

DANGEROUS DUNGEONS - DRAFT CHAPTER 5

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A Supplement for OSRIC™

By B. Scot Hoover

Contributing authors: Greg Backus, Joseph Browning, Luigi Castellani, Robert S. Conley, Robert Freeman-Day, Bryan Fazekas, Trent Foster, Rich Franks, Allan T. Grohe Jr., Andrew Hamilton, Andrew Hind, Stuart Marshall, H. John Martin, Nicole Massey, Steve McFadden, Dallas McNally, Sebastian Messiah, Daniel Miller, Nicholas Partridge, Benoist Poire, Ron Redmond, Charles Rice, Matthew Riedel, Mario Ries, Todd Roe, Tony Rosten, Jonathan Simpson, Keith Sloan, Steve Smith, Edwin Stahlnecker, Matthew James Stanham, Scott Sullivan, Jeff Talanian, Patrick Wetmore, Rob Wiebe, "GeezerDM", "Capitalbill", "Vargr1105", "DwellerinDarkness" and "Akrasia"

Art and cartography: Johnathan Bingham, Luigi Castellani, Steve McFadden, Tony Rosten and Sean O. Stone

Edited by Stuart Marshall

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CHAPTER V: Monsters

Fantasy, abandoned by reason, produces impossible monsters; united with it, she is the mother of the arts and the origin of marvels.

- Francisco de Goya

Come Fairies, take me out of this dull world, for I would ride with you upon the wind and dance upon the mountains like a flame!

- William Butler Yeats

Animals

The creatures outside looked from pig to man, and from man to pig, and from pig to man again; but already it was impossible to say which was which. - George Orwell, **Animal Farm**

People speak sometimes about the "bestial" cruelty of man, but that is terribly unjust and offensive to beasts, no animal could ever be so cruel as a man, so artfully, so artistically cruel. - Fyodor Dostoyevsky

Baboon

	NORMAL	GIANT	DEMON
Frequency:	Common	Rare	Very Rare
No. Encountered:	2d10	1d8	1d3
Size:	Small	Man-sized	Huge (over 100' tall)
Move:	120'	120'	180'
Armour Class:	7	5	3
Hit Dice:	1	4+4	18+36
Attacks:	1	2	2
Damage:	1d4	1d8/1d8	3d10/3d10
Special Attacks:	Throw	Throw	Throw, Grasp
Special Defences:	Nil	Nil	Nil
Magic Resistance:	Standard	Standard	Standard
Lair Probability:	Nil (no lair)	Nil (no lair)	Nil (no lair)
Intelligence:	Low	Low	Low
Alignment:	Neutral	Neutral	Chaotic Evil
Level / XP:	1/10 + 1/hp	3/ 80+4/hp	10/ 9,000+24/hp

For game purposes “baboons” includes mandrills and geladas. They can throw missiles, but because of the structure of their shoulders the throw must be underarm. Normal baboons throw rocks and sticks for 1d2 damage. Giant baboons hurl heavier rocks for 1d4. Demon baboons can throw boulders for 2d10 damage.

Baboons are omnivorous. Even normal baboons can be aggressive, and the giant and demon versions are ferocious. A group of normal baboons will contain 2d10 noncombatant young over and above the normal number encountered. Giant baboons will have 1d6 young with them if more than one is encountered. Demon baboons are extremely rare on the Prime Material Plane—from time to time one may be found on a remote volcanic isle cloaked in jungle, but as a rule they are only found in the planes.

Demon baboons have enormous size and godlike strength. They may try to grasp characters of ogre-size or smaller. Armour is no protection against a grasp attack because the monster can grab a character in plate armour as easily as one in a robe—so the attack will automatically hit unless the monster rolls a natural “1”. Once the target has been grasped, the demon baboon will lift it high in the air. At this stage, the character may make a Saving Throw vs. death to slip out of the monster's grip and suffer a mere 6d6 damage from the fall. If the Saving Throw fails, then on the next round the demon baboon will squeeze its fist, inflicting 1d100 damage. The round after it will hurl its target to the ground, inflicting a further 10d6 damage. If the demon baboon does elect to grasp, then it forfeits its other attacks until the target has been hurled to the ground.

Rumours persist of demon baboons with other powers. In the Liber Dementiae, a (very incomplete) bestiary of the planes by various authors, it is written that some demon baboons are healed by electrical or lightning attacks, or even able to somehow “catch” the lightning in their bodies and then zap it back at their attacker. Their plane of origin is uncertain but it may be PanDæmonium.

Normal and giant baboons are classified as “animals” for the purposes of effects like “charm person or mammal”.

Treasure: None

Beaver

	HUGE	GIANT
Frequency:	Rare	Rare
No. Encountered:	4d10	3d12
Size:	Small	Medium
Move:	60'/120' swimming	60'/120' swimming
Armour Class:	7	6
Hit Dice:	2	4
Attacks:	1	1
Damage:	2d4	2d8
Special Attacks:	Nil	Nil
Special Defences:	Nil	Nil
Magic Resistance:	Standard	Standard
Lair Probability:	85%	85%
Intelligence:	Animal	Average
Alignment:	Neutral	Neutral
Level / XP:	2 / 30+2/hp	4 / 75+3/hp

Huge Beaver: These animals are 4' long and, unlike their giant cousins, are no smarter than a normal beaver. They are aggressive by nature, and will attack viciously if approached within thirty feet.

Treasure: Huge beaver hides are worth 1d4 x 100gp.

Giant Beaver: Giant beavers are inspired by the works of C.S. Lewis. They are much more intelligent than their smaller cousins, capable of speaking the Common tongue. Occasionally they can walk upright in the manner of humans. They live in large lodges, with 10' thick walls made of tree trunks packed with mud. The only entrance to these lodges is from under the surface of the water of the lakes formed by the beavers' dams.

Giant beavers are non-violent by nature and will flee from most danger, unless cornered or their lodge is threatened. Under those circumstances, a giant beaver will fight to the death. Giant beavers are 6 ft long.

Treasure: The undamaged hide of an adult is worth 4d6 x 100 gp, and live juvenile giant beavers (1 HD) fetch 2d8 x 100gp each at the slave markets.

Bloodhawk

Frequency:	Uncommon
No. Encountered:	1d12+3
Size:	Small (3', 6' wingspan)
Move:	240' flying (AA: V)
Armour Class:	7
Hit Dice:	1+1
Attacks:	3 (talons/beak)
Damage:	1d4/1d4/1d6
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Standard

Lair Probability:	25%
Intelligence:	Semi-
Alignment:	Neutral
Level / XP:	1 / 20 + 2/hp

These large, grey-coloured raptors are voracious and will attack any small or medium-sized creatures detected within the birds' hunting range. Living communally, and fond of tender flesh, a nest of bloodhawks (4-15 of the birds) will swoop down upon a party of humanoids from all directions.

Diving upon a target, a bloodhawk will attempt to latch onto the victim with its two talons (1d4 damage each) and rip into the target's neck and face with its beak (1d6 damage). If the bloodhawk successful hits with a talon, it will continue to squeeze the target for 1d2 points of damage (per talon) each round, automatically. During this time, the bloodhawk will continue to make attacks with its other talon and beak.

Bloodhawks are aggressive to a fault and, unlike predators such as wolves, will continue to attack a target even if the birds are being systematically slain. It is likely that the creatures were originally bred for this trait while in captivity, and were reintroduced to the wild.

Treasure: Like species of other birds, bloodhawks have an undue fascination with shiny objects, particularly gemstones. If a bloodhawk nest is investigated (in a tall tree, 50'-100' above the ground), 1d4 gemstones and 1d8 coins of varying worth will be found lining the thing.

Brontornis

Frequency:	Uncommon
No. Encountered:	1d2
Size:	Large (9' - 10' tall)
Move:	180'
Armour Class:	4
Hit Dice:	7
Attacks:	3
Damage:	1d6/1d6/2d6
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	5 / 500 + 8/hp

Brontornis was a species of giant bird that lived in South America in the Miocene period. It was a carnivore and an apex predator. In OSRIC, Brontornises may be encountered in "lost world" settings.

Treasure: None

Catfish, Giant

Frequency:	Rare
No. Encountered:	1

Size:	Large (8'-24')
Move:	180' swimming
Armour Class:	7
Hit Dice:	7 ~ 10
Attacks:	1
Damage:	3d4
Special Attacks:	Poison whiskers, swallow
Special Defences:	See text
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	6 / 650 + 12/hp

Large catfish, given a long lifespan and plenty to eat, may grow into giant catfish over time. They are only found in large freshwater lakes or rivers in tropical environments. Giant catfish are primarily bottom-feeding scavengers, although they are aggressive enough to attempt to consume any creatures small enough for them to swallow as food. 7HD giant catfish are large enough to swallow halflings and gnomes, 8HD dwarves, 9HD elves and human children, and 10HD can swallow an adult human. Swallowing inflicts normal damage as well as an additional 1hp of damage per round from the catfish's digestive juices as well as having a 5% chance per round of suffocating the victim. Swallowed victims can only attempt to escape if they have an edged or pointed weapon in hand. Attacks and damage while swallowed are treated normally. If the total damage inflicted equals or exceeds half of the catfish's total the victim has succeeded in either slicing their way out or forcing the catfish to regurgitate their erstwhile meal. Attacks on the swallowing catfish from outside will have a 2 in 10 chance of inflicting a similar amount of damage on the swallowed victim.

Giant catfish also possess a number of spined "whiskers" around their mouth that secrete a powerful poison that will inflict an additional 2d4hp of poison damage (halved with a successful Saving Throw vs. Poison. Attacking giant catfish will thrash their head about when attempting to bite a victim which has the potential to strike up to 2 additional opponents in melee range.

Treasure: None

Cetacians

	DOLPHIN	PORPOISE	NARWHAL	KILLER WHALE (ORCA)
Frequency:	Uncommon	Uncommon	Rare	Uncommon
No. Encountered:	2d10	2d10	1d6	5d6
Size:	Medium (5-6')	Medium (4-6')	Large (6-12')	Huge (15-30')
Move:	300' swimming	350' swimming	210' swimming	210' swimming
Armour Class:	5	5	6	4
Hit Dice:	2+2	1+1	4+4	5+5
Attacks:	1 ram/bite	1 bite	1 impale/bite	1 bite
Damage:	2d4	1d4	2d12	2d8
Special Attacks:	Nil	Nil	Nil	Nil
Special Defences:	Save as 4 th -lvl Fighter	Nil	Nil	Nil
Magic Resistance:	Standard	Standard	Standard	Standard
Lair Probability:	0%	0%	0%	0%

Intelligence:	Very (11-12)	Animal	Animal	Average (8-12)
Alignment:	Lawful Good	Neutral	Neutral	Neutral
Level / XP:	3/120+5/hp	1/30+1/hp	4/190+6/hp	9/600+12/hp

Dolphin:

Dolphins are intelligent aquatic mammals. Dolphins are animals for the purposes of spells such as *Animal Growth*, and are mammals for the purposes of spells such as *Charm Person or Mammal*. They communicate via a series of ultrasonic squeaks and clicks. They are naturally peaceful, Lawful Good creatures, and despise evil creatures particularly the sahuagin and devil rays. They also consider all sharks and killer whales to be their natural enemies and will attack them on sight. Dolphins will also attack if threatened or in defense of their school. As they are intelligent, they will organize their attacks as a group, especially when protecting their young. Dolphins are carnivorous, and feed on fish. They can remain submerged for several minutes at a time but must surface regularly to breathe.

Some varieties of dolphins will allow themselves to be ridden as aquatic mounts, particularly by aquatic elves, whom they esteem as trusted allies.

Treasure: None

Porpoise:

Porpoises are smaller, less intelligent relatives of dolphins. Unlike dolphins they cannot be used as an aquatic mount.

Treasure: None

Narwhal:

Narwhals are a species of whale often called the “unicorns of the sea”. They live in cool to arctic oceans. Male narwhals are distinguished by a long (6-12') spiral horn. Like dolphins and porpoises they communicate by ultrasonic clicks, whistles and knocks. They are not typically an aggressive species but will attack if threatened. In certain cases they can be found with schools of dolphins or serving as mounts for aquatic elves.

Treasure: The narwhal horn is prized by artisans and alchemists and may fetch up to 100gp.

Killer Whale (Orca):

Killer whales are predatory mammals. While not naturally hostile, they are deadly killers and will attack almost any creature if hungry or provoked. They attack with a powerful bite and if successful will hold the victim in their jaws and automatically bite each successive round unless the victim makes a successful Saving Throw vs. Paralysis. If attacking a surface dwelling creature they will attempt to drag it below the surface to drown the prey. When encountered in a group (a pod) they will typically be accompanied by 1d8 calves (2HD, move 150', bite for 2d4). Killer whales are occasionally seen accompanying aquatic elves or even serving as their mounts. In the latter capacity they are difficult to train but fiercely protective of their riders.

Treasure: None

Cheetah

Frequency:	Rare
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No. Encountered:	1d4
Size:	Medium
Move:	150'/450' 3-rnd sprint
Armour Class:	5
Hit Dice:	3
Attacks:	3
Damage:	1d2/1d2/2d4
Special Attacks:	Rear claws 1d2/1d2, Surprise 3 in 6
Special Defences:	Surprised only 1 in 6
Magic Resistance:	Standard
Lair Probability:	15%
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	3 / 65+3/hp

Cheetahs are large carnivorous felines that dwell on plains and grasslands in tropical climates. Once properly domesticated and trained they make trustworthy pets and guardians. Because of their natural colouration and skills at hunting and moving silently they can achieve surprise 3 in 6 while only being surprised 1 in 6. If required, they are capable of sprinting 450'/round for up to 3 rounds. After sprinting, they must rest for 3 rounds before sprinting again. Cheetahs are also capable of springing up to 10' vertically or 20' horizontally.

Cheetahs have non-retractable claws. In melee they attack with their two front claws and a bite. If both claws successfully hit in a single attack they will gain 2 additional attacks with their rear claws on the same opponent.

If encountered singly or in a pair in their lair they will also have 1d4 cubs which do not fight. Both parents will fight to the death to protect the cubs with no morale check required. If defending their young, cheetahs gain +2 to-hit/damage.

Treasure: None

Deer

	ELK	FALLOW/RED	IRISH	MOOSE	REINDEER/CARIBOU
Frequency:	Rare	Common	Rare	Rare	Uncommon
No. Encountered:	2d4	3d6	2d4	2d4	10d6
Size:	Large	Large	Large	Large	Large
Move:	210'	240'	180'	180'	210'
Armour Class:	7	7	7	7	7
Hit Dice:	4	2	4+3	4+1	1+3
Attacks:	1 or 2	1 or 2	1 or 2	1 or 2	1 or 2
Damage:	3d4 or 1d4/1d4	2d4 or 1d3/1d3	2d6 or 1d4/1d4	2d4 or 1d3/1d3	1d8 or 1d2/1d2
Special Attacks:	Nil	Nil	Nil	Nil	Nil
Special Defences:	Nil	Nil	Nil	Nil	Nil
Magic Resistance:	Standard	Standard	Standard	Standard	Standard
Lair Probability:	Nil	Nil	Nil	Nil	Nil
Intelligence:	Animal	Animal	Animal	Animal	Animal

Alignment:	Neutral	Neutral	Neutral	Neutral	Neutral
Level / XP:	3 / 75+3/hp	1 / 30+1/hp	3 / 110+4/hp	3 / 110+4/hp	1 / 30+1/hp

Deer are common herbivores found in wooded or tundra areas and often hunted for their meat. The Irish deer is typically found in “lost world” environments where it coexists with mammoths and woolly rhinoceroses, and is prey for sabretooth tigers. They will normally flee combat, but if cornered or defending young, male deer (stags or bucks) attack with their antlers, females (does) with two hoofs. Of any group, 75% will typically be female.

Treasure: None

Dragonfish

Frequency:	Rare
No. Encountered:	1
Size:	Small
Move:	60' swimming
Armour Class:	4
Hit Dice:	2
Attacks:	1
Damage:	1d3
Special Attacks:	Venom
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	2 / 40 + 1/hp

Dragonfish are akin to flounders and other bottomfish. They live in ponds and other low-flow bodies of water, usually growing 1d3' in length. Their colouration matches this environment, composed of shades of brown which makes them difficult to see. Even those familiar with the fish who know where to look for them have only a 1 in 6 chance of discerning them in the mud.

This camouflage makes them dangerous, as their back is covered in rows of spiny growths covered in venom which can pierce most shoes and boots (or hands, if attached to an arm feeling around a pond or river bottom), snapping off from the body in the process while the fish escapes. This venom is strong; saving throws are at a -1 penalty or take 1d6 points of damage. They also can bite for 1d3 points of damage, if prevented from escaping or if the fish mistakenly identifies a digit as prey (such as if wearing a flashy ring).

