The Warlock Menagerie

B. Hill ©80

Warlock's Menagerie

A Supplement for Fantasy Games, Especially "The Complete Warlock"

Credits

Text Writer and Monster Designer—Nick Smith

Assistant Monster Designer—Kenneth M. Dahl

Monster Victims provided by The Caltech Gamers

Cover by Cathy Hill

Serious Monsters, pages 4-26, by Scott Hill

Cartoons by Marc Schirmeister

Woodcut Illustrations courtesy of Dover Books, from

Signals, Signs and Signets, by Ernst Lehner

Warlock's Menagerie

Table of Contents

Warlock's Menagerie

Introduction

This is **Warlock's Menagerie**. It is a book designed to aid the referee of any fantasy role-playing game, especially the referee using the **Warlock** system or anything similar. This book assumes that you have played, or are currently playing, some form of fantasy role-playing game, and are interested in refereeing such games, or are already doing so. If you are not, and do not intend to be, a referee, this book will be of limited use to you. Consider yourself warned.

Now that that's out of the way, welcome to the **Menagerie!** The material in this book is designed to help make you a better referee by improving and adding to your available monsters. The adding to is achieved by giving you a list of monsters, with descriptions and enough information for you to use them in your games. The improving comes from the section immediately following the monster lists and explanations, where the sections deal with specific subjects that come up when designing monsters of your own, or adapting them from other sources. There are also Combat and Saving Throw tables designed for use with the monsters contained herein, as well as information on Treasure. These tables are designed to go with the **Warlock** system, but are easily adapted for use with other fantasy role-playing games. We hope that you will find this volume a useful addition to your fantasy games, and that it helps you to become the best referee in town.

Measurements

Throughout this book, measurements are given in what may seem to be a confusing fashion. For example, there are references to both feet and inches (often abbreviated "). The reason for this is quite simple. While **Warlock** uses a standard scale that is the same used for most common miniature figures, 6 feet equals 1 scale inch, there are other fantasy games that use other distance scales. These descriptions take this fact into account. Whenever a speed or distance is given in inches, these are scale inches, and should be adapted to whatever your scale is, whether it be 6 feet to the inch or 20. When sizes or distances are given in *feet*, though, it means that, no matter what scale you are using (assuming some degree of sense, and no light-years to the inch), that the size or distance should be converted into the equivalent distance in your scale. These assume that you, or the game you are using, have correctly figured out what you are doing with time and distance, and why.

If you're not sure what scale to use, and are just starting out, we suggest that you use a scale that is convenient to you, and that either 6 feet to the inch or 10 feet to the inch is best. The main reason for a scale of 6 feet to the inch is that, if you ever use miniature figures to measure out distances in battles, the most common (25mm) size of miniature fantasy figure is at a scale of approximately 6 feet to the inch (actually, it is 6 feet to the 25mm, which is pretty close). The second most common figure size is 15mm, which fits nicely on a scale of 10 feet to the scale inch. Any other normal scale means constantly introducing fudge factors whenever you measure anything in comparison to your miniatures. If you don't use miniature figures at all, you could use any scale you like, but you should try to keep it sensible compared to your time and movement scale. We have found that, if anything, you should have a movement scale that is *slower* than real life, to take into account that planning and other actions take time. Thus, throughout this list you will find creatures with a movement speed of, say, 12". In a 6 foot/inch scale, this is 72 feet per turn when walking, or per phase when running. With our turns being 1 minute, or phases 10 seconds, this is not extremely fast, but it works out very well when playing the game.

As a further reminder, please note that, when figuring out how quickly a monster or creature is moving toward or away from a party of characters, that the normal movement speed is *per turn* when walking, or *per phase* when running or attacking. For flying creatures, the stated movement speed is normally per phase, but can be doubled if diving. Forgetting these things can really confuse a battle, and ruin whatever realism there might be.

SCHIRIM 80.
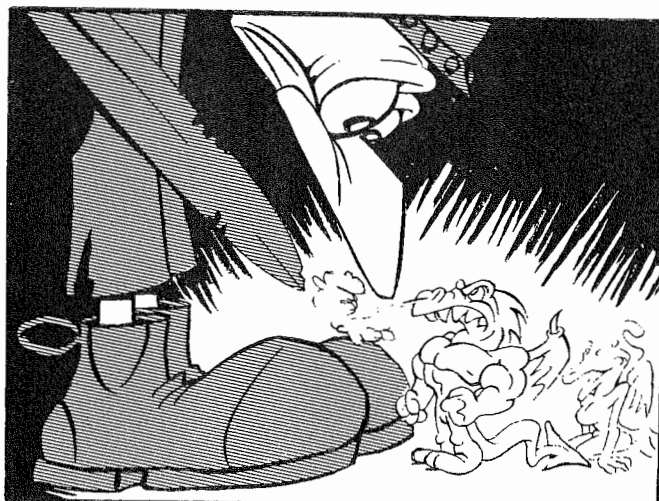
The Monster List: How To Use It

As you have probably noticed by now, this is a book about monsters. The list of monsters on the following pages will give you a large number of examples of pre-designed monsters, enough to allow you to run dungeon and wilderness adventures. When combined with the smaller list in **Warlock's Tower**, it is a good, solid set of basic monsters with which to build the foundations of your adventures.

It is recommended that anyone attempting to utilize a monster listed here fully familiarize himself with the description and details before attacking a party with it, or even having it wander by without attacking. The reason for this is that it is very easy for a referee to overlook some crucial detail about a monster if he is just glancing at its description for the first or second time, while also attempting to handle all of the details of the game. It's even possible to forget what the monster looks like, and describe it as being completely different in appearance from what it really is. Or, worse, it might behave in a completely unreasonable (or impossible) manner. Just learn your monsters, and you'll do fine.

For each monster in the list, there is the name of the monster, in **bold** letters, followed by information about the monster, as follows:

The physical description of the monster. This is important, since it can provide vital clues to the characters about what they're facing and what to do about it. The referee should be careful not to give away too much information when describing the monster, however, especially with ones not encountered before. For example, if a creature has more than one possible form or appearance (such as a Were creature), *don't* tell the party that, unless they see the thing changing. *Don't* tell the party things like: "You see the illusion of a pretty girl," when something is casting an illusion of a pretty girl in order to draw the party near. Be fair to the characters,

and let them know what they should, but be reasonable, too.

The Alignment and intelligence of the monster. These are not announced to the party unless they have proper Detection abilities of a magical or clerical nature, but you will need to know, in order to run its actions.

A typical location, or restrictions on location, tell the referee where the monster should and should not be in his dungeon or wilderness. Sometimes a note about this is at the end of the description, instead of here in order.

Type of Being comes next. This is a short description which helps the referee determine whether Control, Charm or other specific spells apply, or whether specific Weapon Damage Bonuses apply, as well as to remind him just what 'ecological' spot the monster takes up in a dungeon or wilderness. Many referees arrange their encounter tables so that this type is determined first, and then a specific monster within the type.

Number Appearing. This is an average or suggested number, and can be modified by the use of the Encounter Table in circumstances where the numbers could vary widely.

Percentage chance of the encounter taking place in the monster's lair. Usually abbreviated as '% in lair' or something similar, this is used to help determine whether the monster's treasure is nearby, as well as how well the monster knows the terrain, and how hard he is willing to defend it. You might scare a mother wolf away from a piece of meat, but not away from her home and cubs. This principle applies to monsters as well, in many cases.

Normal Movement Speed of the monster (in scale inches). This is normally a per-turn speed for a monster moving casually or carefully, and a per-phase speed for a monster attacking, or otherwise in a hurry. The only exception is that naturally flying creatures always move at that speed per phase, and can *dive* at up to double that speed.

Hit Dice Range. This gives any upper and lower limits, or the typical level for creatures

normally encountered at one level only. This is usually abbreviated HD, following a number. This number is also normally used to calculate the Attack and Defense levels of the creature, as well as its value in Experience Points to the person or party defeating it.

Attack Weapons Used. Any weapon with a W is a hand-carried weapon. Any weapon with an M is a natural body weapon of some kind. The attached numbers correspond to those on the Attack Matrices. Thus M6 would be Medium-sized Claws, and W3A would be a Warhammer.

Strength. This is calculated on the human scale, with attack and damage bonuses adjusted accordingly. Thus, a monster with Strength of 25 would do $+2$ per die of damage he does in melee.

Armor Class (AC) or its equivalent, numbered the same way as they are at the top of the Attack Matrices.

Attack and Defense Levels (these are adjusted from the Hit Dice as stated).

Saving Throw Class. Use the Monster Saving Throw Matrix line that corresponds to the number listed.

Treasure Class. See the Treasure Class listings and roll dice appropriately if the party acquires the treasure of the monster.

Special Notes. This is just a catch-all class for everything else that should be mentioned about the monster.

If all that is clear, it is time to start reading the Monster List.

A

Allosaurus: This is one of the upright dinosaurs, from 10 to 15 feet tall, and from 25 to 35 feet long from head to tail. It has a large head, small front legs, and large teeth. The Allosaurus inhabits any flatlands that happen to be filled with late Reptile Age life. The Allosaurus is no more intelligent than any normal animal (in some ways, a bit *less* intelligent) and has no alignment. By type, it is a Dinosaur (Reptile, Predator). Each Allosaurus normally hunts alone, and thus is encountered alone. This creature keeps no fixed home or lair. Speed 18". Ranges from 20 to 25 HD. Attacks using M3 and M7. Strength ranges from 25 to 35 (same as length). Armor Class 6b. Attacks at a level 3 higher than its HD. Defends at a level equal to its HD. Saving Throw Class 6, except vs. Micro-type or other Individual-type spells, against which its Saving Throw Class becomes 15. No treasure, except for any remains of previous meals left in its wake. The Allosaurus is quick to spot and attack prey that is man-sized. The Allosaurus runs by leaning forward, stretching its tail out behind it. Unless stated otherwise, this is true of any other upright dinosaur types listed here.

Amorph: Sometimes known as The Living Liquid, this moving puddle is actually alive and quite intelligent. It normally takes the shape of a small body of water, although it may copy simple animal shapes and move around in the copied form. The Amorph may only be found in damp climates that have a normal temperature above freezing. They do NOT appear in deserts or arctic regions. The Amorph is Chaotic by nature, although not actively evil in most cases. It is of the Shapeshifter type. Usually only one Amorph is encountered at a time. There is a 10% chance of finding it in or near its lair. Speed 15", unless it has copied a slower shape. 5 or more HD. In liquid form, an Amorph attacks using M11 and M14, an envelopment and crushing attack. If it has copied a shape, it may attack as whatever weapons that shape might possess, but will tend toward striking or battering attacks rather than tooth or claw attacks, since it is very difficult to sharpen a liquid form into a tooth or claw. Strength = *HD + 15.* Thus, a 10th level Amorph would have a strength of 25. Armor Class 5b (difficult to hit anything damageable). Attack and defend at a level equal to its HD, no matter what strength. Saving Throw Class 10. No treasure of its own (how could it carry it?), but may be in an area with some odds and ends left over from a previous inhabitant. When in the form of an animal, an Amorph may be hurt by impact weapons (but not by archery or edged weapons), which splash liquid away from the central form. Otherwise, or when shapeless, it may only be harmed directly by fire or by magic. Cold freezes it into dormancy, and heat may evaporate it into mist, which will make it helpless for several hours, until it can re-liquefy. It cannot be put to sleep or charmed. An Amorph may be communicated with by means of magical Telepathy.

Ankylosaurus: This dinosaur is a low-slung model, a quadruped 6 feet wide, 18 feet long, covered with studded armor scales and with a large, spiked tail. The whole beastie weighs 5-7 tons. It has little intelligence and no alignment. It is found in flatlands of Reptile Age types. It is of the Dinosaur (Herbivore) type. From 1-4 are typically encountered together. The Ankylosaurus has no true lair. Speed 12". 16 HD. Attacks using its tail as M31. Strength 25. Armor Class 6b. Attacks at 16th level. Defends at 20th level. Saving Throw Class 8. No treasure. The Ankylosaurus is a slow-moving herbivore that will defend itself if threatened, but will not go out of its way to pick fights, especially with man-sized beings. Its spiked tail and overall toughness make it difficult prey for anything small, so it isn't too worried about little things wandering nearby.

B

Barrow Wight: This bears the same relationship to a Wight that a Lich does to a Skeleton. A Barrow Wight has the appearance of a corpselike figure wearing fancy armor of an antique type, wearing tattered and torn clothing. It sometimes wears a crown on its helmeted head, since it may have been a king or other royalty in its former life. Barrow Wights are intelligent, Chaotic and Evil. They are of the Solid Undead type. Only 1 Barrow Wight is normally found, but it usually has 2-12 normal Wights as followers. Spends 60% of its time in lair. Speed 12". 10 HD. May use any weapon that has a cutting edge, preferring swords and axes. Strength 18. Armor Class 5. Attacks at 11th level, defends at 12th level, both possibly enhanced by magic weapons and armor. Saving Throw Class 5. Treasure Class N. Each time that a Barrow Wight wounds a victim with his weapon, the victim must make a saving throw as if vs. Death. If the victim succeeds in this saving throw, he loses only 1 Life Level. If the saving throw fails, he loses 1-4 Life Levels. A Barrow Wight may only be damaged by destructive magic or by magical weapons. Anyone drained to 0 Life Levels by a Barrow Wight will become a Wight under his command in 1-6 phases unless a clerical Dispel Evil is done to the body before the change is complete. In addition to all of this, a Barrow Wight is equipped with magic items as if he were a 10th level fighter, and thus may have magical armor, shields, etc. If you use the Carried Magic Items chart in **Warlock's Tower** to determine what magic items he is carrying, simply ignore the Potions column, since it's been a long time since he could drink a potion.

4

Black Beetle: This is an enormous insect, at least 6 feet long and 4 feet high, with a black, shiny carapace. It has functional wings folded on its back inside its outer shell. This creature is more intelligent than an average animal, and is a skilled predator. It has no alignment, and can be found in almost any terrain (it will not be found in areas cold enough to have unmelted snow on the ground). It is of the Giant Insect type. From 1-8 Black Beetles can be found per group. They are found in or near their lairs 20% of the time, since they tend to live in groups. Speed 9" walking, 15" flying. 7 or more HD. Attacks using M10 (2 blows per phase). Strength 25 or more, determined by taking HD/2 and adding 22. Thus, a 10th level Black Beetle would have a Strength of 27. Armor Class 8. Attacks at a level 2 higher than HD. Defends at a level equal to HD. Saving Throw Class 8. Treasure Class D. These creatures are purely predatory, and find human prey to be quite tasty. Their vision is not extremely keen, and thus they hunt largely by hearing and smell. Due to this, hiding in shadows is ineffective without other methods of hiding one's sounds or scent. Even invisibility is only 50% effective in disguising the location of edible prey from the attention of Black Beetles.

Bloodflowers: These grow in innocent-looking patches, normally consisting of a small-to-medium-sized field of white flowers, with occasional pinkish or reddish flowers scattered around. They grow anywhere in warm, dry soil. They are not truly intelligent, and have no alignment. They are of the Flora (Carnivorous) type. From 1-1000 (that is not a typo) are found blooming in a single patch. Since Bloodflowers do not move far, they are always in or near their lair. They can move 1" per turn toward prey. Each stalk with a bloom has 1 HD. The flowers attack using M1. Strength 10. Armor Class 2. Attack and Defend at 1st level. Saving Throw Class 6 (no chance of believing illusions or phantasms of any kind). Treasure Class B (from previous victims). These patches of flowers sense the presence of warm-blooded life forms. They attack these victims by pressing the flower petals against them. Tiny membranes on the flowers insert themselves under the victim's skin, and sharp spines prevent the flower from easily being removed. Each flower that is attached to a victim does that victim 1 point of damage per phase that it is attached (damage figured at the beginning of each *magic/archery* phase). Thus, a person who has had 3 flowers attached to him during a combat phase will take 3 Hit Points of damage right after movement for the next phase. From 4-24 flowers can attack a single human-sized victim. The flowers slowly turn from white to red as they feed, their color coming from their victims' blood. Of course, if they drain someone with blood of another color, the flowers will reflect that. Someone with, say, copper-based blood would cause the flowers to turn blue-green. Remember that if you attack some alien being with a Bloodflower.

C

Cave Bear: This creature is an enormous brown-black variety of bear, with a slightly over-sized head. It is found in forest and mountain areas suitable for the survival of prehistoric mammals. It has only limited intelligence and no alignment. The Cave Bear is of the Mammal type. Unless there are a mother and cubs, no more than 2 are found together. They are found in or near lairs 50% of the time. Speed 12". 18 HD. Attack using M3 and M6 or M22. Strength 36. Armor Class 5b (due to toughness). Attack at 20th level, defend at 18th level. Saving Throw Class 11 (except for a Belief saving throw of 14). Cave Bears do not keep treasure of a type useful to humans. There is a 40% chance that, during spring or summer, a female Cave Bear will have 1-3 cubs nearby. These cubs are 6 HD, Strength 18, Armor Class 5a, Attack Class M2 and M6.

Attacking these cubs is an excellent way to get ripped to shreds by the mother. A Cave Bear is somewhat less intelligent and more hostile than modern bears, but will not go out of its way to attack humans unless they threaten it or startle it.

Cload: These creatures have the appearance of a very crusty-looking toad that happens to be 15 or more feet tall. Their only outstanding physical characteristic is a very thin, stretchable tongue that stretches out to nab prey as far away as 10 times the height of the Cload. Cloads are not intelligent, and their only alignment might be called 'Hungry'. They are found anywhere that such a large creature might be comfortable, although they prefer warm climates. Type: General Monster. Number encountered: 1-2. Move 12" normally, 36" if outdoors and able to build up hopping speed. 20 or more HD (always take 6 hits per die). Attack using M7 or M28 (tongue), with a chance to successfully pull in and swallow a human-sized target equal to 50% minus 1% per scale inch of distance, once it succeeds in hitting with its tongue. Thus, it is very dangerous to stand right in front of a Cload, since it will have an excellent chance of swallowing you if it gets its tongue on you. Strength 30. Attacks and defends at a level equal to Hit Dice (Cloads are strong, but not skillful). Armor Class 6b. Saving Throw Class 11. Treasure Class P. Due to their size and toughness, Cloads only absorb ½ the rolled damage on any magical damage-causing spell. Also, subtract 1 per die from any impact damage done in melee or archery. After each human-sized victim or its equivalent in flesh, there is a 50% chance that a Cload that has eaten but is still being attacked will attempt to hop away to comfortably digest its meal.

Crab, Giant: This is exactly what it sounds like, a crab that is six or more feet across at the pincers. The size, in feet of width, should correspond to the Hit Dice of the Giant Crab. These creatures have little or no intelligence, and no alignment. Giant Crabs are found in shallow water or on seashores. They are of the Giant Crustacean

5

type. From 2-12 are found together. Giant Crabs have no lair or fixed home. They move at speed 6" on land, 12" in water. 6 or more HD. Attack using M10. Strength 18. Armor Class 8. Attack at 1 level higher than HD, defend at a level equal to HD. Saving Throw Class 6. No treasure. These are primarily scavengers, but if something soft and tasty should happen to venture into their grasp (like a human, for instance) they will happily consume it, him or her. Their hard shells make them especially powerful under water, where impact weapons are difficult to wield. Several of them may combine to drag a single victim under water to be shredded.

Creeper: This monstrous creature has the appearance of a gray-green pile of moss or leaves, usually lying still in a shady place. This pile is usually no more than 6 feet across, and from 1-2 feet thick, except when wrapped around a victim. It has no apparent intelligence or alignment, and is found primarily in forests or swamps. It is of the "Cleanup" type of monster. Normally only one is found at a time, although there may be several in an area especially abundant in food. A Creeper is found near its favorite place 90% of the time, since it does not move easily or often. When it must, it moves at speed 3". A Creeper has 9 or more HD. Its only weapons are simple ones: a Creeper can move, apparently by Telekinesis, objects whose total weight is no more than 30 pounds per Hit Die of the Creeper. It normally moves only a single object at a time, but it may move several objects that are clustered together at the time the Creeper lifts them, as long as the weight restriction is obeyed. When the Creeper drags its victim to itself, or if it comes of its own accord, deliberately or accidentally, the Creeper attacks to envelop its victim, using Attack Class M11. Once it has enveloped a victim, it proceeds to dissolve it at the rate of 6 dice of damage per magic phase. The Strength of a Creeper is 13. It is Armor Class 2. A Creeper attacks and defends at its own level. Saving Throw Class 6.

No treasure, unless something is left behind from a recent victim. Usually, however, a Creeper will move a short distance away from its favorite spot to dispose of anything it was not able to dissolve. A Creeper's digestion can dissolve any living animal flesh, and metals that react with acids. Oddly enough, it cannot dissolve wood, and of course its acid leaves gold and platinum relatively undamaged. It is very hard to damage with fire, and thus takes ½ damage from area fire spells, and no damage from Micro or Dart spells of any kind.

Crocodile, Giant: This creature is just a somewhat expanded version of its normal counterpart. It is from 15-20 feet in length, and inhabits the same areas, slow-moving fresh water in warm climates. It has only a limited intelligence, and no alignment. It is of the Giant Reptile type. From 1-8 are found together. They spend 20% of the time in favorite spots or lairs. Speed 9" on land, 15" in water. 10 or more HD. Attack using M3. Strength 25. Armor Class 6b. Attack at a level 2 higher than HD. Defend at the same level as HD. Saving Throw Class 8. Treasure Class A (occasional gold pebbles of a value determined from rolling for that class). These creatures are not truly intelligent, but are crafty predators, and dangerous to anyone caught unawares in their waters. Their low profile makes them difficult to spot at a distance or at night, and they make little noise in the water. On land, they are clumsier and noisier, and prefer not to venture very far from the water's edge (no more than 24").

Cynognathus: This is one of the dinosaurian ancestors of modern mammals. It is a five foot long, two foot tall quadrupedal reptile with a somewhat wolflike head and lots of teeth. It should remind you of a cross between a wolf and a giant lizard. It has no real intelligence, and no alignment. It may be found anywhere with lots of available food. Since it is exclusively a meat-eater, there must be lots of small animals around for it to eat. The Cynognathus is of the Dinosaur

type. From 2-12 are found in a typical pack if game is plentiful, otherwise in ones and twos. No specific lair is home to this creature. Speed 15". 6 HD. Attacks using M2. Strength 18. Armor Class 4. Attacks at 7th level, defends at 6th level. Saving Throw Class 8. No treasure. This is another creature to put in your 'prehistoric world' area of wilderness. Just a simple predator with simple needs: food, and lots of it.

D

Deinonychus: This dinosaur is an 8-foot long, 4-foot tall upright bipedal reptile with spurlike claws on its hind feet and medium-sized, clawed front legs. It also has lots of teeth in its lizard-like head. It weighs roughly the same amount as an average human. The Deinonychus is found primarily in open terrain and forested areas. It is a small example of the predatory Dinosaur type. From 3-18 of these creatures may be found together. They have no fixed lair. Speed 18". 6 HD. Attack using M2, M5 (front legs) and M6 (hind legs). Strength 18. Armor Class 4. Normal attack level is 8, defense level is 6. Saving Throw Class 6. No treasure. These reptiles attack in swarms. They attempt to grapple with their victims with the front claws, and kill with teeth and hind claws. If a Deinonychus succeeds in hitting with its front claws, it hangs on. In such a case, the defense levels of both it and its victim drop to a base value of zero, adjusted by any magical or clerical effects covering either the creature or victim. Further, the victim may not defend himself with any weapons that require the use of more than one hand, since this grappling is normally done from the front, to allow the Deinonychus to disembowel its victim with its spurs or rip out the victim's throat with its teeth. Another 'prehistoric world' monster.

Dinohyus: This creature is roughly six feet tall, ten feet long, and is a piglike animal with tusks protruding downward from its upper jaw. It is found in prehistoric plains and forests. It is not intelligent and has no alignment. It is an omnivorous creature of the Prehistoric Mammal type. From 1-4 are found together. No fixed lair. Speed 15". 15 HD. Attacks using M19 (trampling) or M2 (tusks). Strength 28. Armor Class 4. Attacks at 17th level, defends at 15th level. Saving Throw Class 6. No treasure. This is a foul-tempered creature, sort of a proto-warthog with all of the bad points of that creature's nature, and little good to balance it. It is edible, of course, but tends to be extremely tough and stringy compared to domestic pork. When encountered, anything of significant size that doesn't run away from the Dinohyus had best be prepared to fight it, for it will attack anything that it sees as intruding on its domain.

Dryad: This being is normally found in the appearance of a humanoid woman with green-brown hair, usually around 4 feet tall. She is intelligent, and usually of Neutral or Lawful alignment. Dryads live only in old forests, normally ones consisting of hardwood trees (not evergreens). Dryads are of the Spirit type. From 1-4 are found in an area. They spend 75% of their time in or near their tree-trunk lairs. Speed 24". 4 HD. Dryads may use small weapons to defend themselves, but usually do not fight unless attacked. Strength 9. Armor Class 1. Defend at 6th level. Saving Throw Class 13. Treasure Class M. Dryads are usually friendly to anyone who does not harm the forest. Each Dryad normally is named after some type of tree or other plant. Anyone attacking a Dryad may find himself fighting every plant and animal in the forest capable of doing harm, since Dryads are the natural guardians of many forests, and all things in a forest are friend to the Dryad.

