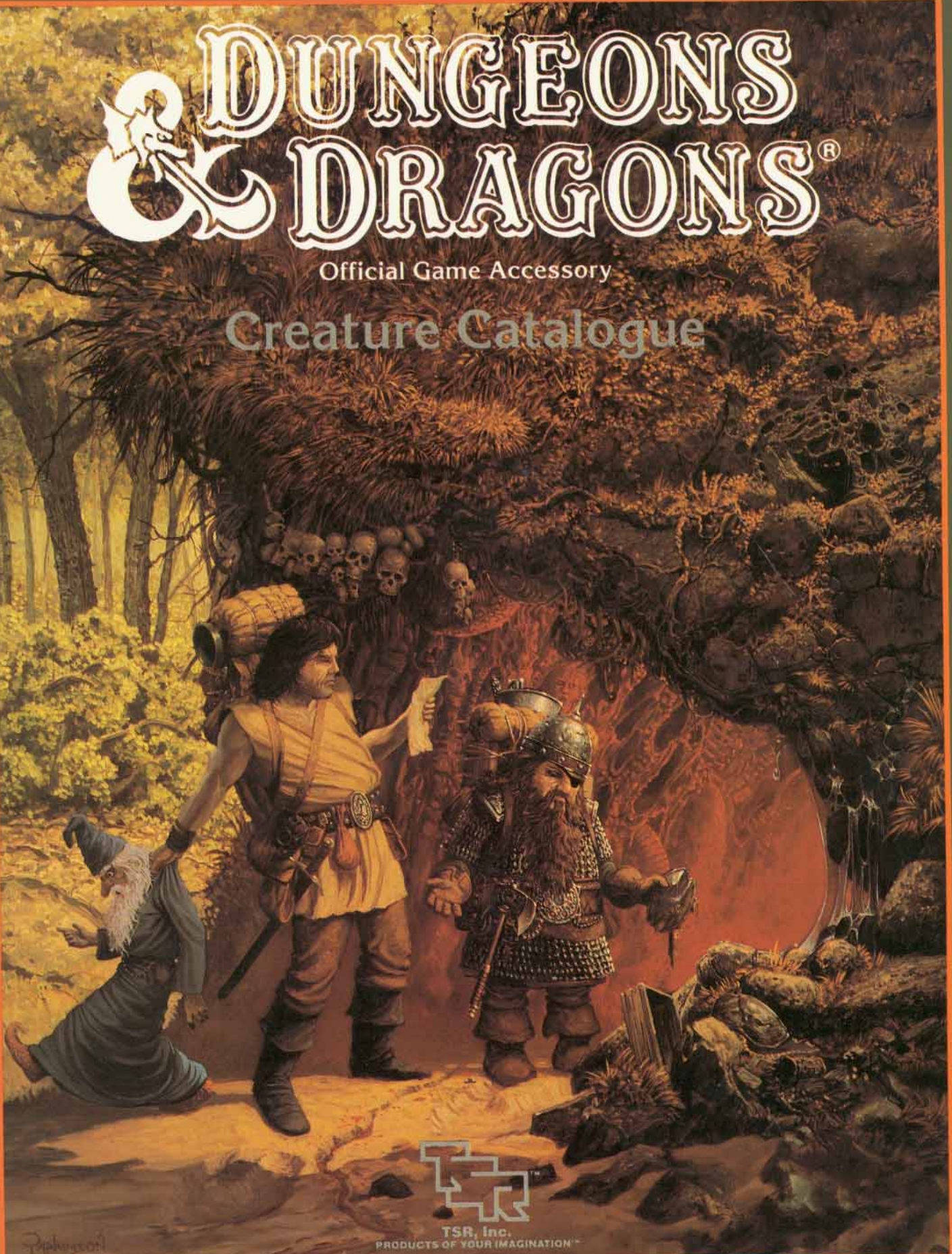


DUNGEONS & DRAGONS®

Official Game Accessory

Creature Catalogue



TSR, Inc.
PRODUCTS OF YOUR IMAGINATION™



Creature



catalogue

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Compiled by Graeme Morris, Phil Gallagher & Jim Bambra

Monsters created by Dave Alexander, Jim Bambra, Mike Brunton, William Carlson, Zeb Cook, Michael Gray, Phil Gallagher, Jeff Grubb, Gary Gygax, Bruce Heard, Tom Kirby, Ann Gray McCreedy, Michael Malone, Frank Mentzer, Tom Moldvay, Graeme Morris, Bruce Nesmith, Doug Niles, Merle Rasmussen, Garry Spiegle, Jean Wells & Skip Williams.

Art by Jeff Anderson, Helen Bedford, Gary Harrod, Tim Sell, Brian Williams, Geoff Wingate & Pete Young.

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TSR Inc.
POB 756
Lake Geneva
WI. 53147
USA

TSR Ltd.
120 Church End,
Cherry Hinton
Cambridge CB1 3LB
United Kingdom

INTRODUCTION

The Creature Catalogue is the first major expansion to the range of D&D® game creatures. Within its covers are well over 200 creatures of all kinds; 80 or more entirely new creatures, plus those which first appeared in the pages of official D&D game modules. Also included is a comprehensive listing of all D&D monsters from the Basic, Expert, Companion and Master sets.

Whether your player characters are 1st, 21st or 31st level, this tome contains many fantastic creatures with which to challenge them. Armed with the Creature Catalogue you will be able to find a creature for any situation, simply by looking at the indexes in the back of this book.

Creature Types

To make this book easy to use, the various creatures have been divided into "types". The six types used are:

Animals pages 11-21

This group includes common animals (e.g. bears, hawks, lizards, frogs and sharks) plus animals which are now extinct (e.g. dinosaurs). Giant versions of "real" creatures (e.g. giant sturgeon fish) are also included.

Conjurations pages 22-31

This includes creatures which either live on other planes of existence or which have strong links with other planes (e.g. elementals, fundamentals). Although many which live on other planes can appear on the Prime Plane of their own volition, others must be summoned in some way. The remaining creatures in this group are mostly *constructs* - creatures created by magical means (see CD21).

Humanoids pages 32-48

The main criterion for including creatures in this group is that they are more or less human-shaped (e.g. giants, orcs). Shape is not the only condition, however, since the creatures included in this group are also, in general, free-willed, moderately intelligent, and have a language (or other means of communication). Most also wear clothes and use weapons and tools, while many form tribes or other social groups. Thus, for example, bargda, apes, and human-shaped undead and constructs are not considered to be humanoids, while Hutakaans and lupins (who have dog-like heads) are.

Lowlife pages 49-58

The creatures in this group are, for the most part, non-intelligent and have simple life-styles. Most are plants (e.g. vampire rose), fungi (e.g. yellow mold), "goos" (e.g. green slime), insects (e.g. giant beetles), arachnids (e.g. spiders) or other invertebrates (e.g. worms, slugs).

Monsters pages 59-81

This section takes in all manner of fantastic and frightening creatures. Often these creatures have weird appearances (e.g. beholder), while others, although they outwardly resemble members of other groups (e.g. humanoids or animals), have strange magical abilities or other powers that set them apart.

Undead pages 82-87

The undead are beings who owe their existence to the action of powerful forces on the bodies and spirits of dead creatures.

Finding a Creature

There are three ways of finding a creature using this book:

The Main (Creature Name) Index (Pages 8-10)

This lists all the creatures both old and new in the D&D game. It is useful if you know what the creature is called and want to find its location in this booklet or in one of the D&D rules sets. Details of creatures appearing in this book are listed in **bold** type.

The Creature "Type" Index (Pages 90-91)

This lists the creatures by their type (e.g. humanoid, animal, monster) allowing you to find particular kinds of creatures quickly.

The Habitat Index (Pages 92-96)

This index lists by type the creatures which are to be typically found in various habitats e.g. woodland, aquatic, plains etc.

The habitat tables give lists of monsters associated with particular environments. These lists are intended to be a general guide for populating particular campaign areas. However, only "typical" creatures are given in each case, and it is quite possible (given the right circumstances) for creatures other than those listed to be encountered. *Example: A black bear, included only in the "Wooded" and "Mountainous" sections, could be encountered as a magician's pet or as part of a carnival and so appear in a "Human Environment".*

The range of environments and situations covered by each category is described below. Although, in each category, these habitats are closely related, the overall range can be quite broad and few creatures listed for a particular category will be found in all of its habitats. *Example: Since the camel regularly appears in deserts, it is placed in the "Tropical" section, but it is less commonly found on hot plains and never in jungles.*

Aquatic: This category covers seas, oceans, lakes, streams, rivers, swamps and marshes. It not only includes underwater creatures, but also those to be found on the surface and/or flying above it.

Cold/Arctic: Includes snow-capped mountains, ice-sheets, snow-covered plains and tundra.

Human Environments: This category applies to those creatures which can be found with or near humans or demi-humans (elves, dwarves and halflings). It includes humans and demi-humans themselves, races who often have dealings with them, domesticated animals, pests, vermin and creatures who live secretly amongst humans or demi-humans. It also encompasses creatures which can be summoned (from other planes etc.) or created to serve human or demi-human masters.

Lost Worlds: These are special areas, cut off from the outside world, where creatures from a bygone age live on unchanged by time.

Mountainous: Also includes cliffs, gorges and so on.

Open: Includes plains, savannahs, steppes, scrubland, moorlands and non-wooded hills.

Other Planes: This includes all planes other than the Prime Plane.

Tropical: Includes jungles, hot plains and deserts.

Underground/Ruins: This is one of the broadest environmental categories. It includes natural caverns, artificial underground complexes (dungeons), ruins, tombs, graveyards, and specially-constructed lairs.

Wooded: Includes woodlands, forests and jungles.

Terms Used in the Creature Catalogue

References to Rule Books: The following abbreviations are used when referring to specific pages in the D&D rule books: **BP** - Basic Players Book; **BD** - Basic Dungeon Masters Book; **E** - Expert Rule Book; **CP** - Companion Players Book; **CD** - Companion Dungeon Masters Book; **MP** - Master Players Book; **MD** - Master DM's Book.

The terms used in the creature descriptions are explained below:

Name

Names are for the DM's use; the players should only receive a description when a monster is encountered. An asterisk (*) after the monster's name means that normal weapons cannot harm the creature - special or magical weapons are required.

Armour Class

This number is used to measure the difficulty of hitting a creature in combat. It is based on several things, including the toughness of the creature's skin, its speed or agility, and armour worn (if any). This number may be adjusted in special situations. *For example, a hobgoblin is normally AC 6 (leather armour) but may be changed to AC 2 if plate mail armour is worn by the creature.*

Hit Dice

This gives the number of 8-sided dice used to find any one monster's hit points. It may be followed by an adjustment (a plus or minus sign followed by another number). The adjustment is the number of hit points added to or subtracted from the total of the Hit Dice. If an asterisk (*) appears after the Hit Dice number, the monster has a special ability (given in the description). Two or more asterisks may be given, one for each special ability.

Move

This gives the movement rate for the monster. The number of feet the monster moves in any one 10-minute turn is given first, followed by the movement rate per 10-second round for use during encounters. A special rate is also given for monsters that swim, fly, dig, have webs etc.

Attacks

This gives the number and type of attacks which the monster can use in one round. Some monsters have special attacks (see **Special Attacks** below).

Damage

This gives the amount of damage a monster inflicts if its attack succeeds. For monsters with more than one attack, the damages are always given in the same order as the types of attacks. The DM may choose an exact damage within the range given, or dice may be rolled to determine damage randomly.

No. Appearing

This gives the number of monsters that could be encountered. Two numbers are always given; the first applies to dungeons and the second to wilderness. If either number is zero, the monster is not normally found in that location. The DM may change the number appearing as desired. In any case, the number should be adjusted according to the situation:

Dungeon: First find the level of dungeon upon which the encounter occurs. If the monster's level (Hit Dice) is equal to the level of dungeon, use the given No. Appearing. If the monster's level is greater than the dungeon level, the No. Appearing should be reduced. If the monster's level is less than the dungeon level, the No. Appearing should be increased. If a dungeon lair is encountered, the No. Appearing may be up to 5 times the maximum given (at the Dungeon Master's discretion).

Wilderness: The second No. Appearing is used for most encounters. If the lair is encountered, the No. Appearing may be up to 5 times the maximum given, depending on the terrain and other conditions. In any monster lair (whether in a dungeon or wilderness), up to half of the total number present may be young, very old, or female creatures (sometimes with little or no combat ability). In addition, several adults may be temporarily absent (hunting, scouting, etc.), depending on the season, time of day and other conditions.

Save As

This gives the character class and level at which the monster makes Saving Throws. Refer to the applicable Character Class description to find the exact number. Unintelligent monsters usually "save" as Fighters of half their monster level. Some monsters may have special adjustments to some Saving Throws, and these are given in the descriptions.

Morale

This is a measure of the monster's courage in combat. When a morale check is needed, the DM rolls 2d6. If the result is greater than the Morale score, the monsters try to run away (either a Retreat or a Fighting Withdrawal - see BP60) or surrender. Otherwise, the monsters continue to fight. If monsters are encountered in their lair, the morale score should be raised by 1-2 points.

Morale checks are made twice after combat begins. If a single creature is encountered alone, checks are made when the creature is first hit, and later when reduced to 1/4 of its starting hit points (damaged for 3/4 or more). Groups of creatures make a Morale check for the entire group when the first death occurs, and later when half of the creatures are not free to act - killed, magically asleep or controlled, etc.

Treasure Type

This gives the letter of the treasure type normally found in the monster's lair. The letters are used with the Treasure Type tables (BD40 or CD43). Wandering monsters are unlikely to be carrying treasure unless an individual Treasure Type (a letter from P to V is given). A DM may always place more, less, or different treasure than the type indicated.

Intelligence

This gives the average Intelligence score for the creature. Individuals may have a higher or lower Intelligence score. Leaders and spellcasters always have higher than average Intelligence. To determine the Intelligence of an individual, find the average Intelligence of its race. Roll two six-sided dice. The first die is used to determine how much this individual's Intelligence varies from the race's average, and the second die is used to determine whether to subtract (1-3) or add (4-6) this amount from the race's average.

Individual Creature Intelligence

Race's Ave. Int.	Maximum Variance	First Die Roll					
		1	2	3	4	5	6
0-1	1	0	0	0	0	1	1
2-3	1	0	0	0	1	1	1
4-5	2	0	0	1	1	2	2
6-8	3	0	1	1	2	2	3
9-15	4	0	1	2	2	3	4
16-17	3	0	1	1	2	2	3
18-19	2	0	0	1	1	2	2
20+	1	0	0	1	1	1	1

Intelligence can also be a valuable guide to role-playing a creature. Stupid creatures may make tactical errors in combat; smart ones may surprise characters with brilliant traps, verbal assaults, and fast reactions to unexpected situations.

Alignment

This shows whether the monster's behaviour is Lawful, Neutral or Chaotic. Unintelligent monsters are usually Neutral.

XP Value

This is the amount of Experience Points awarded for defeating a monster using the revised table on MD10.

Special Attacks

Acid

Damage from acid is possible from the attacks of black dragon breath, gray ooze and other creatures. Normal items will usually be ruined if the victim of the acid attack fails a Saving Throw vs. Breath. An optional method of finding the effect of acid damage on magic items is given on CD21.

Charm

Some monsters may enchant a character so that the character is confused, believing that the monster is a friend. If a character is the victim of a **charm** attack (from a harpy, for example) and fails a Saving Throw vs. Spells, the character is immediately charmed. A charmed character is confused and unable to make decisions. The charmed character will not attack or harm the charming monster in any way, and will obey simple commands from the creature if they both understand a language (whether the alignment tongue or some other language). If the charmed character does not understand the monster's speech, the character will still try to protect the monster from harm. Charmed characters are too confused to use any spells or magic items which require concentration.

If the charming monster is killed, the charm effect disappears. A **dispel magic** spell can be used to break the charm without killing the monster. Alternatively another Saving Throw against a charm spell may be made if the charming character places his or her "friend" in a dangerous situation. Otherwise, another Saving Throw is allowed after a period of time that depends on the intelligence of the victim.

Duration of Charm — Frequency of Saving Throws

Intelligence	Save again after	Intelligence	Save again after
0	120 days	13-15	3 days
1	90 days	16-17	24 hours
2	60 days	18	8 hours
3	45 days	19	3 hours
4-5	30 days	20	1 hour
6-8	15 days	21+	1 turn
9-12	7 days		

Charge

If a monster can run toward its opponent for 20 yards (20 feet indoors), it inflicts double damage if it hits. A charge *cannot* be made in certain types of terrain - broken, forest, jungle, mountain or swamp.

Continuous Damage

Some monsters hold on when they hit their victims. When this occurs, no further Hit rolls are needed; the victim takes a given amount of damage each round, usually until the monster is killed.

Energy Drain

This is a dangerous attack with no Saving Throw allowed. If a character is hit by an energy drain attack, the character loses one level of experience (a monster would lose one Hit Die from this effect). The energy drain removes all the benefits of that level - hit points, spells and so forth - as soon as it occurs. The victim's experience point total

drops to the *midpoint* of the new level. Energy drain affects powerful demi-humans differently from humans, draining 101,000-120,000 xp (1d20 x 1,000 + 100,000).

Any 1st level character struck by an energy drain attack is killed; the victim later rises as an undead of the same type, under the control of the slayer. In this case, the armour class and Hit Dice of the victim become those of the standard undead form, but the hit points are one half of those possessed in life. (Note that such a victim does not rise immediately, but usually after a period of 24-72 hours, or as given in each monster description).

Experience Levels lost to energy drain attacks can be restored by gaining experience points through normal adventuring or by the use of a **restore** spell (see CP13).

Paralysis

This effect 'freezes' a character. If a character is hit by a paralyzing attack and fails the Saving Throw vs. Paralysis, the character is unable to do anything. A paralysed character remains awake, aware of what is happening, but cannot do anything that requires movement (including speaking, spell casting, and so forth) until the paralysis ends. All attacks on a paralysed creature automatically hit; only a roll for damage is made. Paralysis of itself has no permanent effects of any kind. It lasts for 2-8 turns (unless a different number is given in the monster description). The cleric spell **cure light wounds** can be used to remove paralysis, but will not cure any damage when used for this purpose.

Petrification

This is a dangerous ability of certain fantastic monsters. It may take place due to a gaze, breath, or normal hit in combat, as given in the monster description. The victim must make a Saving Throw vs. Turn to Stone. If the Saving Throw is failed, the victim turns into a stone statue. All equipment carried, whether normal or magical, turns to stone with the victim, becoming part of the statue and not easily removed.

Poison

Poison is a danger to all characters. If a character is hit by a poisonous attack (by a snake, for example) and fails the Saving Throw vs. Poison, the character will either die or take additional hit points of damage as a result of the poison.

Spell Immunity

This may take many forms. Undead are immune to all spells that affect the mind - **charm, sleep, hold, discord, insanity, feeblemind** etc; many fire-using creatures are immune to fire-type spells. Some powerful creatures may be immune to spells of low power, such as *all first and second level spells*, possibly in addition to immunity to a specific type of spell. When spell immunity is mentioned, it applies to all spell-like effects as well, including those produced by monsters or devices. For example, immunity to all 1st-3rd level spells also confers immunity to fire balls from a wand or staff (since **fire ball** is a third level spell). However, dragon breath is a natural ability of dragons, not a magical one, and is not affected unless a description mentions it specifically.

Swallow

Some monsters are large enough to swallow a victim whole. This attack always succeeds if the Hit roll is 20, and might succeed with a lower number (given in the monster description). The swallowed victim takes a given amount of damage each round until the monster is slain. If the victim has an edged weapon, the monster may be attacked from inside, but with a -4 penalty on Hit Rolls. The inside of any creature is AC 7 unless noted otherwise. Being swallowed often has effects other than damage (loss of consciousness, paralysis, etc.). If the victim dies, the body is completely digested in one hour (6 turns) and cannot be recovered.

Swoop

This is similar to a charge, but applies to flying monsters. However, double damage is gained only if the monster surprises its opponent. If the Hit roll is 18 or more and the monster has talons or some way to grab prey, the monster holds on and tries to fly away with its victim. If the victim is too heavy, the monster lets go immediately. A swoop cannot be used in dense forest or jungle cover.

HD of Monster	Victim Size
3 HD	may lift a halfling*
6 HD	may lift a human
12 HD	may lift a horse
24 HD	may lift an elephant

* When mounted, a pegasus or hippogriff may carry a human in metal armour plus other gear.

Trample

Some monsters try to use their large size to crush their opponents. When trampling, a monster gains a +4 bonus to its Hit Roll if the victim is human-sized or smaller. Some groups of animals, herds, may also trample, usually inflicting 1-20 points of damage through sheer numbers, rather than large sizes.

Wrestling Rating

This gives certain creatures' wrestling ratings (see CP7).

Changing Monsters

The creature descriptions given in this book and in the other rulebooks are only guidelines. You may change details to suit the needs of your campaign or a specific adventure. Unexpected changes add new levels of excitement and mystery. However use change only rarely or else the element of surprise is lost, and players may become frustrated because they cannot learn what to expect and how to respond.

Size

The Hit Dice given for a type of creature should be taken as the average. Both smaller and larger versions certainly exist. To change the size of a monster, use the following modifiers:

If smaller: -1, -2 or -3

If larger: +1, +2 or +3

These modifiers are the same as ability modifiers for characters. These size modifiers are used in the following manner:

Hit Points: add the modifier per Hit Die. *

Hit Rolls: add the modifier to the roll.

Damage: add the modifier per die of damage. *

Saves: subtract the modifier from the roll.

Armour Class: subtract the modifier from the AC.

* There should always be a minimum of 1 point per die.

To calculate the XP value of different size monsters, take their total hit points and divide by 5, rounding fractions up. This is the number of Hit Dice to be used when calculating XP value.

For example, a normal-sized gorgon would have: AC 2; HD 8*; THACO 12; D 2d6; Save F8

The largest variety of common gorgon would have: AC-1; HD 8+24*; THACO 9; D 2d6+6; Save F8+3; XP as 13 HD.

Balancing Monsters

The following system can be used to gauge the general difficulty level of any encounter. Exceptions to this system may occur, but it normally works if the following assumptions are taken into account:

The PC party is composed of appropriate character classes and adequately equipped (including magic). Review any special abilities of this encounter's monster and make sure the party has the means to damage the creature or to avoid its abilities. If the party does not have the means, this encounter is too tough for them.

The monster is encountered in a normal melee. If the monster is waiting in ambush, has special weapons, or has special traps, the DM should treat the encounter as one level tougher than the calculations show.

The monsters encountered are all the same type. If a mixed group of monsters is encountered, make sure the total of the monsters' adjusted Hit Dice falls within the desired range. If the monsters are mounted, add only half the HD of the mount or rider, whichever is weaker, as additions to the adjusted Hit Dice of the larger of the mount or rider.

The total party level (TPL) is equivalent to the adjusted Hit Dice value of the monster. The party level is not adjusted for magic or special abilities, which are considered to be evenly divided among the party, thus dispersing their impact. If the DM believes special abilities will play a major role in the encounter, power bonuses, as described below should be added to the TPL.

Follow these three steps to determine the impact of an encounter:

1. Determine the TPL (Total Party Level) of the PC party.
2. Determine the individual monster Hit Dice potential using power bonuses.
3. Determine the type of challenge faced.

Determine TPL: The TPL is the sum of the experience levels of all the characters in the party. If the DM decides to use power bonuses, treat TPL as Hit Dice.

Find the individual adjusted Hit Dice: Determine the individual monster Hit Dice potential using power bonuses. The individual adjusted Hit Dice represents the monster's potential, a combination of its size and special abilities. If there are any additions to the Hit Dice, divide that number by five, rounding off, and add the result to the number of Hit Dice (e.g. 4+3 = 5HD). If there are any subtractions, subtract 1/2 HD per 2 points (e.g. 1-1 = 1/2 HD). Then add half of the original Hit Dice for each power bonus. Power bonuses include:

(i) each asterisk next to a monster's Hit Dice. (e.g. A monster with HD9** = Adjusted HD18)

(ii) For NPCs a power bonus is awarded if:

- a. everyone in the party has +2 weapons or better.
- b. There are spell casters. Total the highest spell levels that each caster in the group may cast, divide by two, then divide by the number in the party, rounding up. (e.g. If a party has four members and one can cast 1st-8th level spells, treat as 1 power bonus).

Determine the challenge: This step may be applied to creating an encounter or to measuring its impact. The challenge level of an encounter is expressed as a percentage (divide the total adjusted monster Hit Dice by the TPL). The table on the following page gives the ranges for different levels of challenge. These levels of challenge are described below:

Extreme Danger: This encounter is a killer. If the PCs do not retreat or flee, they will probably be defeated and die. This type of encounter is usually used for "no win" situations, when the DM wants it obvious

that the players cannot beat the monsters in a fight.

Risky: The monsters are equal to the party and there is an even chance that either side may win. This may require many of the party's resources, and some members may die. Risky encounters are sometimes used for the grand finale to a quest.

Adj. HD as % of TPL	Challenge Level
Over 110%	Extreme Danger
91-110%	Risky
71-90%	Major
51-70%	Challenging
31-50%	Good Fight
21-30%	Distraction
11-20%	Minor
Up to 10%	Too Easy

Major: This type of encounter is usually used as the main fight or climax of an adventure. If an adventure has little fighting, you may want to include one or two of these encounters.

Challenging: This encounter will challenge a party's might, but the party has the odds in its favour if the encounter is played well. If the adventure is short, three to five of these encounters may be used.

Good Fight: this most common level of encounter may make up half of an adventure. A good fight may also be a tough random encounter.

Distraction: This is a smaller encounter that will cost the party some hit points but should be easy to overcome. This level should be used where there are many encounters and the party has little chance

to recover from previous ones.

Minor: Most random encounters should be of this level. Often minor encounters are used to warn a party of something worse ahead.

Too Easy: An encounter that is too easy is best ignored or played for humour. It is not a real challenge unless the party is weaponless or injured.

When creating an adventure, the DM should first choose the desired level of challenge. Then multiply TPL by the challenge percentages to get a range of Hit Dice. Divide the highest number by the adjusted monster Hit Dice to determine how many monsters should be present. You can use any fraction to make one monster a larger leader, or treat the fraction as a youngster.

When checking the impact of an encounter, the DM should take the total adjusted monster Hit Dice and divide by the TPL x 100 to determine the percentage. Then look up the result in the challenge levels.

Reversing the Process

By finding the total Hit Dice of a group of monsters about to be encountered by a party (according to encounter key), the impact of the encounter can be estimated in advance. If the DM sees that the likely result is not desirable, the number appearing or their hit points may be modified.

There are many good reasons for modifying existing details (often called 'winging it'). If the hour is late, the DM may wish to avoid a long, involved encounter. If the party is heavily damaged, the DM may want to avoid killing characters. If the party has been remarkably unlucky in finding treasure during the adventure, the DM might want to add more, with a corresponding increase in danger.

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ANIMALS



Mundane, Extinct and Giant

CAT, GREAT

Mountain Lion, Lion, Panther — see BD27

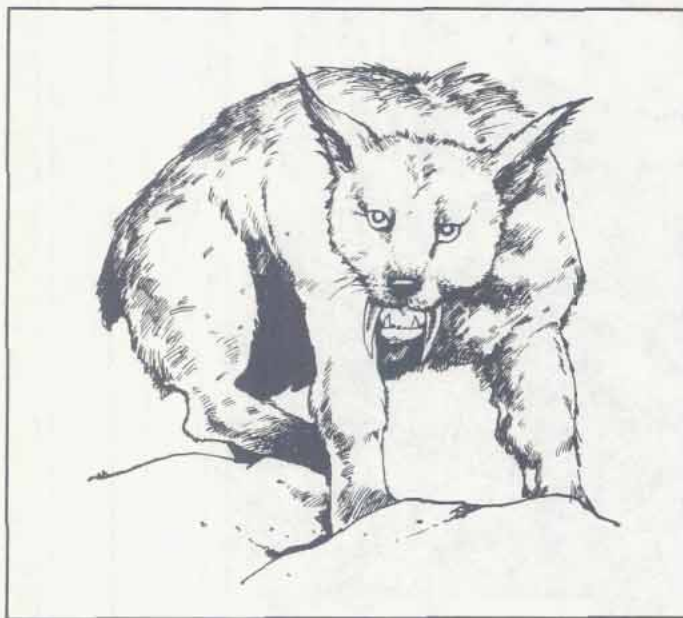
Tiger, Sabre-tooth Tiger — see BD27

Bekkah, Cheetah, Jaguar, Lynx, Spotted Lion & Wildcat

Like the other great cats (see BD27) these generally avoid combat except when hunting for food or in self-defence. They do not normally wander underground, but may make their homes in caves or old excavations. There is a 25% chance that any cat's lair will contain 1-4 cubs. Great cats will fiercely defend their lair (Morale +2) or young (Morale +4) against intruders.

Although great cats do not collect treasure for its own sake, their lairs may contain money, gems, jewellery and even small magical items carried there along with the bodies of their victims.

	Bekkah	Cheetah	Jaguar
Armour Class:	4	5	6
Hit Dice:	12*	3*	4+2
Move:	150' (50')	180' (60') or 300' (100')	180' (60')
Attacks:	2 claws/1 bite + special	2 claws/1 bite	2 claws/1 bite
Damage:	1-10/1-10/ 3-24	1-2/1-2/1-6	1-3/1-3/1-8 + 2-5/2-5
No. Appearing:	1 (1-2)	0 (1-6)	1 (1-3)
Save As:	F6	F2	F2
Morale:	10	9	11
Treasure Type:	Nil	Nil	Nil
Intelligence:	4	2	2
Alignment:	Neutral	Neutral	Neutral
XP Value:	1250	50	125



Bekkah:

This is a variety of unusually large, black panther which inhabits dense tropical jungles and warm forests. They are awesome killers, and those who encounter a bekkah seldom live to tell the tale. This is not unconnected to the fact that anyone hearing the beast's terrifying roar must make a successful Saving Throw vs. Spells or stand rooted to the spot for 2d4 rounds. Characters rooted to the spot may still fight the beast, but suffer a penalty of -2 to Hit and Damage Rolls (a minimum of 1 point of damage).

Although few have ever escaped from a bekkah, the disappearance of victims and the beasts' massive paw-prints are ample evidence of the creatures' existence for those who live in or near their jungle homes. For jungle-dwellers the mystery surrounding bekkah and their seeming invulnerability often leads to the cats being afforded the status of "gods". A tribe which shares a jungle with one or more bekkah may attempt to placate the beast with sacrifices of animals (or even people) left bound and helpless at traditional locations where the cats know to look.

Cheetah:

These great cats are amongst the fastest of all land animals, and take advantage of their speed when hunting prey on the warm, tropical plains and grasslands where they live. Their normal prey are large herbivores like antelopes or zebra, but cheetah will often attack characters or their horses. They are territorial, but do not have permanent lairs. The normal movement rate of cheetahs is 180' (60'), but they are able to sprint at 300' (100') for up to 6 rounds. After sprinting, their movement rate drops to 120' (40') for 1 turn. Some humanoids (e.g. primitive humans, rakasta) have been known to capture and train cheetahs for use in the hunt or in warfare.

Jaguar:

These great cats inhabit tropical jungles and warmer temperate forests. They are particularly aggressive, and will viciously attack any creature which they feel threatened by. If both of a jaguar's front claws strike an opponent in the same round, the cat can also rake the victim with its two rear claws (+2 to hit, D 2-5 each). Jaguars are very good climbers, and can attack by leaping down from the branches of a tree (+1 to hit, surprise on 1-3 on 1d6).

	Lynx	Spotted Lion	Wildcat
Armour Class:	5	6	5
Hit Dice:	2+2	6+2	1
Move:	150' (50')	150' (50')	150' (50')
Attacks:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Damage:	1-2/1-2/1-4	1-4/1-4/1-10	1/1/1-3
No. Appearing:	1-2 (1-4)	1-3 (5-10)	1-2 (1-2)
Save As:	F1	F3	NM
Morale:	9	9	7
Treasure Type:	Nil	Nil	Nil
Intelligence:	2	2	2
Alignment:	Neutral	Neutral	Neutral
XP Value:	25	350	10

Lynx:

This is a variety of great cat found most often in cold regions, particularly forested areas. They can leap, climb and swim well, and their natural camouflage means that they surprise victims on a roll of 1-4 on 1d6. Their prey is generally small, and they are unlikely to attack characters for food. They will, however, fight large opponents if they feel threatened.

Spotted Lion:

These animals are similar in form and behaviour to normal lions (see BD27) except for their larger size (about 30% bigger) and speckled colouration. They roam the plains and hills of "lost world" areas.

Wildcat:

These are closely related to domestic cats which they closely resemble, apart from their size — being as large as a normal dog. They are tree-dwellers and can be found in almost any wilderness environment with the exception of deserts and arctic regions. They mostly hunt small game and avoid people if possible. However, like cheetahs, wildcats are sometimes trained for use as hunting animals by humanoid groups.

DINOSAUR

Aquatic, Carnivore, Flying, Herbivore, Large, Medium, and Small — see MD26-27

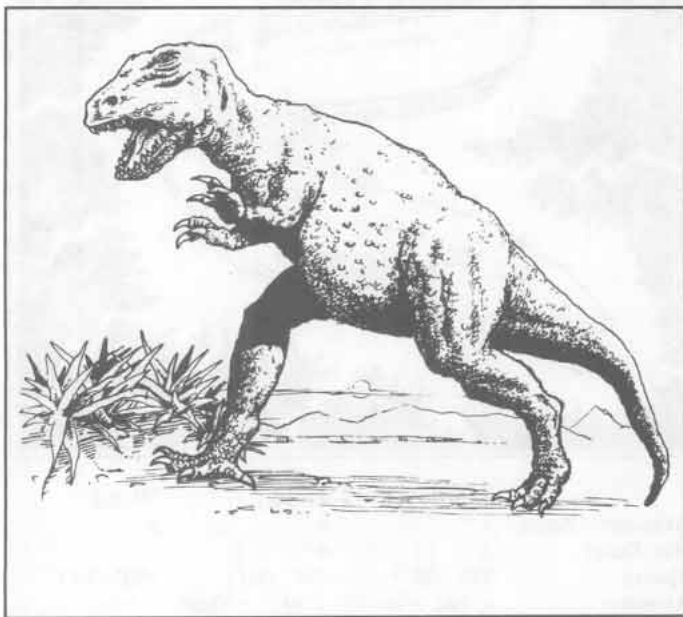
Pteranodon, Pterodactyl — see E54.

Tyrannosaurus Rex — see E56.

Triceratops — see E57.

All dinosaurs are very stupid (Intelligence 0-3), and can easily be fooled. Their prime motivation is hunger, and little else can penetrate their dim brains! Carnivores are usually ferocious and voracious; they will pursue anything that looks or smells edible. Herbivores, however, tend to ignore all non-eatable things which do not appear to threaten them, and flee in panic from anything which they view as dangerous, although certain types (e.g. ankylosaurus) can be very aggressive if cornered.

	Allosaurus	Ankylosaurus	Brontosaurus
Armour Class:	5	0	5
Hit Dice:	13	7	26
Move:	150' (50')	60' (20')	60' (20')
Attacks:	1 bite	1 tail	1 bite/1 tail
Damage:	4-24	2-12	2-12/3-18
No. Appearing:	0 (1-4)	0(1-8)	0 (1-3)
Save As:	F7	F4	F13
Morale:	9	6	8
Treasure Type:	V	Nil	Nil
Intelligence:	2	2	2
Alignment:	Neutral	Neutral	Neutral
XP Value:	1350	450	3570



Allosaurus: This creature is a huge carnivorous dinosaur that runs upright on its large hind legs. It stands almost 15 feet tall, and weighs several tons. The allosaurus attacks by biting with its large jaws, which are lined with dagger-like teeth. The allosaurus is usually found in lowland hills and plains.

Ankylosaurus: The body of an ankylosaurus is covered with thick, bony armour and ends in a massive club-like tail. This dinosaur walks on four legs and eats plants. Average specimens are 15 feet long, 4 feet tall and weigh 4-5 tons — most of this weight being in the armour-plating and tail. If attacked (or threatened) ankylosaurus will lash out with its tail, delivering blows of considerable force. The preferred habitat of an ankylosaurus is usually jungles and hills.

Brontosaurus: This is one of the largest of all dinosaurs. It has a strong, tapering tail and a massive body that supports a long neck with a relatively small head. Although a herbivore, the creature is 65-75 feet long and weighs more than 30 tons, which means that it needs to eat almost continually.

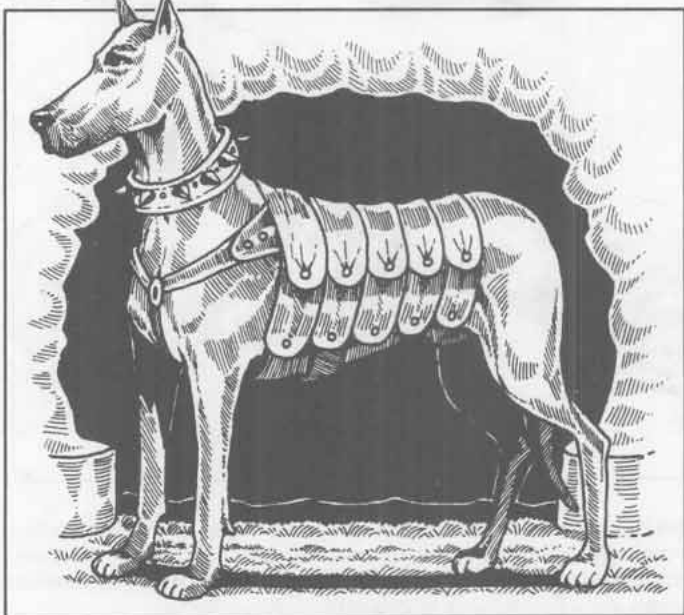
A brontosaurus is so heavy that it needs to spend most of its time in water, to help to support its weight. If only its neck is showing above the water, the brontosaurus may be mistaken for a plesiosaurus or sea serpent. The brontosaurus can only be found on the edge of marshes or lakes, and it will move into deep water to avoid carnivores.

	Titanother	Tylosaurus
Armour Class:	5	-2
Hit Dice:	12	21
Move:	120' (40')	90' (30')
swimming:		360' (120')
Attacks:	1 butt or trample	1 bite
Damage:	2-12 or 3-24	7-84
No. Appearing:	0 (1-6)	0 (1-3)
Save As:	F6	F21
Morale:	7	10
Treasure Type:	Nil	Nil
Intelligence:	1	1
Alignment:	Neutral	Neutral
XP Value:	1250	2500

Titanother: This herbivorous dinosaur resembles a huge, blunt-horned rhino, and stands 12 feet tall at the shoulder. Titanotheres are generally peaceful if left alone, preferring to graze grass and eat leaves off trees. They will not hesitate to defend themselves, however, and in combat, they butt or trample their opponents. Small herds of these creatures are found in the grasslands of "lost world" areas.

Tylosaurus: This creature is a huge, aquatic, carnivorous dinosaur. Its body is 90' long, and its head is capped by a high, dorsal crest. Tylosaurus can swim very swiftly, propelled by four broad fins. When the creature's bite hits, it holds on, inflicting automatic bite damage each round thereafter. The victim may attack, but with a -4 penalty to Hit Rolls.

DOG



ANIMALS (Eagle)

	Normal	War
Armour Class:	7	7
Hit Dice:	2	2+2
Move:	180' (60')	120' (40')
Attacks:	1 bite	1 bite
Damage:	1-6	2-8
No. Appearing:	2-12 (3-18)	Varies
Save As:	F1	F1
Morale:	8 or 6	11
Treasure Type:	Nil	Nil
Intelligence:	3	3
Alignment:	Neutral	Neutral
XP value:	20	25

Normal dogs: These carnivores hunt in packs. Although they prefer wilderness, they may occasionally be found in caves. If three or fewer dogs are encountered, or if the pack is reduced to less than 50% of its original numbers, their morale is 6 rather than 8.

War dogs: Selected for their size and ferocity and trained for combat, they are loyal to their master/trainer and will attack on command. They are typically protected by light, leather armour and a spiked collar. The number appearing depends on the owner.

EAGLE

	Normal	Great
Armour Class:	7	5
Hit Dice:	1	4+2
Move:	450' (150')	390' (130')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1-2/1-2/1-4	1-6/1-6/1-10
No. Appearing:	0 (1-8)	0 (1-20)
Save As:	Normal Man	Fighter: 4
Morale:	8	9
Treasure Type:	Nil	U
Intelligence:	2	10
Alignment:	Neutral	Neutral
XP Value:	10	125



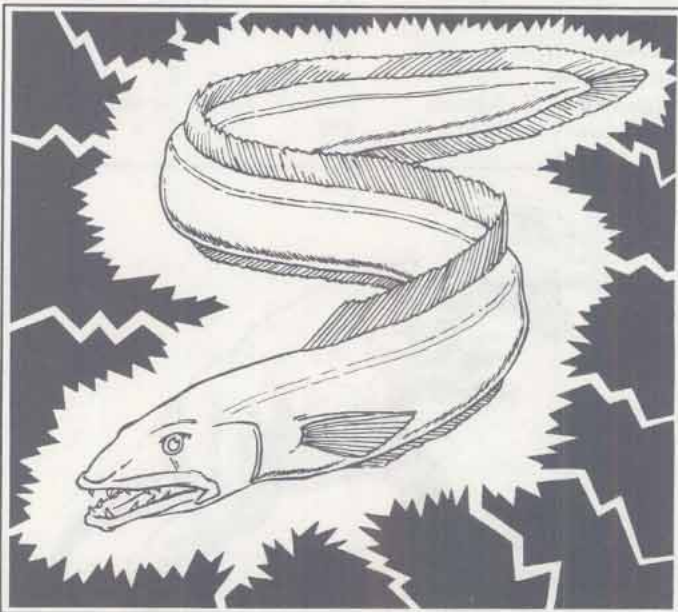
Both kinds of eagle are excellent fliers, soaring great distances (often very high up in the air) on their broad wings. Their vision is excellent, enabling them to spot prey or danger at great distances. As a result, eagles are surprised only in exceptional circumstances.

When in flight, eagles can make their first attack by swooping down onto victims, gaining +2 to hit with their claws and inflicting double damage with them (the beak attack is unaffected).

Normal Eagles: Normally only a single individual or mating pair (50% chance of 1-4 eggs/chicks) will be encountered, but where hunting is good, several eagles may congregate together. They prefer to nest on high cliff ledges or in the upper branches of tall trees. Like hawks, eagles are sometimes trained by humanoids for the purposes of hunting or war. In such cases, however, ownership of eagles is often restricted to leaders or nobles.

Great Eagles: Not only much larger than their normal cousins, great eagles are also much more intelligent. They have their own rudimentary language, and live in simple "tribal" groups led by one or more elders (HD 5). These groups make their homes on high mountain crags or cliff ledges, normally as far from civilization as possible. If some means is found of communicating with them, great eagles can sometimes be persuaded to help characters (especially dwarves or halflings) if this will serve a common interest. A great eagle can carry a load up to 1000cn at normal speed or up to 2000cn at half speed.

EEL



	Electric	Giant	Weed
Armour Class:	9	6	8
Hit Dice:	2*	6*	1
Move:	120' (40')	240' (80')	150' (50')
Attacks:	1 bite + shock	1 bite + shock	1 bite
Damage:	1-4 + shock	3-12 + shock	Poison
No. Appearing:	1-3	1-4	0 (10-60)
Save As:	F1	F3	F1
Morale:	7	9	7
Treasure Type:	Nil	Nil	J+K+L
Intelligence:	2	2	2
Alignment:	Neutral	Neutral	Neutral
XP Value:	25	500	10

Electric eels: These creatures are 9' long and can give off an electric shock in a radius of 60 feet. There is no Saving Throw against the shock, but the damage is based on distance:

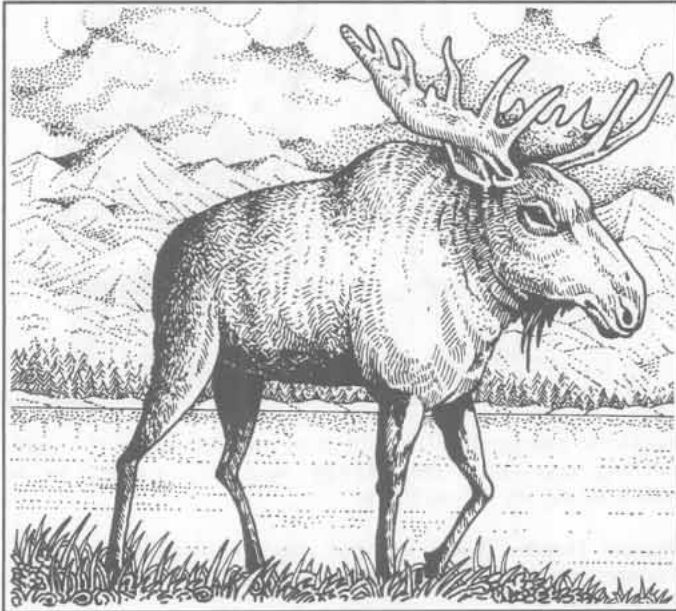
$$0' - 20' = 3-24 \quad 21' - 40' = 2-16 \quad 41' - 60' = 1-8$$

The electric eel can shock once every turn. It is immune to all forms of electrical attacks. Giant electric eels can be up to 20 feet long. Although their shocks have the same ranges as normal electric eels, all damages are doubled. They are vicious and will attack anything that threatens them.

Weed eels: grow up to 6 feet long. They are found only in large groups which resemble tangled masses of seaweed. The eels' bites do no damage, but the creatures wrap themselves around victims, dragging them beneath the surface, pinning arms and legs and preventing swimming. Each round, constricted victims can only break free if they roll less than their Strength on 3d8. Weed eels do not collect treasure, but previous victims often remain near the creatures' lair.

ELK, GIANT

Armour Class:	6	Save As:	Fighter: 4
Hit Dice:	8	Morale:	7
Move:	120' (40')	Treasure Type:	Nil
Attacks:	1 butt	Intelligence:	2
Damage:	1-12	Alignment:	Neutral
No. Appearing:	0 (1-6)	XP Value:	650



Giant elk inhabit hills and plains. They are 10-12' long, weigh nearly a ton, and their antlers span 10 feet or more. Giant elk eat shrubs and grasses. They are preyed upon by dire wolves and sabre-tooth tigers.

FISH, GIANT

Bass, Rockfish and Sturgeon — see E49.