Treasure: None

Flightless Birds

	AXEBEAK	CLUBNEK	DINORNIS
Frequency:	Uncommon	Uncommon	Uncommon
No. Encountered:	1d6	2d4	1d2
Size:	Large	Medium	Large
Move:	240' / 180' mounted	240'	240'

Armour Class:	6 (5 if barded)	8	6
Hit Dice:	3	2	4
Attacks:	3 (2 claws + 1 bite)	3 (2 claws + 1 bite)	3 (2 claws + 1 bite)
Damage:	1d3/1d3/2d4	1d6/1d6/1d8	1d8 / 1d8 / 1d6
Special Attacks:	Nil	Nil	Nil
Special Defences:	Nil	Nil	Nil
Magic Resistance:	Standard	Standard	Standard
Lair Probability:	Nil	Nil	Nil
Intelligence:	Animal	Low	Low
Alignment:	Neutral	Neutral	Neutral
Level / XP:	2 / 50 + 2/hp	1 / 20 + 2/hp	3 / 100 + 4/hp

Axebeak: Also known as terror birds, these are a species of flightless avians that hunt in packs and are afraid of nothing. Unlike dinorni, which are larger and utilize their enormous legs to stomp and claw at their prey, terror birds' primary modes of attack are with their axe-shaped beaks. Diurnal hunters, these birds run twice as fast as the swiftest human (movement rate of 240' per round, capable of charging at a rate of 480' per round once every five rounds) and will unhesitatingly attack any number of small or medium-sized targets. A pack of axebeaks will work collectively to bring down a single large-sized animal, such as an elephant or rhinoceros.

Much like hippogriffs and griffons, hatchling axebeaks may be raised to serve as cavalry steeds, but only when isolated from others of their type and if trained and ridden by the same handler since the first month of its life. Thus, a single terror bird may be used as a mount if raised in isolation, but a brood of axebeaks will never be trainable and will instead attack any human coming within range.

When mounted axebeaks move at three quarters of their natural rate (180 feet per round) and can charge at 360' per round once every five rounds. Axebeaks are highly unpredictable and will attack allied creatures 10% of the time, even while under control of their master. Likewise, an axebeak's master will be attacked 10% of the time if he ever turns his back on the creature. Because of this, terror birds are suitable mounts only for scouts and observers - and then, only if they are nested at night in specially designed stalls. Terror birds may be outfitted in leather barding, which will increase their armour class from 6 to 5.

Treasure: None

Clubnek: Greenish flightless birds with yellow beaks, clubneks are diurnal omnivores. They normally move 240 feet per round, but can sprint one round out of every five, doubling their movement rate.

Treasure: None

Dinornis: [I'm going to write a description for this] Dinorni are twice the size of a human and utilize their enormous legs to stomp and claw at their prey.

Treasure: None

Floating Eye

Frequency:	Rare
No. Encountered:	1d12
Size:	Small (1')
Move:	300' swimming

Armour Class:	9
Hit Dice:	1d4 hp
Attacks:	Nil
Damage:	Nil
Special Attacks:	Hypnosis
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	2/30+1/hp

Floating eyes are transparent fish with a single large eye (3" diameter) in the middle of their bodies. When gazed upon a creature or player character must make a Saving Throw vs. Paralysis or be hypnotised. Hypnotised victims may not move or engage in melee. Floating eyes dwell in bodies of saltwater and are usually surrounded by aggressive predatory fish that feed upon hypnotised victims. Floating eyes themselves eat floating bits of flesh and smaller marine animals.

Treasure: None

Frog, Killer

Frequency:	Very Rare
No. Encountered:	3d6
Size:	Small
Move:	60' / 120' swimming
Armour Class:	8
Hit Dice:	1 + 4
Attacks:	3
Damage:	1d2/1d2/1d4+1
Special Attacks:	Leap, Surprise
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	3 / 50 + 1/hp

Killer frogs are a variant of giant frogs, differing only in their size matching the smallest of regular giant frogs and in possessing claws and a full mouth of teeth. When hunting, they will spring up on their hind legs in order to rake with their foreclaws. It is speculated that their anatomical differences with giant frogs was magically induced instead of a natural adaptation. Fortunately, this process also seems to have left them with a preference for eating the flesh of their own kind, and thus their numbers are kept low.

Treasure: None

Jellyfish, Giant

Frequency:	Rare
No. Encountered:	1d10
Size:	Large
Move:	15' floating
Armour Class:	9
Hit Dice:	4
Attacks:	4
Damage:	1d10+paralysation
Special Attacks:	Paralysation
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	4/155+4/hp

Giant jellyfish are found in both freshwater lakes and ponds and in saltwater seas. They are typically found near the surface and stay afloat by a pocket of air in its sizable bladder. Beneath the bladder are 10-40 tentacles which it uses to attack and incapacitate prey. Any creature hit by a giant jellyfish must make a Save vs. Paralysis or be paralysed for 1d10 rounds. Paralysed victims are +4 to-hit and have an effective Armour Class of 10.

Treasure: None

Kangaroo

Frequency:	Uncommon
No. Encountered:	2d20
Size:	Small - Medium
Move:	180'
Armour Class:	7
Hit Dice:	1
Attacks:	1
Damage:	1d6
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	1 / 10 + 1/hp

These herbivorous marsupials can weigh about as much as a man, but are often smaller. Males are called bucks, females are called does and juveniles are called joeys. They move by hopping and can jump distances of about 25' horizontally or 9' vertically. Some cultures hunt them for food. According to legend, there is or was a lost tribe of gnomes that ride them like horses.

Treasure: None

Leopard

	NORMAL	HUGE
Frequency:	Uncommon	Rare
No. Encountered:	1d2	1d2
Size:	Medium	Large
Move:	300'	240'
Armour Class:	6	6
Hit Dice:	3	6+1
Attacks:	3	3
Damage:	1d2/1d2/1d6	1d4/1d4/2d6
Special Attacks:	Rear claws (1d3/1d3)	Rear claws (1d4/1d4)
Special Defences:	Surprised only on a 1	Surprised only on a 1
Magic Resistance:	Standard	Standard
Lair Probability:	5%	5%
Intelligence:	Animal	Animal
Alignment:	Neutral	Neutral
Level / XP:	3 / 80 + 2/hp	7 /465 + 8/hp

Normal: Leopards are large predatory cats that hunt through a combination of stealth and speed. They are capable of running incredibly quickly in short bursts (300 ft for 3 continuous rounds). After killing their prey, they will drag the carcasses into nearby trees before feeding.

Leopards will not typically attack men in groups, but solitary humanoids are fair game. In combat, if a leopard hits with both front claws, it is also able to rake with its back claws (causing 1d3 points of damage each). Leopards have keen senses, and are only surprised on a 1.

Huge: Huge leopards are oversized cats (5 ft tall at the shoulder) with no fear of humanoids. They will attack groups of humans, targeting the weakest and slowest. Halflings, gnomes, and the like are favoured prey. They may be encountered in prehistoric settings.

In combat, if a huge leopard hits with both front claws, it is also able to rake with its back claws (causing 1d4 points of damage each). Leopards have keen senses, and are only surprised on a 1.

Treasure: None

Muckdweller

Frequency:	Rare
No. Encountered:	5d4
Size:	Small
Move:	30' / 120' swimming
Armour Class:	6
Hit Dice:	1d4hp
Attacks:	1
Damage:	1d2
Special Attacks:	Water jet
Special Defences:	Nil
Magic Resistance:	Standard

Lair Probability:	40%
Intelligence:	Average
Alignment:	Lawful Evil
Level / XP:	1/8 + 1/hp

Related to the ancestors of birds and crocodiles, hundreds of species of euparkerius expectoramus have thrived in the world's marshes and swamps fifty times longer than hominids have walked on two legs. These vicious, omnivorous creatures prefer areas of fetid or stagnant water. They appear as small, bipedal lizards with mixed grey and brown colouring with washed-out yellow bellies. Muck dwellers are sometimes found in service to lizard men or batrachian tribes, although typically they form their own communities.

Muckdwellers attack prey in a coordinated fashion, ambushing a target in the most advantageous location possible while ensuring that they suffer few, if any, casualties. Incapable of using their front legs for anything more than pulling at meat, several of these reptiles will use an internal swimming bladder to fire a ten-foot jet of muddy water into their prey's eyes before their clutch-mates swarm in to attack. This attack has a range of up to 10', allowing a save versus aimed magic items to avoid blindness only if unsurprised. Any members of the tribe not attacking in this fashion sally from the water and bite the victim, which, if blinded has a +2 penalty to armour class along with the loss of any AC adjustment due to dexterity.

Muckdwellers' nests resemble those of beavers and their entrances are located underwater. However, the swamp spitters do drag their kills to a central location to be eaten and a large pile of bones will stand upon that spot. Mixed into the pile of bones will be the incidental belongings of any previous victims, and muckdwellers do not have any interest in such items.

Muckdwellers have been known to associate with lizard men and batrachians of evil alignment, and can be convinced to work with powerful, evil beings as long as some form of communication can be established.

Treasure: If encountered in their lair, muckdwellers will have secreted away 3d8cp, 3d6sp, 2d6ep, 2d4gp, 1d6pp; also, 1d4 gems per muckdweller (50%)

Oliphant

Frequency:	Rare
No. Encountered:	1d8
Size:	Large
Move:	150'
Armour Class:	4
Hit Dice:	8+4 (10+5)
Attacks:	4
Damage:	1d10+2/1d10+2/1d10+21d10+2
Special Attacks:	See below
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Low
Alignment:	Neutral
)Level / XP:	4 / 600 + 12/hp

The Oliphant is the modern-day relative of the mastodon (q.v.). It inhabits cold wilderness areas.

Oliphants are sometimes caught when they are young and trained for warfare. Captured specimens tend to grow larger (10+5 HD) than their wild cousins. An armoured oliphant, bearing its hound-load of warriors, is almost fearless in battle, even ignoring fire (unless the flames are likely to harm it).

The oliphant uses its great tusks, and pillar-like forelegs to attack up to four man-sized enemies, or two ogre-sized opponents or one giant-sized creature.

A single oliphant will always be a male. In a group of oliphants, at least two will be fully grown adults. Each additional member above two is 75% likely to be a juvenile, and 25% likely to be a calf. Juveniles and calves are 50% male, 50% female. There will only be one fully grown adult male in a group.

Treasure: Oliphant tusks can fetch between 100-400gp at market.

Owl, Giant

Frequency:	Rare
No. Encountered:	1d4+1
Size:	Medium
Move:	30' / 180' flying (AA: III)
Armour Class:	6
Hit Dice:	4
Attacks:	3
Damage:	2d4/2d4/1d4+1
Special Attacks:	Surprise on 1-5
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	5%
Intelligence:	Very
Alignment:	Neutral
Level / XP:	4/ 150 + 4/hp

Giant owl hunt remote wilderness areas at night. They swoop down on their prey with almost complete silence(surprise on 1-5 on a d6), and attack with their claws and beak.

They are intelligent, speak their own language, and will sometimes make friends with other creatures.

There is a 20% chance that there will be eggs or chicks in their nest (once presence of eggs or chicks determined - 25% chance 1-3 eggs, 75% chance 1-3 chicks). Giant owls defend their eggs and offspring fiercely. Their eggs are worth 1000gp, and their offspring worth 2000gp at market.

Treasure: If encountered in their nest, giant owls will have 3d6+2 gems (50%) and 1d2 random magic items (50%)

Pike, Giant

Frequency:	Rare
No. Encountered:	1d8
Size:	Large
Move:	360'

Armour Class:	5
Hit Dice:	4
Attacks:	1
Damage:	4d4
Special Attacks:	Surprise on 1-4
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	3 / 85 + 4/hp

The giant pike is a swift, aggressive hunter which lives in large bodies of deep freshwater. Its speed and superior vision enable it to surprise its victims most of the time. These great fish are sometimes found in the company of nixies.

Treasure: None

Ram

Frequency:	Uncommon
No. Encountered:	1 or 1d6
Size:	Medium
Move:	150'
Armour Class:	6
Hit Dice:	2
Attacks:	1
Damage:	1d2
Special Attacks:	Charge
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	2 / 28 + 2/hp

Rams graze hilly pastures in temperate and cold areas. They are met singly (25% chance) or in small flocks of 1d6 rams, 3d6 ewes, and lambs equal to half the number of ewes present.

Rams charge (+1 to hit, double damage) to protect their flock when it cannot flee. Ewes do not charge, but will butt in self-defence.

Treasure: None

Raven

	NORMAL	GIANT
Frequency:	Common	Rare
No. Encountered:	4d10	4d4

Size:	Small	Medium - Large
Move:	10', 360' flying (AA: IV)	10', 360' flying (AA: IV)
Armour Class:	7	4
Hit Dice:	1d2hp	3+2
Attacks:	1	1
Damage:	1	1d4+2
Special Attacks:	See below	See below
Special Defences:	Standard	Standard
Magic Resistance:	Standard	Standard
Lair Probability:	25%	15%
Intelligence:	Animal	Low
Alignment:	Neutral	Neutral (Evil)
Level / XP:	1 / Nil	3 / 60 + 4/hp

Ravens travel and scavenge for food in large flocks. They are intelligent birds, and communicate using their own language. A single bird usually flies ahead of the flock, and gives warning cries when a potential threat is sighted. It is impossible to surprise a flock of crows in the day time.

These birds may attempt to peck an enemy's eye out (1 in 10 chance per attack): a successful attack roll results in the loss of an eye.

Giant ravens are sometimes taken when young, and raised to serve as messengers or guards. Such birds can be taught to speak rudimentary Common.

Treasure: Ravens love shiny objects: 25% chance for bits of metal or glass etc. in their nests. There is also a 1 in 6 chance that a nest will contain 1d4 gems (each gem being worth at least 10gp).

Ray

	MANTA	STING
Frequency:	Uncommon	Common
No. Encountered:	1	1d3
Size:	Large	Small
Move:	180' swimming	90' swimming
Armour Class:	6	7
Hit Dice:	8 - 11	1
Attacks:	1 and 1	1
Damage:	1d10+2 / 2d10	1d3
Special Attacks:	See below	See below
Special Defences:	Nil	Nil
Magic Resistance:	Standard	Standard
Lair Probability:	Nil	Nil
Intelligence:	Non-	Non-
Alignment:	Neutral	Neutral
Level / XP:	7 / 1,200 + 16/hp	1 / 90 + 1/hp

Manta Ray: The manta ray is usually found in tropical waters. It is an enormous creature with a wing span ranging between 32' and 44'. When not flying through the water, it camouflages itself on the sea bed and waits for food to swim by.

The manta ray's cavernous mouth, roughly half its width, is able to devour victims (smaller than giant-sized creatures) whole if the ray scores two numbers over the required to hit score. Such victims will die in the ray's gut in six melee rounds (non-digestible equipment belonging to the deceased tends to remain in the ray's stomach). Swallowed creatures may attack the ray from inside its body, however damage done to the ray decreases by one point, cumulative, for each melee round the creature remains inside it.

The manta ray will also, when threatened, use its tail to attack for 2d10 points of damage. Victims must also Save vs. Paralysis, or be stunned for 2d4 rounds. The ray can only use its tail to attack creatures at its back.

Treasure: None

Sting Ray: The sting ray feeds along the bottom of warm shallow waters. When it rests on the sand, it is extremely difficult to detect (1 in 10 chance), and if stood upon it thrashes the offender with its poisonous tail spike. The spike does 1d3 points of damage, and a failed save causes 5d4 points of damage to the victim, and paralysis for an equal number of turns.

Treasure: None

Salamander, Giant Cave

Frequency:	Rare
No. Encountered:	1d3
Size:	Large (4-5' long)
Move:	120'
Armour Class:	7
Hit Dice:	4
Attacks:	3
Damage:	1d3/1d3/2d4
Special Attacks:	None
Special Defences:	Slippery, mucus covered skin
Magic Resistance:	Standard
Lair Probability:	10%
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	5/150+4/hp

Giant cave salamanders are a species of large amphibian troglobites that primarily dwell in subterranean caves and grottoes. They completely lack eyes, relying on their sensitive sense of motion and smell to track prey in their natural, lightless environment. Because of their unique physiology they are immune to *Light* spells or any *illusions* that rely on visual elements. The hide of a cave salamander continually exudes a slippery mucus-like substance that makes grappling with them difficult (-3 to such attempts).

Cave salamanders attack with 2 claws for 1d3 hp of damage each and one bite for 2d4 hp of damage.

Treasure: None

Skunk

	NORMAL	GIANT
Frequency:	Common	Uncommon
No. Encountered:	1 or 1d6	1
Size:	Small	Medium
Move:	120'	90'
Armour Class:	8	7
Hit Dice:	1d2hp	5
Attacks:	1	1
Damage:	1	1d6
Special Attacks:	Squirt musk	Squirt musk
Special Defences:	Squirt musk	Squirt musk
Magic Resistance:	Standard	Standard
Lair Probability:	Nil	Nil
Intelligence:	Animal	Animal
Alignment:	Neutral	Neutral
Level / XP:	1 / 4 + 1/hp	3 / 170 + 6/hp

Skunks dwell away from other creatures. They are found in temperate and subtropical climes. The Skunk can bite to defend itself, but more typically chooses to squirt musk in a 10' x 10' x 10' cloud at its attackers. Those within the cloud must Save vs. Poison. Those who save must immediately retreat from the cloud, or count as having failed. Those who fail are sickened for 1d4 rounds, must make a second save vs poison, and must also retreat from the cloud (or count as having failed the second save). Those who fail the second save are blinded for 1d4 rounds.

The musk permeates cloth, flesh, leather and metal: normal clothing is ruined, while the latter materials need repeated washings over several days to vanquish the stench (vinegar removes the stink after a few washes).

A giant skunk's musk cloud is 20' x 20' x 60'. This stronger cloud forces the target to Save vs. Poison or be blinded for 1d8 hours. Whether it passes or fails its save, it must retreat for a full move, and fights at -2 to hit and damage for 2d4 turns owing to nausea. Any cloth material within the cloud must save vs acid or be ruined; magical gear will lose its enchantment if the Saving Throw is failed.