Eagles, Giant: These are usually seen to be very large (20 foot wingspan) dark birds with lighter heads and wingtips. They are rather intelligent, and are Neutral or Lawful in alignment. They are found primarily in mountainous regions. They are of the Giant Avian type. From 1-10 are found in any area, and one can summon others by calling out. 20% chance of finding them in any favorite area. Their nests are normally inaccesible to anyone not able to fly. Speed 6" walking, 48" flying. 7 to 10 HD. attack using M2 and M6. Strength 30. Armor Class 4 (hard to hit damagingly). Attack 2 levels higher than their HD. Defend at a level equal to HD. Saving Throw Class 8. Treasure Class R. These creatures are intelligent and sometimes helpful, but rather conceited and self-centered. Unless directly bribed, they will only do good for others if they are convinced that it will also be good for eagle-kind in general, or for their own personal good. They tend to look down on anyone or anything that cannot fly.
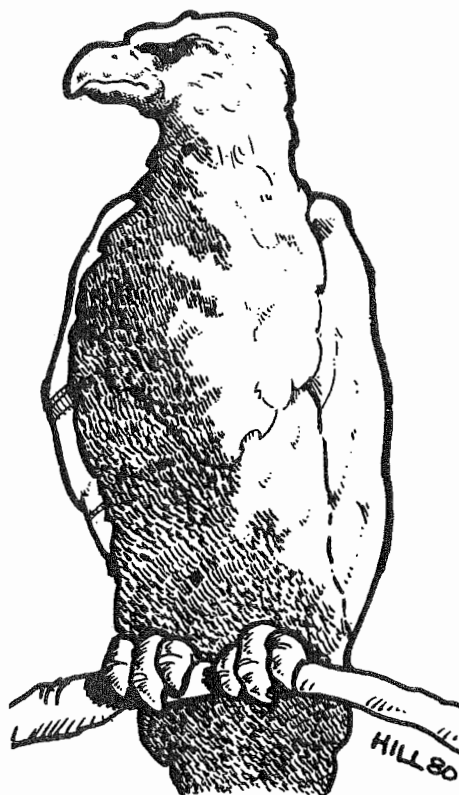
Eels, Giant: These are enormous electric eels, from 8-12 feet long. They are not intelligent, and have no real alignment. They are found generally in shallow water, and are of the Aquatic type. From 1-8 are found together. They swim at speed 12". 2 or 3 HD. Attack using M2 plus electric shock. Strength 18. Armor Class 2. Attack 1 level higher than HD. Defend at a level equal to HD. Saving Throw Class 8. No treasure. Each Giant Eel can cause an electric shock doing 4 dice of damage to any non-eels within 12 feet, or 1 die of damage to any non-eels within 24 feet. This damage is cut in half for anyone successfully making a saving throw as if vs. Dragon Breath. Notice that a single Giant Eel is not a very dangerous thing, but several, together, can do a great deal of damage very quickly. The shock effect may be used by each Eel no more than once per minute.

Frogs, Giant: These are simply frogs that are 3 feet tall. They have no intelligence or alignment, and are found in swamps or otherwise damp places that are not too cold. They are of the Giant Amphibian type. From 2-20 are found together. They have no fixed lair. They walk at speed 3", swim at speed 6", and hop at speed 24". 3 HD. Attack using M1. Strength 12. Armor Class 3. Attack and Defend at 3rd level. Saving Throw Class 8. No treasure. There is scarcely a worse method of dying than to be nibbled to death by Giant Frogs. Actually, they won't attack unless disturbed or startled, or unless you happen to look like a very large bug. (Note: men in armor look a lot like very large bugs.)

G

Gads: These creatures, named after the exclamation of the first human to see them, are shaped somewhat like a centipede made up of humanoid bodies, joined chest to back. Each segment has two arms and two legs, and a pair of eye-stalks in place of a head. There are normally 5-10 segments to a Gad, the number being the same as their Hit Dice. Gads are somewhat intelligent, and Chaotic in alignment. They are not of any of the standard types, and therefore may only be affected by enchantments affecting Gads specifically, or by enchantments general enough to include all Monster types. They may be found in any environment that would be comfortable for a human, although they are not common anywhere. Gads spend 40% of their time in or near their lair. Speed 18" when running forward, 12" sideways, and melee as if moving at speed 12". 5-10 HD. Gads normally attack as M21, using their hands to strike. Strength 15. Armor Class 5b. Attack and Defend at the same level as their Hit Dice. Saving Throw Class 11. Treasure Class D. If possible, Gads will stand sideways to their opponent in melee, in order to strike with arms from more than one segment.

Ghost Dogs: These are setter-sized light gray doglike creatures with the ability to pass through solid matter, but far less powerful than Hell Hounds. They are somewhat intelligent, and actively Evil by nature. They are of the Spirit type. From 3-8 make up a normal pack of Ghost Dogs. They are in or near their earthly lair 50% of the time. Speed 24", but do not gain extra melee blows due to this speed. 2-6 HD. Attack using M1. Strength 16. Armor Class 4a (acts as +0 armor for calculating weapon breakage against Ghost Dogs). Attack at 1 level higher than Hit Dice. Defend at same level as Hit Dice. Saving Throw Class 5. Treasure Class F. Ghost Dogs may be hit by magical weapons or spells, or by silver weapons. Normal weapons will not harm Ghost Dogs. Ghost Dogs may travel through any solid matter that is not magically or clerically protected. They may be driven back by holy water being splashed in their faces, but the holy water will not do them any direct damage. Ghost Dogs must become solid in order to attack, but use their ability to turn intangible to maneuver into the best positions to attack successfully.

Great Wolves: These creatures have the appearance of a very large, grey wolf. They are highly intelligent, in fact they are telepathic as well, and Lawful in alignment. They were bred to assist men in wilderness areas, and so will normally be friendly to humans and similar beings unless attacked or threatened. Great Wolves are Intelligent Non-Humans by type, and may be found anywhere where normal wolves would be comfortable. Number: 2-12 per pack. 40% of the time in lair. Speed 18" (and get this speed bonus in melee, adjusting number of blows per phase). 6-10 HD, with a rare Great Wolf of higher level. Attack using M2. Strength 30. Armor Class 6a (toughness and skill at absorbing blows). Attack and defend at a level 2 higher than their Hit Dice. Saving Throw Class 13. Treasure Class C. Great Wolves tend to take a high number of hits per Hit Die. Therefore, add 2 to each die if the rolled number of hits (rolled separately or on the Monster Hit Points table) is less than or equal to 4 per die. Great Wolves regenerate from *all* types of damage at a rate of 1 Hit Point per magic phase. In addition, subtract 1 point per die from any form of damage done to a Great Wolf, physical or magical. Always remember, when using a Great Wolf as a monster, that the perceptions and attitudes of a wolf are not the same as those of a house dog. While friendly toward man, a Great Wolf is not a slobbering servant, and must be treated as an equal if its friendship is desired.

H

Hell Horse: This is usually found in the form of a jet black horse, with shining red eyes, and flame or smoke coming from its nostrils. At night it will have a glowing aura of faint flames. Hell Horses are intelligent, Evil and Chaotic. They are of the Demonic type. From 1-4 are found at a time. These have no lair in the realms we know, but only in hell. Speed 24". 6 or more HD. Attack using M19. Strength 25. Armor Class 4b. Attack at 1 level higher than HD. Defend at 4 levels higher than HD. Saving Throw Class 15. No treasure of its own, but its rider, if any, may possess something. When struck by the hooves of a Hell Horse, the victim must save vs. Death if he is of lower level than the Hell Horse. If he fails to successfully make this saving throw, he drops dead. If he makes this saving throw successfully, he still loses one Life Level. Further, Hell Horses of 10th level or higher may breathe demonic flame from their nostrils at a single target no more than 6 feet away, with a 50% chance of being able to use this ability each magic phase. This demonic flame may be Hellfire (3/6 chance), Pyrotics (2/6 chance) or Soulfire (1/6 chance). Chaotic, evil beings may attempt to befriend a Hell Horse (5% chance per level of the being). If he or she succeeds, the Hell Horse may be ridden until the next sunrise, at which time the Hell Horse is released. The drawback to this is that, sometime during the riding time, the Hell Horse must be given the chance to drink, and it will only drink the blood of an intelligent being. If you haven't given it something to drink in time, you're *it!* A Hell Horse will not allow a Neutral or Good person to ride it under any conditions. Any such person put on the back of a Hell Horse will immediately suffer the effects of a Pyrotics demon-spell, even if forced to climb aboard the Hell Horse by a magical spell or item. Ride this creature at your own risk.

Hell Hounds: These creatures look like large, shaggy hunting hounds, surrounded by a slightly shimmering aura. They are very intelligent, and actively Evil by nature. Hell Hounds are of the Spirit type. Number: 2-4 appearing at a time. In lair 50% of the time. Speed 18" (but only take melee blows as if moving at speed 12"). 5 or more HD. Attack using M2 and breath weapons. Strength 26. Armor Class 6a (and acts as +0 armor in terms of breaking weapons). Attack at a level 2 higher than their Hit Dice, and defend at a level equal to their Hit Dice. Saving Throw Class 11. Treasure Class H (Treasure Class S for Hell Hounds higher than 15th level). Hell Hounds have the magical ability to walk through walls and other solid objects in an intangible form. They may not pass through magically shielded walls, or walls clerically sanctified or that are wet with holy water. Hell Hounds may only change to or from solid form during *movement* phase, with no more than 1 change each phase. They may be driven away (although not killed) with holy water thrown in their faces while tangible. Hell Hounds must turn solid in order to melee or use breath weapons. Magical weapons or spells are needed to damage a Hell Hound. Hell Hounds do not bleed, even when damaged by a Critical Hit. They are not affected by Sleep spells of any type or level. Hell Hounds normally breathe simple Fire at their victims, but some may breathe Cold, Heat, Energy, or even (rarely) Pyrotics or Soul Fire at their victims, all in the shapes of cones as described below. Hell Hounds of levels 5-10 may breathe a weapon that, except for Pyrotics or Soul Fire, does damage equal in Dice of Damage to the Level of the Hell Hound. This breath is a cone 3" long and 1½" wide at the point farthest from the Hound, and may be used no more than once per turn (every six melee rounds). Hell Hounds of levels 11-15 have the added ability to breathe every three melee phases, if they choose, but doing damage equal to only ½ the level of the Hell Hound if this option is taken. Hell Hounds of levels 16-20 have a breath that is 4" long and 2"wide, and may breathe every 3 phases *at their own level in damage*, or 4 times per turn at ½ their own level in damage. Hell Hounds of levels 21-30 have the same ability, but their cone is 5" long, and 2½" wide at the widest point. Hell Hounds of 31 or more Hit Dice (the thought is horrifying) have a breath cone that is 6" long and 3" wide at its widest point. Since these are magical rather than natural creatures, Saving Throws against the breath weapon of a Hell Hound are rolled as Magic saving throws rather than as if against Dragon Breath.

HILL '80

Hydra: This monster takes the form of a greenish quadruped reptile with multiple necks, each neck supporting one lizard-like head with a large mouth and teeth. The Hydra is not a very intelligent monster, but it is Chaotic by nature, and enjoys every minute of it. The Hydra is found anywhere that is not extremely cold. It is a distant relative of the Dragon, adn thus is of both the Dragon and Reptile types. Normally no more than 2 are found in any one spot. Hydras have a 25% chance of being in lair at any moment. Speed 12". 2-12 HD, with one head per HD. Attacks using M3. Strength 20. Armor Class 5b. Attacks at a level 2 higher than HD. Defends at a level equal to HD. Saving Throw Class 10. Treasure Class K. Each head must be slain individually, and the creature grows one new head each magic phase after losing one or more in any previous phase of the battle. These new heads may never increase the total number of heads beyond the original total, and appear on any vacant neck, as the old, dead heads drop off the necks. The creature may only be killed by destroying all heads simultaneously, and the only way to keep them from regenerating is to apply fire to each neck stump. This fire will keep the creature unconscious for 1-4 hours if non-magical, or kill it outright if the fire is magical. The Hydra is a sturdy beast, and normally has at least 6 Hit Points per Hit Die, and thus each head takes at least 6 points of damage to kill, individually. Damage to one head does not affect any other head.

Hydragon: This creature is similar in appearance to the Hydra, but is somewhat larger (10-12 feet tall at the shoulder). It has somewhat more shiny scales, each of which has a slight rainbow coloring. They are somewhat intelligent and Chaotic in alignment. Hydragons are found mainly in wilderness areas. They are of the Dragon type, since they are closely related to Dragons. Normally only 1 Hydragon is found at a time, unless you find a lair with young, where both mother and father might also be found. In lair 50% of the time. Speed 15". 4-24 HD (even number only). Attack using M3 and breath weapon. Strength

25. Armor Class 6b. Attack and defend 2 levels higher than their HD. Saving Throw Class 7. Treasure Class J. Hydragons have from 5-12 heads, each taking 2 Hit Dice. Each head can breathe like a Dragon, doing an amount of damage equal to its own Hit Points, each phase. If the Hydragon chooses, it may breathe entirely through 1 head each phase, doing damage based on the entire Hit Point total of the Hydragon. When breathing a divided breath through all the heads, each breath forms a cone six feet long and three feet wide at the end away from the mouth. If the breath is combined, the cone is 2 feet long and 1 foot wide per HD of the Hydragon. This breath weapon is usually flame, but may also be cold or anything else that may be in a cone shape. The Hydragon regenerates in the same way as a Hydra. Each Hit Die of a Hydragon has 5 or more Hit Points.

K

Kelpie: This being will have the appearance of an attractive human woman. It is normally found sitting beside a river or lake, or on a beach by the sea. Those possessing True Sight or other means of seeing through powerful illusions will see a horribly ugly, gilled humanoid with scales. The Kelpie is quite intelligent and is Chaotic by nature, although not actively Evil. The Kelpie is an intelligent amphibian, and is thus both Intelligent Non-Human and Amphibian by type. If found in groups, there are from 1-4 Kelpies together. They are in or near their lairs 70% of the time, since the lair is under water near where encountered. A Kelpie moves at speed 6" on land, swims at speed 18". 10 HD. A Kelpie may use any weapon of lengths 1-5, but will not keep any large weapons visible (part of the illusion hides them as driftwood or other natural objects). Strength 25. Armor Class 5. Attack and defend at 10th level. Saving Throw Class 13. Treasure Class K. Kelpies seek to attract human lovers, and are friendly and

harmless unless scorned, at least until they tire of their newest find. If attacked, threatened, or turned down, they become dangerous opponents, due to their great strength and the ability to breathe under water. Their illusions allow them to strike by surprise with seemingly-innocent objects, and they like to drag an opponent into the water to drown. There is no Belief saving throw applied to a Kelpie's illusions until and unless it attacks someone. At that point all viewing the attack check their Belief saving throw. If this saving throw is made successfully, they see through the Kelpie's illusion of personal appearance, and may roll again each time the Kelpie makes use of an illusion-disguised object, to find out if they see through the illusion. If scorned, but not recognized as a Kelpie, a Kelpie may wait and arrange a subtle revenge later, arranging tricks and traps. However, a Kelpie may not move more than 48" away from water, and may not stay dry and away from water for more than one hour, or it will die.

Kobold: Kobolds have an appearance somewhat like a cross between a Goblin and a Dwarf, although not very muscular. Kobolds are about 3½ feet tall, with mud-colored complexions. They are intelligent, and Chaotic by nature, although not really evil. They wear only a form of padded leather armor plus crude clothing, since their skills are not with things produced above the ground. Kobolds are an offshoot of the Goblin type. Number: 10-60 per group. They spend 50% of their time in or near their lairs. Speed 6" (this is due to short legs, so their melee blows are not reduced). 1 HD. Kobolds use any weapon of length 1-4, but are most proficient with daggers of their own making. Strength 9-12. Armor Class 3 (due to the leather's padding and stiffness). Attack and defend at 1st level. Saving Throw Class 1. Treasure Class A. Kobolds like to mine and work metals and gems, but they aren't really very good at it. They can make very presentable weapons, and their daggers are very nice, at least when examined without much light. However, they can't really judge fine metals or gemstones very well, and are more

likely to use a fancy setting for a cheap garnet or hunk of crystal than they are to create real jewelry. Kobolds are very proud of their workmanship, however, and the greatest insult you can give one is to insult his personal dagger, since he probably made it himself, with many hours of effort. Kobolds live underground, where they do their mining and work. They hate Goblins, Dwarves and daylight, in about that order. A Kobold would do almost *anything* to improve its skill at working metals, but it would never admit in public. Therefore, they steal coins, gems, jewelry, weapons and anything else to examine and study, but other creatures usually steal them back very quickly, since the Kobold is only interested in the workmanship and doesn't guard things very well. Kobolds are not very brave, and will tend to surrender if outnumbered, as long as they think they won't be killed by their captors.

Kraken: This is an enormous squid-like creature that lives under the sea, usually on ocean shelves or other places no more than a few hundred feet deep. A Kraken may be over a hundred feet long, with tentacles ¾ of that length. A Kraken is only slightly intelligent, and while considered Chaotic, is not actively evil, since it hunts primarily out of hunger. It does destroy ships, but these are seen as a threat and a competitor by the Kraken. Type: Aquatic. Number: only 1, normally. Sits in a favorite spot (lair) 30% of the time. Speed 24" in water; cannot move on land. 50 HD. Attacks using M3 (squid beak) and M31 (tentacles). Strength 71 (that is *not* a typo). Armor Class 4. Attacks at 54th level, defends at 50th level. Saving Throw Class 15. Treasure Class F inside Kraken, Treasure Class I in lair. Treasure is acquired from ships that it sinks. A Kraken will pull small boats underwater directly, or rip vital parts off of larger ships until they sink to where the Kraken can deal with them directly. These vital parts may accidentally include people, since the Kraken can't see what it's grabbing. Any person grabbed takes a *lot* of damage from such a blow, as you can calculate from its strength.

L

Lamia: These creatures have two basic forms: that of a human woman in iridescent robes (that may hide a snake-like lower body), or the form of a giant snake with very shiny scales. In both forms, Lamia are highly intelligent and Chaotic by nature, as well as actively Evil. They are Shapeshifters by type. From 1-4 are normally encountered. They spend 70% of their time in or near their lairs. Lamia move at speed 18" in fully human form, or at speed 12" whenever they have the lower or full body of a snake. Lamia normally have 12 HD, but may be of higher level in rare cases. In human form, Lamia may fight using weapons of lengths 1-5 on the Attack Matrix. In snake form, they use M2 or M3 as their bite, according to size (poison factor 1.0), or M12 and M14 for Envelopment and Crushing. Strength in both forms is 28.

HILL'80
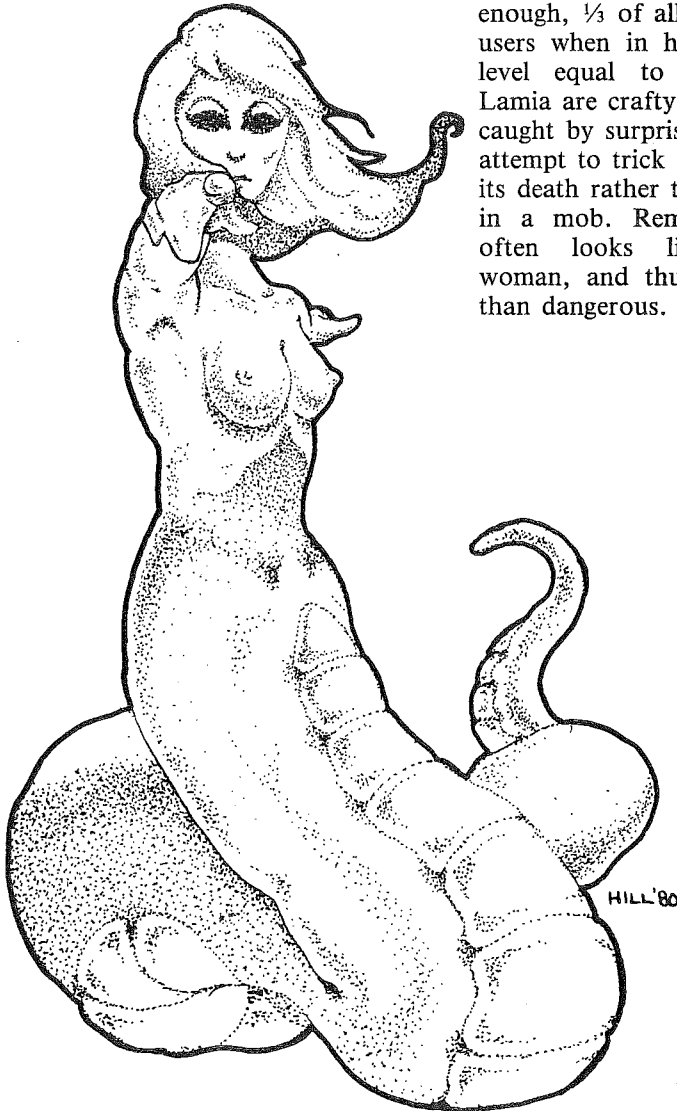
Armor Class 1 in human form, AC 6 in snake form. Attack at 14th level, defend at 12th level. Saving Throw Class 11. Treasure Class J (with 1-6 magic items instead of 1-4). The Lamia can change from fully human to fully snake form in 1 turn, or may change partway, for convenience or special purposes (such as leaving the lower body available to act as if a constrictor snake). In human (or upper-body human) form, the Lamia enthralls any human, elven or dwarven males who fail to make their Charm I saving throw (see Special Saving Throws). Males failing to successfully make this saving throw will do *anything* to prevent harm coming to the Lamia who has charmed them. When in snake form, the Lamia may paralyze any one victim per phase by gaze, if that victim fails to roll his Charm II saving throw successfully. This paralysis lasts for one turn per level of the Lamia, and the paralyzed victim may not move, act, or defend himself or others in any way. As if all that weren't enough, ⅓ of all Lamia are magic users when in human form, at a level equal to their Hit Dice. Lamia are crafty enough not to be caught by surprise often, and may attempt to trick or trap a party to its death rather than simply attack in a mob. Remember, a Lamia often looks like a beautiful woman, and thus more attractive than dangerous.

Leech, Giant: This disgusting beastie is a five-foot long, blood-sucking monstrosity. No description will suffice, and before you referee this one, go out and look at a picture of one in your encyclopedia, and then imagine it five feet long. They have little or no intelligence, and no alignment or evil intent; they just like the taste of blood. This Giant Insectoid is basically aquatic by nature, loving swampy situations. From 2-12 are encountered together. They have no lair or fixed residence. Speed 6". 2 HD. Attack using M2. Strength 16. Armor Class 2. Attack at 3rd level, defend at 2nd level. Saving Throw Class 1. No treasure. These Giant Leeches swim along under the surface of swamps and marshes, and attach themselves to warm-blooded animals, including humans. The first hit with mouth attaches the leech, and from that point on the Leech drains blood, causing from 1-6 points of damage per phase, and causing the temporary draining of the victim's Constitution at a rate of 1-2 points per phase. This Constitution loss is recovered at the rate of 1 point per hour, if the victim remains alive until recovery. If the victim dies while not fully recovered, his chances of being raised from the dead are based on his Constitution *at the time of death.*

Leopard, Were: This creature is normally encountered either in the form of a large yellowish cat with black patterned spots, or as a human wearing a cloak made of such a fur. While Were Leopards may be of any alignment, they are most commonly Neutral or Chaotic, and some are actively Evil. They are of the Lycanthrope type, and from 1-4 are normally encountered. They travel around, and spend only 15% of their time at their true home and lair. Were Leopards move at speed 18" in either form, unless weighed down by something unusual. 7 HD. In Leopard form, they attack using M2 and M6. In human form, any one-handed weapons are permitted. Strength 18. Armor Class 4 in Leopard form, AC 2 in human form. Attack at 8th level, defend at 7th level. Saving Throw Class 9. Treasure Class L. These

11

beings, derived from African mythology, would be most comfortable in jungle or veldt terrain, and would seldom be found in dungeons or castles. In their own sort of terrain, Were Leopards are stealthy and skilled hunters in either form, and unlikely to attack unless they expect to win.

Leprechaun: Yes, this is indeed the little man out of Irish folklore. (It's pronounced something like *Lu-pre-kaan*, by the way.) Anyway, this little green sprite has the appearance of a man, 2-3 feet tall and dressed in tree-green clothes made of finest cloth, and generally of high spirits and fun disposition. Leprechauns are highly intelligent and Neutral of alignment. Although pranksters, Leprechauns are never actively evil by nature. They are of the Spirit class, and usually are only encountered one at a time. Leprechauns spend only 10% of their time at their true lairs, although may be found at other favorite spots at will. Speed 24". 15 HD. A Leprechaun's only weapons are a cudgel or shilelagh (as Mace, W4) or a knife (as Dagger, W1a). Strength ranges from 3-18, rolled per Leprechaun. Armor Class 2. Attacks at only 10th level, defends at 20th level. Saving Throw Class 14. Treasure Class F (but with no Jewelry). Leprechauns can use any Type V or Illusionist spell of 5th level or lower, plus Dimension Door, Teleport and Passenger Teleport. The effects of a Leprechaun's spells (other than Passenger Teleport) are as if the Leprechaun were a 10th level magic user or illusionist. If subdued unharmed, a Leprechaun will lead his subduer to a treasure (not necessarily his own) or answer any three questions to which it knows the answer. Subduing a Leprechaun is accomplished by challenging it to a wrestling match and winning, or by putting it to sleep, paralyzing it, or charming it magically, or by making it impossible to run away or magically escape from an individual or party. Wrestling a Leprechaun is done as follows: take the average of the Strength, Dexterity and Agility of the challenger, multiply the result by

3.5, and use the result as a percentage chance of winning the match. If the challenger loses to the Leprechaun, he forfeits his most valuable possession (at the Leprechaun's choosing). If someone who has subdued a Leprechaun attempts to force it to do more than it has to do, leading him to extra treasures or answer more questions, the Leprechaun may claim a forfeit as if he won a wrestling match. In such a case, the Leprechaun uses his Teleportation abilities, and takes the forfeit item with him. In a case where this is not possible, (i.e. in a Magic Damping Field or some such), the Leprechaun instead may curse the greedy person. Such a curse will cause a subtraction of 1-6 points from the cursed character's die rolls on *any* Saving Throw rolls until the curse is lifted. The amount of the curse (1-6) is rolled separately for each Saving Throw the character must roll. This curse may only be lifted, voluntarily, by the Leprechaun who placed it. Clerics may not remove this type of curse, nor may non-Leprechaun magic users.

Lich: This is the skeletal, self-animated remains of a dead magic user. It normally has the appearance of a robed figure with bony hands and skull-like head, sometimes with skin stretched tightly across the bones. Liches are, by their nature, Chaotic and actively evil. They are Undead by type. They are often encountered singly, or otherwise in groups of 1-4. They spend 90% of their time in or near their lairs or tombs. Speed 6" (old, tired bones). Liches are of such a level as to have at least 10 HD. They are magic using, but have forgotten some of their magic in death, as explained below. They may fight using their hands (W 0b or M5), or daggers, staves and magical swords as if living magic users. Strength 12. Armor Class 3. Attack and Defend at levels equal to Hit Dice. Saving Throw as if magic users of 16th level or higher, but of course not affected by Poison or Death effects. Treasure Class S. Creatures of no greater level than ½ that of the Lich must save vs. Fear when first within 6" of the Lich, or else run away in panic.