	Giant Catfish	Giant Piranha
Armour Class:	4	6
Hit Dice:	8+3*	3+3
Move:	90' (30')	150' (50')
Attacks:	1 bite/4 feelers	1 bite
Damage:	2-16/1-4 (x4)	1-8
No. Appearing:	0 (1-2)	0 (2-8)
Save As:	F4	F2
Morale:	8	7
Treasure Type:	Nil	Nil
Intelligence:	2	2
Alignment:	Neutral	Neutral
XP Value:	1400	50



Giant Catfish: This chalky-white fish is about 15 feet long. It has two long feelers that sprout from each side of its mouth. Giant catfish lurk in the cool muck of rivers and lake bottoms.

Giant Piranha: These deadly fish are 5 feet long and have green and black scales. They will attack and eat anything that disturbs the water near them. Up to eight giant piranha can attack the same target. Once they draw blood, piranha go into a feeding frenzy (no morale checks allowed). Piranha inhabit warm, fresh waters and prefer rivers to lakes.

FROG, GIANT POISONOUS

Armour Class:	7	Save As:	Fighter: 1
Hit Dice:	2**	Morale:	9
Move:	90' (30') or leap (see below)	Treasure Type:	Nil
Attacks:	1 tongue or 1 bite	Intelligence:	2
Damage:	Special or 1-4	Alignment:	Neutral
No. Appearing:	1-6 (1-6)	XP Value:	30



ANIMALS (Gargantua)

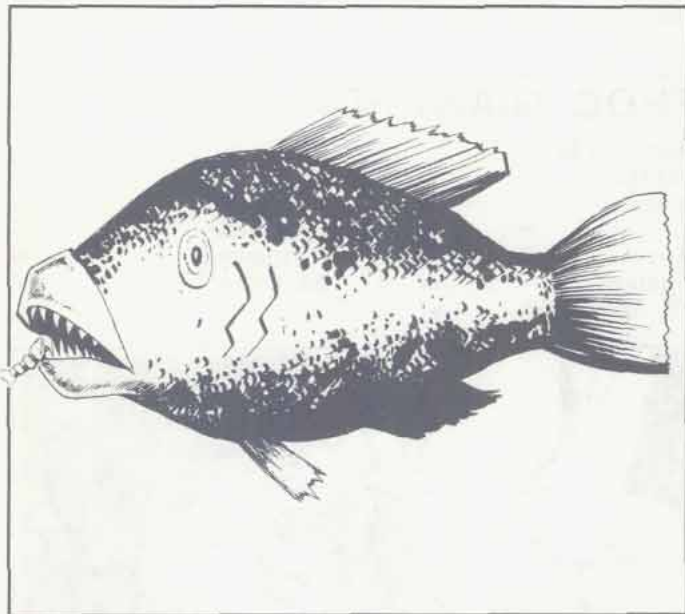
This variety of giant frog is slightly smaller than its relative the giant toad (see E57) and, unlike the toad, is far from being camouflaged. It has slimy-looking, moist skin which is bright yellow on its belly and lurid green elsewhere. Like the toad, the giant poisonous frog has a long tongue which it can wrap around victims up to 15 feet away (normal chance to hit). Trapped victims of dwarf size or smaller can then be dragged to the frog's mouth at a rate of 5' per round, and the creature then has a +2 bonus to Hit Rolls against them. For purposes of attacks, the tongue has AC8, and the frog will release its victim following any successful attack that damages its tongue. The tongue will be severed if it takes 6 or more points of damage from an attack with an edged weapon. The frog does not swallow victims whole.

The skin of these frogs secretes a poison and their saliva is also poisonous. Anyone touching (or bitten by) one of them must make a Saving Throw vs. Poison or suffer 2d8 points of damage from the effects of the poison. The frog's tongue is not poisonous.

Giant frogs inhabit marshes and swamps in tropical and temperate areas, as well as damp underground caverns. They often lurk underwater with only their eyes above the surface.

GARGANTUA

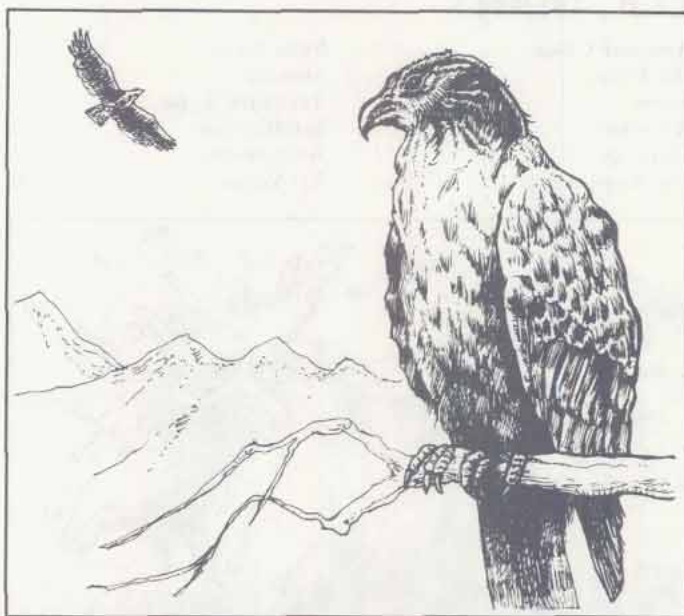
Armour Class:	4	Save As:	Fighter: 7
Hit Dice:	15*	Morale:	11
Move (swimming):	90' (30')	Treasure Type:	A
Attacks:	1 tail/1 bite or breath	Intelligence:	2
Damage:	2-20/3-18 or see below	Alignment:	Neutral
No. Appearing:	0 (1)	XP Value:	2300



The gargantua is a gigantic fish of the carp family. It is 50 feet long with a large tail and a sucker mouth lined with many sharp teeth. It prowls the ocean floor scavenging for its meals, and often devours the contents of sunken ships. Any treasure it might have will be found in its belly. On an unmodified Hit Roll of 20 it will swallow any opponent of less than giant size. The gargantua's digestive juices do 2d6 points of damage each round. Each round, it can strike with its tail, and either bite or use its breath weapon (25% chance). The breath is a 30-foot-wide and 60-foot-long blast of water which knocks down any opponent and hurls him or her 100 feet away (negated by a successful Saving Throw vs. Dragon Breath). The water blast does no damage, but the landing might.

HAWK

	Normal	Giant
Armour Class:	8	6
Hit Dice:	½ (1-4 hp)	3+3
Move (flying):	480' (160')	450' (150')
Attacks:	1	1
Damage:	1-2	1-6
No. Appearing:	0 (1-6)	0 (1-3)
Save As:	NM	F2
Morale:	7	8
Treasure Type:	Nil	Nil
Intelligence:	2	3
Alignment:	Neutral	Neutral
XP Value:	5	50



Hawks are hunting birds that glide on the updrafts of the wind, watching the ground for prey. If a hawk surprises its victim, it will do double damage on its first attack.

Normal Hawks: These will not attack human-sized or larger creatures unless they appear unable to defend themselves (wounded, bound, etc).

Giant Hawks: These birds are the size of a very large dog or small pony. Giant Hawks are very strong and will attack human-sized creatures if hungry. They can carry off halfling-sized prey.

Both types of hawks may be trained as pets or guards by an animal trainer (see E26).

LIZARD, GIANT

Chameleon, Draco, Gecko, and Tuatara — see BD32.

GIANT FOOT-PAD LIZARD

Armour Class:	6	Save As:	Fighter: 2
Hit Dice:	2+1	Morale:	7
Move:	120' (40') climbing 60' (20')	Treasure Type:	Nil (see below)
Attacks:	1 bite	Intelligence:	2
Damage:	1-6	Alignment:	Neutral
No. Appearing:	1-3 (2-5)	XP value:	25



These slender giant lizards have long, spindly legs with toes which are flattened out to form round, sticky pads. These pads, allied with the creatures' agility and low body weight make foot-pad lizards excellent climbers. They can cope with any but the smoothest of surfaces, at any angle up to the vertical. Provided they are captured young and properly trained, foot-pad lizards can be used as mounts or pack animals (carrying capacity 2500cn at normal movement rate, 4000cn at half rate). However, they cannot climb slopes steeper than 60 degrees when mounted.

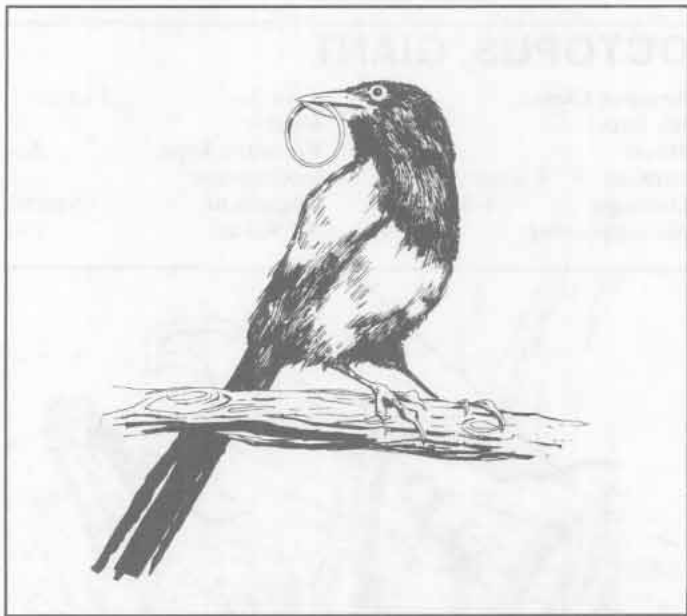
MAGPIE

	Normal	Giant
Armour Class:	7	6
Hit Dice:	1/2 (1 hit point)	1+1
Move:	360' (120')	330' (110')
Attacks:	Nil	1 bite
Damage:	Nil	1-4
No. Appearing:	0 (1-4)	0 (1-3)
Save As:	NM	F1
Morale:	2	5
Treasure Type:	See below	See below
Intelligence:	3	3
Alignment:	Neutral	Neutral
XP Value:	2	15

Magpies have a well-deserved reputation as thieves, and may attempt to steal any unsecured, shiny or brightly-coloured objects which they see. A normal magpie can steal objects up to 2cn in weight (e.g. a coin, gem or ring), while the giant magpie can manage objects up to 15cn (e.g. jewellery, dagger, wand, potion bottle).

If people are nearby, a magpie will normally swoop down to take an object without landing, and has a 30% chance of picking it up cleanly and making off without dropping it. If the bird has the opportunity to land unseen, however, its overall chance of success is 60%.

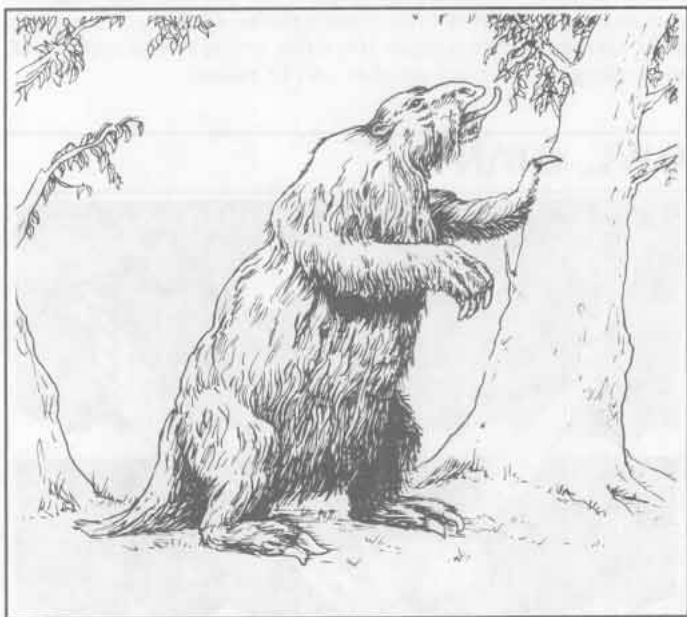
Stolen objects are taken to the bird's nest. Finding the nest in order to retrieve a lost item may be an arduous task — perhaps even a perilous one if the search takes the victims through the territories of dangerous creatures. It may also be a rewarding task, however, since the nest might also contain 1-6 coins (30%), 1-2 small gems (3%), a piece of jewellery (3% — giant magpies only), or even a magical item (1% — giant magpies only).



Normal magpies will not fight, even if their nests are threatened, and giant ones will fight only if severely provoked. Both kinds of bird prefer to live in cool or temperate lands, making their homes in woodlands, agricultural land, and even towns.

MEGATHERIUM

Armour Class:	6	Save As:	Fighter: 6
Hit Dice:	11	Morale:	7
Move:	90' (30')	Treasure Type:	Nil
Attacks:	2 claws	Intelligence:	1
Damage:	2-12/2-12	Alignment:	Neutral
No. Appearing:	0 (1-6)	XP Value:	1100



A megatherium is a giant ground sloth that eats leaves, roots, and shrubs. It stands 24 feet tall and can walk erect on its hind legs, although it usually prefers to travel on all fours. It is slow, stupid, and peaceful unless provoked, as befits its herbivorous nature. However, it will defend its young at all costs — fighting to the death if need be (Morale: 12).

OCTOPUS, GIANT

Armour Class:	7	Save As:	Fighter: 4
Hit Dice:	8	Morale:	7
Move:	90' (30')	Treasure Type:	Nil
Attacks:	8 tentacles/1 bite	Intelligence:	2
Damage:	1-3 (x8)/1-6	Alignment:	Neutral
No. Appearing:	0 (1-2)	XP Value:	650



In combat, a giant octopus will squeeze a creature with its tentacles and stab or bite the creature with its fearsome beak. Once its tentacles hit in combat, they will constrict and automatically do 1-3 points of damage each round. Each tentacle that hits also reduces its victim's chance to hit by 1. A character severs a tentacle when any single hit with an edged weapon does six or more points of damage. If combat is going against the giant octopus, it will flee, jetting away at triple speed and trailing a large, black cloud of ink (40' radius).

OWL, GIANT



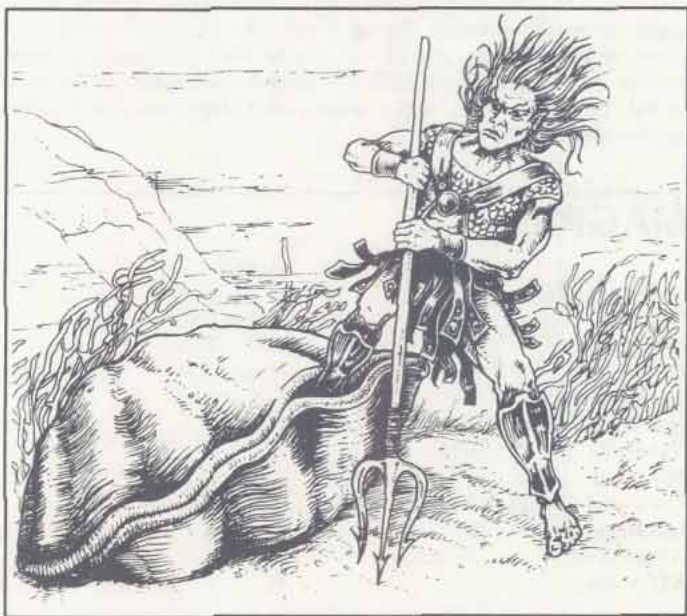
Armour Class:	6	Save As:	Fighter: 2
Hit Dice:	4	Morale:	8
Move:	300' (100')	Treasure Type:	V (no coins)
Attacks:	2 claws/1 bite	Intelligence:	4
Damage:	1-8/1-8/1-6	Alignment:	Neutral
No. Appearing:	0 (1-3)	XP Value:	75

Giant owls can be found in any temperate or cold (not arctic) region, but are rarely encountered. Like normal owls, they are primarily nocturnal hunters with excellent night vision and the ability to fly almost silently (surprise on 1-5 on 1d6).

A giant owl's main weapons of attack is its fearsome claws with which it can carry off prey weighing up to 1500cn. Although owls have a reputation for wisdom and intelligence, they are neither more nor less friendly towards people than most animals.

OYSTER, GIANT

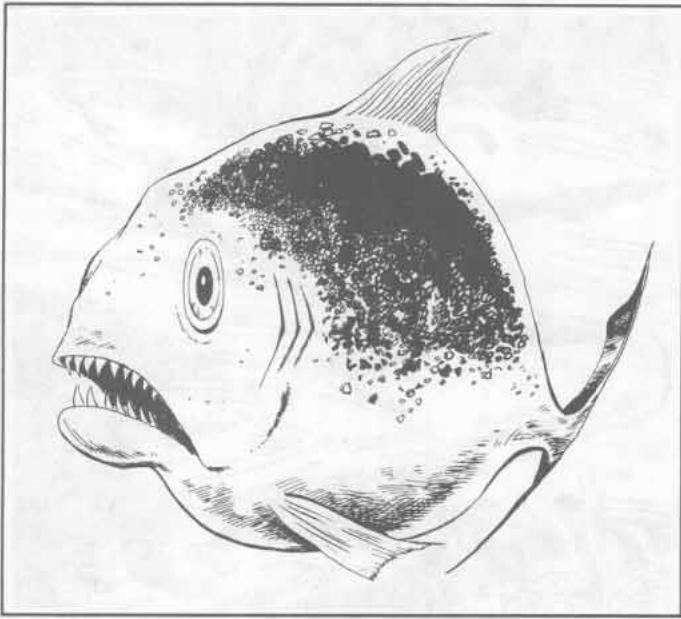
Armour Class:	5 (-2)	Save As:	Fighter: 5
Hit Dice:	10	Morale:	None
Move:	0	Treasure Type:	E
Attacks:	1	Intelligence:	0
Damage:	4-24	Alignment:	Neutral
No. Appearing:	0 (1-4)	XP Value:	1090



Giant oysters look just like ordinary ones, except that they are 6 feet in diameter and stand 4 feet high. They may be found in nearly any type of watery environment, although they are most often found in cold, shallow water. When open, the armour class of a giant oyster is 5, and -2 when closed. When attacked from a distance, a giant oyster closes its shell and does not open for at least 1 turn.

PIRANHA (COLD-WATER)

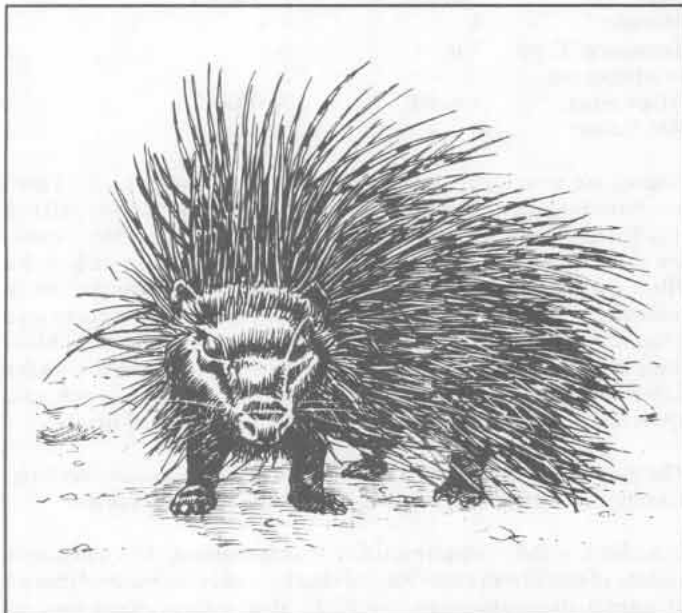
Armour Class:	7	Save As:	Normal Man
Hit Dice:	1/8 (1 hit point)	Morale:	11
Move:	90' (30')	Treasure Type:	Nil
Attacks:	1 bite per shoal	Intelligence:	1
Damage:	1-4 or 3-12 (see below)	Alignment:	Neutral
No. Appearing:	5-50	XP Value:	5



The dreaded piranha are small, black fish (up to 1 foot in length) with bulging eyes and large mouths filled with vicious teeth. They inhabit rivers and lakes, and prey on any creatures entering the water. Piranha attack in "shoals" of 5-10 creatures (cf normal rats — BD36), inflicting 1-4 points of damage per shoal. Once a victim's blood has been spilt, the attacking shoal and all those within 100 feet downstream and 10 feet upstream go into a killing frenzy for 1d6+9 rounds. While frenzied, the fish make the water churn with their thrashing and attack at +3 to hit for 3-12 points of damage per shoal per round. It is rumoured that some tropical waters harbour larger piranha (2hp each).

PORCUPINE, GIANT

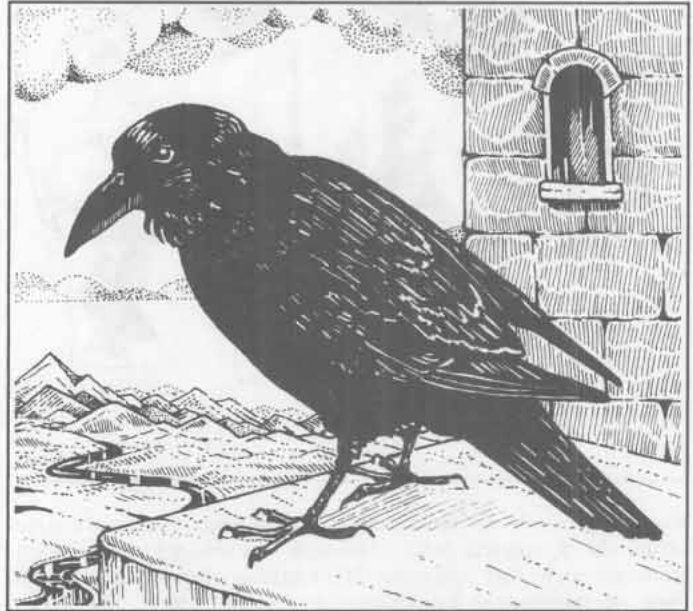
Armour Class:	4	Save As:	Fighter: 3
Hit Dice:	5*	Morale:	8
Move:	90' (30')	Treasure Type:	Nil
Attacks:	1 bite + 1-6 quills	Intelligence:	2
Damage:	1-10 + 1-4 each	Alignment:	Neutral
No. Appearing:	0 (1-4)	XP Value:	300



These slow-moving and dull-witted woodland herbivores are not aggressive, but they are well able to defend themselves against those who attack or who seem to be threatening them (even inadvertently). Not only can a giant porcupine attack with a vicious bite, it can also fling volleys of 1-8 quills (range 30 feet) from its back at attackers. The quills may be directed at one or two targets (normal chance to hit), and each inflicts 1-4 points of damage. A porcupine can fire up to six volleys in this way.

RAVEN & CROW

	Normal	Large
Armour Class:	8	7
Hit Dice:	1/2 (1-2 hit points)	2+2
Move:	330' (110')	300' (100')
Attacks:	1 bite per flock	1 bite
Damage:	1-6	1-6
No. Appearing:	0 (3-30)	0 (2-16)
Save As:	Normal Man	Fighter: 1
Morale:	5	7
Treasure Type:	Nil	Nil
Intelligence:	2	2
Alignment:	Neutral	Neutral
XP Value:	50 per flock	15



These two closely-related species of birds inhabit a wide range of environments from cool to tropical. So long as they have somewhere to nest (high trees, rock ledges, ruined buildings etc.) they can be found anywhere from mountains and hills to woodlands and plains.

The scavenging ways, harsh cries and stark appearance of crows and ravens, combined with their habit of inhabiting wild and desolate places mean that they are often regarded as creatures of ill-omen by superstitious folk. In some areas, the appearance of a flock of these birds will make the locals extremely uneasy.

These birds are not particularly aggressive, but will defend their nests and territories vigorously. When intruders come in sight of a flock's nesting-place, the birds will merely attempt to frighten them off with loud warning cries. If they come close enough to be a real threat to the nests, however, the intruders will be attacked.

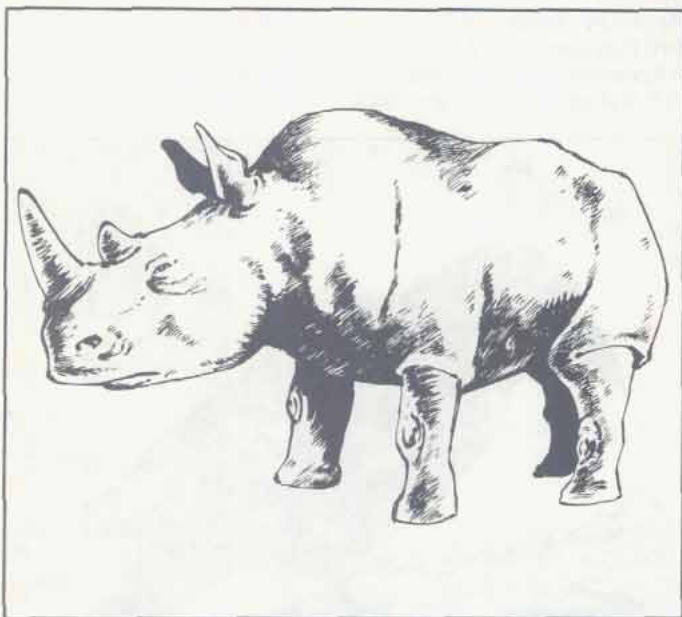
When attacking, small ravens and crows do so in "flocks" of 3-6 individuals, each of which can attack only one victim (cf. **Rats**,

ANIMALS (Rhinoceros)

Normal — BD36). Each victim can only be beset by a single flock, and suffers the equivalent of one attack each round. The giant birds are large enough to attack individually.

RHINOCEROS

	Normal	Woolly
Armour Class:	5	4
Hit Dice:	6	8
Move:	120' (40')	120' (40')
Attacks:	1 butt or trample	1 butt or trample
Damage:	2-8 or 2-16	2-12 or 2-24
No. Appearing:	0 (1-12)	0 (1-8)
Save As:	Fighter: 3	Fighter: 4
Morale:	6	6
Treasure Type:	Nil	Nil
Intelligence:	2	2
Alignment:	Neutral	Neutral
XP Value:	275	650



These large, thick-skinned creatures are found roaming the plains and savannahs of tropical lands. Although unintelligent plant eaters, rhinoceri can be very dangerous. If threatened, surprised, or charged, they will stampede in a random direction, (roll 1d6: 1 = North; 2 = Northeast; 3 = Southeast; 4 = South; 5 = Southwest; 6 = Northwest) goring all in their path for double damage on the first attack.

Woolly Rhinos: These large rhinoceri are covered with long white hair. Woolly rhinos travel in small herds across tundra and plains, usually in "lost world" areas.

SHARK

Bull, Great White, and Mako — see CD36

VAMORA SHARK

Armour Class:	4	Save As:	Fighter: 3
Hit Dice:	6*	Morale:	9
Move:	180' (60')	Treasure Type:	Nil
Attacks:	1 bite	Intelligence:	2
Damage:	1-10	Alignment:	Chaotic
No. Appearing:	0 (1-2)	XP Value:	500



The vamora shark is small (3' long) but tough, and mottled grey in colour. It holds onto its victim after a bite attack hits, lashing around in the water and shaking its prey like a terrier. This automatically inflicts a further 1-8 points of damage per round and impedes the victim's attacks (-4 to hit). It may, however, let go and flee if it fails a morale check.

Like other sharks, the vamora are often curious, attracted to movement. Blood in the water within 300' will attract these sharks and drive them into a feeding frenzy (no morale checks.)

SKUNK

	Normal	Giant
Armour Class:	7	6
Hit Dice:	1-1*	3*
Move:	150' (50')	120' (40')
Attacks:	1 bite + squirt	1 bite + squirt
Damage:	1 + special	1-4 + special
No. Appearing:	1-2 (1-4)	1 (1-3)
Save As:	Normal Man	Fighter: 2
Morale:	6	7
Treasure Type:	Nil	Nil
Intelligence:	2	2
Alignment:	Neutral	Neutral
XP Value:	6	50

Skunks are scavenging omnivores which live in woodlands. These creatures are poor at fighting, but have a particularly effective defence which deters all but the most determined of attackers. If threatened, the skunk ostentatiously turns its back on its adversary and, if the other does not back away, squirts a cloud of foul-smelling musk towards its victim(s). The musk spray of a normal skunk covers an area 5 feet wide 5 feet high, and 15 feet long. Any creature caught within it must make a Saving Throw vs. Poison or be helpless with nausea for 2d6+6 rounds. Even those who save are only able to move, attack, cast spells and so on at half the normal rate for this period of time.

The giant skunk's spray is 15 feet wide, 15 feet high, and 50 feet long. Its immediate effects are similar, but last for 2d10+10 rounds.

In addition to the short-term effects described above, the smell from a coating of musk from either kind of skunk reduces the victim's chance of surprising opponents by 2. It also makes characters so

repellent to others that they have an effective Charisma of 3 until they and their clothes are thoroughly washed. Even after that, the characters' Charismas are halved for 1-4 days until the smell finally dissipates. Simply changing clothes does not help matters, as the smell will cling to characters' skin and hair.



SNAKE (Giant and Normal)

Giant Constrictor, Giant Rattler — see BD37.

Pit Viper, Rock Python — see BD37.

Sea and Spitting Cobra — see BD37.

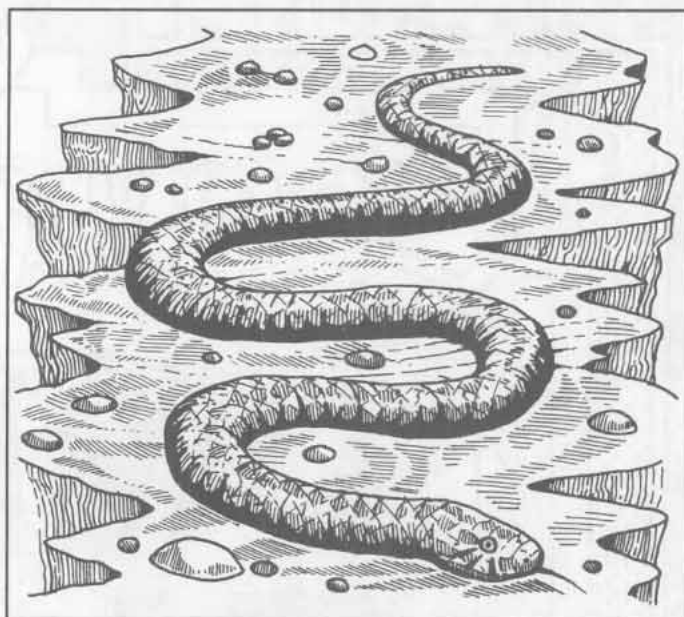
ROCK RATTLER

	Normal	Giant
Armour Class:	7	6
Hit Dice:	1*	8**
Move:	90' (30')	90' (30')
Attacks:	1 bite	1 bite + special
Damage:	1 + poison	1-8 + poison
No. Appearing:	1-6 (2-5)	1-3 (1-3)
Save As:	F1	F4
Morale:	7	9
Treasure Type:	Nil	U
Intelligence:	1	2
Alignment:	Neutral	Neutral
XP Value:	13	1750

Normal Rock Rattler: This is a 2-foot-long grey rattlesnake which is found only in mountains. Its bite causes only 1 point of damage, but its sharp fangs inject poison at the same time. Any one bitten by the snake must make a Saving Throw vs. Poison or take an additional 1d4+1 points of damage.

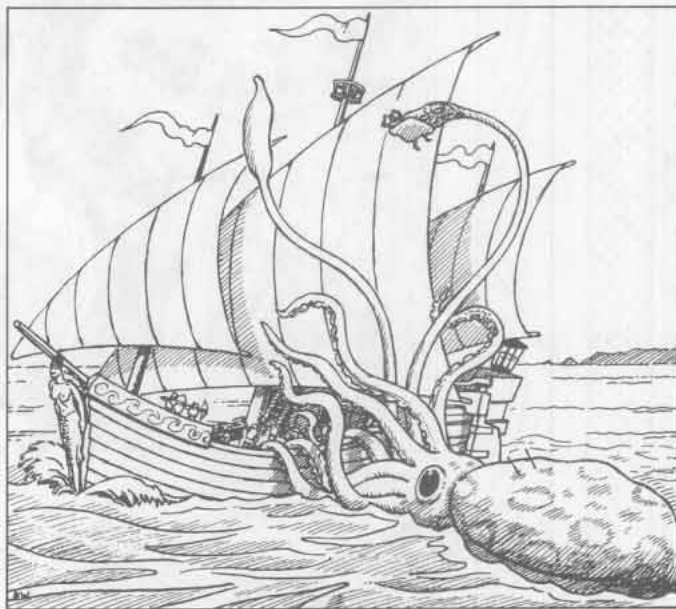
Giant Rock Rattler: This large, 30-foot-long snake, is grey with a red and black, diamond pattern running along its back. Its tail is tipped with a large scaly rattle, the sound of which is so unnerving that all hearing it (within 50') must make a Saving Throw vs. Paralysis, or flee in terror for 2d4 rounds.

The snake is not normally aggressive, preferring to scare foes away with its rattle. However, the bite of a giant rock rattler inflicts 1d8 points of damage and anyone bitten must make a Saving Throw vs. Poison (with a penalty of -2) or die.



SQUID, GIANT

Armour Class:	7	Save As:	Fighter: 3
Hit Dice:	6	Morale:	7
Move:	120' (40')	Treasure Type:	V
Attacks:	10 tentacles/1 bite	Intelligence:	2
Damage:	1-4 (x10)/1-10	Alignment:	Neutral
No. Appearing:	0 (1-4)	XP Value:	275



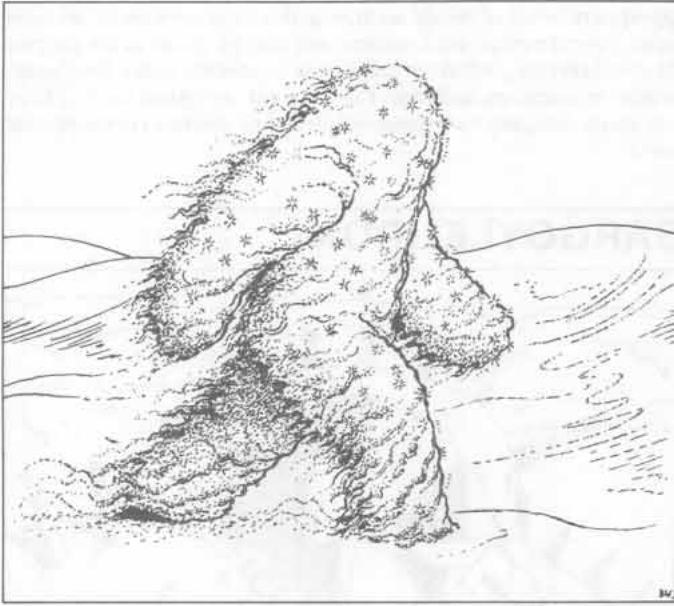
The giant squid lives in deep ocean waters, rising to the surface only to hunt. It rarely (25%) attacks ships, preferring to pick off individual sailors. Unlike the giant octopus, it does not anchor itself. Against individuals, it attacks with all tentacles for automatic constriction damage after each hit. Any of the eight lesser tentacles can be severed with a single blow that does 6 or more points of damage, while the two greater tentacles can only be severed by a blow of 10 points of damage or greater. Against a ship, it does 1-10 points of hull damage with its two greater tentacles and then attacks with its beak for 2 points per round. If its morale fails, the squid flees at triple speed, leaving great clouds of ink (30' radius, 2x per day) to confuse pursuers.

CONJURATIONS



Magical and Other Planar

DESERT GHOST



	Immature	Mature
Armour Class:	Not applicable	3
Hit Dice:	4*	5**-8**
Move:	30' (10')	120' (40')
Attacks:	By contact	1 touch
Damage:	1-6	1-8 per HD
No. Appearing:	(0) 3-12	(0) 2-8
Save As:	Fighter: 4	Fighter: 5-8
Morale:	Not applicable	10
Treasure Type:	Nil	See below
Intelligence:	3	5-8
Alignment:	Neutral	Neutral
XP Value:	125	425, 725, 1250 or 1750

Despite their name, desert ghosts are not undead. In fact, they are elemental creatures composed of sand and dust, deriving their being from the Plane of Earth. They are unaffected by mind-affecting spells such as **sleep**, **hold** and **charm** spells.

Desert ghosts enter the Prime Plane through wormholes during violent or magical sandstorms and, in their immature form, appear as patches of slightly sparkling sand, drifting across the desert dunes as though being blown by a gentle breeze. In this form they can travel great distances, feeding on the tiny charges of static electricity that accumulate in the sand and dust.

Immature desert ghosts are not aggressive, but if they come into contact with any metal object larger than a dagger (e.g. metal armour, a sword, etc.) they involuntarily release their electrical charge through it. This kills the desert ghost, but causes 1-6 points of damage to anyone in contact with the object. Since death can come to them so easily in this way, desert ghosts have an instinctive hatred of metal and metal users.

During sandstorms, desert ghosts gather in large numbers, although whether they simply sense storms or actually cause them is not known. During a storm, a desert ghost can travel great distances on the wind and may also develop into its mature form — a sparkling, vaguely human-shaped “ghost” of sand and dust, which can stride across the desert.

In this form, desert ghosts are truly dangerous, for they are more intelligent and purposeful in their actions and have been known to

carry out deliberate attacks against metal-bearing creatures. A mature sand ghost attacks by touch, causing 1-8 points of electrical damage (halved by a successful Saving Throw vs. Spells) per contact, but losing 1-4 (1-2 if the victim makes the Saving Throw) of its own hit points in the process. Additionally, on a Hit Roll of 19 or 20, some of the dust and sand that makes up the creature goes into the victim's eyes, causing blindness (-4 to hit, +4 to be hit) until the sand and dust are washed out. A successful Saving Throw vs. Breath means that the victim has avoided the blinding dust.

Mature desert ghosts are unaffected by non-metal weapons. Any melee attack with a metal weapon causes usual damage, but the attacker suffers 1-3 points of electrical damage. Metal or metal-tipped missile weapons cause only half normal damage, but the user is not affected by any electrical discharge. Electrical attacks, such as **lightning bolts**, increase a desert ghost's hit points, by the same number that they would normally reduce them. Desert ghosts are immune to normal fire, and take minimum damage from magical fire, but water causes the same damage as burning oil (see BP59). Desert ghosts are hostile towards creatures from the Plane of Water.

Desert ghosts never have any metallic treasure, although small areas of the desert where they congregate may (30%) be scattered with 2-20 small gems worth 10-50gp each. Very rarely (1%), a scroll of some type, picked up and carried for miles by a desert ghost, will also be found in their possession.

FAEDORNE



Armour Class:	6	Save As:	Elf: 10
Hit Dice:	9**	Morale:	12 (8)
Move:	120' (40')	Treasure Type:	G
Attacks:	2 daggers	Intelligence:	19
Damage:	1-4/1-4	Alignment:	N
No. Appearing:	0 (1)	XP Value:	2300

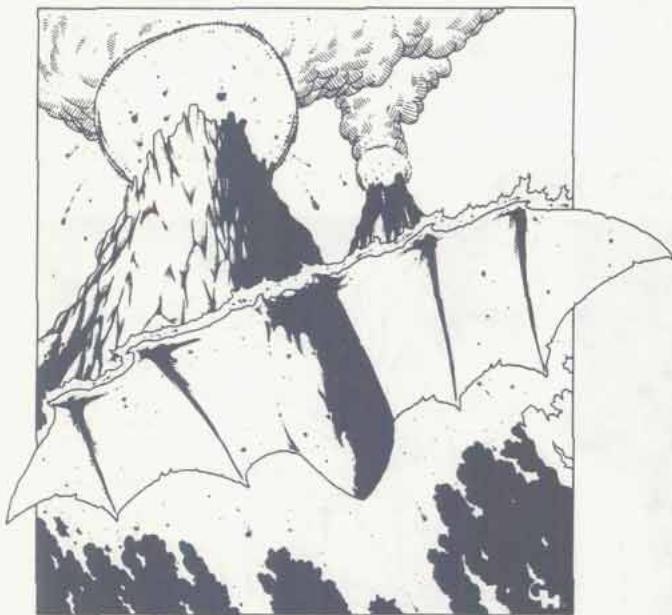
Faedornae are female creatures of great beauty. These rare, eldritch creatures live on strange timeless islands which float high above the world. These islands are only visible at night, and are indistinguishable from other points of light (or stars) in the night skies. To the few creatures who have travelled there and returned, these “stars” are known as Shining Isles. On their Shining Isles, faedornae gather all manner of neutrally aligned creatures around them, particularly ones who have shown great courage.

Faedor-nae are mistresses of illusion, able to create illusions equivalent to a **phantasmal force** spell at will, even when performing other actions. Any illusion created by a faedor-ne on a Shining Isle is very difficult to disbelieve, and all attempts to do so are made with a -5 penalty to the Saving Throw vs. Spells. Three times a day, a faedor-ne is able to use a **clairvoyance** spell to view the land below her Shining Isle. In addition, a faedor-ne has the spell casting abilities of a 12th level magic user as well as being able to summon 1-6 Silver Warriors (see page 30) at will.

Faedor-nae embody many elvish ideals but rarely make their presence known, even to elves. They prefer to guide subtly rather than to interfere directly in elven affairs. However, they have been known to favour certain elves and provide them with aid in times of danger.

Faedor-nae are reluctant to leave their Shining Isles and would only do so in the direst emergency. A faedor-ne's morale drops to 8 when not on her Shining Isle.

FUNDAMENTAL

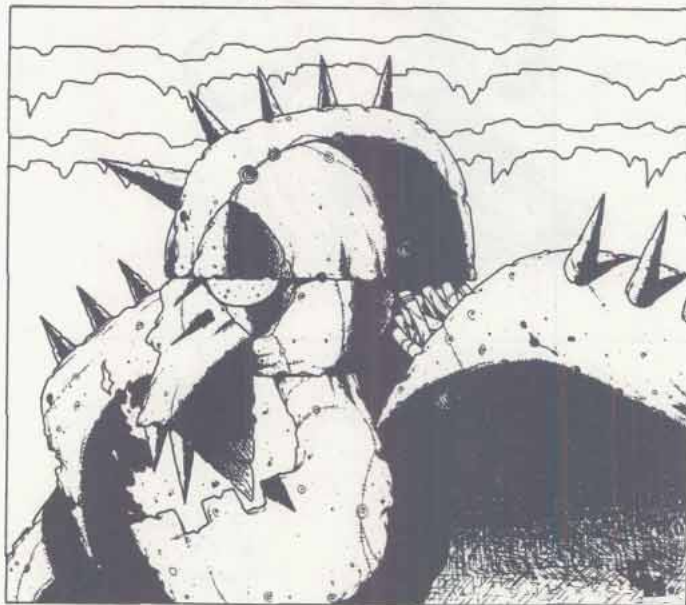


	Air	Earth	Fire	Water
Armour Class:	6	3	5	4
Hit Dice:	1+1	1+1	1+1	1+1
Move:	240' (80')	90' (30')	180' (60')	120' (40')
Attacks:	1 swoop	1 swoop	1 swoop	1 swoop
Damage:	1-6	1-6	1-6	1-6
No. Appearing:	1-10 (2-20)	1-10 (2-20)	1-10 (2-20)	1-10 (2-20)
Save As:	F2	F2	F2	F2
Morale:	10	10	10	10
Treasure Type:	Nil	Nil	Nil	Nil
Intelligence:	3	3	3	3
Alignment:	Neutral	Neutral	Neutral	Neutral
XP Value:	15	15	15	15

Fundamentals are amongst the least powerful of the creatures inhabiting the Elemental planes of existence. All fundamentals look like a pair of bat wings without a body. They fly constantly, and attack by colliding with their victims. Earth fundamentals are dull and solid-looking, air fundamentals are almost transparent, fire fundamentals are shrouded in flame, and water fundamentals are wet and glistening. They can only be harmed by magic or magical weapons, but are immune to mind-affecting spells such as **sleep** and **charm**. They are treated as "enchanted creatures" for the purposes of spells

such as **protection from evil**. Fire fundamentals are immune to fire. Fundamentals usually appear in the normal world at places where the appropriate forces of nature are strongest, and never wander far from them. For example, earth fundamentals may be found in the deepest of natural caverns, air fundamentals near windswept peaks, fire fundamentals in volcanoes, and water fundamentals over great oceans. They may also accompany more powerful elemental creatures to the normal world.

GARGOYLE, IRON



Armour Class:	-1	Save As:	Fighter: 8
Hit Dice:	16*****	Morale:	12
Move:	30' (10')	Treasure Type:	Nil
flying	90'(30')	Intelligence:	5
Attacks:	2 claws/1 bite/1 horn/1 tail + special	Alignment:	N
Damage:	1-8/1-8/2-16/1-12/1-10 + special	XP Value:	7350
No. Appearing:	1-2 (1)		

An iron gargoyle is a Greater Construct created by a high level magic user. Its creation requires materials from the elemental planes of earth and fire, consequently it is very difficult and expensive to manufacture, making it extremely rare.

Iron gargoyles obey their master's instructions precisely. They are usually used in pairs to guard special items and areas, but occasionally they may be encountered as guards for wilderness areas, in which case they are always encountered alone.

This construct is able to see invisible creatures within 60'. It is immune to **charm**, **hold**, **sleep** and all other mind-affecting spells, and is unaffected by all forms of fire and any type of gas. It is also immune to all spells of 3rd level or below, to normal and silver weapons, and magical weapons of +2 or lesser enchantment. However, any cold-based attack inflicts double damage on an iron gargoyle.

Every 3 rounds an iron gargoyle can breath fire in a cone 30' long and 10' wide, inflicting 3d10 points of damage, (halved by a successful Saving Throw vs. Dragon Breath).

Although capable of flight, an iron gargoyle does not fight well while airborne. When possible it attempts to crush an opponent by landing

on it. A crush attack is made normally, but the target creature is allowed a Saving Throw vs. Death Ray to avoid the attack — failure results in the victim receiving 3d10 points of damage, becoming stunned, and being unable to act for 1-3 rounds. If forced to fight an airborne opponent, the iron gargoyle uses its breath weapon and tail — any creature hit by the tail must make a Saving Throw vs. Paralysis or be stunned for 1-3 rounds.

Except in size (it is 12 feet tall) an iron gargoyle resembles a normal gargoyle covered with iron scales and with numerous spikes protruding from its body. Its eyes gleam with a malignant red glow, and in dim lighting conditions, flames are visible licking around the edges of its mouth. When viewed with infravision, an iron gargoyle glows bright red from the heat contained in its body.

GOLEM*

Amber, Bone, Bronze, and Wood — see E50.
Mud and Obsidian — see CD33.

	Rock Golem*	Silver Golem*
Armour Class:	-2	0
Hit Dice:	16***	12***
Move:	60' (20')	300' (100')
Attacks:	2 fists	2 fists + 2 fists
Damage:	2-20/2-20	1-8/1-8 + 1-8/1-8
No. Appearing:	1-2 (1-2)	1-3 (1-3)
Save As:	F8	F6
Morale:	12	12
Treasure Type:	Nil	Nil
Intelligence:	4	4
Alignment:	Neutral	Neutral
XP Value:	5150	3875



Rock golems: These constructs are normally used to guard important areas such as temples or a wizard's citadel. Until activated, they usually resemble irregular rock formations, but rock golems in the form of large human statues are also known. Although slow, rock golems are fearsome foes in combat, each of their fists doing 2d10 points of damage.