Treasure: None

Snake

	CONSTRUCTOR	POISONOUS	HORNED ASP	MARBLE
Frequency:	Uncommon	Uncommon	Rare	Very Rare
No. Encountered:	1d2	1d6	1	1d4
Size:	Medium	Small	Large (30' long)	Medium
Move:	90'	90'	150'	150', 50' burrowing
Armour Class:	6	6	5	8
Hit Dice:	3+2	2+1	5+2	3
Attacks:	2	1	2 (bite/horns) or 1 (constriction)	1
Damage:	1 / 1d3	1	1d6/1d6 or 1d4	1d8
Special Attacks:	Constriction	Poison	Constriction, poison	Charm
Special Defences:	Nil	Nil	Nil	Nil

Magic Resistance:	Standard	Standard	Standard	Standard
Lair Probability:	Nil	Nil	80%	80%
Intelligence:	Animal	Animal	Semi-	Animal
Alignment:	Neutral	Neutral	Neutral Evil	Neutral
Level / XP:	3 / 85 + 4/hp	3 / 75 + 3/hp	5 / 250 + 5/hp	3 / 65 + 2/hp

Giant snakes are covered in the OSRIC core rules. These are normal-sized snakes, plus two magical varieties, the horned asp and the marble snake.

Constrictor: The constrictor snake is typically found in the forests and swamps of warm regions. It bites and attempts to coil itself around its prey. If it manages to wrap itself around its victim, it will automatically do crushing damage each round thereafter. A humanoid can force itself free of the snake's grip by rolling an open doors check with a +1 penalty to the die roll.

Treasure: None

Poisonous: There are many kinds of poisonous snake. To find out the effect of a particular poisonous snake's bite, roll on the following table:

1d20	TYPE
1-4	Save with a +3 bonus on the die roll, or be incapacitated by illness for 2d4 days.
5-8	Save with a +2 bonus on the die roll, or die.
9-11	Save with a +1 bonus on the die roll, or take 2d4 points of damage.
12-14	Save, or take 3d4 points of damage
15-17	Save with a -1 penalty on the die roll, or be incapacitated by sickness for 1d4 days.
18-19	Save with a -2 penalty on the die roll, or be incapacitated by illness for 2d6 days
20	Save with a -3 penalty on the die roll, or die.

Treasure: None

Horned Asp: Revered as sacred by the followers of certain snake cults and demon lords of the arid south, horned asps are seldom found outside of the temples and shrines of such evil sects. There, the giant snakes are considered to be the reincarnated forms of a temple's most devout worshippers, but whether there is truth to that assertion is not truly known. They do possess an evil cunning and a level of intelligence that is not found in other ophidian species, and these traits lead scholars to conclude that horned asps are not of natural origin.

Horned asps' primary weapons are their poisonous bite, against which a creature must save versus poison at -2 penalty (due to the sheer magnitude of poison that the creature delivers), or become paralysed and die within 1d10 rounds. The snakes are also able to thrash their heads violently from side-to-side, using their sharp horns to score hits against creatures attempting to avoid the lethal bite.

Although these giant snakes normally strike to kill, they occasionally enjoy toying with creatures of small or medium size and may instead choose to coil around a solitary victim of such stature (50% of the time if the snake has not been harmed). In this case, the horned asp will initially strike at a spot adjacent to the target- appearing to miss its prey entirely. However, the strike was not the cunning snake's true attack, and the horned asp will immediately make an attempt to ensnare the flanked creature within its immeasurably strong coils. If the asp scores a successful hit on this real attempt, then the unfortunate target must roll a 19 or 20 on a d20 to avoid the asp's strangulating constriction. Failure results in automatic 1d4 damage per round, until the victim becomes unconscious upon reaching zero hit points.

Each round of strangulation allows a victim the chance to break or slip free by successfully rolling 19 or 20 on a d20, but the horned asp may choose to bite its ensnared prey at any time, hitting automatically.

Within a temple, horned asps will often be trained to kill all the members of a trespassing party, save one. That unfortunate victim will be left unconscious by the asp, to be questioned by the evil temple's high priests using methods better left undescribed.

Treasure: None

Marble Snake: Marble snakes are a translucent white, with their circulatory system visible on their bodies. They are between 4' and 6' in length, with golden manes around their heads. Its fangs are very long, extending out of its mouth.

They typically lair in areas of high altitude, where they can sun themselves easily. Marble snakes will create tunnels to lay their eggs and rest.

These snakes are not far-ranging hunters. They have a special ability to emit a whistle using their unusual mouth structure that acts as a suggestion on creatures hearing it to follow the sound to its source. Upon being drawn to the marble snake, creatures must save versus magic to avoid being charmed, this accomplished by meeting the marble snake's gaze, its eyes being faceted and multi-coloured. If the prey survives the first strike of the snake, it can attempt to fight back or flee.

Treasure: 1d4 gems (25%), 1d2 magic items (10%)

Vulture

	NORMAL	GIANT
Frequency:	Common	Very Rare
No. Encountered:	4d6	2d6
Size:	Medium (6' wingspan)	Medium (12' wingspan)
Move:	30', 240' flying (AA: IV)	30', 210' flying (AA: III)
Armour Class:	6	7
Hit Dice:	1+1	2+1
Attacks:	1	1
Damage:	1d2	1d4
Special Attacks:	Nil	Nil
Special Defences:	Nil	Nil
Magic Resistance:	Standard	Standard
Lair Probability:	Nil	Nil
Intelligence:	Animal	Animal
Alignment:	Neutral	Neutral
Level / XP:	1 / 20 + 1/hp	2 / 35 + 2/hp

These carrion-feeding birds are found in temperate to tropical climates, where they search for wounded, crippled and fallen creatures to feast upon. Flying at high altitudes during the day, vultures have eyesight that is capable of detecting faltering animals from a distance of over a mile. Upon seeing a creature that appears vulnerable- erratically moving, fallen, or under attack from predators, a committee of vultures will swoop down and peck at the victim, testing for a response. If the target responds with its own attack, ordinary vultures will move out of range- until the victim becomes unable to defend its self. At that point a wake of vultures will swarm in and finish the unfortunate off.

Giant vultures, however, must actually be hit in order to drive them away from a likely victim.

In their normal environment, vultures will appear 1d6 + 6 rounds after a creature has fallen, whether it is mortally wounded, unconscious, killed, sleeping or held. If large predators are not nearby, the vultures that have been attracted to the scene will move in and begin pecking at the victim, with 1d6 attacking each round. Creatures that have been killed, but removed quickly will not attract vultures unless a large amount of carrion has been left behind. Also, the presence of large, active creatures near a fallen creature will deter a group of vultures from attacking a victim.

Vultures are rather fastidious, but may carry diseases despite this tendency. Any human struck by vultures will have a 1% chance (cumulative) of contracting some type of blood-borne infection that will kill the individual within 1d10 days, unless cured. Thus, a wounded person who is successfully pecked four times will have a 4% chance of contracting such a disease.

Ordinary vultures make good familiars, and a GM should substitute them in to the table of the find familiar spell if a Magic-User casts the summoning in a vulture's hunting range.

Treasure: None

Wolf, Winter

Frequency:	Very Rare
No. Encountered:	2d4
Size:	Large
Move:	180'
Armour Class:	5
Hit Dice:	6
Attacks:	1
Damage:	2d4
Special Attacks:	Frost
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	10%
Intelligence:	Average
Alignment:	Neutral (Evil)
Level / XP:	5 / 245 + 5/hp

The winter wolf is a large, intelligent, and bad-tempered predator which is found only in the cold wastes. Its coat is typically silver or ivory in colour, and its eyes are ice blue.

In addition to its bite, once every 10 rounds the wolf can breathe cold on any creature within 10' of its mouth. This icy breath causes 6d4 points of damage to the victim (or half if he makes a Saving Throw vs. Breath Weapon).

The winter wolf is immune to cold attacks, but vulnerable to fire attacks for which it receives an extra point of damage on each die rolled.

Winter wolves speak their own language, and are also able to talk to Worgs.

Treasure: Their coats are worth 5,000gp at market.

Celestials

Angels

Angels dwell on the planes of good and serve the gods who dwell on those planes. They are the sworn enemies of all evil creatures, particularly daemons, demons, devils and undead of all types. Angels are always Good, but may be Lawful, Neutral or Chaotic depending on their patron deities' particular alignment. They do not normally possess treasure of any kind.

	KERUBIM	SERAPHIM (Archangels)	
Frequency:	Very Rare	Very Rare	
No. Encountered:	1	1	
Size:	Large (8 ½')	Large (10')	
Move:	150'/480'/240' flying (AA: VI)	180'/400'/180' flying (AA: VI)	
Armour Class:	-7	-9	
Hit Dice:	144hp, as 17 th -level Fighter	177hp, as 17 th -level Fighter (DEX=24)	
Attacks:	3	4	
Damage:	By weapon (+7 STR bonus)	By weapon (+12 STR bonus)	
Special Attacks:	See below	See below	
Special Defences:	See below	See below	
Magic Resistance:	75%	85%	
Lair Probability:	Nil	Nil	
Intelligence:	Supra-genius (WIS=21)	Supra-genius (WIS=24)	
Alignment:	Good	Good	
Level / XP:	10/60,000+35/hp (65,040)	10/95,000+35/hp (101, 195)	
	ASTRAL ELOHIM	AÆTHEREAL ELOHIM	MATERIAL ELOHIM
Frequency:	Very Rare	Rare	Uncommon
No. Encountered:	1d3	1d4	1d6
Size:	Medium (7')	M (6')	M (6 ½')
Move:	180'/420'/150' flying (AA: V)	150'/360'/180' flying (AA: V)	120'/300'/210' flying (AA: V)
Armour Class:	-6	-4	-5
Hit Dice:	9+36 (as 9 th -lvl Cleric)	8+32	7+28
Attacks:	2	2	3
Damage:	4-15/4-15 (+6 STR bonus)	3-12/3-12 (+4 STR bonus)	By weapon (+5 STR bonus)
Special Attacks:	See below	See below	See below
Special Defences:	See below	See below	See below
Magic Resistance:	65%	60%	55%
Lair Probability:	Nil	Nil	Nil
Intelligence:	Genius (WIS=20)	Genius (WIS=18)	Exceptional (WIS=18)
Alignment:	Good	Good	Good
Level / XP:	10/10,100+25/hp	9/8,100+20/hp	9/7,850+18/hp

Seraphim (archangels)

Seraphim are the most powerful angels and serve as generals and stewards of major Good deities.

There are only a handful of seraphim known to exist. In the service of their deity, seraphim may go anywhere. They are completely loyal and dedicated to both their deity and their alignment. Physically they appear as muscular, bronze-skinned winged humanoids with a commanding presence and a powerful voice.

In combat, seraphim have four attacks per round. They are armed with both a bow (360' range) with **arrows of slaying** and a **two-handed sword +5** with the powers of both a **sword of dancing** and a **sword of sharpness**.

All seraphim have the following spell-like abilities which they may use one at a time, once per round, at will as a 12th-level Cleric, Druid, Magic-User, or Illusionist: *Antipathy/Sympathy* (3/day), *Animate Object* (3/day), *Astral Spell* (1/day), *Confusion* (3/day), *Control Weather*, *Creeping Doom* (1/day), *Earthquake* (3/day), *Finger Of Death* (1/day), *Fire Storm* (1/day), *Holy Word* (3/day), *Imprisonment* (1/day), *Improved Invisibility*, *Instant Summons* (double effect), *Mass Charm* (3/day), *Permanency* (3/day), *Polymorph Any Object* (1/day), *Power Word* (1/day), *Polymorph Self* (1/day), *Prismatic Spray* (1/day), *Read Magic*, *Regenerate* (1/day), *Restoration* (1/day), *Resurrection* (3/day), *Shape Change* (3/day), *Symbol* (any, 3/day), *Teleport Without Error*, *Wish* (1/day), *Vanish* (3/day), *Vision* (1/day), *Wind Walk* (7/day). Additionally, seraphim can *Commune* at will, *Cure* (any ailment) by touch, *Detect* (any form, automatic), *Dispel* (any type) by gaze, *Know Alignment* (automatic), *Read and Comprehend Languages* (automatic), communicate via *ESP* or *Tongues* (automatic), and bestow a perfect adaptation and immunity to any environment by touch for up to 100 years. Finally, seraphim can create a dual *Globe Of Protection From Evil/Normal Missiles* (150% normal effect i.e. +3/-3) that also functions as a *Minor Globe Of Invulnerability* up to a 70' radius at will.

Seraphim also possess darkvision up to 240' and normal hearing and vision at twice the normal human range. Their Charisma is 24.

Once per hour a seraphim can summon a creature from their home plane. Lawful Good seraphim summon 1d2 ki-rin. Neutral Good summon 1d2 phoenixes. Chaotic Good seraphim summon 1d2 titans. Once per day a seraphim can gate in either a kerubim or 1d8 elohim of any sort.

Seraphim are susceptible to the same attacks as elohim except that they are immune to acid. They may only be struck by +5 weapons. They are never surprised and always gain the initiative against opponents of 21 DEX or less. Additionally, they are immune to level drain from undead or magical draining attacks and cannot be *Beguiled*, *Charmed*, *Held*, *Confused*, dominated, *Feebleminded*, paralyzed or petrified. They are immune to death magic and their souls cannot be trapped or imprisoned. All seraphim regenerate 7hp/round.

The corporeal form of a seraphim can only be destroyed on their home plane. Elsewhere their soul will instantly return to their home plane and re-form a new corporeal form, which takes 70 years.

Kerubim

Kerubim are powerful angels that serve as marshals and leaders of the celestial hosts of good. They are always attached to a particular good deity and in their service may travel at will anywhere except the lower planes of evil - where they will only go if commanded by their patrol deity.

Kerubim wield large **+4 bastard swords** with the qualities of both **defender** and **keenblade** (effective only vs. Evil-aligned creatures). For purposed of attack and initiative they have a DEX of 21.

Kerubim possess spell-like abilities equivalent to that of a 7th-level Cleric or Druid with a WIS of 21. They may use these innate abilities one at a time, one per round at will: *Animate Object* (1/day),

Blade Barrier (3/day), *Continual Light* 10' radius, *Control Weather* (1/day), *Dispel Evil* (3/day), *Dispel Illusion* (7/day), *Dispel Magic* (3/day), *Earthquake* (1/day), *Ætherealness*, *Feeblemind* (1/day), *Fire Storm* (1/day), *Flamestrike* (3/day), *Heal* (3/day), *Holy Word* (1/day), *Improved Invisibility* 10' radius, *Insect Plague* (1/day), *Limited Wish* (1/day), *Polymorph Object*, *Polymorph Self*, *Raise Dead* (3/day), *Read Magic*, *Remove Curse*, *Remove Fear*, *Resist Cold/Fire* (x2 effect), *Restoration* (1/day), *Shape Change* (1/day), *Speak With Dead*, *Symbol* (any, 1/day), *Teleport Without Error*, *True Seeing* (3/day), *Weather Summoning* (1/day), and *Wind Walk* (7/day).

Elohim

The elohim serve as messengers and foot-soldiers of good-aligned deities. They are all commonly found on the good-aligned planes but only rarely encountered in the other planes, typically in the service of a deity for a specific purpose. They can operate equally well in any environment, including aÆthereally, although only the astral elohim are able to travel the *Astral Plane*.

When encountered on the *Prime Material* or any *Elemental Plane*, they are only susceptible to physical destruction and their spirit will return immediately to their home plane for 10 years before renewing their corporeal form. On any other plane however, they are susceptible to actual death.

The elohim will not negotiate or parlay with Evil characters or creatures but may, in certain circumstances, do so with those of Neutral alignments.

In combat, elohim will typically attack the most powerful foe, or if more practical, divide their attacks amongst a number of opponents.

All the elohim have the following spell-like abilities which they may use at will one at a time, once per round: *Cure Disease* (3/day), *Cure Light Wounds* (7/day), *Cure Serious Wounds* (3/day), *Detect Evil*, *Detect Illusion*, *Detect Magic*, *Detect Traps* (7/day), *Dispel Magic* (7/day), *Ætherealness*, *Heal* (1/day), *Know Alignment*, *Invisibility* (up to 10' radius), *Light*, *Polymorph Self*, *Read Magic*, *Remove Curse*, *Remove Fear*, *Teleport Without Error*, *Tongues*, *Ultravision*, and *Protection From Evil*.

The elohim are immune to cold, electricity, *Magic Missiles*, petrification, poison, and normal fire and gas attacks, level drain attacks, death magic, and their souls can never be trapped or imprisoned. They take ½ damage from dragon breath and magical fire and full damage from acid attacks. They can only be struck by magical weapons.

Astral elohim resemble tall, winged humanoids with golden skin. Their Charisma is 20. They are usually found traversing the Astral Plane or the Lower Evil Planes in service of good. They wield a **+3 mace** in combat that also has the qualities of a **mace of disruption**. When they deal more than 20hp of damage the affected creature must Save vs. Spells or be stunned for 1d4 rounds.

Astral elohim may project light up to a 40' radius and protection from evil in a 10' radius. In addition to the spell-like powers common to all elohim they can also *Dispel Illusion*, *Dispel Invisibility*, *Polymorph Self* and *Remove Curse* at will, once per round. They can also create a *Blade Barrier* (7 turn duration, 1/day).

Æthereal Elohim resemble tall, muscular, winged humanoids with pale white skin. Their Charisma is 19. They are usually found serving their deities on the *AÆthereal* or *Elemental Planes*. They wield a **+2 spear** that has a range of 10'. Any elemental or armoured creature struck a second time during a single round will suffer double damage.