Due to their long lives and arcane knowledge, Liches know more different spells than a magic user of their own post-death level, but may not use ones that would require the skills of a magic user of a higher level than their own Hit Dice. Thus, a bare minimum Lich, 10 HD, was once a 19th level magic user (also 10 HD), and would have knowledge of the 1st through 5th level spells of a 19th level magic user, but would no longer be able to handle 6th or 7th level spells, and would have only the effect of a 10th level magic user when casting any spells.

Living Statues: These are actually not alive, but are magically animated statues or constructs, usually made mobile by binding a minor demon into them. Sometimes these are mis-called 'Golems', after a famous legend involving a Living Statue made of clay. Living Statues are normally of any shape that has hands, but most often a larger-than-normal humanoid. It may be painted to disguise the type. Remember, these things may weigh quite a bit, so don't put them on flimsy floors. There are several different materials from which a Living Statue may be made, and the most common of these will be listed below, along with their special characteristics. All Living Statues share certain characteristics, however, as follows: Living Statues have the same alignment as their animator, usually Neutral or Chaotic, and only a limited intelligence of their own. They may be found wherever their creators have placed them, often guarding important places: tombs, laboratories, etc. Living Statues, due to their method of animation, are of the Spirit type. While a Demon is often bound inside, it is not susceptible to normal dispelling, nor will it be damaged by things that specifically harm Demons. From 1-3 are found in any one place, and 70% of the time this is in or near a lair that the Living Statues are guarding. With the exceptions listed below, Living Statues move at speed 12". They have 10 or more HD, depending on the animator and the bound Demon. Living Statues are usually found wielding two

weapons, and these weapons may be of a type normally requiring two hands each to swing. Thus, a Living Statue may hold two Mauls or two Great Axes, or some mixture, at the whim of the animator. These weapons are, when possible, enchanted weapons of at least +0, to make them less likely to break in battle. The Strength of a Living Statue is determined by taking 2 times the HD of the Statue, and adding a Strength Bonus per type of Statue. Thus, a 10th Level Bronze Living Statue would have a Strength of 30, while one of Crystal would only be Strength 28. Unless noted otherwise, all Living Statues are Armor Class 8. All Living Statues attack at a level 2 higher than their HD. All Living Statues defend at a level 4 higher than their HD. Magic weapons are needed to damage a Living Statue, and the outer surface of one counts as +4 armor when figuring out whether weapons break due to a fumble. The minimum treasure guarded by a Living Statue is Class F. It may be more at the discretion of the referee. The following are the special characteristics of the individual types of Living Statues:

BRONZE: This type has a Strength Bonus of 10. It is invulnerable to electricity in any form. If it is struck by damaging energy of any other type (fire, energy, heat, etc.) the damage is reduced by 50%. 1 is subtracted from each die of impact damage that it takes. This type moves at speed 15", and is Saving Throw Class 11.

CLAY: This type has a Strength Bonus of 8. It is invulnerable to edged weapons and magical cold of any form. 1 is subtracted from each die of damage done to it with any form of energy. 2 points of damage are subtracted from damage done to it by impact, *per die* of damage. This means that, occasionally, you may hit a Clay Living Statue, but not damage it at all. Armor Class 6b, Saving Throw Class 13.

CRYSTAL: This type has a Strength Bonus of 8. In addition, any directed magic that hits it is bounced off in a random direction, due to the shiny crystals of which this is made. For each die of damaging energy magic that hits this type, 3 points are subtracted

from the damage done to the Living Statue by the spell. This often results in no damage being done to it by energy magic. The Crystal Living Statue takes an extra 2 points per die of damage done by water or acid magic, however, since these damage the binding holding the crystals together. A Crystal Living Statue is often its own treasure, since its surface is covered with low-grade gemstones and semi-precious stones. Unfortunately, it is bulky and hard to carry away. Saving Throw Class 15.

FLESH: This type has the appearance of natural flesh, but is actually of a somewhat tougher substance. Its Strength Bonus is 5. This type moves at speed 18", and takes twice the normal number of blows for its weapons. 1 is subtracted from each die of Electricity damage done to this type. Armor Class 4b. Saving Throw Class 13.

IRON: This type has a Strength Bonus of 16. Magical Fire repairs an amount of damage equal to the damage it would do to a normal target. Magical or natural lightning bolts have the effect of a Slow spell if the Living Statue fails to make its Saving Throw, as it becomes magnetized. 3 points are subtracted per die of any impact damage done to an Iron Living Statue. (Hitting this one makes a lot of noise, by the way.) Saving Throw Class 15.

SILVER: This type has a Strength Bonus of 5. It reflects magic and energy back at the source. 1 is subtracted from each die of impact damage done to this type. Saving Throw Class 13.

STONE: This type has a Strength Bonus of 12. 2 is subtracted from each die of damage of any type that is done to a Stone Living Statue. There is a 50% chance that a Living Statue of this type has had a special enchantment cast upon it that causes a 6-foot radius special effect of some kind. Any living being within this radius must successfully make a saving throw vs. Magic or have the effect of a Slow, Weakness, or other Class I spell hamper him. Which spell is determined by the referee. Saving Throw Class 11.

Lizards, Giant: These are typically a very enlarged version of a common garden lizard, roughly 6-10 feet in length. Not very intelligent, and of no alignment, these are of the Giant Animal or Reptile type. From 1-6 are normally encountered, and they spend 40% of their time in or near their favorite lairs. Speed 18". 6-10 HD (same as length in feet). Attack using M2 or M3 (depending on size). Strength 18. Armor Class 6. Attack at a level equal to Hit Dice plus 1, defend at a level equal to Hit Dice. Saving Throw Class 3. Treasure Class K. Will attack almost anything if hungry enough, but will generally go for smallest targets first.

Losels: (Also called Woses or Wodewoses) These beings are 7-foot tall hairy humanoids with pointy ears and teeth. They wear furs and leaves, and live in the deep forests. Losels are greenish in color, although this may be partly due to the leaves they wear. They are Chaotic by nature, and usually Evil. They are of the Giant family, although rather small for giants. From 2-12 encountered in a basic group, and they spend 40% of their time in or near their chosen lair. Speed 12". 9 or more HD. Use a club to fight (as Mace, W4, or as Maul, W9b). Strength equal to 2 times HD. Armor Class 2. Attack at a level equal to HD plus 1, defend at a level equal to HD. Saving Throw Class 13. Treasure Class E. The leaves and furs that the Losel wears help to camouflage him in the forest. Thus, a Losel is ⅓ harder to spot than an average being. Losels tend to climb up into trees to drop down on their victims, or hide in bushes and leap out upon their victims. Losels are carnivorous, and enjoy the taste of wild pig and tame human, not necessarily in that order.

ℳ

Mandrake: An adult Mandrake is a 6-foot tall humanoid being. The adults have a very rough, bark-like skin. The young Mandrakes, similar in size to human children, look somewhat like human children of a similar age. Mandrakes are Chaotic by alignment, although not necessarily Evil in nature. They are only encountered in or near forests. For purposes of magical effects, Mandrakes are more plantlike than animal by nature, and anything with a specific damaging effect toward plants would likewise damage a Mandrake. However, they cannot be controlled by spells that would control true plants. Mandrakes appear in small groups of 1-4, and spend 70% of their time near their chosen lair. Speed 9". Hit Dice range from 2-12, with age. Attack using Monster Matrix weapons M21, M12 (to smother), or M27 (to attach sucker tips to drain blood). Strength 16. Armor Class 4b for adults, AC 1 for children. All attack at a level = HD + 1. Saving Throw Class 8. Treasure Class D. Mandrakes use their extended fingertip suckers to suck the blood from living warm-blooded victims, including human. They do not, however, like to fight their victims unless necessary, since they do not drink the blood from corpses, and there is too great a likelihood of slaying a potential dinner. When possible, they like to trick victims into places where they can be quietly subdued. Young Mandrake children, especially the female ones, look sweet and innocent enough that wayfarers may mistake them for children lost in the forest. The sweet, cute little Mandrake will, if given the opportunity, snuggle up and drain a little blood snack. Mandrake children, once suckers are attached, drain 1-3 Hit Points worth of blood per phase. Adults drain 1-6 points per phase. A Mandrake, child or adult, has thick, green blood. The attachment of the suckers is accompanied by a slightly anesthetic touch, so that there is no pain associated (thus making it easier to be sneaky about sucking blood).

Manticora: This creature has a reddish body shaped like that of a lion, with a head that is a cross between a human and a lion, with three rows of pointed teeth. The tail of a Manticora is spiked, and these spikes can be used for striking or hurling, at the discretion of the Manticora. The Manticora is Chaotic, and actively evil, but not of high intelligence. It falls into the category of Mythical Beast in most bestiaries. From 1-4 are normally encountered. They spend 25% of the time in or near their own lairs. Speed 18". 6 or more HD. Attack as M2, M6, M30, or as hurled spikes. Spikes are fired during Magic/Archery phase, and have the accuracy and penetration of a Light Crossbow bolt. A Manticora may fire from 1-6 spikes in any one phase, at any single target or small area (3 foot circle). Strength 12. Armor Class 4. Saving Throw 10. Treasure Class M. A Manticora has a total of 24 tail spikes, and grows replacements at a rate of 1-6 per day. They are filthy beasts, so there is a 25% chance that anyone struck by a Manticora's teeth or claws and not killed will contract a fatal (1-4 days) disease from the wound, unless appropriate treatment (Cure Disease, etc.) is applied. The favorite food of a Manticora is human flesh, and thus this monster can be found almost anywhere except under water, since it hunts anywhere that it might find humans.

HILL'80

14
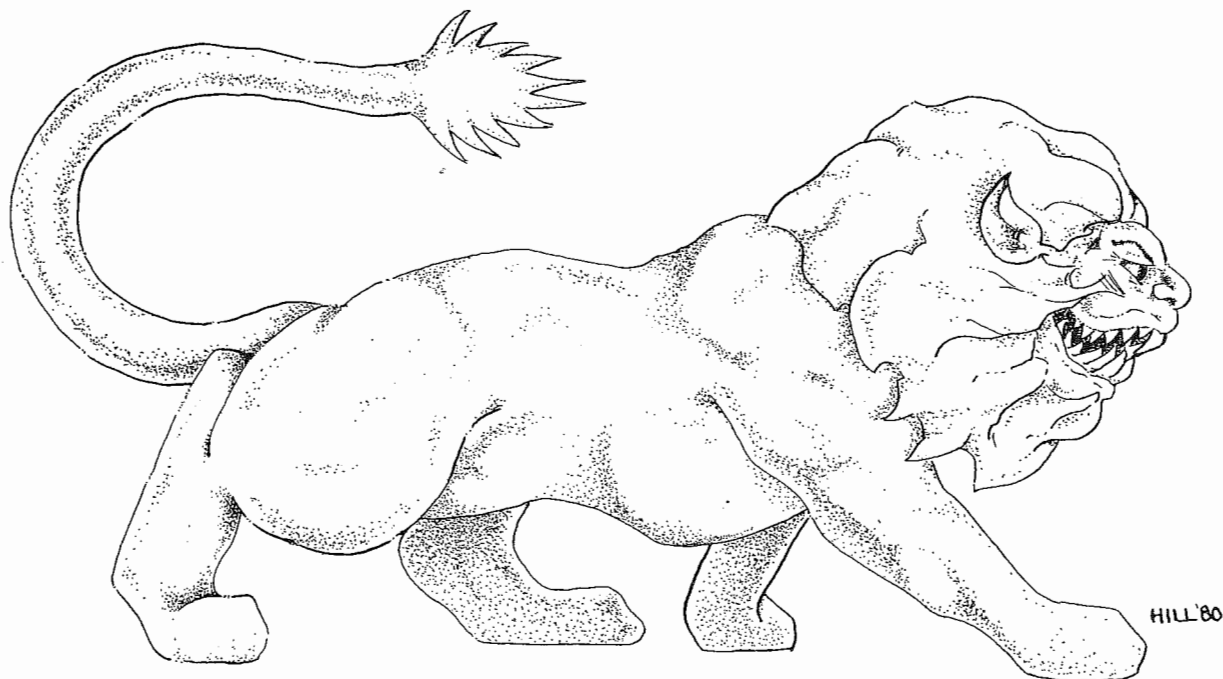
Manticora Pods: This plant is named after the monster with which it shares a common trait, hurling weapons at potential dinners. Manticora Pod plants, when fully grown, are 6-8 feet tall bush clusters, with blue-green disk-shaped flowers and large ovoid seed-cluster pods. They are unintelligent plants, able to sense only heat, movement and vibration when seeking targets. Manticora Pod plants grow in groups of 1-4, and since they are immobile, they are "in lair" 100% of the time, and have no movement speed. A fully grown plant is 10HD. The individual spiky seeds, when hurled by the Pod, have the damage and penetration capabilities of an arrow fired from a short bow, but with only a 12" accurate range. Strength 10. Armor Class 3. Saving Throw Class 6 (cannot believe Phantasms). Treasure Class C (from previous victims). Each plant has from 2-12 pods. The plant may fire one pod each Magic/Archery phase that it senses one or more targets in range. Each pod contains from 1-20 spike-seeds. The plant aims in a line with the biggest concentration of movement and warmth, and the seeds are fired in a beam-like path 1" wide. Any seeds implanted in a dead body grow quickly, germinating within hours. If the seeds are not removed, the body will not be raisable by clerical means by the end of 1 hour per level of the cleric. A body of an animal of at least 100 pounds mass is necessary for the successful growth of a Manticora Pod, since the young seed uses the body to nurture its rapid growth. The plant reaches one-half of its adult size in one week, and then grows slowly, as a normal plant, reaching maturity in six months. Only adult plants have seed pods.

Mold: The most commonly-encountered dangerous mold is of a fine-tendrilled, translucent gray stem and spore material. The translucence tends to allow the background color of the surface under the mold to show through, giving some natural camouflage and making the mold difficult to see in dim light or at a distance. Other types of mold are possible,

at the discretion of the referee, but most should share the basic physical strengths and weaknesses of this one type. Any differences should be restricted primarily to the effects of inhaling or contacting spores. In any case, with normal Mold, there is no intelligence or alignment. This type of life-form is classified as "Cleanup Crew" by most, since the only reason for cultivating it is to dispose of garbage of one type or another. Normally only one patch of mold will be encountered at a time, but of varying size. Since the Mold cannot move, it is in its "lair" 100% of the time. The Mold's Hit Dice are equal to 1 HD per 4 square feet of mold. The Mold's only form of attack is the cloud of spores given off when it is disturbed physically or touched. The mold is Armor Class 1, but cannot be damaged except by fire or flaming weapons, since it has no individually vital spots. Saving Throw Class 6. No treasure except whatever previous victims might have dropped nearby. Since this type does not kill instantly, this means that there will usually be no treasure. Spores given off by the Mold and ihnaled begin to grow in the lungs of the victim unless the victim makes an initial saving throw as if vs. Poison. If this saving throw is not successfully made, the victim will be drained one Hit Point per turn until death. These spores, once inhaled, may be slain by the Cloudkill or Poison Gas spells, or by steam from Holy Water inhaled deeply by the victim. Since the spores are not a disease, but a parasitic bunch of organisms, a clerical Cure Disease, for example, would not work. The inhaled spores could also be destroyed by fire, but the fire would have to be of a magical nature, and an area spell, such as Flame or Mini-Ball, and of a level in Hit Dice equal to the number of Hit Points the spores have done to their victim, since fire is not easily inhaled.

Moth, Giant: This is exactly what it sounds like, and is not usually dangerous to a party. It is a Moth with a five-foot wingspan, usually grayish-white or light brown in color. These are what Giant Caterpillars often grow up to be.

They are of little intelligence, and no alignment. Type: Giant Insect. Groups of 1-4 are normal. They have no lair, but may be found near any given Giant Moth resting place 10% of the time. Walk at speed 3", fly at speed 18". 5HD. Armor Class 3. Saving Throw Class 3. No treasure or mode of attack. They are included primarily to confuse parties, especially since they are of a similar color to stone found in dungeon or castle walls, and may not be spotted until accidentally disturbed. A sudden fluttering of wings, especially a fluttering that approaches and circles the party's torches, can be disturbing and startling.

Mummies: These are the linen-wrapped, long-dead remnants of ages past, animated by sorcery of a powerful nature. Due to this animation, they show up on Detection spells as Evil and Chaotic, no matter what alignment when alive. They are Undead of a Solid nature. Encountered in groups of 1-8, they are found in or near their favorite tomb or resting place 70% of the time. Speed is the same as HD, both starting at 5. Mummies attack as M21 on the Monster Matrix, doing damage and possibly causing disease from their touch. Strength equal to 12 + HD. Armor Class 5b. Attack at one level higher than HD, due to strength. Saving Throw Class 5. Treasure Class M. Any person hit by a Mummy must be treated immediately by a cleric (within one turn per level of the cleric) or else suffer the effects of one of the dreaded Mummy Diseases. These may include, at the discretion of the referee: a rapid form of leprosy, causing 1-4 points of damage per turn after an initial delay of 2-12 turns (this type makes bodies difficult to raise from the dead, cut normal percentage chance in half); a disease that increases bleeding from other injuries, preventing healing of other injuries; a slow rot, causing damage from the Mummy battle to take 2-12 times as much healing as normal (rolled) to heal; a deteriorating brain disease, leaving the victim a mindless vegetable within a few days; a slow dehydration that gradually leaves the victim looking

like an unwrapped mummy himself. The possibilities are many. Just remember to make the more powerful diseases correspond to the higher level Mummies. Also take note of the fact that a Mummy's tomb may have a curse associated with it or its treasure, again at the discretion of the referee. The effects of these diseases and curses may be negated later only by a cleric of at least the same level as the Mummy causing them, and only within one day per level of the cleric, if it will still help the victim by then.

N

Due to circumstances beyond our control, all of our 'N' monsters are listed elsewhere in the book. The same will prove true of 'X', in case you were wondering. Sorry.

O

Octopus, Giant: This is an ordinary, everyday 40-foot octopus with nearly human intelligence. It is encountered solely in deep ocean water. Giant Octopi may be of any alignment, depending on personal attitude, but will tend toward what humans would regard as Neutral. This creature is of the Aquatic type. From 1-4 may be found in an area. They may be found in lair 30% of the time. Speed 15". 10 HD. Attack using M28. Strength 18. Armor Class 4. Attack at 11th level, defend at 10th level. Saving Throw Class 8. Treasure Class L. The Giant Octopus, while intelligent, will not tend to think of things in human terms, or speak an easily understood language. It will not necessarily attack you, but if you threaten it in any way, you had best be prepared to fight.

Otter, Giant: This is an otter that is 6-8 feet long. Sleek and brown, this creature is a wondrous thing to watch in the water. Somewhat intelligent, the Giant Otter is Lawful or Neutral in alignment. It is of the Giant Mammal type. From 2-12 Giant Otters may be found together, and there is a 20% chance of them being in lair. Speed 9" on land, 18" in the water. 3 or 4 HD. If forced to fight, will attack using M2. Strength 14. Armor Class 4. Attacks at 1 level higher than HD, defends at 3 levels higher than HD. Saving Throw Class 10. Treasure Class L. While reasonably intelligent, the Giant Otter is extremely playful, and may overturn rafts or small boats to dunk their occupants. It will not attack humans unless threatened or provoked, but may do them minor harm with pranks and splashings.

Owl, Giant: There are two basic forms of this giant avian creature. Both are roughly 12 feet tall when standing, and have a wingspan of 25 feet. The two varieties are White and Brown. The White Giant Owl flies by day, the Brown Giant Owl flies by night. Neither are very intelligent, and have no alignment. Giant Owls are found primarily in forests or mountains. They are of the Giant Avian type. From 1-2 hunt together normally. Giant Owls spend 50% of the time in lair, usually eating or sleeping. Speed 30" flying. Will walk only in desperation, at speed 6". 10 HD. Attack using M3 and M7. Strength 28. Armor Class 4. Attack and defend at 12th level. Saving Throw Class 10. Treasure Class R. Will occasionally attack humans or horses, but will especially attack any humanoid figure that happens to be flying. Both varieties are keen-sighted at the time of day that they normally hunt, but must depend on scent and hearing at any other time. Both glide quietly above their prey and strike quickly.

P

Pegasi: These are the classical winged horses. They come in all of the colors of normal horses, but their wings are always white. They are slightly more intelligent than normal horses, and are somewhat Lawful in alignment. They are classified as Mythical and Flyers. From 1-4 are normally encountered. Other than their *very* hidden nests, they spend no more than 10% of the time in any one place. They run at speed 24", and fly at speed 48". Pegasi have 4 HD. When they fight, they use Monster Matrix M19. Strength 18. Armor Class 4 (toughness and agility). Attack as 5th level, defend as 4th level when on the ground, 6th level when flying. Saving Throw Class 13. Pegasi do not collect treasure of a type valuable to men. If befriended, Pegasi make highly valuable riding mounts, but remember, they are *not* as docile as domesticated horses, and should not be treated as such. Anyone who uses spurs in midair deserves what will happen to him.

Peryton: These beasts have the legs and head of a deer, the wings, body and beak of a large bird, and green feathers covering all. This being casts a human shadow in daylight. Although not actively evil by nature, they register on Detection spells as Chaotic. Mythical and Flyer by type, Peryton are encountered in groups of 1-4. They have no lair, and may appear anywhere outdoors. They fly at speed 24", and, when forced to run, do so at speed 18". Normal Peryton have 8 HD. They attack using M2 (for beak) and M19 (for hooves, when flying). Strength 16. Armor Class 4. Attack at 9th level, defend at 8th level. Saving Throw Class 11. When encountered, if the party does not attack the Peryton, they will each attempt to kill one and only one member of the party encountered, and will only attempt to kill intelligent beings. They are not fooled by illusions or changed shapes. If the party attacks one or more Peryton, including while the Peryton are attempting to slay their chosen victims, the Peryton

will defend themselves appropriately. Once a given Peryton has slain its chosen victim, it will fly away, if possible. If it succeeds in doing so, it reduces by 10% the chance of successfully raising the Peryton's victim from the dead, since the Peryton's human shadow is made up of fragments of previous victims' souls.

Pixies: These tiny winged humanoid beings are visible or invisible at will. They are as small as a few inches tall, or as large as two feet tall. They are generally Neutral in alignment, quite intelligent but not educated in human terms. They are extremely mischievous, but not actively evil. They are considered Spirit class. From 1-10 appear in a group, and they spend 20% of their time at any favorite spot or lair. Speed 9" walking, 18" flying. Normally only 1 HD. May use daggers, slings, or other very small weapons. Strength 10. Armor Class 4. Attack at 1st level, defend at 5th level (difficult to hit). Saving Throw Class 13. Treasure Class L. Pixies may play pranks on passersby, but will not actually attack unless threatened or attacked. Their invisibility makes them skilled pranksters and dangerous enemies.

R

Rats, Giant: These creatures are just an expanded version of their smaller namesake, usually black or dark brown, with stray ones gray, white, or mottled. Giant Rats range from 10-100 pounds in weight. They are not intelligent and have no alignment. They are found almost anywhere that has shadows and darkness, since they do not like direct sunlight. They are of the Giant Animal (Mammal) type. From 3-18 are found per group. Giant Rats are in or near their lairs 40% of the time. Speed 15". Range from 1-10 HD, mostly from 2 to 4, with HD roughly corresponding to size. Giant Rats attack using M1 (M2 for 6 or more HD). Strength 10. Armor Class 2. Attack and defense levels same as HD. Saving Throw Class 3. Treasure Class A. Treasure is usually hidden away in rat bedding, along with food stores.

Roc: This enormous eagle-like bird has generally dark feathers, with some color or white at wingtips. It has a wingspan of 60-100 feet for the ones normally encountered, although legends speak of Rocs capable of lifting an elephant and flying away with it. Rocs are semi-intelligent, and Neutral by alignment. They are found primarily in mountainous areas of wilderness, far from major concentrations of humans. They are of the Mythical (Flyer) Type. No more than 2 are ever encountered outside of a nest, and these 2 would be a mated pair. A nest may have from 1-4 young Rocs or eggs. When there are young Rocs, either male or female will be at or near the nest 80% of the time. Otherwise, there is only a 30% chance of finding a Roc near its nest. A Roc walks on the ground at speed 12", and flies at speed 60". Rocs range from 15-25 HD. They attack using M3 and M7, with Strength of 50. Armor Class 4. Attack at a level 3 greater than their HD, and defend at a level equal to their HD. Saving Throw Class 11. Treasure Class J. A Roc is more likely to attack and kill a horse than a man, since men aren't all that convenient for meals. However, if a human attacks a Roc, or enters its nest, or approaches its young, the Roc will quite happily tear said human limb from limb. Baby Rocs range in size from ¼ of the minimum adult size (adjust HD and Strength accordingly, and attack using M2 and M6) up to just smaller than adults. Rocs can fly once they reach ½ of adult size, but do not venture far from the nest until they reach adulthood.

S

Sabre Tooth Tiger: While this animal is not a true tiger, its name gives a decent idea of the physical shape. It is a large feline creature, roughly 12 feet long including its tail, with brownish fur and foot-long fangs sticking down from its upper jaw. (For those prehistory buffs out there, yes, we realize that there were several different Sabre Tooth Cats, but this one will have to cover all of the common ones. More precisely, it is the variety *Smilodon*, as well as it can be used in a game.) Anyway, the Sabre Tooth Tiger is not very intelligent, and has no alignment. It is of the Prehistoric Mammal type. 1 or 2 are found together, unless it is a mother and cubs, in which case there are 1-4 cubs plus the mother. In lair 40% of the time. Speed 18". 18 HD. Attacks using M3 and M7. Strength 30. Armor Class 5 (toughness). Attacks at 20th level, defends at 18th level. Saving Throw Class 11. No treasure. This creature can best be described as a furry killing machine. Its size prevents it from being quite as stealthy a hunter as modern cats, but it is relatively quiet, roaring only to frighten its prey into giving away a hidden position. Its natural habitat is anywhere in your 'Prehistoric World' section that is not either swampy or a desert.