Although it cannot be affected by normal weapons, any which strike it are automatically broken — swords bend or snap, mace or axe heads shatter etc. Even weapons of +1 enchantment must make a roll of 11+

on 1d20 or break. Weapons of +2 enchantment save successfully on a throw of 6+, and weapons of +3 or higher break only on a roll of 1.

Silver golem: These magical creatures are made from silver and filled with quicksilver. They resemble tall, athletic humans and are very quick. They always gain initiative and attack twice with each of their two arms. They are immune to **slow** spells and any form of electrical attack. Fire-based attacks cause them to grow 1 Hit Dice for each level of the spell used against them, and cold-based attacks cause them to shrink in a similar fashion.

The silver remaining after the golem is defeated is worth 1000gp.

Rock golems are immune to electrical, fire and cold attacks. Both golems are only hit by magical weapons and are immune to **sleep**, **charm** and **hold** spells, as well as all gases.

GUARDIAN WARRIOR & HORSE



	Warrior	Horse
Armour Class:	4	4
Hit Dice:	5**	5**
Move:	90' (30')	150' (50')
Attacks:	1 weapon	1 bite/2 hooves
Damage:	1-12	1-4/1-6/1-6
No. Appearing:	3-30 (0)	1-10 (0)
Save As:	F5	F5
Morale:	12	12
Treasure Type:	See below	Nil
Intelligence:	4	2
Alignment:	See below	See below
XP Value:	425	425

In their original form, guardian warriors and their steeds are simply ceramic figures sometimes used as symbolic guards of tombs or religious sites. They are often dull red in colour, with their equipment reflecting the fashions of a previous age and their eyes and faces curiously expressionless.

Such ceramic figures may be animated by those who know the correct ritual, the secret of which can sometimes be found described on a scroll, or on a set of jade tablets (value 1000gp). The ritual involves pouring a liquid over the lifeless statue, and the kind of liquid used

CONJURATIONS (Homunculus)

determines the alignment of the animated creature: red wine for lawful, animal blood for neutral, and human blood for chaotic.

If a guardian warrior (or horse) has the same alignment as its animator, it will diligently follow any instructions which he or she gives it. If the alignments differ by one step (i.e. neutral/chaotic or neutral/lawful) the creature ignores instructions, and if they are opposite (i.e. lawful/chaotic) it will attack the animator as soon the ritual is completed.

Guardian warriors and horses are immune to fire-based attacks, to mind-affecting spells and, since they have no eyes as such, to spells affecting the vision (**light**, **darkness** etc.). Attacks from edged and piercing weapons inflict only 1 point of damage to them, although they will seem, to the attacker, to be causing full damage. Blunt weapons inflict full damage. All attacks by guardian warriors inflict 1-12 points of damage regardless of weapon.

Guardian horses normally serve as steeds to guardian warriors, but may be commanded by their animators to allow other creatures to ride them.

HOMUNCULUS*

	Ulzaq	Gretch	Fylgar
Armour Class:	0	0	0
Hit Dice:	3****	3****	3****
Move:	60' (20')	150' (50')	60' (20')
flying	—	180' (60')	240' (80')
Attacks:	2 claws/1 bite or 1 bite	1 tail or 1 bite	1 bite or 1 tail
Damage:	1-2/1-2/1-4 + special or 1-4	1-4 + special or 1-4	1-4 or 1-3
No. Appearing:	1 (0)	1 (0)	1 (0)
Save As:	MU 21	MU 21	MU 21
Morale:	8	8	9
Treasure Type:	L	L	L
Intelligence:	6	12	11
Alignment:	Chaotic	Neutral	Lawful
XP Value:	95	95	95



Although a homunculus appears to be simply a 2-foot-tall humanoid creature, it is actually the special form taken on the Prime Plane by an Immortal

sent there on a special mission or as a penance. As a homunculus, the Immortal serves a mortal "master", who may be a cleric or magic user. Homunculi generally serve their masters out of choice or duty and, although high level characters occasionally bind homunculi to their service, this is a very risky business involving long, dangerous and costly rituals of magic.

There are three types of homunculus (one for each alignment), and although superficially similar, each type has its own strengths and weaknesses.

All homunculi are immune to non-magical weapons, as well as all cold and fire-based attacks. They can become **invisible** and may **detect evil** and **magic** at will. They all regenerate damage at the rate of one hit point per round, and this ability is passed on to their "master", as long as the character is within 10'. Homunculi use their magical abilities as if 21st level, and make saving throws as if they were magic users of 21st level.

As long as it is a willing servant, an homunculus can communicate telepathically with its "master" up to a distance of one mile. The master is able to use all the senses (including infravision) of the homunculus as long as it stays within a mile of him or her. If the character is in actual physical contact with the homunculus, he or she gains a bonus of +3 to all Saving Throws.

Once per week, a homunculus may use its own special knowledge and insight to help its master make some important decision. The assistance it gives is equivalent to a **commune** spell.

If a homunculus is ever reduced to 0 hit points, its body on the Prime Plane is destroyed, and its life-force will return to the Plane whence it originally came. The character whom the homunculus served will *not* be granted a replacement for at least 1 year, and will suffer the permanent loss of a 1d4+1 hit points.

Ulzaq: These are by far the ugliest of the homunculi, with hideous, misshaped features, scaly skin, and gnarled horns sprouting from a small head. Unlike the other homunculi, *ulzaq cannot fly in their natural form*, but have the ability to **polymorph** themselves (at will) into normal bats, or frogs, in which case they move and attack as those creatures. In their normal form, ulzaq attack by means of their filthy talons and vicious fangs. Whatever form the creature assumes, the wounds caused by its bite will drain the victim's strength at the rate of one point per hit (negated by a successful Saving Throw vs. Poison). Strength loss remains for 2-8 turns, and anyone whose strength is reduced to 3 or less will fall unconscious.

In addition to the immunities common to all homunculi, ulzaq are immune to electrical attacks. Once per day, an ulzaq can cause **confusion** (as the spell).

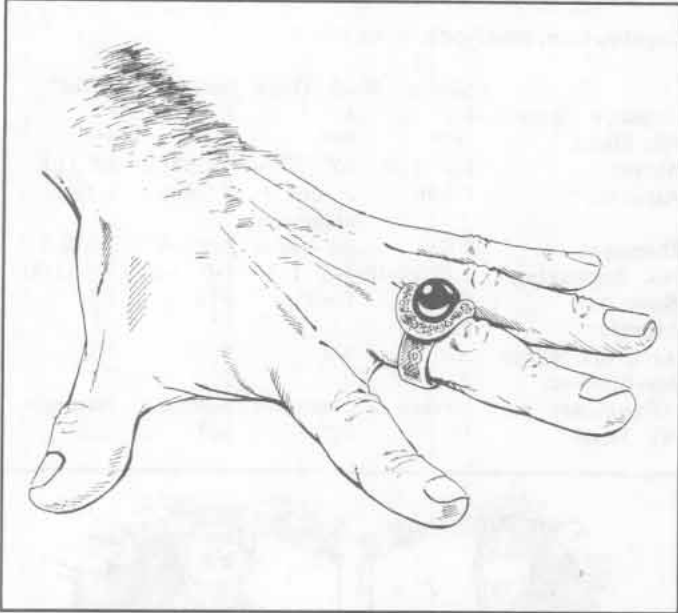
Gretch: This winged homunculus looks very similar to an ulzaq in its natural form, and may **polymorph** itself (at will) into a raven or giant rat. If not **polymorphed**, the creature attacks with its tail which has a cruel and poisonous barb on the end. Victims hit by the tail who fail a Saving Throw vs. Poison suffer the loss of 1 point of dexterity per hit. This drain lasts for 2-8 turns, and anyone whose dexterity is reduced to 3 or less will fall unconscious.

Gretch are also immune to mind-affecting spells. Once per day a gretch can **slow** opponents (as the spell).

Fylgar: These are the most attractive of the homunculi, with childlike features, no horns, and brightly coloured wings. Fylgar may **polymorph** themselves into either black cats or hawks. They have extremely quick reactions (gaining +1 to initiative rolls), and when using their long, whip-like tails (natural form only) attack with a bonus of +4.

All fylgar have the innate ability to see invisible objects. Three times per day they can create a **protection from evil 10' radius** spell.

HUPTZEEN



Armour Class:	3	Save As:	Magic User: 3-7
Hit Dice:	3** to 7***	Morale:	12
Move (flying):	30' (10')	Treasure Type:	See below
Attacks:	Spells	Intelligence:	11
Damage:	By spell	Alignment:	Neutral
No. Appearing:	1-3 (0)	XP Value:	By HD (65 to 1650)

Strictly speaking, a huptzeen is a lesser construct animated by a combination of arcane rituals, and the cooperation of an inhabitant of the Outer Planes. However, unlike most other constructs (e.g. living statues, golems), huptzeens have no limbs and bear no physical resemblance to living creatures. Instead, they are made in the form of ornaments, pieces of jewellery or any other richly fashioned object.

Their only means of moving about is by slow, magical flight, but they have little need to move since they are normally left as stationary guards of important places. Wherever a huptzeen is left, its form will normally be such as to make it seem innocuous (e.g. a large piece of jewellery in a treasury, an ornate incense burner in a shrine, or a decorative lectern in a magician's workshop). Occasionally, people have even been known to use a huptzeen as a bodyguard by wearing it (in the form of an ornate belt, large amulet, etc.) or carrying it around (e.g. as an ornate staff). Huptzeens are sufficiently intelligent to require only general instructions from their creators. They can hear sounds, understand the common tongue, respond intelligently to changing circumstances, and plan attacks sensibly.

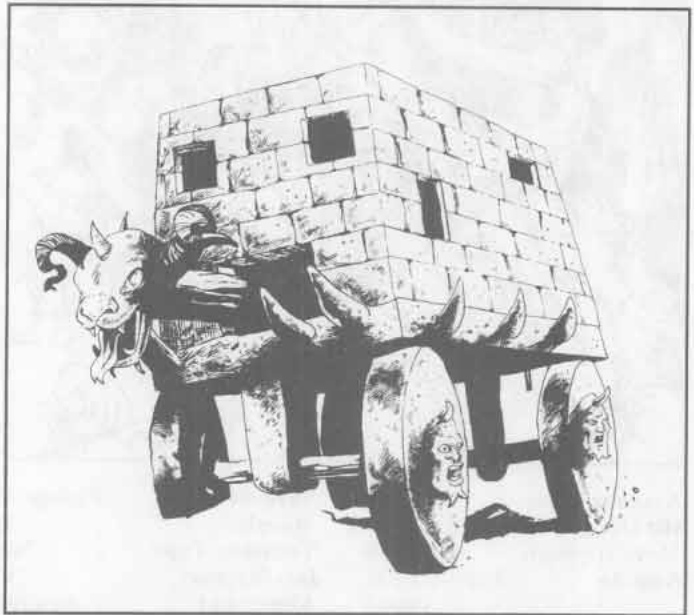
A huptzeen's only attack is by means of magic user spells. Each day it can cast as many spells as a magic user of the same level as it has hit dice (it can never have more hit dice than its creator). The set of spells available to the construct is fixed when it is made, and cannot be altered. A huptzeen cannot cast spells which its creator does not know.

Huptzeens are immune to mind-affecting spells (**sleep, charm, hold** etc.), and non-magical weapons do only half damage against them. When a huptzeen is reduced to zero or fewer hit points, it explodes, causing 1d6 points of damage, plus 2 points per unused spell, to anyone within 10 feet (halved by a successful Saving Throw vs. Dragon Breath).

Although the gems and other materials from which a huptzeen is constructed cost at least 5000gp per hit dice, the fragments remaining after it explodes have a value of only 1d4x50gp per hit dice.

JUGGERNAUT

	Stone*	Wood
Armour Class:	0	6
Hit Dice:	30**	25**
Move:	90' (30')	120' (40')
Attacks:	1 crush	1 crush
Damage:	10-100	8-80
No. Appearing:	0 (1)	0 (1)
Save As:	Special	Special
Morale:	12	12
Treasure Type:	M & N	G
Intelligence:	3	3
Alignment:	Neutral	Neutral
XP Value:	11250	7500



Juggernauts are huge magical machines. They may be encountered in a variety of shapes and sizes: some look like houses, pyramids, or even statues mounted on great rollers. They are magically animated and have some awareness of their surroundings, allowing them to hunt and kill. They are made of wood or stone.

Juggernauts are very manoeuvrable. They can stop, reverse, or turn round in just 1 round, allowing them to attack creatures behind, beside, or in front of them in the same round. They attack by rolling over the victim with their huge wheels. These are 30' wide, making it possible for juggernauts to attack more than one target in their path. If there is only one target in their path, the attack is made normally. If there are two or more targets in the path then each is allowed to save vs. Dragon Breath. Targets that make their Saving Throw have managed to get out of the path of the juggernaut. Those that fail to save will be hit if the juggernaut makes a successful Hit Roll against that target. A separate roll is made for each target.

All juggernauts have the following immunities in common: all non-magical missile fire; **sleep, charm, and hold** spells; and poison.

Stone Juggernaut: These appear as small pyramids or huge statues on rollers. They stand 40' to 50' high. They may only be damaged by

CONJURATIONS (Kal-Muru)

magical weapons or spells. Stone Juggernauts make all their Saving Throws on a roll of 4 or better. Stone juggernauts can crush small buildings, even those made of stone.

Wood Juggernaut: This type of juggernaut normally appears as a large wooden building on rollers. It is 20' to 30' high. Its Saving Throws vs. everything (except magical fire) are 5 or better. A wooden juggernaut automatically fails its Saving Throw against any type of magical fire attack.

A juggernaut carries its treasure inside it. This treasure may only be found after the monster is dead.

KAL-MURU* (Ship Bane)



Armour Class:	4	Save As:	Fighter: 4
Hit Dice:	2*	Morale:	9
Move (flying):	120' (40')	Treasure Type:	Nil
Attacks:	2 claws/1 bite + special	Intelligence:	6
Damage:	1-3/1-3/1-6	Alignment:	Neutral
No. Appearing:	0 (10-60)	XP Value:	25

These vicious man-sized creatures from the elemental plane of air are normally encountered flying over windswept oceans in groups of 10 or more. These groups are able to enshroud themselves in a cloud of magical, fog-like vapour which reduces visibility to 3 feet. The cloud is 20 feet deep and has a diameter of 10 feet per kal-muru present. The fog is unaffected by the wind, and can move at the same speed as the flying kal-murus. It will vanish if the number of kal-murus is reduced to less than ten.

Any creature caught in the fog is subject to **confusion** (as the spell), but creatures having 5 or more hit dice save at +4, and those with 8 or more hit dice are unaffected. Kal-murus can change their shape (but not their size or attacks) at will, which adds to the confusion and terror of their victims.

Kal-murus attack with two claws and a bite. They are immune to mind-affecting spells such as **sleep** or **charm**, and can only be hit by silver or magical weapons.

Sailors know and fear the unnatural fog created by kal-murus since ships engulfed by it usually vanish or are found adrift with the crew

slain. Mariners have given the fog the name 'ship-bane', and the mere mention of it is enough to strike terror in the heart of the most hardened seafarer.

LIVING STATUE

Crystal, Iron, and Rock — see BD32.

	Silver	Rock/Ooze	Jade	Steel*
Armour Class:	4	4	4	1
Hit Dice:	1+1*	5**	3+1**	5**
Move:	120' (40')	60' (20')	60' (20')	30' (10')
Attacks:	1 bite	2 squirts of grey ooze	2 hands	2 fists
Damage:	2-8	see below	1-6/1-6	1-8/1-8
No. Appearing:	2-12 (2-12)	1-3 (1-3)	1-6 (1-6)	1-4 (1-4)
Save As:	F2	Dw5	F10	F5
Morale:	12	11	12	12
Treasure Type:	Nil	Nil	Nil	Nil
Intelligence:	7	7	7	7
Alignment:	Neutral	Neutral	Neutral	Neutral
XP Value:	19	425	100	425



Apart from the more common types of living statue (see BD32), numerous other types are known to exist, including Silver, Rock/Ooze, Jade, and Steel. Like normal rock living statues, these are all immune to **sleep**, **charm**, and **hold** spells, but each has its own, special attributes.

Silver: These are much smaller than normal living statues (about 1 foot high) and have a thick skin of pure silver (value 50gp when the statue is killed). They are not harmed by non-metal weapons or non-magical fire, and take only half damage from edged weapons.

Rock/ooze: Outwardly these resemble normal rock living statues, but have the ability to conceal themselves by merging into the surface of a rock wall, floor or ceiling. They are resistant to magic, and so make all Saving Throws as 5th level Dwarves. In place of hot magma, rock/ooze statues are filled with grey ooze, and can squirt two blobs of ooze per round from their fingertips (AC8; HD 1/2 (4hp); D 2d4/round (automatic) + dissolve metal; Save F1; ML 12; xp 25; see BD31).

Jade: These normal-sized statues are highly magic resistant and make Saving Throws as a 10th level fighter. They are immune to non-magical

weapons and even magical weapons confer no bonuses to Hit or Damage Rolls when used against them. When destroyed, they crumble to worthless powder.

Steel: These statues are immune to non-magical iron or steel weapons. Any iron or steel weapon striking a steel statue automatically becomes stuck in it. On the following round the weapon is absorbed by the statue which gains 1d4+1 hit points (up to a maximum of 40). Magical weapons are unaffected by the statue's absorption power and so do standard damage.

MAGEN

	Hypnos	Demos	Caldron	Galvan
Armour Class:	7	7 or armour type	5	3
Hit Dice:	2*	3+2	4*	5*
Move:	120' (40')	120' (40')	120' (40')	120' (40')
Attacks:	Special	1 weapon	Special	1 weapon or lightning bolt
Damage:	Charm	1-8 or by weapon	1-10	By weapon or 3-18
No. Appearing:	1 (0)	2-12 (0)	1-4 (0)	1-3 (0)
Save As:	MU2	F4	F4	F5
Morale:	12	12	12	12
Treasure Type:	U	C	V	C
Intelligence:	9	9	9	9
Alignment:	Neutral	Neutral	Neutral	Neutral
XP Value:	25	50	125	300



Magen ("Gens Magica" or "magical people") are beings created by high level magic users by means of complex conjurations and strict alchemical formulae. They will follow the commands of their creator to the death. Although magen resemble perfectly formed humans, they are not actually living beings. They exist purely through magic and do not need air, water, food or sleep. They do not age. When killed, their bodies dissolve in a burst of flame and smoke.

There are four basic types of magen given here, although the DM may wish to design more. There are no outwardly visible differences in the four types until they reveal their special powers.

Hypnos: These magen are telepathic and have been given a permanent **charm person** spell by their creator. They can attempt to

charm one victim per round. If the victim fails a Saving Throw vs. Spells, he or she will obey the magen's telepathic commands. The victim will not obey suicidal commands. Once an individual has successfully saved he or she is immune to the charm power of that particular magen.

Demos: These magen have no special powers and fight with weapons. If they wear armour they will have the armour class of that armour, otherwise their armour class is 7.

Caldron: These magen have the ability to stretch their arms and legs up to 20'. They attempt to wrap their limbs around a victim and, if successful, secrete an acid which does 1-10 points of damage per round until the victim is freed.

Galvan: These magen have the ability to store static electricity which they discharge as lightning bolts doing 3d6 points of damage. The lightning bolt is 60' long and 5' wide. A successful Saving Throw vs. Dragon Breath reduces the damage by half. Galvan can discharge up to three lightning bolts per day, and may also use weapons.

The procedure for creating a magen varies according to the type required, as the special properties of some magen require extra work on the part of the magic user. In general a large expenditure of time and money (for the costly and/or magical ingredients) is necessary to create even one or two magen. Moreover, many high-level spells, scrolls, and **wish** spells must be used during the preparations. Even so, there is always a good chance that the incantations involved will fail, sometimes with dramatic consequences.

NIGHTMARE



Armour Class:	-4	Save As:	Fighter 7
Hit Dice:	7***	Morale:	12
Move:	150' (50')	Treasure Type:	Nil
 flying	360' (120')	Intelligence:	13
Attacks:	3	Alignment:	Chaotic
Damage:	1-12/2-12/2-12	XP Value:	1650
No. Appearing:	1 (1)		

A nightmare, or "hell horse", is a gaunt skeletal creature with glowing red eyes, terrible fangs and a hideous appearance. Nightmares are creatures from the Sphere of Death, and the most powerful sort (full hit points) are often used as steeds by that Sphere's servitors, as well as

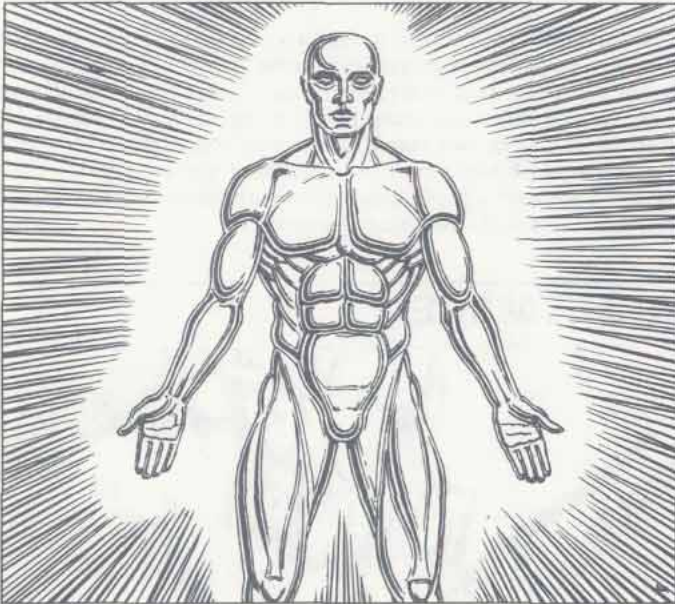
CONJURATIONS (Reflector)

by undead creatures such as spectres, vampires and liches. Their very presence will instantly kill small animals (1 hp or less; e.g. mice and insects) up to 30' away and cause paralysis in creatures of 3 Hit Dice or less in the same area. Paralysed creatures may make a Saving Throw vs. Paralysis each round and, once a successful roll is made, they are no longer affected. Even the places where a nightmare has touched the ground become blighted and barren, and plants wither and die.

Nightmares attack with their fangs and burning hooves. They also breathe out a cloud of smoking, noxious vapours during combat. Those caught in the cloud, which measures 20' x 20', must make a successful Saving Throw vs. Dragon Breath or suffer a -2 penalty to Hit Rolls, Damage, Armour Class, and Saving Throws.

Nightmares can fly and become **invisible** (along with their riders, otherwise as the spell) at will, up to three times per day.

REFLECTER*



Armour Class:	0 (and see below)	Save As:	F3 - 9 (see below)
Hit Dice:	3 to 9	Morale:	10
Move:	120' (40')	Treasure Type:	5 magical items (see below) + up to 100,000gp
Attacks:	1 lightning bolt	Intelligence:	Unknown (15)
Damage:	12-36 (see below)	Alignment:	Neutral
No. Appearing:	1-6 (1-6)	XP Value:	By Hit Dice

Reflectors appear as mobile human statues made of perfectly reflective silvery metal. They wear no garb, and use no weapons. A reflector's attack form is a lightning bolt 20' long, 5' wide, and 5' high. The range of this attack is equal to the creature's Hit Dice times 10 (i.e. 30' indoors, 30 yards outdoors, for the smallest sort), and the damage is 4 times the creature's Hit Dice (i.e. 12 points for the smallest). A Hit Roll is required, checked against one specific target; if successful, that victim *and all others in the resulting area of effect are struck*, but each may make a Saving Throw vs. Wands to take half damage. The actual direction of a "miss" is checked by rolling 1d6: 1-2 is left of target, 3-4 is above, 5-6 is to the right. (Note that a "miss" may still hit one or more unintended targets.)

A reflector is normally immune to nearly all spells and blows. Weapons of +4 or greater enchantment inflict only 1 point of damage per hit. Spells merely bounce off the creature (where applicable),

striking the nearest possible target, or (for most area effects) happening normally but without affecting the reflector. (A **lightning bolt** and certain area effects will bounce off.) However, a **wish** can make the creature vulnerable to normal weapons for 3 turns (at most, as the reflector will simply vanish within that time). Note also that certain obstructive spells (notably walls) may help in dealing with a reflector, although none can cause it any damage.

In unarmed combat (see CP6-7), the reflector will only defend. Treat it as having 18 Strength, 18 Dexterity, plate mail and shield, and ignore all stun or damage results.

If slain, a reflector may be found (if it can be opened!) to be a hard shell filled with brain-like material, but no other organs of any sort. The outer shell remains perfectly solid until reaching 0 hit points, when it cracks and the creature dies; however, another 5-50 points of damage must be inflicted before the shell can be opened.

Treasure collected by reflectors is always neatly stored in chests and sacks, all tied together with rope. Once a large amount of treasure (100,000gp value plus at least 5 magic items) has been collected, all reflectors in a lair will gather during the next full moon, when they and the treasure all vanish at midnight. If magical treasure is stolen from them, reflectors may (50%) track the thieves and try to regain the items. However, if offered any book, map, or scroll (magical or otherwise) in exchange for a stolen magic item, reflectors may (80%) accept the substitution(s). They will not, however, accept such a trade for items already in their possession.

Although no real communication has ever been established with them, these odd creatures are rumoured to be creatures from the far future, "time travelling" to collect valuables.

SILVER WARRIOR



Armour Class:	2 (-2)	Save As:	Fighter: 7
Hit Dice:	7*	Morale:	12
Move:	120' (40')	Treasure Type:	Nil
Attacks:	1 sword +1	Intelligence:	9
Damage:	1-8 +1	Alignment:	Neutral
No. Appearing:	0 (1-6)	XP Value:	850

Silver warriors exist only on the Shining Isles of the faedornae (see page 23). They are the guardians of the isles and will fight to the death

to defend them. They are always dressed in silver plate mail armour and carry magical silver **swords +1**. They appear very similar to elves, being the same size and wearing armour of elfin design.

In combat, silver warriors are able to become **invisible** and can remain **invisible** even when attacking. Unless detected by magical means they always gain initiative on the first round of combat. On successive rounds, initiative is determined normally. All Hit Rolls against an unseen silver warrior are at -4 penalty. A silver warrior slain in combat will dissolve into the substance of a Shining Isle as will its weapon and armour.

SOUL EATER*



Armour Class:	0	Save As:	Cleric: 10
Hit Dice:	10*	Morale:	12
Move:	180' (60')	Treasure Type:	Nil
Attacks:	2 claws	Intelligence:	9
Damage:	1-10 each + special	Alignment:	Neutral
No. Appearing:	1 (1)	XP Value:	1750

A soul eater is a being from another dimension summoned by (or granted by an Immortal to) high level clerics. It is used to slay beings as ordered by the cleric who summoned or received it. A soul eater appears as a cloud of glowing darkness and can assume any shape desired. Once assigned a victim, it will not stop until either the victim, or itself, is defeated. A soul eater is intelligent and will accomplish its mission by any means it can.

In combat, the creature will attack with two ghostly claws each round. In addition, each time it hits it will drain one point of wisdom unless the victim makes a successful Saving Throw vs. Death Ray. This Saving Throw must be made each time the character is hit. A soul eater may only be struck by magical weapons. Silver and normal weapons will have no effect on it. If a victim is slain by the soul eater, or has his or her wisdom reduced to 0, the victim is dead and the soul eater will return to its own dimension. Characters killed by a soul eater cannot be raised or reincarnated, otherwise the character regains wisdom at the rate of 1 point per day. If the soul eater's hit points are reduced to 0, it will dissolve into a formless cloud and drift away. It will not return.

If the soul eater's victim is slain by another, or if the soul eater is defeated, it will return to the cleric who summoned it and attack him

or her in a blind fury. Because of its rage, it will have 20 hit dice and will do 3d6 points of damage when it attacks. If defeated a second time it will disappear forever.

WINGED WARRIOR



Armour Class:	5	Save As:	Fighter: 2
Hit Dice:	2*	Morale:	11
Move:	60' (20')	Treasure Type:	Nil
flying	180' (60')	Intelligence:	3
Attacks:	2 wings	Alignment:	Lawful
Damage:	1-6/1-6	XP Value:	25
No. Appearing:	1-6 (1-6)		

A winged warrior is a specially modified form of crystal living statue (see page 28), enabled to fly because of a permanent **fly** spell cast on it by the wizard who created it. The flying ability of a winged warrior enables it to protect large open areas.

Although the body of a winged warrior is made of crystal, its wings are usually made of a polished, silvery metal. These are attached along its arms from wrist to armpit, and extend down the sides of its body to its waist, so that the winged warrior flies with its arms extended. The wings of this construct are often engraved and decorated to look like a real bird's wings.

A winged warrior must land to fight. It cannot fight in mid-air because its weapons are the razor-sharp edges of its metal wings. A winged warrior usually swings its arm backhanded, causing a powerful slashing blow. The monster can attack with both wings in a single round. A winged warrior never carries weapons of any type, using only its wings.

A winged warrior is immune to the effects of mind-affecting spells such as **sleep**, **charm** and **hold**.

The creature is basically non-intelligent, although it can follow simple instructions given to it by its creator. It continues to follow those instructions until it receives new ones. The most common purpose for a winged warrior is the patrol of large areas. Usually they are instructed to attack all creatures of a specific type entering the area. Sometimes a winged warrior is instructed to recognize a password which allows others to enter the area it guards. In this case the warrior must be created with the ability to speak.

Humanoids



Tribal and Solitary

BHUT*

Armour Class:	4	Save As:	Fighter: 10
Hit Dice:	7 + 2**	Morale:	10
Move:	120' (40')	Treasure Type:	A
Attacks:	2 claws/1 bite	Intelligence:	12
Damage:	1-4/1-4/1-6 + special	Alignment:	Chaotic
No. Appearing:	2-8 (2-8)	XP Value:	1500



Bhuts are similar in many ways to lycanthropes and undead. During the daytime, bhuts appear to be normal humans. At night, their skin becomes scaly, their hair becomes wild, their hands turn into claws, and their teeth become fangs. While in this form they hunt humans and demi-humans for food. They are extremely cunning and often use deception and trickery to obtain their meals.

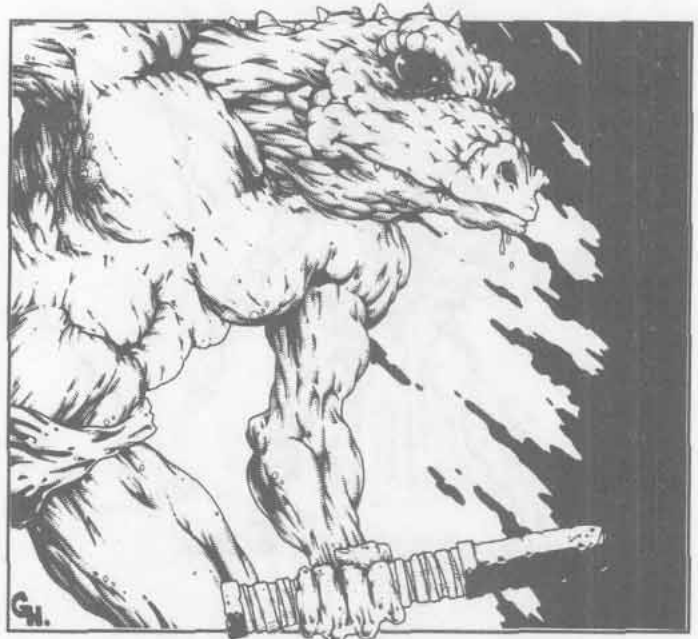
In combat, bhuts attack with their claws and bite. Their bite is freezing to the touch. Besides receiving normal damage, any creature bitten by a bhut must make a Saving Throw vs. Paralysis or be numbed. Numbed creatures always lose their initiative, and all Hit Rolls are at -2. The numbness lasts for 1-4 rounds.

Bhuts have all the immunities of undead creatures (sleep, charm, hold, poison, and gases). Also, like undead, they make no noise when moving. However, they cannot be turned. They save at a level higher than their Hit Dice. Bhuts cannot be hit by non-magical weapons, but a single hit from a **blessed weapon** will kill one instantly. In addition, bhuts radiate a powerful aura, preventing **detect evil** and **know alignment** spells from working on them. **Know alignment** is distorted by the aura and will show a lawful alignment.

Bhuts prefer to live near human settlements, preying on those living there. Often they will work together. Normally they will assume some innocent cover (monks, travelling gypsies, a family on the edge of town, etc.) to prevent suspicion.

CAY-MAN

Armour Class:	7	Save As:	Fighter: 1
Hit Dice:	2	Morale:	8 (9)
Move:	90' (30')	Treasure Type:	K
Attacks:	1 bite or weapon	Intelligence:	9
Damage:	1-4 or by weapon	Alignment:	Neutral
No Appearing:	0 (10-60)	XP Value:	20



Cay-men are small, intelligent, reptilian humanoids. They are related to lizard men, although they are much smaller (standing no more than 1 foot high) and are more intelligent. Cay-men fashion weapons from bones and some wear bone and feather headdresses. They can speak the Common tongue, their own language and sometimes the languages of other creatures of the area.

They are not warlike, usually fighting only in defence of their homes or for some necessary gain (territory or food sources). In combat a cay-man normally uses a small javelin or large dagger (almost a short sword in size). Both weapons inflict 1d6 points of damage. However, cay-men know that they are not suited to fighting: they prefer to make quick attacks and get to cover before the enemy can respond.

Cay-men build underground villages with tunnels and chambers 1-2 feet high. These villages are often protected by palisades of packed dirt and woven reeds, and have numerous entrances to them. Villages are led by a shaman (AC 6; HD 5-7) who can cast spells as a cleric of the same level. These shamans live longer than normal cay-men and, when a shaman is present, the morale of all cay-men is increased by 1.

CHAMELEON MAN

Armour Class:	9	Save As:	Fighter 2
Hit Dice:	2*	Morale:	7
Move:	120' (40')	Treasure Type:	(Q+S) E
Attacks:	1 weapon	Intelligence:	10
Damage:	By weapon	Alignment:	Neutral
No. Appearing:	2-8 (5-20)	XP Value:	25

Chameleon men usually live in deep caverns or in dense forests far from civilization. They are 7 feet tall and quite thin, with spindly arms and legs. They move with a gangling, awkward stride. They have multi-coloured skin with tiger-like stripes of red, blue, green, yellow, brown, orange, black and white.

Each round a chameleon man can vanish and reappear in another place up to 120 feet away from the spot where he vanished. This vanishing move is instantaneous. The control of this ability is so precise that they never reappear in mid-air or inside solid objects. However, since the ability is instantaneous, a chameleon man cannot reappear in the exact spot where someone else is standing when the chameleon man vanishes. If several chameleon men use this ability in the same area, they all reappear without bumping into each other.



A chameleon man cannot attack in the same round that he uses this ability, because of the amount of mental concentration required to vanish. A group of chameleon men will usually work in concert, using their vanishing ability to surround opponents.

The warriors of this race are usually armed with daggers, spears or clubs. They never wear armour, however, since they cannot carry much weight when vanishing. Chameleon men leaders, known as "Lords of Shade and Hue", have 4 hit dice and have 1d20+10 bodyguards who always accompany them. (HD 2). Both leaders and bodyguards have a morale of 9.

CRONE OF CHAOS

Armour Class:	7	Save As:	Fighter: 6
Hit Dice:	6*	Morale:	8
Move:	120' (40')	Treasure Type:	S + U
Attacks:	2	Intelligence:	14
Damage:	1-6/1-6	Alignment:	Chaotic
No. Appearing:	1 (1)	XP Value:	500



A crone of chaos is a very intelligent, evil-natured creature who uses deception to cause pain and suffering. In its true form, a crone has wrinkled, leathery skin, sparse hair, long crooked arms, fangs, and large hands with claw-like fingers. It normally lives alone in evil forests or desolate wilderness, often in a cave. A crone has unusually keen hearing and eyesight, and is surprised only on a roll of 1 on a d6.

The creature has several magical attacks available. These are natural powers, not spells (although they can be revealed by a **detect magic** and destroyed by **dispel magic**). The most important of these powers is an *illusion power* that allows it to look like a human or demi-human character. It usually disguises itself as a beautiful young woman, to fool unwary victims. In this form it uses its *animal control* and *daggers of sorcery* powers to attack (see below). It can only make one magical attack per round and both attacks have a range of 240 feet (yards outdoors). A crone may still maintain its *illusion power* while employing its other magical attacks, and fights in its true form only if surprised, or if the other attacks have failed to defeat its victims.

Animal Control: The crone can control 1-6 normal or giant animals automatically (no saving throw).

Daggers of Sorcery: This attack creates 1-6 ghostly white daggers, which appear in mid air and attack. Each dagger attacks a different target and fights until either the dagger is destroyed or the victim is killed. The crone controls the movement of the daggers and will make each dagger follow the target as it moves. The daggers can be attacked as if they were living creatures (AC 2, HD 1, hp 1, #AT 1, D 1-4, Save F1). Any hit on a dagger destroys it. As each dagger is destroyed, all characters who fought that dagger must make a Saving Throw vs. Spells. Those failing their Saving Throws become dizzy and weak for 6 rounds (-2 to Hit Rolls and Saving Throws), while those who make successful Saving Throws are unaffected.

CRYION

Armour Class:	6	Save As:	Fighter: 2
Hit Dice:	2+1*	Morale:	9
Move:	60' (20')	Treasure Type:	A
On ice:	180' (60')	Intelligence:	9
Attacks:	1 weapon	Alignment:	Neutral
Damage:	by weapon	XP Value:	35
No. Appearing:	0 (10-40; occasionally 50-200+)		



Cryions live in cold icy climates. They are covered with white fur and resemble large, bipedal bats. Their feet have large claws which curve under their feet to form skates which are used for travelling across icy wastes. The wings of a cryion are not used for flying but as sails to propel the cryion across the ice. Cryions have large ears which give them excellent hearing (hear noise on 1-4 on 1d6). Their eyesight is also good and cryions are only surprised on a roll of 1 on 1d6.

Cryions live in groups of 10-40, called "mnelds", and are nomadic —travelling over vast areas of ice, propelled by the wind in their wings. They live in buildings made from animal skins and hides. When groups of cryion move to new hunting grounds they transport their homes in sail-propelled sleighs.

Once every three years, cryion groups congregate in vast hordes at the edge of the ice to trade, marry, fish and otherwise enjoy themselves. This place varies from year to year, but is always held in a place sacred to the cryion. During the celebrations new groups of cryions will form as the old mnelds break up. These groups are generally far larger than the normal ones — usually 50-200 members, but some groups have as many as 500 members. These large groups follow charismatic leaders on wintertime expeditions into more temperate areas. The cryions use frozen waterways to sweep down on isolated settlements to gain treasure and metal goods. Whether they gain these by trade or force matters little to the cryions; sometimes they trade furs with one settlement, but at another similar settlement they will attack for no apparent reason. What is certain is that they have no understanding of any folk but themselves. Before the ice melts, the cryion return home and break up into smaller groups, spending the next three years in new mnelds before again meeting together.

Cryions use large harpoons which inflict 1-8 points of damage if used normally, but if used by a fast moving cryion, they inflict double damage. They otherwise use whatever weapons they have gained from their excursions into the temperate lands.

Cryion leaders can have as many as 8 Hit Dice, but mneld leaders generally have between 4 and 7 Hit Dice. Shamans are not unknown amongst the cryions, but are rare; most mnelds do not have one, but those that do (1 in 6 chance per group) have shamans of levels 1-5.

Cryions are resistant to cold and suffer only minimum damage from cold attacks.

DARK WING

Armour Class:	5	Save As:	Fighter: 3
Hit Dice:	3*	Morale:	9
Move:	60' (20')	Treasure Type:	B
Flying	180' (60')	Intelligence:	7
Attacks:	2 claws, 1 bite	Alignment:	Chaotic
Damage:	1-4/1-4/1-6	XP Value:	50
No. Appearing:	10-30 (10-30)		

Dark wings inhabit high rocky crags and mountains. They have green scaly bodies and black leathery wings. The creatures are nocturnal and never come out of their dark eerie caves during the day. At night they flock forth to the lowlands to hunt.

Dark wings dislike bright lights and never leave their caves on the nights of the full moon. A **light** spell causes them to fight with a penalty of -1 to Hit and damage Rolls, and also to make morale checks at -1. A **continual light** spell causes them to fight at -2 to hit and damage, and immediately to make a morale check or flee to their lair. These effects are not cumulative, so dark wings subject to both **light** and **continual light** spells are at -2 to hit and damage, not -3. Dark wings that make successful morale checks fight to the death, but still suffer the penalties incurred by bright lights.



Because of their dark colouration and ability to glide, dark wings surprise opponents on a roll of 1-4 on 1d6. Two dark wings acting in unison can swoop down and carry off a human-sized creature, if both make a Hit Roll of 18 or more. Larger creatures such as horses or cattle are killed and dismembered before being taken back to the lair.

A dark wing lair is a foul and unsettling place, covered in the creatures' filth and the bones of their victims. There will always be 2d6 young roosting on ledges around the caves and these will fight if threatened or attacked (AC 8; HD 1-1; #AT 1 bite; D 1-3).

ELF, AQUATIC

Armour Class:	5	Save As:	Elf: 1
Hit Dice:	1* or more	Morale:	10
Move:	120' (40')	Treasure Type:	
swimming	240' (60')	Intelligence:	13
Attacks:	1 hand or 1 weapon	Alignment:	Neutral
Damage:	1-4 or by weapon	XP Value:	13
No. Appearing:	1-6 (4-24)		



HUMANOIDS (Flitterling)

Aquatic elves live in the vast oceans of the world, making their homes in great caverns in lagoon bottoms and reefs. They resemble land elves in their facial features, but the gill slits in their necks, and their green or blue hair set them apart from other elves. Like normal elves they can all use magical spells.

Their culture is similar to their air breathing counterparts. Each settlement has a large seaweed frond (equivalent of a Tree of Life) which is nurtured and cared for by the frond keeper, a 10th level aquatic elf. Their spacious homes are always aesthetically pleasing; many different types of seaweed are planted and cultivated to create beautiful undersea groves and forests. Aquatic elves use the same spell lists as normal elves.

Aquatic elves can hide so well in weeds and reefs that they are effectively invisible (only a 5% chance of being seen) as long as they remain motionless.

Although they can breathe both water and air, aquatic elves rarely leave the safety of the seas. However, they have been known to trade with land elves, exchanging pearls and **potions of water breathing** for metal goods. They are the mortal enemies of sharks and sahuagin, and dislike fishermen, especially those who (often unknowingly) bother them by fishing near their lairs. They are quite friendly with dolphins (see CD29).

FLITTERLING

Armour Class:	6	Save As:	Elf 1
Hit Dice:	1/4* (1hp each)	Morale:	8
Move:	30' (10') flying 60' (20')	Treasure Type:	Nil
Attacks:	1 small sword or song	Intelligence:	12
Damage:	1 or 2 and see below	Alignment:	L
No. Appearing:	0 (50-300)	XP Value:	6



Flitterlings are small, silver-coloured humanoids about one-quarter of an inch tall. They are of delicate appearance and look like small pixies armed with slender silver swords.

Flitterlings attack only in self-defence, and their preferred means of doing so is by singing. A group of 50 flitterlings can create a song that has the same effect as a **charm monster** spell on one opponent. Additional groups of flitterlings can attempt to charm other creatures,

but two groups cannot attempt to charm the same one. Flitterling groups are also able to create a song which has the same effect as a **fear** spell. Both songs have a range of 60 feet and flitterlings are able to use each song once per day.

Flitterlings are not aggressive, but if forced, they will attack in groups of 5, using their small swords. Roll once per round for each group of five. Armoured victims (and monsters of AC 5 or better) suffer 1 point of damage for each successful attack. Unarmoured victims (and monsters of AC 6 or less) suffer 2 points. Attacks on flitterlings will kill a number equal to the damage rolled, but never more than five from one attack.

Flitterlings live in old hollow tree trunks or in specially hollowed-out mushrooms. Flitterlings are so closely linked with their home that they will die in 1-6 days if any irreparable damage is done to it. Their homes are always surrounded by rings of magical mushrooms of various colours which the flitterlings tend. Eating a mushroom has a magical effect according to its colour. The numbers of mushrooms in a typical ring and the effects of each colour are listed below:

No.	Colour	Effects
5-8	Blue	- acts as a neutralise poison spell
5-8	Red	- acts as a haste spell for 1 turn
3-6	Yellow	- acts as a clairvoyance spell for 1 turn
7-12	Green	- acts as a cure light wounds spell
40-60	Orange	- acts as a nourishing meal; three will provide sustenance for one character for one day

The rings are vital to the flitterlings' existence and picking more than half of any particular kind kills the ring and causes the flitterlings to sicken and die in 1-6 days. Any character who befriends a group of flitterlings will be allowed to pick some of the mushrooms, but on no account will the flitterlings allow more than half to be picked. The flitterlings always fight to the death to defend their mushroom rings.

GARL

Armour Class:	7	Save As:	Fighter: 6
Hit Dice:	6	Morale:	9
Move:	120' (40')	Treasure Type:	M
Attacks:	1 weapon	Intelligence:	5
Damage:	By weapon +4	Alignment:	Neutral
No. Appearing:	10-40 (10-60)	XP Value:	275



Garls are very primitive humans, more primitive even than the neanderthals (see BD34). They are 10 feet tall, stupid and aggressive, and have only a crude language.

In their natural state, garls do not know how to use fire or how to make tools or weapons; instead they pick up and use any rocks, bones or branches which come to hand (treat as clubs). Under instruction from more advanced creatures, however, garls can learn to use fire and to make and use weapons such as large spears and bows. Because of their great strength, garls inflict an extra 4 points of damage from a successful hit with any weapon.

Garl treasure will nearly always be in its natural state (nuggets of precious metals and uncut gems).

GATOR MAN

Armour Class:	3	Save As:	Fighter: 7
Hit Dice:	7	Morale:	10
Move:	120' (40')	Treasure Type:	M
swimming	180' (60')	Intelligence:	7
Attacks:	1 bite/1 weapon	Alignment:	Chaotic
Damage:	3-18/by weapon +3	XP Value:	450
No. Appearing:	1-6 (10-200)		



Gator men stand 7-8 feet tall and have alligator heads on top of their scaly human bodies. Originally the result of an evil wizard's experiments, the gator men escaped and fled into the swamps. During the following centuries their numbers have grown dramatically, and many of their primitive villages can now be found in the midst of deep dank swamps.

Gator men are the mortal enemies of lizard men. They attack them on sight, and do all in their power to drive the lizard men out of the swamps. To supplement their swampy diet, gator men often leave their homes and prowl the nearby countryside for fresh meat, preying on animals and isolated homesteaders.

