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ACROSS THE REALMS

Encyclopedia of Adventure #1

HERE BE MONSTERS



BY J

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Here Be Monsters

Cave Beetle

No. Enc.:	1d8 (2d6)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	4
Hit Dice:	3
Attacks:	1 (bite)
Damage:	2d4
Save:	F2
Morale:	8
Hoard Class:	VI
XP:	65

Cave Beetles are five-foot long black beetles that are encountered primarily underground. They are very aggressive and will attack, and eat, most anything from fungi to humanoids. They are able to climb and move across all but the smoothest of surfaces, including ceilings, and, as long as they are not moving, have a 3 in 6 chance of surprise.

Crab Fly

No. Enc.:	2d4
Alignment:	Neutral
Movement:	60' (20')
Fly:	180' (60')
Armor Class:	5
Hit Dice:	2+2
Attacks:	2 pincers, 1 bite
Damage:	1d4/1d4/1d3+acid
Save:	F1
Morale:	9
Hoard Class:	VI
XP:	47

Crab Flies are mutant, three-foot long flies with a pair of pincers and a painful bite that delivers an additional 1d3 points of acid damage on a successful hit. Crab Flies avoid sunlight and bright light and when outdoors become active only at night. They are aggressive, but prefer to lie in wait for prey.

Crab Fly Larva

No. Enc.:	3d4
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	7
Hit Dice:	1
Attacks:	1 bite
Damage:	1d3+acid
Save:	F1
Morale:	9
Hoard Class:	None
XP:	13

Crab Fly Larva are the immature form of crab flies. They resemble two-foot long, grey, slimy maggots. They attack with a bite that inflicts an additional 1d3 acid damage. They are also able to squirt acid in a 30' long stream that inflicts 1d4 damage (save vs Breath Attacks for no damage). They are only able to use this attack once per hour.



Crystal Ooze

No. Enc.:	1 (1-3)
Alignment:	Neutral
Movement:	30' (10')
Armor Class:	7
Hit Dice:	3
Attacks:	1
Damage:	1d6
Save:	F2
Morale:	12
Hoard Class:	None
XP:	95

Crystal Ooze is a form of magical construct that resembles a clear jelly-like substance that is able to flow over any surface, including water. A crystal ooze attacks with a pseudopod. Any damage inflicted is added to the creature's current and maximum hit points. In this manner a crystal ooze is able to grow and gain hit dice. Whenever a crystal ooze's maximum hit points exceed the amount possible for the creature's current hit die, the monster's hit die increases by 1. Each time an ooze's hit die increases, roll 1d6 and add the creature's new hit dice. If the result is 7 or higher, the ooze divides and the hit dice are divided between the two. In the case of odd hit dice, the parent keeps the higher amount.

Crystal Ooze's are immune to mind-affecting magic, sleep, charm and hold spells. They can be damaged by ordinary weapons, fire and cold. Lighting adds to the creature's hit points in the manner described above. Because they are nearly translucent, crystal ooze's surprise 4 in 6.



Frogore

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	90' (30')
Swim:	90'(30')
Armor Class:	5
Hit Dice:	4+1
Attacks:	2 tentacles, 1 bite
Damage:	1d4/1d4/2d4
Save:	F2
Morale:	9
Hoard Class:	VI (XXI)
XP:	290

Frogores are giant, six-foot long, frog-like monsters with thick tentacles instead of front legs. They are able to leap up to thirty feet and attack in the same round. They attack with two tentacles and a bite. If a tentacle hits, it wraps around the target and automatically constricts for 1d4 damage each round. The frogore has a +4 chance to bite any target that is wrapped in a tentacle.

Frogore's are also able to strike at targets up to twenty feet away with their tongues. Any target man-sized or smaller that is hit by the frogore's tongue is pulled to the monster's mouth for a bite attack at +4.

Scrillion

No. Enc.:	2d4 (6d4)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	7
Hit Dice:	1
Attacks:	1
Damage:	by weapon
Save:	F1
Morale:	8
Hoard Class:	XX
XP:	10

Scrillion are five-foot tall reptilian humanoids with three-digit hands and feet and short, powerful tails. They are skilled swimmers and climbers. Scrillion prefer to attack from a distance using javelins. Scrillion chiefs are 1+1 hit die and have 9 hit points.

Guardian Dragon Golems

Guardian Dragon Golems are specialized types of golems created as guardians of specific areas and objects. In their inanimate state, the golems appear as mounds of innocuous matter, such as ice, mud or sand. Once animated, however, the golems take a dragon-like form and attack with physical and magical means.