Aethereal Elohim may project light up to a 30' radius and protection from evil in a 15' radius but only of half normal power. In addition to the spell-like powers common to all elohim they can also *Hold*

Monster (1 elemental only, 8 rounds, 3/day), and *Project Image* (1/day).

Material Elohim resemble slender, winged humanoids with reddish skin. Their Charisma is 18. They are typically found serving on the *Prime*, *Positive* and *Negative Material Planes*. They wield a **+1 longsword** with the qualities of a **flaming blade**.

Material Elohim may project light up to a 20' radius and protection from evil in a 10' radius but only of half normal power. In addition to the spell-like powers common to all elohim they can also *Cause* or *Cure Blindness*, *Detect Traps*, and *Neutralize Poison* (3/day).

Plants and normal animals will not willingly attack them, and material elohim cannot be harmed by them.

Ahuras (Celestial Hosts)

Ahuras make up the bulk of the planar armies of Good. They may be Lawful, Neutral or Chaotic depending on their particular plane of origin. In addition to the abilities unique to their particular type they all possess darkvision and are capable of *Continual Light*, *Tongues* and *Teleport Without Error* at will. Ahuras do not normally hoard treasure of any kind.

	BEACON AHURA	CANINE AHURA	URSINE AHURA
Frequency:	Common	Common	Uncommon
No. Encountered:	2d10	1d6	1d6
Size:	Small (3'-5' diameter)	Medium	Large (8' tall)
Move:	120' flying (AA: V)	150'	120'
Armour Class:	10	1	-1
Hit Dice:	1-4hp	9	10
Attacks:	2	3 or 1	3 or 2
Damage:	1d3/1d3	1d4/1d4/1d8 or by weapon	1d8/1d8/2d6 or by weapon
Special Attacks:	Nil	See text	See text
Special Defences:	+1 weapons or better to-hit	+1 weapons or better to-hit	+2 weapons or better to-hit
Magic Resistance:	Standard	40%	50%
Lair Probability:	Nil	10%	10%
Intelligence:	Low	Average	High
Alignment:	Good	Good	Good
Level / XP:	1/8+1/hp	9/1,200+12/hp	9/1,500+13/hp
	LEONINE AHURA	AVIAN AHURA	
Frequency:	Rare	Very Rare	
No. Encountered:	1d4	1d3	
Size:	Large (8' tall)	Large (9' tall)	
Move:	120'	120' / 240' flying (AA: VI)	
Armour Class:	-5	-5	
Hit Dice:	12	10	
Attacks:	4 or 4	2	
Damage:	2d4 (x4) or by weapon (x4)	1d10/1d10	
Special Attacks:	See text	See text	
Special Defences:	+2 weapons or better to-hit	+2 weapons or better to-hit	
Magic Resistance:	70%	75%	

Lair Probability:	15%	Nil
Intelligence:	Exceptional	Genius
Alignment:	Good	Good
Level / XP:	9/3,450+16/hp	9/3,100+13/hp

Beacon Ahuras: Beacons are formed of the souls of exceptionally good individuals. They resemble glowing orbs of light. When required, beacons are transmogrified into greater apsars. They are immune to non-magical melee attacks and if destroyed will reform on their home plane within a day.

Canine Ahuras: Canine ahuras are humanoids with the head of a dog and strong clawed fists. In melee they wield maces or attack with 2 fists and one bite each round. They are able to *shapechange* into either a large wolf or war dog, and can *Detect Invisible*, *Astral* or *Æthereal* creatures at will.

Ursine Ahuras: Ursine ahuras are heavily muscled humanoids with the head of a bear. In melee they wield flails or attack with two fist and one bite each round. They are able to cast any divination spell at will, one of each per day.

Leonine Ahuras: Leonine ahuras are powerful humanoids with the head of a maned lion. In combat they wield two-handed swords or attack with their powerful clawed fists 4 times per round. They have the spellcasting ability of a 15th-level cleric and can *Gate* in 1d6 canine ahuras or 1d3 ursine ahuras each turn.

Avian Ahuras: Avian ahuras are humanoids with the head and wings of a hawk. In combat they wield two-handed axes or attack with their taloned fists. They can also emit a radiant light from their hands that causes 2-40 points of damage to all within it's path (3' x 60' long cone). They are able to turn undead as a 20th-level Cleric and can cast any divination, alteration, or necromantic spell at will, one of each per day.

Daemons

*Hey!" he shouted. "This is my fucking Lake of Death. I have complete and utter exclusive rights to sailing this lake. Get the fuck off my lake!" - Jeff Noon, **Pollen***

Swiftly I'm carried by malevolence Floating away on the ferry by Charon Thrown away by the stained hands Forgotten into the darkness

- Kathryn Irene "**Charon**"

Daemons are the primary inhabitants of the Lower Planes of Sheol, the Fields of Perdition, and Erebos. The stronger or more intelligent daemons dominate and bully their weaker kin. The oinodaemon is the Ruler of Daemonkind.

Physically, daemons have characteristics of both demons and devils. As they are Neutral Evil, they have no qualms about dealing with either of their diabolical brethren, and travel freely throughout the Lower Planes. Like demons and devils, they may not enter the Prime Material Plane without a Summons or a Gate.

Only the material form of a daemon may be killed. To actually slay a daemon, one must do so in the Lower Planes. If their material form is slain, a daemon must return to their home plane where they will eventually reform at a rate of 1 Hit Die per year.

All daemons have a secret personal name, which can be used to summon them. Lesser daemons have but one such name, while the greater daemons may have many. A greater daemon has a base 5% chance to hear and respond to a summons using one of their names. The conjurer must be well protected by a correctly inscribed pentagram, as daemons do not take kindly to hearing their secret names spoken openly. Bargaining with daemons is possible, but the conjurer must show great strength and resolve or risk enraging these bullies.

All daemons possess darkvision. Each type of daemon has its own particular special abilities. However, all daemons have the following abilities in common: *Detect Invisibility* (as the 2nd-lvl Arcane spell), *Invisibility* (as the 2nd-lvl Arcane spell), *Read Magic* (as the 1st-lvl Arcane spell), and *Telepathy*. Daemons are telepathically able to understand and communicate in any language.

Once per day, daemons may invoke a *Word of Recall* to return to their home plane. Daemons are immune to the effects of all *Charm* or *Suggestion* spells. Daemons are susceptible to attack as noted in the table below:

TYPE	DAMAGE TAKEN
Acid	½ Damage
Cold (<i>Ice Storm</i>)	½ Damage
Electricity (<i>Lightning Bolt</i>)	Full Damage
Fire (Dragon's breath, <i>Fireball</i>)	½ Damage
Gas (Poison, <i>Cloudkill</i>)	Full Damage
Iron Weapons	Full Damage
<i>Magic Missile</i>	Full Damage
Paralysis	No Damage
Silver Weapons	Full Damage
Normal Weapons	No Damage

Magic resistance is calculated differently for daemons. The listed number is the base resistance, used against 1st-lvl spells only. To find the actual magical resistance of the daemon for a higher level spell, multiply the spell level by 5 and subtract from the listed base Magic Resistance. This innate magic resistance also makes it difficult for daemons to use magic items. To employ them, they must first fail their Magic Resistance roll. Items that have a spell-like effect should use the appropriate level when determining the daemon's Magic Resistance. Items with no easily definable level should be considered by the GM on a case by case basis.

Arcanadaemon (Greater Daemon)

Frequency:	Rare
No. Encountered:	1d3
Size:	Medium (6')
Move:	120' / 180' flying (AA: V)
Armour Class:	-2
Hit Dice:	13 + 39
Attacks:	2 claws. 1 bite, 1 gore
Damage:	1d4/1d4/1d6/2d8
Special Attacks:	See text
Special Defences:	See text
Magic Resistance:	100%

Lair Probability:	10%
Intelligence:	Supra-genius
Alignment:	Neutral Evil
Level / XP:	9 / 6, 950 + 18/hp

Arcanadaemons appear as jackal-headed horned humanoids. They are relatively civilized for daemons, and rule their fiefdoms from citadels of red iron. In these strongholds they will usually be served by 1d4 lesser daemons and 1d10 hordlings. They are known to construct extra-planar portals in their citadels which they use to travel to the Prime Material on for malignant raids.

In melee they will use both of their sharp claws (1d4 points each), biting (1d6 points) and goring with their ivory horns (2d8 points).

These daemons are master spellcasters and may cast spells as a Magic-User of level 1d8+10. These spells will not be affected by the arcanadaemon's magic resistance. They may also use magic-user scrolls and wands without error, but all other magical devices must check to defeat the daemon's magic resistance in order to function.

Arcanadaemons have the following special abilities which they may use at will once per round: *Burning Hands* (13hp damage within 3', useable in melee), *Detect Good/Evil*, *Fly* (at the speed listed), *Shapechange* (any humanoid form), *Telekinesis* (3,250gp max), *Darkness 20' Radius*, and *Dimension Door*. Additionally, they may *Teleport* once per day without error.

Treasure: If encountered in their citadel lair, an arcanadaemon will have a cached hoard containing 5d5 x 1,000cp (25%), 1d100 x1,000sp (40%), 1d4 x 10,000ep (40%), 1d6 x 10,000gp (55%), 5d10 x 100pp (25%), 1d100 gems (50%), 1d4 x 10 pieces of jewelry (50%), and 4 miscellaneous magic items, 1 potion and 1 scroll (15%).

Cephalodaemon (Lesser Daemon)

Frequency:	Very Rare
No. Encountered:	1
Size:	Medium (5' tall)
Move:	200' / 150' flying (AA: IV)
Armour Class:	0
Hit Dice:	9+18
Attacks:	3 (2 fists/1 kick)
Damage:	4d4/4d4/4d4
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	80% to 1 st -lvl spells
Lair Probability:	20%
Intelligence:	Exceptional-Genius
Alignment:	Neutral Evil
Level / XP:	8 / 1,000 + 8/hp

Only with severe trepidation does a night hag deliver a human babe's soul to an arcanadaemon. Of enormous value to the powerful daemons, the soul worms of the unsullied can be shaped and molded by patient arcanadaemons into loyal servants and bodyguards - beings possessing qualities unique in the nether realms. Over time, arcanadaemons transform their charges into cephalodaemons,

nurturing the animalcules along with takwin, an arcane, alchemical process known only to the barons of Hades.

Loyal to their dread masters, cephalodaemons are unusual fiends of small, but powerful builds. Possessing wrestlers' physiques, bronze skinned cephalodaemons appear much like stocky humans, albeit with an oversized, brachycephalic heads and pairs of near-vestigial, membranous wings. Bulbous and protruding, cephalodaemons' eyes are fish-like, but the frightful orbs give the daemons exceptional vision in the infrared and ultraviolet ranges and also as act as gems of seeing to within 50'.

Cephalodaemons are arcanadaemons' closest servants and advisors, generally acting as trusted messengers and errand boys. They are also used as investigators. Sent on missions of importance and secrecy, cephalodaemons are often transported to the prime material plane by their magic-using masters and assigned those tasks that the arcanodaemons can entrust to Nil other. When encountered in the nether realms, cephalodaemons are usually wielding **lanthorns of damnation** created by their masters and either spying upon the doings of their masters' diakka and hordling chattel or investigating the activities of the barons' other servants (various hags and dergho-, mezzo-, plaga-, putrid- and yagnodaemons).

In addition to those abilities standard to all daemons cephalodaemons may engage in *Levitation* once per round. Cephalodaemons fly by levitating and then propelling their bodies through the air by flapping their near-vestigial wings. This grants the cephalodaemon the ability to fly 150' per round, with aerial ability class IV.

Cephalodaemons are raised in incredibly strict, aescetic environments. Trained to be killing machines, Cephalodaemons attack with their fists and feet three times per round, doing 4d4 points of damage with every successful strike. They also possess the following Kung-Fu Monk abilities, performed at the 13th-level: *prone fighting*, *throw foe*, *blind fighting*, *enhanced surprise*, *stunning blow* and *avoid arrows, quarrels and missile weapons*.

Prone fighting allows the daemon to fight without penalty from a prone position, provided its arms and legs are free. Throw foe may be performed against any mortal humanoid of less than 10 feet in height and 12 or fewer hit dice. The cephalodaemon sacrifices all of its attacks and actions that round and must roll a successful "to hit" roll to perform the throw. If successful, the target is thrown 1d10' in a direction chosen by the daemon, will land prone, and has a 50% chance of dropping anything it is carrying. The creature can get up the next round but will lose all its actions in the process. Blind fighting allows Cephalodaemons to disregard any penalties incurred while fighting blind. These daemons have senses so finely honed that they disregard all such penalties. Likewise, their heightened senses mean that they can only be surprised on a d6 roll of "1".

A cephalodaemon can perform a stunning strike on a foe during any round, but the target must be a mortal humanoid and its level or hit dice must be lower than the 12th level. The daemon determines that it will perform the stunning blow before the initiative dice are rolled and sacrifices all of its other actions that round in order to attempt the move. Rolling a "to hit" roll in melee, if successful, the target is then incapacitated and unable to act for 2d4 rounds.

Cephalodaemons also learn to avoid arrows, quarrels and hurled missiles, by dodging them, knocking them aside, or by catching them. The daemon must have complete freedom of movement and at least one hand free; if so, it gains a saving throw against all launched or hurled missile attacks. The roll needed is 13 or higher on 1d20 and, if made, indicates that the daemon has either knocked the missile aside (arrows and bolts) or caught the missile (spears, hand axes, etc). The power is ineffective against arrows of slaying or spells of any kind, but caught weapons may be hurled back at

the cephalodaemon's opponents during the same round if it has yet to act.

Treasure: Cephalodaemons have no regard for treasure and tend to think rather robotically. The perfect servants, cephalodaemons are loyal to their arcanodaemon masters unto death.

Charonadaemon (Lesser Daemon)

Frequency:	Rare
No. Encountered:	1
Size:	Medium (6')
Move:	180'
Armour Class:	-1
Hit Dice:	10+20
Attacks:	1 claw
Damage:	2d4
Special Attacks:	Gaze causes fear
Special Defences:	Nil
Magic Resistance:	80%
Lair Probability:	100%
Intelligence:	Exceptional
Alignment:	Neutral Evil
Level / XP:	8 / 5,300 + 16/hp

These spindly-thin, grey-skinned humanoids are the boatmen of the River Styx. Charonadaemons may pilot their craft through the Astral, Æthereal and Lower Planes at will, and on rare occasions may be sent to the Prime Material to fetch a victim at the behest of a more powerful master.

Charonadaemons can be summoned to the Prime Material plane to ferry passengers to the River Styx, but will charge for doing so - a magic item, 10pp, or 2 gems of more than 50gp value are sufficient. If not paid, the charonadaemon will teleport away with its ferry. Even if they are paid, the cunning and malignant charonadaemon may still (15% chance) betray their summoner, and either deliver them to the incorrect plane (85% chance) or into an ambush of daemons (15% chance). Additional payment may be proffered to reduce the chance of betrayal.

When angered, the eyes of a charonadaemon glow fiery red and cause fear in mortals (Save vs. Spells or flee). They may also *Gate* in 1d6 hydrodaemons to aid them. They are also telepathic, and can communicate with any intelligent beings.

Treasure: If encountered, a charonadaemon will have a cached hoard in their ferry containing 3d6 x 100pp (30%), 2d10 gems (55%), 1d12 pieces of jewelry (50%), and a miscellaneous magic item (15%).

Derghodaemon (Lesser Daemon)

Frequency:	Uncommon
No. Encountered:	1d4
Size:	Large (8')
Move:	120'
Armour Class:	0
Hit Dice:	11 + 22

Attacks:	5 claws
Damage:	See text
Special Attacks:	See text
Special Defences:	See text
Magic Resistance:	80%
Lair Probability:	20%
Intelligence:	Low
Alignment:	Neutral Evil
Level / XP:	9 / 5,800 + 16/hp

These daemons have bulbous, round bodies with 5 arms and 3 legs. Their insectoid heads can rotate 360°, and they may change direction to move at will. While they are incredibly strong (treat as a stone giant), they are also exceptionally stupid and brutish creatures. Due to their stupidity and stubbornness, dergodaemons are unpredictable and difficult to summon.

In melee, a dergodaemon will usually (60%) fight unarmed, but may (25%/10%/5%) wield 1, 2, or even 3 weapons simultaneously. There is a 20% chance of any of their weapons being magical. Unarmed, a dergodaemon uses its claws (1d4+8 points each). If they hit with the first two claws, they have grabbed the victim and the next two claw attacks are at +2 to-hit and damage. Grabbed victims are immobilized until the dergodaemon releases them or is defeated. If armed, a dergodaemon may parry as well as attack, reducing its Armour class to -8 vs. one opponent only.

Dergodaemons may use the following abilities at will once per round: *Create Darkness* (10' radius), *Cause Fear* (20' radius) and *Teleport Without Error*. Twice per day they can cast *Sleep*.

Treasure: If encountered in their lair, a dergodaemon will have a cached hoard containing 1d4 x 10,000gp (50%), 1d20 x 100pp (50%), 5d4 gems (30%), 1d10 pieces of jewelry (25%), and four miscellaneous magic items and 1 scroll (35%). Additionally, their gizzard contains 1d3 stones and gems that aid digestion (base value of 100gp).