Gator men are very strong (18 strength), and a bite from a gator man's teeth inflicts 3d6 points of damage. Many also carry large, crude swords which they wield with a +3 bonus on Hit and Damage Rolls. Gator men are often led by a huge chief (9HD) whose bite does 4d6 points of damage and who wields a weapon with +4 to Hit and Damage Rolls.

Few dare enter the territory of the greatly feared gator men, and fewer return. Those that do tell of the horrific rites carried out by the gator men shamans, in secret places deep within the swamps. Of the shamans little is known, as none have yet been seen outside of the swamps, but some have been reported as having at least 7th level clerical abilities.

HEPHAESTON*

Armour Class:	-2	Save As:	Fighter: 25
Hit Dice:	25****	Morale:	11
Move:	120' (40')	Treasure Type:	F
Attacks:	1 weapon/1 hand or 1 weapon + special (see below)	Intelligence:	14
Damage:	4-40/3-30 or 4-40 + special (see below)	Alignment:	Neutral
No. Appearing:	1 (1)	XP Value:	15,500



A hephæstion is a giant-sized humanoid creature (18-25 feet tall) with a skin of flexible iron which gives it an armour class of -2, and immunity to blows from weapons of less than +2 enchantment. These creatures are immune to any spells or magic affecting the mind, and to all first and second level spells. They are also immune to all forms of fire. Hephæstions are solitary creatures who spend most of their time forging weapons.

A hephæstion will normally wield a huge iron weapon (usually a sword or an axe) and attacks with it once per round. In addition, the creature can either attack with its fist or use one of its special abilities (see below). If the fist hits with a roll of 18-20, the hephæstion has grabbed its opponent (3-30 points of damage) and will throw the victim to the ground (5-30 points of additional damage — halved by a successful Saving Throw vs. Death Ray) at the end of the round.

A hephæstion's special abilities are as follows:

- **levitate** iron or steel objects (as the second level magic-user spell, but double speed and no need to concentrate; range - 120')
- heat one iron or steel object up to 700cn weight within 100' to red heat for 2-5 rounds. Contact with such an object will inflict 2-12 points of damage per round (halved by a successful Saving Throw vs. Spells)
- create a **wall of iron** once per day (as the sixth level magic-user spell, but only lasts 3 turns).

HUTAAKAN

	Priest	Warrior	Other
Armour Class:	6	5	8
Hit Dice:	2*	1	1-1
Move:	90' (30')	90' (30')	90' (30')
Attacks:	1 weapon or 1 spell	1 weapon	1 weapon
Damage:	By weapon	By weapon	By weapon
No. Appearing:	2-5 (5-50)	5-8 (9-90)	0 (20-200)
Save As:	Cleric: 2	Fighter: 1	Normal Man
Morale:	8	9	6
Treasure Type:	S	S	S
Intelligence:	11	10	9
Alignment:	Neutral	Neutral	Neutral
XP Value:	25	10	5



The race of Hutaakans are tall, slender, humanoid creatures with jackal-like heads. Their bodies are exactly like those of humans except that their hands and feet are narrow with claw-like nails. All Hutaakans have infravision (range 60') and have the same chance of moving silently as a thief of the equivalent level.

Although in ancient times the Hutaakan empire covered much of what is now the Duchy of Karameikos (see Expert Rules, Map #1, and module **B10, Night's Dark Terror**), they now live in isolated communities in the mountains north of Karameikos. There are many craftsmen and artists amongst their number, but all wear long, sombre-coloured robes with the occasional simple item of jewellery.

Priests: The life of the Hutaakans revolves around their ancient religion and so there are many clerics among their number to carry out the numerous daily rituals. Most Hutaakan clerics have 2 Hit Dice and one spell, but some are of higher levels (maximum 11th) with corresponding Hit Dice and spells. The higher level clerics are the Hutaakans' leaders. All are usually armed with maces.

Warriors: Since the Hutaakans have never adapted well to the arts of war, they have few warriors. Those that do exist usually wear leather armour, carry shields, and wield short swords, spears, or slings.

Others: The remaining Hutaakans include not only the old, young, and sick, but also those craftsmen and artisans who have no skill with arms. These Hutaakans will only fight in self-defence, using clubs or daggers, but without the benefit of armour.

The Hutaakans are a haughty, callous race, dominated by their priests. However, they see themselves as a sensitive, civilised, intellectual people, suffering as a result of their cultured nature. They are not boldly aggressive, but fight without mercy when forced. They prefer to ambush enemies and attack with missile weapons if possible.

KARA-KARA



Armour Class:	9 (see below)	Save As:	F1 or F2 (see below)
Hit Dice:	1+1 or 1+4 (see below)	Morale:	9 or 11 (see below)
Move:	120' (40')	Treasure Type:	(R) G (see below)
Attacks:	1 weapon	Intelligence:	7
Damage:	By weapon	Alignment:	Chaotic
No. Appearing:	2-8 (10-60)	XP Value:	15

Kara-kara inhabit tropical islands, but may occasionally be encountered at sea in their large outrigger canoes or while raiding the coasts of civilized lands.

They are tribal humanoids distantly related to orcs. Kara-kara are slightly shorter than humans, and have olive green skin, tangled curly dark green hair, and muzzle-like mouths with curved yellowing fangs. Most wear only loincloths, lurid body paint and primitive jewellery. They speak only their own language which can be understood by creatures who know the orcish tongue.

In a tribe there are as many adult females as males and 1-2 young for every pair of adults. The young do not fight (morale 2), but the females are armed with stone daggers and fight in self defence. For every 10 warriors there will be a leader with 9 hit points (12 when chanting — see below).

Kara-kara do not know how to work metals and so nearly all of their weapons are made of stone, wood and teeth. Warriors and leaders will each have a large decorated wooden shield and 1-2 spears. In addition they will have a stone-headed mace, a wooden pick or a wooden short sword edged with shark's teeth. Females usually have stone daggers. Stone daggers inflict 1d4 points of damage, all of the other weapons inflict 1d6 points.

Tribes of kara-kara are usually ruled by councils of manwu-papas (or witch doctors). Most manwu-papas are 4th level clerics and have the following spells: **cause fear**, **hold person** and **cause light wounds**.

Some manwu-papas are 6th level clerics and normally have the spells listed above plus **silence 15' radius** and **curse**.

Manwu-papas normally have metal weapons gained through trade or war with outsiders. They often wear armour made from thin plates of tough wood. This armour has the same effect as leather.

The kara-kara are a singing people. In battle the males set up a rhythmic chant which raises their morale to 11. It also increases the hit points of warriors and leaders by 3 and makes them the equivalent of 2 Hit Dice creatures (Save as Fighter: 2) for the purposes of determining the effects of spells such as **sleep**. The chant takes effect in the round after it is started. It requires at least five kara-kara to maintain it and can be negated by, for example, a **silence 15' radius** spell. **Dispel magic** or similar spells have no effect.

Because they have little understanding of metals, kara-kara value them only for their usefulness. Precious metals (e.g. gold and silver) are considered worthless and the kara-kara do not hoard them. The treasure types given above for the kara-kara should only be used to calculate the value of their treasure which will consist almost entirely of jewellery. Kara-kara jewellery is made from jade, pig tusks, pearls, mother-of-pearl, bones, teeth and occasionally other gems.

The kara-kara are followers of a pig cult, regarding pigs and boars as semi-sacred animals. A kara-kara island will always be inhabited by large numbers of foraging pigs (the equivalent of boars - see E27).

KNA

Armour Class:	5	Save As:	Fighter: 7
Hit Dice:	7	Morale:	10
Move (swimming):	150' (50')	Treasure Type:	(V) A
Attacks:	1 weapon	Intelligence:	11
Damage:	By weapon +5	Alignment:	Neutral or Chaotic
No. Appearing:	0 (2-20)	XP Value:	450



Kna are tall (10-12 feet), strong, aquatic humanoids. They have orange, scaly skin, bulgy eyes, and large fins along their backs and heads. They generally arm themselves with short thrusting spears and with crossbows specially made for use under water.

Kna capture and train mashers (see page 53) for use as beasts of burden. They remove the stingers from the huge, slow creatures and

harness them to tow trains of as many as 10 large (up to 30 feet long), semi-buoyant barge-like platforms which float 20-30 feet above the sea-bed. These platforms are made from the light, internal shells of giant squid, and are decorated with shells and coloured stones.

Each family group within a tribe has its own masher and makes its home in shelters built on one or more of the platforms. The other platforms are used for freight, since the kna make their living as merchants and/or hauliers, dealing both with undersea and terrestrial races. The kna are experts at packing goods in such a way as to protect them from the effects of sea water.

Unfortunately not all kna are peaceful traders. Some tribes whose livings have been badly affected by the competition of surface ships have abandoned trading and have taken to piracy. Kna cannot breathe air, so their favourite tactic is to wreck ships, overcome the crew when they are in the water, and then collect the cargo when the vessel sinks. To sink a boat the kna harness a team of mashers to it with chains. The mashers then tow the ship onto a reef or rocks where it is wrecked.

LUPIN

Armour Class:	6	Save As:	Fighter: 2
Hit Dice:	2	Morale:	8
Move:	120' (40')	Treasure Type:	C
Attacks:	1 weapon	Intelligence:	10
Damage:	1-8	Alignment:	Lawful
No. Appearing:	2-12 (5-40)	XP Value:	20



In many ways lupins resemble werewolves. They are bipedal dog-like and creatures with canine heads. But despite their appearance, lupins are lawful will not normally attack unless threatened or alarmed. They are often found in alliance with humans. They hate werewolves and will attack them on sight (recognising a werewolf even in its human form). In battle, lupins sometimes ride trained dire wolves, and attack with a mounted lance charge. When fighting werewolves, lupins employ silver weapons — lances with silver heads, silver swords and silver tipped arrows being their favoured weapons.

Lupins have a tribal society whose members are formed into "packs" of 2d6 lupins, each with its own "elder" who has 3-4 Hit Dice. Each tribe is formed from an alliance of several packs. The tribes are held together by mutual trust, with each elder having an equal say in the running of the tribe.

HUMANOIDS (Man, Isolated)

Lupins are nomadic. Where they do make settlements, these consist of a number of lodges (made of tree-bark fastened onto a wooden frame). These lodges are often arranged around a central fire which serves as a meeting place for the tribe. Each lodge normally houses a single pack, but some large lodges are home to as many as four packs.

MAN, ISOLATED

Armour Class:	9 or better	Save As:	Varies
Hit Dice:	Varies	Morale:	4-12
Move:	120' (40')	Treasure Type:	A
Attacks:	1 weapon	Intelligence:	Varies
Damage:	By weapon	Alignment:	Any
No. Appearing:	Varies	XP Value:	Varies

Over the ages many human civilizations have developed. Although some still thrive, many have fallen and vanished, and the remnants of others remain in isolated, hidden communities. These are collectively known as "Lost Cities", although their inhabitants could live underground or in a lost hidden valley.

Members of isolated human communities are mostly either Normal Men or level 1 fighters, although there may be leaders or specialists of higher levels and/or other classes.

These people will not necessarily be aggressive towards outsiders but, although human, they will almost always seem strange. This strangeness may take one or more of the following forms:

- *Physical Appearance:* Inbreeding within a limited community and living for a long period in a particular environment often give lost city dwellers physical peculiarities, e.g. unusual stature (very tall or very short), strange colour of skin, eyes or hair, or unusual numbers of fingers or toes.
- *Unusual Abilities:* Just as isolation can change the appearance of isolated humans, it can also affect their abilities. They could, for example, have infravision, telepathy, an acute sense of smell, a highly developed (or retarded) intellect, great physical strength (or weakness), great life-spans, or even poisonous finger-nails!
- *Artifacts, Clothes and Weapons:* Cut off from the outside world, the innovation and taste of isolated humans may have strayed far from "normal". As a result, the objects and weapons they use and the clothes they wear may be arcane, highly sophisticated, or simply bizarre.
- *Behaviour:* To outsiders, the actions, responses and attitudes of isolated humans may seem irrational, outrageous, insane or just extreme. To them, of course, these will seem perfectly right and proper. They will often follow odd religions or philosophies and may have a very distorted idea of history and/or the outside world. Some lost cultures may have a subject race (slaves) to serve them. These slaves may be very different in appearance and so on from their masters.

Examples

Cynidiceans

Armour Class:	9	Save As:	Fighter: 1
Hit Dice:	1	Morale:	Special
Move:	120' (40')	Treasure Type:	A
Attacks:	1 weapon	Intelligence:	Varies
Damage:	By weapon + Str. bonus	Alignment:	Chaotic
No. Appearing:	1-8 (0)	XP Value:	10

The Cynidiceans live in an underground lost city in the desert. They have pale skin, bone-white hair, large eyes, and infravision. They wear colourful masks in the form of birds or animals, bright clothing, and

carry short swords, but wear no armour. Some even paint their bodies with bright colours. The Cynidiceans have lived underground for so long that their Hit Rolls are at -1 when attacking in full sunlight (like goblins).

The Cynidiceans are a dying race, each new generation is smaller than the last. They spend most of their time living in exotic wine- or fungi-induced dream-worlds, and their unusual dress and masks serve to strengthen their trances. Most Cynidiceans have forgotten that the outside world exists — the times when they seem normal are becoming fewer and fewer as their dream-worlds gradually replace reality.

Most Cynidiceans are normal men, but some are able to become clerics (levels 1-5) and a few are magic users (levels 1-3).

When encountered, Cynidiceans can be as weird as you like — they could ignore the party, pretend that they are song birds, see the party as great gods or even terrible demons, or they could shower wealth on the party. The possibilities are vast and should be as varied as possible with no two groups of Cynidiceans acting the same.

Qauriks

Armour Class:	6	Save As:	Fighter: 2
Hit Dice:	2	Morale:	10
Move:	90' (30')	Treasure Type:	F
Attacks:	1 weapon	Intelligence:	7
Damage:	By weapon	Alignment:	N
No. Appearing:	20-200	XP Value:	20

The Qauriks live in a domed crystal city within the polar regions. They are a hardy race who take great pride in their culture and achievements. The Qaurik city lies in the midst of an icy valley. The city was cut off many millennia ago by huge avalanches which blocked the mountain passes and have since frozen solid.

They are led by a group of 8 magic users (levels 8-15) known as the Firelords. The Firelords control all the aspects of the city and ensure that its inhabitants survive the harsh conditions of the region. The Firelords live in a majestic palace in the heart of the crystal city, from where they control the powerful fire elementals which provide heating for the city.

The folk of Qaurik are kept in awe of the Firelords by their use of **phantasmal force** spells to appear as mighty supernatural beings. The Qauriks willingly die for their leaders believing that in so doing they become supernatural beings. The Firelords exploit their subjects' fanaticism by actively preying on them. It is considered a great honour to be called to the Firelords' Palace, where it is believed the person dwells in ecstasy for ever. What the Qauriks do not realise is that those entering the palace are consumed alive by the cannibalistic Firelords.

No Qaurik can be made to doubt the wisdom of their leaders and they are fond of pointing to the warmth and majesty of their city as proof of the Firelords' power and beneficence. They see themselves as a people blessed, for their gods live amongst them. Any evidence to the contrary will be dismissed — it is not their place in life to doubt the actions of the gods.

Qauriks are of above normal height and are very strong (strength scores of 15-18 being common). They have death-white skins, pale blue eyes and hair. At the corners of their mouths are two protruding fangs. Their feet are hairy with sharp downward curving claws which are used to grip the ice. Outside the city they wear heavy furs and ride ice wolves (see page 71). Inside, they favour red and orange garb. Qauriks wield two-handed swords, large battle axes and lances. They do not use shields.

The Firelords have an unimposing appearance; they are short and thin, with straggly grey hair and small sharp needle-like teeth. None of the Qauriks are aware of the Firelords' true appearance.

Traldar

	Warrior	Vocal	Other
Armour Class:	6	9	9
Hit Dice:	1+1	1*	1-1
Move:	120' (40')	120' (40')	120' (40')
Attacks:	1 weapon	1 shout or 1 weapon	1 weapon
Damage:	By weapon +1	By weapon or see below	By weapon
No. Appearing:	See below	See below	See below
Save As:	F1	F1	NM
Morale:	10	9	7
Treasure Type:	R	R	R
Intelligence:	8	9	8
Alignment:	Neutral	Neutral	Neutral
XP Value:	15	15	5



The Traldar are found in the Lost Valley of Hutaaka (see Expert Rules, page 31, and module **B10, Night's Dark Terror**). They suffered a period of slavery at the hands of the jackal-headed Hutaakans (see page 38) but are now free of their domination and have reverted to a barbaric life-style. Traldar are mostly short and muscular, and have no hair on their heads or bodies, except on the backs of their large, strong hands.

The Traldar are a cruel and embittered people, and in battle they are aggressive and blood-thirsty. They have a great fear of the dark, however, and always barricade themselves indoors at night.

Warriors: The strongest members of a Traldan tribe are trained as warriors, and it from these that the tribal leaders are drawn. Ordinary warriors have a morale of 10, and attack as 1+1 HD monsters. They usually wear leather armour, carry wooden shields and wield spears or hand-axes. The crudeness of the warriors' weapons is made up for by their strength — ordinary warriors have +1 to hit and damage, and leaders have a strength bonus of 1-3.

Vocals: Some members of Traldan tribes are selected for special training as "vocals". A fully-trained vocal has an abnormally large chest and neck, but is otherwise less muscular than other Traldar. The

training gives vocals the ability to shout incredibly loudly, projecting most of the sound forwards within a 45 degree cone. The original task of vocals was communication. Their voices can be clearly heard up to 5 miles away in the direction of the shout, although the sound carries no further than a normal human shout in any other direction. This special ability can also be used to attack, however, and any character caught within the cone of a vocal's shout at close range may suffer the following mental and physical effects:

- Range 20-30 feet: make a Saving Throw vs. Wands with a bonus of +2 to the roll, or suffer a -2 penalty on attacks (Hit and Damage Rolls), and armour class for 1 round.
- Range 10-20 feet: as above, but there is no bonus to the Saving Throw.
- Range 0-10 feet: victims suffer 1-2 points of damage from the force of the sound, and have a -2 penalty on attacks and armour class for 1-3 rounds. Both effects are automatic (no Saving Throw).

MAN, PRIMITIVE (Native, Wild Man, Barbarian)

Armour Class:	Varies	Save As:	Varies
Hit Dice:	1	Morale:	7-10
Move:	120' (40')	Treasure Type:	A
Attacks:	1 weapon	Intelligence:	Varies
Damage:	By weapon	Alignment:	Any
No. Appearing:	0 (3-30)	XP Value:	Varies

Primitive peoples are similar to lost city dwellers in that they are humans who live beyond the bounds of normal civilization. They differ, however, in that they have never developed civilization — or, if they did so, it collapsed long ago.

Most primitive peoples are tribal and nomadic, making only small, temporary settlements often in remote places. Their technology will often be poorly developed (stone-age or bronze-age), and they may rely on the outside world for more advanced technology, such as iron weapons. These will often be gained by trade or war.

Since primitive peoples live close to nature, their societies and cultures reflect the limitations imposed on them by their environment and way of life:

Native

The term "native" may be applied to those who live in jungles or on islands in tropical areas. The warriors of the more warlike tribes (including cannibals) are all first level fighters, but the natives of more peaceful tribes are mostly normal humans who have a few higher level leaders.

Most natives wear scant clothes and no armour (AC 9), but some wear the equivalent of leather armour (AC 7), and the tribal chiefs may wear special armour of hardened bone or lacquered wood (AC 5 or 6). Their most common weapons are spears, daggers, knives, axes or javelins, although some may use nets, tridents, bolas and/or blowguns. Natives may also carry shields.

Natives may be encountered in groups of 10-30, although their villages may contain up to 300. Leaders can range from 4th level (war leader) to 9th level (great chieftain). A tribe may also have a shaman who is a magic user or cleric of at least 5th level.

Some natives are farmers and/or animal herders, but most live by hunting, gathering and/or fishing. Some live by preying on other tribes. Their dwellings are simple wooden huts or tents often protected (in the case of settled groups) by a wooden stockade.

HUMANOIDS (Oard)

"Wild Men"

In uncivilized, temperate areas (forests, moorlands, etc.), tribes of primitive humans may exist, hiding from their more advanced neighbours.

Groups of wild men are generally small (10-20 individuals). They are nomadic, living by hunting and gathering, and leaving only scant traces of their temporary camps. Some wild men (including Pagans - see below) use portable tents of animal skins. Their encounters with outsiders (who call them "wild men", "men of the woods" etc.), are brief - whether for trade (often in skins) or combat.

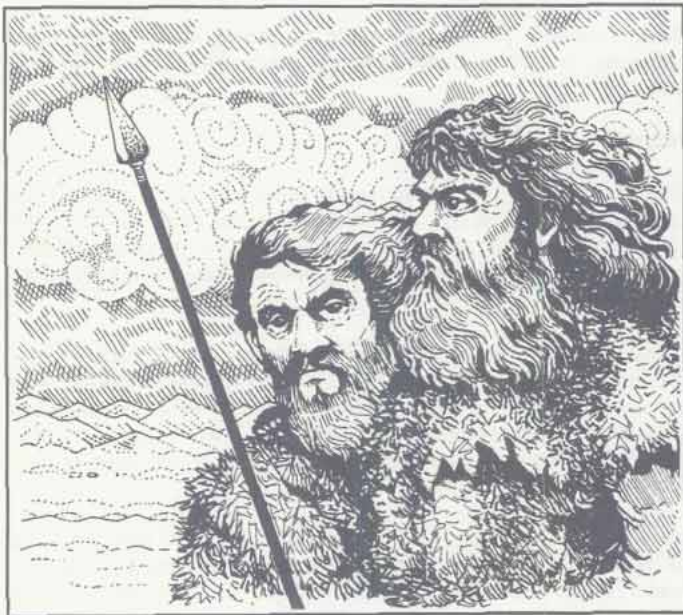
Most wild men are level 1 fighters. Although some rise to levels 2-4, few groups have a leader as such, preferring to organise themselves on a day-to-day basis.

Wild men generally wear clothes of skins or coarse cloth and rarely, if ever, use armour or shields. Their weapons include bows, slings, spears, daggers, knives and small axes. Some groups ride horses and may be expert riders.

The name **Pagan** is given to those wild men who worship certain gods and goddesses of nature. Their clerics (levels 1-6) practice seasonal sacrifices which they believe help maintain the cycles of the year - sometimes including human sacrifice. Characters captured by pagans are sometimes used as human sacrifices at ceremonies held in isolated forest glades and grottoes and attended by large gatherings of pagans.

Barbarian

Barbarians are primitive, nomadic peoples who inhabit cold, northern plains and tundra where they live by hunting. Most are level 1 fighters, although their leaders can be of much higher level. Some barbarians are thieves or clerics, and druids are not unknown. They generally wear thick clothing of skins and furs (AC 7) and arm themselves with bows, spears, swords and so on. Some leader types have metal armour, obtained, like their metal weapons, by trading or warfare with civilized peoples.

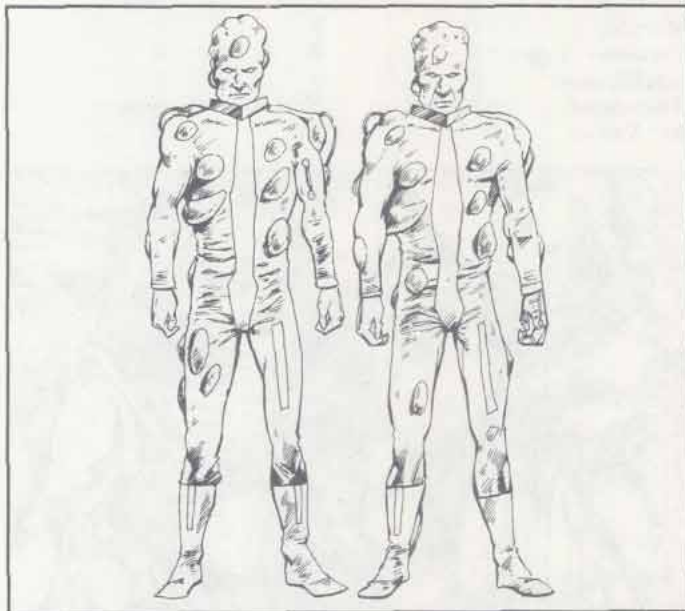


So long as they are allowed to lead their lives and roam where they will, barbarians would rather hunt than wage war. They have a strong sense of honour, however, and fight fiercely if this is offended. They are fond of wrestling, and will form strong allegiances with those who prove their might and worth either in a wrestling match or otherwise.

For most of the year, barbarians live in scattered groups and tribes. At the time of the summer solstice, however, these groups gather for a short time into massive hordes which can be a considerable threat to outsiders.

OARD

Armour Class:	0 (or 9 - see below)	Save As:	Dwarf 10
Hit Dice:	7***	Morale:	11
Move:	120' (40')	Treasure Type:	Special (see below)
Attacks:	Variable (see below)	Intelligence:	14-18
Damage:	By weapon (see below)	Alignment:	Lawful
No. Appearing:	Special	XP Value:	1650



Oards are man-sized, time-travelling humanoid creatures from the future who derive their power from mundane technology and science. They are not born, but are grown in special "breeding tanks". Furthermore, their bodies are only part flesh and blood, with the remainder being composed of machinery, electronic circuits and so on. As a result, most oards are nearly identical in appearance. Their similarity is enhanced by the one-piece overalls which they wear.

Oards are highly magic resistant and have the same Saving Throws as a 10th level dwarf. Since parts of their brains are artificial, oards are immune to **ESP** and all forms of **charm**, and have a bonus of +4 on Saving Throws against mind-affecting spells such as **feeblemind**, **confusion**, **phantasmal force** (plus any other illusions or phantasms), and against **hold** spells.

Outside their own era, oards will usually be disguised as ordinary inhabitants by means of their image amulets (see below). Details of these and some other oard devices, are given below. No magic, nor any other means will give characters full use of these devices, although a **wish** spell might (DM's discretion) allow 1-4 uses.

- **Image Amulet:** This allows an oard to look like any humanoid creature (up to 10 feet tall) desired. It also changes the appearance of the oard's equipment.
- **Ray Glove:** This is a gun incorporated into a glove which can fire three laser blasts per round, each the equivalent of a **magic missile** (D 1d6+1). An oard using a ray glove must make a Hit Roll, treating any target as armour class 9 (adjusted for dexterity and/or magical bonuses).

- **Blaster Tube:** This device can fire up to two blasts of force per round, each covering an area 10 feet wide and 120 feet long. Any creature caught in this area suffers 2d12 points of damage from the shock of the blast (halved by a successful Saving Throw vs. Dragon Breath).
- **Fireball Gem:** This is a tiny, self-propelled bomb (range 240') which explodes with the equivalent effect of a **fireball** spell (Damage: 6d8).
- **Protection Belt:** This surrounds the wearer with a force-field which protects against physical attacks (AC 0), has the same effects as **protection from normal missiles**, **resist cold** and **resist fire** spells, and also allows the wearer to **levitate** for up to 6 turns per day.
- **Speech Bracelet:** This is a 2-way communication device (range 50 miles).

PACHYDERMION

Armour Class:	3	Save As:	Fighter: 7
Hit Dice:	7	Morale:	9
Move:	90' (30')	Treasure Type:	A
Attacks:	2 swords/1 mace	Intelligence:	14+
Damage:	1d10+3/1d10+3/ 1d12+6	Alignment:	Neutral
No. Appearing:	1-3 (2-20)	XP Value:	450



Pachydermions are very intelligent, elephant-like humanoids sometimes found in temperate regions, tropical jungles, and savannah. They stand at least 9' tall and have elephant heads surmounting their grey, leathery bodies.

Pachydermions live in cities of carved stone. They have a great knowledge of history and other lore. This knowledge is never written down and is passed down verbally from generation to generation. It is a well known fact that Pachydermions never forget any knowledge or experience, and these creatures are occasionally sought out and consulted for information — but they invariably require payments of at least 2000gp.

Although not normally aggressive, pachydermions will defend themselves, and occasionally raid enemy villages and towns. In battle a pachydermion wears ornate armour, uses two swords (one in each hand), and a great mace in the prehensile trunk. Because of the creatures' strength, and the size and weight of these weapons, the

damage for each of these weapons is much greater than usual. For every 20 pachydermions, one is a leader with 8 Hit Dice. There are a very few (1 in 100) spell-casters (both magic-users and clerics) who may attain a maximum of 12th level.

PHANATON

Armour Class:	7	Save As:	Fighter: 1
Hit Dice:	1-1	Morale:	7
Move:	90' (30')	Treasure Type:	Nil
glide	150' (50')	Intelligence:	8
Attacks:	1 weapon	Alignment:	Lawful
Damage:	1-6 or by weapon	XP Value:	5
No. Appearing:	0 (3-18 — village 30-300)		



The phanaton look like a cross between raccoons and monkeys. They are roughly halfling-size and have 4-foot-long tails that can grasp objects and even manipulate them clumsily. For example, when fighting in the trees, a phanaton often wraps its tail around a branch for support. In addition, phanaton have membranes of skin stretching from arm to leg, which can be spread to allow them to glide from branch to branch. They have a +2 bonus on all Saving Throws due to their small size and agility.

Phanaton prefer to eat fruit and vegetables, although they may eat meat. They live in tree-top villages built on platforms of wood and woven vines connected by rope bridges. Each village houses a distinct clan of 30-300 phanatons.

For every 30 phanaton there is a clan war-chief who has 3 hit dice and at least 15 hit points. The war-chief also has a bodyguard of 2d6 phanaton warriors who fight as 2 hit dice monsters, and has 1d6+4 hit points. For every 100 phanaton there is a tribal sub-chief who has 6 hit dice, 30 hit points, and a +1 bonus to all damage rolls. The sub-chief has 2d4 bodyguards who each have 3 hit dice and 15 hit points. If 300 phanaton are encountered, they are led by a tribal king who has 8 hit dice, 50 hit points, and a +2 bonus to all damage rolls. The king has four phanaton warriors who act as bodyguards, each has 6 hit dice, 30 hit points, and a +1 bonus to all damage rolls.

Phanaton are the allies of treants and dryads, and are friendly with elves. They are the traditional enemies of aranea, the spider-folk (see page 60), and attack them on sight.

RAKASTA

Armour Class:	6	Save As:	Fighter: 2
Hit Dice:	2+1	Morale:	9
Move:	90' (30')	Treasure Type:	M (special)
Attacks:	2 claws/1 bite	Intelligence:	12
Damage:	1-4 each	Alignment:	Neutral
No. Appearing:	0 (3-30 + 1-8 sabretooths)	XP Value:	25



The rakasta are a race of intelligent, nomadic, cat-like humanoids. They walk upright, much like humans, but are covered with soft, tawny fur and have feline heads.

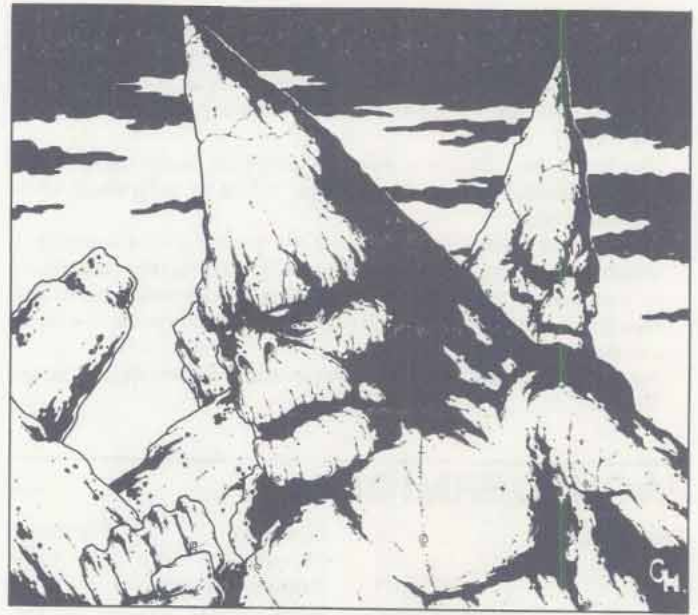
The rakasta are a proud and barbaric race. They are fierce fighters who employ special metal "war claws" fitted over their natural ones (without these rakasta inflict only 1-2 points of damage with each claw). The rakasta can use normal weapons such as swords but generally disdain them, preferring instead to use their war claws.

Certain rakasta ride sabre-tooth tigers. These tiger riders are considered to be the bravest and strongest of the rakasta warriors, and only they can hold the respect of the sabre-toothed tigers. The sabre-tooth tigers are controlled with knee-pressure and heavy riding crops, and are fitted with special saddles that do not hinder their fighting abilities. These saddles also allow the rakasta to leap up to 20 feet from their mounts and attack in the same round. The "tame" sabre-tooths are too ferocious to be ridden by any creature other than a rakasta warrior.

Rakasta settlements average 3d10 rakasta and 1d8 sabre-tooths, and are made up of many colourful tents and pavilions. Although they have Treasure Type M, the rakasta have brightly coloured rugs and silk tapestries of fine workmanship, crafted bowls and drinking cups, and other items of value, rather than gems and jewels.

ROCK MAN

Armour Class:	2	Save As:	Dwarf: 3
Hit Dice:	3	Morale:	7
Move:	60' (20')	Treasure Type:	(see below) I
Attacks:	1 fist	Intelligence:	9
Damage:	1-8	Alignment:	Neutral
No. Appearing:	0 (1-6)	XP Value:	35



A rock man is a strange creature whose skin has the appearance of granite. He has arms and legs but his body is roughly cone-shaped, so that he looks like a stalagmite or rock spire when standing still. This serves as camouflage in the rock men's natural habitat of broken or mountainous terrain. When in their natural habitat, rock men surprise opponents on a roll of 1-4 on 1d6. If the opponent is keeping careful watch, the rock men surprise on a roll of 1-3. Dwarves can more easily recognise a rock man, and they are only surprised on a roll of 1-2.

Rock men have neither clothes nor weapons. They do not build villages, but live in caves and mountain gullies. They exact a toll (typically 500gp) for passage on any road near their mountain homes. They have a love for gems and jewellery of any value, and will accept a smaller toll if it is paid in this form.

Rock men always lose initiative on the first round of combat and subtract 2 from all following initiative rolls. They are immune to all types of fire attacks. When killed, a rock man crumbles and becomes rocky debris in which a heart-shaped ruby can be found; its value varies from 10-100gp.

SHARK-KIN

Armour Class:	5	Save As:	Fighter: 2 or 3
Hit Dice:	2 or 3	Morale:	9
Move:	swimming 240' (80') walking 120' (40')	Treasure Type:	(T) I, K, L
Attacks:	1 bite/2 claws or + 1 weapon	Intelligence:	10
Damage:	1-6/1-3/1-3 or + by weapon +1	Alignment:	Neutral
No. Appearing:	0 (20-80; or 10-20 on land)	XP Value:	20 or 35

The shark-kin are a race of aquatic humanoids with fish eyes, fin-crested heads, and scaly skin. They have webbed hands and feet which end in sharp claws. For much of the time, shark-kin have only vestigial lower limbs (they once lived on land) and swim by means of their powerful, alligator-like tails. During certain times (see below) these legs grow, enabling the creatures to stand and walk upright.

As their name suggests, shark-kin have a close affinity with sharks of all kinds and can communicate with them empathically on a very basic level. Each group of shark-kin has its own pack of tamed sharks (see

p20 and CD36), numbering one for every two or three adult shark-kin.

Shark-kin are nomadic hunters of the ocean depths, and use only simple tools and weapons, including tridents, spears, javelins and nets. Their sharks play an important part in their hunting life-style, the larger ones serving as mounts and the smaller as "hunting dogs".



Shark-kin live in tribal groups led by an elder (HD 3). When a group's elder dies, the other members undergo a strange change. Over a period of a few weeks, their legs grow to human-like proportions and their gills change to allow them to breathe both air and water. This change (which is a throwback to their ancient terrestrial origins) enables the shark-kin to come up onto land and to head for a traditional site (usually a hilltop or mountain) where they conduct an age-old ceremony to initiate a new elder. Once this is done they return to the sea and revert to normal. While on land shark-kin are particularly nervous and aggressive, regarding every creature they meet as a threat and attacking without warning.

SHARGUGH



Armour Class:	7	Save As:	Elf: 6
Hit Dice:	3*	Morale:	7
Move:	150' (50')	Treasure Type:	Nil
Attacks:	1 bite or 1 weapon	Intelligence:	10
Damage:	1-4 or by weapon	Alignment:	N
No. Appearing:	0 (1-3)	XP Value:	50

Shargugh are 3-foot-tall humanoids with wild matted brown hair and long tangled brown beards. Shargugh wear ragged brown and green clothing and are sometimes armed with silver daggers. Each individual or group has a woodland territory roughly equal in area to a 24-mile-wide wilderness hexagon. A shargugh will never voluntarily leave its territory, and if forced to do so, will sicken and die in 1-2 days unless returned before that time.

Any section of woodland whose shargugh is killed will become cursed and infertile for 7 years. During that time, no new plants or trees will grow. Existing plants and trees will continue to grow, but will not bear any fruit or flowers. A druid who casts a **remove curse** spell can restore fertility to the land at any time.

A shargugh has the ability to transport itself instantaneously through trees for up to 600 yards. It does this by passing into one tree and emerging from another in its destination area. A shargugh can use this ability 5 times per day.

Shargugh are mischievous and are likely to steal valuable objects from any creature encountering them. They are able to pick pockets with an 85% chance of success and move silently 85% of the time. To dissuade shargugh from stealing, woodland folk often leave offerings of food and drink for the creatures. In return for this, shargugh have been known to carry out small but useful tasks. They are also able to hide in woods in the same way as halflings, with a 90% chance of success.

SIS'THIK (DESERT SCOURGE)

Armour Class:	5 or 4	Save As:	Fighter: 2
Hit Dice:	3+3	Morale:	10
Move:	90' (40')	Treasure Type:	A
Attacks:	2 claws and 1 bite or 1 weapon	Intelligence:	8
Damage:	1-6/1-6/1-3 or by weapon +2	Alignment:	Neutral
No. Appearing:	2-12 (30-180)	XP Value:	50



HUMANOIDS (Snapper)

The sis'thiks (or desert scourges) are nomadic lizard-like humanoids who live in burning deserts. They have self-sealing nostrils and transparent membranous eye screens which allow them to function in the fiercest of sand storms. Their skin is thick and leathery, reducing water loss to a minimum, and giving them Armour Class 5 without a shield (AC 4 with a shield). A sis'thik can travel long distances, and even fight in the midday sun, with a daily water intake of less than a quarter of the amount a human would need.

The female sis'thiks control the tribe and do all the fighting. The males, who tend to be slow and stupid, watch the tribe's animals (see below) and, when they are not working, spend their time basking in the sun.

Sis'thiks are a proud, warrior race who fear no-one and nothing. They consider the desert to be their property, and all who cross it or live in it do so only by the sis'thiks' goodwill. Caravans are allowed to cross the desert only if they do not offend against the sis'thiks' customs. In practical terms this means that caravan leaders must debase themselves before the sis'thiks while heaping presents upon the creatures. Metal goods, gems and fine wines are most favoured by the sis'thiks, and it is a wise caravaneer who lays in ample supplies of these items for any crossing of sis'thik lands.

The sis'thiks have domesticated the fierce desert dwelling xyttars (see page 81) which are bred as mounts. Two sis'thik warriors are closely attached to each xyttar, and are responsible for its well being and training. Both sis'thiks ride the creature, one controls the action of the xyttar and attacks with a long spear, while the other attacks with either a short bow or a long spear. When ridden by sis'thiks a xyttar's morale increases to 10, but the sis'thiks are unable to make the xyttar use its breath weapon at will, so there is still only a 33% chance (1-2 on 1d6) that it will breathe.

Occasionally sis'thik tribes work in conjunction with blue dragons to attack settlements near to their deserts. Sis'thiks riding the dragons sweep over the walls of the settlement as xyttar-mounted sis'thiks attack and storm the gates. Fortunately these alliances are very rare and last only long enough to satisfy both the dragons' greed for treasure, and the sis'thiks' love of battle.

Female sis'thiks are very strong and inflict an extra 2 points of damage with any weapon they use. When not mounted, they use scimitars (long, curved swords - D 1-8) as well as biting their opponents. They are led by a queen with 8 Hit Dice who does +3 damage and who has 2d4 4 Hit Dice bodyguards with her at all times. Each tribe also has 1d4 shamans of levels 1-8 who care for the spiritual needs of the tribe.

Sis'thiks are unaffected by normal fires and take only minimum damage from magical fires.

SNAPPER

Armour Class:	5	Save As:	Fighter: 3
Hit Dice:	3	Morale:	9
Move:	30' (10' swimming 180' (60'))	Treasure Type:	T
Attacks:	2 claws/1 beak or 1 weapon	Intelligence:	8
Damage:	1-6/1-6/2-8 or by weapon	Alignment:	Chaotic
No Appearing:	0 (1-20)	XP Value:	35

Snappers are humanoid, reptilian salt-water dwellers whose backs are protected by shells like those of turtles. Adult snappers stand 6 feet tall and weigh 1000 pounds. Using their webbed hands and feet, snappers are able swimmers and, although they breathe air, they can hold their breath underwater for up to 10 turns.



Snappers wear no armour or clothes, and have only straps and belts to hold their weapons and possessions. Unlike turtles (see page 47) they cannot retreat into their shells. Snappers are bad-tempered and will attack other ocean creatures at the least provocation, using their claws and beak. If drawn into a combat on land, however, they attempt to avoid melee, preferring to attack their foes with arrows fired from their longbows.

Snappers do not form closely knit tribes, have no recognised leaders, and do not build permanent settlements. Instead, they prefer to roam across the oceans, travelling in small groups from one hunting ground to another.

When the time comes for them to mate, snappers may travel hundreds of miles to congregate at special egg-laying grounds. These grounds often take the form of rock-walled, roofless labyrinths just above the high-tide line. The snappers defend these places fiercely, attacking all who venture near them.

SOLLUX (SUN BROTHER)



Armour Class:	0	Save As:	Fighter: 10-14
Hit Dice:	10* - 14*	Morale:	9 (12)
Move:	120' (40')	Treasure Type:	Nil
Attacks:	1 weapon	Intelligence:	14
Damage:	1-8+3	Alignment:	Lawful
No. Appearing:	1 (1)	XP Value:	1750 - 2500

Sollux are a race of 7-foot-tall humanoids with crimson skin and bright yellow hair. They are solitary creatures who prefer to make their homes in areas of great heat such as near volcanoes and deserts. Although they are denizens of the Prime plane, sollux are related to both helions and efreet but, unlike efreet, they are lawful in nature.

Sollux warriors constantly watch out for efreeti which they attempt to drive from the Prime Plane. Those sollux who successfully defeat an efreet become Sun Brothers.

Sun Brothers are members of the Brotherhood of the Sun, and are mortal enemies of efreeti. The Brotherhood of the Sun is the supreme order of sollux warriors, and its members are distinguished by wearing red-gold armour and carrying blazing sun shields (treat as **light** spell). Only those sollux who have proved themselves to be mighty warriors are allowed to enter the Brotherhood of the Sun. Individual Sun Brothers travel the world searching for efreeti and visiting other sollux. In times of great need, members of the Brotherhood band together to battle the efreeti.

Sun Brothers vary in hit dice from 10-14. The leader of the Brotherhood is rumoured to have 16 hit dice, an armour class of -3, and to wield a **sword of efreeti slaying**. Sun Brothers normally have a morale of 9, but when fighting efreeti this increases to 12.

All sollux are immune to **illusions** and are able to **detect invisibility** at will. They are not affected by normal fire, and magical attacks against them suffer -1 to hit and damage.

STALWART

Armour Class:	5	Save As:	Fighter: 9
Hit Dice:	9	Morale:	11
Move:	120' (40')	Treasure Type:	Nil
Attacks:	1 weapon	Intelligence:	6
Damage:	by weapon	Alignment:	Neutral
No. Appearing:	0 (1)	XP Value:	900



Stalwarts are a race of tall (about 7 feet), muscular humanoids, obsessed with the idea that they are physically superior to other races. To test its superiority, a stalwart will challenge any group of humanoids of similar stature (5-9 feet) it meets to appoint a champion for a physical competition of their choice (see below). If the stalwart wins, it will demand a tribute of half the opposing group's non-magical wealth. If it loses, it will serve them for one month in any way that does not involve danger. If the humanoids refuse the challenge (or to pay up if they lose) the stalwart becomes increasingly angry and will eventually attack (usually with a club - D 1d6+).

To determine the outcome of a competition roll 1d10 for each competitor and add the competitor's Strength (eg. for arm-wrestling or rock hurling), Dexterity (eg. for log-balancing or archery) or both (eg. running or jumping), as appropriate for the type of competition. The highest total wins. To determine an individual stalwart's Strength and Dexterity, roll 1d8+15 for each.

TURTLE

Armour Class:	3	Save As:	Fighter: 4
Hit Dice:	4	Morale:	11
Move:	30' (10')	Treasure Type:	V
Attacks:	2 claws/1 beak or 1 weapon	Intelligence:	8
Damage:	1-4/1-4/1-6 or by weapon	Alignment:	Lawful
No Appearing:	0 (1-6)	XP Value:	75



Turtles are turtle-like, humanoid, land-dwellers. Adult turtles stand 6 feet tall and weigh 500 pounds. Although not swimmers, turtles float and can hold their breath for up to 10 turns under water. On land, they are fond of using draft-horse-drawn wagons for rapid travel.

Turtles wear no clothes or armour, but can withdraw into their shells for protection. They are not aggressive but when forced into combat they prefer to use light crossbows.

Turtles live alone for most of their 40-50 year lives, and only lay eggs towards the end of their lives. Half a year prior to egg-laying, however, they gather at the sites of traditional, stone-walled compounds. The creatures place their eggs in the compounds, barricade the entrances and then die. An armorer can fashion a suit of light-weight plate mail armour (AC 1) from 25 fresh turtle-egg shells.

TRITON

Armour Class: 6, 5 or 4
(see below)
Hit Dice: 5***, 6*** or 7****
(see below)
Move: (swimming): 150' (50')
Attacks: 1 weapon
Damage: By weapon
No. Appearing: 10-60

Save As: Dwarf: 11
Morale: 9
Treasure Type: F, G or H
Intelligence: 11
Alignment: Neutral
XP Value: 550, 950 or 2050



Tritons look very much like mermen (E54), having human torsos and fish-like tails. The only differences are cultural (the braiding of their hair and the use of shells to adorn themselves, etc) and their innate ability to cast spells.

Tritons usually ride giant sea horses (see page 78) and carry tridents or spears. Like some of the other civilized sea races, they live in large cities on the ocean floor. Triton cities are works of art, built in picturesque undersea locations which enhance the beauty of the city. Often these cities are built from coral which has been carried many miles by the tritons.