Scorpion, Giant: This is a 6-foot long black scorpion. It is found anywhere in warm climates, especially deserts, has no intelligence or alignment. Giant Scorpions are of the Giant Arachnid type. From 1-6 are found in a group. In lair 50% of the time. Speed 12". 4 or more HD. Attacks using M9 and M24 (stinger is poisonous, poison factor 1.0). Strength 12. Armor Class 7. Attack and defend at a level equal to HD. Saving Throw Class 3. Treasure Class B. The treasure is usually hidden in the nesting area. Beware of egg-hatching time, when the ground is covered with lots of little scorpions.

Sea Horse, Giant: This is a 6-8 foot tall version of the Sea Horse. It is found only in warm ocean water. It has little intelligence and no alignment. It is often the pet or riding animal for various intelligent creatures that live under the sea (Mermen, etc.). The Giant Sea Horse is of the general Aquatic type. From 1-10 are found in a herd. No fixed lair. Speed 15" under water. May not move on land. 4 HD. Attacks using M32. Strength 16. Armor Class 5b. Attacks at 5th level, defends at 4th level. Saving Throw Class 10. Treasure Class L. The treasure class is often in the shape of jewelled harness, a sure sign of recent ownership of the Giant Sea Horse by an intelligent creature.

Sea Serpent: This is the classic, 100-foot long serpent with a big mouth, pointy teeth, and bad disposition. It only lives in deep ocean water, occasionally coming to the surface above the depths. It is somewhat intelligent, moreso than a common animal, but less intelligent than a man. It is Chaotic in alignment, and somewhat Evil by nature. It is of the Aquatic type. Only 1 is found at a time (thank goodness). It spends 40% of its time in lair, deep beneath the sea. Speed 36". 30 HD. Attacks using M3 and M14. Strength 57 (that's a damage multiplier of 6!). Armor Class 6b. Attack level 33. Defense level 30. Saving Throw Class 15. Treasure Class I. This creature actively seeks out ships to sink, in order to eat the crew and hoard their treasure.

Senmurv: This creature looks like a cross between a bird and a dog, the body being mostly dog, but with birdlike wings and tail. Head and legs may be of either kind. It is slightly intelligent (smarter than a normal dog, less intelligent than a normal human), and is Lawful in alignment. It inhabits mountainous areas. This creature is of the Mythical (Flyer) type. From 1-4 are found in a group. They are found in lair 30% of the time. Speed 12" on the ground, 24" flying. 4-6 HD. Attacks using M2 (also M5 if it has birdlike claws). Strength 16. Armor Class 4. Attacks at 1 level higher than HD, defends at a level equal to HD. Saving Throw Class 10. Treasure Class D. These creatures are generally helpful to lawful humans or humanlike creatures. They understand most human languages, but do not speak an understandable language of their own.
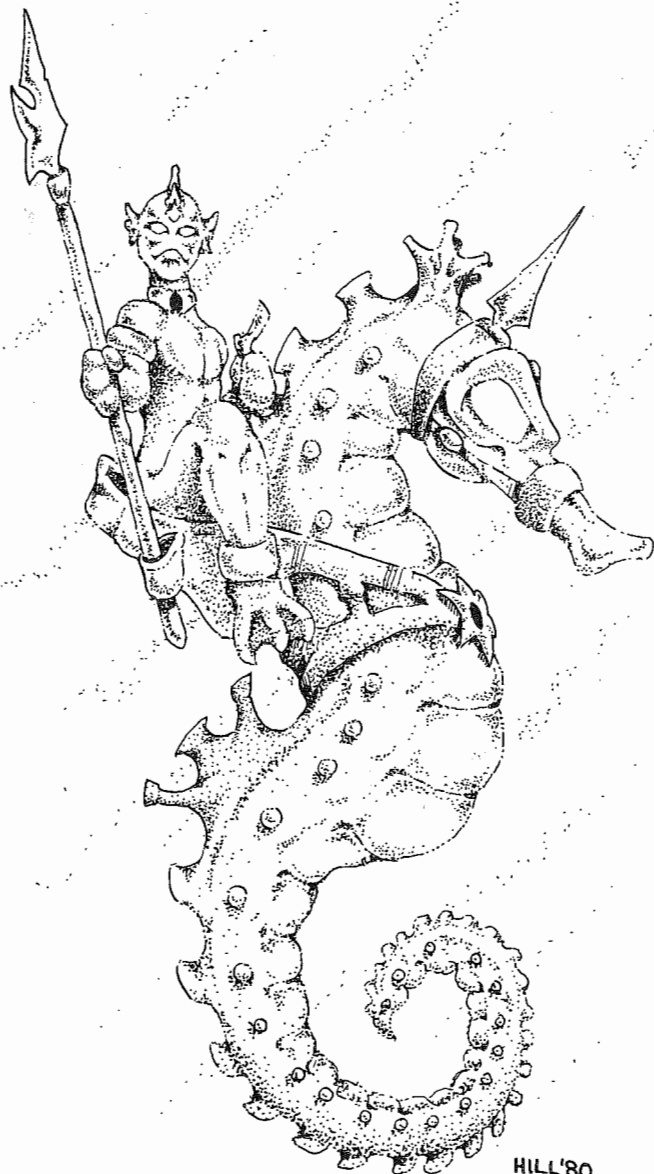
Silkie: (Also spelled Selkie.) This being may appear either as a man apparently wearing a fur loincloth, or as a large bull seal. It is fully intelligent, and neutral in alignment. This being lives in or near the sea, and is of the Shapeshifter type. From 1-4 are found together, and are in or near lair 50% of the time. Speed 12" on land, 18" in the water. 6 HD. Attacks using weapons or M1 (when in seal form). Strength 28. Armor Class 1 in human form, AC 2 in seal form. Attacks at 8th level, defends at 6th level. Saving Throw Class 10. Treasure Class L (with no copper in treasure). These beings are normally not hostile unless they find you killing creatures of the sea for reasons other than self-defense or a need for food. They *hate* people who hunt sea animals for furs, oil or sport, and will do anything in their power to see such persons brought to a bad end. Silkies are fond of human women, but will never take a human lover by force, but only of the woman's own free will. Any child borne by such a woman will also be a Silkie when it reaches the age of 12.

HILL'80

Siren Plant: This is a 12-foot tall plant, beautiful in appearance and scent. Elves and any others especially keen of hearing will notice a faint humming sound when in the vicinity of a Siren Plant. The appearance of a Siren Plant will vary somewhat to blend with its surroundings. It will generally appear to be an especially nice example of some other plant that may be of that size, such as a flowering tree of some kind. This plant is not intelligent and has no alignment. It is found primarily in heavy forests. It is of the Carnivorous Plant type. Only 1 is found in any given small area. Since it cannot move, it is at home 100% of the time. 10 HD. Attacks using M12 and M14 with vines normally hidden along the trunk. Strength 30. Armor Class 3. Attacks and defends at 10th level. Saving Throw Class 6 (will not be affected by mental or sleep spells of any kind). Treasure Class C (from previous victims). The Siren Plant's humming acts as a form of attraction, especially to beings who cannot clearly hear it. Anyone coming within 36 feet of a Siren Plant must make a Saving Throw vs. Charm I. Those not succeeding in making this Saving Throw will move toward the Siren Plant's trunk, and will not struggle against the crushing vines. If someone *not* charmed voluntarily walks up to the trunk, either to sniff the flowers or to attack the plant, the Siren Plant will attack. A Siren Plant may only attack and attempt to crush a maximum of 3 victims at a time. If more than that are charmed, they simply stand still, waiting their turn to be slain and eaten. The blood of victims is drained down to the root network of the plant, to nourish it. The leftover flesh is used to lure scavengers, who may also fall victim to the plant, providing still more food.

Sirrush: This is sometimes known as the Dragon of Ishtar Gate, a famous archaeological relic which has a sculpture of this creature. It is a dragonlike reptile in basic shape, but with horns, feet like those of an enormous lion in front, clawed feet like those of a large eagle for its hind feet, and a stinger tail like that of a scorpion.

Since this creature is generally at least 30 feet in length, it is visually quite impressive. It is found in mountainous lands, is only somewhat intelligent (low for a Dragon), and is Chaotic in nature, although not actively Evil. It is a distant member of the Dragon type. Only 1 is normally found at a time, although more might be found in lair in springtime, due to eggs hatching. In lair 50% of the time. 15 or more HD (1 HD for each 2 feet of length). Attacks using M3, M7, M17, and either M23 or M31 (M23 if used like a stinger, M31 if swept from side to side as a bashing weapon). Strength 44 (4 times normal damage). Armor Class 6b. Attacks 3 levels higher than HD, defends at a level equal to HD. Saving Throw Class 7. Treasure Class Q. This creature has no Dragon Breath weapon, but instead is magically resistant to being damaged. Subtract 2 points per die from *any* damage being done to a Sirrush, by melee, archery or magical spell.

Snake, Giant: This covers the giant forms of all normal snakes, and so the appearance is variable depending on which kind snake the normal form was. This creature is not intelligent and has no alignment. It is found anywhere except in extremely cold climates. It is of the Giant Reptile type. From 1-6 are found together. In lair 50% of the time. Speed 12". 4 or more HD. 50% are poisonous, attacking with M2 plus poison, usually factor 1.0. The other 50% are constrictor snakes, attacking with M12 and M13. Strength 18. Armor Class 5. Attacks 1 level higher than HD, defends at the same level as HD. Saving Throw Class 3. Treasure Class C.

Snake, Were: This being is usually found in snake form, or as a somewhat scaly-looking human. It is intelligent, Chaotic and Evil by nature. The Were Snake is of the Lycanthrope (Shapeshifter) type. From 1-6 are found together. They are in lair 35% of the time. Speed 12". 5 or more HD. Attack using M3 plus poison (factor 1.0) or M12 and M14. Strength 18. Armor Class 6b. Attack and defend 1 level higher than HD. Saving Throw Class 9. Treasure Class L.

These shapeshifting beings are both poisonous and constricting when in snake form, and attack in whichever manner is most likely to succeed. They may only be damaged by silver or magical weapons, but are affected by any magical spell capable of affecting creatures of their Hit Dice.

Spider, Giant: This creature class covers the giant varieties of all types of spiders, and thus the appearance varies with the type. They are not intelligent, and have no alignment. They are found in any area not too wet or cold for them to survive, as long as there is some sort of food supply available. They are of the Giant Arachnid type. From 1-10 are found in an area, especially if they share a web or a trap-door pit. In lair 90% of the time. Speed 9". 3 or more HD. Attack using M1 (poisonous, normally factor 1.0; 10% are poison factor 2.0) or by spinning webs at its victims (archery shot to hit as if thrown warhammer). Strength 9. Armor Class 1 for hairy spiders, AC 3 for shiny spiders. Attack and defend at a level equal to HD. Saving Throw Class 3. Treasure Class B. 70% of those found are poisonous, 30% are web-shooters. Most Giant Spiders spin webs or dig disguised pits in areas where victims will stumble into them, to provide leisurely meals for the Giant Spider.

Stegosaurus: This creature is 20 feet long, weighing roughly 10 tons. It is a quadruped reptile with a very high back, and large upright triangular plates sticking up from both sides of the spine. It has a small, beaklike head, and a heavy, spiked tail. The rear legs of this creature are longer than the front. No 'Prehistoric World' can be complete without this creature. It has no intelligence or alignment. It inhabits flatlands. It is of the Dinosaur (Herbivore) type. From 1-4 are found together. No fixed lair. Speed 12". 20 HD. Attacks using M31, its tail being a vicious weapon. If absolutely forced, it will bite, using M2. Strength 30. Armor Class 6b. Attacks and defends at 20th level. Saving Throw Class 8. No treasure. This creature has almost *no* intelligence, but is tough enough to survive most of its mistakes.

Strige: (Note that this is not the spelling used by some other games. We have no idea where they got their spelling, because all of our reference works spell it the way you see it here. It is a creature out of Greek and Balkans folklore, if you want to look it up yourself.) The Strige is a small, light brown owl-like bird with very fine feathers. Its beak is somewhat more pointy than that of a true owl, but it disguises this fact by fluffing its feathers and keeping its head pointed downward. It has little intelligence, but is somewhat Chaotic in alignment. It inhabits forests and mountains. It is of the Mythical (Flyer) type. From 1-4 are found together. They have no fixed lair. Speed 3" walking, 24" flying. 2 HD. Attack using M1. Strength 10. Armor Class 2. Attack and defend at 2nd level. Saving Throw Class 8. No treasure. The Strige will not fight except in self-defense. It will make friends with animals and humans, snuggling up to them. It inserts its beak under its victim's skin, causing no pain. It drains 1-6 Hit Points of blood per turn, but no more than 2-12 per hour. Blood drained takes 10 times normal healing. Screeches loudly to scare away monsters from its own victims.

Tanglevines: These are normally in the form of flowering vines with long strands and broad leaves. The color varies, and is usually similar to that of surrounding vegetation. These vines are normally found hanging from tall, sturdy trees in densely forested areas. They may drop down to only a few feet above the ground, or may be higher, with occasional strands hanging all the way down. Tanglevines are not intelligent, but are of the Carnivorous Plant type. From 1-4 clusters of Tanglevines may be found in a small area. Since they do not leave the trees to which they are attached, they are in lair 100% of the time. Tanglevines range from 1-10 HD. They strike using M12 and M14. Strength 20. Armor Class 3. Attack and defend at a level equaling their HD. Saving Throw Class 6 Treasure Class D. Tanglevines drop vines down on anyone walking directly below the main mass of vines, or on anyone touching one or more tendrils. Each Tanglevine plant may attack 1 creature per 2 HD the Tanglevine has. If the victim was riding on a horse or some form of vehicle, he must roll an Entanglement Saving Throw to find out if he has succeeded in getting his feet on the ground. If the saving throw is not successfully made, the victim is suspended in midair by the vines, as well as being crushed. If the victim is not immediately crushed, he may attempt to break free on any *one* later movement phase. To do so, he must successfully make his Entanglement Saving Throw, subtracting 1 from his die roll for each point of strength less than 20 that he is currently. Thus, a Strength 5 character is unlikely to escape, since he must subtract 15 from his saving throw die roll. The victims of tanglevines are slowly hauled up into the trees for consumption, and the bones crushed later. This nourishes the tree that is host to the Tanglevine.

Teratornis: This is a vulture-like bird with a 10-foot wingspan. It is found in mountains, plains and swamps of a pre-Ice Age type. The Teratornis is of the Giant Avian type. From 1-4 are found together. They spend 30% of the time near lair nests. Speed 18". 6 HD. Attack using M2. Strength 18. Armor Class 2. Attack at 7th level, defend at 6th level. Saving Throw Class 8. Treasure Class L. As with modern vultures, the Teratornis is primarily a scavenger, but will attack anything that looks weak and helpless. It is for use in your 'Prehistoric World' wilderness, in the Age of Mammals section.

Tengu: This is a creature that comes in several varieties. All of them are something of a cross between a man and a large upright bird. This may range from a winged man with a beak-like nose, to a large bird with a human face. Similar ones will be together. A Tengu is very intelligent, and normally Neutral in alignment, but not necessarily friendly. It is of the Spirit type, and inhabits mainly mountainous regions. Normally only 1 Tengu is encountered, but there may be 1-4 others in the vicinity. A Tengu is only encountered in its lair 10% of the time. Speed 12" walking, 24" flying. 12 HD. A Tengu, if in relatively humanoid form, may use any one-handed weapons. If in bird form, beak and claws as appropriate may be used (M2 or M7). Strength 20. Armor Class 4. Attacks at 13th level, defends at 12th level. Saving Throw Class 13. Treasure Class R. A Tengu is mischievous, but not necessarily hostile unless attacked or threatened. It is a 12th level magic user, but has no directly destructive spells. A Tengu has a very touchy temper, is very proud, and holds grudges. When in humanoid form, a Tengu is dressed in fine silks and other similar clothing. This being is from Japanese folklore, and follows its own warped versions of the codes and ethics found in medieval Japan or a similar land.

Tick, Giant: This is another of those disgusting little monstrosities, an enormous version of the tiny, biting Tick. This one is 3 feet long. It has no real intelligence or alignment, and is found anywhere that has a large population of very large or Giant warm-blooded animals. It is of the Giant Insect type. From 2-12 are found in a group. Found near lairs 30% of the time, but not its own lair. Instead, it is near the lair of one of its prospective meals. Speed 9". 3 HD. Attacks using M2. Strength 11. Armor Class 6. Attack and defend at 3rd level. Saving Throw Class 3. Once the Giant Tick hits, it remains attached, draining 1-6 Hit Points per phase of blood from its victim. Healing damage caused by this blood loss requires five times the normal amount of healing. This is another monster that is most deadly in swarms.

Tiger, Were: This creature is found in the form of a tiger, or as a human wearing what appears to be a tiger-skin cloak. Were Tigers are fully intelligent, and either Neutral or Chaotic by alignment (the Neutral ones are the ones that only hunt and kill animals for food; the Chaotic ones eat occasional humans, too). They are found in forest or jungle areas in warm climates. Were Tigers are of the Lycanthrope or Shapeshifter type. From 1-6 may be found in an area. They are found in lair 25% of the time. Speed 15". 8 HD. Attack using M2 and M21 or with weapons if in human form. Strength 25. Armor Class 4. Attack at 9th level, defend at 8th level. Saving Throw Class 9. Treasure Class R. In Tiger form, these creatures are among the most deadly of hunters, combining human intelligence with the strength and deadly cunning of the Tiger. They will *never* attack without a good chance of winning, and they are smart enough to judge their odds accurately.

Turtle, Giant: This is an enormous sea turtle, 1 foot across per HD. It is most often found in deep water, or on the surface above such depths. No real intelligence, and no alignment. It is of the Giant Reptile type. From 1-6 are found in an area, and they have no fixed lair. Speed 12". 8 or more HD. Attacks using M3. Strength 30. Armor Class 8. Attacks 1 level higher than HD, defends 2 levels higher than HD. Saving Throw Class 6. No treasure. This creature is not normally dangerous, unless it mistakes you for something tasty. It will not deliberately attack boats, but may accidentally overturn a rowboat or raft that is too close.

Tyrannosaurus Rex: This is the big one! Fifty feet long, twenty feet high, an upright bipedal reptile with a large, toothy head and very small forelegs. It has no more intelligence most animals, and no alignment. It is found in open lands in your 'Prehistoric World' section. The T-Rex is one of the Dinosaur type. Only 1 is normally found, and that is quite enough. No fixed lair. Speed 18". 30-35 HD. Attacks using M3 and M7. Strength 36. Armor Class 6b. Attacks 4 levels higher than HD. Defends at the same level as HD. Saving Throw Class 6 (except against Individual, Micro, Dart or Beam spells, where its Saving Throw Class is 15). No treasure. Due to the terrible tearing and shredding damage done by a T-Rex, there is a possibility that a person slain by one will no longer have an intact body to be raised from the dead by clerics. For anyone slain by a T-Rex, a Body Destruction Saving Throw must be rolled. Roll the saving throw as if vs. Acid, but add 4 to the actual number rolled before comparing it with the table to see if the body survives intact. Also, a T-Rex is very hard to damage, so subtract 6 points from each blow of impact damage done to it, by archery, melee or magic. The T-Rex doesn't have very keen eyesight for stationary small objects, so moving ones will tend to catch its attention first. To that end, the T-Rex will make a roaring noise to startle its prey into moving. This is one of the deadliest creatures to ever walk dry land. Don't treat it lightly, as either player or referee.

U

Undersea Folk: There are a great variety of beings who live under the seas and lakes of your world. Unfortunately, due to various confused mariners and confusing storytellers, it is difficult to keep straight the names of the various types of folk who live under water. Throughout the Monster List you have encountered several intelligent types of beings who live underwater, and you will encounter more later. This section, however, is to help you keep straight the types that are basically similar, or that have overlapping legends. In cases where there is a confusion as to the name of the being, the best-known is given first, and others are given in parentheses.

MERMAIDS: These are the classical fish-tailed women, sometimes found on or near the surface of oceans. They are the female of a species that is also called Siren. They are fully intelligent, and Neutral or Chaotic in alignment (50/50). Mermaids are of the Undersea type. Number: 1-6. 40% of the time in or near lair. Speed 21" in water, may not move on land. 4-8 HD. Will not normally melee, but may use any underwater weapons if forced to do so. Strength 10. Armor Class 2. Attacks at a level equal to HD, defends at a level 2 greater than HD if in water, and at level 0 if on land. Saving Throw Class 8. Treasure Class L. Mermaids are not really evil in most cases, but will seek to lure adventurers and sailors to come and live with them for a while. If a male human or humanoid is seen by a Mermaid, there is a chance equal to 5% times the Charisma of the character that the Mermaid will decide that the human should stay a while. If he says no, or if the Mermaid is in a bad mood anyway, the Mermaid will use the Siren Song to lure him away. Anyone hearing this song (which is anyone within 12" of the Mermaid) must successfully make a Saving Throw vs. Charm I or become entranced, and move in a straight line toward the Mermaid, no

matter what obstacles are in the way. The Mermaid will keep her personal favorite afloat in the water, but anyone else is simply going to drown if the water is too deep. She will then swim him to shallow water, if available, or a convenient lagoon. If the Mermaid is Neutral in alignment, there is a 1% chance per day that she will release her victim, checked each day. If she is Chaotic, there is a 3% chance per day that she will tire of him, and kill him, and this is also checked each day.

MERMEN: Just as the Mermaid is basically the upper half of a human and the lower half of a fish, the Merman has the legs of a human male, and an aquatic upper half, although more humanoid than most fish. This is the male of the species that includes the Mermaid, and the two sexes do not find each other especially pleasant, and are together only at annual mating time each spring. Since the Mermen do not swim as well as the females of the species, they have learned and developed more of an underwater society in order to survive. For example, they are the toolmakers of the Undersea Folk, and they train and ride Giant Sea Horses, and communicate with Dolphins. Mermen are mainly neutral, with only 10% being Lawful, and another 10% being Chaotic. They are of the Undersea type. From 1-20 are found in a typical group. They spend 40% of their time in or near their lairs. Speed 6" on land, 15" in the water. Range from 1-12 HD. Use weapons W1A, W2D, W8. Strength 16. Armor Class 3. Attack and defend at a level 1 higher than HD when in water, 1 lower than HD when out of water. Saving Throw the same as a Fighter of the same level. Treasure Class E.

NIXIES (NEREIDS): These two names refer to basically the same being, a three-foot tall water sprite. The basic difference is that people tend to call friendly ones Nereids, and annoying ones Nixies. These sprites are humanoid in appearance, but with somewhat pointy teeth and ears, and webbed fingers and toes. They may be either Neutral or Chaotic in alignment (50/50) but are not actively evil in their intent. They are of the Spirit type, similar to Dryads. From 2-12 are found together, and they are in lair 50% of the time. Speed 12". Range from 1-3 HD. Use W1 if forced to melee. Strength 10. Armor Class 3. Attack and defend at a level equal to HD. Saving Throw Class 13. Treasure Class K. All Nereids and Nixies are somewhat lazy, and the Chaotic ones will attempt to gather intelligent servants by foul means: the use of a special Charm spell that turns an intelligent being into a water-breathing slave. If this spell is broken while the slave is under water, he will probably drown, since he will no longer be able to breathe water. If he is taken above the surface while the spell is still in effect, he will suffocate, since he can't breathe air. Nixies (this being what the slave-takers are usually called, being the obnoxious ones) will release all their slaves every Midsummer's Day, and a slave voluntarily released by its Nixie owner is not susceptible to the Charm spell again for a full year. Anyone not wishing to be the personal servant of a Nixie must successfully make a Saving Throw vs. Charm II.

SEA DEVIL: This being fills the ecological niche under water that the ogre fills on land. It is strong, ugly, and has no redeeming values other than its ability to survive. The Sea Devil is roughly 8 feet long from head to tail, with arms and short legs to go with its fishlike tail. Its head is an ugly humanoid one with horns that sweep backward on above the ears. The nose and mouth form a short snout, with pointy teeth. The Sea Devil is of low human intelligence, and Chaotic in alignment. It is of the Underwater type, and from 1-6 are found together. They spend 35% of their time in or near lair. Speed 3" on land, 15" in the water (their short legs are slow on land, but the tail moves them swiftly and powerfully through the water). 5 or more HD. Attacks using W1A, W2D, or W8 when weapons are available, or with M2, M5 and M30 when otherwise disarmed. Strength 25. Armor Class 6. Attacks at a level 2 higher than HD when in water, or at 4 less than HD if on land. Defends at a level equal to HD when in water, or at level 0 when on land. Saving Throw Class 8. Treasure Class M. Sea Devils are fond of the taste of human flesh, or the flesh of any mammal, since they seldom have the chance to eat anything that doesn't live in the sea. Sea Devils are the kind of beings who, given the opportunity, would keep a cage of pet barracuda around for fun. They are hostile to all other intelligent beings, sometimes stealing tools and weapons from Mermen. They fear only the Tritons.