Guardian Dragon Golems collect no treasure on their own and have no interest in such. Part of the animating process, however, requires the inclusion of gemstone eyes, which are valuable. Any other treasure will be incidental.

Compost

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	5
Hit Dice:	7
Attacks:	2 claws, 1 bite
Damage:	1d6+1/1d6+1/2d8+ special
Save:	F4
Morale:	12
Hoard Class:	Special
XP:	1,840

When in its inanimate state, a compost dragon golem appears as a mound of decaying earth with bones and rotting and rusting weapons, armor and equipment jutting from the mound. When roused to battle, the golem takes a large, dragon-like form, with emerald gemstone eyes, broken bones for teeth, rusted weapons for claws and patches of rotting armor on its skin. The creature is able to attack with claws and a bite. If a bite attack roll is 4 or more higher than needed to hit, the golem swallows a man-sized or smaller target whole. The swallowed victim takes 1d4 points of damage per round from decaying magic. Absorbing decayed matter is how the creature "heals."

Rather than bite, up to three times per day, the golem can breath a thirty-foot diameter cloud of foul gas. Those within the cloud take 2d4 points of damage from the decaying effects of the cloud. The targets may make a save against Breath for half damage. Those failing the save must also make a save against Poison or succumb to coughing and choking, which leaves them helpless

so long as they are in the cloud. The cloud remains for 6 rounds.

Compost dragon golems are immune to normal weapons, poison, gas, disease, mind-affecting magic and take half-damage from fire and cold. Piercing weapons inflict only the weapon's magical bonus and the wielder's Strength bonus in damage. Purifying magic inflicts 1d6 points of damage per level of the spell.

Ice

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	180' (60')
Armor Class:	3
Hit Dice:	5
Attacks:	2 claws, 1 bite
Damage:	1d4+1/1d4+1/2d6+ special
Save:	F3
Morale:	12
Hoard Class:	Special
XP:	950

When in its inanimate state, an ice dragon golem appears as a mound of ice and snow piled atop a mound of inorganic matter, such was weapons, armor and clothing. When roused to battle, the golem takes a large, dragon-like form, with opal gemstone eyes, icicle teeth and nails, and layers of icy scales. The creature is able to attack with claws and a bite. If a bite attack roll is 4 or more higher than needed to hit, the golem swallows a man-sized or smaller target whole. The swallowed victim takes 1d4 points of cold damage per round from the frigid interior of the creature. Absorbing frozen organic matter is how the creature "heals."

Rather than bite, up to three times per day, the golem can breath a thirty-foot long cone of frigid air. Those within the cone take 3d6 points of cold damage. The targets may make a save against Breath for half damage. Those failing the save must also make a save against Spells or be under the effects of a *slow* spell for 6 rounds.

Ice dragon golems are immune to normal weapons, cold, poison, gas, disease, mind-affecting magic and take half-damage from piercing and edged weapons. Against fire they save at -2 and take an additional point of damage per die.

Mud

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	90' (30')
Armor Class:	5
Hit Dice:	6
Attacks:	2 claws, 1 bite
Damage:	1d6/1d6/2d6 + special
Save:	F4
Morale:	12
Hoard Class:	Special
XP:	1,820

When in its inanimate state, a mud dragon golem appears as a pool of mud. Beneath the mud is any inorganic matter, such as weapons, armor and coins. When roused to battle, the golem takes a large, dragon-like form, with aquamarine gemstone eyes and rusted blades for teeth and nails. The creature is able to attack with claws and a bite. If a bite attack roll is 4 or more higher than needed to hit, the golem swallows a man-sized or smaller target whole. The swallowed victim takes 1d4 points of acid damage per round from the acid interior of the golem. Absorbing dissolved organic matter is how the creature "heals."

Rather than bite, up to three times per day, the golem can breath a thirty-foot diameter cloud of acidic gas. Those within the cone take 5d4 points of acid damage per round. The targets may make a save against Breath for half damage. The cloud remains for 6 rounds.

Mud dragon golems are immune to normal weapons, poison, gas, disease, mind-affecting magic and take half-damage from fire, cold, lightning, blunt, piercing and edged attacks. A failed save against cold attacks slows the golem for d6 rounds. Lightning attacks haste the golem for d6 round.