Tritons have variable hit dice and abilities. A triton can cast clerical or magic-user spells (50% chance of either but not both).

Hit Dice	Armour Class	Spell Casting
5	6	5th level
6	5	6th level
7	4	7th level

A 5HD triton, therefore, casts spells either as a 5th level cleric, or as a 5th level magic user. Spell-casting tritons rarely ever learn fire-based spells such as **fireball** or **wall of fire**.

WOOD IMP

Armour Class: 6
Hit Dice: ¼ (1-6hp)*
Move: 90' (30')
Attacks: 1 bite or 1 weapon
Damage: 1-3 or by weapon
No. Appearing: 1-6 (8-80)

Save As: Normal Man
Morale: 7 or 9
Treasure Type: S (C+N)
Intelligence: 10
Alignment: Chaotic
XP Value: 6



Wood imps are small evil humanoids who live in dark woods. Their skin is green and they stand 1½ - 2' tall. Their wild and tangled hair is wood brown and usually has numerous twigs and leaves stuck in it. Their faces are round with a gaping slit of a mouth filled with sharp needle-shaped teeth. A wood imp bite causes 1-3 points of damage, but this attack is rarely used. Wood imps prefer to lay traps and ambushes for their victims. Often these take the form of concealed pits or snares, set to catch the unwary. Victims caught in the traps are either captured, or slain by poisoned wood imp arrows (see below).

As well as laying traps, wood imps also hunt anyone foolish enough to enter their territory. Instead of attacking directly, they attempt to drive or lure their victims into their traps. When hunting, they ride huge wood spiders (page 56). They strap themselves into special saddles which allow them to stay mounted even when the spiders are clinging to the underneath of tree branches. Because of their colouration, wood imps surprise opponents on a roll of 1-3 on 1d6.

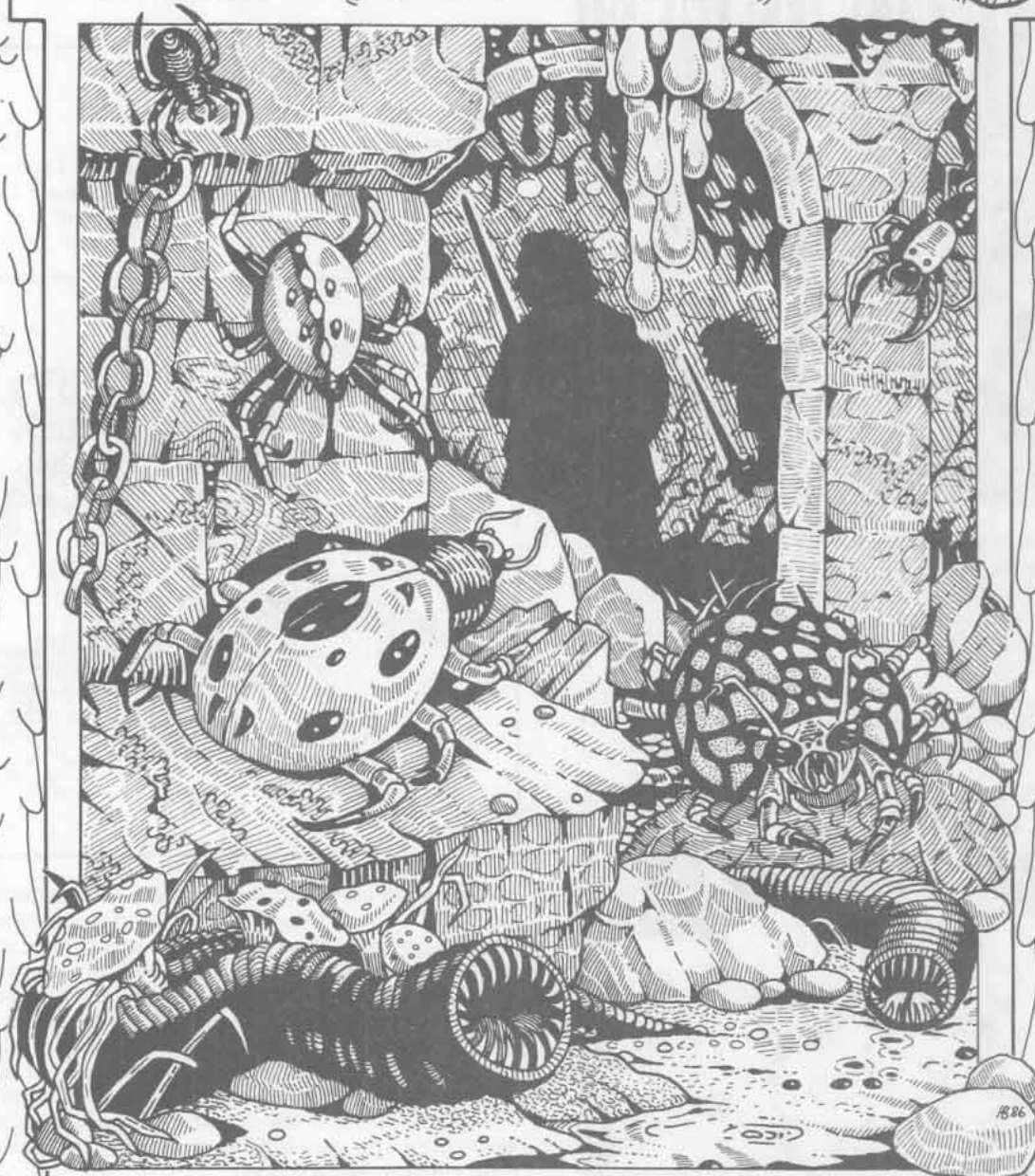
Wood imps prefer to use short bows (which they can fire even when upside down). Arrows fired from these bows inflict 1d4 points of damage and are fired every round. By spending one round, wood imps can coat their arrow heads in venom from their huge wood spider mounts. Saving Throws vs. Poison are made at +2, and characters failing their Saving Throw take an additional 1d8 points of damage and become sluggish for 2d4+2 rounds. Sluggish creatures roll for initiative with a penalty of -2 and move at half speed until the effects wear off. The effects are not cumulative. Poisoned arrows must be fired the round after they are envenomed or else the poison evaporates. Huge wood spider venom can only be successfully extracted by a wood imp. No other creature can exercise enough control over the spiders to get them to secrete their venom. Venom cannot be extracted from a dead spider.

If forced to, wood imps melee by dropping out of the trees riding their spiders, and attack with their small two-handed swords (D 1d6) while the spiders attack with their bites.

For every 10 wood imps there is a leader with 1-1HD, and a tribe is led by a chief with 1HD. If these leaders are slain, wood imp morale drops to 7. A wood imp tribe also has 1d4 shamans (clerics of levels 1-4).

A wood imp lair consists of an area of old and rotted trees. Here the wood imp keep their prisoners and supplies of fresh food. These consist of 2d6 creatures who vary from evil humanoids and humans to small forest creatures.

LOWLIFE



Plants, Bugs, Worms and Goos

AMBER LOTUS FLOWER

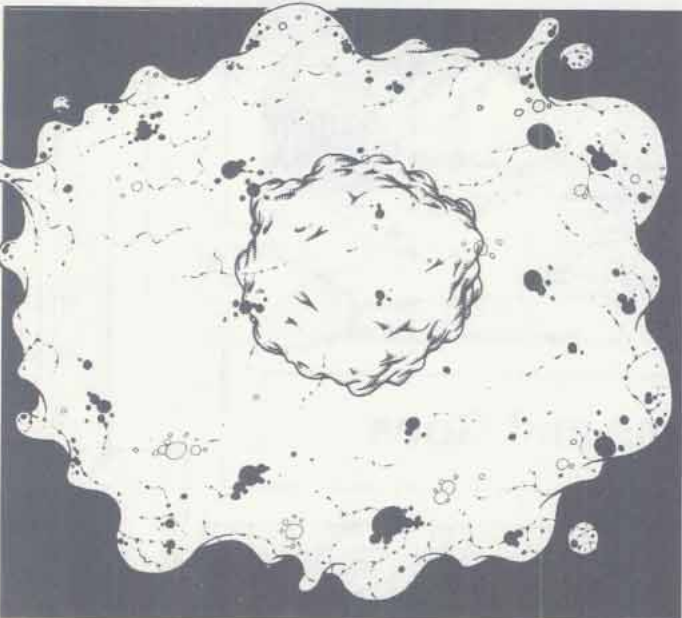
Armour Class:	9	Save As:	Normal Man
Hit Dice:	½ (1-4 hit points)	Morale:	12
Move:	0	Treasure Type:	Nil
Attacks:	1 spray	Intelligence:	0
Damage:	Special	Alignment:	Neutral
No. Appearing:	0 (3-18)	XP value:	6



Amber lotus flowers look like golden water lilies the size of sunflowers. When a creature approaches to within 10 feet, the blossoms open and spray a 40-foot by 40-foot cloud of pollen. Any individual within the affected area must make a successful Saving Throw vs. Spells or fall asleep for 4d4 turns. The flowers can spray a fresh burst of pollen every 3d4 rounds.

Amber lotus flowers are often found acting in concert with other deadly plants such as vampire roses (p58) and killer trees (p52).

AMOEBA, GIANT

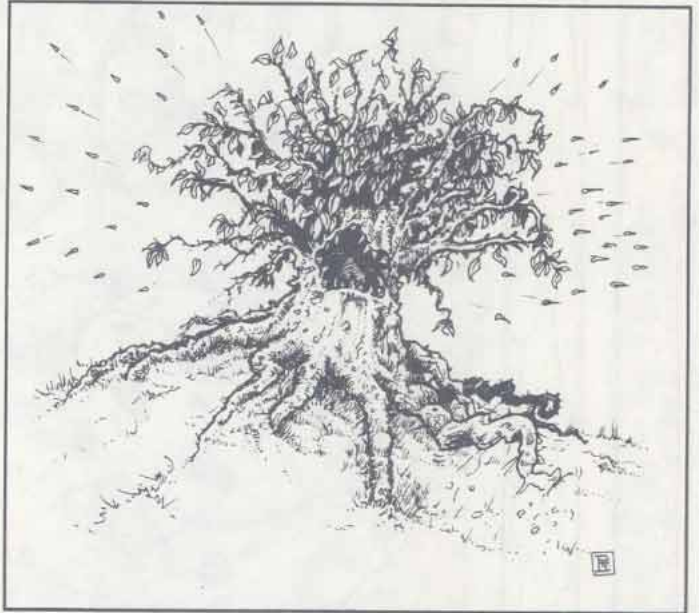


Armour Class:	9	Save As:	Fighter: 7
Hit Dice:	10-15	Morale:	10
Move:	30' (10')	Treasure Type:	Nil
Attacks:	1 acidic touch	Intelligence:	0
Damage:	2-12	Alignment:	Neutral
No. Appearing:	1 (1)	XP value:	1000 - 1650

Giant amoeba are 30-foot-wide single-celled animals. Except for the 1-foot-wide grey nucleus, an amoeba is translucent. If the nucleus is hidden or disguised, the amoeba will be practically invisible and able to attack with surprise. Giant amoeba attack first by enveloping victims, then secreting an acid to digest them.

ARCHER BUSH

Armour Class:	7	Save As:	Fighter: 1
Hit Dice:	2	Morale:	12
Move:	3' (1')	Treasure Type:	V
Attacks:	1 thorn spray	Intelligence:	0
Damage:	1-4	Alignment:	Chaotic
No. Appearing:	0 (1-20)	XP Value:	20



Archer bushes have sickly-looking green leaves, stunted trunks and thorny brown branches. They do not grow underground (except, perhaps, in well-lit caverns or near cave-mouths), but may be found in woodland, areas of scrub and occasionally in mountainous regions. These bushes are carnivorous, and attack prey by shooting a spray of several small thorns at their victims (D 1-4 per spray). The range of one of these sprays is 20 feet, and each bush can fire up to three such sprays per day. In order to eat, an archer bush can uproot itself to move towards its prey. The trunk of an archer bush look like a 3-foot-high mound of leaves, but these leaves also conceal a huge mouth filled with extra-hard thorns. These thorns are used like teeth to devour prey once it is dead.

FYRSNACA

Armour Class:	5	Save As:	Fighter: 8
Hit Dice:	10*	Morale:	9 or 12
Move:	60' (20')	Treasure Type:	M
Attacks:	1 bite or 1 breath	Intelligence:	5
Damage:	1-8 or 2-12	Alignment:	C
No. Appearing:	1 (1-2)	XP Value:	1750

Although not quite as large as their cousins the purple worms, these fiery snakes reach lengths of 70 feet and diameters of 10 feet. They burrow through the earth eating rich ores and minerals. They are not carnivorous but are quick to anger. They breathe a line of fire (50' x 5') and can use it repeatedly during combat — roll 1d6 each round, a result of 1 or 2 indicates that the worm will breathe.



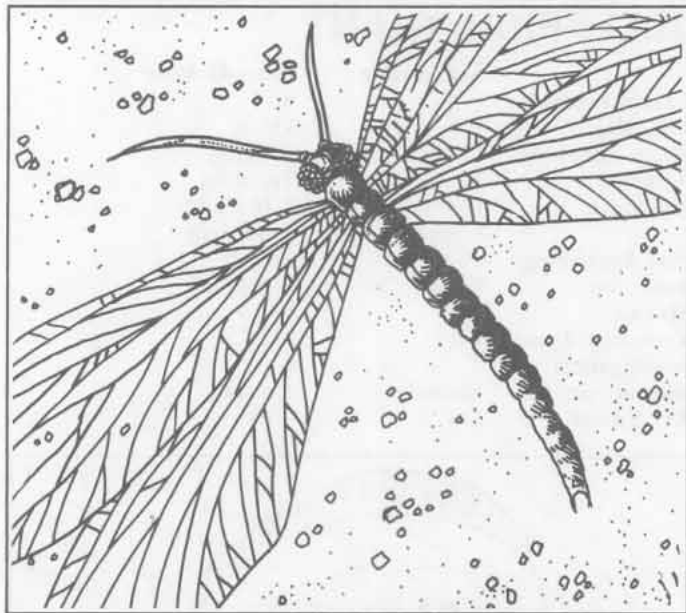
Normally solitary, they occasionally enter a breeding cycle. During this time, their interior fires burn much hotter, doing no extra damage, but spawning the hideous red worms (see p53-4). Immediately afterward, the fyrasnaca must submerge in a large body of water or be consumed by its own heat. The fyrasnaca will then remain dormant for 50 years unless disturbed. If disturbed, it will rise in fury, fighting with high morale, for it knows that it cannot leave the water without perishing. The fyrasnaca is intelligent and can be bargained with to perform tasks.

HEREX

	Larva	Adult
Armour Class:	3	2
Hit Dice:	6*-12*	13**
Move:	120' (40')	120' (40')
flying:		150' (50')
Attacks:	1 bite + acid	1 bite + acid/1 sting
Damage:	2d8 + special	1d10 + special/ 1d6 + paralysis
No. Appearing:	1-6 (0)	0 (1-3)
Save As:	Fighter: 3-6	Fighter: 7
Morale:	12	12
Treasure Type:	U	Nil
Intelligence:	0	0
Alignment:	Neutral	Neutral
XP Value:	500, 850, 1200 1600, 1750, 1900, or 2125	3250

A herex is giant insect-like creature which, depending on the circumstances, may be encountered at any of the three stages in its life-cycle:

Egg: Herex eggs are spherical and about 3 feet in diameter, with a hard, opaque white shell. They are found only underground (in dungeons, caverns and so on), where they are laid by the adults in



clutches of 1-6. The eggs remain dormant for many years, hatching only if disturbed by some unwary creature. In this way, the emerging, ravenous larva is assured of having the opportunity to gain its first meal as soon as it hatches!

Larva: The larva of the herex resembles a flattened, wingless beetle with an elongated, flexible abdomen, a large head and powerful mandibles. Its sole purpose in life is to eat and grow, shedding its outer carapace several times as it does so. When it first emerges from its egg, the larva is about 10 feet long and has 6 hit dice. Over a period of 5-10 months, however, it grows to about 20 feet in length by which time it has 12 hit dice. During this time, the larva lives completely underground, wandering the tunnels and/or caverns in search of prey.

The larva's main attack is its bite. In addition to suffering normal damage, any creature bitten by a herex larva will be affected by its acid saliva. If the victim is wearing armour, the acid permanently reduces its effectiveness by 2 in the case of normal armour (e.g. plate mail becomes AC 5 rather than 3) or 1 in the case of magical armour. Each successive bite has the same effect and, if armour is reduced to AC 9 or worse, it disintegrates completely. Magical protection devices (e.g. **rings of protection** and **cloaks of displacement**) are not affected. If the victim is not wearing armour (or if the armour has been destroyed) he or she suffers 1d10 additional points of acid damage from a bite.

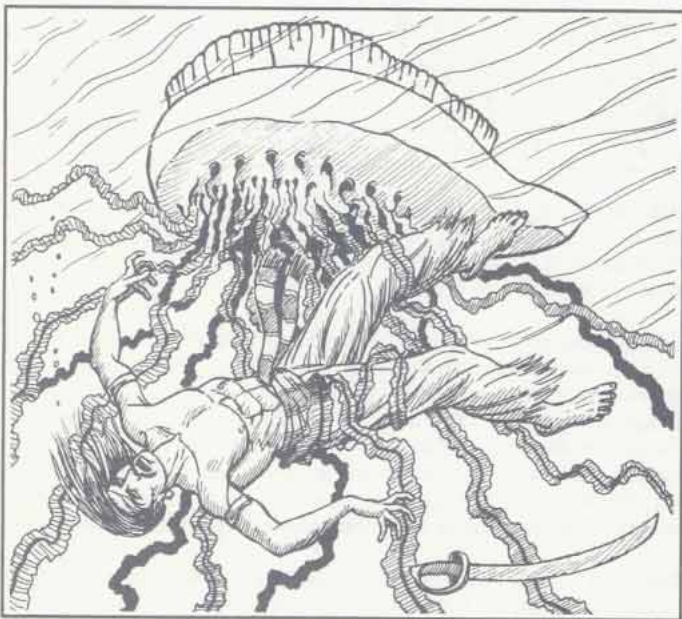
Adult: Just before it completes its growth, a herex larva abandons its underground home and makes its way to the surface, digging through solid rock if necessary using its mandibles and saliva. Once it reaches the outside world, it goes through a final shedding of its carapace and emerges in its adult form with 13 hit dice.

The body of the adult is similar to that of the larva, but the creature now has a smaller head and mandibles, four wings (like those of a dragonfly), and a sting at the end of its abdomen. The main aim of the adult herex is to find a mate, but as this can take some time the creatures have to hunt for prey in order to survive. Once she has mated, the final action of a female herex is to burrow underground for the last time in order to lay her eggs.

Although the bite of the adult herex is less damaging than that of the larva, its acid saliva has exactly the same effect. The adult can also attack with its tail sting. This inflicts 1-6 points of damage and injects a poison which paralyzes victims for 4d8 rounds unless they make a successful Saving Throw vs. Poison.

JELLYFISH, GIANT

	Marauder	Man-O-War
Armour Class:	9	6
Hit Dice:	4**	9**
Move (floating):	15' (5')	30' (10')
Attacks:	Tentacles	Tentacles
Damage:	1-10 each + paralysis	1-10 each + paralysis
No. Appearing:	0 (1-10)	0 (1-4)
Save As:	Fighter: 2	Fighter: 5
Morale:	8	9
Treasure Type:	Nil	U
Intelligence:	0	0
Alignment:	Neutral	Neutral
XP Value:	175	2,300



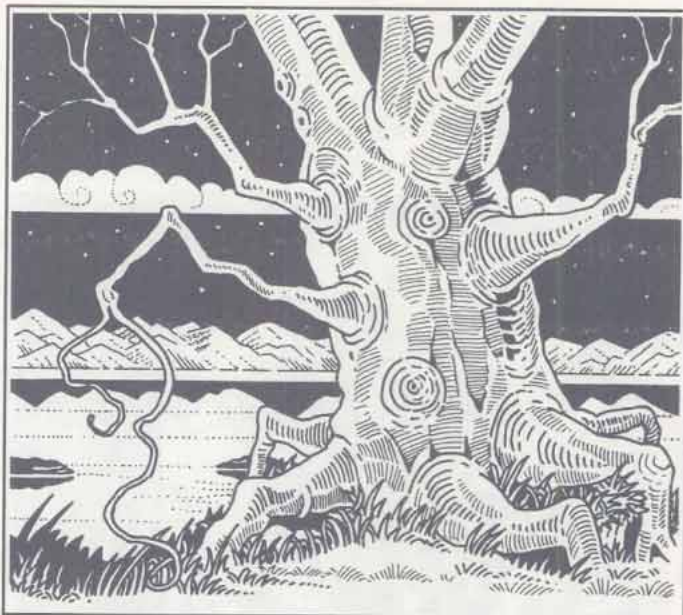
These huge, translucent creatures have stinging tentacles up to 100 feet long. The tentacles look like innocuous weeds and hang down into the water. However, the giant jellyfish is able to manipulate these appendages to slash and paralyze its unfortunate victims. A giant jellyfish stays afloat by retaining air in a large bladder which forms the majority of its body. They will always be found floating near the surface of the sea.

The **marauder** is 10 feet across, and has 40 tentacles. It can only use 1d4 of them against each opponent, however. Each hit inflicts 1d10 points of damage and the victim must make a Saving Throw vs. Paralysis or be paralyzed for 1d10 rounds. The monster gains a +4 bonus on all Hit Rolls against paralyzed opponents.

The **man-o-war** is a larger form of the marauder. It is 20 feet across, with 80 tentacles. The man-o-war can attack a single opponent with 1d10 of its tentacles each round. The same Hit Roll bonuses apply against opponents who fail their Saving Throws.

KILLER TREE

Armour Class:	5	Save As:	Fighter: 3
Hit Dice:	6	Morale:	12
Move:	0'	Treasure Type:	Nil
Attacks:	4 limbs/1 mouth	Intelligence:	1
Damage:	0 each/3-18	Alignment:	Neutral
No. Appearing:	0 (2-12)	XP Value:	275

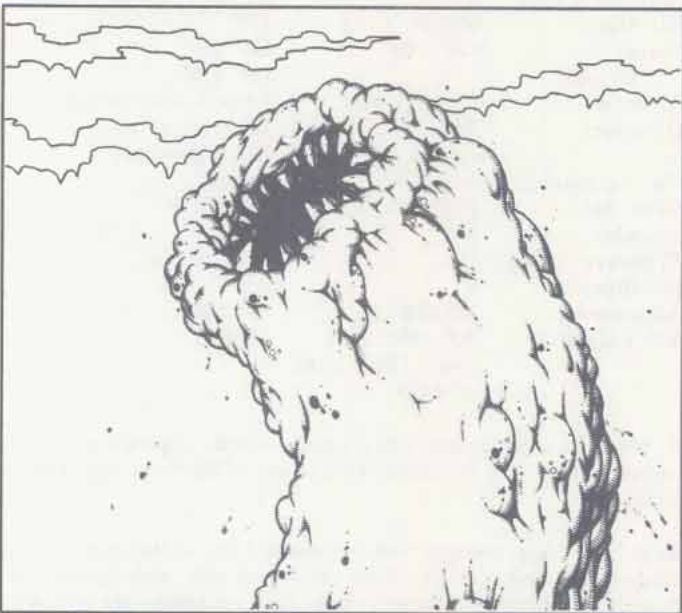


Killer trees look like large trees, and can resemble any tree species, so that it is very hard to distinguish one from the normal trees around it. Killer trees are unable to move since their roots are set into the earth like a normal tree.

Killer trees are part animal and part vegetable, needing both sunlight and meat to survive. Because of their need for meat, killer trees are often found by the sides of animal trails, or along forest paths.

Some of the branches of a killer tree are actually tentacles with which the tree can reach out up to 20 feet to grab victims and then drag them to its mouth (which is disguised as a large tree-bole). Each branch has 1 Hit Die and a successful attack on it which inflicts 5 or more points of damage will sever it. One attack can only sever one limb, regardless of the number of points of damage done. If the victim does not cut his or her way free, the victim will be dragged to the mouth on the round after the limb hits, and will take an automatic 3d6 points of damage per round thereafter.

LEVIATHAN



	Desert	Marine
Armour Class:	2	4
Hit Dice:	60**	70***
Move:	240' (80')	300' (100')
Attacks:	1 bite	1 bite
Damage:	3-36 (see below)	4-40 (see below)
No. Appearing:	0 (1)	0 (1)
Save As:	Fighter: 36	Fighter: 36
Morale:	11	10
Treasure Type:	Nil (see below)	Nil (see below)
Intelligence:	0	0
Alignment:	Neutral	Neutral
XP Value:	35,750	57,500

The dreaded desert and marine leviathans are huge worm-like creatures with massive, gaping maws. They are amongst the mightiest of creatures living on the Prime Plane; the largest known desert leviathans being 500 feet long and 40 feet wide, and the greatest marine specimens reaching 650 feet long and 30 feet wide.

Despite their size, however, the vastness of the deserts and the fathomless depth of the oceans where the two varieties live mean that these monstrous creatures are rarely seen by civilized men. Those travellers who encounter a leviathan seldom survive to tell the tale. Nevertheless, the often distorted tales of them which have reached the outside world have been enough to breed legends of awesome power and destruction vast enough to rival even the creatures themselves.

Both varieties of leviathan attack by swallowing everything in a large volume of sand or water (30' x 30' x 30' or 50' x 50' x 50' respectively). Each victim within that area must make a Saving Throw vs. Dragon Breath with a -4 penalty to the roll, or be swallowed.

Each victim swallowed takes 3-36 (3d12) points of damage from the bite, plus 4-48 (4d12) points of automatic digestive damage each round thereafter. Victims may, however, attack the soft inside of the creature (AC5) while alive. A leviathan cannot digest magical items; if an object or creature has not been totally dissolved within 1 turn, the monster ejects it before returning to the depths.

Leviathans are immune to poison, take half damage from all weapons and spells, and are completely immune to spells which do not inflict points of damage (including **charm**, **disintegrate**, **hold** and so on).

Desert Leviathan

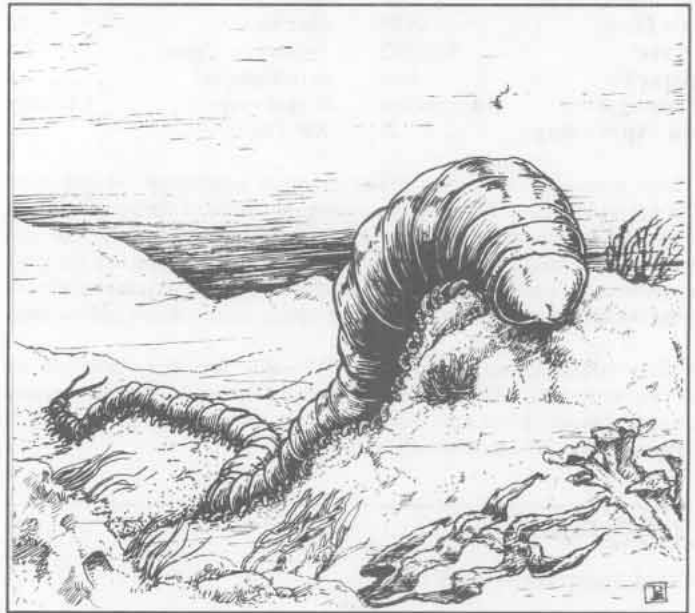
This creature dwells in the depths of the desert sand, and its tough hide is a dull, pale brown colour to match its environment. It is blind, but is attracted by the vibrations caused by the movements of prey. When closing for the kill it moves just below the surface, creating a ripple in the sand like a huge wave.

Marine Leviathan

The marine leviathan lives only in the deepest parts of the widest oceans, and is a dark grey-green colour. It is longer and sleeker than its desert-dwelling relative and has large eyes adapted for the gloom of the depths. As well as swallowing prey whole, the marine leviathan can swim around and around to create a whirlpool which can sink a ship up to 80+1d100 hull points.

MASHER

Armour Class:	7	Save As:	Fighter: 4
Hit Dice:	20*	Morale:	9
Move:	90' (30')	Treasure Type:	Nil
Attacks:	1 bite/1 sting	Intelligence:	0
Damage:	3-24/2-16 + poison	Alignment:	Neutral
No. Appearing:	0 (1)	XP Value:	4175



Mashers are segmented sea worms, averaging 100 feet in length and resembling millipedes in form. They are black, and crawl about the ocean floor eating coral and any other scraps of food. These worms are blind, but can sense the presence of other creatures by detecting scents and vibrations in the water.

Although a masher has a ferocious bite, its poisonous tail sting is its most feared weapon; any victim hit must make a Saving Throw vs. Poison or die. Most of the time, mashers are solitary and non-aggressive unless frightened or surprised, and will only attack in self-defence. During the mashers' breeding season, however, things are very different; the creatures become aggressive, their colour changes to a dull red and they congregate together (guided by scents carried on the ocean currents) to temporarily form huge, fearsome, writhing masses.

Mashers are tamed and used as beasts of burden by kna (see page 39) who remove their stings to make them less dangerous.

RED WORM



LOWLIFE (Scorpion)

Armour Class:	7	Save As:	Fighter: 3
Hit Dice:	2+2*	Morale:	9
Move:	90' (30')	Treasure Type:	L
Attacks:	1 bite	Intelligence:	1
Damage:	1-4 + poison	Alignment:	Chaotic
No. Appearing:	2-12 (2-12)	XP Value:	35

These grotesque, red, fleshy worms reach lengths of 10 feet and diameters of 2 feet. They are the immature spawn of the fyrsnaca (see p50), and are normally encountered as a brood group. If a brood of red worms is encountered, a dormant fyrsnaca will be cooling in a body of water nearby. Red worms mature into fyrsnaca after 50 years by which time the brood will normally have been reduced to a single individual.

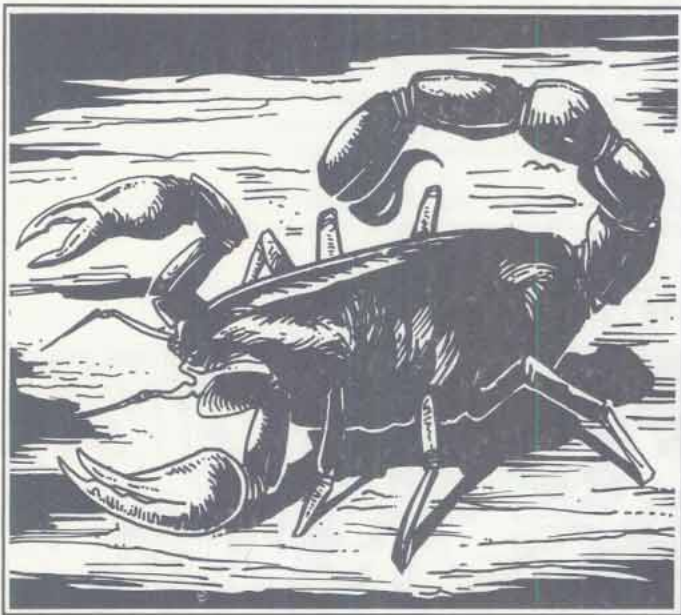
Unlike fyrsnaca, red worms cannot breathe fire, but their bite is mildly venomous. Those failing a Saving Throw vs. Poison receive double damage from any bite. They can burrow through rock and surprise their victims 50% of the time.

SCORPION

Giant Scorpion — see E55.

NORMAL SCORPION

Armour Class:	8	Save As:	Normal Man
Hit Dice:	1/8 (1 hit point)	Morale:	10
Move:	6' (2')	Treasure Type:	Nil
Attacks:	1 sting	Intelligence:	0
Damage:	Poison (see below)	Alignment:	Neutral
No. Appearing:	1-6 (1-6)	XP Value:	6



As well as lurking underground, normal scorpions inhabit hot, dry parts of the world, preferring those places where they can hide easily (e.g. under stones, in rocky clefts, amid undergrowth). They attack only if disturbed or threatened, but a character could easily do this inadvertently while, for example, negotiating a confined passage, searching through debris or rubble, or even seeking for a secret door. Scorpions are sometimes put inside chests, boxes, jars and so on, to act as "traps" for those attempting to steal the contents.

If a scorpion gains surprise, it has a +2 bonus to hit for its first attack with its venomous sting. Different types of scorpion have poisons of differing potency. The least dangerous will inflict 2 points of

damage, while the most deadly inflict 2d6. This damage is halved by a successful Saving Throw vs. Poison.

SERPENTWEED, GIANT

Armour Class:	6	Save As:	Fighter: 9
Hit Dice:	9 per stalk	Morale:	12
Move:	0'	Treasure Type:	D
Attacks:	1 bite per stalk	Intelligence:	0
Damage:	2-12	Alignment:	Neutral
No. Appearing:	0 (1)	XP value:	900 per stalk



The giant serpentweed is a flesh-eating plant found in bogs and areas of standing water. Much of the plant lives underwater, rooted to the bog bottom, but it has 1-6 stalks that reach above the surface. These thick, scaly stalks each end in a digestive sac that resembles a toothed mouth. From a distance, the stalks look like giant snakes.

The stalks normally lie just under the surface of the water. From there, they detect the vibrations of passing creatures, which they then attack. The stalks can attack anything within a 20-foot radius of the plant. When a stalk loses all of its hit points, it is severed. When all the stalks are severed, the plant can no longer attack, but the plant itself is not dead. The only way to kill a serpentweed permanently is to burn the underwater roots. A severed stalk can grow back in 6 months.

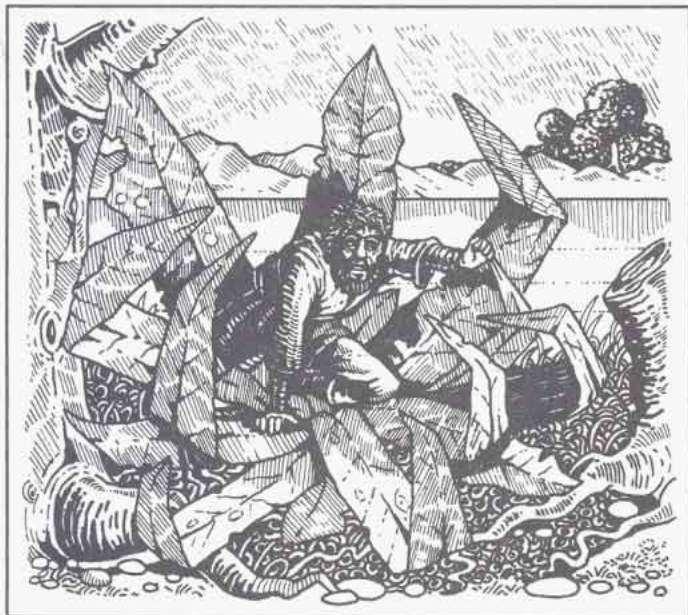
SIRENFLOWER

Armour Class:	9	Save As:	Fighter: 5
Hit Dice:	5	Morale:	12
Move:	0	Treasure Type:	V
Attacks:	0	Intelligence:	0
Damage:	Special	Alignment:	Neutral
No. Appearing:	1-2 (1-6)	XP Value:	175

The sirenflower is a large carnivorous fungus that has developed the disguise of looking like a normal plant. It captures its prey by luring them towards its centre, using scent and lights. The scents are similar to those near the plant, particularly fragrant flowers or rotting meats. The light is a pale glow, no brighter than a candle at best.

Once a creature reaches the centre of the plant, a web of branching arms closes in, trapping the creature and slowly crushing it. These

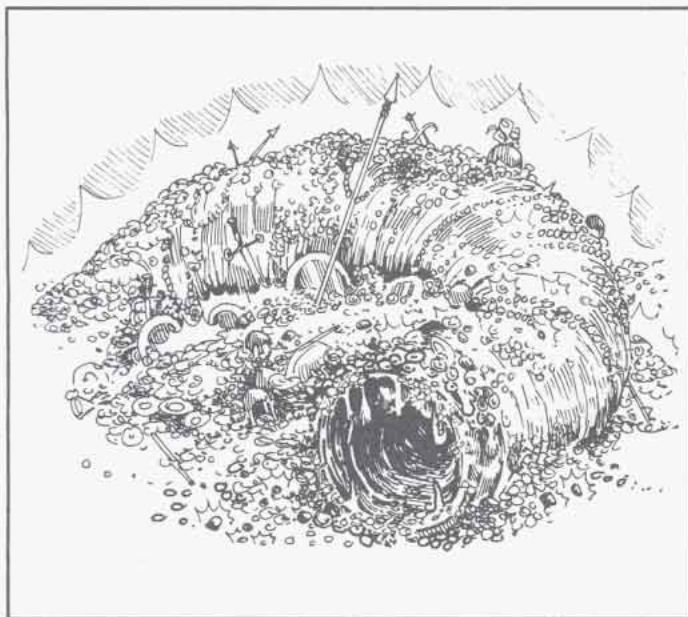
branches squeeze with great force, automatically causing 1-4 points of damage per round until all the branches have been chopped away (see below). In addition, the branches ooze an enzyme that dissolves flesh. This enzyme is very slow-acting and only does 1-10 points of damage each turn (not round). Creatures trapped by the sirenflower can still fight but have a -4 penalty on all Hit Rolls.



When the sirenflower reaches 0 hit points, it is not dead, but all the branches have been chopped away. The only way to kill a sirenflower totally is to dig up and burn the root. Otherwise, the creature grows back at the same rate as a normal plant.

SLIME WORM

Armour Class:	5	Save As:	Fighter: 5
Hit Dice:	10	Morale:	9
Move:	60' (20')	Treasure Type:	D
Attacks:	1 bite	Intelligence:	0
Damage:	2-12	Alignment:	Neutral
No. Appearing:	1 (0)	XP Value:	1000



These giant worms secrete a sticky substance that coats their backs. They roll in treasure hoards so that their backs are covered with coins, jewels, weapons and armour, and there is a chance (1-5 on a d6) that a slime worm will be indistinguishable from a large pile of treasure.

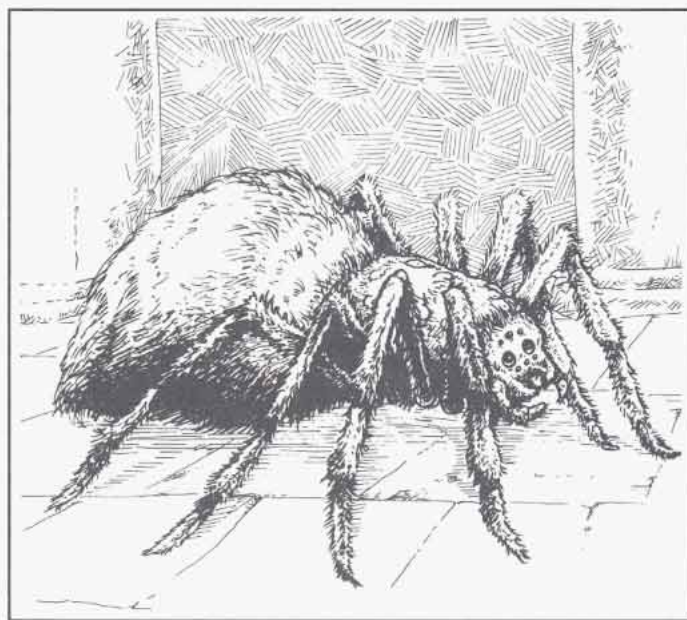
Slime worms attack with surprise whenever possible. They swallow their prey whole on an unmodified Hit Roll of 18 or more. Swallowed prey suffer 2-12 points of damage per round until dead or free (similar to a purple worm). The slime does not affect attacks.

SPIDER, GIANT

Crab, Black Widow, Tarantella — see BD38.

GIANT HUNTING SPIDER

Armour Class:	8	Save As:	Fighter: 2
Hit Dice:	2	Morale:	7 (wild), 8 (tamed)
Move:	120' (40')	Treasure Type:	U
Attacks:	1 bite	Intelligence:	0
Damage:	1-6	Alignment:	Neutral
No. Appearing:	1-4 (2-12)	XP Value:	20



Hunting spiders are fur-covered spiders the size of dogs, and are used as watch-animals and hunters in several primitive societies. They may be found in any terrain, arctic to tropical, and the fur of any individual will match the colour of its normal surroundings.

In the wild, hunting spiders run in packs to bring down their prey. They do not build webs, but stalk their prey over almost any terrain, and attack with large but non-poisonous jaws.

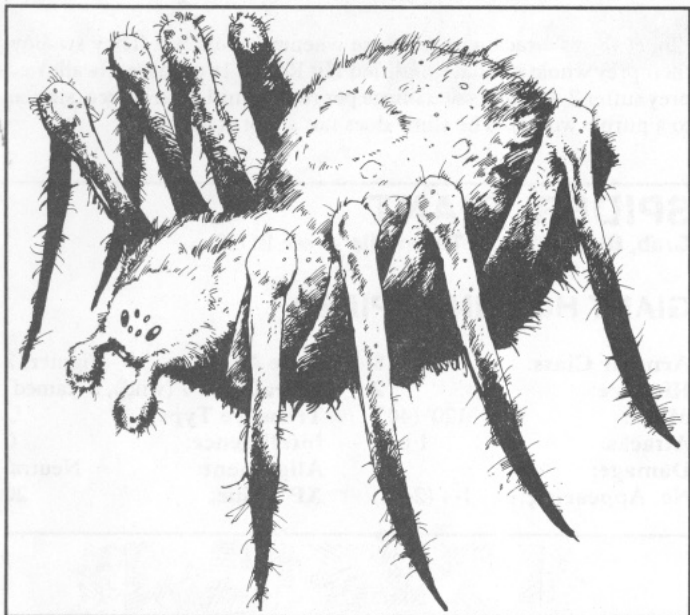
GIANT SAND SPIDER

Armour Class:	6	Save As:	Fighter: 1
Hit Dice:	2+1*	Morale:	7
Move:	120' (40')	Treasure Type:	U
Attacks:	1 bite	Intelligence:	0
Damage:	1-6 + poison	Alignment:	Neutral
No. Appearing:	1-4 (1-4)	XP Value:	35

Sand spiders are carnivorous creatures six feet long, and beige in colour with an orange and black blotch on their stomachs. They

LOWLIFE (Spider, Giant Shroud)

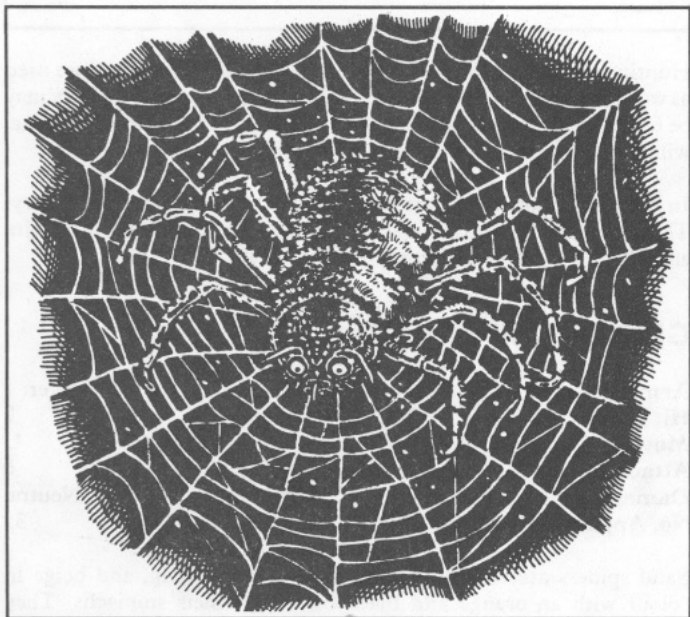
inhabit desert or barren regions. Sand spiders live in underground burrows, usually near rocky structures or stones. Pyramids, large statues, rocky crags, and paved roads offer the best sites.



Sand spiders do not build webs to trap prey. Instead they burrow just below the surface of the ground, then burst out to attack as the prey passes overhead. This gives them the benefit of surprise on a roll of 1-4 on 1d6. The bite of a sand spider causes 1d6 points of damage and in addition, the victim must make a Saving Throw vs. Poison or be paralysed for 1d4+4 hours.

GIANT SHROUD SPIDER*

Armour Class:	4	Save As:	Fighter: 5
Hit Dice:	5***	Morale:	9
Move:	120' (40')	Treasure Type:	C
Attacks:	1 bite or 1 web squirt	Intelligence:	4
Damage:	1d10 + paralysis, or paralysing web	Alignment:	Chaotic
No. Appearing:	1-2 (1-3)	XP Value:	550



Shroud spiders are 6 feet long and black all over, except for their eyes, which glow with a very faint blue light (visible up to 50 feet away in the dark). These magical creatures are intelligent and very evil. They can only be hit by magical or silver weapons.

The spider's vicious bite is poisonous. Any character bitten must make a Saving Throw vs. Poison or be paralysed for 2d4 turns. The spider uses this attack to take live victims for its food store.

The web of the shroud spider is as strong as the webs of other giant spiders but is not very sticky. Instead, anyone touching a fresh web (less than 24 hours old) must make a Saving Throw vs. Paralysis at +2 or be paralysed. Victims remain paralysed for as long as they are in contact with the web and for 2 rounds thereafter.

Shroud spiders do not usually make large webs, but they can shoot a strand of web at a single opponent up to 30 feet away. Any creature hit by the strand must make a Saving Throw vs. Paralysis at +1 or be paralysed. The spiders also use their web strands to trap victims in a paralysing "shroud" before placing them in the food store, and sometimes lay simple traps of web which they renew each day. Characters placed in the food store remain in a state of suspended animation until the webbing is removed.

HUGE WOOD SPIDER

Armour Class:	6	Save As:	Fighter: 1
Hit Dice:	1+3*	Morale:	8
Move:	120' (40')	Treasure Type:	U
Attacks:	1 bite	Intelligence:	2
Damage:	1-6 + poison	Alignment:	Neutral
No. Appearing:	1-4 (4-16)	XP Value:	19



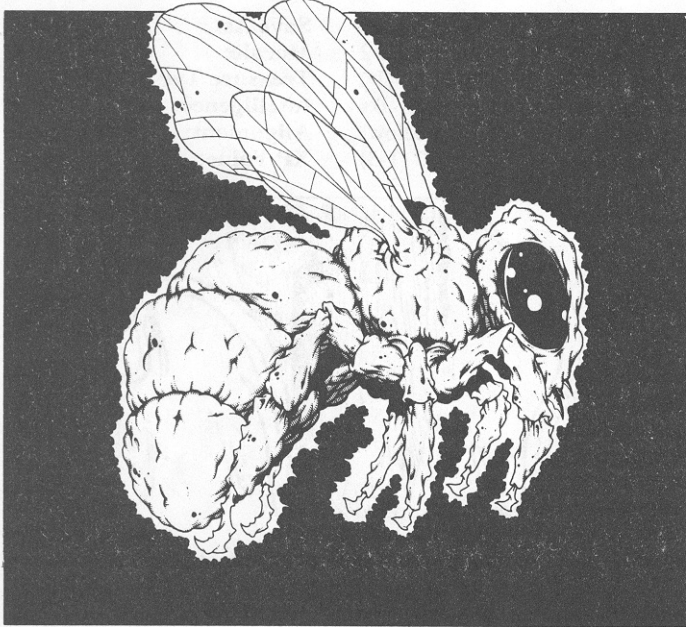
Huge wood spiders live in areas of dark tangled woodlands. This variety of spider is 3 feet long and has long legs. It is green with irregular brown stripes, which allows it to blend in with the surrounding foliage, gaining surprise on a roll of 1-4 on 1d6. It has sticky pads on its feet which it can use to cling to the sides of trees and even the underneath of branches.

