** Standard  
**IN:** Non  
**AL:** Neutral  
**SZ:** L (50' long,  
20' tall)  
**PS:** Nil

**L/XP:** IX/6,550+25/hp

## DINOSAUR, TYRANNOSAURUS REX

This monstrous reptile is the most fearsome and terrible of all the carnivorous dinosaurs. It lives in grassy plains and hills of "lost world" areas, hunting across a large territory to sate its ravenous hunger. This monster is swift, despite its huge size, and runs upright on its two hind legs using its massive tail for balance. It will pursue and eat almost anything.

The tyrannosaur's huge mouth is filled with dagger-sized teeth and it is capable of gulping down man-sized creatures whole on a roll of 18 or better on 1d20. Its small forelegs are used to claw and grip prey. Also, small creatures may be battered and trampled in combat by its heavy tail and large feet (DM 2d6). Despite this monster's size, its brain is very small. It is so fiercely stupid that it has been known to even attack a small triceratops, kill it, and swallow its head in one gulp, thus killing itself as hours later the horns of the victim pierce the stomach of the victor.







**FQ:** Rare  
**#E:** 1-4  
**AC:** 2  
**MV:** 6" (1" or 6")  
**HD:** 8+8  
**%L:** 30%  
**TT:** G  
**AT:** 2 claws, 1 bite  
**DM:** d10+2/d10+2/  
 d8+2  
**SA:** Confusion  
**SD:** Nil  
**MR:** Standard  
**IN:** Average  
**AL:** Chaotic evil  
**SZ:** L (8' tall,  
 5' wide)  
**PS:** Nil  
**L/XP:** IX/1,300 + 12/hp

## UMBER HULK

Umber hulks are subterranean predators, preying on young purple worms, anhkhegs, and similar monsters. Their favorite prey is humans. Their iron-like claws allow them to burrow through solid stone at a rate of 1" per turn (6" per turn through earth). Umber hulks are intelligent and have their own language. They hunt and fight intelligently. The hulks have been known to undermine the floors of their tunnels to form surprise pits.

Umber hulks attack with their large claws and powerful mandibles. In addition, any creature that views all four eyes of an umber hulk squarely (by being attacked frontally or bitten) must save vs. Spells or be **confused** for 3d4 rounds. Roll 1d10 each round:

1	Wander	7-8	Attack nearest creature
2-6	Stunned	9-10	Attack monster

Umber hulks bury their treasure in their lairs and cover up their burrows to the lair. They line their lairs with castings, carapace and bones of prey.