TRITON: This is the true king of the ocean depths. When seen on land, Tritons have the appearance of a 6-foot tall, greenish, scaled, gilled humanoid with a tail just touching the ground. The ears are large and shaped something like conch shells. The feet are webbed, and the legs are jointed loosely, so that the legs fold up alongside the tail when the Triton enters the water. This gives the Triton something of a waddling walk when on land. Tritons are Neutral or Chaotic (70/30) but not actively evil by most standards. They care nothing for humans, however, and any assistance or services desired
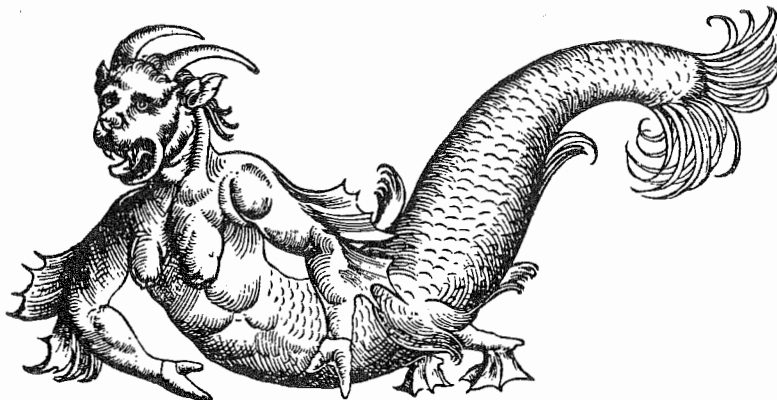
of a Triton must be paid for, and paid well. Tritons are of the Underwater type. From 1-4 are found in a typical group. They spend 30% of their time in or near lair. Speed 12" on land, 24" in the water. 5 or more HD. Tritons may use any human weapon, but limit themselves to thrusting or stabbing weapons when under water. They sometimes also use nets to entrap their opponents. These nets are used with the M12 attack, and anyone hit must successfully make an Entanglement Saving Throw or be rendered helpless. Tritons are Strength 32 in water, Strength 25 on land. Armor Class 5. Attack at a level 4 higher than HD when in water, 2 higher than HD on land. Defend at a level equal to HD when on land, or 2 higher than HD when in the water. Saving Throw Class 15. Treasure Class N. Tritons are able to use Type V magical spells as if they were a magic user of a level equal to the Triton's HD. Tritons are intelligent enough not to attack a superior force, and will not attack anyway unless threatened or harmed in some way. Tritons will defend themselves to the death if attacked.

Vodyanoi: This being is a fat, ugly froglike monstrosity, about six feet tall if it could stand upright. It is gray-green in color, with tiny ears, a wide, froggy mouth, flat nose, no hair, and froglike legs. It is very intelligent, Chaotic by alignment, and generally unfriendly. It is of the Intelligent Non-Human type. Normally only 1 is found in any single body of fresh water, the only place that a Vodyanoi may be found. It sticks near its home, and thus is found in or near its lair 90% of the time. Speed 6" on land, 24" in water. 20 HD. The Vodyanoi will not melee unless desperate, and only uses daggers, tridents and similar stabbing weapons. Strength 12.

Armor Class 6b. Attacks at 20th level, defends at 23rd level. Saving Throw Class 15. Treasure Class I. The Vodyanoi has the power to magically charm any creature of a type that it has seen before, at the rate of 1-4 creatures or beings per magic phase. Each being or creature affected may roll a saving throw vs. Magic and, if successful, is not charmed. Charmed beings become servants of the Vodyanoi, and while under this charm gain the ability to breathe water. They serve the Vodyanoi faithfully until the charm is magically broken, and will defend the Vodyanoi against any attack, even from former friends of the charmed being. The Vodyanoi may be willing, if it already has lots of servants, to release any given individual for a sufficient bribe. However, the bribe must be large enough to make up for the lost usefulness of the servant. Thus, if the Vodyanoi has captured a high-level character, the bribe would be much larger than if it has captured a low-level character. The bribe might be money, magical items, or services, at the discretion of the referee. Remember, however, that the Vodyanoi is greedy and sneaky. The only reason that the treasure class is only Class I is that the Vodyanoi steal from each other when possible, and thus hide their treasures to an extreme degree. Class I is the part that you are likely to find.

Vulture Griffon: This creature has the body of a lion, and the head, wings and talons of a giant vulture. Fully grown, it stands from 10-12 feet tall. It is very intelligent, Chaotic and evil. The Vulture Griffon is found primarily in mountainous areas. It is of the Mythical Beast (Flyer) type. From 1-4 are found together. 25% of the time in lair. Speed 19" (that is not a typo). 15 HD. Attacks using M3 and M7. Strength 30. Armor Class 4. Attacks at 17th level, defends at 18th level. Saving Throw Class 15. Treasure Class R. At first glance, or at a distance, this creature may appear to be the much smaller and less dangerous Griffon. By the time a character or party notices the difference, it may be too late. Note that the speed allows the Vulture Griffon to run down most humans and horses. It enjoys

tormenting its prey, and will strike to wound and hurt if its prey does not seem capable of striking back, causing the maximum amount of pain. The Vulture Griffon especially enjoys tormenting anyone with a strongly Lawful or Good attitude, such as a Paladin or Cleric of that alignment. The Lair of a Vulture Griffon is usually difficult to reach without flying, on cliff faces or tops of mountains. From such places it views passersby, and swoops down on any that look weak enough to victimize. The Vulture Griffon is smart enough not to attack a large group of humans alone, however, and will call others of its kind to join in on the fun.

Walking Snakes: These creatures are somewhat startling to behold. Their bodies are snakelike, but they run along on four pairs of legs. Walking Snakes are 2-3 feet long, and with green scales. They are not intelligent, and have no alignment. They are found in grasslands or forests. Walking Snakes are of the Reptile type. From 3-12 are found in a normal group. They spend only 10% of their time in their lairs, since the lair is used primarily to lay eggs, sometimes in a nice hole decorated with shiny stones (gems). Speed 15". 2 HD. Attack using M1 (bite is poisonous, factor 1.0, thus doing 2 dice of poison damage per bite, or 1 die if a saving throw vs. poison is successfully made). Strength 9. Armor Class 4. Attack and defend at 2nd level. Saving Throw Class 3. Treasure Class L. The green scales of this creature tend to blend in with it's surroundings, and so this creature is dangerous primarily because it may be in the middle of the group of characters before they notice it. A large group of Walking Snakes can wipe out the middle of a party of much higher level characters, just due to sheer surprise. Usually, heavily armored characters have no difficulty surviving an attack of Walking Snakes, but magic users may not be so lucky.

War Ants: These creatures have the appearance of a 10-foot long brown ant with eight legs. They are of higher intelligence than normal Giant Ants, and are normally Evil and Chaotic by nature. They can be encountered underground or outdoors, but not normally in extremely wet or swampy surroundings. War Ants are of the Giant Insect type. They appear in groups of 2-12. 40% of the time in lair. Speed 15". 10 HD. Attack using M10, plus poison (poison factor 1.0). Strength 18. Armor Class 8 (due to toughness of exoskeleton). Attacks at 11th level, defends at 10th level. Saving Throw Class 8. Treasure Class D. War Ants are specially bred to act as mounts for evil beings. They are trained to attack and slay Lawful or Good beings on sight (or smell, as the case may be). Their senses act as the spells Detect Good and Detect Alignment, with a 12" range. While susceptible to Hold and Charm spells, if a Lawful or Good being actually commands a charmed War Ant to do anything, the charm is broken and the War Ant is free to continue slaying. Thus, a Hold or Charm has no practical effect except to stop the War Ant in its tracks. A properly saddled and harnessed War Ant can carry 300 pounds on its back. Due to their special breeding, War Ants are hard to damage. Therefore, subtract 1 per die from *any* magical or physical damage done to a War Ant at the time the damage is recorded. Further, War Ants regenerate their Hit Points at a rate of 1 per minute (game turn) unless damaged beyond their Death Level. War Ants are assumed to have a Constitution of 15, for purposes of calculating Death Level and Hit Points.

Wasp, Giant: This is simply a 3-foot long wasp, complete with a relatively enormous stinger. It has no real intelligence, and no alignment. It is of the Giant Insect Type, and is found in forest and mountain areas. From 1-10 are found together. They are in or near their lairs 20% of the time. Giant Wasps walk at speed 6", fly at speed 24". 3 HD. Attack using M24 (plus poison, factor 1.0, plus 1 point of damage per turn to the victim until the poison is neutralized). Strength 16. Armor

Class 7 (cutting edges tend to glance off the hard shell, and it dodges well in flight). Attacks at 4th level, defends at 3rd level. Saving Throw Class 3. Treasure Class B. The treasure is kept inside an enormous wasp's nest, 12 feet across or more.

Weasels, Giant: This is simply a weasel that happens to be several times as large as normal. It retains the quickness and viciousness of its smaller cousin. 4-6 feet long, and 2 feet tall when on all fours. Not intelligent and has no alignment. The Giant Weasel is of the Giant Animal (Mammal) type. From 2-12 Giant Weasels make up a group, and they are found in or near lair 25% of the time. Speed 15". 3-5 HD. Attack using M1. Strength 16. Armor Class 2. Attack 1 level higher than HD, defend at same level as HD. Saving Throw Class 3. Treasure Class L (they like shiny things). Not at all subtle in their attacks, they expect to simply overwhelm opponents and bite them to death. This usually works on smaller animals or single humans.

Wights: These undead have the appearance of corpselike figures, with some tattered bits of flesh and clothing or armor, all with a faint blue glow. Each one carries a sword or similar cutting weapon. They have no real intelligence, but are Chaotic and Evil, obeying only the instinct to seek out and destroy living things within their domain. Wights are of the Undead type. From 2-12 are found together. 60% chance of finding them in or near lair. Speed 9". 3 HD. Attack using W5 (any sword type). Strength 12. Armor Class 5. Attack and defend at 3rd level. Saving Throw Class 12. Treasure Class K. These are a much weaker version of true Barrow Wights, and sometimes act as followers to Barrow Wights, who were once the rulers of those who became Wights. Any wound caused by the weapon or touch of a Wight drains 1 Life Level from any living thing not magically protected against such draining. Wights may be damaged by silver or magical weapons, or by destructive magic. They may not be affected by mental magic or sleep spells of any kind. Anyone drained to 0 Life

Levels by a Wight will become a Wight in 1-6 phases unless a clerical Dispel Evil spell is cast on the body before it changes. Once it has changed, the body may not be raised from the dead by clerical means, nor may its soul be transplanted by means of Reincarnation. Although solid of body, Wights are turned and dispelled by clerics as if of the Spirit Undead type. See **Barrow Wight** for more information.

Will O' Wisp: This being is most often seen as a glowing blue-white ball, 2-3 feet across. Sometimes it disguises itself in flames or fogs, so that it cannot be clearly seen and recognized. It is somewhat Chaotic in alignment, and intelligent. The Will O' Wisp is most often found near swamps or other damp places, and not in direct daylight. It is of the Spirit type. Only 1 is found at a time, and almost never near a lair of its own. Speed 18". 9 HD. If it is forced to melee, it attacks with an electrical lash (use W3 to determine chance to hit). Strength 28. Armor Class 6b (hard to hit anything vital). Attacks at 9th level, defends at 17th level (hard to hit at all, actually). Saving Throw Class 11. Treasure Class H. The Will O' Wisp will not attack a party itself, but will attempt to trick or trap a party into fighting something else, usually something dangerous and powerful. It does this by means of offering to lead the party to some fabulous treasure and its guardian, which it says they can surely defeat. If this ploy fails, it may think of others. The Will O' Wisp can use any Illusionist spell of 5th level or lower, as well as any spell of 5th level or lower involving Light. The Electric Lash effect of its strike does 4 dice of damage, all electrical, no impact. As referee, think 'sneaky' when using this being. If threatened with actual destruction, it will offer to lead others to its own treasure, but will still attempt to trick and lie its way out if it can, possibly leading its captors into subtle traps. The treasure is large enough that the party of characters, even if not simply gullible enough to believe the Will O' Wisp's protestations of honesty, will often try to find it anyway.

Wraith: This is a less tangible form of the undead. It usually takes the form of a humanoid being in a dark cloak, but with no face inside the hood, merely a pair of glowing eyes. It is usually carrying a sword, and both body and sword have a sort of black aura surrounding them. The Wraith is only of limited intelligence, but is Chaotic and Evil. It is of the Spirit Undead type. From 2-8 are found together. 20% chance of finding them in or near lair. Speed 12" on the ground, 24" flying (outdoors and at night only). 4 HD. Attack using W5 (any type of sword, but Broadsword is most common). Strength 12. Armor Class 5b (intangible). Attack and defend at 4th level. Saving Throw Class 12. Treasure Class N. Magical weapons will damage Wraiths, and silver weapons will do ½ their normal damage. Normal weapons will do nothing at all, simply passing through the Wraith. Anyone drained to 0 Life Levels by a Wraith will become a Wraith in 1-6 phases unless a Dispel Evil is cast on the body before the change is complete.

Wyvern: This creature is a junior member of the dragon family. It is an upright, winged dragonlike being, around 7 feet tall when standing fully upright, with a tail something like that of an enormous scorpion, with a forward-curving stinger. It is not very intelligent, but is somewhat Chaotic in alignment. Wyverns are of the Dragon type. From 1-4 are found in a group, and they spend 60% of their time in or near lair. Speed 12" walking, 24" flying. 7-10 HD. Attack using M2 and M23. Strength 18. Armor Class 5b. Attack 1 level higher than HD, defend at same level as HD. Saving Throw Class 7. Treasure Class N. Wyvern Poison is poison factor 1.0. Can either bite or sting if there is room to swing its tail forward. It stings by leaning forward and stinging over its back. If it stings, it may swing back upright and take a bite at its opponent during the same melee phase.

Yale: This animal is a horse-sized, 4-legged animal of an unusual physical nature. It has a shaggy black coat with light spots, and is shaped roughly like a heavy-set antelope. Its tail is like that of an elephant, and it has tusks sticking down from its upper jaw. Its horns, shaped like that of an antelope, are its most unusual feature: they swivel, individually, to point in any direction the Yale desires. When running along normally, they lay back along the Yale's head. When threatened, the Yale points its horns at its opponent, if said opponent is alone and in front of the Yale. Otherwise, if threatened by a pack of predators, the Yale swivels the horns at need, or sticks them out like a longhorn steer, to either side. A Yale will not attack unless threatened, or unless challenged by another Yale of the same sex. A Yale is not intelligent and has no real alignment. Type: Mythical, Herbivore. Number: normal herd of 2-20. No lair, but 10% of time near any given favorite spot for feeding, watering or sleeping. Speed 21". 4 HD. Fights using M2 or M16. Strength 18. Armor Class 4. Attacks at 5th level, Defends at 4th level. Saving Throw Class 3. No treasure. Live primarily in plains or savannahs.

Yaleosaurus: This medium-sized dinosaur is nothing less than the reptilian equivalent of a large bear. It is 8 feet long from nose to tail, and is 4 feet high when walking on all fours. It is fully capable of standing upright. Except for its scales instead of fur, and a somewhat more lizard-like head, its resemblance to a grizzly bear is solid. A Yaleosaurus weighs roughly 2000 pounds, is not intelligent, has no alignment, and is omnivorous. Typical group size is 1-4. No lair worth mentioning. Speed 18". 12 HD. Attack using M2, M6 or M14. Strength 25.

Armor Class 5 (tough hide and scales). Attacks at 13th level, Defends at 12th level. Saving Throw Class 8. No treasure. Lives primarily in forested areas. Will not necessarily attack human-sized beings unless startled or threatened.

Zombies: These are perhaps the most physically disgusting of the undead, animated corpses complete with whatever wounds killed them. Normally, these are human corpses, but any intelligent being can be turned into a Zombie after death. Due to the nature of their animation, Zombies will register on magical or clerical detection spells as Evil and Chaotic, no matter what alignment the Zombie had been while living. Type: Undead (Animated). Number: 4-24. No lair, but may be assigned to guard things by their animator. Speed 6". 2 HD. Attack using M5 or available weapons (1/6 of normal Zombies will have been given weapons; those specially assigned may be given them at the discretion of the referee). Strength 10. Armor Class 2. Attack and Defend at 2nd level. Saving Throw Class 4. Zombies own no treasure, but may be guarding it for their animator. The instructions given to a Zombie may not be complex in nature, and thus they may become confused. This accounts for Zombies encountered wandering around unattached to specific tasks.

Zuvembie: This undead creature is to a Zombie what a Lich is to an animated Skeleton. It is a self-animated, wilfully-evil form of undead, usually female in appearance. A Zuvembie looks like a dark, short, humanoid figure with wild hair, something like a standard voodoo witch-woman out of an old movie, but even more disgusting. A Zuvembie radiates an aura of evil, and is actively Chaotic in alignment. Type: Undead (Solid). Normally only 1 appearing at a time. In or near lair 60% of the time. Speed 18". 8 or more HD. Attacks using Weapons of length $1-5$ and with magic as explained below. Strength 18. Armor Class 2. Attacks at Level = HD + 1. Defends at Level = HD + 3. Saving Throw Class 5. Treasure Class K, no silver.

Treasure Class N, no silver, if the Zuvembie is 12th level or higher. The Zuvembie has limited magical powers, as follows: The Zuvembie sings a wordless song that can entrance the living or summon and animate the dead. Any intelligent being within 12" (who is able to hear) must make a saving throw vs. Charm III. Any being failing this saving throw must act to defend the Zuvembie, or stand immobile and undefending, at the choice of the Zuvembie. Also, any newly-dead being (dead no more than 1 hour), whether formerly intelligent or not, may be turned into a temporary Zombie under the control of the Zuvembie as long as within 12" of the Zuvembie, or until dead 1 hour. Any unintelligent being's body gets no saving throw against this effect.

Any corpse of an intelligent being gets a saving throw as if vs. Death. If it fails this saving throw, it is under the control of the Zuvembie. If an intelligent being dies within 12" of a Zuvembie, this saving throw must be made immediately. Once a corpse has been under the control of a Zuvembie, it can only be raised from the dead by the simultaneous performance of Raise Dead and Dispel Evil clerical spells, *both* performed by clerics of a higher level than the entrancing Zuvembie. The additional powers of a Zuvembie are: a Zuvembie of 12th level or higher may use the destructive form of any clerical spell as if the Zuvembie were a cleric of its own level; and a Zuvembie of 10th level or higher may use Type I magical spells, limited as if the Zuvembie were a magic user of its own level.

S. HILL '80

Men & Animals

In addition to the Monster List, there must also be sort of a People List, since men will sometimes be encountered during adventures. Basically, treat encountered men as if they were characters: they get the same bonuses and restrictions based on their characteristics. If you have a copy of **Instant Bad Guys** or some other listing of encountered men pre-rolled, you can just use that to determine those characteristics. Otherwise, you, as referee, should roll any characteristics that might be important in the situation. This will often include Strength, Intelligence, Dexterity and Agility, as well as hits (in which case you should also roll Constitution, which could modify the hit points). The Saving Throws and other circumstances are also the same as if the encountered men were characters: just use the appropriate Saving Throws for the type, level, and characteristics of each individual man. The only thing remaining is Treasure Class. For low-level Fighters, use Treasure Class C. For medium or higher Fighters, use Class T. For low-level Clerics, use class D. For medium-level Clerics, use class M. For high-level Clerics, use Class I. Low-level Magic Users should be given Class E treasure in their lairs. Medium-level Magic Users should have Class H. High-level Magic Users should have Class S. Thieves should have treasure similar to that of Magic Users. For unusual classes of men, use whatever is the most appropriate. For example, Paladins and Rangers do not tend to accumulate much treasure, and thus should not be given an overly rich class.

There are several types of normal animals that are used both by encountered men and by characters, and should thus be discussed. Draft animals and hunting animals are quite common, and you found some of them listed in the Equipment tables. Basically, normal animals all have the same Saving Throw Class: Class 3. Normally, they are Armor Class 1 if without harnesses or packs, Armor Class 2 if saddled or harnessed, or Armor Class 5 if wearing Chain Barding. Unless stated otherwise, normal animals have Attack and Defense Levels equal to their Hit Dice. The following list gives the differences between the various animals.

Mules: These are the only pack animals that you can normally use in caves, tunnels, or other narrow or steep areas. Mules have 3 Hit Dice, and can carry up to 350 pounds at speed 12". Mules can pull wagons or sleds weighing, with load, up to 1000 pounds. A mule, if attacked, will kick with Small Hooves.

Light Horses: These are the fastest horses normally available, but are not very sturdy. A Light Horse can carry up to 250 pounds at speed 24", and cannot be trained to pull wagons. Light Horses have 2 Hit Dice, and can, if attacked, kick with Small Hooves.

Medium Horses: These are more durable, but not as fast. A Medium Horse can carry 350 pounds at speed 18", and cannot be trained to pull wagons, but can be trained to wear barding or to participate in cavalry melee. Medium Horses have 3 Hit Dice, and, if in melee, can kick with Small Hooves.

Draft Horses: These are sturdy, durable workhorses, who can carry or pull great weights, but not very fast. A Draft Horse has 4 Hit Dice, and can carry 450 pounds, or pull a wagon or sled weighing 1500 pounds, moving at speed 12". Draft horses will attempt to avoid combat, but if forced, will defend themselves using Medium Hooves.

Heavy Horses: These beasts, also known as Warhorses, are bred and trained for battle. They are physically quite similar to Draft Horses, being among the biggest and toughest of horses. A Heavy Horse will carry up to 450 pounds at speed 12", and can be trained to wear barding and to participate in battle, but does not pull wagons or sleds. Heavy Horses have 4 Hit Dice plus 2 hit points. They thus have Attack and Defense levels of 5th level. Heavy Horses, if in combat, attack using Medium Hooves.

Hounds: These are the tracking dogs that are commonly used. They move at speed 15", and can attack using Small Teeth. A Hound has 2 Hit Dice.

Mastiffs: These are the more solid killing-dogs, bred for strength. A Mastiff moves at speed 15", and can attack using Medium Teeth, attacking at 4th level. A Mastiff has 3 Hit Dice.

Falcon: These are the hunting birds commonly used, and actually includes several varieties. They fly at speed 24", and can attack using Small Teeth (Beak) or Small Claws, but normally only attack small animals. Falcons have 2 Hit Dice, but attack at 3rd level.

Other animals can be worked out by individual referees. Basically, just keep them reasonable relative to those listed, and you should not have too many problems.

Combat Adjustments Due To Strength

Strength of Being	Attack Level	Damage Multiplier	Damage Bonus
1	—1	1	-2 per 2 dice
2	—1	1	-2 per 2 dice
3	—1	1	-2 per 2 dice
4	—1	1	-1 per 2 dice
5	—1	1	-1 per 2 dice
6	0	1	-1 per 2 dice
7	0	1	-1 per 2 dice
8	0	1	-1 per 2 dice
9	0	1	0
10	0	1	0
11	0	1	0
12	0	1	0
13	0	1	+ 1 per 2 dice
14	0	1	+ 1 per 2 dice
15	0	1	+ 1 per 2 dice
16	+ 1	1	+ 1 per 2 dice
17	+ 1	1	+ 1 per 2 dice
18	+ 1	1	+ 2 per 2 dice
19	+ 1	1	+ 2 per 2 dice
20	+ 1	1	+ 2 per 2 dice
21	+ 1	1	+ 2 per 2 dice
22	+ 1	1	+ 3 per 2 dice
23	+ 1	1	+ 3 per 2 dice
24	+ 1	1	+ 3 per 2 dice
25	+ 1	1	+ 4 per 2 dice
26	+ 2	1	+ 4 per 2 dice
27	+ 2	1	+ 5 per 2 dice
28	+ 2	2	0
29	+ 2	2	0
30	+ 2	2	0
31	+ 2	2	+ 1 per 4 dice
32	+ 2	2	+ 2 per 4 dice
33	+ 2	2	+ 3 per 4 dice
34	+ 2	2	+ 4 per 4 dice
35	+ 2	2	+ 5 per 4 dice
36	+ 2	3	0
37	+ 2	3	0
38	+ 2	3	+ 1 per 6 dice
39	+ 2	3	+ 2 per 6 dice
40	+ 2	3	+ 3 per 6 dice
41	+ 3	3	+ 4 per 6 dice
42	+ 3	3	+ 5 per 6 dice
43	+ 3	4	0
44	+ 3	4	0
45	+ 3	4	+ 1 per 8 dice

ATTACK MATRIX: HAND—CARRIED WEAPONS

ARMOR CLASSES

	WEAPONS	1 NONE	2A LTHR	2B BRIG	3 SHLD	4A L&S	4B BR&S	5A CHN	5B CP	6A C&S	6B CP&S	7 PLT	8 PL&S	BLOWS	DICE DAMAGE
0A	UNARMORED FIST	55	45	22	35	25	12	20	10	10	05	00	00	4	½
0B	ARMORED FIST/SAP	55	55	32	35	35	18	25	17	15	08	10	02	4	¾
1A	DAGGER/KNIFE	55	45	25	35	35	17	35	20	20	10	05	00	4	1
1B	KRIS	55	45	25	35	35	17	35	20	20	10	05	00	3	2
2A	HATCHET	45	35	20	35	20	11	15	10	10	06	05	02	4	1½
2B	HAND AXE	35	35	25	20	20	12	20	17	15	10	15	05	3	2
2C	SHORT SWORD	55	45	25	35	35	17	35	20	20	10	05	00	3	1½
2D	TRIDENT	55	45	25	35	35	17	35	20	20	10	05	00	3	1½
3A	WARHAMMER	25	25	30	25	20	22	25	30	20	22	35	25	3	2
3B	BEAKED HAMMER	40	35	35	35	25	25	25	30	20	22	35	25	3	2
4A	MACE/CLUB	25	25	30	25	20	22	25	30	20	22	35	25	3	2
5A	BROADSWORD	45	35	22	35	25	13	25	17	20	11	10	05	3	2
5B	LONGSWORD/SCIMITAR	55	35	20	45	25	13	15	10	10	06	05	02	3	2
5C	FALCHION vs. ARMOR	35	25	25	25	20	20	20	22	15	17	25	20	3	2(-2)
	vs. NATURAL HIDE	35	25	15	25	20	10	20	12	15	07	05	02	3	2(-2)
5D	WIDE-BLADED FALCHION	35	35	27	25	25	17	40	27	30	20	15	10	2	2
5E	SAMURAI SWORD (Katana)	55	35	22	45	25	13	25	17	20	11	10	02	3	2
6A	BATTLE AXE *	35	30	25	25	25	17	35	27	35	22	20	10	2	2
6B	GREAT AXE *	35	35	30	25	35	27	35	30	35	27	25	20	1	4
6C	BULLOVA * ²	45	45	27	45	35	20	35	22	25	15	10	05	2	2
7A	MORNINGSTAR (Chain-mace)	45	45	35	35	35	27	35	27	25	22	25	20	2	2
8A	SPEAR * ²	45	35	20	35	30	16	25	15	10	06	05	02	2	2
9A	FLAIL/LARGE CLUB *	25	25	30	25	25	25	35	35	25	25	35	25	1	3
9B	MAUL (Great Mace) *	35	35	35	35	35	35	35	35	35	35	35	35	1	4
10A	2-HANDED BROADSWORD *	35	35	35	35	35	30	35	35	35	30	35	25	1	3
11A	QUARTERSTAFF *	55	45	25	35	25	12	25	15	15	07	05	00	4	1
12A	FAUCHARD * ²	55	45	30	45	45	27	35	25	25	17	15	10	1	3
12B	POLE ARM * ²	45	45	32	45	35	22	35	27	25	17	20	10	1	2
12C	LUCERNE HAMMER * ²	40	35	35	35	25	25	25	30	20	22	35	25	1	3
13A	HALBARD * ²	25	25	30	25	35	30	45	40	45	35	35	25	1	2
14A	MOUNTED LANCE	55	55	40	55	55	37	45	35	35	27	25	20	1	2
15A	PIKE * ²	25	25	22	25	25	17	25	22	25	17	20	10	1	2