While searching for prey, huge wood spiders lurk in the branches of trees, waiting to leap down on any passing creature. Their bite delivers a mild poison which inflicts an additional 1d8 points of damage and makes the victim sluggish for 2d4+2 rounds (both effects negated by a

successful Saving Throw vs. Poison at +2). Sluggish creatures roll for initiative with a penalty of -2 and move at half speed until the effects wear off.

STEAM WEEVIL

Armour Class:	6	Save As:	Normal Man
Hit Dice:	½ (1-4 hit points)	Morale:	11
Move:	30' (10') flying 180' (60')	Treasure Type:	Nil
Attacks:	1 bite	Intelligence:	0
Damage:	1-4	Alignment:	Neutral
No. Appearing:	4-24	XP Value:	5



Steam weevils are tiny flying insects that thrive on the intense heat and pressure in subterranean areas of geo-thermal activity. They have developed a way to turn the heat of a pool of lava directly into usable energy (similar to the way that plants derive their energy from the sun), and many generations of steam weevils will live their lives out without ever leaving the deep caverns that are their preferred environment. Steam weevils glow underground or in shade, because of the intense heat of their bodies.

Occasionally, because of volcanic or other seismic activity, a swarm of steam weevils may be carried to the outside world in a blast of steam or lava. They cannot live long in the relatively cold atmosphere, but they can be a dangerous enemy to any nearby creatures in the 1-4 hours before they die.

A person caught in the midst of a steam weevil swarm suffers 4 points of damage per round from burns if the swarm is at full strength. Damage is reduced to half if the character is warding the insects away (see Insect Swarm - E52).

Smoke and fire do not bother steam weevils, but water damages them if it is splashed on the swarm (roll to hit AC 7). Characters may scoop water from a puddle or stream with their hands, or they may uncover a water container and attempt to douse the bugs that way.

For each splash on the swarm, the damage that the steam weevils can inflict is reduced by one (to a minimum of 1). Therefore if two splashes have hit the swarm and it is surrounding a person who is warding them off, the swarm does only one point of damage. Note that a swarm can only attack one creature or character at a time.

STRANGLE VINE

Armour Class:	9	Save As:	Normal Man
Hit Dice:	1 (8 hp) per 1' square	Morale:	12
Move:	0	Treasure Type:	U
Attacks:	1	Intelligence:	0
Damage:	Special	Alignment:	Neutral
No. Appearing:	See below	XP Value:	10 per 1' square



A strangle vine looks like 1-10 ordinary creepers (up to 20 feet long) dangling from the branches of a tree. It is touch sensitive, and attempts to entangle any individual moving into or through it. Entangled victims suffer 1-4 points of strangulation damage per round and, since the vine is firmly anchored to its tree, can even be pulled off their feet.

A character with a strength of 6 or more has a 5% chance of breaking free of the vine by tugging at it, but the more a victim struggles, the tighter the vine clings. Thus, weaker characters have a greater chance of escaping than strong ones. For each point of strength *under* 6, the chance increases by 5% (e.g. 20% for strength 3).

An alternative means of breaking free is to cut away a sufficient area of vines (8hp per square foot) with an edged weapon. Characters caught in the vine may attack it with a penalty of -4 to Hit Rolls.

STRANGLEWEED

Armour Class:	1	Save As:	Fighter: 6
Hit Dice:	12*	Morale:	12
Move:	0	Treasure Type:	J-N, L, + 2 magic items
Attacks:	Special	Intelligence:	0
Damage:	Special	Alignment:	Neutral
No. Appearing:	0 (2-4)	XP Value:	2125

Strangleweed looks like normal seaweed, but if any creature comes within 10 feet of this carnivorous plant, it will reach out to grab it. Strangleweed attacks are handled in a special way. The player and the DM each roll 4d6 and add 4 (characters also add any strength bonuses/penalties). If the victim's (player's) total is twice that of the weed (DM), the victim has escaped. If the victim's roll is less than twice the weed's but still exceeds it, no damage is done but the victim is held tight. If the weed beats the victim's roll, the difference is the

damage done to the victim, in hit points. Furthermore, all damage inflicted is subtracted from the victim's subsequent rolls, but the maximum damage the strangleweed can inflict on its opponent is the total of its roll +4. Other characters cannot pull a victim free, but may attack the weed; if so, each hit may (1 in 4 chance) hit the victim also. In this case, the damage is divided equally between the two.



Strangleweed consumes its victims by digesting them through its leaves. Its treasure is found on the seabed beneath it, usually buried amid the grisly remains of previous meals.

VAMPIRE ROSE

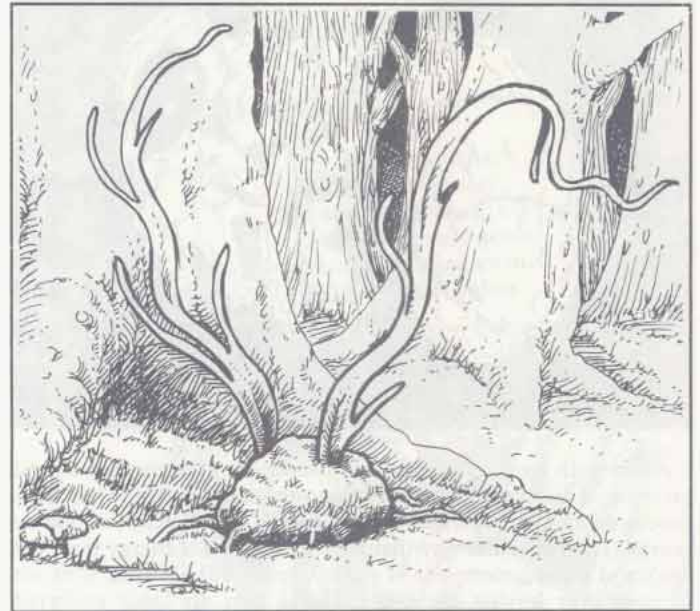
Armour Class:	7	Save As:	Fighter: 2
Hit Dice:	4*	Morale:	12
Move:	30' (10')	Treasure Type:	Nil
Attacks:	1 thorn + blood drain	Intelligence:	0
Damage:	1-8	Alignment:	Chaotic
No. Appearing:	1-8	XP Value:	125



Vampire roses look like normal white rose bushes, with each 4 hit dice-worth of vampire rose representing a single bush. Despite their appearance, vampire roses can uproot themselves and move about slowly in search of prey. Their thorny stalks whip around victims, inflicting 1-8 points of damage. The thorns are hollow, and once the stalk has struck the vampire rose will automatically drain 1-8 points of blood per round. The plant also injects a hypnotic anaesthetic into the victim's bloodstream; the victim must make a Saving Throw vs. Spells or lose all willpower, allowing the plant to continue draining blood until the victim dies. After a vampire rose has completely drained a victim, its blooms will be coloured red instead of white.

WHIPWEED

Armour Class:	Stalks 5; base 3	Save As:	Fighter: 4
Hit Dice:	Stalks 3+1*; base 2	Morale:	8
Move:	3' (1')	Treasure Type:	U
Attacks:	2 stalks	Intelligence:	1
Damage:	1-8/1-8 (+ see below)	Alignment:	Neutral
No. Appearing:	1-3 (1-3)	XP Value:	170



This strange plant has two, thin, whip-like stalks growing from a roughly spherical, gourd-like base. In fully grown specimens, the stalks measure up to 15 feet long, and the base is about 3 feet in diameter, with many short, tough roots sprouting from underneath. In fact, the whipweed is able to control these roots and may withdraw them from the earth in order to move around, albeit very slowly.

The plant will attack anything that moves within the range of its stalks, each one striking as a 3HD monster, and attacking different targets if two or more creatures are within range. Once hit, the victim suffers 1d8 points of damage from the highly acidic sap secreted by the stalks, and must also make a Saving Throw vs. Death Ray, or be *entangled* (unable to attack, cast spells, or move until a successful Saving Throw is made). Entangled victims automatically suffer a further 1d8 points of damage each round until released by the destruction of the stalk, or by a successful Saving Throw.

If one or both of the stalks is destroyed, the base is not affected, and will regrow damaged stalks in 1d4+1 days. If the base is destroyed, the whipweed dies, but the stalks will go into a mad frenzy for one melee round before wilting. During this round, each stalk will make three whiplash attacks, inflicting 1d6 points of damage each (but no chance to entangle, and no acid damage).

MONSTERS



and Other Fantastical Creatures

ARANEA

Armour Class:	7	Save As:	Magic-user: 3
Hit Dice:	3**	Morale:	7
Move:	180' (60')	Treasure Type:	D
web	120' (40')	Intelligence:	14
Attacks:	1 bite	Alignment:	Chaotic
Damage:	1-6 + poison	XP Value:	65
No. Appearing:	1-3 (1-6)		



Aranea are an intelligent giant spider race. They are as large as a small pony, and are greenish-brown in colour. An aranea can be distinguished from other giant spiders by the massive, odd-shaped lump on its back that houses its large brain. Aranea are webspinners and their bite is poisonous.

The front limbs of an aranea are divided into flexible digits. The aranea use these to grasp prey and manipulate simple tools. In addition, the aranea can cast spells as a 3rd level magic user and they spend most of their time in magical research.

ASH CRAWLER

Armour Class:	6	Save As:	Fighter: 1 (special)
Hit Dice:	3+1	Morale:	10
Move:	60' (20')	Treasure Type:	V
Attacks:	1 bite + special	Intelligence:	2
Damage:	2-8	Alignment:	Neutral
No. Appearing:	1-6 (1-2)	XP Value:	50

Ash crawlers are large, hog-nosed, rat-like creatures, about two feet long with a four-foot-long, naked tail. Their greyish skin is flaky and sheds in ash-like sheets. They can naturally **resist fire**, (as the spell), and prefer to inhabit warm areas with their own source of fire. They always protect the source of fire and attack any invaders. Ash crawlers' lairs are carpeted with two to four feet of fine ash and sheddings, through which the creatures burrow.

Ash crawlers feed most commonly on rodents, birds, and so on which pass near, or fall into, the ash. Often the lair smells of seared flesh and wood smoke, and the air is hot and difficult to breath, preventing any swift actions. These beasts are drawn to movement in the ash and by bright colours. They dislike water and will curl over their fire source to prevent it from being extinguished.



Ash crawlers attack by biting and then locking their jaws. Any successful bite means the creature has attached itself to its victim. Each subsequent round, the bite automatically causes 1 point of damage, while its two claws automatically hit for an additional 1-4 points of damage each. The creature continues to attack until it takes 5 points of damage, at which point it falls off and must then attack again normally.

Ash crawlers gain +4 to their Armour Class when hidden beneath the ash, but lose this bonus when they are exposed. This +4 bonus also applies to their Saving Throws.

The ash crawler's long tail is prehensile, and may be used to snare an opponent and drag it beneath the ash. The tail may not be used while the crawler is attached to a character. To use its tail, a successful Hit Roll must be made and then the victim must roll less than his or her dexterity on 1d20 or fall. Those who fall into the ash are +4 to be hit and strike at -4.

BALDANDAR



Armour Class:	3	Save As:	Fighter: 12
Hit Dice:	6****	Morale:	9
Move:	150' (50')	Treasure Type:	B
Attacks:	2 claws/1 bite + special	Intelligence:	16
Damage:	1-8/1-8/1-4 + poison	Alignment:	Chaotic
No. Appearing:	1 (1)	XP Value:	1175

These evil creatures are masters of illusion and deception. Baldandars are tall, thin humanoids with large heads and glowing, yellow, saucer-eyes. However, this true form is rarely seen since they hide themselves with illusions. They may project illusions at will up to 240 feet range (240 yards outdoors), affecting all senses. Furthermore, the illusions will remain real and react as if real for a turn after the creator stops concentrating.

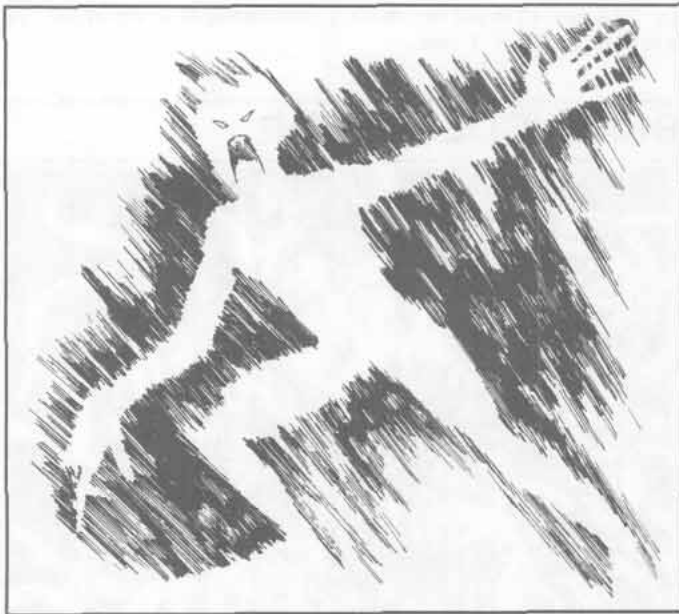
A baldandar usually appears either as a high-level human magic-user (using spell-like illusions), or as a large dragon (using breath weapon illusions). Each victim of the illusory 'spell' or 'breath' will be affected by the attack as if it were real, unless a Saving Throw vs. Spells is made with a -4 penalty to the roll. If successful, the illusion is recognised as such, having no effect.

If cornered, a baldandar attacks with claw and poisonous bite. The victim of a bite attack must make a Saving Throw vs. Poison with a -4 penalty to the roll, or fall asleep for 1-4 turns.

At will, a baldandar may become **invisible** and **fly**. Once per day, it can cast the following spells: **polymorph self**, **polymorph other**, **magic jar**, and **confusion**.

BANSHEE, LESSER*

Armour Class:	3	Save As:	Fighter: 5
Hit Dice:	5*	Morale:	12
Move:	150' (50')	Treasure Type:	C
Attacks:	Special wail	Intelligence:	8
Damage:	1-4/round	Alignment:	Neutral
No. Appearing:	1 (1)	XP Value:	300



Banshees are pale, ghost-like figures. Their shape is roughly humanoid, but taller and thinner than most humans. They have glowing red eyes and a large, dark mouth. Banshees are supernatural creatures that haunt certain families, usually warning the family that one of its members is about to die. They may also mourn for a person

after his or her death. Thus they may be found guarding graves, catacombs, and tombs.

Disturbed banshees attack with a special wail. All those within 30' of the wailing banshee take 1-4 points of damage each round automatically. Doors or walls will block the sound. A banshee will attack any living creature it sees, it will continue to wail until it is destroyed or until the intruders have run away.

Banshees can only be harmed by magic, or magical weapons. They are immune to **sleep**, **charm**, and **hold** spells. They are not undead and cannot be turned.

BARGDA

Armour Class:	4	Save As:	Fighter: 12
Hit Dice:	12**	Morale:	8
Move:	120' (90')	Treasure Type:	D + 5000gp
Attacks:	1 club/1 bite + special	Intelligence:	10
Damage:	4-24/1-10 + disease	Alignment:	Chaotic
No. Appearing:	1-4 (1-4)	XP Value:	3000



Bargda live in dark, dismal caves and caverns, only emerging from them to raid isolated settlements. Their bent and twisted bodies are 9' tall and they have distorted ram's heads with sickly green eyes. The bargda are so hideous in appearance that humans and demi-humans viewing them must make a Saving Throw vs. Spells or suffer a -2 penalty to both Hit and Damage Rolls.

A bargda attacks with a large, iron-shod, wooden club and with its vicious bite. As well as suffering 1d10 points of damage, any creature bitten by a bargda must make a Saving Throw vs. Poison or be stricken with a *debilitating disease*. The disease acts on the victim's reflexes slowing them down and causing the victim to lose initiative automatically in every combat until the disease is cured. In addition, the disease results in the loss of 1 point of dexterity per hour, although the disease will never reduce a victim's dexterity below 3. A **cure disease** spell negates the effects of the disease, with lost dexterity points returning at the rate of 1 point per day.

Bargda hate all kinds of living creatures except for ogres, trolls and hill giants, whom they dominate and force to do their bidding. Often, bargda will lead these creatures on raids against human and demi-human settlements.

BEETLE, EARTHQUAKE

Armour Class:	-6	Save As:	Fighter: 36
Hit Dice:	40**	Morale:	9
Move:	180' (60')	Treasure Type:	A
burrowing	90' (30')	Intelligence:	2
Attacks:	4 legs/1 bite	Alignment:	Neutral
Damage:	4-40 (x4)/6-36	XP Value:	18,750
No. Appearing:	1 (1)		



This 100-foot-long creature is an orange-red beetle with 10 black-furred spider legs, and the head and neck of a black dragon. The monster spends most of its time burrowing in the dark, forgotten places, far beneath the earth, but occasionally comes to the surface in search of prey. It attacks with blows from four of its legs (damage 4d10 each) and with its powerful bite (6d6 points).

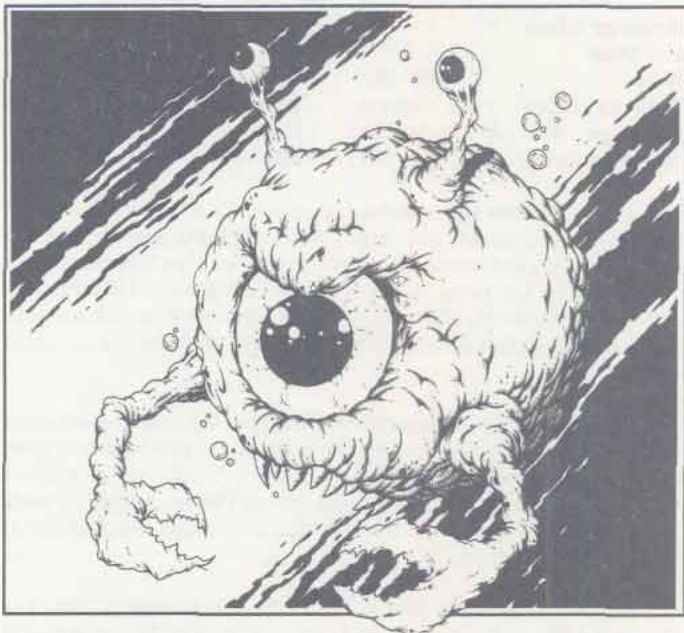
The earthquake beetle gets its name from the great tremors produced by its movement. As the beetle approaches the surface, the non-magical tremors have the same effect as an **earthquake** spell cast by a 25th level cleric.

If the monster has been reduced to half its original hit points, the dragon head can, once per week, breathe a cone of acid 60 feet long and 30 feet wide (handled in the same way as dragon breath). The beetle regenerates 3 hit points per day.

Since the earthquake beetle spends most of its time burrowing underground, it occasionally devours deposits of precious metal, uncut gems, and even parts of dungeons. Thus, considerable amounts of undigested treasure can often be found inside the creature's cavernous stomach.

BEHOLDER, AQUATIC

Armour Class:	5	Save As:	Fighter: 13
Hit Dice:	13**** (hit points special)	Morale:	10
Move (swimming):	150' (50')	Treasure Type:	C
Attacks:	2 claws/1 bite + special	Intelligence:	13
Damage:	2-8/2-8/2-20 + special	Alignment:	Chaotic
No. Appearing:	0 (1)	XP Value:	5150



The aquatic beholder is similar in appearance to its land-dwelling cousin, but has only 2 eye-stalks. The one large front eye is the same, as is the cavernous mouth beneath it. However, the aquatic beholder also has two clawed arms, similar to a lobster's. It is found only in the depths of the ocean.

The front eye can produce a blinding flash once every 3 rounds; any victim within 60' must make a Saving Throw vs. Death Ray or be paralysed for 1-10 rounds. One of the small eyes can create a **charm person** spell effect, and the other a **hold monster**; or, by working together instead of separately, the two can produce a full illusion affecting all the senses. The monster is very intelligent, and its illusions are very convincing.

The front eye has 20 hit points, each eye stalk 12. As with the land-dwelling beholder, eye and eye stalk damage is not included in the total needed to kill the creature, and damaged or destroyed eyes will grow back in 1-4 days.

BRAIN COLLECTOR



Armour Class:	2	Save As:	Fighter: 10
Hit Dice:	10*	Morale:	10
Move:	180' (60')	Treasure Type:	C
Attacks:	1 bite + spells	Intelligence:	11
Damage:	1-10 + spells	Alignment:	Chaotic
No. Appearing:	1 (1)	XP Value:	1750

Brain Collectors, or Neh-Thalggu in their own language, are a race of other-dimensional creatures who are only occasionally able to cross the barriers separating their universe from this one. Only near sources of great magical energy where the fabric of time and space is twisted, can they find small gateways. They do not think like any known creature, but seem, for some purpose, to be driven to collect brains.

Brain collectors are truly hideous, with bloated, yellow-orange, oily, amorphous bodies from which sprout dozens of short writhing tentacles. They move about on six crab-like legs. Four large, yellow, bulging eyes and a tooth-filled maw are set in its bulbous head.

When these creatures slay characters, they carefully cut away the top of the head with surgical tools to expose the brain, and then swallow it. The brain then moves into one of several pockets within the brain collector's own head, forming a distinctive lump in the head of the monster. For each brain collected, the creature gains the ability to use one magic user spell of 1st to 3rd level once per day, determined randomly. Once a brain collector reaches this universe, it begins to work hard to acquire as many brains in as short a time as possible. A brain collector can collect up to 12 brains at any one time.

CHEVALL*

	Horse Form	Centaur Form
Armour Class:	2	5
Hit Dice:	7*	7*
Move:	270' (90')	180' (60')
Attacks:	2 hooves/1 bite	2 hooves/1 weapon
Damage:	1-6/1-6/1-8	1-6/1-6/by weapon
No. Appearing:	0 (1-3)	0 (1-3)
Save As:	F7	F7
Morale:	11	9
Treasure Type:	C	C
Intelligence:	12	12
Alignment:	Neutral	Neutral
XP Value:	850	850



A chevall is a creature that can change at will between two forms: an intelligent horse, and a powerful centaur.

Chevalls concern themselves with striving for the good of all horses. They often go about in horse form, checking on the welfare of horses in the service of humans, demi-humans and humanoids. If a chevall finds a horse which is unhappy with its lot (e.g. because of maltreatment or neglect) it will not rest until it has freed the animal. Chevalls hate wolves and are the blood enemies of werewolves.

Although animals such as dogs are wary of the scent of chevalls, horses have no fear of them. In either of their two forms, chevalls can talk to and understand horses, using sounds which, to human ears, are nothing more than neighs and whinnies. Using this whinnying language, a chevall can command any horse, wild or domesticated, to do its bidding. Once per day, a chevall can magically summon 1d3 war horses which arrive in 1d4 rounds.

While in centaur form, chevalls usually arm themselves with wooden clubs or short bows. In this form, they can speak the languages of both humans (common) and centaurs, as well as being able to speak with horses. In either of their two forms, chevalls may only be hit by silver or magical weapons.

DEATH DEMON

Armour Class:	4	Save As:	Fighter: 7
Hit Dice:	7**	Morale:	10
Move:	90' (30') flying 180' (60')	Treasure Type:	E
Attacks:	2 claws/1 bite	Intelligence:	8
Damage:	1-4/1-4/2-8 + special	Alignment:	Chaotic
No. Appearing:	1-4 (1-4)	XP Value:	1250



Death demons, also known as Ostegos, appear as 10-foot-tall, gaunt, hairless humanoids with grey scaly skin. Ivory fangs protrude from their mouths and their fingers are tipped with adamantite talons. Their eyes glow like smouldering coals and two huge bat-like wings grow out of their back.

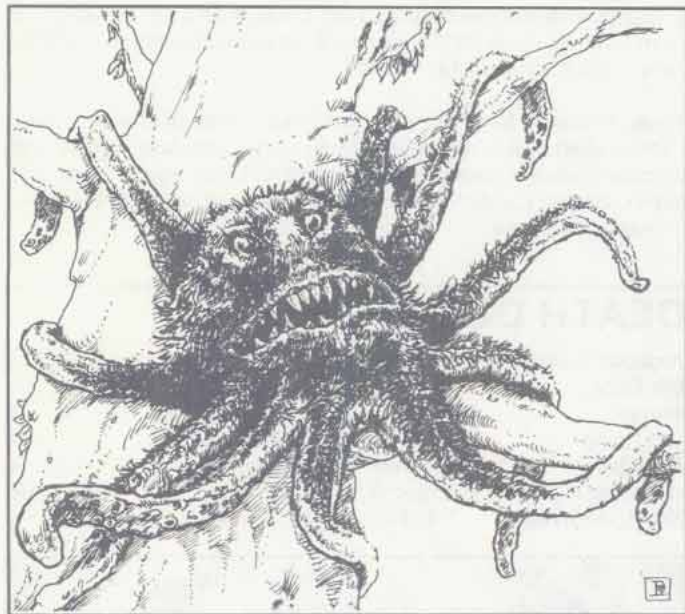
Death demons attack with their claws and fangs. Any creature struck by its claws must make a Saving Throw vs. Paralysis or be paralysed for 2-8 turns. Any creature bitten by a death demon must make a Saving Throw vs. Poison at -2 or die.

MONSTERS (Decapus)

Death demons have infravision, 60' range, and the abilities to teleport without error and cause darkness 10' radius.

DECAPUS (Land and Marine)

Armour Class:	5	Save As:	Fighter: 2
Hit Dice:	4	Morale:	9
Move (in trees):	90' (30')	Treasure Type:	C
on ground/swimming	3' (1')	Intelligence:	11
Attacks:	9 tentacles	Alignment:	Chaotic
Damage:	1-6 each	XP Value:	75
No. Appearing:	0 (1)		



Land Decapus: These foul creatures are usually found in forests. They look like bloated, 4-foot-wide, hairy globes from which sprout ten long tentacles. The hair is usually brown, sometimes black, and the body is often green, although purple or yellow examples have been found. In the centre of the decapus' body is its mouth, which is very terrible to behold. It is very wide and has long yellow teeth and horribly foul breath.

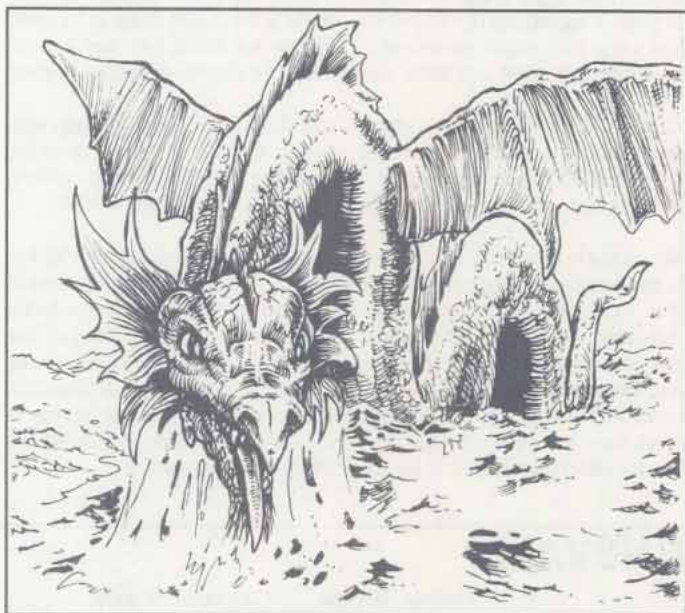
Decapuses usually live alone, preferring to hunt by themselves. When hunting, they swing through the trees, scooping up any prey they encounter in their tentacles. These tentacles are 10' long, and they extend from all parts of its body. They are covered with suckers which the decapus can use not only to grasp its prey, but also to climb walls and ceilings. In combat, the decapus hangs from the ceiling, or trees with one of its tentacle and attacks its unfortunate victim with the other nine.

On the ground, the decapus is much more helpless. Its tentacles are not strong enough to support its weight upright for long periods of time. On the ground, the decapus can only manage six attacks, and these only do half damage. When swinging from tree limbs, the decapus' movement rate is 90' (30'). On the ground, the decapus can only move 3' per turn or 1' per round.

Marine Decapus: Apart from its colouration (which is mostly greens and blues), the marine decapus is identical in appearance to the land-based creature. It hunts by drifting slowly through the water (Movement: 3' (1')) with its tentacles spread out around it in all directions. Since its weight is supported by the water and it has no need to anchor itself, the creature is able to attack with all ten tentacles at once.

DRAGON, SEA

Armour Class:	1	Save As:	Fighter: 8 (see below)
Hit Dice:	8**	Morale:	9
Move:	180' (60')	Treasure Type:	H
(Swimming or Flying)		Intelligence:	8
Attacks:	1 bite or 1 spit	Alignment:	Neutral
Damage:	3-24	XP Value:	1750
No. Appearing:	0 (1-4)		



Sea dragons are usually green in colour with a bright yellow-green crest. They are intelligent and have a 20% chance of talking and being spell casters, with three 1st level and three 2nd level spells. Their breath weapon is a 20' diameter globe of poison that they can spit up to 100', three times per day (50% chance to use). Those struck must make a Saving Throw vs. Dragon Breath or die. (This poison loses its effectiveness after 1 round). The bite of a sea dragon is not poisonous.

The statistics given are for an average-sized sea dragon. Younger dragons are smaller and have acquired less treasure; older sea dragons are larger and have acquired more. Dragons generally range in size from 3 Hit Dice smaller to 3 Hit Dice larger than average.

Sea dragons have fin-like wings which enable them to glide above the water for up to 6 rounds (much like "flying fish"). They live in caves or sunken ships at the bottom of the ocean, and may attack passing ships for food and treasure.

DRAGONFLY

	White	Black	Green	Blue	Red
Armour Class:	2	1	0	-1	-2
Hit Dice:	3	3+2	4	4+2	5
Move:			60' (20')		
flying			240' (80')		
Attacks:			1 bite/1 breath		
Damage:	1-6/3	1-6/3	1-6/4	1-6/4	1-6/5
No. Appearing:			1-4 (3-18)		
Save As:	F3	F3	F4	F4	F5
Morale:	8	8	8	9	9
Treasure Type:			Any		
Intelligence:			2		
Alignment:			Neutral		
XP Value:	35	50	75	125	175



A dragonfly is a magical crossbreed between the insect form of the creature (1-4 inches long) and normal dragons of all types. A monster dragonfly appears similar to a normal dragonfly, but is 3 to 4 feet long. There are five different colours of giant dragonfly, each having a breath weapon that corresponds to the larger dragon version (red-fire, blue-lightning, etc).

Unlike full-sized dragons, the breath weapon of a dragonfly inflicts only 1 point of damage per Hit Dice of the monster, and each breath is only 3 feet long. Each breath normally affects only one creature, and a Saving Throw vs. Dragon Breath is only allowed if the victim is not fighting the monster in melee; those in hand-to-hand combat have no Saving Throw against the breath. Characters who successfully make their Saving Throw take only half damage from the breath weapon. Each dragonfly can breathe and bite during each round of combat, and there is no limit to the number of times a dragonfly may breathe.

Dragonflies dart around very quickly, and are hard to hit. They have only animal intelligence, and never talk or use spells. They may be found nearly anywhere except mountains; they prefer warm climates that have plenty of water.

DRAGONNE

Armour Class:	3	Save As:	Fighter: 8
Hit Dice:	8*	Morale:	8
Move:	150' (50')	Treasure Type:	E
Attacks:	2 claws/1 bite or roar	Intelligence:	4
Damage:	1-6/1-6/4-24 or roar	Alignment:	Neutral
No. Appearing:	1 (1-4)	XP value:	1,200

The dragonne has the head of a lion and the body of a small gold dragon. It fights with its claws and bite, but its greatest weapon is its fearsome roar.

Any character within 120' of a dragonne when it roars must make a Saving Throw vs. Dragon Breath or flee in fear for 2 rounds. The dragonne's roar deafens any creatures within 30 feet. Deafened creatures suffer a -2 penalty to their Hit Rolls for 2d6 rounds. Dragonnes can roar once every 3 rounds. Anyone who stays within 30 feet of a dragonne after it roars a second time does not suffer any additional Hit Roll penalty, but she or he may suffer the original penalty for up to 12 rounds. The dragonne cannot bite in the same round it roars.



DUSANU*

Armour Class:	4	Save As:	Fighter: 9
Hit Dice:	9+2**	Morale:	10
Move:	120' (40')	Treasure Type:	B
Attacks:	2 claws + special	Intelligence:	10
Damage:	1-8/1-8 + special	Alignment:	Chaotic
No. Appearing:	2-4 (0)	XP Value:	2500



The dusanu, or rot fiend, looks like a mould-encrusted skeleton dressed in a tattered cloak. Its eyes shine with a flickering blue light. The air near a dusanu is tinged with the spores of its dry rot. Dusanu are intelligent and very cunning. In combat, they attack with their mould-covered claws. At the same time they release spores that fill a 5' radius circle. Any player in this circle must make a Saving Throw vs. Poison. Those who fail, suffer 1d8 points of damage and become infected. Players do not show any outward signs of infection for 2-4 days. However, during that time, any **cure wounds** spells have no effect. At the end of this time, mould erupts from the player's skin. Each day the player must make a Saving Throw vs. Death Ray. If the

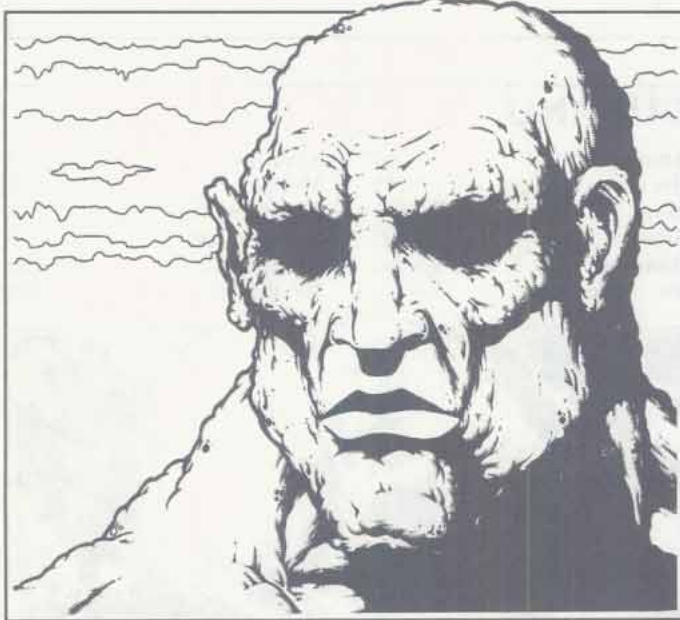
MONSTERS (Fungoid)

character fails to save, the mould covers his or her entire body rapidly killing the character. A character killed by dusanu spores rises from the dead after 1-3 days as a dusanu. All memories and abilities are lost, and the character becomes an NPC monster. A **cure disease** spell kills the spores.

A dusanu is protected by its soft, spongy bones and so only takes half damage from blunt weapons (maces, hammers, etc). Other non-magical weapons cause only one point of damage. However, magical edged weapons inflict full damage on a dusanu. Dusanu are immune to electrical attacks.

FUNGOID

Armour Class:	8	Save As:	Dwarf: 10
Hit Dice:	10**	Morale:	12
Move:	60' (20')	Treasure Type:	Nil
Attacks:	2	Intelligence:	1
Damage:	2-20	Alignment:	Neutral
No. Appearing:	1-3 (1-2)	XP Value:	2500



The fungoid is an ogre-sized humanoid fungus creature with soft, puffy white skin and vaguely human facial features. According to folklore, these creatures grow near the sites of unavenged murders or great battles. They are actually barely intelligent fungi which are able to move and sense their surroundings. They are normally found just under the surface of a patch or ring of mushrooms and may be connected to these in some way.

Although large and powerful, a fungoid is quite slow, always losing the initiative in any combat. It attacks with its flabby fists, hitting with tremendous force. However, its fungus flesh gives easily, with the result that they only cause 2-20 points of damage, although the character hit must make a Saving Throw vs. Dragon Breath or be knocked off his or her feet. Characters who are knocked off their feet take 1 round to regain their footing. During this time they cannot attack, but may defend normally.

Being nearly mindless, a fungoid never fails a morale check and is immune to mind-affecting spells such as **hold**, **charm** and all **illusion** spells. However, the creature is not a plant either, and so cannot be affected by **plant growth** or **plant control** spells. Fire-based attacks cause double damage. Cold-based attacks do no damage but stun the creature for 1-6 rounds.

GAKARAK

Armour Class:	0	Save As:	Fighter: 16
Hit Dice:	16****	Morale:	10
Move:	180' (60')	Treasure Type:	L, N + O
Attacks:	1 club + special	Intelligence:	13
Damage:	4-24	Alignment:	Neutral
No. Appearing:	0 (1-3)	XP Value:	6250



A gakarak is a large, 18-foot-tall bipedal creature, which may easily be mistaken for a treant, although it is much darker in colour, and usually shrouded by ancient, blackening mosses and lichens.

Gakaraks are some of the oldest living creatures on the Prime Plane. They dwell deep in the heart of ancient forests, where they brood on their aeons-old hatred of humans and demi-humans, all of whom are considered hateful tree-slayers. They resent incursions into their forests and will do their utmost to deter any from entering. Those foolish enough to penetrate deep into a gakarak's forest rarely return.

The long-nurtured anger of a gakarak will pervade the entire forest with an atmosphere of impending doom. Anyone (other than druids) who enters a gakarak's forest, will feel very uncomfortable, as though an unseen, hostile intelligence is watching their every move. Gakaraks can speak to, and exercise limited control over plant life in an area of 360 yards radius, causing it to grow rapidly and even move. They use this ability to cause animal trails to become overgrown and tangled, making progress difficult for any intruders.

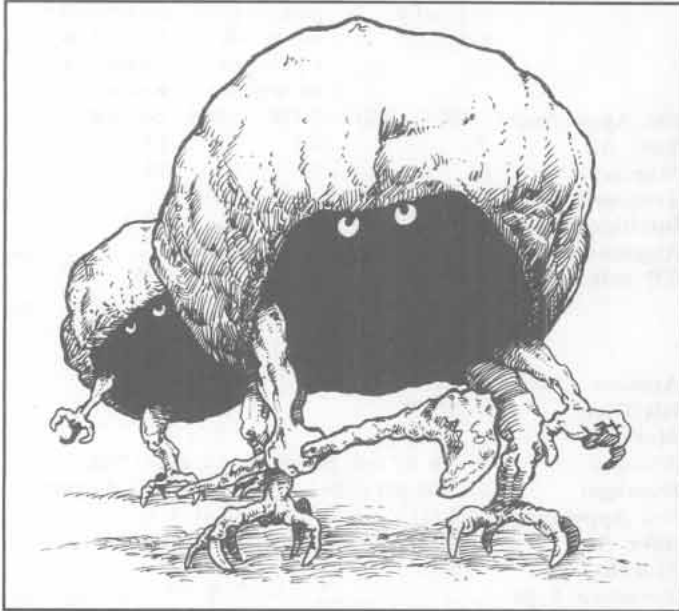
Over smaller areas (90 feet) a gakarak can also animate trees and bushes to attack intruders. It does so in the same manner as treants (see E56) and a gakarak can animate 6 trees or bushes at one time. Animated trees are AC 2; HD 5-12; MV 60' (20'); #AT 2 branches; D 2-24/2-24; Save F3-F6; ML 12; XP by Hit Dice; bushes are AC 5; HD 2-8; MV 60' (20'); #AT 1 branch; D 1d8; Save F2-F3; ML 12; XP by Hit Dice.

Within its own forest a gakarak can **teleport** (no error) through vegetation at will and is unaffected by attacks from plants or animals. They cannot be harmed by wooden weapons and are immune to electrical attacks. Blunt weapons do only 1 point of damage plus any magical or strength bonuses. While they remain in contact with plant life they regenerate 3 hit points per round. Each round they are able to fire four darts of wood from their hands (range 50/100/150) which inflict 1d8 points of damage each.

A gakarak can also attack with its magical club for 4d6 points of damage. Creatures struck by the club must make a Saving Throw vs. Spells or be entangled by writhing vegetation for 6 turns. Entangled creatures cannot move or attack unless freed by another character.

GEONID

Armour Class:	-2	Save As:	Fighter: 2
Hit Dice:	2	Morale:	8
Move:	60' (20')	Treasure Type:	C
Attacks:	1 fist or 1 weapon	Intelligence:	10
Damage:	1-8 or by weapon	Alignment:	Chaotic
No. Appearing:	2-12 (0)	XP Value:	20



A geonid is a small intelligent cave-dweller. It has two legs and arms and a shell that gives it the appearance of a small boulder. The arms and legs come out of a small opening in the bottom of the shell. A geonid is able to draw its arms and legs into its shell and close the opening. When it does so, the geonid cannot be distinguished from a small boulder. Because of this it surprises on a 1-4. In combat, a geonid attacks either with one of its stony fists or with a weapon. Weapons normally carried are stone clubs or axes.

Geonids live underground in tunnel complexes and in natural caves. Their lairs are normally filled with rocks, stalactites, and stalagmites. The lair also contains a shrine made of large and oddly-shaped boulders, dedicated to the geonid deity. There are from 30-80 (1d6x10+20) geonids, led by a geonid priest in a typical lair. This priest has no clerical powers, but has four Hit Dice and does 2d6 points of damage with its fist or +2 points of damage with a weapon.

GHOSTLY HORDE

Armour Class:	4	Save As:	Fighter: 3
Hit Dice:	3	Morale:	12
Move:	120' (40')	Treasure Type:	Nil
Attacks:	1 weapon	Intelligence:	Not Applicable
Damage:	By weapon	Alignment:	Not Applicable
No. Appearing:	Special	XP Value:	None

A ghostly horde can exist only on deserted battlefields or in cities and towns where an army met a sudden and catastrophic defeat, usually by magic. The horde is created by the losers' desire for revenge, and given

form by fear; each character who enters a battlefield where a ghostly horde could exist must make three Saving Throws vs. Wands. If the first is a failure, the character sees the horde appear. If the second is a failure, the character sees the horde prepare to charge. If the third is a failure, the character has succumbed to fear and the horde attacks. If the first Saving Throw succeeds, the character does not see the horde, if the second or third succeeds, the horde fades away.



The horde is an illusion created by the character's panicked mind. It takes the form of the soldiers who lost the battle. The soldiers of the horde can be infantry or cavalry. Although the horde may number hundreds or thousands, each panicked character will only be attacked by one soldier. A character struck by a ghostly soldier must make a Saving Throw vs. Wands; failure means that the character falls unconscious, "slain" by the soldier. A "slain" character revives in 1-4 turns. A character attacks a ghostly warrior as if he were a real opponent. A character who "slays" the soldier will not see the horde again on that battlefield.

GRANGERI



MONSTERS (Gyerian)

Armour Class:	5	Save As:	Fighter: 7
Hit Dice:	13	Morale:	7
Move:	120' (40')	Treasure Type:	Nil
Attacks:	1 bite or trample	Intelligence:	2
Damage:	2-12 or 3-18	Alignment:	Neutral
No. Appearing:	0 (1-6)	XP Value:	1350

The grangeri looks like a cross between a giraffe and a hornless rhinoceros. Its long neck allows it to reach for, and eat the leaves from the top of trees. A grangeri is about 30 feet long and stands 20 feet tall.

GYERIAN

Armour Class:	3	Save As:	Fighter: 3
Hit Dice:	3	Morale:	8
Move:	150' (50')	Treasure Type:	K, O
Attacks:	2 claws/1 peck	Intelligence:	8
Damage:	1-4/1-4/2-8	Alignment:	Lawful
No. Appearing:	1-4 (10-40)	XP Value:	35



These bird-like creatures are usually 3 to 4 feet tall, but may be as tall as 6 feet. Their bodies are covered with fine pale feathers, and their arms have longer feathers that give them a wing-like appearance. However, gyerians cannot fly. They possess thin graceful hands.

Gyerians are very excitable, extremely nervous and impatient. They do not care for humans, but get along with elves. They grow and eat nuts, berries, roots, insects, fish and snails. They are also known for their fascination with bright, shiny objects, and treasure gems and baubles for their appearance rather than their value.

Gyerians live in small settlements built on plains or in wild woods. Their villages are always named Gyer, and are composed of nesting huts woven from straw and branches, daubed with mud. These villages are at best only temporary domiciles for they migrate east to west every spring, returning in the fall.

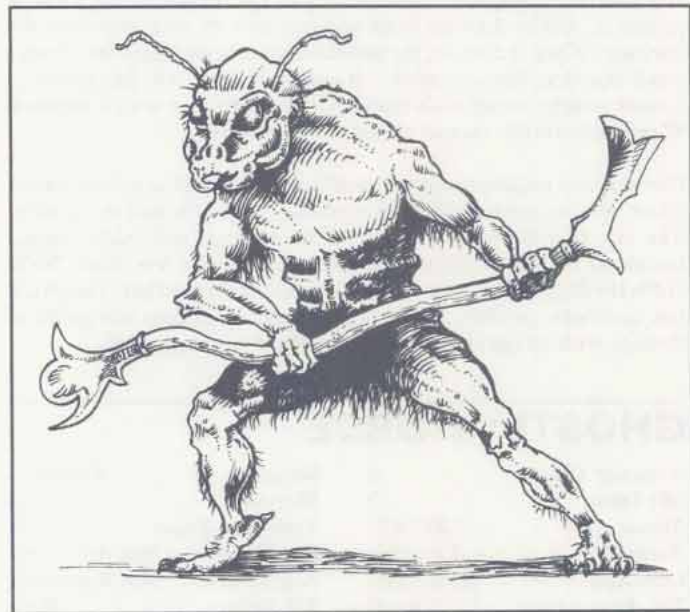
Gyerians attack by kicking with their three-toed feet and jabbing with their hooked, beak-like nose. However, most gyerians are cowards and will either babble, flee or cry. The very nervous ones have been known to sneeze — and little can stand up to the sneeze of a gyerian. If a gyerian sneezes, anyone in front of it must roll less than his or her dexterity on 1d20 or be bowled over for 1-4 points of damage, and then must spend one round standing up again.