Guardian Daemon (Lesser Daemon)

Frequency:	Very Rare
No. Encountered:	1d3
Size:	Varies
Move:	90' (see text)
Armour Class:	1
Hit Dice:	8
Attacks:	2 claws, 1 bite
Damage:	1d6/1d6/1d12
Special Attacks:	See text
Special Defences:	+2 or better magic wpn to-hit, see text
Magic Resistance:	See text
Lair Probability:	Nil
Intelligence:	Very
Alignment:	Neutral
Level / XP:	7 / 1,275 + 10/hp

These daemons come in various shapes and forms, including large beasts of prey or that of a Class A, B, or C demon. Despite their variety, all guardian daemons share certain characteristics: they are immune to *Charm*, *Hold*, *Sleep*, *Polymorph* and *Fear* spells, and can only be hit by magical weapons of +2 or better. They are able to speak and understand all languages. As part of their summoning contract, guardian daemons are also immune to one other form of attack determined by the summoner - fire, swords, or bludgeoning are popular choices.

Guardian daemons are typically summoned by a Warlock or other spellcaster to guard treasure or other important items. When so employed, they may move 90' for melee purposes, but will never leave the immediate vicinity of the thing they are guarding unless released by their summoner.

In melee, guardian daemons may either attack with their 2 claws (1d12 points of damage each) and a bite (1d6 points of damage) or use their breath weapon (a 30' long x 10' wide cone of fire delivering 5d6 points of damage).

Treasure: None beyond what they are tasked with guarding.

Hydrodaemon (Lesser Daemon)

Frequency:	Uncommon
No. Encountered:	2d4 / 1d4 x10 near the River Styx
Size:	Large (10')
Move:	60' / 60' gliding (AA: III) / 240' swimming
Armour Class:	2
Hit Dice:	9 + 36
Attacks:	2 claws/1 bite or 2 scratch/2claws/1 bite
Damage:	1d4/1d4/1d10 or 1d4/1d4/1d8/1d8/1d10
Special Attacks:	Energy Drain
Special Defences:	See below
Magic Resistance:	70%
Lair Probability:	5% (90% near River Styx)
Intelligence:	Low
Alignment:	Neutral Evil
Level / XP:	8 / 3,450 + 14/hp

These frog-like daemons are native to the River Styx, and are the only creatures able to swim in those waters without losing their memories. They are often summoned elsewhere to serve in the cause of evil, although they prefer being surrounded by water, fire or lava.

Hydrodaemons can leap and glide at great speed for 1 turn. When making a leaping attack, they scratch with both feet (1d4 points each), claw with their hands (1d8 points each), and bite (1d10 points). On the ground they make only 3 attacks (2 claws, 1 bite). A successful bite from a hydrodaemon will drain 1 level (Saving Throw vs. Death to avoid.)

Hydrodaemons may use the following abilities at will once per round: *Teleport* (without error), *Dimension Door*, *Produce Darkness* (10' radius), *Create Water*, and *Water Walking*. They may also attempt to *Gate* in another hydrodaemon (50% chance of success).

Hydrodaemons take ½ damage from all water-based attack forms, or no damage if they make a Saving Throw.

Treasure: If encountered in their lair, a hydrodaemon will have a cached hoard containing 2d6 x 1,000gp (70%), 3d6 x 100pp (30%), 2d10 gems (55%), 1d12 pieces of jewelry (50%), and a miscellaneous magic item (15%).

Kellridaemon (Lesser Daemon)

Frequency:	Rare
No. Encountered:	1d2
Size:	Large
Move:	90' / 180' flying (AA:III)
Armour Class:	0
Hit Dice:	8+16
Attacks:	3 or 2 (fist/fist/tail or trident/tail)
Damage:	1d4+2/1d4+2/1d6 or 1d6+3/1d6
Special Attacks:	See text
Special Defences:	See text
Magic Resistance:	65% to 1 st -lvl spells
Lair Probability:	40%
Intelligence:	Low ~ Avg
Alignment:	Neutral Evil
Level / XP:	6 / 800 + 8/hp

Kellridaemons are used by daemon lords as bullyboys and enforcers, overseeing small groups (2-7) of hordling rabble (only those with lowest levels of Intelligence and Hit Dice). Not overly intelligent themselves, kellridaemons can be relied upon to follow simple directions and plans, but must be actively monitored by more intelligent agents to ensure that they keep their squads on task.

Kellridaemon physiques are incongruous, with the lower portions of their bodies being quite saurian in nature, while their torsos, arms and visages are entirely goblin-like. The daemons' unusual appearances are made more ludicrous by pairs of elephantine ears that jut angrily from their heads and from the over-reticulated bat wings that seem to be affixed to them as an afterthought. Despite its ungainly appearance, a kellridaemon is capable of maintaining fairly rapid and manoeuvrable flight (aerial agility class III), and using its tail to quickly sweep a small or medium-sized humanoid off of its feet on a successful hit and the victim's subsequent failed save versus paralyzation.

Like all daemon-kind, kellridaemons possess both infra- and ultravision, may perform the equivalent of *word of recall* once per day, and have the following at-will, spell-like abilities: *detect invisible*, *read magic*, *comprehend languages*, *invisibility*, *telepathy*. Kellridaemons' enormous ears allow them to both detect and discern sounds at distances up to six times farther than human beings, and to quietly steal upon others. As a result, kellridaemons are surprised only 10% the time, and are able to surprise others two-thirds of the time. If surprise is gained on an opponent, a kellridaemon will attempt to backstab the foe with its trident, as a thief of 10th level. In the manner of a thief, such a strike does four times the normal damage, plus the bonuses associated with the daemon's powerful weapon.

A kellridaemon's trident is a most fearsome weapon, capable of killing or incapacitating a variety of creatures. Used to goad their hordling lackeys, the trident delivers an additional d8 electrical damage to a victim each time it successfully strikes. Additionally, the kellridaemon can cause the trident to stun creatures that have been hit thrice per day, the effects replicating the 7th level arcane spell *power word, stun* in all respects.

Treasure: Kellridaemons not bound to a daemon lord will lair in broken ground, preferably amongst mountain crags and ruins. There, the creatures will have secreted away 1d100 pp, 1d100 gp, 1d4 gems worth 1d6x100gp each, and a few magic items that they have come across (1d4 scrolls, potions and minor items, randomly rolled).

Kynidaemon (Greater Daemon)

Frequency:	Very Rare
No. Encountered:	1
Size:	Medium
Move:	150' / 180' flying (AA:III)
Armour Class:	-2
Hit Dice:	12+24
Attacks:	2 (fists) or 1 (spear)
Damage:	1d2+6/1d2+6 or 1d6+8
Special Attacks:	See text
Special Defences:	See text
Magic Resistance:	70% to 1 st -lvl spells
Lair Probability:	Nil
Intelligence:	Exceptional
Alignment:	Neutral Evil
Level / XP:	9 / 1,200 + 12/hp

As marshals to the daemononic barons of the Caves of Sheol, the Fields of Perdition and Erebus, Kynidaemons range across their lieges' fiefs, meting out punishment to deserving subjects and conscripting levies when needed. Possessing immense power and physical strength (equivalent STR of 18/00), these highly anthropomorphic creatures are feared by all but the strongest of daemons.

Kynidaemons are able to fly at moderate speeds with their own reticulated bat-wings. However, these daemons prefer the more rapid movement (360') found astride one of their flying nightmare steeds. If at all possible, kynidaemons fall upon their prey from a commanding height, where they may possibly surprise opponents and bring to bear the full powers of their massive, barbed spears. To lesser creatures, one of the marshal-daemons oversized spears acts simply as magical **spear +2**. In the hands of any greater daemon, however, such a spear bypasses the daemon's normal magical resistance and displays the following additional properties: able to act as a non-consumable **javelin of lightning** once per turn; able to *transfix* any mortal creature, lesser demon, lesser devil, or lesser daemon for a period of d4 rounds when successfully thrown and a victim's Save vs. Paralysis is not made; will *teleport* back to the wielder's hand one segment after the greater daemon so commands it (crossing planes of existence, if needed). Transfixion means that the spear has physically pierced some portion of the victim's body and the victim is then both paralyzed and anchored to the nearest surface (floor, wall, tree, and so on).

A kynidaemon's favored combat tactic is to swoop down upon a target, casting and unleashing its spear's lightning ability as it descends. If its prey is then transfixed, the kynidaemon will literally fall upon the unfortunate with its nightmare steed, allowing the steed's hooves to deliver double their normal damage, resulting in 4d4+4 damage per hoof. Leaping aside, the kynidaemon will then either finish the creature off, if still transfixed, or recall its spear and utilize its other innate powers. During this time, the daemon's steed will attempt to circle around the target and deliver attacks to the opponent's back.

Like all daemons, kynidaemons possess darkvision, and may perform the equivalent of *word of recall* once per day, and have the following at-will, spell-like abilities: *detect invisible*, *read magic*, *comprehend languages*, *invisibility*, *telepathy*. Kynidaemons that are vassals of daemon lords will possess eternal, inextinguishable rune-flames above their heads, the runes marking the kynidaemon's status as a representative of its lord. This symbol grants the kynidaemon the at-will abilities of *lightning bolt* and *shocking grasp* (both as a 12th-lvl Magic-User) each once per day and ensures that there is a base 10% chance that the daemon lord is observing its vassal's actions at any given time. That chance increases cumulatively by 10% for every round of combat that the kynidaemon engages in, with the rune-flame acting as a conduit through which the daemon's lord may view and perceive everything around its vassal. This effect is as if both *clairaudience* and *clairvoyance* spells are in place, with the daemon lord being able to cast (ignoring the kynidaemon's magic resistance) the following spells through the symbol as if the lord were physically present (as a 17th level cleric, once per day, independent of the kynidaemon's other actions): *animate dead*, *earthquake*, *flame strike*, *gate*, *insect plague*, *symbol* (the rune acts as the symbol.) Thus, the kynidaemon may serve as a means for the daemon lord to gate itself to its vassal's location.

Treasure: Kynidaemons have no need for treasure or wealth, but will carry 1d100 pp with them if on the Prime Material plane. Instead, their chief delight is terrorizing and slaying those creatures less powerful than they.

Mezzodaemon (Greater Daemon)

Frequency:	Uncommon
No. Encountered:	1 (or 1d3 on home plane)
Size:	Medium (7')
Move:	150'
Armour Class:	-3
Hit Dice:	10 + 40
Attacks:	2 claws or 1 weapon
Damage:	1d6+1/1d6+6 or by wpn+6
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	55%
Lair Probability:	Nil
Intelligence:	High - Exceptional
Alignment:	Neutral Evil
Level / XP:	7 / 2,700 + 14/hp

Mezzodaemons are native to the Lower Planes that exist between Narak and Hell. They may also be encountered in the Astral or Æthereal Planes, or even summoned to the Prime Material, where they enjoy dominating evil human cults and wreaking havoc when and where they can. These daemons all possess their own secret true name which they jealously guard in order to avoid being coerced into service by others.

These creatures are exceptionally strong (equivalent to Str 18/00). In melee, their sharp talons inflict 1d6+6 hit points of damage each, or they may employ a magical weapon such as a battle-axe, flail or two-handed sword (attacking at +2 to-hit). They are also known to employ magical shields. They are able to use nearly any kind of magical item not restricted by alignment or class, however their innate magical resistance makes using these items problematic. They are immune to non-magical weapons, paralysis, poisons, *Charm* and *Suggestion* spells. Acid, cold and fire cause them only ½ of the normal

damage.

Mezzodaemons have the following innate special abilities: *Dimension Door* (useable 2/day), *Become Æthereal* (1/day), *Magic Jar* (1/day), *Passwall* (4/day), *Repulsion* (1/day), *Wind Walk* (1/day) and *Word Of Recall* (1/day). Additionally, they may use the following abilities at will once per round: *Comprehend Languages*, *Detect Invisibility*, *Detect Magic*, *ESP*, *Invisibility*, *Levitate*, *Polymorph Self*, and *Read Magic*. They are able to use darkvision, and can communicate via limited telepathy with any intelligent creatures.

Treasure: Mezzodaemons do not prize gold or other coins, but especially prize gemstones, and if encountered, there is a 50% chance they will have 5d4 gems of various types and values. In addition to any magical weapons employed (40%), they may also have 1 random magic item and one potion (60%).

Nycadaemon (Greater Daemon)

Frequency:	Very Rare
No. Encountered:	1 (1d2 on home plane)
Size:	Large (8')
Move:	120' walking / 360' flying (AA: IV)
Armour Class:	-4
Hit Dice:	12+36
Attacks:	2 claws or 1 weapon
Damage:	1d8+8/1d8+8 or by wpn+8
Special Attacks:	See below
Special Defences:	+2 or better magic wpn to-hit, see below
Magic Resistance:	65%
Lair Probability:	Nil
Intelligence:	Exceptional-Genius
Alignment:	Neutral Evil
Level / XP:	9 / 6,800 + 16/hp

The nycadaemons are amongst the most powerful of those creatures native to the neutral Lower Planes. Unlike their weaker cousins the mezzodaemons, however, nycadaemons can travel to the both the Narak and Hell as they please. Most lesser creatures, such as night hags, mezzodaemons, lesser or greater devils, and most demons despise and avoid nycadaemons as they are both exceptionally domineering and exploitative. On occasion however, they may cooperate with other evil creatures if cooperation will benefit themselves. These daemons all possess their own secret true name which they jealously guard in order to avoid being coerced into service by others.

These daemons are exceptionally strong, equivalent to stone giants. They typically use their powerful fists in combat (1d8+8 damage) or an appropriately large and fearsome magic weapon (attacking at +4 to-hit) & shield when available. Nycadaemons, like Mezzodaemons, are capable of using any sorts of magical items not inimical to them. Their magic resistance however, means all but the most powerful items & unaligned items like weapons or Armour will most probably fail to function. They can only be struck by magical weapons of +2 or better, and they are immune to paralysis, poison, *Beguiling* and *Charm* spells, and take only ½ damage from acid, cold, and fire. They can regenerate 3 hp/round.

Nycadaemons have the following innate special abilities: *Command* (3/day), *Dispel Magic* (2/day),

Dimension Door (3/day), *Gaseous Form* (1/day), *Mirror Image* (4 images, 2/day), *Reverse Gravity* (2/day), *Wind Walk* (3/day) and *Word Of Recall* (1/day). Additionally, they may use the following abilities at will once per round: *Comprehend Languages*, *Detect Invisibility*, *Detect Magic*, *Enlarge* (and the reverse), *Cause Fear*, *Invisibility* (up to a 10' radius), *Polymorph Self*, *Project Image*, *Read Magic*, and *Telepathy*. They are able to use darkvision, and can communicate via limited telepathy with any intelligent creatures.

Treasure: Nycadaemons do not prize gold or other coins, but especially prize gemstones, and if encountered, there is a 50% they will have 10d4 gems of various types and values. In addition to any magical weapons employed (60%), they may (60%) also have 1 random magic item and one potion.

Plagadaemon (Lesser Daemon)

Frequency:	Rare
No. Encountered:	1d6
Size:	Large (9' tall)
Move:	90'
Armour Class:	2
Hit Dice:	8+16
Attacks:	2 fists or 1 halberd
Damage:	1d8+6/1d8+6 or 1d12+6
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	60%
Lair Probability:	50%
Intelligence:	Average
Alignment:	Neutral Evil
Level / XP:	8 / 1,000 + 8/hp

Plagadaemons are used as the daemonlords' shock troops in their endless wars against their enemies. Companies of the things are sent in to break up normal formations of putridaemons, piscodaemons, dretch and shub demons.

Plagadaemons are capable of seeing in the infrared and ultraviolet spectra and they possess the following spell-like abilities: *Detect Invisible*, *Read Magic*, *Comprehend Languages*, *Invisibility*, *Telepathy*, *Word Of Recall* (back to the lower planes). Acid, cold and magical fire attacks do half damage against plagadaemons, but electricity, gas and magic missiles will do full damage. Plagadaemons are immune to poison, paralysis and normal fire and melee attacks, but they are susceptible to magical and silver weapons.

Resembling a cross between a dretch and an ogre, potbellied plagadaemons go unArmoured and shamle about on their pairs of spindly legs, making sweeping attacks with metal-hafted halberds. Their hides are very rubbery and thick, similar to those of tarry demodands, and this provides plagadaemons with adequate protection from most attacks (AC of 2). In addition to its great thickness, their skins' secretions are very oily and will light on fire if they come into contact with an open flame. This will do no damage to a plagadaemon, as all daemons are resistant to normal fires, but a mortal opponent facing a flaming plagadaemon will probably have the brute drop its halberd and fight with two enormously strong fists, having purposefully setting itself on fire in order to inflict extra fire damage.

Plagadaemons will bludgeon and wrestle individual mortals, employing their incredible 18/00 STR to great effect (+3 to hit, +6 damage) and attempting to entangle such targets in fiery embraces. If a plagadaemon manages to hold on to an opponent while it is on fire, the opponent will suffer six points of damage per round due to suffocation/bludgeoning, and an additional 1d6 points of fire damage per round, until all of the daemons' oil secretions have burned away (1-10 rounds).

These daemons avoid mezzodaemons, which are traditionally used as sergeants in plagadaemon companies and which ceaselessly bully their weaker subordinants. If a group of plagadaemons comes across a lone mezzodaemon they will attack and kill the oppressor unless a strong leader is in the immediate vicinity.