* indicates 2-handed weapon   ² indicates weapon useable from second rank of melee

For those of you not familiar with the **Warlock** combat system, these tables are presented to allow you to see how human and monster combat has been set up. As you can see, there are two tables, one for Hand-Carried Weapons, and the other for Natural Body Weapons. As you go across the line next to any one of the weapons on either table, you will find a number in each column, ranging from 00 to 55 (normally, none of the base numbers is higher than 55). These numbers are the maximum number that an attacker must roll (from 00 to 99) in order to hit. A roll of 00 always hits, and any roll of 90 or higher always misses, no matter what the adjustments. Thus, something attacking with M1 (Small Teeth) against a target that is in Leather Armor (AC 2) must roll between 00 and 35 in order to hit, if there are no other adjustments. Over at the right-hand side of the table, the columns Blows and Dice Damage tell, respectively, the number of attempts the attacker has to hit in any single melee phase, and the number of six-sided dice of damage done by a successful hit. If you use a combat system other than the **Warlock** one, these Matrices should enable you to compare the chances to hit and damage done

ATTACK MATRIX: NATURAL BODY WEAPONS

ARMOR CLASSES

WEAPONS		1 NONE	2A LTHR	2B BRIG	3 SHLD	4A L&S	4B BR&S	5A CHN	5B CP	6A C&S	6B CP&S	7 PLT	8 PP&S	BLOWS	DICE	DAMG
M1	SMALL TEETH	55	35	20	45	35	18	25	15	20	11	05	02	4	1	
M2	MEDIUM TEETH	55	45	30	45	35	22	25	20	20	15	15	10	3	2	
M3	LARGE TEETH	55	45	35	45	45	32	35	30	25	22	25	20	2	3	
M4	LARGE MOUTH	35	35	30	35	35	30	35	30	35	30	25	25	2	3	
M5	SMALL CLAWS	45	25	17	35	25	15	20	15	15	10	10	05	4	1	
M6	MEDIUM CLAWS	45	35	25	35	25	17	25	20	20	15	15	10	2	2	
M7	LARGE CLAWS	45	35	27	35	25	20	25	22	20	17	20	15	1	3	
M8	SMALL PINCERS	45	25	15	35	20	11	15	10	10	06	05	02	3	1	
M9	MEDIUM PINCERS	45	25	17	45	25	15	20	15	15	10	10	05	2	2	
M10	LARGE PINCERS	45	45	32	35	35	27	25	22	25	22	20	20	2	2	
M11	SLOW ENVELOPMENT	15	15	20	15	20	27	20	22	25	30	25	35	1	—	
M12	FAST ENVELOPMENT	25	25	35	25	25	35	35	40	35	40	45	45	2	—	
M13	SMALL CRUSHING	55	45	25	45	35	18	35	20	25	13	05	02	2	3(-S)	
M14	LARGE CRUSHING	55	55	40	45	45	35	35	30	35	30	25	25	1	6(-S)	
M15	SMALL HORNS	55	45	25	35	25	13	25	15	20	11	05	02	3	1	
M16	MEDIUM HORNS	55	55	32	45	35	20	35	22	25	15	10	05	2	2	
M17	LARGE HORNS	45	45	32	45	45	30	45	32	35	25	20	15	1	3	
M18	SMALL HOOVES	35	35	27	35	35	25	25	22	20	17	20	15	3	1	
M19	MEDIUM HOOVES	25	25	25	25	20	20	25	25	20	20	25	20	3	2	
M20	LARGE HOOVES	20	20	22	20	20	20	25	25	20	20	25	20	2	3	
M21	MEDIUM PAWS	45	45	35	35	35	27	35	30	25	22	25	20	3	2	
M22	LARGE PAWS	25	25	25	25	25	25	25	25	25	25	25	25	2	3	
M23	LARGE STINGER	45	45	32	45	35	22	35	27	25	17	20	10	1	2★	
M24	MEDIUM STINGER	45	35	25	45	35	22	25	20	20	15	15	10	1	2★	
M25	SMALL STINGER	55	35	22	45	25	15	25	17	20	12	10	05	1	1★	
M26	SOFT, SMALL TAIL OR TENTACLE	45	35	25	35	25	17	25	20	20	15	15	10	3	1	
M27	SOFT, MEDIUM TAIL OR TENTACLE	45	40	30	40	35	25	30	25	25	20	20	15	2	2	
M28	SOFT, LARGE TAIL OR TENTACLE	55	45	32	45	40	27	35	27	30	22	20	15	2	3	
M29	HARD, SMALL TAIL OR TENTACLE	35	30	22	30	25	17	25	20	20	15	15	10	3	1	
M30	HARD, MEDIUM TAIL OR TENTACLE	40	35	30	35	30	25	20	22	15	17	25	20	3	2	
M31	HARD, LARGE TAIL OR TENTACLE	45	35	32	40	30	27	25	27	20	22	30	25	2	3	
M32	SMALL BUTT/RAM	35	35	22	30	30	17	30	20	25	15	10	05	2	1	
M33	MEDIUM BUTT/RAM	35	35	25	30	30	20	30	22	25	17	15	10	2	2	
M34	LARGE BUTT/RAM	45	40	35	35	35	27	35	32	30	25	30	20	1	3	

(-S) means subtract strength of victim from damage.   ★ plus any poison damage.

by monsters when using natural body weapons, and convert the chances and damage into your own system. If you *do* use the **Warlock** combat system, this is simply a convenient place to have another copy of the Attack Matrices, hopefully without typographical errors this time.

Special Saving Throws

These are saving throws for certain special cases, as noted below. As with all saving throws based on the **Warlock** system, the die roll is a 0-19 roll, using a single twenty-sided die. Unless stated otherwise, a roll of 0 always indicates failure to make the saving throw in question, no matter how many favorable adjustments the character or monster might have.

The use of the table itself is very simple: the column on the left, headed 'Roll Needed,' indicates the number, from 1-19, that the character or monster must roll in order to successfully make his/her/its saving throw, based on the individuals characteristics. For each saving throw column, there is a parenthetical note indicating what characteristic(s) are to be used when checking that type of saving throw. The characteristic, or sum of the characteristics as noted, should give a number that is within the range listed in that column. Find the number that corresponds with the individual's total, and go to the left hand column, labeled 'Roll Needed', to see what the individual must roll in order to make the saving throw.

Remember that these special Charm saving throws are not to be confused with the normal saving throw vs. Magic that is used when a magic user casts a Charm spell.

Charm I is a specific type of Charm effect that may be magical in nature, or a natural ability of a type of being. Generally, Charm I can affect all intelligent beings. It should be used (when designing monsters) in cases where a Charm ability affects the entire mentality of victim, rather than just the Intelligence or Wisdom separately. Add the Intelligence and Wisdom of the victim together to determine the needed saving throw.

Charm II, which is checked against the Intelligence of the victim, is for use in cases where there is an attempt at direct telepathic or psionic control of the victim, whether by magical or natural means.

Charm III, which is checked against the Wisdom of the victim, is used in cases of attempts to displace the soul of the victim (as in demonic possession) or in cases where a sight or sound is sapping the victim's will.

SPECIAL SAVING THROWS

ROLL NEEDED	CHARM I (Int + Wis)	CHARM II (Int)	CHARM III (Wisdom)	GAZE (2 × Int + Dex)	PAIN (Const)
1	36+	21+	22+	54+	20+
2	35	20	21	51-53	19
3	33-34	19	20	49-50	18
4	31-32	18	19	46-48	17
5	30	17	18	44-45	16
6	28-29	16	17	41-43	15
7	26-27	15	16	39-40	14
8	25	14	15	36-38	13
9	23-24	13	14	34-35	12
10	21-22	12	13	31-33	11
11	19-20	11	12	29-30	10
12	18	10	11	26-28	9
13	16-17	9	10	24-25	8
14	14-15	8	9	21-23	7
15	12-13	7	8	19-20	6
16	10-11	6	7	16-18	5
17	8-9	5	6	13-15	4
18	7	4	5	10-12	3
19	6-	3-	4-	9-	2-

Clerics vs. Undead

Level difference	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12
Lesser (animated)	N	A	B	C	D	D	E	E	E	F	F	F	G	G	G	
Greater (spirit)	N	N	A	B	C	D	D	D	E	E	E	E	F	F	F	F
Solid (Ghoul, Vampire)	N	N	N	A	A	B	B	B	C	C	C	D	D	D		

N Dispel has no effect
A Turn affects 1-4
B Turn affects 1-6
C Turn affects 2-8
D Turn affects 2-12
E Dispel affects 2-12 (or Turn 3-18)
F Dispel affects 3-18 (or Turn 4-24)
G Dispel affects 4-24 (or Turn 5-30)

The Gaze saving throw is used in cases where there is a chance that a character will look at something, the sight of which will cause the character harm (the eyes of a vampire, or the face of a medusa, for example). Take the Intelligence of the character, multiply it times two, and add his dexterity. The sum is the number checked for the Gaze saving throw.

The Pain saving throw, which is checked against the victim's Constitution, is used in cases where something causes the character specific intense pain, such as torture. This saving throw is used to determine whether the character remains conscious and aware in such situations.

Dispelling Undead

When a cleric uses the Dispel Undead spell (0C), subtract the level of the undead from the level of the cleric. Add or subtract from this number any adjustment for special characteristics or special items being used. Go to the appropriate (Lesser, Greater, or Solid). The letter given tells how many of the undead are turned or dispelled, rolled randomly. Add any bonus for high Wisdom of the cleric to this die roll. With results 'E', 'F' or 'G', the cleric, before rolling for numbers affected, may choose to 'turn' or 'Dispel' the undead. 'Turning' one or more undead forces it or them to move directly away from the cleric to a distance of at least 24", or as far away as it or they can go. 'Dispelling' an undead de-animates animated undead, and destroys undead in spirit form. Solid undead may never be dispelled, only turned or physically destroyed.

Saving Throws For Monsters

S.T. Class	Distraction	Poison or Death	Wands	Stone	Dragon Breath	Spells &Staves	Phantasm Belief
1	10	12	13	14	15	16	16
2	14	10	12	5	14	12	12
3	16	12	12	12	14	14	18
4	4	NA	14	16	16	16	NA
5	8	NA	7	7	11	9	8
6	16	6	7	8	8	10	3
7	12	6	7	5	3	8	7
8	10	10	9	10	14	12	12
9	8	4	10	12	10	12	10
10	12	6	7	8	8	10	12
11	NA	3	5	5	5	3	3
12	6	NA	12	14	14	12	4
13	NA	6	8	9	11	8	7
14	8	4	5	7	8	8/3*	NA
15	NA	3	NA	2	3	5/NA*	NA

While a comparison of the Monster Saving Throw Matrix with the Monster List will give you a basic idea of how to use the Matrix on your own monsters, a little explanation will probably help you. The following notes should give you a good idea of which Saving Throw Class is most appropriate for any monsters of your own design.

Class 1 is the appropriate Saving Throw Class for beings of low human intelligence and no real resistance to magic. Roughly similar to a 1st level Fighter of low intelligence.

Class 2 is the appropriate Saving Throw Class for creatures with the power of Stone-Turning, such as a Cockatrice.

Class 3 is for most animals, including giant animals and insects that have no special characteristics.

Class 4 is for Animated undead, with no will of their own.

Class 5 is for independent undead, solid and with wills of their own, such as Vampires and other such powerful undead.

Class 6 is for beings that are tough but unintelligent. This class has an excellent Phantasm Belief saving throw because it isn't intelligent enough to easily perceive a visualized source of harm.

Class 7 is for Dragons and their relatives, especially the more powerful reptile beings.

Class 8 is for beings that are tough, somewhat intelligent, but with no special resistances.

Class 9 is for lycanthropes and shape-shifters of various kinds, Were-creatures and such.

Class 10 is for large creatures that are somewhat difficult to damage.

Class 11 is for beings with a considerable amount of resistance to magic, either by being magic-using and of high level, or from sheer toughness. Usually intelligent.

Class 12 is for medium-sized Undead, those which may or may not be independent, but are neither to be sneezed at nor run away from by characters of equal level. This includes most of the Spirit-type Undead.

Class 13 is for non-undead Spirits and some Daemons and such.

Class 14 is for beings with a strong natural resistance to magic and illusions.

Class 15 is for beings so resistant and so powerful that lesser magic (wands, staves, etc.) has no effect whatever.

On the Matrix itself, a few things need explanation. The Distraction column is to be used whenever the monster encounters two or more things of interest. If a monster that was busy chasing a character encounters something else to eat, of equal worth, the referee should roll a Distraction Saving Throw to see whether the monster will give up the chase for a quick snack. Some discretion should be used, adjusting for monsters whose intelligence does not match that of the average monster of the same Saving Throw Class. Basically, the more intelligent the monster, the less likely it is to be distracted by some short-range benefit.

The entry 'NA' instead of a number on the table means that beings using that Saving Throw line are not affected by items in that particular column. Thus, a Vampire is not affected by poison, already being sort of dead.

In Classes 14 and 15, the split saving throw for the Spells and Staves column indicates that the two types affect the being differently, spells above the slash and staves below it. Thus, a being with Saving Throw Class 15 is normally not affected by magic cast by means of a staff at all.

	Encounter Numbers				Lair Numbers			
	Fighter Types	Magic Users	Parties Numbers	Monster	Fighter Types	Magic Users	Temple or Hall	Monster Numbers
01-05	1	1	1-4	1	1	1	1-4	1
06-10	1-4	1	1-6	N/6	1-3	1	1-4	N/6
11-20	1-6	1	1-8	N/4	1-4	1	1-6	N/4
21-25	1-8	1-3	1-8	N/2	1-6	1-3	1-6	N/4
26-30	1-10	1-4	1-10	N	1-8	1-4	1-8	N/2
31-45	2-12	1-4	1-10	N	1-10	1-4	1-10	N
46-50	2-16	1-6	2-12	N	2-12	1-6	1-10	N
51-60	4-16	1-6	2-12	N	2-16	1-6	2-12	N
61-70	2-20	1-6	3-18	1.5N	4-16	1-6	2-12	N
71-80	2-24	1-8	3-18	2N	2-20	1-8	3-18	1.5N
81-90	4-24	2-8	4-24	3N	2-24	2-8	3-18	2N
91-95	4-32	1-10	5-30	4N	4-24	1-10	4-24	3N
96-98	6-36	2-12	6-36	5N	4-32	2-12	5-30	4N
99	Re×1-4	Re×2	Re×1-4	Re×2	Re×1-4	Re×2	Re×1-4	Re×2
00	Re×1-10	Re×1-4	Re×1-8	Re×1-10	Re×1-10	Re×1-4	Re×1-8	Re×1-10

Encounter Modifiers

Encounter Distance

2	LIMIT OF VISION
3	LIMIT OF VISION
4	LONG RANGE
5	LONG RANGE
6	1 PHASE MOVE TO MELEE
7	1 PHASE MOVE TO MELEE
8	1 PHASE MOVE TO MELEE
9	SHORT RANGE, ½ MOVE
10	SHORT RANGE, ½ MOVE
11	IMMEDIATE MELEE RANGE
12	IMMEDIATE MELEE RANGE

Encounter Surprise Chance

2	MONSTER(S) STARTLED
3	MONSTER(S) ⅓ SURPRISED, PARTY NOT SURPRISED
4	BOTH SIDES 1/6 SURPRISED
5	PARTY 1/6 SURPRISED
6	PARTY ¼ SURPRISED
7	PARTY ⅓ SURPRISED
8	PARTY ⅓ SURPRISED
9	PARTY ⅓ SURPRISED
10	PARTY ½ SURPRISED
11	PARTY ⅔ SURPRISED
12	PARTY ⅚ SURPRISED

Encounter Modifiers

Encounter Modifier Notes

The Encounter Modifier Tables allow the referee to determine randomly just what is coming around the next corner, and what to do about it.

The Encounter Distance table tells the referee how far away the monsters or beings are when first noticed. Note that this distance is given in relative movement rather than absolute distance. This is so that it can handle both indoor and outdoor situations. The phrases '1 phase movement to melee' and such do not indicate that a melee will automatically occur, it instead indicates how long it would be until such a thing *could* happen. The likelihood of battle depends on the actions of the party and just what was encountered.

Encounter Surprise refers to the chance that either the members of the party or the encountered beings or monsters will be surprised by the encounter, and suffer the penalties from the surprise. Surprise is normally checked for *each* person or monster, rather for the battle as a whole. This table gives the basic chance of any given individual being surprised. Remember to modify these for Special Characteristics bonuses and handicaps, or for unusual characters (elves are surprised 1/6 of the time less often than humans, due to their superior senses of sight and hearing). It is important to remember that this table is used only when those being checked were *unaware* of the approaching encounter. If a magic user looks around a corner with his crystal ball and sees an approaching monster, he will *not* be surprised by its arrival. If it arrives before he has a chance to tell anyone else, however, then the rest of his party still has a chance of being surprised. Likewise, if a party of player-characters has heard a monster behind a door, they will not be surprised upon finding that monster where they expected it to be. They would only have a chance of being surprised if the situation with the door open were radically different from what they expected, having heard the noises. For example, if whichever party member had listened at the door had heard and told about the sound of tiny feet pattering around behind the door, the party would probably not be expecting to find a silent dragon chasing a large group of kobolds, and therefore would have a chance of being surprised.

Average Hits Per Die are rolled on monsters where the referee does not wish to determine the hits individually, such as in large groups of small monsters. It is recommended that hits be determined individually for small groups, especially of intelligent beings. This table takes into account the tendency for beings with more hit points to survive, as well as the likelihood of hits averaging out somewhat.

If you find that your monsters are being killed too easily at higher levels, add 1 to the die roll on the Average Hits Per Die table for each Hit Die the monster possesses above 2. Only add the bonus (monster's HD − 2) to die rolls under 50. This will make the monsters harder to kill without making the higher level monsters take outrageous numbers of Hit Points of damage to kill. As you can see, this means that a 10 HD monster will have a minimum roll of 09 (natural roll of 01 plus a bonus of 8), giving it a minimum of 2 per die. The odds of a monster with fewer Hit Points than that being able to survive at that level are slight indeed.

The Encounter Numbers Table gives the referee a set of numbers of beings encountered. For intelligent beings, use the listed number ranges, rolling the appropriate dice to determine exact numbers. Thus, if you roll that the encounter consists of 3-18 fighter-types, roll 3 six-sided dice to determine just how many there really are. In the Monster columns, N represents the range given in the Number Encountered section for each monster on the Monster List. Thus, if the result of your roll is N/2, and your Monster List gives a Number Appearing of 2-12, you should have from 1-6 appearing

32

01	1
02-05	1.5
06-10	2
11-20	2.5
21-30	3
31-40	3.5
41-50	4
51-60	4.5
61-70	5
71-80	5.5
81-90	6
91-96	6.5
97-99	7
00	►7

instead. A result of 1.5N would have from 3-18 such monsters appearing.

In those cases where the tables says 'Re × 1-4' or something similar, this indicates that you should reroll, and multiply the result times the indicated roll or number. Thus, if you rolled a '3' on your roll from 1-4, and got a result of 1-6 on your reroll, you would roll from 3-18 to determine the final actual numbers encountered.

★　　★　　★

Carried Magic Items

When men or other intelligent beings are encountered, they may be carrying magic items of their own, usually ones that the person or being carrying it can make use of. Thus, when a party encounters men or other intelligent beings, the referee should check and see just what they are carrying, and make use of the items properly if a battle or other encounter develops.

Remember, the characters in the party aren't the only ones with the advantages given by magic items.

If you have a copy of **Instant Bad Guys**, you can simply use the listed items for each person encountered on those listings. If not, you can determine the same probabilities of just who is carrying what magic items by using the 'Carried Magic Items' table.

Each line of the 'Carried Magic Items' table is for a different type of character or being. For types not listed, the referee must use his own discretion. For combinations of two character classes, such as a Magical Fighter, use the higher chance for each of the two classes. The numbers appearing on the table are percentage chances of having that type of magic item *per level* of the character or being who is being checked. Thus, a 5th level Fighter would have a 7.5% chance of having a magical Shield when encountered, while a 5th level cleric would only have a 5% chance of having a clerical Staff. In cases where the table shows a number like 2*1 or 2*0.5, it means that the being encountered has *two* chances of having that type of magic item, rolled separately, and also that, if both rolls are within the indicated percentage, that the being has two items in that category.

When determining the chance that an intelligent non-human has magic items, use the most similar class of humans for basic chances, and adjust for any special circumstances, such as a special preference for certain types of objects, or restrictions from using certain types of objects. A being from a species that can't read probably would not carry a Scroll, for example.

Each column of the 'Carried Magic Items' table represents one

of the types of magic items. If the being checked is determined to be carrying one or more magic items, simply go to the Magic Item Tables for the appropriate type of magic items and roll the specific powers and abilities there.

When including beings of your own creation, or out of fictional or mythological sources, try to make use of the information you have about the beings when deciding what *type* of magic items they would be carrying. For example, if the beings come from a world where rings have a deep religious significance, and no one would wear one as just a magic item, make use of this fact when determining what they are carrying.

There is a sort of borderline case that should be mentioned. When using semi-intelligent beings in your games, such as Ogres, there should be a *chance* that said beings have acquired magical items of some kind. Obviously, they couldn't make them themselves, and they couldn't use very complicated ones. In such cases, you should use a chance somewhere in the range of 1% per level of the being (or less, if it isn't very powerful) that it has been able to acquire a simple magic item. For example, an Ogre would be able to realize that a magical weapon does a better job of bashing things than a non-magical one (assuming that the weapon was useful rather than cursed, of course). In such cases, the Ogre would keep the weapon to bash with. That same Ogre would probably ignore a magical backpack, however, since Ogres don't wear such things, and it wouldn't see one as being useful. Just keep the magic items appropriate to what's carrying them, in general.

Carried Magic Items

	Intelligent Weapon	Armor	Shield	Non-Intel. Weapon	Wand or Staff	Ring	Potion	Misc. Magic	Scroll
Magic User	1	—	—	3	2*1	2*1	2*1	2*1	1
Fighter	1	1.5	1.5	2*1	—	2*1	2*1	0.5	0.2
Cleric	—	1	1	1	1	2*1	2*1	0.5	—
Thief	1	1.5	1.5	2*1	—	2*1	2*1	2*0.5	0.5
Paladin	1.5	2	2	2*1.5	0.2	2*0.5	2*0.5	0.5	0.2
Ranger	1.5	1.5	1.5	2*1.5	1	2*1	2*1	1	0.5
Elf	1	1.5	1.5	2*1	2*1	2*1	2*1	2*1	1

Treasure Classes

The following are the various treasure classes referred to in the Monster List and elsewhere. Each contains a set of percentages and ranges of value of the treasure, as well as a short note about what type of monsters or beings should be assigned that treasure class. Referees designing their own monsters should pay attention to these guidelines when deciding which treasure class should go with which monster.

For each class, there will be listings such as: Silver, 40%(1000-6000). What this means is that there is a 40% chance that the treasure contains silver, in amounts ranging from 1000 to 6000 pieces. Remember to convert the actual values to gold pieces when figuring total treasure later, but use the piece figure given to determine how much can be carried away, and how quickly.

Class A: Silver, 90%(100-600); Gold, 50%(10-60); Gems, 5%(1-6). This class is used for small, accidental gatherings of treasure in the lair of beings too small or too unintelligent to gather treasure, but who live near other monsters. It is also used to measure the 'pocket change' of low-level intelligent beings who are determined to be carrying small amounts of money.

Class B: Silver, 90%(200-1200); Gold, 50%(100-600); Gems, 10%(1-6); Jewelry, 5%(1-6). This class is used in circumstances similar to Class A, but for somewhat higher level intelligent beings, or for the lairs of unintelligent monsters who are powerful enough to occasionally kill someone who was carrying a small treasure. Giant animals might have this treasure class.

Class C: Silver, 90%(1000-6000); Gold, 50%(400-2400); Gems, 20%(1-6); Jewelry,10%(1-6); Magic Items, 10%(1). This is the appropriate treasure class for monsters who are not treasure-collectors themselves, but who are somewhat dangerous to people passing through, and thus gather a little more in passing than the previous two classes.

Class D: Silver, 75%(2000-12,000); Gold, 50%(500-3000); Gems, 30%1-6);

Jewelry, 20%(1-6); Magic Items, 15%(1). This treasure class is gathered by monsters that value treasure, but are not very powerful, or that don't have many opportunities to gather it.

Class E: Silver, 50%(4000-24,000); Gold, 50%(1000-6000); Gems, 40%(2-12); Jewelry, 30%(1-6); Magic Items, 20%(1). This treasure class is deliberately gathered by monsters that value treasure, or is accidentally gathered by monsters who are low-level, but deadly to others of similar level, such as a Cockatrice.

Class F: Silver, 50%(5000-30,000); Gold, 50%(2000-12000); Gems, 50%(2-12); Jewelry, 40%(1-6); Magic Items, 25%(1). A class for monsters one step more deadly than before, or for treasure caches being guarded by pet monsters and other guardians.

Class G: Silver, 25%(10,000-60,000); Gold, 75%(5000-30,000); Gems, 50%(3-18); Jewelry, 40%(2-12); Magic Items, 30%(1). This treasure class is for the more deadly guardian, or for something that has been gathering treasure for a while, with some success. This is the last of the general-purpose treasures, and should be reserved for monsters that are worthy of it.

Class H: Silver, 40%(1000-6000); Gold, 35%(2000,12000); Platinum, 10%(1000-6000); Gems, 50%(6-36); Jewelry, 40%(5-30); Magic Items, 40%(1-4). This treasure class is for low-to-medium level men or other intelligent beings of similar type, when gathered in groups. Thus, this treasure would be appropriate for a small band of magic users or a larger group of fighters.