For every 10 gyerians in a flock, there is one cockrobin (AC 2; HD 5; Damage 1-6/1-6/2-12). A flock is led by one rooster (AC 1; HD 7; Damage 1-8/1-8/2-16).

THE HIVEBROOD

	Broodling	Hivebrood	Hiveleader
Armour Class:	6	3	2
Hit Dice:	as host+1-4hp* or 2+1*, which- ever is greater	3+1**	5+1***
Move:	120' (40')	120' (40')	120' (40')
Attacks: 1 bite/2	claws or 1 bite/1	weapon
Damage:	1-6/1-4/1-4 or 1-6/by weapon	1-8 + paralysis/1-4/ 1-4 or 1-8 + paralysis/ by weapon	1-10 + paralysis/1-6/ 1-6 or 1-10 + paralysis/by weapon
No. Appearing:	1-100 (1-100)	1-100 (1-100)	2-8 (2-8)
Save As:	F3	F4	F7
Morale:	12	12	12
Treasure Type:	N, O, U + V
Intelligence:	4	7	10
Alignment:	Neutral
XP value:	35 or by host	100	400

	Broodmother	Hivemind
Armour Class:	8	6
Hit Dice:	12+2*	6+6****
Move:	10' (3')	30' (10')
Attacks:	1 x 30' rad. gas cloud	2 claws/1 bite
Damage:	3-18 per round	1-4/1-4/1-6 + paralysis
No. Appearing:	1 (1)	1-4 (1-4)
Save As:	F12	F12 or better
Morale:	12	12
Treasure Type:	N, O, U + V
Intelligence:	0	16
Alignment:	Neutral	Neutral
XP value:	1900	1175



Hivebrood are a type of insect that live in communities somewhat similar to ants' nests. Unlike ants, however, hivebrood are large parasitic creatures, who live by infesting other beings, controlling and

eventually destroying them — as individuals — in the process. For hivebrood individuals have no meaning or worth, only the interests of the hive are important.

The broodmother is the most important member of the hivebrood, living at the centre of all the hive's activities and protected with fanatical devotion by her "children". This large creature — one per hive — is barely capable of independent movement, and exists solely to produce broodlings. So specialised is the broodmother that she has none of the normal abilities of hivebrood and can only defend herself by emitting a 30' radius cloud of poisonous chemicals and scents. This ability can be used up to three times per day. Those caught within the cloud must make a Saving Throw vs. Poison at -1 or suffer 3-18 points of damage per round until they do make a successful Saving Throw.

Once born the broodlings are not kept in nurseries to grow, but are placed on paralyzed victims, who act as hosts for the parasitic young. A broodling does not kill its host, but adapts and modifies itself to the host, so much so that the host and broodling are, to all intents and purposes, a single creature. This process takes a whole day, during which time various changes take place in the metabolism of the host and the broodling. The most obvious changes are that the host creature — usually a humanoid of some type — develops a chitinous outer layer to its skin, and its eyes film over. The host also becomes stiffer and more "insect-like" in its movements. After this change is complete the new broodling goes to join its fellow hive members at work, until the next stage of its development takes place. Broodlings attack with their hardened claws, teeth or a weapon of some type, and can use abilities transmitted to them by the hiveminds (see below).

Casting a **cure disease** spell or a **cure all** spell on a victim will kill the parasitic broodling, but the host creature will be badly affected. He or she will suffer a permanent loss of 1d6 points from intelligence, wisdom, dexterity and charisma from the broodling's metabolic tamperings. However, the host will benefit through a +1 to Armour Class due to the chitinous nature of his or her new skin.

After a period of several days, the broodling becomes dormant for 5-8 hours. During this time it sheds its outer skin and becomes a full hivebrood. This new form keeps the overall shape of the original host, but is more insectoid in appearance, with antennae, cellular eyes and a tough, chitinous exoskeleton. In this form the hivebrood acts as a worker and soldier on behalf of the hive, and forgets any of the host creature's previous abilities, and normally (but not always) loses any special physical characteristics of the host. It can use abilities emitted by chemical scent from hiveminds and hiveleaders (see below). Hivebrood are very simple minded and are unable to deal with complex problems. As a result, they are controlled by a complex series of chemical scents that govern their behaviour, but if all else fails they resort to ritual responses and violence.

A hivebrood can attack using all the methods available to a broodling, but in addition its powerful sticky saliva causes paralysis (unless a successful Saving Throw vs. Poison is made) for 2-16 turns or until a **neutralise poison**, **cure serious wounds** or **haste** spell is cast on the victim. This saliva can be collected, and is prized by alchemists for its uses in preparing magical potions.

All types of hivebrood have infravision, and fight as well in total darkness as in daylight, sensing the position of opponents by feel and smell. They are thus immune to the effects of spells such as **darkness** and **continual darkness**, although these cast in concert with a **silence** spell will "blind" them. Hivebrood are, however, very vulnerable to the effects of fire and heat. All fire-based attacks cause double damage to them.

The broodmother also emits a foul smelling jelly which is sometimes fed to the new-born broodlings before they are placed on hosts. If this is done, the hivebrood becomes a hiveleader, capable of giving orders

to other members of the hive through emitted scents if they are within a 30' radius. Hiveleaders can also "store" up to five abilities which they receive through the hiveminds scents (see below) and pass these on to hivebrood under their command.



If feeding on the jelly continues, the hiveleader undergoes a second period of dormancy and emerges as a hivemind. A hivemind is another barely mobile type; it is entirely devoted to controlling the activities of the hive. It is the hiveminds that decide when it is time for the broodmother to lay another broodmother egg — and where and when this egg should be sent with a retinue of hivebrood to start another nest. Hiveminds have one very powerful ability that makes them creatures truly to be feared. If a hivemind eats a creature, it gains all of that creature's abilities, (including its Saving Throws if these are better than any it already has). These abilities can be passed on to any members of its hive through its wind-borne chemical emissions. If, for example, a hivemind has dined on a 3rd level thief and a 6th level magic user, it can send out chemical signals to all the hivebrood so that they can hide in shadows as though they were 3rd level thieves, or cast any of the spells that the 6th level magic user had memorised at the time he or she was eaten. Thus, it is possible for all the members of a hive to cast fireball spells if the hivemind has eaten a magic user who knew the spell!

There are limits to this chemical skill transfer. The chemicals only spread at a rate of 60' per round, and dissipate completely after three rounds. If the abilities are not used within a further three rounds the hivebrood and broodlings involved cannot use them at all (hiveleaders are an exception). Furthermore, only one chemical scent per hivemind may be active at any one time in a single hive. If a second scent is emitted by the same hivemind before the first has vanished, the receiving hivebrood become confused and unable to attack, although they will still defend themselves. Where two or more scents are received from different hiveminds they can all be used, although only one at a time.

Once an ability has been emitted as a chemical scent it is lost and "forgotten" by the hivemind, although it may have an unlimited number of abilities in its mind at any one time. This can include duplicated abilities and spells if the hivemind has eaten several individuals with similar abilities.

An "ability" is defined as one spell (of any level and type), or a skill such as a thief's special ability, a level of weapon mastery (see MP15), an Attack Rank or a fighter's combat option (see CP18).

If a hivebrood of any type casts a spell of any sort, it loses 1 hit point in the process. A hivebrood will cast a spell and lose a hit point even if this leads to death, for the hive is far more important than the individual.

Finally, treasure, although it is found in hivebrood nests, is simply an irrelevance to hivebrood. If a treasure is magical, usable (scrolls, for example, can be read by a hivemind if it has eaten someone who can read) and recognised as such, it will be used by a hivemind. Otherwise small items of treasure can be found scattered around their lair.

HOOK BEAST

	Hook Horror	Hulker
Armour Class:	2	2
Hit Dice:	5	10
Move:	90' (30')	60' (20')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1-8/1-8/3-18	2-12/2-12/2-16
No. Appearing:	2-12 (0)	1-4 (0)
Save As:	Fighter: 5	Fighter: 10
Morale:	8	10
Treasure Type:	K	G
Intelligence:	4	6
Alignment:	Chaotic	Chaotic
XP Value:	175	1000

The name 'hook beasts' is used to refer to two closely-related species of aggressive bipedal monsters - the hook horror and the hulker - which are often encountered together underground in dungeons and caverns. Although the two species can communicate with each other using a crude language of clicks made with their talons, they are not intelligent enough to use tools or weapons, or to form proper societies or tribes. Even so, hunting bands of hook horrors are often led by the more powerful hulkers in search of prey. Both monsters particularly relish humanoid flesh and so they will attack humanoids on sight to obtain this delicacy.

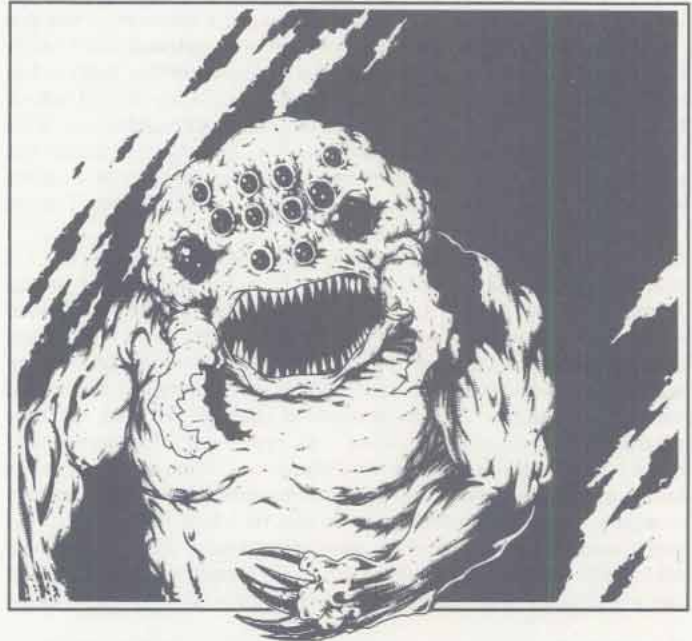
Hook Horror

These large (7 feet tall), powerful creatures have vulture-like heads and thick, rhinoceros-like skin. Each arm ends in one sharp, hooked talon with which it slashes its prey while rending with its huge beak. The hook horror's vision is poor, but its hearing is extremely good (only 1 in 10 chance of being surprised).



Hulker

Hulkers are taller than hook horrors (9 feet) and have several hooked talons on each paw. Their mouths have mandibles, and do not inflict as much damage as the hook horrors' beaks. Unlike hook horrors, hulkers have excellent vision and infravision (range 120 feet).



HYPNOSNAKE

Armour Class:	4	Save As:	Magic User: 5
Hit Dice:	8*	Morale:	9
Move:	90' (30')	Treasure Type:	D
Attacks:	1 bite or 1 gaze; 1 tail	Intelligence:	3
Damage:	1-8 or sleep; 1-10	Alignment:	Chaotic
No. Appearing:	1 (1)	XP Value:	1200



The hypnosnake is a semi-intelligent reptile that attempts to hypnotise its prey before devouring it. This hideous serpent is a red and green striped reptile that may grow up to 20 feet in length. Its eyes are a whirling blend of all the colours of the rainbow. To hypnotise its prey, the hypnosnake stares into the eyes of a potential victim while

swaying in a rhythmical fashion. The victim must make a Saving Throw vs. Paralysis or fall instantly asleep. The next round, the hypnosnake may seek out another victim and attempt to hypnotise him or her.

A character who is surprised by the hypnosnake automatically meets its gaze. Characters who are in hand-to-hand combat with it will meet its gaze unless they state that they are looking away. In the latter case, the character attacks at -4 and the hypnosnake attacks at +2 on all Hit Rolls. If the hypnosnake watches itself in a mirror for a full round it must make a Saving Throw vs. Paralysis or send itself to sleep.

The hypnosnake can also lash out with its barbed tail for 1d10 points of damage, or bite for 1d8 points. Note that, if it chooses to bite, it cannot attempt to hypnotize at the same time.

ICE WOLF

Armour Class:	4	Save As:	Fighter: 4, 5, or 6
Hit Dice:	3+1**, 4+1** or 5+1**	Morale:	10
Move:	150' (50')	Treasure Type:	C
Attacks:	1 bite or 1 breath	Intelligence:	2
Damage:	1-10 or special	Alignment:	Chaotic
No. Appearing:	0 (1-8)	XP Value:	100, 275 or 575



Ice wolves are huge hounds (as big as a pony) with snow white fur and icy blue eyes. They live mostly in high mountains and arctic regions, but often venture onto the lowlands during winter or in search of food when game is scarce. Ice wolves are sometimes trained and used as mounts by creatures such as hobgoblins and qauriks (see p40).

Each round during combat, ice wolves normally (1-4 on d6) attack with a bite. Alternatively (5-6 on 1d6), they can attack by breathing out an icy blast of air at a single victim within 15 feet. The blast automatically hits, inflicting 1d4 points of damage for each full hit die of the creature (e.g. the breath of an ice wolf with 3+1 hit points will inflict 3d4 points of damage). The victim is allowed a Saving Throw vs. Dragon Breath and, if successful, takes only half damage.

Ice wolves are immune to normal cold and take only half damage from magical cold attacks. If normal or magical fire is used, however, one extra point is added to each die of damage inflicted (i.e. a torch does 1d4+1 points of damage to an ice wolf).

KOPRU

Armour Class:	3	Save As:	Fighter: 9
Hit Dice:	8+4*	Morale:	9
Move:	30' (10') swimming 150' (50')	Treasure Type:	1 + N
Attacks:	1 bite/1 tail or charm	Intelligence:	10
Damage:	1-4/3-18	Alignment:	Chaotic
No. Appearing:	1-3 (1-3)	XP Value:	1400



The kopru are a race of heat-loving amphibians of great intelligence and power. Each has a smooth head, large eyes, and a tentacled, sphinctered mouth. Kopru have humanoid torsoes and two arms ending in webbed, clawed hands. From the waist down, their bodies consist of three fluke-like tails, each ending in a sharp ripping claw. Kopru have a +2 bonus on their Saving Throws against magical attacks.

Whilst they do not truly hate all people, kopru view humans as nothing but brutes to be used, played with, and controlled. Their expansion was severely limited by their need for very hot, wet environments, such as hot springs and tropical swamps. Their civilisation has been in decline for many years.

In combat, a kopru bites while coiling all three of its tails round a single victim in a powerful crushing attack. The kopru's most deadly weapon, however, is its *special charming power*. Instead of attacking normally, the kopru may use this power on any individual within 30 feet for one round. If the victim fails to make a Saving Throw vs. Death Ray, the character becomes totally obedient to the mental commands of the kopru. If the Saving Throw is successful, no other kopru from the same group may attempt to **charm** that character again.

The special **charm** of the kopru is different from the **charm person** spell, in that the person acts normally (including the use of spells and magic items), but is totally committed to the interests of the kopru. A kopru knows the thoughts and memories of any character it has charmed. A character may only be controlled by one kopru at a time, but there is no limit to the distance at which a character may be controlled. The **charm** can be broken by a **dispel magic** spell, **awish** spell, or by the death of the controlling kopru. In addition, the controlled character gets a new Saving Throw at the beginning of each game month. If successful, the character breaks free of the **charm**.

KRAKEN

Armour Class:	0	Save As:	Fighter: 36
Hit Dice:	64* (plus tentacles)	Morale:	10
Move (swimming):	240' (80')	Treasure Type:	G + H
Attacks:	1-10 tentacles/1 bite	Intelligence:	5
Damage:	7-42 per tentacle/8-80	Alignment:	Chaotic
No. Appearing:	0 (1)	XP Value:	26,000



The kraken is one of the largest of all creatures; the body is over 150' long, and each of its 10 huge tentacles can reach up to a range of 750'. It usually remains deep under the sea, reaching up from the depths to attack large prey, passing ships, and even low-flying creatures. It is greenish-blue, and when it floats on the surface (a rare occasion), it appears identical to a mass of kelp.

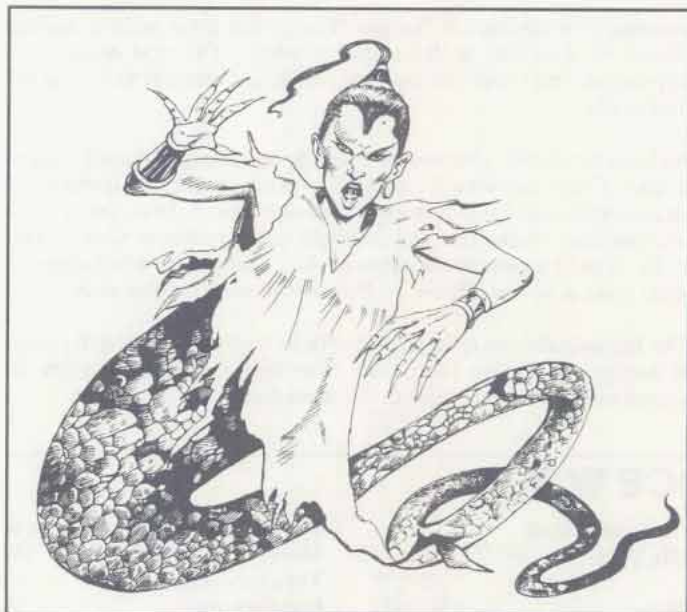
When a kraken attacks a ship, it wraps six of its tentacles around the craft and attacks crew members with the remaining four. Each tentacle inflicts 7-42 points of damage (half damage, in hull points, to the vessel). The six tentacles hold on to the ship, automatically inflicting 7d6 points of constriction damage each round. Once the boat has been crushed, the kraken attacks the survivors with all tentacles. The victims are drawn to the monster's cavernous mouth in 2-8 rounds. Any victim caught has a -4 penalty to all Hit Rolls, but may attack the tentacle (60 hit points each, in addition to the body's 64 Hit Dice) to attempt to escape.

If the kraken loses 5 or more tentacles, it releases all its victims and flees, releasing a 1000' x 1000' cloud of ink for obscurement. This cloud blinds all creatures for as long as they remain within it.

LAMARA*

Armour Class:	4	Save As:	Magic User: 8
Hit Dice:	8*	Morale:	9
Move:	120' (40')	Treasure Type:	C
Attacks:	1 tail/illusion	Intelligence:	14
Damage:	3-24/special	Alignment:	Chaotic
No. Appearing:	1 (1)	XP Value:	1200

The lamara is a solitary evil desert creature, with the head and torso of a human and the lower body of a snake. It cannot speak, but understands all languages. It is immune to normal weapons and to **charm** and **hold** spells.



The lamara finds victims through trickery and deceit. It produces illusions at will, and usually appears as a normal human (either male or female). This illusion can **charm** those of the opposite sex; each potential victim seeing the illusion must make a Saving Throw vs. Spells (at -2), or be **charmed**. This effect is more powerful than normal, and those succumbing to the effect will defend the lamara to the death, even against the attacks of other friends. If a lamara is alone with a victim, it creates an illusory enemy, and the victim is always slain in the ensuing battle (killed by the lamara). A lamara prefers to let its **charmed** victims fight for it, but can attack with its long serpent tail by constriction (holding on for automatic damage if desired).

LAVA LIZARD

Armour Class:	3	Save As:	Fighter: 4
Hit Dice:	4*	Morale:	12
Move:	90' (30')	Treasure Type:	Nil
Attacks:	1 bite + special	Intelligence:	2
Damage:	1-6 + 1-6	Alignment:	Neutral
No. Appearing:	1 (1)	XP Value:	125



The lava lizard is a bizarre reptile that dwells in subterranean caverns among pools of bubbling lava. The creature has a rock-like outer shell that helps to maintain the high body temperature a lava lizard must have to survive.

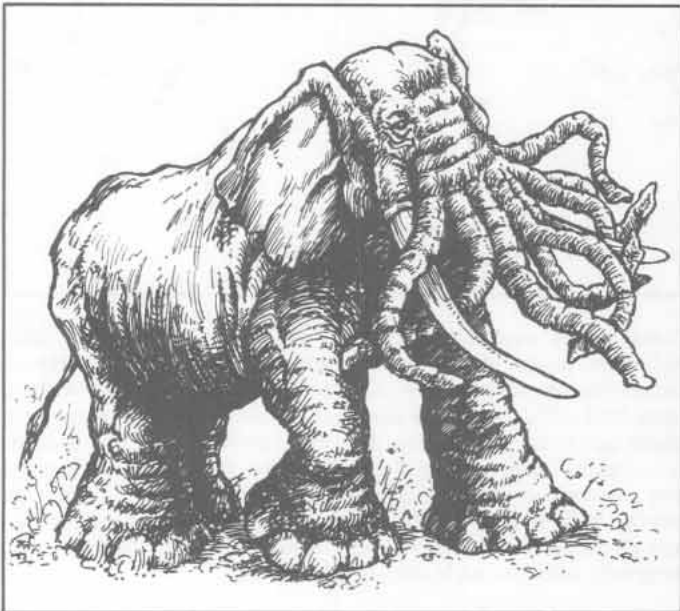
The lava lizard fights by trying to bite a creature with its quick but relatively weak jaws. A bitten creature takes 1-6 points of damage from the lizard's bite and must make a Saving Throw vs. Dragon Breath. If unsuccessful, the creature is gripped momentarily by the lava lizard's jaws and takes an additional 1-6 points of damage from heat. For magical types of fire resistance, such as rings and spells, treat the heat damage as red dragon breath in terms of Saving Throws and reduction of damage.

The lava lizard also has a special defence. Whenever the creature is struck by a non-magical metal weapon (such as a sword or dagger), the owning character must make a Saving Throw vs. Wands or the weapon melts from the intense heat of the creature's interior. Note that a melted weapon still inflicts damage on that round, but is unable to do so thereafter.

Although these creatures dwell in hot subterranean caverns, they have been known to travel several miles from the lava they need to survive. As they feel their body temperature cooling, they will attempt to return to the nourishing fires. There are a few unconfirmed reports of lava lizards being found in statue-like immobility, presumably having been caught too far from their source of heat.

LEVELLER (BODENDRUKER)

Armour Class:	1	No. Appearing:	0 (1-3)
Hit Dice:	45**	Save As:	Fighter: 36
Move:	120' (40')	Morale:	11
Attacks:	3 trunks or 2 tusks/1 stomp	Treasure Type:	Nil
Damage:	6-48 (x3) or 6-60 (x2)/ 1-100 or death (see below)	Intelligence:	2
		Alignment:	Neutral
		XP Value:	24,500



The huge leveller, sometimes called a bodendruker by natives, appears as a sickly-green elephant, but of twice normal height. The creature has two long, straight tusks, eight elephantine trunks, and four legs which flare out at the hooves. As the beast moves, it leaves a perfectly flat surface behind. Levellers are immune to all poisons, and to normal fire and cold.

If angered, the leveller tries to trample the opponents with its feet, while attacking with either two tusks (damage: 6-60 each) or three of its trunks (damage: 6-48, maximum of one trunk per opponent). If a trunk hits, the snake-like limb grasps the enemy (in addition to inflicting damage), and squeezes for automatic damage each round until the trunk is detached (AC3; hp 50 each, not counted against total hit points) or until the beast is slain. The leveller can squeeze with all its trunks at once (up to 8 victims), but can only make 3 trunk attacks per round.

Each of its feet is 10' across. If the trample attack hits, the victim must make a Saving Throw vs. Death Ray or die, flattened. (All flattened equipment, even magical gear, is ruined). If the saving throw is successful, the victim only takes 1-100 points of damage.

The bodendruker often preys upon purple worms, driving them from their burrows by pounding the ground. When the worms appear, the leveller tramples and devours them.

NAGPA

Armour Class:	3	Save As:	Magic User: 9
Hit Dice:	9**	Morale:	9
Move:	120' (40')	Treasure Type:	I
Attacks:	1 bite or spells	Intelligence:	12
Damage:	1-8 or special	Alignment:	Chaotic
No. Appearing:	1 (1)	XP Value:	2300



Nagpa look like dried withered humans with the heads of vultures. They are intelligent and are highly magical in nature. They may use the following powers up to three times each day: **create flames** (causes an inflammable object within 60' to burst into flames for 1-3 rounds, inflicting 2-12 points of damage per round, halved by a successful Saving Throw vs. Spells); **paralysis** (all lawful characters within 10' must make a Saving Throw vs. Spells or be paralysed for 1-4 rounds); **corruption** (causes a non-living object within 60' to decay or rot into an unusable condition — magic items are allowed a Saving Throw vs. Spells at the level of the character using the item); **darkness**; and **phantasmal force**. In combat, a nagpa will try to avoid melee if possible, and use its spells.

Nagpa are rarely met, preferring to stay in deserted ruins or wastes. They speak their own tongue, their alignment language and the common language.

PEGATAUR

Armour Class:	5 or better	Save As:	Fighter: See Below
Hit Dice:	5*-14***	Morale:	8
Move:	180' (60')	Treasure Type:	E
flying	360' (120')	Intelligence:	10
Attacks:	2 hooves/1 weapon or 1 spell	Alignment:	Neutral
Damage:	1-6/1-6/by weapon or spell	XP Value by HD:	300-4500
No. Appearing:	0 (2-20)		



Seldom encountered, pegataurs are winged centaurs with elvish upper bodies. They have an affinity for pegasi and are able to converse with them. Any group of fewer than five pegataurs may be accompanied by at least twice that number of pegasi 40% of the time.

Although pegataurs are generally aloof — especially towards non-flyers — their neutral alignment makes them approachable. If treated with respect and paid well, they can be hired by anyone as troops for garrisons or armies, or to perform special services. Individual pegataurs do not join adventuring parties.

Most pegataurs (i.e. those with 5 Hit Dice) should be treated as first level elves for the purposes of spell casting and so on. Thirty percent of the race, however, are of higher level, up to the elvish maximum of 10th level (14 Hit Dice). When attacking in melee or making Saving Throws, a pegataur is treated as either a monster of its total hit dice or as an elf, whichever is better. Twenty percent of 10th level pegataurs have earned enough experience to gain Attack Ranks and some or all of the special elf attacks and defences (see CP30).

All adult pegataurs have basic weapon mastery (see MP15) in longbow, lance, two-handed sword and mace. There is a 20% chance that a randomly encountered first level pegataur will have one additional level of weapon mastery. Higher level pegataurs have an additional 20% chance of gaining another level of mastery at each alternate level attained. (e.g. a 3rd level pegataur rolls twice in all, and a 9th level pegataur rolls 5 times). If a pegataur is 10th level, treat each increase in rank as a level. All pegataurs work on mastery in only one weapon at a time, until the pegataur becomes a Grand Master. Additional levels are applied to a different weapon.

An unarmoured pegataur has an armour class of 5. The table shows the armour classes of armoured pegataurs, and the chances of

randomly meeting pegataurs wearing these types of armour. Non-randomly encountered pegataurs can have better armour:

Armour	Chance	AC
Joust	0%	-1
Field	0%	0
Plate	10%	1
Banded	10%	2
Chain	50%	3
Scale	15%	4
Leather	15%	5

A shield gives a -1 adjustment to armour class to the creature's humanoid foreparts. No randomly encountered pegataurs carry shields.

PHANTOM, LESSER*

Armour Class:	9	Save As:	Fighter: 6
Hit Dice:	6**	Morale:	6
Move:	120' (40')	Treasure Type:	C
flying	240' (80')	Intelligence:	10
Attacks:	1 blow + special	Alignment:	Chaotic
Damage:	1-4	XP Value:	725
No. Appearing:	1-3 (1-4)		

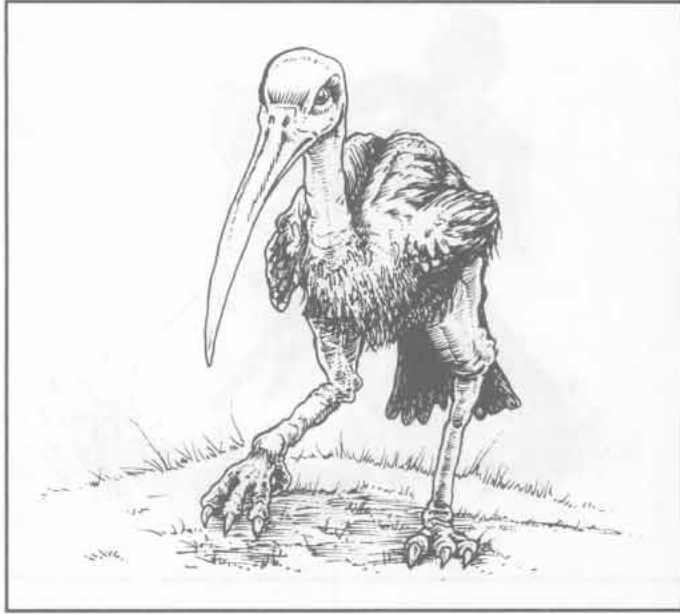


Phantoms are magical beings. They appear to be solid, but their bodies are made of mist which they can form into any shape of human-size or smaller. They use this ability to lure creatures to their doom by leading them into dangerous areas. They can appear as a fellow adventurer, a limping dog, or whatever the DM considers appropriate. Phantoms can fly, and because they are made of mist, they can walk on water or quicksand as if it were solid ground. A favorite tactic is to adopt an innocuous appearance and call for aid. Any character who tries to aid the phantom will discover that the seemingly solid ground is actually quicksand.

Magical attacks upon a phantom will do full damage, while other attacks will do only half damage. Phantoms can become **invisible** at will, and can cast the following spells once per day: **confusion**, **hallucinatory terrain**, and **phantasmal force**. These creatures are very cowardly and if their deception is discovered they will become invisible and attempt to flee. If forced to fight they will attack, causing 1-4 points of damage with each blow.

PHORORHACOS ("Sword Beak")

Armour Class:	6	Save As:	Fighter: 2
Hit Dice:	3	Morale:	8
Move:	150' (50')	Treasure Type:	U
Attacks:	1 bite	Intelligence:	2
Damage:	1-8	Alignment:	Neutral
No. Appearing:	0 (1-8)	XP Value:	35



A phororhacos, or *sword beak*, is a 6-foot tall, flightless bird with small, useless wings and large hind legs. This carnivorous bird runs down its prey, often reaching great speeds across flat ground. A phororhacos has a large curved beak that snaps at prey with the force of a sword.

PIRANHA BIRD (Lesser and Greater)

	Lesser	Greater
Armour Class:	6	7
Hit Dice:	½ (1-4 hit points)	2
Move:	30' (10')	30' (10')
flying	180' (60')	120' (40')
Attacks:	1 flock	1 bite
Damage:	4	1-6
No. Appearing:	4-24 (4-24)	2-12 (2-12)
Save As:	NM	F1
Morale:	9	11
Treasure Type:	Nil	Nil
Intelligence:	2	2
Alignment:	Neutral	Neutral
XP Value:	5	20

Both varieties of piranha bird are garishly coloured creatures, always hungry for fresh meat. Individual birds may have green, blue, red, brown, black, or even purple feathers — the entire variety of colours is displayed in a single flock. Their beaks are sharp and pointed and have razor-like edges so that the bird can stick its beak into the flesh of a creature, bite, and fly away with a snack. Piranha birds can fly with humming-bird-like manoeuvrability; they can make sudden changes in direction, or even hover in the air. When one bird catches sight of a potential meal, it utters a high-pitched whistle, alerting the whole flock. These birds always attack warm-blooded creatures and do not need to check their morale until half of the flock has been eliminated. Piranha birds do not like bright sunlight, but may be found in all climates except the very coldest, or those barren of any shade. They



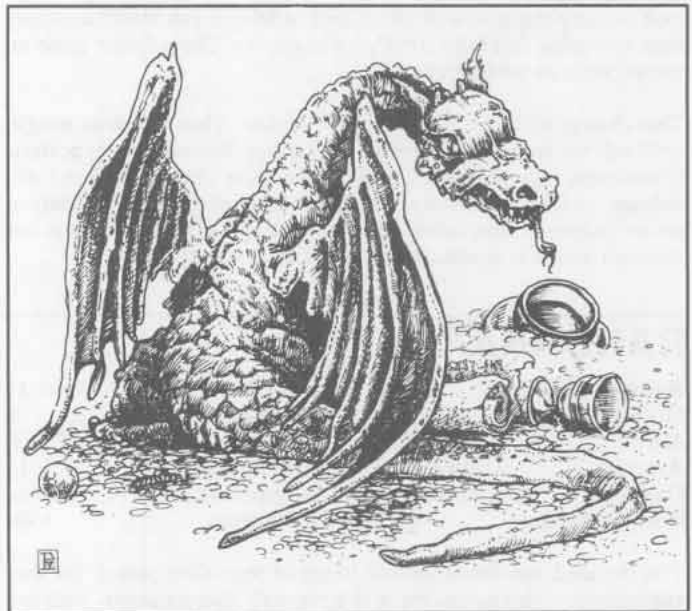
prefer to live in regions of dense forest or in underground caverns, and have developed limited infravision — up to 30 feet.

Lesser Piranha Birds grow up to 1 foot long. A victim may be attacked by a "flock" of 3-6 individuals (cf. Rats, Normal — BD36) which has the equivalent of a single attack causing 1-4 points of damage if successful.

Greater Piranha Birds are about 2 feet long, and their individual attacks are resolved separately.

POCKET DRAGON

Armour Class:	8	Save As:	Magic User: 3
Hit Dice:	3*	Morale:	8
Move:	90' (30'); flying 120' (40')	Treasure Type:	K, L
Attacks:	1 bite	Intelligence:	4
Damage:	1-3 + venom	Alignment:	Neutral
No. Appearing:	1-6 (2-12)	XP Value:	50



MONSTERS (Polymar)

The pocket dragon is a 3-foot long lizard that resembles a small green dragon. It is usually found resting on a small pile of treasure and other shiny objects. It is lazy and peaceful by nature, feeding on insects and plants and rarely attacking larger creatures unless it is angered. It has no breath weapon, but its bite carries a venom that lowers both Saving Throws and Hit Rolls by 2 unless the victim makes a successful Saving Throw vs. Poison. A **cure disease** spell cures this effect. The creature shares with dragons a love of hoarding treasure, but its sense of value is not as fine as its larger cousin; its treasure often consists of broken glass and other shiny trinkets.

POLYMAR

Armour Class:	9	Save As:	Fighter: 5
Hit Dice:	10*	Morale:	10
Move:	60' (20')	Treasure Type:	B
Attacks:	3 blows	Intelligence:	5
Damage:	1-6/1-6/1-6	Alignment:	Chaotic
No. Appearing:	1-2 (1-3)	XP Value:	1750



The polymar is an intelligent creature that can change its shape. It can look like any creature with 10 hit dice or less, or any object no larger than 100 cubic feet (10'x10'x1', for example). The polymar gains no special abilities when it changes.

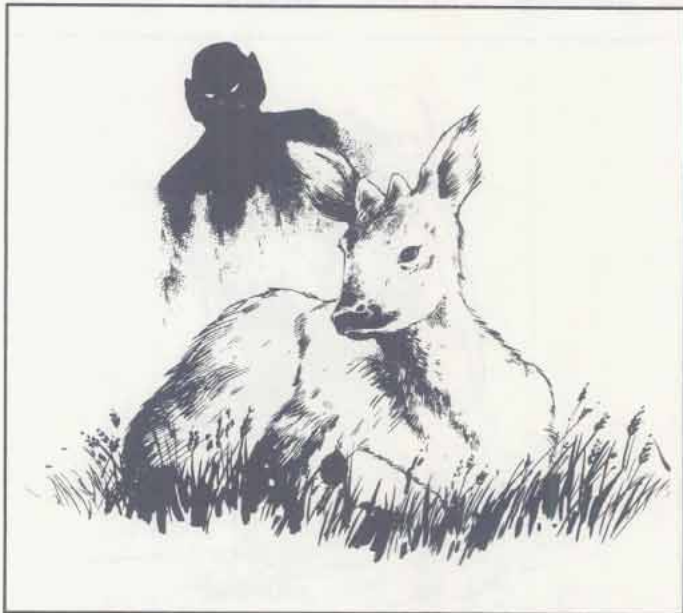
This change ability is physical, not magical. Thus a **detect magic** spell will not detect the polymar. The change, however, is not perfect. Characters, including NPC's, have the same chance to detect the polymar as they do to find secret doors. Thus elves are more likely to notice polymars than other character classes. If the polymar is not detected before it attacks, it will attack with surprise.

RANDARA*

Armour Class:	0	Save As:	Cleric: 11
Hit Dice:	14*****	Morale:	9
Move:	180' (60')	Treasure Type:	F (x3)
Attacks:	2 claws/1 bite	Intelligence:	13
Damage:	2-12/2-12/3-18	Alignment:	Chaotic
No. Appearing:	1 (1-2)	XP Value:	6500

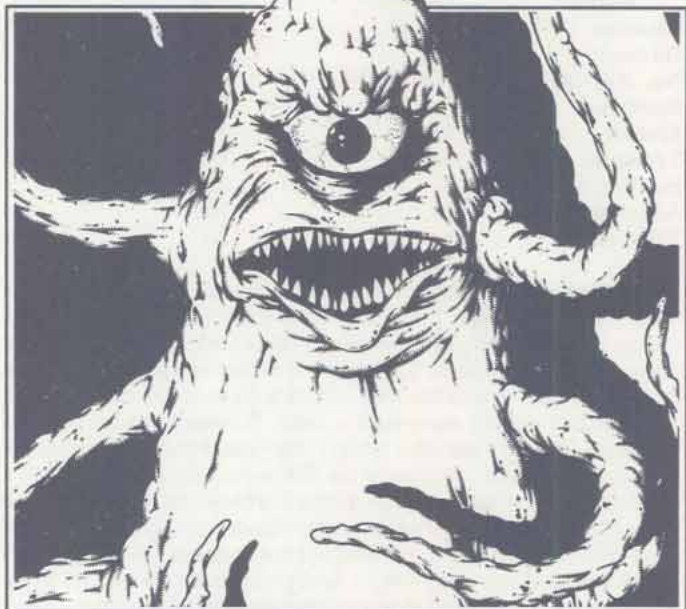
The dreaded randara is an evil being of legendary power. Its true appearance is unknown, for it is a natural, shapechanger, with the

non-magical ability to **polymorph** itself into any creature. A randara casts spells as an 11th level cleric and, once per day, it can cast a **charm person** spell. It can use **ESP** at will. A randara is immune to 1st-3rd level spells, and takes only half damage from magical weapons (normal weapons do not affect it). It speaks all languages and often takes the form of a friendly human or small animal to deceive and surprise its unsuspecting victims.



A randara is very fond of human flesh and will go to great lengths to ensure itself a ready supply. Usually a randara seeks out a human settlement and enters it disguised as a human or small animal. It then seeks out a respected person, often a merchant or tradesman, and observes its victim with **ESP**. When it has discovered all it wishes to know, it murders and replaces its prey using its **polymorph** ability. Now established, the randara uses its new position to lure and slay more prey, always striving to divert suspicion from itself, and if necessary taking on new identities to avoid discovery. Should it come close to being detected, a randara will depart for a new settlement.

ROPER



Armour Class:	0	Save As:	Fighter: 10
Hit Dice:	12***	Morale:	10
Move:	30' (10')	Treasure Type:	L (x5)
Attacks:	1 bite/6 strands	Intelligence:	4
Damage:	5-30/weakness	Alignment:	Chaotic
No. Appearing:	1-3 (2-5)	XP Value:	3875

A roper is a long (or tall) blob-like creature that has one eye, with a mouth beneath it, and six long tentacles along the body. Ropers usually live in rocky caverns where they can take the shape of tall rocks or stalagmites, but they may occasionally be found in woods, imitating trees. Ropers eat anything that moves, but they prefer humans and humanoids.

A roper has six long tentacles. Each can shoot out 60 feet to grab prey. The touch of a roper's strand causes weakness, reducing the victim's strength by half for 3 turns (no Saving Throw). The strand wraps tightly around the prey, pulling the victim toward its mouth, but only the bite causes damage. Characters can cut a strand only if a single blow from an edged, magical weapon inflicts 5 or more points of damage. Such a blow makes that strand useless, but the damage does not count against the monster's hit points. Damaged strands grow back in 24 hours.

Ropers are immune to all first, second, and third level spells. They take no damage from cold or lightning, and are unaffected by normal and silver weapons. Characters may occasionally find treasure in ropers' stomachs.

SABRECLAW

Armour Class:	2	Save As:	Varies, see below
Hit Dice:	5**	Morale:	10
Move:	120' (40'); flying 360' (120')	Treasure Type:	D
Attacks:	1 claw	Intelligence:	2
Damage:	1-12	Alignment:	Chaotic
No. Appearing:	1-100	XP Value:	425



Sabreclaws are large, hairy, flying creatures magically created from fouled waters by a series of high-level magic-user and clerical spells. Their fur is a slick, greasy black and their wings are hairless and leathery, like a bat's. Their eyes glow feverishly red. The right "arm" of a sabreclaw ends in a large bone extension that resembles a sword.

Sabreclaws are created in "wings" of 1-20 individuals. To hit, each individual functions as a 5 Hit Dice monster. For hit point totals, however, the wing is considered as 1 monster with 25 hit points per individual. None of the members of the wing can be slain until the entire wing is killed. Thus, a wing of 8 sabreclaws has 200 hit points. The entire wing dies when damage equal to 200 points has been inflicted on its members.

Because of their origin, these creatures are hard to affect with magic. They are completely immune to 1st-3rd level spells from both clerics and magic-users. Their Saving Throws against higher-level spells are determined by the total number of hit dice in the wing. Thus, an individual from a wing of 5 sabreclaws saves as a 25th level fighter. Also, because of their origin, sabreclaws are immune to all types of normal and magical poisons.

The creatures possess a limited telepathic ability, allowing them slightly to anticipate the actions of a foe. This accounts for their relatively low armour class and +4 bonus to all Hit Rolls. Sabreclaws can see invisible, ethereal and hidden creatures and objects as though they had a **truesight** spell cast upon them.

SCAMILLE

Armour Class:	5	Save As:	Fighter: 7
Hit Dice:	10*	Morale:	8
Move:	30' (10')	Treasure Type:	Nil
Attacks:	6 pseudopods + special	Intelligence:	1-9
Damage:	3-18 each + special	Alignment:	Neutral
No. Appearing:	1-4 (0)	XP Value:	1750



A scamille dwells in dark places and rarely appears above ground, even at night. In its natural form, it appears similar to a giant amoeba. It usually rests in the form of some object (never that of a creature); typical forms include a rock, door, wall, table, chair, or treasure chest. Scamilles like to learn secrets and because of their camouflage ability, they are in an ideal position to eavesdrop on other underground dwellers. Some scamilles are friendly, some are not; some are stupid, and some are smart.

When found in a good mood, a scamille may offer information in exchange for food. If hostile, a scamille may attack with a sticky, blob-like arm (a pseudopod), and if a hit is scored, the victim is stuck fast. The victim must have giant strength to pull free; nothing less will

MONSTERS (Sea Horse)

succeed. The scamille then makes more (dry) pseudopods to attack the victim. It may produce up to six pseudopods at once, but only one will be sticky. Each hit, including the first, does 3-18 points of damage.

SEA HORSE

Armour Class:	7	Save As:	Fighter: 2
Hit Dice:	2, 3 or 4	Morale:	5 (8 as a mount)
Move (swimming):	210' (70'); mounted 180' (60')	Treasure Type:	Nil
Attacks:	1 head butt	Intelligence:	2
Damage:	1-8	Alignment:	Neutral
No. Appearing:	0 (1-20)	XP Value:	20, 35 or 75

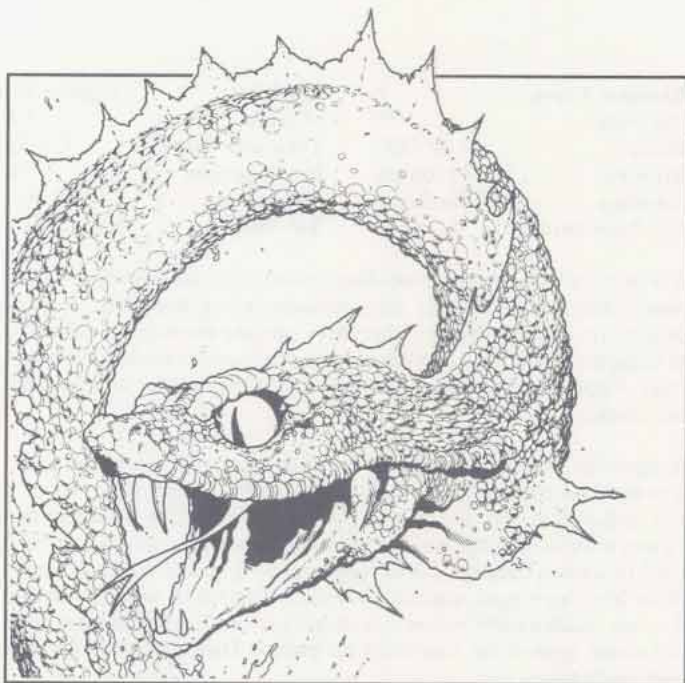


A sea horse is 15 feet long and has the head of a horse. These creatures are the favourite steeds of mermen and tritons. In their native state they have a morale of 5. Wild sea horses are shy creatures and will not attack unless provoked. They are capable of moving at double speed for up to 10 rounds before tiring.

SEA SERPENT

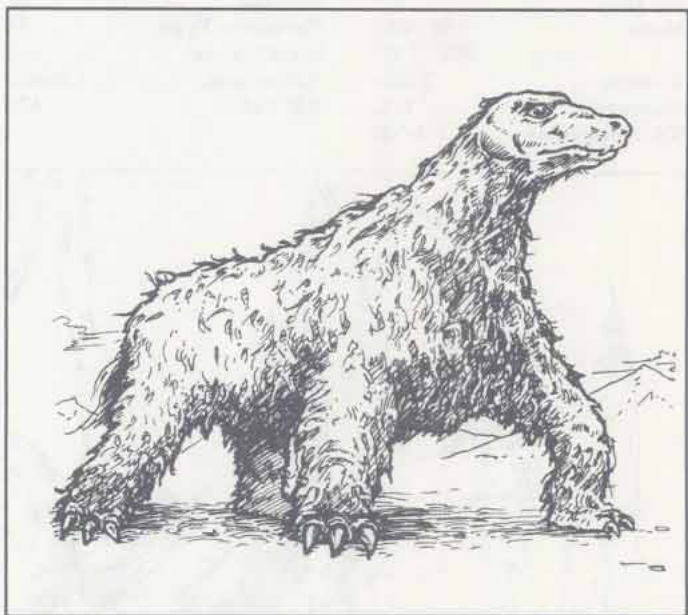
	Lesser	Greater
Armour Class:	5	3
Hit Dice:	6	12-15
Move (swimming):	150' (50')	240' (80')
Attacks: 1 bite or 1 squeeze	
Damage:	2-12 or 1-10	3-18 or 2-20
No. Appearing:	0 (2-12)	0 (1-4)
Save As:	F3	F6
Morale:	8	9
Treasure Type:	Nil	Nil
Intelligence:	1	1
Alignment:	Neutral	Neutral
XP Value:	275	1250-1650

A sea serpent resembles a long (20-30 feet for lesser serpents, 60-80 feet for greater serpents) giant snake with many fins. A sea serpent may attack a sea craft (25% chance) its own size or smaller by looping around the boat and squeezing — causing 1-10 (lesser serpents) or 2-20 (greater serpents) points of hull damage per round. Its normal attack is a bite. It can lunge out of the water (up to 20' for lesser serpents, 40' for greater ones) when biting creatures on the surface.