Treasure: WiP

Piscodaemon (Lesser Daemon)

Frequency:	Common
No. Encountered:	3d4
Size:	Medium (5')
Move:	60' / 180' swimming
Armour Class:	-1
Hit Dice:	6
Attacks:	2 pincers
Damage:	2d8/2d8
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	60%
Lair Probability:	50%
Intelligence:	Average - Very
Alignment:	Neutral Evil
Level / XP:	5 / 455 + 6/hp

The piscodaemon has a reddish, lobster-like carapace & pincers, bird-talon feet, a fishes' tail, and the head of a carrion crawler. They are native to the Lower Planes, where they are often found serving more-powerful masters or bullying weaker creatures. They are also sometimes seen on the Prime Material, but are resentful when summoned, and will attempt to subvert or overthrow their summoner.

In melee, piscodaemons use their strong pincers to first grab a victim (2d8 points each) and draw them into their fiendish tentacled maw. Their tentacles can inject a poison (Save vs. Poison or die in 6 rounds else slowed for 6 rounds) that paralyzes a victim for later dining.

The walleyed Piscodaemons are able to around and behind itself, meaning they cannot be surprised. They also receive -1 points per die of damage from water-based attacks, due to their aquatic nature.

Treasure: If encountered in their lair, a piscodaemon will have a cached hoard containing 1d10 x 1,000cp (5%), 1d12 x 1,000sp (25%), 1d6 x 1,000ep (25%), 1d8 x 1,000gp (25%), 1d12 gems (15%), 1d8 pieces of jewelry (10%), and 3 miscellaneous magic items and 1 scroll (25%).

Putridaemon (Lesser Daemon)

Frequency:	Uncommon
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No. Encountered:	1d8
Size:	Large (6'-7' tall)
Move:	120'
Armour Class:	0
Hit Dice:	5
Attacks:	1 (+1 to-hit)
Damage:	1d8+3 (M) or 1d12+3 (L)
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	55%
Lair Probability:	70%
Intelligence:	Average
Alignment:	Neutral Evil
Level / XP:	5 / 500 + 5/hp

Putridaemons are used by greater daemons and daemon lords as guards and functionaries in fortresses scattered throughout the lower planes. These lesser daemons are conscripted into the armies of the daemon lords in vast numbers and act as standard infantry troops in their masters' endless battles with the demonlords, devils and demodands of the Lower Planes. Their physiques are similar in every respect to that of an overly large humanoid and putridaemons typically wear Armour made of antiquated bronze plate.

Like all daemons, putridaemons are capable of seeing in the infrared and ultraviolet spectra and they possess the following spell-like abilities: *Detect Invisible*, *Read Magic*, *Comprehend Languages*, *Invisibility*, *Telepathy*, and *Word Of Recall* (back to the Lower Planes). Acid, cold and magical fire attacks do half damage against putridaemons, but electricity, gas and magic missiles will do full damage. Putridaemons are immune to poison, paralysis and normal fire and melee attacks, but they are susceptible to magical and silver weapons, much like lycanthropes.

Although they are of fewer hit dice than piscodaemons, they are larger (6'-7') and stronger (18 STR) than the lobster-fiends. Their favored mode of battle is to wade into a fight wielding a **longsword+1** and shield and hack at everything within sight. Their strength confers a +1 to-hit and +2 to damage, so a number of putridaemons acting as a unit will be sufficient to bring down beings greater than themselves.

Treasure: WiP

Shadow Daemon (Lesser Daemon)

Frequency:	Very Rare
No. Encountered:	1
Size:	Medium
Move:	120' (see below)
Armour Class:	9, 5, or 1 (see below)
Hit Dice:	7+3
Attacks:	2 claws + 1 bite
Damage:	1d8/1d8/1d6
Special Attacks:	See below
Special Defences:	See below

Magic Resistance:	See below
Lair Probability:	Nil
Intelligence:	Very High
Alignment:	Neutral Evil
Level / XP:	6 / 825 + 10/hp

These evil creatures are native to the Lower Planes, and are thought to be the essence of a lesser demon or devil paired with that of a shadow, although the exact specifics are not understood by mortals. Most of the time (90%) shadow daemons cannot be seen, and appear as only a vague outline, easily confused in the poor lighting conditions of most dungeons and forests.

In daylight, or the equivalent, a shadow daemon is weakened in melee, fighting with an AC of 9, and taking double damage from attacks. In torchlight, it has an AC of 5, and will sustain normal damage, and attacks with a +1 to-hit. In near or total darkness it has an AC of 1, attacks with a +2 to-hit, and suffers only ½ damage from attacks. In melee they attack with two claws (1d6 points of damage each) and a bite (1d8 points of damage). Although normally too indistinct to be seen, shadow daemons possess small wings with which they may use to half-fly and half-run for a quick escape (180' one round in ten only) or employ them in a leaping initial attack (30', can not bite when leaping).

Shadow daemons are immune to normal and magical fire, cold and lightning. A light or continual light spell, however will affect them like a fireball (1d6 points of damage per level of the spellcaster) regardless of the current lighting conditions.

Once per day, shadow demons may cast *Darkness 10' radius* (as the MU spell) and *Cause Fear* (30' radius). Once per week they may cast *Magic Jar*, although a suitable receptacle must be present and if the victim successfully saves the shadow daemon will be stunned for 1d3 rounds.

Treasure: None

Ultrodaemon (Greater Daemon)

Frequency:	Very Rare
No. Encountered:	1
Size:	Medium (6-7')
Move:	150' / 150' flying (AA: D) / 150' swimming
Armour Class:	-5
Hit Dice:	14+28
Attacks:	2 claws
Damage:	2d4 / 2d4
Special Attacks:	See below
Special Defences:	+2 or better magic wpn to-hit
Magic Resistance:	110%
Lair Probability:	25%
Intelligence:	Genius - Supra-genius
Alignment:	Neutral Evil
Level / XP:	10 / 8,100 + 20/hp

Ultrodaemons roam the multiverse, and few would contest them. They usually appear as faceless humanoids with bulbous, opal-like eyes. Those gazing into the eyes of an ultrodaemon must Save vs.

Spells or be *held* as if by the Arcane spell.

Ultradaemons may use the following abilities at will once per round: *Fear* (by touch), *Charm Person*, *Charm Monster*, *Teleport* (without error), *ESP*, *Clairvoyance*, *Clairaudience*, *Create Illusion*, *Suggestion*, *Mislead*, *Magic Jar*, and *Telekinesis* (6,000gp max). Once per day they may use *Wall Of Fire*, *Symbol Of Persuasion*, *Insanity* or *Hopelessness*, or *Blade Barrier*. All of these abilities are used as a 15th-lvl Magic User. Certain ultradaemons are also said to be master summoners, and may even summon beings from the Prime Material for service.

Treasure: If encountered in their lair, an ultradaemon will have a cached hoard containing 1d4 x 10,000gp (50%), 1d20 x 100pp (50%), 5d4 gems (30%), 1d10 pieces of jewelry (25%), and 4 miscellaneous magic items and 1 scroll (35%). If encountered elsewhere, they will have 2d4 x 1,000gp (40%), 1d6 x 100pp (50%), 4d8 gems (55%), and 1d12 pieces of jewelry (45%).

Yagnodaemon (Lesser Daemon)

Frequency:	Uncommon
No. Encountered:	1d6
Size:	Large (12')
Move:	180'
Armour Class:	1
Hit Dice:	13+13
Attacks:	1 fist
Damage:	1d10+12
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	75%
Lair Probability:	30%
Intelligence:	Low
Alignment:	Neutral Evil
Level / XP:	10 / 7,050 + 18/hp

Yagnodaemons are huge, misshapen humanoids with one outsized demon-like arm and one smaller man-sized one. They are very strong, equivalent to a storm giant.

In melee they may fight either bare-fisted with their out-sized arm (1d10+12 points of damage) or with their peculiar polearms known by them as '*Flesh-Renders*'. These are huge 12-15' long polearms fitted with inverted sharpened steel cones ringed with fiendish hooks and harpoon-like tips. These fearsome weapons can only be wielded effectively by one possessing their immense strength. The harpoon-tip deals 1d10+12 points of damage when it stikes and a further 1d6+12 when pulled out on the following round. The sharp hooks do 1d8+12 points of damage and 2d8+12 when yanked out. A yagnodaemon must choose which form of attack to use each round. If the attack roll is an un-modified '20', the victim has been struck by the weapon's haft and will be knocked unconscious for 2d6 rounds unless succeeding with a Saving Throw vs. Paralysis.

Yagnodaemons feed on the life force of their unconscious victims. By covering the victim's face with their mouth, they are able to ingest 1d10 x 10% (rounding up fractions) of their victims Ability Scores, Experience Points and Hit Points before sating themselves. This process takes 5 complete rounds and will be interrupted if the victim gains consciousness during that time. The lost abilities may only be regained by slaying the yagnodaemon within 1 day of the feast or by a *Restoration* spell.

Yagnodaemons may *Teleport* without error at will once per round. Three times a day they may use *Shocking Grasp* (1d8+13 points of damage, useable through their weapon). Due to their nature, yagnodaemons take only ½ damage from all earth-based attacks.

Treasure: If encountered in their lair, a group of yagnodaemon will have a cached hoard containing 2d4 x 1,000gp (40%), 1d6 x 100pp (50%), 4d8 gems (55%) and 1d12 pieces of jewelry (45%).

Demons

The Annuna, the judges of the underworld, surrounded her.. They passed judgment against her.. Then Ereshkigal fastened on Inanna the eye of death.. She spoke against her the word of wrath.. She uttered against her the cry of guilt.. She struck her.. Inanna was turned into a corpse,. A piece of rotting meat,. And was hung from a hook on the wall

- from an old Assyrian tablet, **The Lamentation of Inanna**

Demons are like obedient dogs; they come when they are called. -Remy de Gourmont

People shouldn't call for demons unless they really mean what they say. - C.S. Lewis, **The Last Battle**

Never trust a demon. He has a hundred motives for anything he does ... Ninety-nine of them, at least, are malevolent. — Neil Gaiman, **Preludes & Nocturnes**

Bodak

Frequency:	Very Rare
No. Encountered:	1
Size:	Medium
Move:	60'
Armour Class:	5
Hit Dice:	9+9
Attacks:	1
Damage:	By weapon type
Special Attacks:	Death gaze
Special Defences:	See below
Magic Resistance:	See below
Lair Probability:	Nil
Intelligence:	Low (see below)
Alignment:	Chaotic Evil
Level / XP:	7 / 1,950+14/hp

Bodaks are the result of an Evil mortal traveller to the Bottomless Pit of Narak being mutated into a sexless bestial form by prolonged exposure to the demonic magics there. Normally bodaks are only found in Narak unless summoned to the Prime Material by an ill-advised Magic-user or Warlock. Although of low intelligence, bodaks are extremely cunning when summoned (roll 1d20 to determine their INT in such circumstances) and will attempt to control their summoner.

In melee, bodaks typically use their fearsome gaze attack (30' range) which cause death unless a

Saving Throw vs. Death is made. Bodaks rarely use weapons to melee, but it is almost certain (90%) they will have one (exact type should be determined by the GM).

Bodaks can only be struck by +1 magic weapons or iron weapons. They are immune to charm, hold, sleep and slow spells and poison. In other respects, they are affected by spells and melee attacks as are demons. Direct sunlight will cause them 1hp of damage per round of exposure.

Bodaks have darkvision. They speak the languages of demons and daemons and most have a rudimentary memory of Common.

Treasure: None

Demon, Class C (Gangloid)

Frequency:	Uncommon
No. Encountered:	1d3 or 1d6 (in Narak)
Size:	Large (18')
Move:	180'
Armour Class:	-3
Hit Dice:	8+8
Attacks:	2 claws, 1 bite
Damage:	1d6+3/1d6+3/1d4+2
Special Attacks:	See below
Special Defences:	+1 or better magic wpn to-hit
Magic Resistance:	45%
Lair Probability:	75%
Intelligence:	Average
Alignment:	Chaotic Evil
Level / XP:	7 / 2,400 + 12/hp

The infinite layers of Narak are home to countless thousands of demonic creatures. Each type or class is more bizarre than the last, all surviving through torture and intimidation of the weak, while showing proper deference and servitude to those of greater power.

The gangloid demon is one such creature, dwelling in those abyssal realms consisting of great cliffs and chasms. With their narrow stilt-like legs, taloned claws, and prehensile tail, they easily navigate the shattered stones, scouring the many twisting pathways, in search of those who dare to enter their realm. The torturous network of trails leading through nearly vertical walls of sharp edged, crumbling stone hide countless thousands of caves. This is where the gangloid demon lurks.

They appear emaciated, their dark scaly hide stretched on a frame of tough bone, but looks are deceiving for they are quite strong (18/01-18/50 Str), and very dexterous (19 Dex). They have a three-foot long, serpentine neck supporting a narrow head with a protruding upper jaw, which ends in a pair of sharp, poisonous fangs. Located in the center of the forehead, there rests a third eye, a glassy black, unblinking orb with which they automatically view invisible creatures.

The limbs are extremely long and thin, with the legs terminating in a sharp, single spined "foot". The double elbowed arms, perfectly suited for rapid movement in the narrow chasms, end in overly elongated, hooked claws able to tear for 1d6+3 damage with each successful strike. They also lunge at victims with slavering jaws, striking like a snake, biting opponents for 1d4+2 damage, possibly injecting their saliva which is highly poisonous (save versus poison or take an additional 6 points of

damage each round until cured or death occurs). Many times the Gangloid Demon will forgo the bite attack, preferring to keep prisoners alive for later torture within the dismal caves.

On their initial attack, the gangloid demon will quite often leap from the cliffs, intent on impaling their prey with the spiked foot. For each successful foot attack, the victim will take 1d6 damage, and unless he makes a Save vs. Spells, he will be pinned to the ground, with all further attacks against him gaining a +2 bonus to hit.

If seriously threatened, the gangloid demon will often retreat upwards, removing itself from melee combat by nimbly moving up a nearby cliff face before renewing the attack by dropping rocks down upon their foes.

Gangloid Demons have the following powers: *Cause Fear* (as the 4th-level Arcane spell), *Levitate* (as the 2nd-level Arcane spell), *Telekinesis* (as the 4th-level magic user spell up to 400 lbs.), *Gate* (as the 9th-level magic user spell) another Class A to C demon (35% chance of success).

Treasure: WiP

Demon Lords

The Plane of Narak is ruled by the Demon Lords. The Demon Lords are all extremely powerful and maintain their predominant roles through force of will and sheer force. The politics of Narak are constantly in flux, with changing alliances and feuds between the Demon Lords and their servitors common.

Sages are unsure of the exact number and identities of all the Demon Lords, and disagree on whether or not these beings constitute deities in the normal sense. Several of them do have worshippers on the Prime Material Plane, but are believed to be incapable of granting clerical spell use to their adherents as do deities.

All Demon Lords possess the same abilities and restrictions common to all demons (q.v. *OSRIC*, p. 211). Additionally they also possess the following spell-like abilities which they can employ one at a time, once per round at the 20th-lvl of ability as desired: *Detect Magic*, *Detect Invisible*, *Dispel Magic*, *Know Alignment*, *Read Languages*, and *Read Magic*.

Baphomet (The Beastlord)

Frequency:	Unique
Plane:	Narak
No. Encountered:	1
Size:	Large (12' tall)
Move:	240'
Armour Class:	-4
Hit Dice:	23 (106hp)
Attacks:	Bite, claw, weapon
Damage:	2d6/1d4+4/by weapon type +8 (STR)
Special Attacks:	See text
Special Defences:	+2 to-hit
Magic Resistance:	75%
Lair Probability:	40%
Intelligence:	Genius

Alignment:	Chaotic Evil
Level / XP:	10 / 45,000

Baphomet resembles a gigantic ogre with the head of a minotaur. He has large curving horns, a bovine tail, and his body is covered in black hair. If encountered on the Prime Material he is 80% likely to have 1d4+1 Minotaurs accompanying him.

In melee, he attacks with his massive polearm for 3d4+8hp of damage. Items such as armour, shields or weapons used to parry must make a Saving Throw vs. Crushing Blow or be destroyed.

Once per day Baphomet is capable of a powerful bellow. Creatures with 300' must Save vs. Spells or flee in fear for 1d6+3 rounds. Six times per day Baphomet is capable of spitting out a 1 quart gout of unholy water up to 100'. Creatures native to the Upper Planes will suffer 4d4 x 4 hp of damage if struck.

Baphomet has the following innate 20th-lvl spell-like abilities which he can use one at a time, once per round at will: *Darkness* (10' radius), *Detect Invisibility*, *Detect Magic*, *Dispel Magic*, *Levitation*, *Phantasmal Force*, *Teleport* (without error), and *Telekinesis* (up to 75,000gp). Thrice per day he can cast *Maze*, *Passwall*, *Shapechange* and *Wall of Stone*. Once per day he can attempt to *Gate* in a Class C Demon with an 90% chance of success and/or 1d4+1 Minotaurs with a 95% chance of success.

Baphomet has darkvision extending up to 120' and has very keen hearing equivalent to double that of normal men. Baphomet can speak any languages (including those of animals) telepathically.