Class I: Silver, 25%(1000-6000); Gold, 30%(1000-6000); Platinum, 20%(1000-6000); Gems, 50%(6-36); Jewelry, 50%(5-30); Magic Items, 60%(1-4). This treasure class would be appropriate for a temple or other place where intelligent beings and their money gather.

Class J: Silver, 20%(1000-6000); Gold, 50%(6000-36,000); Platinum, 25%(1000-6000); Gems, 60%(10-60); Jewelry, 50%(8-48); Magic Items, 50%(1-4). This class is for monsters somewhat less powerful than a Dragon, but

greedy nonetheless, or a large and successful band of men or other intelligent beings.

Class K: Silver, 35%(1000-6000); Gold, 25%(1000-3000); Gems, 25%(1-6); Jewelry, 20%(1-6); Magic Items, 10%(1). This class is used for low-level intelligent or somewhat intelligent beings with about the relative powers and abilities of a 2nd or 3rd level fignter.

Class L: Gems, 25%(1-4); Jewelry, 25%(1-4). This class is for the 'packrat' type of monster, that gathers only shiny things, but does not accumulate large hoards. Also good for monsters who are small or who cannot carry much.

Class M: Silver, 20%(1000-10,000); Gold, 60%(1000-6000); Gems, 30%(1-10); Jewelry, 25%(1-6); Magic Items, 20%(1-3). This treasure class is used for Trolls and other beings of similar tendencies and power, that just aren't all that interested in treasure, but gather it by defeating those who have it.

Class N: Silver, 25%(2000-12,000); Gold, 40%(1000-6000); Gems, 10%(2-12); Jewelry, 10%(1-6); Magic Items, 30%(1-4). This is the basic treasure class of Giants, modified occasionally for different types.

Class O: Gold, 40%(2000-12,000); Gems, 20%(4-24); Jewelry, 10%(2-12); Magic Items, 35%(1-6). This class is used for high level Undead creatures (thus, the lack of silver) or for other monsters dangerous enough to kill lots of people who were carrying magic items.

Class P: Gold, 75%(7000-42000); Platinum, 25%(1000-6000); Gems, 25%3-18); Jewelry, 20%(2-12); Magic Items, 40%(1-6). This class is used for large tombs or for the treasure hoards of intelligent groups of beings, such as a large group of Dwarves.

Class Q: Silver, 50%(10,000-100,000); Gold, 75%(10,000-60,000); Platinum, 25%(3000-18,000); Gems, 50%(10-100); Jewelry, 60%(6-36); Magic Items, 20%(2-8). This is the treasure class for Dragons and very little else. There is little else powerful and greedy enough to collect such a treasure hoard.

Class R: Gems, 50%(3-18); Jewelry, 50%(2-12); Magic Items, 20%(1). This is a treasure class for monsters or beings who collect treasure, but don't care for coins.

Class S: Silver, 10% per level of monster or being, (1000-6000); Gold, 5% per level (2000-12,000); Platinum, 2% per level (1000-6000); Gems, 5% per level (6-36); Jewelry, 5% per level (6-36); Magic Items, 5% per level (1-4). This class is commonly used for higher level magic users and magic-using monsters. All of the percentages in this and the following two treasure classes are multiplied times the level of the monster or being to find the actual percentage chance of each type of treasure being found. Thus, the lair of a 12th level magic user would have a 24% chance of having Platinum in it (2% times 12).

Class T: Silver, 15% per level (1000-6000); Gold, 10% per level (4000-24,000); Platinum, 2% per level (1000-6000); Gems, 5% per level (1-6 per 2 levels); Jewelry, 5% per level (1-6 per 2 levels); Magic Items, 5% per level (1-4). This class is for groups of higher level fighters or other intelligent beings. Note that, like Classes S and U, the magic items here are in addition to magic items the beings are carrying around with them. This is also to be considered true in any treasure class used for intelligent beings.

Class U: Gold, 10% per level (1000-4000 per 2 levels); Gems, 5% per level (1-4 per 2 levels); Jewelry, 5% per level (1-4 per 2 levels); Magic Items, 2% per level (1-4). This treasure class is to be used for somewhat smaller groups of men, or men who are moving their lair, or groups of intelligent beings who are on their own for long periods, without constant sources of treasure.

Note that many of these treasure classes do not contain all of the possible types of treasure. This is deliberate, and has to do with the practical limits and reasons of the treasure-gathering of different types of beings and monsters. Platinum should be considered somewhat rare, and is an optional metal, its inclusion at the discretion of the individual referee. Copper is not listed in the treasure tables, since it has been our experience that, except for pocket change, most characters do not spend time gathering up copper they find anyway. If you really want copper, include it in quantities similar to that of the silver for classes that include coins.

Also, remember the basic rate of money conversion for your game. The **Warlock** rules were designed around exchange rates of 20 copper pieces being equal to 1 silver piece; 10 silver pieces being equal to 1 gold piece; 5 gold pieces being equal to 1 platinum piece; and each coin weighing 1/20 of a pound. If your world has drastically different values, alter the Treasure Classes accordingly, since the makeup of the treasures should reflect the rarity and value of the coins.

Gems and Jewelry

When gems and/or jewelry are found in treasures, it is necessary to determine their value. This is done by use of the Gem and Jewelry Average Value Table. This table gives the average value of the gems and jewels in a large trove. The Jewelry part of this table can be used to determine the value of a single piece just as easily, and in the case of a special item can be quite useful. At first, the use of this table may seem complex, but it becomes easy with continued use. For example, suppose you, as referee, have determined that there are 7 gems in a treasure. Now, roll on the Carats Per Gem table. This gives you the average size of the gems in the treasure. Roll on the Gem Value Per Carat table to find the average value per carat of weight of the gems. Multiply the two together, and the whole thing times 7 (for your 7 gems) to find the total value of the batch of gems. In the case of jewelry, the only difference is that the Jewelry Composition is rolled first, and then the value of the Metal and Gems (if any), the values of gems and metal being added together.

Exactly what metals and gems are represented by these values should be determined by the individual referee, if he is so inclined, because they change with the type of world or dungeon. For example, on a desert world, pearls might be extremely valuable, due to their rarity, or worthless, if no one wants them or knows what they are. Also, the workmanship of the jewelry is part of its value. A piece of jewelry that is all metal might be a rare work of sculpture, and thus worth a great deal, or a cheap bracelet, and worth little or nothing. If the shape of the jewelry matters, it should be determined by the referee as appropriate to the world and the treasure.

Gem and Jewelry Average Value Table

Carats Per Gem

01-07	1
08-16	2
17-27	3
28-40	4
41-55	5
56-66	6
67-75	7
76-82	8
83-87	9
88-90	10
91-00	10 plus reroll (cumulative)

Gem Value Per Carat

01-05	5 gold pieces per carat
06-15	10
16-20	15
21-30	20
31-35	25
36-40	30
41-45	40
46-65	50
66-70	60
71-75	75
76-85	100
86-90	125
91-95	150
96-98	175
99-00	200

Jewelry Composition

01-20	Metal Only
21-45	Metal plus 1-6 gems
46-65	Metal plus 2-12 gems
66-80	Metal plus 3-18 gems
81-90	Metal plus 4-24 gems
91-97	Metal plus 5-30 gems
98-99	Metal plus 6-36 gems
00	Metal plus 1-100 gems

Jewelry Metal

01-15	10-60 gold pieces in value
16-35	1-100 gold pieces in value
36-55	40-400 gold pieces in value
56-65	100-1000 g.p. in value
66-85	100-2000 g.p. in value
86-90	500-3000 g.p. in value
91-99	1000-6000 g.p. in value
00	1000-100,000 g.p. in value

Monsters From Fictional Sources

This section is designed to show you how to bring beings and creatures out of science fiction, fantasy and other sources and turn them into useable monsters for your fantasy games. (By the way, throughout this section, the word 'book' is used to cover all of these various sources, even though some of the sources may actually be magazines, films, TV programs. Just thought I ought to warn you.)

The first thing to do when looking for monsters is to find a book that you *enjoy reading*. This is because, as you will soon discover, a bad book is painful to re-read, and you will sometimes have to read small parts of a book several times to get the flavor of a creature's actions and thinking.

Second, it must be a book that contains either a well-developed world of some kind, with its own varieties of creatures, or must contain something of a non-human nature that isn't just more Goblins in another guise (see section entitled 'Goblinoids'). That is, there must be some *reason* for using a particular species of intelligent alien, especially if it's just a human being with green blood and pointy ears or something. Basically, the more effort the author of the source book you have chosen has put into the creature you want, the less work you have to do on your own. The more information he or she has given you about physical characteristics, abilities and personality of the potential monster, the easier it will be to adapt it in a way that will play well.

Now, let's show some actual examples, and how to adapt them, and why.

First, we have a very simple one, not really a very important monster, but a useful one. In some fantasy scenarios and worlds, it is best to have as few of the creatures as possible be familiar or ordinary ones. At the same time, there are certain positions in the chain of life that simply have to be filled. One of these is the position of the small scavenger animal. Well, it just so happens that the book

The Clockwork Traitor by Stephen Goldin, based on a series started by E.E. Smith) has just such a small creature, the **ticklemouse**. A ticklemouse is not something that will wipe out a party, but it is something that will give a party a feeling of an alien environment. Its description, from page 96 of the book, is "a little ball of fluff, fifteen centimeters long and only twenty wide...six tiny legs...big black eyes that seemed three sizes too huge for his body...as smart or smarter than a terrestrial housecat, and infinitely more trainable." The one in the book is brown, by the way. Now, why would you want such a creature, harmless as it is? Well, something that small and easily trained would be a valuable asset for a thief, if it were trained to steal bright shiny keys, for example. Or it could be the first clue to a party that they have entered an alien environment: "You have just noticed that the 'mouse' running by has six legs." In any case, this one is simple to adapt. From its size (and, by the way, I think that the width was a typo in the book, since few creatures are wider than they are long) the creature will not be able to move very fast in comparison to a human being, and will not be able to absorb much damage. Further, it has no unusual strength or combat abilities. Thus, we have:

Ticklemouse: This small scavenger, roughly the size of a small rat, has six legs and large black eyes, brown fur covering the body. It has high intelligence for an animal, but has no human alignment, and is not evil by nature. They are found in enclosed places and burrows. Type: Scavenger. From 1-6 may be found in a typical group. 40% in lair. Speed 6". 1 HD (no more than 3 Hit Points). Attacks using M1 (doing ¼ point of damage per bite). Strength 9. Armor Class 1. Attacks at 1st level, defends at 3rd level (hard to hit) against anything more than 3 times its size. Saving Throw Class 3. No treasure unless living in a location where shiny treasure is commonly found, in which case there is a 1% chance per Ticklemouse that there is a gem in a given nest, value to be rolled randomly.

Now we have a creature to add to the lists. Note that the size and behavior of Ticklemouse groups must be established arbitrarily. The rest of the information follows from the description and the behavior of the creature in the story. In *The Clockwork Traitor*, a Ticklemouse in the hands of an animal trainer comes in very handy. The point is that this is a simple type of creature to adapt.

Next we come to a slightly more difficult type of monster, one with actual powers and abilities that must be figured out for the purposes of combat. *The Far Frontier*, by William Rotsler, has an entire planet of hostile animals and plants, and is written in such a way that it can inspire a lot more. From that book, we take the Xorno Tree, probably one of the most dangerous plants you could ever encounter. The Xorno Tree is "four or five meters high, very wide, with thick, tapering limbs that branched out from a knobby, stubby trunk, arching to the ground all around and apparently reattaching themselves to the soil...a few were blossoming with pale lumps that swarmed with insects."(from page 170 of *The Far Frontier*) The next few pages of the book give more descriptive passages about the Xorno Tree, deadly in all of its aspects. The main reason for going near one is the fact that it grows over heavy metal deposits, and forms pearl-like objects the size of small cannonballs, made of iridium (similar to platinum, and could be used as such in games). In any case, the Xorno Tree is described as being a receptive telepath (which may be how it senses its prey) about as intelligent as a cat. There are inward-curving thorns in the leaves, to trap anything that nears the trunk. Near the trunk, and for three meters surrounding it, are pit traps, with closeable lids made of plant leaves (remember those branches that touch the ground?). The edges of the pits have saw-toothed rims with a corrosive liquid. As if all that weren't enough, the Xorno Tree condenses balls of other metals also, and shoots them out at intruders, to stun or kill them, or knock them into the pits. Even worse, the tree emits a fine pollen into the air, the

effects of which are not described in the book. So, let's see what we have to do on this one.

Xorno Tree: (See physical description above).Type: Carnivorous Plant. From 1-4 are found in a 100-foot radius. Always in lair, and cannot move. 10 or more HD (remember, these come from a very dangerous environment, and must be tough to survive). Attacks of several types: shoots metal balls (archery shot, as if thrown Warhammer), 1 per phase, total of 2-12 available per plant; fires pollen (The exact effects of this, like any gas or mold spore, should be left up to the individual referee. The simplest effect would be that anyone who inhales the pollen and fails to make his saving throw vs. Poison would drop unconscious. Other effects might include hallucinations or varying amounts of poison damage.) up to six feet toward any warm-blooded creature that is emitting thoughts; anything standing next to trunk (within 3 feet) is subjected to attacks as M1 (the thorns, flexible and controlled), from 2-12 blows per phase (rolled randomly each phase). Strength 25 (to be able to throw those metal balls, among other things). Armor Class 6b (trees just aren't that easy to damage). Attack and defend at a level equal to HD. Saving Throw Class 6 (reasonably tough, and since its perceptions are largely telepathic, illusions and phantasms would have little effect). Treasure Class: Special, from 10 to 100 pounds of platinum-iridium mixture in the form of 10-pound balls. Due to their physical structure, these balls will shatter (and thus be *very* difficult to gather up) if struck by lightning, magical fire, or magical energy from spell or implement. If recovered intact, each ball is worth 10,000 gold pieces on the open market, as a collector's item. If broken into fragments, the metal is worth only however much you recover. A shattered ball loses from 1-100% of its maximum value in weight of platinum, and a full ball would be the equivalent of 1000 gold pieces in value. Thus, a shattered ball, of which only 50% has been recovered, is worth only

500 gold pieces. Surrounding the trunk of the Xorno Tree there are from 1-6 pit traps, each one 3 feet in diameter, and all of them within a radius of 12 feet from the trunk. Anyone stepping into one of these pit traps must immediately make an Entanglement Saving Throw or immediately plunge to the bottom of a 12-foot pit. The bottom of this pit is lined with a sticky substance that slowly dissolves any animal matter (1 point of damage per melee phase). When closed, the pit trap looks like any other area of ground near the plant, since the Xorno Tree's ground-covering leaves burrow under surface debris. The corrosive edges of the pit have a ¼ chance of eating through a normal rope in any phase of contact, and eat through cloth and other similar substances very quickly (flesh takes 1-6 points of damage per phase of contact with this corrosive goop). It is important to remember that the Xorno Tree aims its various weapons and defenses based on the perceptions of a telepathic plant. This means that visual illusions will not fool it, since it does not rely on vision. It senses thoughts, heat, and movement.

[I realize that it may be difficult for some of you to learn to perceive things from the viewpoint of an intelligent plant, but the effort will help your refereeing.]

Those of you who have rushed out and read the appropriate section of *The Far Frontier* will see that a few changes and extrapolations have had to be made in order to fit the Xorno Tree into a fantasy game, but that basically it is faithful to the author's creation. Most fantasy games do not have high-technology equipment or mind-expanding drugs, and most wizards don't know a thing about Alpha-waves, so the changes were just for the sake of simplicity and sanity. Basically, the Xorno Tree was an extreme example of a brute-force monster that needed very little work or thinking, just figuring out the specifics of each weapon.

What about something a little more difficult, something with special powers or abilities? Well, for an example of that kind of

conversion we look at a book entitled *The Door Into Fire*, by Diane Duane. (As an aside at this point, you should read *The Door Into Fire* on general principles if you plan to referee and use any intelligent beings of a very non-human nature. It has an excellent portrayal of the thought processes of a fire elemental, and it may give you some insight into running creatures with unusual viewpoints of reality.) Anyway, in this book, there is a creature called a Hralcin. (That's probably a soft *c* sound, something like 'Hral-sin', in case you were wondering.) Anyway, the Hralcin is a monster of considerable power, not to be used lightly by a referee. It is also described in terms that are not easily translated into game specifics. However, good monsters being hard to find (and this one is a *very* good monster), we make the effort to adapt this one. The Hralcin is described as looking like "a huge, awful bulk...a botched-looking thing, a horrible haphazard combination of bloated bulk and waving, snatching claws, with an uncolored knobby hide that the filtered afternoon light was refusing to touch...teeth like knives in a place that should not have been a mouth, but was." (page 221). The Hralcin is later described as having a pear-shaped body, several claws, and "a circlet of irregular glittering protuberances set in the rounded top" of its body that apparently act as eyes or sensory organs for light. In addition to simply being willing and able to tear victims limb from limb physically, the Hralcin feasts on the life-force of its victim. It is also nearly impossible to destroy, and is not truly alive in the state in which it is normally encountered.

So here we have a challenge in monster-designing: how to convert such a powerful monster and still keep it playable. If it is given the full potential power hinted at in the source book, no normal fantasy-game party of characters would stand a chance of surviving an encounter. If it is weakened too much, it becomes a mockery of the source. So our task is to make specific the general description, and turn it into a dangerous but defeatable monster, like this:

Hralcin: This creature has a jet-black, non-reflective pear-shaped body that is roughly eight feet tall. It has from 7 to 13 claws spaced around its body, each one on an armlike appendage roughly 3 feet long. The only part of the body that is not dull black is the circlet of glittering eyes (same number as claws) around the top of the body. There is no separate head. On one side of the lower body, there is a mouthlike opening, ringed with sharp teeth. The Hralcin moves around on six legs. [Here we note that the assignment of numbers of claws, eyes and legs has been made arbitrarily, but not randomly. The description from the source book gives no reason to believe that the Hralcin is symmetrical in design, which is why the possibly odd number of eyes and claws. The number of legs is designed for simplicity, and to make it unlikely that the Hralcin will be knocked down in combat, according to the combat systems used in **Warlock** and certain other games. The even number of legs is for *your* convenience, not the Hralcin's.] The Hralcin is not very intelligent, and is not actively Evil by nature [it eats souls only for its own sake, not out of nastiness], but is Chaotic in alignment, due to its nature. They might be found anywhere that is not brightly lit, but are very, *very* rare in any inhabited areas. Type: Daemon [a Hralcin is almost more of an elemental force than a being]. From 1-3 could be found together. In lair 50% of the time. Speed 17" [that is not a typo; Hralcins are fast, only slightly slower than a lightly encumbered man, and such a speed enables them to overcome almost any armored being, as they should do]. 15 or more HD. Attack using M10 (one blow per claw per phase) and M2 (against any one target that is grappled). [The reason for using the Pincer base rather than the Claw base on the Attack Matrix is that in the book the Hralcin fights in a way that implies the ability to grasp with its claws.] The Hralcin may choose to hold onto any one victim hit by one of its pincer-claws, and drag it into position to bite. It cannot otherwise use its teeth, unless someone is not able to struggle, in which case the Hralcin simply shoves the unresisting victim into munching position. Each time the Hralcin hits a living victim with teeth or claws, the victim is drained 1-4 life levels (rolled per blow). Strength 30. Armor Class 8. Attacks at a level 3 higher than its HD. Defends at a level 6 higher than its HD. Saving Throw Class Special: Distraction Saving Throw is 3, Dragon Breath and Spells Saving Throws are 2, all others are NA. [Remember, this thing is very tough and not alive. Thus, poisons and death spells are useless, wands and staves are powerless, and phantasms meaningless. And turning it to stone probably wouldn't slow it down much, since it isn't really flesh in the first place.] Treasure Class G. [The Hralcin doesn't care about treasure directly, but it might find it useful as bait to attract living victims.] Special notes: anyone drained to or below 0 life levels by a Hralcin is permanently dead, with his or her soul not recoverable by anything less than a full wish; anyone drained any number of life levels by a Hralcin loses one of those life levels *permanently* (i.e., not recoverable by normal clerical means, but must be re-earned in experience) for each full minute from the time drained until the attempt is made to restore the levels by clerical means. [These rather drastic effects are due to the Hralcin's reason for draining the life in the first place: it is eating life, and converting it into life of its own. Thus, it has digested some or all of the life force, and it isn't there any more to be called back.] The Hralcin and its perceptions extend into various planes of existence. Thus, it can perceive and attack persons or beings who are at that time etherial, intangible, invisible, or protected by the magical Indetectability spell, without any loss of abilities. [In the book the Hralcin is able to rip pieces off of the flames of a Fire Elemental.] The Hralcin may be damaged only with great difficulty, and subtracts 2 per die from any damage done to it by any form of energy, and takes no damage whatever from cold in any form. Any form of impact damage done to a Hralcin is halved in effect, whether the source of the damage is magical or physical. Damage sufficient to exceed the Hit Points of the Hralcin will succeed in stunning the Hralcin for 2-12 turns, but will not kill it, since it is not alive. After that time, it recovers 1-20 Hit Points per turn until fully restored. It may attack at any time after recovery from stunning. The Hralcin may be driven in a specific direction by extremely bright light and/or great heat. It has a percentage chance equal to its HD of overcoming the effects of this guiding, each movement phase. Thus, a 17th level Hralcin would have a 17% chance of breaking through such light or heat and continuing on its own chosen path. The Hralcin will normally move toward, and consume, the greatest source (or group of sources) of life within 24" (scale distance) of its position. If it is presented with multiple sources of approximately equal size, it will choose one randomly rather than stand around confused.

[As you may have noticed, the Hralcin is one of the most powerful monsters around if it gets into melee. It is also very hard to knock down with magic. Worse, it cannot be killed, although it can be imprisoned or destroyed. This last feature will bring out either the best or the worst from the characters who encounter it, as they figure out just what to do with a Hralcin once they've defeated it. Just letting it loose to ravage the countryside would not be an acceptable solution for Lawful or Neutral characters.

The Hralcin is an extreme case, and is included here in order to show how to handle the really 'monstrous' monsters. It is important to remember that, no matter how powerful a monster is in your world, there must be some way of defeating it. If you leave a monster with no vulnerabilities whatever, then it will simply defeat the characters, go on to wipe out the world, and end your games forever. Not much fun, right?]

Oddly enough, you may also have noticed that the Hralcin is not that hard to run as referee. Its aims and goals are very straightforward, in its desire to consume life. It will be very easy for you to decide what it will do in any typical situation. The hard part with any monster with this amount of power is in the designing. What

will happen when you use your most powerful monster in a game? That is something you should *know* long before you include it on the charts.

As a rule, it is far better to give up on the idea of using a fictional monster rather than redesigning it too drastically from the way it was in the source book. While it's true that, once a player finds out the name and description of a monster, he may recognize it and thus remember something about how to defeat it, it is the job of the referee to make sure that the player's *characters* don't do anything based on information that they simply don't have. If you redesign a monster, and leave it with the same name and physical description as in the original source, but with radically different powers and abilities, players will view this as a deliberate attempt to confuse and deceive them (and with good reason, because you *are* doing just that). So, stick with what the author of your source book had in mind, making only those changes necessary to make the monster playable within the rules you are using.

There is one particular danger in adapting monsters out of fictional works: the Mixing Effect. The Mixing Effect is what happens when you take monsters out of two different fictional works, and put them together in the same place without looking at how the two monsters would (or would not) interact. In order to understand this effect, look at what would happen to birds in a world full of Winged Cats. Notice that, as the natural prey of the Winged Cats, birds would no longer have the open sky as an escape route. They would tend toward enclosed places. On the other hand, with Winged Cats would be less likely, and less able, to spend their time skulking around in the underbrush, through shrubs, etc. The eventual effect of this is that the birds that survive are the ones that have learned to run around in the bushes.

Apply this principle to any combination of monsters that are apt to encounter each other regularly, either as prey and predator, or while trying to fill the same niche in the ecology of your fantasy world. This is something that takes practice, but you will learn as you go along. The good feeling you will have when you discover that people are awed at the quality of your work will make up for the extra sweat.

Now, you're not expected to rush right out and design all of your monsters right away, but the examples should give you some idea of what to look for, and what to do about the monsters once you've found them. Actually, much of your monster-designing will be in the range not covered by the three examples, ranging from 2 or 3 Hit Dice up through about 8 HD. These examples were designed to give you an idea of extremes, as well as act as a 'How To' guide.

Ah, but what about taking monsters from older sources, fairy tales or mythology? Well, the methods are basically similar to what you need to adapt monsters from fiction, with a couple of basic exceptions. When adapting a monster from mythology or folklore, it is important that you remain consistent within any given monster. If you take a monster out of several different sources, due to the nature of folklore, you will probably end up with a hodgepodge of a monster. One well-known fantasy game has two distinct monsters that are both based on the *same* mythical beast, due to this very type of confusion. It seems that different accounts gave the creature slightly different powers, and one of them referred to a second name for the creature...you can see how easily such a thing can happen, and it is very embarrassing when it happens to you, the referee. This doesn't mean that you should use just one source of mythical beasts, but it does mean that you should use caution when two of them seem to be very similar, or when two sources conflict over the powers and abilities of a creature. Some medieval bestiaries called two different creatures by the name 'Unicorn', one of them the familiar, horselike creature, and the other one the even more familiar Rhinoceros. Other bestiaries confused the issue further by calling one or both of these creatures 'Monoceros'. In any case, an excellent sampling of material from old Bestiaries can be found in *The Bestiary, A Book Of Beasts* by T. H. White (it's a paperback published by G. P. Putnam's Sons). This book has quite a sampling of beasties, and a very large bibliography of possible sources of others. It also has an amazing number of explanatory footnotes, to help make it easier for the modern reader to comprehend the minds of 12th century Bestiary writers. The book also helps one to understand just how fine a dividing line there was between normal animals and monsters in the eye of the medieval man.

★ ★ ★

Original Monsters

When designing monsters on your own, rather than taking them from some historical, fictional, mythological, or other pre-designed source, there are several problems that can be easily avoided.