Obsidian

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	180' (60')
Armor Class:	0
Hit Dice:	9
Attacks:	2 claws, 1 bite
Damage:	2d6/2d6/3d6 + special

Save:	F5
Morale:	12
Hoard Class:	Special
XP:	4,500

When in its inanimate state, an obsidian dragon golem appears as a mound of volcanic ash and stone with the remains of weapons, armor and blackened bones jutting from the mound. When roused to battle, the golem takes a large, dragon-like form, with ruby gemstone eyes, sharp obsidian teeth and nails, and a layer of shiny, obsidian scales. The creature is able to attack with claws and a bite. If a bite attack roll is 4 or more higher than needed to hit, the golem swallows a man-sized or smaller target whole. The swallowed victim takes 1d4 points of fire damage per round from the intense heat inside the golem. Absorbing burnt organic matter is how the creature "heals."

Rather than bite, up to three times per day, the golem can breath a thirty-foot long cone of fire. Those within the cone take 5d6 points of fire damage. The targets may make a save against Breath for half damage..

Fire dragon golems are immune to normal weapons, fire, lightning, poison, gas, disease, and mind-affecting magic. The fire dragon golems are susceptible to cold. Against cold they save at -2 and take an additional point of damage per die.

Sand

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	180' (60')
Armor Class:	3
Hit Dice:	8
Attacks:	2 claws, 1 bite
Damage:	2d4/2d4/2d8 + special
Save:	F4
Morale:	12
Hoard Class:	Special
XP:	3,560

When in its inanimate state, an sand dragon golem appears as a mound of sand with the remains of weapons, armor and bones jutting from the mound. When roused to battle, the golem takes a large, dragon-like form, with sapphire gemstone eyes and sharp crystal teeth and nails. The creature is able to attack with claws and a bite. If a bite attack roll

is 4 or more higher than needed to hit, the golem swallows a man-sized or smaller target whole. The swallowed victim takes 1d4 points of damage per round as the fluids are drained from their body. Absorbing fluid in this manner is how the creature "heals."

Rather than bite, up to three times per day, the golem can breath a thirty-foot long, ten-foot wide stroke of lightning. Those within the path take 5d6 points of electrical damage. The targets may make a save against Breath for half damage..

Sand dragon golems are immune to normal weapons, cold, lightning, poison, gas, disease, and mind-affecting magic and take only half-damage from edged, piercing and blunt weapons. Should a Sand dragon golem fail a save against fire damage, the creature is slowed for d6 rounds as portions of its body stiffen and turn to glass.

Mist Wight

No. Enc.:	1d4
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	6
Hit Dice:	3
Attacks:	1 claw
Damage:	1d4 + special
Save:	F3
Morale:	12
Hoard Class:	XXI
XP:	110

Mist Wights are undead creatures that spend much of their time in a gaseous state. While gaseous, these creatures are indistinguishable from normal fog, unless detectable by magical means. They must assume corporeal form in order to attack, at which point their appearance changes to that of a twisted human or demi-human.

A hit by a mist wight inflicts 1d4 damage and drains 1 point of Constitution from the target as the creature absorbs water from the victim's body. A character whose Constitution is reduced to 0 dies and will rise as a mist wight with the next rise of the moon. Constitution returns at a rate of 1 point per turn provided the target is able to drink water.

Mist Wights surprise 1-4 on 1d6 and can only be struck by silver or magic weapons.

Tentagorer

No. Enc.:	1d4 (2d4)
Alignment:	Neutral
Movement:	60' (20')
Swim:	90' (30')
Armor Class:	7
Hit Dice:	1-3
Attacks:	2 tentacles, 1 bite
Damage:	1/1/1d4 + special
Save:	F1 or 2
Morale:	9
Hoard Class:	VI (XXI)
XP:	13/29/65

Tentagorers are large, slug-like monsters with a tentacle growing out of either side of their body, shortly below the head. The creatures range from 1 to 3 Hit Die with a body length equal to two feet plus one foot per Hit Die. The tentacles have the same length as the creature's body.

Tentagorers use their tentacles to aid in movement, manipulate objects and drag prey down or into water. Any creature struck by a tentacle must save vs paralyze, modified for Strength, or be knocked down. Creatures ogre-sized or larger automatically save. Man-sized or small targets attacked by the 1 Hit Die monster save a +2. Once a creature is struck by a tentacle it will automatically constrict for 1 hit point of damage per round.

Tentagorers are the immature form of frogores. They are amphibious, and will move on land, leaving a slimy trail, when hunger forces them to search for food, but prefer to lurk in pools of water and wait for prey to pass by. When a tentagorer grows to 3 Hit Die, the creature will begin stockpiling food in its pool, which it will feed on when it begins to change into a frogore.

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