SURTAKI

Armour Class:	6	Save As:	Fighter: 9
Hit Dice:	6*	Morale:	8
Move:	120' (40')	Treasure Type:	Nil
Attacks:	2 hooves/1 bite	Intelligence:	3
Damage:	1-10/1-10/1-6	Alignment:	Chaotic
No. Appearing:	0 (1-3)	XP Value:	500



The surtaki is a ravenous man-eater that inhabits hilly lowlands and mountain foothills. The creature is the size of a large bull, with a giant serpent's head, tortoise feet, thick green fur, and a horse's tail. Poison quills, similar to a porcupine's, lie beneath the shaggy fur. In melee, each attacker must make a Saving Throw vs. Wands to avoid the quills; if failed, a Saving Throw vs. Poison must be made. If successful, the quills inflict 1-6 points of damage; if failed, the attacker also contracts a *rotting disease*. This causes 1 point of damage per round thereafter, prevents the curing of any wounds, and can only be stopped by a **cure disease** spell. Any victim slain by the *disease* can only be recovered by a **raise dead fully**, or a **wish**.

TABI

Armour Class:	6	Save As:	Magic User: 5
Hit Dice:	5*	Morale:	6 (12)
Move:	60' (20')	Treasure Type:	Nil
flying	240' (80')	Intelligence:	8
Attacks:	2 claws	Alignment:	Chaotic
Damage:	1-4/1-4 + special	XP Value:	300
No. Appearing:	1-4 (1-4)		



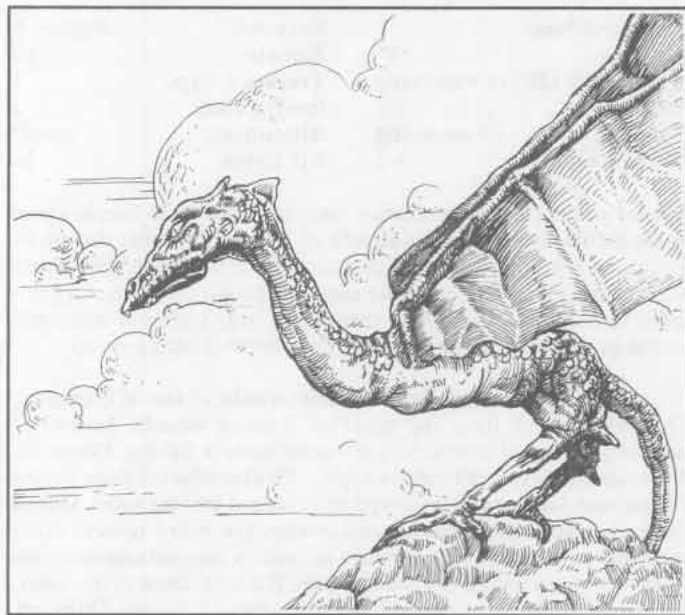
The tabi are small, winged, ape-like creatures about the size of a large housecat. Their bodies are covered with long golden fur while their wings are leathery membranes, like a bat's. They give off a stench of rot that can be smelled at up to 100'. They are intelligent and clever.

In combat, tabi fight with their sharp claws which drip with a crystal blue venom. Anyone hit by a tabi must make a Saving Throw vs. Paralysis. A character who fails to save will be deluded, attacking any adjacent creature or character. A deluded character may only fight with weapons or bare hands, but will do so to the best of his or her ability. The delusion will last for 2-12 turns or until a **neutralise poison** spell is cast on the victim. Tabi also have a 40% chance to *pick pockets*, *move silently*, and *hide in shadows*. Tabi prefer to ambush characters and then hide while the deluded victims attack others.

Tabi have very long life-spans, during which they gather much information about ancient legends and forgotten lore. They are intelligent and speak their own tongue. It is possible for high level magic users to research a spell that will bind a tabi to his or her service. If the spell is researched and worded properly, the tabi will remain in service to the magic user until one or the other dies. Whilst enspelled it will be absolutely loyal to the character commanding it. In such cases the parenthesized morale should be used. An enspelled tabi will also assist its master by telling him or her any information that it knows.

THUNDERHEAD

Armour Class:	0	Save As:	Fighter: 16
Hit Dice:	16** (or 8** - see below)		(or 8 - see below)
Move:	30' (10')	Morale:	9
flying	180' (60')	Treasure Type:	Nil
Attacks:	2 claws/1 lightning bolt	Intelligence:	5
Damage:	2-12/2-12/5-30	Alignment:	Chaotic
No. Appearing:	0 (1-3)	XP Value:	4050 or 1750



A thunderhead is a black, reptilian creature with an elongated body and head, a pointed snout, and slit-like, glowing blue eyes. It has long, swept-back, bat-like wings, and two spindly rear legs which terminate in vicious claws.

Thunderheads live high up in the clouds where they hunt other flying creatures. During thunderstorms they become very excited and sweep down to the ground, attacking anything that moves with a lightning bolt from their pointed snouts. After using their lightning attack they attempt to snatch creatures in their sharp claws, a Hit Roll of 16 or better indicates that the thunderhead has grabbed hold of its victim. Thunderheads can carry creatures as large as a warhorse with ease. Any caught creature will be taken up into the storm where it will be eaten by the thunderhead. If a thunderhead fails to snatch a victim it will either fire another lightning bolt (2 in 6 chance) or else attempt another grab (4 in 6 chance). Thunderheads encountered outside of thunderstorms have only 8 Hit Dice and make all Saving Throws as 8th level Fighters.

WATER WEIRD



MONSTERS (White-Fang)

Armour Class:	5	Save As:	Fighter: 6
Hit Dice:	3*	Morale:	12
Move:	60' (20') in water only	Treasure Type:	1
Attacks:	1	Intelligence:	2
Damage:	1 + drowning	Alignment:	Chaotic
No. Appearing:	1-2	XP Value:	50

A water weird is a magical creature made of water which lives in a pool or another body of water. It attacks all living things that disturb it, feeding on the life forces of its victims in some unknown way. Water weirds may appear in nearly any shape, although the form of a giant snake is most common. Those that live in large bodies of water will retreat to the bottom or a corner of their home if hard pressed.

In combat, weirds attack single enemies within 10 feet of their pool. The weird forms from the water in 2 melee rounds. Instead of suffering a normal attack, victims must make a Saving Throw vs. Paralysis (dexterity bonuses apply). Victims who fail their Saving Throw take damage and are seized and dragged into the water. Once a victim is trapped and pulled underwater, the weird ignores other opponents until the trapped victim is dead. A trapped character can attack the weird with a -4 penalty on the Hit Roll. Once in the water, victims take 1 point of damage and must make a Saving Throw vs. Death Ray each round, or become unconscious. Unconscious victims die after 3 rounds unless rescued.

Sharp weapons cause only 1 point of damage per hit on a water weird; blunt weapons cause normal damage. All strength and magical bonuses apply. Damage equal to a weird's total hit points disrupts it, but it reforms in 2 melee rounds. Cold attacks **slow** water weirds (half movement and only attacks every second round), but fire-based spells do only half or none of their normal damage (a successful Saving Throw results in no damage). A **purify food and water** spell kills water weirds immediately. All other attacks do not harm them.

Larger water weirds are possible. For every additional 3 Hit Dice, the weird's Armour Class is improved by 2, damage is increased by 1, attack range is increased by 5 feet, and victim's Saving Throws and attacks made with additional penalties of -2.

WHITE-FANG

Armour Class:	4	No. Appearing:	1-3 (1-3)
Hit Dice:	6**	Save As:	Fighter: 6
Move (surface):	180' (60')	Morale:	10
swimming	120' (40')	Treasure Type:	Self
burrowing (snow)	90' (30')	Intelligence:	3
(ice)	45' (15')	Alignment:	Neutral
Attacks:	1 bite/1 tail-lash	XP Value:	725
Damage:	2-12 + poison/2-12		

White-fangs are snake-like creatures, between 15 and 20 feet long. They are covered all over in soft, pure white fur except for their heads which are encased in scale-like plates of white ivory. They are equally at home in the depths of icy caverns, in the freezing waters of arctic seas, or in windswept, snow-bound wildernesses.

White-fangs are capable of keeping the temperature of their skin the same as their surroundings, thus making them 80% undetectable by infravision. This, and their colouration, gives them excellent camouflage in their native environments. White fangs surprise opponents on a roll of 1-4 on 1d6.

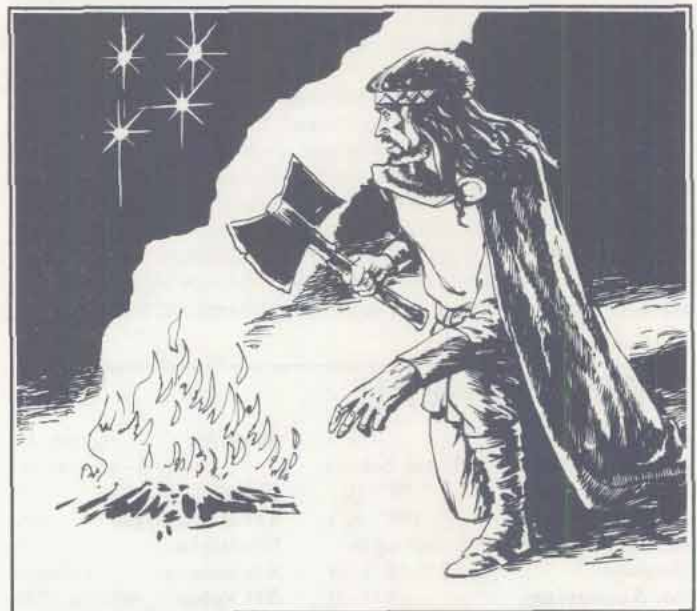
Although they can move swiftly over open ground, white-fangs prefer to move unseen and attack from concealment. They can swim well, burrow through snow and ice with ease, and also have very sensitive infravision which enables them to detect warm creatures through 30 feet of snow, ice or water, or up to 120 feet away in the open.



The creature's main attack is a bite by a pair of needle-sharp fangs. In addition to causing damage, these fangs inject a magical venom. For those poisoned victims who fail a Saving Throw vs. Poison, the venom has the effect of literally freezing the blood. The unfortunate characters are paralysed and, while their skin steadily turns blue, suffer 1-8 points of damage per round until either the poison is neutralised or they die. Although a **neutralise poison** spell removes the paralysis, restores the victim's colour, and halts the damage being caused by the poison, it does not restore hit points already lost. Those who make a successful Saving Throw merely feel chilled and numb, and suffer a penalty of -2 on strength and dexterity for 2d6 rounds. Further bites only extend the duration (by 2d6 rounds), rather than increasing the effects. The creature's second attack is a vicious tail-lash which does 2d6 points of damage.

White-fangs do not normally have any treasure. If a buyer can be found, however, a white-fang pelt may fetch as much as 500gp and its ivory head-plates up to 100gp in total.

WYCHGLOW



Armour Class:	0	Save As:	Fighter: 6
Hit Dice:	6**	Morale:	11
Move:	180' (60')	Treasure Type:	G
Attacks:	1 lightning bolt	Intelligence:	15
Damage:	1-10	Alignment:	Chaotic
No. Appearing:	1-3 (1-6)	XP Value:	725

Wychglows are balls of eerie light (1-3 feet in diameter) that appear only at night or in dark underground caverns. They are attracted to metallic objects, and will attack creatures in order to obtain them. A wychglow craves metals since it feeds on electrical energy which, in some mysterious way it can drain from them. This feeding process can take hours or even days, and reduces the metal to a fine, chalky dust.

Each round, a wychglow can fire a bolt of electricity at any creature within range. The bolt is 2' wide and 30' long. It will hit the target automatically and inflict 1d10 points of damage unless the victim makes a successful Saving Throw vs. Wands. Characters wearing metal armour take half damage if successful, while those wearing leather armour or normal clothing take no damage and are allowed a bonus of +5 to their Saving Throw.

Wychglows are immune to electrical attacks and take minimum damage from magical fire. They can only be struck by weapons of +1 or greater enchantment.

XYTAR

Armour Class:	3	Save As:	Fighter: 2
Hit Dice:	5+1*	Morale:	8
Move:	120' (40')	Treasure Type:	Nil
Attacks:	1 bite or 1 breath	Intelligence:	4
Damage:	1-10 or 3-18	Alignment:	Neutral
No. Appearing:	1-6 (1-12)	XP Value:	400



A Xytar is a large, 8-foot-long, lizard-like creature. Its hide is predominantly yellow, with red and orange mottling along its back. Xytars have six legs and long tooth filled jaws. They live in hot desert areas and can survive for weeks without water.

Xytars are carnivorous creatures who normally hunt in packs. Human or other settlements on the fringes of deserts are often attacked by hunting xytars, as are any caravans unlucky enough to run into them. There are usually no survivors from xytar attacks.

Xytars attack with either their strong jaws or by their breath weapon. They can breath forth a cone of fire 30 feet long and 10 feet wide at its widest point. They always attack by breathing fire first and then closing to use their jaws in melee. Once in melee there is a 1-2 chance on 1d6 that a xytar will breath instead of biting its opponent.

Xytars are unaffected by normal fires and always make their Saving Throws against magical fires.

YOWLER*

Armour Class:	0	Save As:	Magic User: 11
Hit Dice:	3+3**	Morale:	10
Move:	150' (30')	Treasure Type:	Nil
	flying 270' (90')	Intelligence:	4
Attacks:	1 bite	Alignment:	Chaotic
Damage:	2-8	XP Value:	100
No. Appearing:	2-8 (4-16)		



Yowlers look like huge, well-muscled dogs with short, dull, black hair. Their heads and faces, however, have an almost human appearance and their ears could easily be mistaken for small horns. The eyes of a yowler glow with an infernal red light, and their teeth are well designed for tearing the flesh from unfortunate victims.

These hideous creatures are found only in the most desolate of wilderness areas, and they often lair in gloomy caverns where they rest by day, coming out to hunt when night falls. They will attack almost any warm-blooded creature that is foolish enough to enter their territory, but their preferred meat is that of demi-humans. Yowlers have the ability to fly magically.

The baying of a yowler pack is most horrible and can be heard up to a mile away. Anyone within 90 feet must make a Saving Throw vs. Spells each round or flee in panic until the Saving Throw is successful. If the pack consists of more than five, the Saving Throw is made at a penalty of -1 for each additional yowler, up to a maximum of -10. Once a character has successfully saved, s/he is immune to the baying of this particular pack, as long as s/he remains within its immediate vicinity.

Yowlers can only be struck by silvered or magical weapons, and even then only suffer damage equal to the weapon's magical plus (i.e. a sword +1 inflicts 1 point of damage, a dagger +2 2 points, an arrow +3 3 points etc.). Silvered weapons inflict 1 point of damage.

UNDEAD



Mindless and Malignant

AGARAT*

Armour Class:	4	Save As:	Fighter: 5
Hit Dice:	4+3*	Morale:	11
Move:	90' (30')	Treasure Type:	B
Attacks:	2 claws/1 bite + scream	Intelligence:	4
Damage:	1-3/1-3/1-3	Alignment:	C
No. Appearing:	1-6 (1-8)	XP Value:	200



Agarats are a hideous form undead human or humanoid creatures. They are often encountered amongst packs of ghouls and can only be distinguished from ghouls by their blood-curdling screams and their inability to paralyze victims.

The scream of an agarat is its most feared attack, since all characters within 20 feet of it when it screams must make a Saving Throw vs. Spells (wisdom bonuses/penalties apply) or suffer a temporary, one level energy drain. The effect of the drain is the same as that caused by other energy draining undead (see page 6), but is temporary and only lasts for 1-4 turns. After this time, characters who are still alive regain their lost energy level(s). Agarats can only scream *once per turn*. The effects of agarat screams are cumulative, and any creature temporarily drained of all life energy will fall unconscious and cannot be woken for 2-12 turns.

Agarats are immune to **sleep**, **charm** and **hold** spells, and can only be hit by silver or magical weapons. Clerics have the same chance of turning agarats as of turning spectres.

DARK-HOOD (Rorphyr)*

Armour Class:	-2	Save As:	Magic user: 13
Hit Dice:	13*	Morale:	11
Move:	240' (80') (see below)	Treasure Type:	V
Attacks:	1 touch + special	Intelligence:	14
Damage:	1-4 + fear	Alignment:	Chaotic
No. Appearing:	1-2 (0)	XP Value:	2300

The hideous undead creature known as a dark-hood (or rorphyr) thrives on the emanations of fear which it creates in its fleeing victims. Although the creature seldom does much physical harm to its victims, it will often leave a party scattered, weakened and vulnerable to attacks by other creatures.

The dark-hood appears as a grey, translucent, robed figure whose cowed face is completely hidden in shadow. Each dark-hood has a particular territory — typically a few hundreds of feet across in a crypt, old dungeon, or abandoned village or town. The dark-hood is unable to leave its territory. Within it, however, it has complete freedom of movement, being unimpaired even by solid objects, and it will often appear unexpectedly by emerging from a wall, floor, or ceiling for example.



A dark-hood can only be hit by magical weapons of +2 or better, and is immune to spells such as **sleep**, **charm**, **hold** and so on. The creatures can be turned as haunts and, like them, are only destroyed on a "D" result if they fail a Saving Throw vs. Death Ray.

The dark-hood can draw visions from the dark depths of its victims' imaginations. Those who are the most intelligent have the most fertile minds and are the most susceptible — thus anyone seeing the dark-hood must make a *reversed* ability check by rolling *higher* than his or her intelligence on 1d20. For characters who have recently undergone particularly harrowing experiences, the DM may choose to make them more susceptible to the dark-hood's visions by subtracting between 1 and 3 from the *die roll*.

To those who roll *greater* than their intelligence on 1d20, the shadowy void beneath the creature's cowl remains empty. To those who roll *less than or the same as* their intelligence, the cowl becomes filled by hideous visions from the depths of their imaginations. Those who experience such a vision flee in terror from the dark-hood, running maniacally at 30' more than their usual movement rate for 1d4+2 rounds, changing route at random.

Running from a dark-hood is very exhausting, and fleeing characters must make a Saving Throw vs. Spells each round or temporarily lose 1d3 points of constitution, plus any hit points that may result from a constitution bonus being lowered. Any character whose constitution drops below 3 will fall unconscious until it rises to 3 or more. Lost constitution is regained at a rate of 1 point per turn.

Once a victim has experienced the fear of a particular dark-hood and has recovered from it, he or she is immune to further fear attacks from that creature for the next 24 hours.

In melee, the dark-hood attacks with a chilling touch which causes 1-4 points of damage and fills the victim with an overwhelming terror which has the same effect as an imaginary vision.

UNDEAD (Death Leech)

It is from terrified and fleeing characters (affected by touch or vision) that the dark-hood draws its sustenance, and it will pursue them until they drop, often overtaking them by moving unseen through the walls so as to suddenly appear in front of them. In this way, the dark-hood will keep fleeing victims herded within its territory.

The dark-hood ignores unconscious victims, and gives up its "attacks" once all of its victims have collapsed, recovered from the fear, or have left its area. The creature, sated from the hunt, will then return to its lair.

DEATH LEECH

Armour Class:	7	Save As:	Fighter: 8
Hit Dice:	8*	Morale:	10
Move:	240' (80')	Treasure Type:	Nil
Attacks:	1 touch	Intelligence:	4
Damage:	1-10 per round	Alignment:	Chaotic
No. Appearing:	1-4 (2-8)	XP Value:	1200
		Wrestling Rating:	25



In its natural form, a death leech looks like a large flat, translucent amoeba that shimmers with a variety of pale colours. Eight writhing, whip-like tendrils, each averaging 3 feet in length, extend from the sides of its body.

The death leech can **polymorph** itself to appear as any undead (of vampire strength or weaker) that has a physical form. The leech can duplicate any equipment, armour, and clothing that the undead has, although it cannot use any of it. This mimicry is an inborn ability that does not detect as magical.

When it attacks, the death leech changes to its natural form as it advances, writhing horribly at a speed of up to 120 feet per turn. Once it has metamorphosed, it can then move at the greater rate given in its statistics above.

The death leech attacks by wrapping itself around its target, immobilising the unfortunate victim, and then using its tentacles to drain hit points.

A death leech attacks its victim as though he or she had an Armour Class of 9 (minus any magical adjustments for the victim's armour, but ignoring any bonus/penalties for high/low dexterity).

If the death leech successfully hits, it immobilises the victim and drains 1d10 hit points per round. Victims who make a Saving Throw vs. Spells take only half damage for that round. Once a death leech has made a successful first attack, subsequent damage is automatic, and half of the damage inflicted on a death leech by other characters is also suffered by the victim.

A death leech which is killed while in **polymorphed** state retains that form until touched. Then it crumples to its natural form and immediately rots away. Death leeches come from the Sphere of Death, and are turned as special on the clerical turn tables. Death leeches often serve intelligent creatures of Chaos.

DRAGON, UNDEAD

Armour Class:	5	Save As:	Fighter: HD/2
Hit Dice:	Varies (see below)	Morale:	12
Move:	90' (30')	Treasure Type:	B
Attacks:	2 claws/1 bite + special	Intelligence:	5
Damage:	1-8/1-8/5-8 + special	Alignment:	Chaotic
No. Appearing:	1-3 (1-3)	XP Value:	By Hit Dice



An undead dragon is the body of a dead dragon animated by an undead spirit. The spirit can make the dragon walk and attack, but it cannot make it talk or fly. The dragon corpse may be of any colour and retains any resistances it had in life, so that an undead red dragon is immune to normal fire and always makes its Saving Throw against **fireball** spells. In addition, all undead dragons, irrespective of colour, are immune to cold. From a distance of 90' or more an undead dragon is indistinguishable from a live dragon, but closer inspection reveals rotting dragon hide, sightless eyes and possibly many gashes incurred when the dragon was killed. An undead dragon has half as many Hit Dice as it possessed in life.

Undead dragons are unaffected by **sleep**, **charm** and **hold** spells. They are also immune to poison or paralysis and are turned by clerics as haunts. They save as Fighters of a level equal to their Hit Dice divided by 2.

The breath weapon of an undead dragon is a noxious cloud of foetid gas which billows forth from the creature's mouth to form a cloud 20' high, 40' wide, and 40' long. All characters caught in the cloud must make a Saving Throw vs. Dragon Breath or take damage equal to the dragon's current hit points and become afflicted by a foul *rotting*

disease (see below). Characters who successfully make their Saving Throw take only half damage and are unaffected by the *rotting disease*. The disease causes the victim's skin to rot slowly, while the body gradually deteriorates. After 6 hours, afflicted characters will notice their skin starting to decay and will lose 1 point from each of their strength, dexterity and constitution. For each additional day that passes, afflicted characters lose 1d4 points from each of their strength, dexterity and constitution. The disease can be cured by the casting of a **cure disease** spell by a cleric of level 12 or higher. Once the spell has been cast, lost Strength, Dexterity and Constitution points are recovered at the rate of 1 point per day.

Characters within 20' feet of an undead dragon must make a Saving Throw vs. Poison or become overwhelmed by the stench of decay that emanates from it. Characters who fail their Saving Throws become nauseous and make all Hit and Damage Rolls at -3. They remain nauseated for 1d4+4 rounds after leaving the vicinity of the dragon.

The physical attacks of an undead dragon are also greatly to be feared, for its bite and claws cause paralysis for 3d4 turns unless a successful Saving Throw vs. Paralysis is made.

ELDER GHOUL

Armour Class:	5	Save As:	Fighter: 4
Hit Dice:	5**	Morale:	11
Move:	90' (30')	Treasure Type:	B, Q, R, S
Attacks:	2 claws/1 bite + special	Intelligence:	12
Damage:	1-4/1-4/1-6 + special	Alignment:	Chaotic
No. Appearing:	1-4 (2-12)	XP Value:	175



Elder ghouls are a more powerful form of ghoul (see B30). When first encountered, an elder ghoul looks exactly like a normal ghoul, but when it is attacked a sphere of eerie green light forms around its head. This sphere expands at a rate of 5 feet (in radius) per round up to a maximum radius of 25 feet. Anyone entering or touching the ball of light must make a Saving Throw vs. Spells or suffer a chilling weakness and a -2 penalty on their To Hit and Damage rolls.

Elder ghouls have the same physical attacks as normal ghouls and, like them, can paralyse any creatures (except elves) of ogre-size or smaller for 2-8 turns on touch (a successful Saving Throw vs. Paralysis negates). They are unaffected by spells such as **sleep**, **charm** and **holds**, and may be turned by clerics as wraiths.

GREY PHILOSOPHER*

	Philosopher	Malice
Armour Class:	4	1
Hit Dice:	9	1*
Move:	Nil	150' (50')
Attacks:	Nil	1 touch
Damage:	Nil	1-6, 1-8 or 1-10 (see below)
No. Appearing:	1 (1)	Special
Save As:	C9	C6
Morale:	12	12
Treasure Type:	O	Nil
Intelligence:	13	Not applicable
Alignment:	Chaotic	Chaotic
XP Value:	450	13



A grey philosopher is the undead spirit of a chaotic cleric who died with some important philosophical deliberations unresolved in his or her mind. In its undead state, the philosopher does nothing but ponder these weighty matters, always unable to reach a conclusion. Over the centuries, the evil notions of the philosopher take on a substance and will of their own. These animated thoughts, known as malices, appear as small, luminous, translucent wisps with vaguely human faces, gaping maws and spindly, clawed hands. They fly through the air, constantly searching for victims on which to vent their spite. Malices do not stray more than 100 feet from their philosopher, but are able to squeeze through the narrowest of gaps in their wanderings. A grey philosopher typically creates 2-8 malices for each century of its deliberations. Clerics turn malices as spectres.

Malices have the same Hit Rolls as a 9 Hit Dice creature, and the amount of damage done depends on the alignment of the victim: 1d6 for chaotic characters, 1d8 for neutrals and 1d10 for lawfuls.

The philosopher itself appears as a seated, grey, insubstantial, robed figure, deep in thought. It cannot be turned by a cleric, has no attack of its own, and will not defend itself. Until it is actually destroyed, its concentration will not be broken even if it is attacked. When its moment of destruction comes, however, it will look up with an expression of malicious enlightenment on its face and then vanish with a lingering, scream of evil delight. All malices vanish instantly when the philosopher is destroyed.

Both philosopher and malices are immune to mind-affecting magic and to attacks from non-magical weapons.

HAUNT, LESSER

Armour Class:	Not applicable	Save As:	Special
Hit Dice:	Not applicable	Morale:	Not applicable
Move:	Nil	Treasure Type:	Nil
Attacks:	Fear	Intelligence:	10
Damage:	Nil	Alignment:	Any
No. Appearing:	1-2 (1-2)	XP Value:	100 (see below)



Like the greater haunts (banshees, ghosts and poltergeist — see CD32), the lesser haunt is the ghost-like spirit of some dead character or creature which is unable to rest for some reason (the need to pass on some message, or to fulfill a broken oath, for example), and is bound to a particular location. This is often the place where their mortal bodies perished — often a gloomy bog, tangled forest, or abandoned dungeon.

Unlike the greater haunts, the lesser haunt cannot be destroyed, only laid to rest by some special means decided by the DM. For example, the haunt might require mortal aid (from the PCs) to enable it to complete its task, and they may only receive the haunt's XP value once it has attained peace.

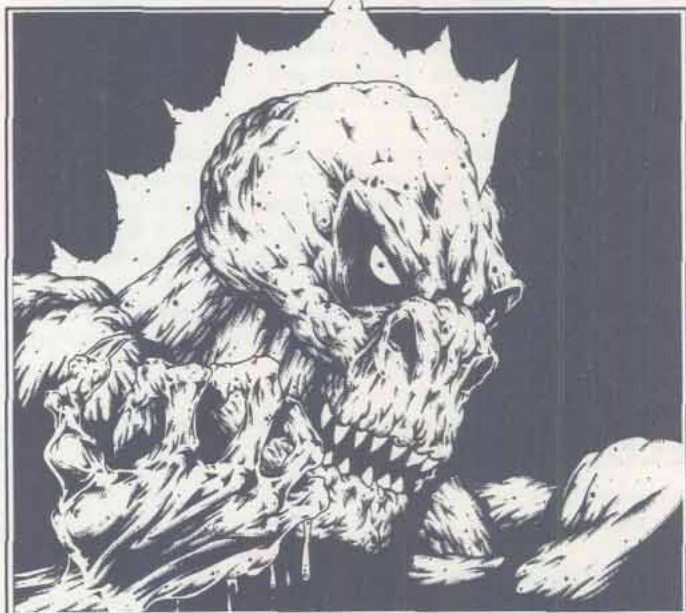
Conversely, lesser haunts are much less dangerous than the greater. They cannot attack or cause damage, although an encounter with certain haunts may require characters to make a Saving Throw vs. Spells or run away in fear. Characters who fail their Saving Throws will not willingly go into the haunted area again.

MESMER*

Armour Class:	3	Save As:	Immune to spells
Hit Dice:	7***	Morale:	12
Move (swimming):	180' (60')	Treasure Type:	G
Attacks:	1 bite + special	Intelligence:	17
Damage:	1-10 + special	Alignment:	Chaotic
No. Appearing:	0 (1)	XP Value:	1650

This undead wraith-like creature lives on the ocean floor in a series of spiralling tunnels, constructed as a magically hypnotic pattern. This pattern affects all creatures viewing it (from above) within 240'. Creatures viewing the pattern will be irresistably drawn into the monster's lair (no Saving Throw); it can only be approached safely by way of the ocean floor.

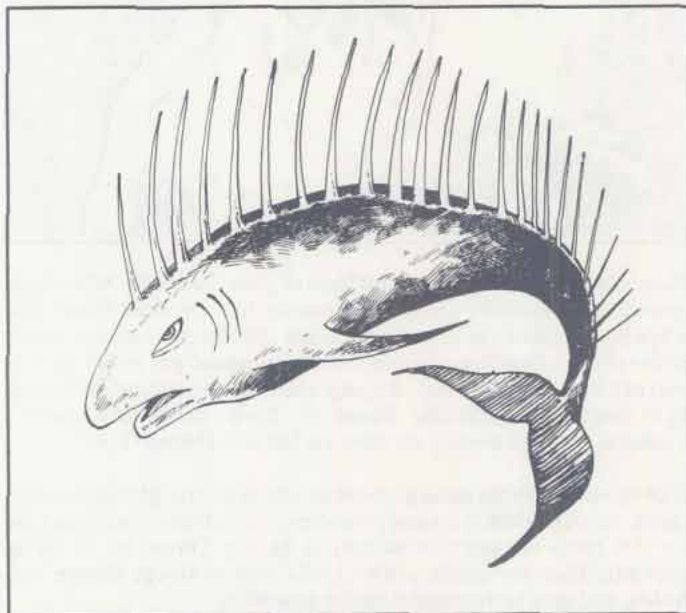
The insatiably hungry mesmer waits at the centre of the pattern, dining on its victims. It can cast 2 powerful **charm monster** spells per round (60' range); a victim may make a Saving Throw vs. Spells to avoid the effect, but with a -6 penalty to the roll. Characters attacked by the mesmer are no longer affected by the hypnotic pattern of the creature's lair.



Any spell cast at a mesmer is completely reflected back on the caster and expanded, affecting the caster and all other creatures within 10 feet. A mesmer can be turned by a cleric as if a *special*. It can only be harmed by magical weapons.

PHYGORAX*

Armour Class:	1	Save As:	F12 (and see below)
Hit Dice:	8****	Morale:	11
Move (swimming):	120' (40')	Treasure Type:	G
Attacks:	Special	Intelligence:	14
Damage:	Energy drain only	Alignment:	Chaotic
No. Appearing:	0 (1-4)	XP Value:	2850



Phygorax are beautiful but very rare, undead fish, averaging 6 feet in length. They live deep under the sea where little light penetrates. They have two dozen sharp spines along their backs that spread out like a deadly fan. The touch of one of these spines will drain one level of Life Energy, but the creature does not actually attack with them. Phygorax have the natural abilities of ESP and full (affecting all normal senses) **illusions**. The creature reads the thoughts of those nearby, picks a victim, and then creates an attractive illusion. The usual result is that the victim touches some part of the illusion, which, of course, is actually a spine. The victim will, of course, realise that the drain has occurred, but the **illusion** will not be dispelled by the touch, as the phygorax will have it react accordingly. The creature normally feeds on small fish, which are killed instantly by the phygorax's touch.

A phygorax is immune to all spells of 4th level or less, and can only be harmed by magical weapons. It can be turned by a cleric as if it were a vampire. Any human or humanoid creature totally drained of life by a phygorax will become one in 1-6 days.

POSSESSION*

Armour Class:	Variable	Save As:	Cleric: 9
Hit Dice:	7-9**	Morale:	12
Move:	30' (10')	Treasure Type:	Variable
Attacks:	Special	Intelligence:	9
Damage:	Variable	Alignment:	Chaotic
No. Appearing:	1 (1)	XP Value:	1250, 1750 or 2300



Possessions, also known as sword spirits, are undead creatures which haunt specific, precious objects, especially if the objects have led to the deaths of those seeking them. Possessions can be found haunting suits of armour, weapons, staves, or any other sort of object, and will always seek to cause the maximum amount of misery and discomfort to those with whom they come into contact.

Possessions may animate the objects which they occupy. A weapon may be moved through the air in order to attack (normal chance to hit plus magical bonuses if appropriate), or a suit of armour or clothes which incorporates gloves or gauntlets may be animated to wield a weapon or *bash* an opponent. Clothes or armour without "hands" may still be used to attack by smothering and constricting for 1-8 points of damage per round. Alternatively, the magical powers of animated objects can be used. Thus, for example, a possession occupying a **wand of fire balls** could shoot fireballs at its opponents.

A possession's armour class depends upon the item it is occupying. Possessions in weapons, for example, have AC2, those in armour have the appropriate armour classes (including magical bonuses, if any), while those in wooden objects or clothes are AC7. Possessions are unaffected by non-magical weapons and by spells other than those which cause physical damage.

Unless it is moved, a possessed object shows no sign that the undead creature has occupied it, and a possession often hides its presence until somebody touches the object. It then attempts to take control over that person in a similar manner to a special magical sword (see Expert Rulebook p60). A possession may make only one such attempt per victim, and has a Will Power score of 3 points per hit die. If the attempt fails, the possession is forced to flee from the object (see below). If it succeeds, the possession will force the victim to serve its malicious ends.

If its presence is known, a possession may be turned by a cleric as though it were a vampire. This forces the undead to flee from the object in the form of a grey, shadowy cloud, shaped like the possessed object. In this form, it is unable to attack or be attacked and, if it cannot find a new object to occupy within 5 rounds, it will dissolve into nothingness for 1 day, before reforming to look for another object to possess. If it is turned again while outside an object it is automatically destroyed.

SACROL*

Armour Class:	5	Save As:	Fighter: 8
Hit Dice:	8***	Morale:	12
Move:	180' (60')	Treasure Type:	Nil
Attacks:	1 touch/1 choke (x2)	Intelligence:	7
Damage:	Level Drain/2-8	Alignment:	Chaotic
No. Appearing:	1 (1)	XP Value:	2300



Sacrol appear only in places of widespread death: battlefields, sacked temples, and plague-ridden areas. They are the collected angry spirits of the dead, and as such have a great hatred for the living, especially for their slayers. They appear as a large skull of the dead creature-type, surrounded by a many-coloured mist. This mist is the body of the sacrol, and it attacks by two long rope-like extensions. The sacrol is able to attack up to two different targets in a round, but no target more than once per round. A hit drains one level of experience, while the mist coils around the throat of the victim, choking him or her. This

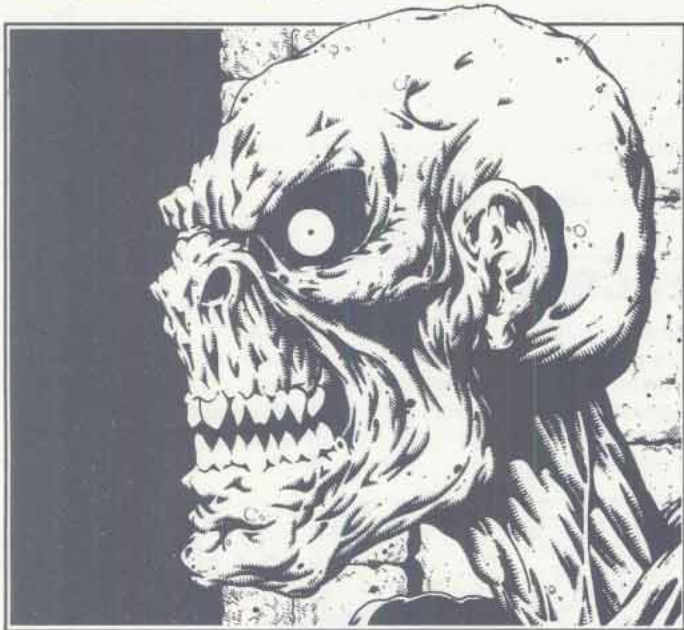
UNDEAD (Topi)

choking will not drain further levels, but does 2-8 points of damage per round until either the sacrol or the victim is dead.

A sacrol may create and control undead in the same way as the **animate dead** spell, controlling up to 8 Hit Dice of creatures. These undead must have been the same creature-type in life as the sacrol. The sacrol may be turned by a cleric as if it were a spectre.

TOPI

Armour Class:	6	Save As:	Fighter: 2
Hit Dice:	3*	Morale:	12
Move:	120' (40')	Treasure Type:	Nil
Attacks:	2 claws	Intelligence:	2
Damage:	1-6/1-6 + special	Alignment:	Chaotic
No. Appearing:	2-8 (5-30)	XP Value:	50



Topis are undead human or humanoid creatures similar to zombies. Before these creatures are animated, however, the corpses are shrunk until they are only 2 feet tall, giving them dark, wrinkled, leathery skin. This process is long and complex, and is known only to certain primitive tribes.

Topis are more agile than normal zombies. They roll for initiative as usual, and can leap up to 6 feet (vertically or horizontally) when attacking. Any creature struck by a topi's claw must make a Saving Throw vs. Poison or fall victim to a venom which acts like a **slow** spell and lasts for 1-2 turns.

Non-edged weapons inflict only half damage on topis, although a successful hit with such a weapon will knock a topi off balance, making it unable to attack in the next round. Topis are immune to mind-affecting spells such as **sleep**, **charm** and **hold** spells. Clerics have the same chance of turning topis as of turning wights.

VAPOUR GHOUL*

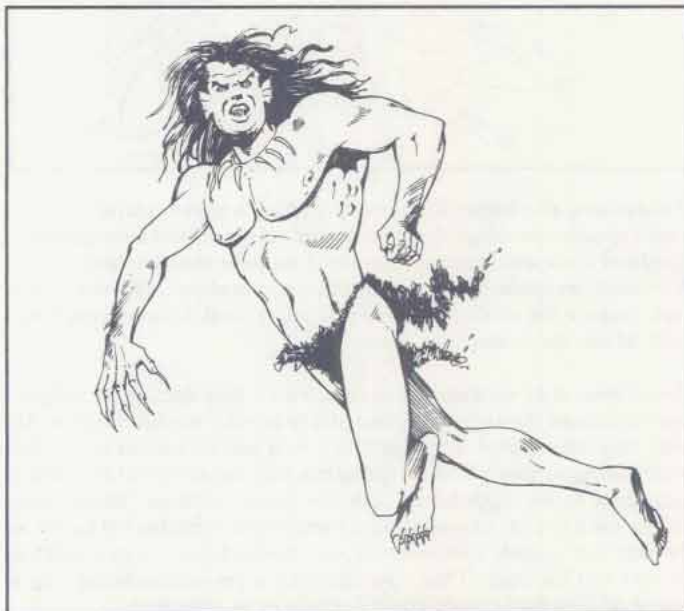
Armour Class:	2	Save As:	Fighter: 5
Hit Dice:	3**	Morale:	9
Move:	160' (40')	Treasure Type:	N
Attacks:	1 touch	Intelligence:	3
Damage:	1-4 + special	Alignment:	Chaotic
No. Appearing:	1-6 (2-12)	XP Value:	65



These creatures form in areas of strife where the vapours are heavy. They cannot stray far from their spot of origin, but need not remain in contact with it. In appearance they are similar to wraiths, but their mist-shrouded forms are hard to discern clearly.

Vapour ghouls can only be harmed by magic and magical weapons. They may be turned as wraiths. Anyone hit by one must make a successful Saving Throw vs. Paralysis or be mind-paralyzed. This mind-paralysis causes the character to continue his or her present activity until the mind-paralysis wears off in 2-8 rounds. Moreover, each hit lowers the character's intelligence by 1 point. Any character reduced to zero intelligence goes insane for 2-20 days. Insane characters should behave in a manner that is as much unlike their sane behaviour as possible. For example, a lawful fighter might imagine that she or he is a chaotic magic user, and even though the character would obviously be unable to cast any spells, he or she would *believe* that their insane gestures and rituals actually produce magical effects. Lost intelligence will return at the rate of 1 point per day.

VELYA*



Armour Class:	3	Save As:	Fighter: 9
Hit Dice:	7**	Morale:	11
Move:	180' (60')	Treasure Type:	F
Attacks:	1 touch or special	Intelligence:	10
Damage:	1-8 + energy drain or special	Alignment:	Chaotic
No. Appearing:	0 (1)	XP Value:	1250

Velya are a weak form of underwater vampire. Some were once surface dwellers and these may be found inhabiting ancient cities which have now sunk beneath the waves. However, they are extremely rare, and only a few have ever been discovered. A velya can take the form of a blue-skinned human with gills, a great white shark, a manta ray, or a water current at will. Each change takes one round.

Whatever its form, a velya regenerates 2 hit points per round (except for fire or acid damage) as soon as it is damaged. However, if a velya is reduced to zero hit points, it does not regenerate, but becomes a water current and flees to its crypt where it must rest for a whole day. Fire and acid damage is not regenerated until the velya reaches and rests in its crypt.

In shark or manta ray form, the velya's movement, attacks, and damage are those of that animal (see p20-2, & CD34). The velya's Armour Class, Hit Dice, Morale and Saving Throws remain unchanged. In water form, a velya cannot attack, but can swim at 180' per turn and is immune to all weapon attacks. Some spells may effect it but none inflict any damage on it.

In human form, a velya may attack by song or touch, or may summon other creatures. The touch of a velya inflicts an Energy Drain (removing one level of experience) in addition to 1-8 points of damage. The creature's song can charm (as the **charm person** spell). Any victim hearing the song must make a Saving Throw vs. Spells or be charmed. The song can be heard up to a mile away, but it can only charm characters within 200 feet of the velya.

Once a successful Saving Throw is made, that character is immune to the velya's song for 24 hours. If the charm is dispelled, the character is still susceptible to the velya's song until he or she makes a successful Saving Throw.

Velya are normally accompanied by 1-6 wights, and can summon 3-18 mako sharks (see CD36) from up to one mile away. The sharks arrive in 1-4 rounds if they are close by.

Any character slain by a velya will return from death in three days as a wight under the control of the velya. A creature can only become a wight through an ancient and forgotten curse.

Weaknesses of Velya

A velya is unable to approach to within 10 feet of a strongly presented holy symbol, although it may move to attack from another direction. Velya cannot enter the open air or they will instantly disintegrate. Because they are undead, velya are unaffected by mind-affecting spells such as **sleep**, **charm** and **hold** spells. They can only be hit by magical weapons.

During the day the velya must rest in a crypt. If the crypt is **blessed** (with the clerical spell) the velya can get no rest there. Failure to rest results in 2-16 points of damage per day. These points are not regenerated until the velya rests in its crypt for a full day. Velya have no reflection and cast no shadow.

A velya can be destroyed by exposing it to air, by driving a wooden stake through its heart while it lies in its crypt, or by being turned by a cleric of level 13 or higher. In the latter case, however, the die roll for the number of Hit Dice of undead destroyed must equal or exceed the Hit Dice of the velya.

WYRD* (Normal & Greater)

	Normal	Greater
Armour Class:	4	0
Hit Dice:	4*	8***
Move:	120' (40')	120' (40')
 flying:	N/A	240' (80')
Attacks:	2 glowing spheres	2 spheres + special
Damage:	1-6/1-6	1-10/1-10 + paralysis
No. Appearing:	1-6 (1-6)	1-2 (1-2)
Save As:	E4	E8
Morale:	12	12
Treasure Type:	B	B
Intelligence:	6	9
Alignment:	Chaotic	Chaotic
XP Value:	125	2300



Normal Wyrd: A wyrd (pronounced "weerd") is an undead spirit inhabiting the body of an elf (cf. wight - BD39). It usually appears as a dark, robed figure holding a small, diffuse, red, glowing sphere in each hand. In combat, the wyrd can either strike with two hands using the spheres as melee weapons, or fling the two spheres as missiles (range 30/60/90), or use one sphere in melee and one as a missile.

If a sphere hits its target (normal role to hit), it explodes, inflicting 1d6 points of damage against most opponents, but 1d6+3 against elves. As each sphere explodes, a replacement instantly appears in the wyrd's hand, but it can only make two attacks per round. Clerics have the same chance of turning wyrds as they do of turning wraiths (see E57).

Greater Wyrd: This is a more hideous variety of the normal wyrd. It is the result of a powerful undead spirit entering the body of a high level elf. This undead being is greatly feared, for its appearance causes all who view it to make a Saving Throw vs. Spells or attack with a -3 penalty to both Hit and Damage Rolls. A minimum of 1 point of damage, however, will always be scored by anyone hitting the wyrd.

A greater wyrd can create two glowing green spheres each round, using them either in melee or as missiles. Anyone struck by a globe suffers 1d10 points of damage and must make a successful Saving Throw vs. Paralysis or be paralysed for 2d4 turns. Elves, however, suffer 1d10+5 points of damage and are immune to the globes' paralyzing effects. Clerics turn greater wyrds as phantoms. Both normal and greater wyrds can only be hit by magical or silver weapons. They are immune to **sleep**, **charm**, and **hold** spells.

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Compiled by Jim Bamba,
Phil Gallagher, & Graeme Morris

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