Companions & Consorts of Baphomet:

Grazeltef, Demon Lord of Torture

Huvawa, Demon Lord of Bugbears

Lamastu, Demon Queen of Gorgons

Fraz-Urb'Iuu (The Hound Of Perversions)

Frequency:	Unique
Plane:	Narak
No. Encountered:	1
Size:	Large (18' tall)
Move:	120'/180' fly (AA: IV)
Armour Class:	-2
Hit Dice:	52 (233hp)
Attacks:	3 weapon + 1 sting
Damage:	By weapon +6 (STR); 1d8+Poison. See text
Special Attacks:	See text
Special Defences:	See text
Magic Resistance:	70%, see text
Lair Probability:	20%
Intelligence:	Supra-genius
Alignment:	Chaotic Evil
Level / XP:	10 / 50,000

Fraz-Urb'luu is a horrific and gigantic chimera-like monster with the arms and torso of a carnivorous ape, the legs of a mastodon, and the head of a troll. He sports two bat-like wings and has the prehensile, barbed tale of a manticore.

Fraz-Urb'luu has a Strength equivalent to a storm giant and in melee will swing his powerful fists for 1d6+12 damage each, bite any held opponent for 3d6 points of damage and slash and grasp and slash with his tail for 1d12 points of damage.

He has the following innate 20th-lvl spell-like abilities which he can use one at a time, once per round at will: *Darkness* (30' radius), *Dispel Magic*, *Hypnotic Pattern*, *Misdirection*, *Polymorph Other*, *Polymorph Self*, *Programmed Illusion*, *Suggestion*, *Telekinesis* (10,000gp), *Teleport*, and *Veil*. Once per day he can cast the following: *Plane Shift*, *Power Word Blind*, and *Prismatic Spray*. Once per day he can *Gate* in 1d4 Class A demons (60% chance of success), but he prefers to rely on his powers of deception to trick another Demon Lord or Prince into believing he has been summoned (75% chance of success). Inevitably, the deceived demon will be livid at being summoned and it is 85% likely they will take out their considerable ire on anyone and anything in the immediate vicinity. Fraz-Urb'luu is immune to all detection and mind spells, can speak any Prime Material language and is able to communicate telepathically with most other creatures. He is also constantly surrounded by an aura of anti-magic capable of disenchanting all magic items save artifacts.

Treasure: If encountered in his abyssal lair Fraz-Urb'luu will always have a hoard of at least 1d6+1 x 1,000cp (25%), 1d8+5 x 1,000sp (30%), 1d6 x 1,000ep (25%), 1d4 x 1,000gp (30%), 1d6 x 100pp (30%), 1d8+6 x 10gems (90%), 10d6 pieces of jewelry (80%), and 1d3 of each magic item excluding potions and scrolls (50%). However, due to his anti-magic aura it is 90% certain that any magical items in his possession will be useless.

Fraz-Urb'luu constructed a powerful artifact for his own use known as the ***Iron Staff of Inescapable Demonocracy*** which has the combined powers of a ***rod of beguiling***, a ***rod of rulership*** and a ***staff of command***. The artifact was subsequently stolen, and the Fraz-Urb'luu is obsessed with its recovery. The other demon lords oppose him in this quest, and possibly even aided in its original theft.

Companions & Consorts of Fraz-Urb'luu:

Grubbalanxes Demogorgon. The God-Slayer

Oolbok. Demon Lord of Trolls

Ergazzunbek. Demon Lady of Lamias

Tsathogwai. Demon Lord of Troglodytes

Giszida. Demon Queen of Batrachians

Juiblex (The Demon Lord Of Pestilence)

Frequency:	Unique
Plane:	Narak
No. Encountered:	1
Size:	Large (9' tall)
Move:	30'
Armour Class:	-7

Hit Dice:	30 (138hp)
Attacks:	1 (engulf)
Damage:	4d10
Special Attacks:	See text
Special Defences:	+2 to-hit
Magic Resistance:	65%
Lair Probability:	60%
Intelligence:	Genius
Alignment:	Chaotic Evil
Level / XP:	10 / 47,280

Juiblex is widely considered the most loathsome and foul of the demon lords, and is shunned even by others of his own kind. He typically takes the form of an amorphous 9-18' tall mound of striated filth that constantly oozes slime and bubbles forth pseudopods, eyes, and mouths across his entire surface. He is constantly surrounded by a nauseating stench (Save vs. Poison every other round or spend the time doing nothing but retching uncontrollably. His preferred company is that of a bewildering array of slimes, jellies and oozes. If encountered in his abyssal lair there will always be 1d4 green slimes, 2d4 ochre jellies, 1d4 gray oozes and 1d4 black puddings nearby. Certain sources report that a manifestation of Juiblex leaves a trail of such abominations, as the demon lord alternately absorbs nearly every living thing in his path while expelling new abominations in his wake. He is the patron demon of certain Anti-Paladins and all those who spread disease. He infects even the undead and is worshipped by some ghoulish cults as well as some lycanthropes. He is rarely worshipped amongst humans but is revered by several humanoid races and is invoked by some dark elves in their rituals of pollution.

Juiblex can create a circle of *Darkness* (15' radius) at will. He also has the following innate spell-like abilities which he can use once per round at will: *Cause Disease*, *Cause Fear* (as a **wand of fear**), *Charm Monster*, *Circle Of Cold* (10' radius), *Detect Invisible*, *Dispel Magic*, *ESP*, *Fly*, *Hold Monster*, *Invisibility* 10' radius, *Locate Object*, *Phase Door*, *Project Image*, *Putrify Food and Water*, *Speak with Monsters*, and *Telekinesis* (up to 15,000gp weight). Once per day he can use an *Unholy word*, and *Gate* in 1d4 Class 2 demons with a 70% chance of success. Once per turn Juiblex can spew out (range 15') a 3 cubic foot glob of jelly-like slime that combines the effects of both a green slime and an ochre jelly. Finally, Juiblex can regenerate up to 2hp/round.

Treasure: If encountered on the Prime Material plane, Juiblex will always have a hoard containing at least 2d12 x 1,000sp, 1d4 x 1,000ep, 4d4 x 1,000gp, 2d10 x 100pp, 8d8 gems and 2d12 pieces of jewelry equally distributed amongst his trail of effluent.

Companions & Consorts of Juiblex:

Poxpanius. The Diseased Demon Prince of Liches

Kyull-Ussuthuss of the Worms. The Demon Prince of Infestation

Ugoll the Unsolid. The Demon Prince of Slimes.

Asathotherion. The Madness At The Edge of the Multiverse

Irigenio. The Mistress of Amorphous Perversions.

Zygoxelixx, Mistress of Fungi

Koschei (The Demon Lord Of Slaughter)

Frequency:	Unique
Plane:	Narak
No. Encountered:	1
Size:	Medium (7' tall)
Move:	60'
Armour Class:	-3
Hit Dice:	44 (196hp)
Attacks:	2 weapon +1 bite
Damage:	By weapon type +10 (STR), bite 2d12
Special Attacks:	See text
Special Defences:	See text
Magic Resistance:	60%
Lair Probability:	25%
Intelligence:	Supra-genius
Alignment:	Chaotic Evil
Level / XP:	10 / 42,500

Koschei is a powerfully strong demon lord that is both feared and hated by nearly all of his own kind. His appearance is that of a powerfully muscled and hairless giant with pale yellow skin. Koschei is constantly accompanied by a pair of leucrotta. He is also served by frost giants and ghoul and often rides an ancient white dragon.

In melee, Koschei wields a massive iron warhammer inlaid with silver. Any opponent struck by it must make a Saving Throw vs. Paralysis or be stunned and unable to act for 1d2 rounds.

He also has the following innate spell-like abilities which he can use once per round at will at the 20th-lvl of ability: *Command*, *Curse*, *Darkness 15' radius*, *Dispel Good*, *Know Alignment*, *Protection from Good 10' radius*, *Speak with Monsters*, *Teleport Without Error*, and *Telekinesis* (5,000gp). Twice per day he can cast *Poison* and *Windwalk*. Once per day he can use *Harm* and an *Unholy Word*. He is also able to *Gate* 1d4 Babau demons (35%) 1d4+1 Uduk demons (65%) or 2d12 ghouls (80%). He can communicate telepathically in any language.

Treasure: If encountered on the Prime Material plane, Koschei will have a hoard consisting of 1d6 x 1,000cp (25%), 1d6 x 1,000sp (30%), 1d6 x 1,000ep (35%), 1d10 x 1,000gp, 4d6 x 100pp (25%), 6d10 gems (60%), 4d10 pieces of jewelry (50%), any four magic items (30%), 2d4 potions (40%) and 1d4 scrolls (50%)

Companions & Consorts of Koschei

Yegou. Demon Lord of Gnolls

Losphix. Mistress of Spiders

Asag. Demon Lord of Filth

Orcus (The Demon Lord of the Tomb)

Frequency:	Unique
Plane:	Narak

No. Encountered:	1
Size:	Large (15' tall)
Move:	90'/180' fly (AA: IV)
Armour Class:	-6
Hit Dice:	27 (120hp)
Attacks:	2weapon +1 gore
Damage:	By weapon +8 (STR), gore 2d10. See text.
Special Attacks:	See text
Special Defences:	+3 to-hit, see text
Magic Resistance:	85%
Lair Probability:	50%
Intelligence:	Supra-genius
Alignment:	Chaotic Evil
Level / XP:	10 / 63,900

Orcus is grossly obese and nearly 15' tall. His body is covered in grey fur and his head resembles that of a ram, with curled horns. While his legs are also like those of a ram, his arms are those of a humanoid. From his back sprout 2 leathery bat-like wings and he has a snake-like tail that is tipped with a poison stinger. He is the implacable enemy of Kostchie and constantly struggles with him for supremacy of Narak.

In melee, Orcus can attack with either blows from his taloned fists (2d6+1 each) or with a weapon (+6 to-hit/+8 damage) and gore with his horns (2d10 damage). He also can attack with a poisonous tail strike (2d4 damage/-4 Save vs. Poison). Orcus also wields the terrible artifact, **The Obsidian Rod of Eternal Annihilation** which can instantly kill any stricken mortal being (no Saving Throw).

Orcus has the following innate spell-like abilities which he can use one at time, once per round at will: *Animate Dead* (as 19th-lvl MU) *Continual Darkness*, *Charm Person*, *Create Illusion* (as **wand of illusion**), *Cause Fear* (as **wand of fear**), *Clairaudience*, *Clairvoyance*, *Detect Invisible*, *Detect Magic*, *Dispel Magic*, *ESP*, *Lightning Bolt* (as 19th-lvl MU), *Polymorph Object*, *Polymorph Self*, *Project Image*, *Pyrotechnics*, *Read Magic*, *Read Languages*, *Shapechange*, *Suggestion*, *Telekinesis* (up 12,000gp), and *Wall Of Fire*. Once per day he can cast *Feeblemind*, use any *Symbol*, *Time Stop* and *Gate* in any demon of Classes 1 through 4 (80% chance of success) or a Class 5 or 6 demon (50% chance of success). As the demon lord of the undead, Orcus is able to *Speak With Dead* (as a 20th-lvl Cleric) and summon and control certain types of undead at will, according to the following table:

1d4	Number & Type Summoned
1	4d12 Skeletons
2	4d8 Zombies
3	4d6 Shadows
4	2d4 Vampires

Treasure: If encountered on the Prime Material, Orcus will always have a personal hoard of at least 1d6 x 1,000sp (30%), 1d2 x 1,000ep (25%), 10d8 gems (90%), 5d6 pieces of jewelry (80%), 2d4 potions (40%), 1d4 scrolls (50%), and 1 each of every type of magic item excluding potions and scrolls (70%).

Companions & Consorts of Orcus:

Eldrithriom. The Elder Lich.

Xenomomumius. the Demon Prince of Zombies

Ortz-zer'bett. the Ghoul of 10,000 Teeth

Brachus. the Flesh Eater

Pazuzu (The Demon Lord & Lady Of Pain)

Frequency:	Unique
Plane:	Narak
No. Encountered:	1
Size:	Medium (7' tall)
Move:	120'/360'/240' fly (AA: V)
Armour Class:	-9
Hit Dice:	35 (155hp)
Attacks:	1
Damage:	By weapon type +8 (STR)
Special Attacks:	See text
Special Defences:	+2 to-hit
Magic Resistance:	90%
Lair Probability:	15%
Intelligence:	Supra-genius
Alignment:	Chaotic Evil
Level / XP:	10/ 65,000

Pazuzu is the patron demon of primeval kobolds, pregnant women and swarming animals and insects. His head is that of a grossly gigantic kobold with bulging eye, a body like that of a lizardman and the legs and talons of a tengu. His particular talents lie in perverting the law for selfish ends and beasts of the air.

He is represented with a rather canine face with abnormally bulging eyes, a scaly body, a snake-headed penis, the talons of a bird and usually four wings. He is often regarded as an evil demon lord, but at times he has played a beneficent role as a protector against pestilential winds when it suits his purposes.

Pazuzu has the following innate spell-like abilities which he can use one at time, once per round at will: *Astral Travel*, *Call Lightning*, *Control Weather*, *Darkness* (within a 20-foot radius), *Flesh to Stone*, *Shapechange*, *Statue*, *Symbol*, *Tongues*, *Unholy Word*, and *Windwalk*. Once per day he can cast *Wish*. He has darkvision double that of normal and can regenerate 1hp/round.

He prefers not to personally engage in melee, preferring instead to direct his bodyguard of 6 Ektiv demons or employ his breath weapon which he can use 3 times per day with the following effects: *Creeping Doom*, *Insect Plague*, and *Poison Gas* (as a green dragon).

Pazuzu can *Gate* in 4d4 harpies (50% chance of success), 3d4 perytons (25% chance of success) or 3d4 gargoyles (90%). Once per day he can attempt to *Gate* in 1d4 succubi with a 75% chance of success.

Treasure: If encountered on the Prime Material Plane, Pazuzu will have 1d3 x 1,000cp (20%), 1d4 x 1,000sp (25%), 1d4 x 1,000ep (25%), 1d4 x 1,000gp (30%), 1d6 x 100pp (30%), 10d6 gems (55%), 5d6 pieces of jewelry (50%), 2d4 random potions (40%), 1d4 random scrolls (50%), 1d3 magic

weapons or Armour (85%), and 1d3 random miscellaneous magic items (50%).

Companions & Consorts of Pazuzu

Seleshi. Demon Queen of the Succubi

Psipolnitsa . Demon Queen of Harpies

Thoggudooj. The Carrion King

Uriabaal, the Shapeless Deceiver

Ye-Gou (Demon Lord of Gnolls)

Frequency:	Unique
Plane:	Narak
No. Encountered:	1
Size:	Large (12' tall)
Move:	180'
Armour Class:	-5
Hit Dice:	22 (100hp)
Attacks:	1
Damage:	3d6 + special
Special Attacks:	see text
Special Defences:	see text
Magic Resistance:	80%
Lair Probability:	35%
Intelligence:	Exceptional
Alignment:	Chaotic Evil
Level / XP:	10/54,500

Ye-Gou, the “Wild Dog” is one of the most feared and unpredictable of the Demon Lords. He resembles a giant feral humanoid hyena with paws for hands and feet - lean and covered with a putrescent scab of mangy flesh covering his neck and chest. He has luminescent amber eyes that belie his crafty and hungry nature. Ye Gou is the patron god of gnolls and always surrounds himself with a pack of 6d6 of them (all 1d3+13hp each). He also is known as a patron of ghouls and can summon 1d10+6 of their number.

In melee Ye Gou prefers to wield his adamantite **+3 / +4 vs. Good footman's Flail** “Hideripper” For each successful hit the GM should roll on the following table to determine the effect:

1d3	EFFECT
1	deals 3d6 damage
2	victim must Save vs. Wands or be paralyzed
3	victim must Save vs. Spells or be <i>confused</i>

Ye-Gou is able to use any of the following innate spell-like abilities which he can use one at a time, once per round , at will as a 20th-lvl Magic-user: *darkness 10' radius; detect magic, read magic, read languages, detect invisible objects, invisibility, fly, hold person, dispel magic, suggestion, polymorph self, fear (as a wand), teleport, telekinesis up to 10,000gp weight, transmute rock to mud, mass*

charm, and Thrice per day he can unleash a barrage of 9 *magic missiles* (2d4 damage each) and once per day he can *gate* in 1d4+1 class A demons (80%) or 1d10+6 ghouls (90%). Ye-gou can speak all Giant languages, as well as that of Gnolls. He can communicate telepathically with most creatures from the Prime Material and see into the Prime Material, Astral and Ætherial Planes.

Ye-Gou resembles a giant feral humanoid hyena with paws for hands and feet. He is lean and covered with a putrescent scab of mangy flesh covering his neck and chest. He has luminescent amber eyes that belie his crafty and hungry nature.

Treasure: 1d12x 1,000cp (20%), 1d6 x 1,000sp (30%), 1d4 x 1,000ep (10%), 10d4 x 1,000gp (50%), 1d20+4 x 100pp (50%), 5d6+6 gems (25%), 2d10+2 pieces of jewelry (20%), 1d4+2 magic items (30%), 1 potion (35%) and 1 scroll (30%).

Companions & Consorts of Pazuzu

Koschei.The Demon Lord Of Slaughter

Thoggudooj. The Carrion King

Asag. Demon Lord of Filth

Devils

Devils are separated into a strict hierarchy as befits their Lawful Evil alignment. At the top is the Overlordship, currently held by Asmodeus. All of the other arch-devils are nominally vassals of the Overlord, but there is significant intriguing, rebellion and struggle to usurp Asmodeus' position. Beneath the Overlord are eight arch-devil Princes. Each Prince has several greater devil vassals, which hold various titles of their own (Duke, Earl, General, etc.).