The inspiration for an original monster can come from almost anything. A couple of the monsters in the Monster List in this book were designed by the simple process of coming up with a name, and then supplying a background, powers and abilities. Can you spot which ones fall in this category? (We'll be grading your answers later in this section.) Of course, not all monsters designed in such a manner are worth anything, as you will discover if you try it. Sometimes an idea for a monster will come from another monster, a simple modification, a weakening or strengthening of power, or perhaps adapting the idea behind a monster to a different type of creature or environment. (We'll be nice this time and tell you the answers: Ghost Dogs came from Hell Hounds, and Manticora Pods should be obvious. Great Wolves have powers and abilities far beyond those of mortal wolves. *"Look, up in the sky!..."*)

The hardest type of monster to design is one that is drastically different from anything else. The reason for this is simply a shortage of brilliant inspiration. Also, let's face it, with the vast quantity of mythology and fiction in the world, someone somewhere has probably written something similar to what you want, so even your most original monster may turn up in someone's book written years before. Don't be too upset if it happens to you.

Once you have your basic idea for a monster, either a name to work from or a basic set of characteristics or abilities to design around, you have to make a lot of decisions:

1. How powerful is this monster supposed to be? By the time you are finished designing it, you may change your mind about this several times, but it is best to have a basic idea.

2. Why are you bothering to design this monster? Can it do anything that others can't? Does it fill some particular hole in your monster lists?

3. Is this monster playable enough for your purposes? Does it have some special feature that will keep either the players or yourself awake nights figuring out how it works? A monster that causes damage equal to the square root of its own remaining Hit Points to unconsciousness might be interesting, but you'd better have a calculator to use, and be prepared to expect a lot of upset players. An extreme case, perhaps, but something worse could happen.

The various special sections of **Warlock's Menagerie** that deal with Saving Throws, Treasure, and so on should give you enough information that you can handle the basics of designing your own monsters from scratch. The hard part comes when you try to decide how to handle any special abilities that your monster might have. Does it breathe flames? How far does it exhale them, and how much damage does it do? Does your monster have a gaze that turns its victims into tapioca? What is the range of the gaze, and are there any adjustments to the saving throws required? And what is the likelihood of a Tapioca-to-Flesh spell being available? As silly as that sounded, it is true that many referees forget to provide a way to recover from the harmful effects of their monsters. All this does is eliminate characters from play on a permanent basis, and cause a lot of unnecessary hard feelings. Just figure out, *before* you ever use a monster to attack a party, how a character can recover from the harmful effects of the monster's attack.

Along those same lines of thought, is your monster powerful for the wrong reasons? A pack of rabid rats could totally destroy a low-level party of characters, for the simple reason that none of them might be able to cast a Clerical Cure Disease spell on the bitten victims. Those same rabid rats would be *no* real danger to a party of characters just slightly higher in level, just because of the difference one spell makes. Think about whether your monster's power depends on just who or what it is fighting, and whether or not this is what you want. (Most monsters are slightly better off fighting some types of things than others, but make sure the differences are the way *you* want them to be.)

It is important to remember, in all of the cases we have just mentioned, that you, as the referee, are the one responsible for what happens in your dungeon, world, or whatever. If you want the effects of one or more of your monsters to be drastic and permanent, go ahead, but be prepared to have a lot of disappointed players on your hands if too many of them are that way. Players want their characters to at least have a *chance* of defeating any given monster they encounter, unless the characters are just somewhere that is out of their league entirely (3rd level characters shouldn't expect to live long on the 34th level of a dungeon unless they are *very* lucky, now should they?).

On the other hand, you probably don't want your monsters to be so easy to defeat as to make the game boring. This is often the case when a referee is just starting to design his own original monsters, and is afraid of killing too many people with them. Suddenly, his monsters get the reputation of being a living shooting gallery, and most referees don't want that to happen.

The easiest way to reduce these problems is to make your first few original monster creations simple ones, with limited powers and abilities. Such monsters should be relatively low-level, so that the effects of errors will not be as drastic. After all, a 3rd level monster that is too easy to kill won't upset the balance of play in one or two encounters, whereas a 12th level monster with the same problem might end up giving players a lot of undeserved experience points, money and magic. In the other direction, a low-level monster that is *too* powerful might end up killing an extra character or two, but will probably not wipe out entire parties of characters before the error is noted. So try to start off small, it's a lot safer.

[Spot-quiz answers: Cloads & Gads]

Special Weapons

Some of your monsters will have natural abilities of an unusual nature, such as the ability to hurl projectiles, breathe out some form of damaging gas, or other such things. (From now on this ability will be called the monster's Weapon.) The examples on the Monster List should give you some idea how to handle such monsters, but problems always arise in designing such monsters. Here are some of them.

1. How useful is the Weapon to the *monster* rather than to the referee? If you are refereeing a sensible and naturally developed world, this is an important thing to consider. Unless a monster was artificially created, it developed its Weapon for a reason. If the monster is a predator, the Weapon should be of a nature useful to attacking. If the monster is normally a victim of predators, its Weapon should be of a defensive nature. The predator's Weapon should make the victim somehow less able to fend off the predator, and also leave the victim in an edible condition.

2. How playable is the Weapon? Inexperienced referees should avoid designing overly complicated Weapons. ("The monster has just split into 47 separate organisms, each one with little tiny teeth.")

3. How well does the Weapon fit into your world's rules? Is the Weapon magical by nature, or purely a natural development of the creature?

4. The key point: How powerful is the weapon, and how often can it be used? A good rule to follow is that Weapons that affect a large area (breath weapons, etc.) should not be useable every phase, or that there should be some sort of limit to how often it can be used. Weapons that affect only a single target should have fewer restrictions on use. One way of determining whether a Weapon can be re-used is this: (assuming you are using a system that separates complete turns into several phases for combat, etc.) for every complete phase since a limited Weapon has been used, the monster has a 1/6 chance of being able to use the weapon in a given phase. This way is most appropriate in the case of a natural Weapon, such as a breath Weapon of some kind. Notice that such monsters as the Manticora are limited by their ammunition supply. Purely magical Weapons should be limited to the same recycling time as magical spells in your world, one full turn in most game systems. Leave the faster recycling times to the special monsters, the ones you want to be the most dangerous.

★   ★   ★

Poison

On many occasions you will use a monster whose bite, touch, breath, or mere presence is poisonous in some fashion. No matter what weapon the monster uses to deliver this poison, there are a simple set of rules for handling the effects.

Throughout this book, you will notice that monsters with a poisonous weapon have a Poison Factor noted. This is for monsters with a normal damage-causing poison, or for a poison whose effects are in some way variable. This poison factor is a multiplier that is to be used to determine the strength of the poison, and its overall effects. You multiply the Hit Dice of the monster times the poison factor to determine how many dice of poison damage to roll to determine the exact poison damage. Thus, an 8th level monster with a poison factor of 1.25 would do $(8 \times 1.25 = 10)$ 10 dice of poison damage. If there is a fractional die of damage, roll the die separately, and multiply the result times the fraction. Thus, if there is .7 of a die of damage left over, roll a die, and multiply the result times .7.

Whether the resulting damage proves to be fatal depends on the type of poison. For most types, especially simple poisonous monsters, the poison simply does damage that applies toward the Hit Point total of the victim. It is possible, however, to have poisons that do other types of damage. For example, it would be possible to have a poison that simply paralyzes the victim, and the degree of paralysis might depend on how many points of poison damage were sustained compared with the hit points of the victim. We have found that, in a game system where characters gain in Hit Points as they increase in level, this poison system is far superior to the 'Zap, you're dead' type found in some games, where failure to achieve a saving throw may mean instant death to a character of any level. In any case, when you are using a poison of a variable effect, cut the damage in half if the victim successfully makes a saving throw vs. Poison. Do this by simply rolling half as many dice for the damage. If the poison is indeed one of the all-or-nothing type ("One bite from this apple will put you to sleep for a hundred years, heh, heh, heh!"), then the saving throw becomes even more important, and must not be forgotten.

It is also possible to have poisons with continuing effects, as you will find in the Monster List. For example, a poison might continue to do a specific amount of damage per turn until neutralized, or it might slowly paralyze the victim, or gradually put him to sleep. For the really imaginative, the poison might have the effect of a potion, but taken directly into the bloodstream, and in an uncontrolled manner. Thus, a character who fails to achieve his Poison saving throw might suddenly find himself turned into a cloud of gas until the poison is neutralized, or have his movement Slowed, or any number of effects. All this is up to you, the referee, when designing your monsters. In general, by the way, the poison effect of a monster should, in some way, aid the monster's survival. The Gaseous poison would only come about in a monster that only wishes to escape its opponent, since a gas doesn't make a very nourishing meal. On the other hand, a poison that makes the victim weak or slow would aid a poisonous predator. A poison that turns the victim into tapioca pudding isn't reasonable for something that only eats meat. Just remember the basic principle that monsters have to have lives of their own, and you won't go too far wrong.

Arming Monsters

When you are designing your own monsters, or merely adapting them from a legendary or fictional source, one of the hardest things to do is to decide how the monster attacks, and why. In fact, the Natural Body Weapons Attack Matrix was designed because of this very problem, since, before that, the referee had to say "Well, it attacks sort of like a handaxe, but with longer reach and fewer blows per phase," and figure it out for himself.

The Natural Body Weapons Attack Matrix allows the referee who is designing a monster the luxury of simply choosing the most appropriate form of attack from the listed types. Thus, if his monster has small teeth, and uses them to attack, he simply chooses the Small Teeth line (M1), and puts it into his description.

The referee does, however, have a few points of decision-making. The first of these is a fairly simple one: is the number of blows per phase correct for this monster. In other words, is this a monster that fights at an average speed, or is it especially quick or slow in combat. While part of this is taken into account (things that use Small Teeth are more likely to be quick and agile than things with mouths large enough to have Large Teeth, and so Small Teeth naturally get more blows than Large Teeth), it is possible that you have an unusually fast or slow monster. In such cases, feel free to adjust the number of blows per phase. It should be noted, however, that unless you want a monster that is a living buzz-saw of activity, you should never more than double the monster's number of blows with any single weapon, and even that degree of change should be very rare.

Another decision is: can this monster fight with more than one weapon at a time, and if so, how well. A well-coordinated predator that has both teeth and claws should be able to utilize both in combat with no penalty. A slow or clumsy monster, or one that only rarely fights, should be restricted to a single weapon per phase.

How strong is your monster? Can it bend steel with its bare paws? Most monsters should not be too much stronger than a human fighter, with most ranging no higher than Strength 25. Those exceeding that strength should be exceptionally strong or be big enough for the size to make a difference in how much damage is done in melee.

Does your monster use artificial weapons of some kind? If so, they should be suited to the monster and its environment. For example, creatures that live under water would use weapons that work well in that environment, those with a stabbing action. Weapons that slash or bash would not work under water, and so would be carried there only rarely. A very large, strong monster would tend to use large weapons, and shun daggers. A tiny creature wouldn't use a Maul, for example, for just the opposite reason. A clumsy, slow monster would not use a weapon that, realistically, requires a lot of skill and dexterity, such as a Morningstar or Quarterstaff. The examples in the Monster List should give you some guidelines.

What if your monster fights in some way not easily described by either Attack Matrix? Well, that happens occasionally. If the monster is simply using a part of its body not listed, or in some unusual way, it is usually easy to figure out something similar. A creature using a flipper to strike with could be described by one of the Tail/Tentacle lines, if it is striking sideways. It probably would not be suitable to describe it as a Hoof, even if it is similar in being a foot. If a monster throws something at its victim, use an appropriate similar weapon from your favorite archery system. The only part that might be difficult is if the monster uses an artificial melee weapon of an unusual type. While the Hand-Carried Weapons Attack Matrix is designed to cover most weapons normally encountered, sometimes an oddball weapon comes up that is not described. One simple solution is to simply not use such oddball weapons for your monsters, but occasionally, the nature of the monster is such that, for physical or cultural reasons, it will have a favorite weapon of an unusual type. The only thing that we suggest is that you give the weapon careful thought, and study the most similar weapon on the matrix. Then, armor class by armor class, you decide in what way the new weapon is *different* from the listed one, and write down the chances to hit different armor classes for your new weapon. Just do this in your normal preparation and design, and you will have no problems. What you should *never* do is to attack a character with a monster's weapon, and *then* try and decide what it will do. You should have such things worked out well in advance of actually using them. You should also remember that, if you are taking a weapon out of history, there was probably a reason why it wasn't commonly used in our tables. For example, we lumped most of the Pole Arms together for simplicity, and because they consisted of whatever a peasant could get his hands on. Just because you've found mention of a special type doesn't mean that it was superior in any way. The same is true of many melee weapons from throughout the world: different, but not better or more useful.

[A lot of referees seem to like adding primitive weapons of an exotic type, like bolos or boomerangs. There is nothing wrong with this, but the referee should remember that these weapons were *not* miraculous devices, and were generally inferior to the more common weapons when used against armored opponents.]

★   ★   ★

Armor Classes

There are 12 different armor classes on the Attack Matrices, and therefore also in the monster descriptions. While it would be possible to break things down still further, it has been our experience that these twelve will reasonably describe any normal form of armor or exterior covering of an animal or monster. Here, and throughout the rules and lists, Armor Class is often abbreviated as AC, followed by the number and letter of the particular type. Thus,

Chain and Shield armor is referred to as AC 6A (or AC 6).The classes are as follows:

Armor Class 1—None. This is basic clothing or skin with no protective qualities. Robes and light fur would come under this heading, or anything that doesn't have a skin thicker than that of a human being, and that has no special adjustments for being difficult to hit or damage.

Armor Class 2A—Leather. This is used for actual leather armor or padding, or for slightly protective skin in monsters, with medium fur or feathers. This armor class is sometimes referred to simply as AC 2, the A being dropped because it is so much more common than Armor Class 2B.

Armor Class 2B—Brigandine. This is to approximate several types of armor: scale, lacquered leather, leather with a breastplate, or other types of armor that are partially soft and partially hard. It is also used for monsters whose skin is basically hard with lots of soft spots, or with a partial shell or carapace.

Armor Class 3—Shield. This is for someone otherwise unarmored who is carrying a shield, or for slightly crusty or roughly padded skin in monsters. It is also used for monsters with a *thin* carapace or exo-skeleton, or other exposed bony areas that are covering something vulnerable.

Armor Class 4A—Leather and Shield. This is for someone wearing leather and carrying a shield, or for monsters that are tough, but not hard or scaly. It is especially good for creatures that have thick fur and strong muscles underneath. This class is also sometimes referred to as AC 4, since it is by far more common than 4B.

Armor Class 4B—Brigandine and Shield. This is for someone wearing such armor and shield (see AC 2B for description), or for a somewhat tougher physical structure than for AC 2B. As with other "and Shield" classes, this is perfect for a monster with higher than usual physical strength and toughness.

Armor Class 5A—Chain. This Armor Class is sometimes referred to as AC 5, since, as before, the 5A class is much more common than the 5B. This class is for someone wearing chain mesh or mail armor, or for basically scaly-hided monsters.

Armor Class 5B—Chain-Plate. This armor class is for someone wearing a breastplate with chain, or for some mixture of plate and chain armor, or for monsters with a very hard and scaly hide.

Armor Class 6A—Chain and Shield. As before, the 6A class is much more common than the 6B, so sometimes it is referred to as AC 6. This class is for someone in Chain armor and carrying a shield, or for something both scaly and tough, but not hard and crunchy as in the case of 5B.

Armor Class 6B—Chain-Plate and Shield. This is for someone wearing such armor, or for the *very* tough, scaly monsters. This class is also sometimes used to represent the armor of monsters that are very hard to damage, but not due to the weapon simply glancing off of a hard surface. As you can see from the Attack Matrices, this armor class is easier for cutting weapons to hit than AC 8, but harder for some impact weapons (maces, etc.) to hit. Thus, this Armor Class is used for any very tough armor that you still want swords to be able to hit, such as certain classes of Undead, or most Dragons. *Please* don't make things Plate armor just because they're hard to damage. Unicorns and Ghosts and things like that can be taken care of in other ways, as you have seen in the lists here and in **Warlock's Tower.**

Armor Class 7—Plate. Oh, yes, we were just speaking about that, weren't we. This is for someone actually wearing plate armor, or for something with a hard outer shell.

Armor Class 8—Plate and Shield. This is for someone wearing plate armor and carrying a shield, or for something in *very* tough outer shell or hide. This is used primarily for the hardest surfaces, usually of an inflexible type, rather than just for thick scales. Remember, if you want people to be able to hit it with a cutting or stabbing edge, don't make it AC 8, but instead go for one of the less solid classes.

When you're designing your own monsters, this is one of the most important parts. If the Armor Class of a creature doesn't match its physical description, one of two things will happen: either those players who get characters killed will attempt to strangle the referee, or the survivors will attempt to dissect the monster to see where it hides its force-field generators. Either of these results will slow down the play of the game very much, especially if the efforts of the players are successful in either case. Seriously, make sure that the Armor Class makes sense in terms of what the monster is supposed to be and do. Little furry animals shouldn't be AC 5 without a good reason. Big, scaly animals shouldn't be a soft and squishy armor class without an equally good reason. This is one to make a special check for when you are testing out your creations.

43

Goblinoids

When designing monsters, there is one trap into which many referees fall: having too many monsters that are basically the same in what they do. The most obvious case of this is when dealing with that class of beings similar to humans, but generally inferior in intelligence and abilities. We shall call that class Goblinoids, since Goblins are a prime example.

While there is nothing wrong with having some form of Goblinoids in a dungeon or wilderness, some referees have made the mistake of having many different types, and with nothing to distinguish them but their names, or occasionally a minor physical characteristic. A careful study of Tolkien's writings will show that the only difference between his Orcs and his Goblins was a matter of terminology. Thus, the same beings described as Goblins in one book are called Orcs in another, based on who was describing them.

There are no really harmful effects of having too many similar Goblinoids in your world, other than boredom on the part of players. If everything that they encounter is just another form of the same basic Goblinoid, then what is the point of having different versions at all? What is there to distinguish the varieties, and make them worth noticing?

Well, first of all, you should make any different species of Goblinoids have different personalities. You can have a basic Goblin, with very little to be said in its favor. Then, for any other species of Goblinoid, you can have various social, mental or personality quirks that liven up any encounters. You can see an example of this by comparing the **Kobold** listing in this volume you hold in your hands with the **Goblin** listing in the monster list in **Warlock's Tower**. Note that, while both would be similar in terms of abilities, they are quite distinct in terms of what they would do and why. This distinction is what you should aim for when designing your Goblinoids.

The real problem with Goblinoids is that, by their very nature, they are not going to be able to hold their own against parties of armed, well-equipped humans in a fair fight. So, how have these Goblinoids survived all these years, anyway? Well, they must have some other form of natural defense. Maybe they live in large enough groups that they would be difficult to wipe out. Maybe they live in locations that humans would not find comfortable, and thus it isn't worth the trouble to wipe them out. Undoubtedly, most of this type breed quickly and grow up quickly, to replace their casualties, since most Goblinoids are easily slain. You should understand just which of these factors, or what other factors, are the case when designing your own Goblinoids. It is much better to understand what you're doing than to just say, "Well, they just exist, that's all."

When researching Goblinoids for use in your gaming, it is important to remember that here, even more than in most other fields, there is a horrible confusion about the names of various varieties. The names of goblin-like creatures are many and varied, and just what a particular type is named in a particular source book probably depends on the knowledge of the person writing the source book. Hobs and Bogeys have been interchanged with great glee in many a story, and one story will describe as friendly a Goblinoid that another will describe as very hostile. There are only two pieces of advice here: use few enough different Goblinoids that you can keep them straight when refereeing, and don't make any drastic changes in well-known varieties. The first time you attack a player-character with packs of savage, man-eating Leprechauns may ruin your reputation for life. An extreme case, perhaps, but an important point to remember.

If your dungeon or wilderness has a specific mythology from which it draws many of its monsters, just look to the legends, folklore, and fairy tales of the source land, and you should end up with at least one or two good Goblinoid types. 'The Little People who live hidden away' show up in many lands; just look for them.

Humanoids

Adding humanoid monsters to your game is another difficult part. By humanoid, actually we mean any intelligent being that would live in an environment not too different from what a human being might enjoy, and could interact with player characters. Thus, while they don't look much different from a human being in some ways, those beings that fall in the Undersea Folk category of the Monster List do not qualify.

In any case, the problems of humanoid monsters are several:

1. Why do they exist? That is, what is there about them that makes them so unique that you want them in your game? In Tolkien's *Lord of the Rings*, all of the humanoid beings had their own characteristics that made them both real and believable. (Let's face it, the popularity of Dwarves in fantasy games stems largely from the image that Tolkien left in people's minds, since most other sources did not portray them in a very nice way.) Anyway, why are your humanoids there in the first place?

2. If they are not human, where did they come from? Are your games in some future world of mutations and evolved forms? Did they come from some other world, and if so, are more on their way? And if so, why did they come *here*, to this one place?

3. In what ways are these humanoids superior to humans, and in what ways inferior? If they are superior in all ways, they will eventually replace humans in your fantasy world. Do you want that to happen? There is nothing wrong with the idea, but some of the human characters may object. Are they inferior to humans in all ways? If so, they will eventually die out or be overrun, unless someone is helping them out.

4. Are these humanoids acceptable as player-characters? If they are too powerful as encountered humanoids, they will be even more powerful as carefully-directed characters. As you may have noticed, a character that will be continuing from game to game is somehow always better played than a one-shot monster that existed only to be

encountered. This increases the power of such a being enormously.

These are only some of the questions that you, as referee, should ask yourself before adding a humanoid monster to your list, because someone may ask you the same questions later.

If you are playing any of the more common games, you have seen a few humanoids in use, but may not have recognized them as such. Dwarves, Elves, Halflings, etc., all come under this heading. If the game you use handles these types well, you can learn a lot about how to add others of your own. We recommend, however, that you not add a lot of oddball humanoids to your list of possible character types at first, but merely use them as monsters until you are sure of what you are doing. There is nothing basically wrong with having a gathering of characters that looks like the cantina in *Star Wars*, but it is a lot harder on both the players and the referee when one or more characters in the party have special powers and abilities that constantly affect play.

If you do want to add a lot of intelligent humanoid beings, or at least a lot of beings that fill the same role, you should probably limit your first such creations to some kind of special environments within your world or dungeon (i.e., something that lives somewhere unusual, like through a teleportal, or in a dome under the sea). This will limit the interaction between your new creation and the normal characters, and give you some kind of idea about how your new creations work out before you unleash them on the world in general. It is much better to do that than to have to remove the being from circulation later, if it doesn't work out.

If you have gotten your humanoids out of a well-written fictional or mythological source, you will have a good idea of the type of world they come from. Use this information to give them flavor in your games: use their religions, favorite weapons, overall outlook on life to liven up any encounters the humanoids might have with normal human player characters.

Monster Speeds

When designing monsters, deciding on their movement speeds is usually a very simple procedure. Simply remember that an average man, carrying moderate encumberance, moves at a speed of 12" per turn, or hurries at a speed of 12" per phase. If your monster comes from a fictional or mythological source, it will often have enough information to compare its movement speed with that of a man. If not, its physical characteristics will often tell you what speed is appropriate. For example, a very small monster with short, stubby legs will not move as far with each step as a taller monster, and thus will not move as quickly unless it moves those legs *very* quickly. Likewise, a monster that is very well adapted to its environment, such as a swimming monster, will move based on how strong and how streamlined it is. A dolphin swims much better than a clam, and thus is much faster.

When designing your own monsters out of whole cloth, or from descriptions that do not mention relative speeds, again, use the physical characteristics of the monster. Also, look at the playability of the monster. If it is wholly your own creation, how fast must it move in order to do the things *you* want it to do. A predator that lives by chasing rabbits must be fast enough to catch them, or it will starve to death. At the same time, try not to make all of your monsters whiz around like something out of an old Warner Brothers cartoon. It frustrates the players, makes battles more difficult to keep straight, and is downright unlikely. A few very fast monsters will be quite sufficient. Of course, if you have a good *reason* for some of them to move more quickly, such as a home with a higher gravity than where they are encountered, then go right ahead and make them fast. The two keys here are: keep the monster's speed at the right ratio to the speed of a man, and keep the speed believable and playable. Melee doesn't work very well at supersonic speeds.

Alignment

The Alignment of intelligent monsters is something that will take a little thought. Throughout the Monster Lists here and in **Warlock's Tower**, alignment is stated in terms relative to that of an average human. A Lawful alignment is assumed to mean that the being described is basically creative or beneficent in its actions. A Chaotic alignment is assumed to mean that the being described is basically destructive or hostile in its actions. Neutrality means that it is neither, or, more commonly, it is a mixture. Good and Evil are a different measure, being based on certain basic principles, including knowledge and understanding of right and wrong.

These definitions are why certain monsters are described as being (or not being) actively Evil in their basic nature. For example, an Evil being would be more likely to destroy and ruin beyond its actual needs. Also, a Chaotic being would see nothing wrong with his or her beliefs, but would simply act on them, even in opposition to the actions and beliefs of Lawful beings. An Evil being, however, probably knows and recognizes that his or her beliefs are commonly disapproved of, and may even *enjoy* this disagreement. The easiest way to understand the distinction is that a Chaotic being might enjoy destroying a city, but an Evil being would enjoy torturing the individual citizens.

Once you understand this difference, it is easier to handle intelligent monsters from the list, or from your other sources. The most important thing of all to understand is this: Chaos is not the same thing as Randomness. It is perfectly all right to make a choice between *equally* attractive actions by flipping a coin, at least as far as deciding the actions of your monsters. You should not, however, decide all of the actions of a Chaotic being randomly, unless the being's nature is so drastically different from your own that even you, as referee, have no idea what it would do. And in that case, you are probably better off not using that monster in the first place. Use both your monster's mind and your own, if you can.

BALBOA GAME COMPANY

COMPLETE WARLOCK
Basic Rules **$6.00**

WARLOCK TOWERS
Reference and Advance Rules **$9.00**

MONKEY GOD'S CURSE
Dungeon Adventure **$5.00**

INSTANT BAD GUYS
Pre-Rolled Character **$4.00**

H-HOUR
WW II Infantry Combat **$12.00**

TOBRUK
North Africa Battle **$5.00**

Warlock's Menagerie