- 9: Asmodeus
- 8: Beelzebub
- 7: Mephistopheles
- 6: Moloch
- 5: Geryon
- 4: Bael
- 3: Hutijin
- 2: Dispater
- 1:Titivilus

Amon (The Diabolic Prince of Slavery)

Frequency:	Unique
Plane:	Hell

No. Encountered:	1
Size:	Large
Move:	180'
Armour Class:	-2
Hit Dice:	16 (126hp)
Attacks:	2
Damage:	By wpn +7/3d4
Special Attacks:	See text
Special Defences:	+2 to-hit
Magic Resistance:	70%
Lair Probability:	60%
Intelligence:	Genius
Alignment:	Lawful Evil
Level / XP:	10 / 30,000

Amon is a tall, muscular humanoid with a wolf's head. He is a general in the service of Geryon, and commands several legions of bone devils. In melee he attacks with a **+3 mace** and can bite as well. He is always accompanied by a giant-sized winter wolf (q.v.) which attacks with +3 to-hit and damage and has a 25% resistance to magic.

In addition to the abilities possessed by all devils, Asmodeus has the following innate spell-like abilities which he can employ one at a time, once per round, at will as a 20th-lvl spellcaster: *Animate Dead*, *Charm Monster*, *Detect Magic*, *Detect Invisible*, *Dispel Magic*, *Fly*, *Geas*, *Know Alignment*, *Polymorph Self*, *Produce Flame*, *Read Languages*, *Read Magic*, *Suggestion*, *Teleportation*, *Wall of Ice*, and (fulfill another being's) *Limited Wish*. Once per day he can employ a *Symbol of Hopelessness*. He can always *summon* 1d4 bone devils with a 60% chance of success. On the Prime Material Plane Amon can *summon* and control all wolves and werewolves within a one mile radius. His gaze causes *fear* (Saving Throw vs. Spells is allowed).

Treasure: If encountered on the Prime Material plane, Amon will possess a hoard that includes 1d6 x 1,000sp (30%), 1d2 x 1,000ep (25%), 1d4 x 1,000gp (50%), 1d20 x 100pp (50%), 5d4 gems (30%), 1d10 pieces of jewelry (25%), and any 4 random magic items and 1 scroll (35%).

Vassals and Servants of Amon: WiP

Asmodeus (The Diabolic Despot, The Overlord of Hell)

Frequency:	Unique
Plane:	Hell
No. Encountered:	1
Size:	Large
Move:	120' / 240' flying (AA:III)
Armour Class:	-7
Hit Dice:	37 (166hp)
Attacks:	1
Damage:	1d10+4
Special Attacks:	See text
Special Defences:	+3 to-hit
Magic Resistance:	85%

Lair Probability:	80%
Intelligence:	Supra-genius
Alignment:	Lawful Evil
Level / XP:	10 /

Asmodeus is the undisputed Overlord of the nine planes of Hell, and rules through both intelligence and strength. He appears as a very handsome, horned man. Once per year, he holds a Grand Conventicle in which all of the other Lords of Hell are required to appear before him in his steel palace on the ninth layer of Hell to pay homage and renew their vows of fealty to his Overlordship. Asmodeus' most powerful servants are pit fiends which serve both as his personal guard and as enforcers of his diabolical will. Additionally, Asmodeus commands the service of several other greater devils and legions of lesser devils.

In addition to the abilities possessed by all devils, Asmodeus has the following innate spell-like abilities which he can employ one at a time, once per round, at will as a 20th-lvl spellcaster: *Beguile*, *Continual Light*, *Detect Invisible*, *Dispel Magic*, *Geas*, *Hold Monster*, *Hold Person*, *Ice Storm*, *Invisibility*, *Locate Object*, *Mass Charm*, *Produce Flame*, *Pyrotechnics*, *Raise Dead Fully*, *Read Languages*, *Read Magic*, *Restoration*, *Rulership* (as a **rod of rulership**), *Shapechange*, *Wall of Fire*, *Wall of Ice* and (fulfill another being's) *Wish*. Once per day Asmodeus can use the following abilities: *Unholy Word*, *Symbol of Pain*, *Symbol of Insanity*, and *Symbol of Hopelessness* (the target must Save vs. Spells or submit to the will of Asmodeus). Asmodeus can always *summon* 2 lesser or 1 greater devil (usually a pit fiend). His withering gaze causes *fear*, *fear* and *weakness*, or *chill* (slows the target 50% and gives a -5 penalty to all die rolls). A Saving Throw vs. Spells is possible to resist his gaze.

Asmodeus is nearly always encountered wielding the **Ruby Scepter of Hell**. This artifact acts as a *rod of absorption* and can *Cause Serious Wounds* to anyone struck by it. Upon command, the Sceptre can shoot forth the following (as per the particular dragon breath weapon): a cone of frost, a jet of acid, or a lightning bolt.

Treasure: If encountered on the Prime Material plane, Asmodeus will have a treasure hoard including 2d4 x 1,000gp (40%), 13d6 x 100pp (45%), 16d10 gems (65%), 7d6 pieces of jewelry (60%), and 3 of each kind of magic item excluding potions and potions and scrolls (85%).

Vassals and Servants of Asmodeus

Adramelech, Chancellor

Alastor, Hell's Executioner

Baalberith, Majordomo

Buer, General

Bune, General

Glasya, Consort

Martinet, Constable

Morax, General

Rimmon, Inquisitor

Zagum, General

Bael (The Diabolical Prince of Blasphemy)

Frequency:	Unique
Plane:	Hell
No. Encountered:	1
Size:	Large
Move:	120'
Armour Class:	-3
Hit Dice:	24 (106hp)
Attacks:	2
Damage:	By wpn +6
Special Attacks:	+2 to-hit
Special Defences:	See text
Magic Resistance:	70%
Lair Probability:	55%
Intelligence:	Exceptional
Alignment:	Lawful Evil
Level / XP:	10 / 35,000

Bael is a tall, golden-skinned humanoid with the head of an orc and small, curled bull's horns. He rules the fourth level of hell from a smoke-shrouded mountain fortress surrounded by the crucified corpses of those who have displeased him.

In combat Bael wears a set of baroque bronze plate armour and wields **morning star+2** which can telescope from 4' to 8' in length as he desires.

In addition to the abilities possessed by all devils, Bael has the following innate spell-like abilities which he can employ one at a time, once per round, at will as a 20th-lvl spellcaster: *Alter Self*, *Animate Dead*, *Cause Serious Wounds*, *Detect Invisible*, *Detect Magic*, *Dispel Magic*, *Invisibility*, *Know Alignment*, *Produce Fire*, *Pyrotechnics*, *Read Languages*, *Read Magic*, *Suggestion*, *Teleportation*, *Wind Walk*, and (fullfill another being's) *Wish*. Twice per day he can *Shapechange*, and once per day employ a *Symbol of Stunning*. His gaze is capable of causing *fear* unless the victim succeeds at a Saving Throw vs. Spells. He can always summon 1d4 barbed devils with a 65% chance of success. He regenerates 1hp per round.

Treasure: If encountered on the Prime Material plane, Bael will possess a treasure hoard that includes 1d6 x 1,000sp (30%), 1d2 x 1,000ep (25%), 10d4 x 1,000gp (50%), 1d20 x 100pp (50%), 5d4 gems (30%), 1d10 pieces of jewelry (25%), and any four random magic items and one scroll (35%).

Vassals and Servants of Bael:WiP

Beelzebub (The Diabolic Lord of the Flies)

Frequency:	Unique
Plane:	Hell
No. Encountered:	1
Size:	Large
Move:	90' / 240' flying (AA:III)

Armour Class:	-9
Hit Dice:	44 (199hp)
Attacks:	1
Damage:	2d6 + poison
Special Attacks:	See text
Special Defences:	+3 to-hit
Magic Resistance:	90%
Lair Probability:	90%
Intelligence:	Supra-genius
Alignment:	Lawful Evil
Level / XP:	10 /

Beelzebub, an arch-devil second only in power to Asmodeus, rules the eighth layer of Hell. His appearance is that of a muscular male human with the head of a fly and the horns of a bull. He is served by legions of Horned Devils.

In addition to the abilities possessed by all devils, Beelzebub has the following innate spell-like abilities which he can employ one at a time, once per round, at will as a 20th-lvl spellcaster: *Beguile*, *Charm Monster*, *Continual Light*, *Detect Invisible*, *Dispel Magic*, *Geas*, *Hold Person*, *Invisibility*, *Locate Object*, *Produce Flame*, *Pyrotechnics*, *Raise Dead Fully*, *Read Languages*, *Read Magic*, *Restoration*, *Rulership* (as a **rod of rulership**), *Shapechange*, *Wall of Fire*, and (fulfill another being's) *Wish*. Once per day he can employ a *Symbol of Insanity*, a *Symbol of Pain*, and an *Unholy Word*. He can always *Summon* 1d4 Horned Devils. His gaze causes *fear* and *weakness* (the target must Save vs. Spells or cower in abject fear for 1d4 rounds after the gaze is lifted).

Treasure: If encountered on the Prime Material plane, Beelzebub will possess a treasure hoard that includes 1d10 x 1,000cp (5%), 1d12 x 1,000sp (25%), 1d6 x 1,000ep (25%), 3d8 x 1,000gp (40%), 10d6 x 100pp (50%), 6d8 gems (30%), 1d20 pieces of jewelry (25%), and 1d8 random magic items including one potion and one scroll (50%).

Vassals and Servants of Beelzebub:

Abigor, General

Barbatos, Marshal

Bensozia, Consort

Gorson, Bailiff

Neabaz, Herald

Zepar, General

Belial (The Diabolical Prince of Pain and Pleasure)

Frequency:	Unique
Plane:	Hell
No. Encountered:	1
Size:	Large
Move:	90' / 150' flying (AA:III)

Armour Class:	-4
Hit Dice:	19 (154hp)
Attacks:	2
Damage:	By wpn +7
Special Attacks:	See text
Special Defences:	+2 to-hit
Magic Resistance:	80%
Lair Probability:	75%
Intelligence:	Genius
Alignment:	Lawful Evil
Level / XP:	10 / 30,000

Belial is a vassal of Beelzebub and dwells in a monolithic basalt palace on the eighth level of Hell. He is served by legions of manalishi, barbed devils, bearded devils, bone devils and spined devils. In melee he wields a wickedly sharp **military fork +4** which causes any victim smitten to Save vs. Spells or react as if struck by a *Symbol of Pain*.

Vassals and Servants of Belial: WiP

Dispater (The Diabolical Prince of Ill-Counsel)

Frequency:	Unique
Plane:	Hell
No. Encountered:	1
Size:	Medium
Move:	150'
Armour Class:	-2
Hit Dice:	32 (144hp)
Attacks:	See text
Damage:	See text
Special Attacks:	See text
Special Defences:	+2 to-hit
Magic Resistance:	80%
Lair Probability:	80%
Intelligence:	Genius
Alignment:	Lawful Evil
Level / XP:	10 /

The arch-devil Dispater rules the second layer of Hell from the Iron City of Dis, which is inhabited by his servitors: zombies, erinyes, barbed and horned devils. Dispater appears as horned, shaven-headed man a spiked tail and a cloven left foot.

In addition to the abilities possessed by all devils, Beelzebub has the following innate spell-like abilities which he can employ one at a time, once per round, at will as a 20th-lvl spellcaster: *Beguile*, *Detect Invisibility*, *Geas*, *Light*, *Produce Flame*, *Pyrotechnics*, *Raise Dead Fully*, *Read Languages*, *Read Magic*, *Restoration*, *Shapechange*, *Wall of Fire*, and (fulfill another being's) *Wish*. He can always *summon* 1d3 erinyes (75%) or a pit fiend (75%) with a 90% chance of success. Once per day he can employ a *Symbol of Pain* and an *Unholy Word*. Dispater's gaze causes *fear* or *chill* (slows the target 50% and gives a -5 penalty to all die rolls). A Saving Throw vs. Spells is possible to resist his gaze.

Dispater wields the **Rod of Iron Might**, which has both the powers of a **rod of rulership** and a **staff of striking** that causes 4d6 points of damage on a succesful hit.

Treasure: If encountered on the Prime Material plane, Dispater will have a treasure hoard that includes 10d4 gems (50%) and 2d4 potions (40%).

Vassals and Servants of Dispater:

Alocer, General

Arioch, Avenger

Baalzephon, Prime Minister

Bel, General

Biffant, Provost

Bitru, General

Furcas, General

Lilis, Consort

Geryon (the Diabolical Beast-Prince of Rapine)

Frequency:	Unique
Plane:	Hell
No. Encountered:	1
Size:	Large
Move:	30' / 180' flying (AA:III)
Armour Class:	-3
Hit Dice:	25 (113hp)
Attacks:	3
Damage:	3d6/3d6/2d4
Special Attacks:	See text
Special Defences:	+2 to-hit
Magic Resistance:	75%
Lair Probability:	70%
Intelligence:	Exceptional
Alignment:	Lawful Evil
Level / XP:	10 /

Geryon has the head and torso of a handsome man with the lower body of a great serpent ending in a spiked, venomous tail, similar to that of a wyvern. His arms, which resemble those of a carnivorous ape, are muscular with taloned claws that he uses to rip his victims limb from limb. Geryon rules from a fortress on the fifth layer of Hell which is surrounded by dense thickets of poisonous brambles.

In melee, Geryon prefers to fight with his two taloned claws and his poison sting (Save vs. Poison at -4 or die). He also carries the **Horn of the Bull**, which can *summon* 5d4 minotaurs once per week.

In addition to the abilities possessed by all devils, Geryon has the following innate spell-like abilities

which he can employ one at a time, once per round, at will as a 20th-lvl spellcaster: *Beguile*, *Detect Invisibility*, *Dispel Magic*, *Geas*, *Ice Storm*, *Light*, *Locate Object*, *Read Languages*, *Read Magic*, *Raise Dead Fully*, *Wall of Ice*, and (fullfill another being's) *Wish*. Once per day he can employ a *Symbol of Pain* and an *Unholy Word*. He can always *summon* 1d2 bone devils (60%) or an ice devil (40%) with a 95% chance of success. His gaze causes *fear* in those who fail their Saving Throws vs. Spells.

Treasure: If encountered on the Prime Material plane, Geryone will possess a treasure hoard made up of 5d6 x 1,000cp (25%), 1d100 x 1,000sp (40%), 10d4 x 1,000ep (40%), 12d6 x 1,000gp (55%), 10d10 x 100pp (25%), 1d100 gems (50%), 12d4 pieces of jewelry (50%), and any four random magic items plus one potion and one scroll (15%).

Vassals and Servants of Geryon:

Agares, General

Amon, General

Cozbi, Consort

Fecor, General

Herodias, Magistrate

Machalas, General

Hutijin (The Diabolic Prince of Disease & Pestilence)

Frequency:	Unique
Plane:	Hell
No. Encountered:	1
Size:	Large
Move:	90' / 180' flying (AA:III)
Armour Class:	-4
Hit Dice:	25 (111hp)
Attacks:	2
Damage:	By wpn +8
Special Attacks:	See text
Special Defences:	+2 to-hit
Magic Resistance:	65%
Lair Probability:	30%
Intelligence:	Genius
Alignment:	Lawful Evil
Level / XP:	10 / 30,000

Mephistopheles (The Diabolic Prince of Lies)

Frequency:	Unique
Plane:	Hell
No. Encountered:	1
Size:	Large

Move:	150' / 180' flying (AA:II)
Armour Class:	-6
Hit Dice:	42 (188hp)
Attacks:	2
Damage:	By wpn +9
Special Attacks:	See text
Special Defences:	+3 to-hit
Magic Resistance:	85%
Lair Probability:	70%
Intelligence:	Supra-genius
Alignment:	Lawful Evil
Level / XP:	10 / 49,000

Mephistopheles is a tall, bluish-black skinned humanoid male with horns, leathery bat-like wings and hands that end in sharp, taloned claws. Mephistopheles rules the eighth layer of Hell and is a rival of Beelzebub and especially Asmodeus, who he constantly seeks to displace as the Overlord of Hell. He plots and intrigues from his palace, known as the Frozen Citadel. His servants include legions of horned devils, pit fiends, and ice devils.

In melee, Mephistopheles wields a +3 trident, which is capable of causing and addition 3d4hp of either cold, electrical or fire damage as he commands (a Saving Throw is possible). Each of these functions can be used up to three times per day, and the damage inflicted is cumulative with any other damage caused by the trident.

In addition to the abilities possessed by all devils, Mephistopheles has the following innate spell-like abilities which he can employ one at a time, once per round, at will as a 20th-lvl spellcaster: *Animate Dead*, *Beguile*, *Charm Person*, *Cone of Cold*, *Detect Invisible*, *Detect Magic*, *Dispel Illusion*, *Dispel Magic*, *Geas*, *Ice Storm*, *Illusion*, *Invisibility*, *Know Alignment*, *Produce Flame*, *Polymorph Self*, *Raise Dead Fully*, *Read Languages*, *Read Magic*, *Suggestion*, *Teleportation*, *Wall of Ice*, and (fulfill another being's) *Wish*. Once per day can employ each of the following: *Rulership* (as a **rod of rulership**), *Shapechange*, and *Unholy Word*. He can always *summon* 1d3 ice devils with a 90% chance of success. His gaze causes fear to all within a 10' radius (Save vs. Spells is possible).

Treasure: WiP

Vassals and Servants of Mephistopheles:

Adonides, Steward

Baalphegor, Consort of Mephistopheles

Barbas, Chamberlain

Bele, Justiciar

Bifrons, General

Nexroth, General

Moloch, (The Diabolical Prince of Famine & Privation)

Frequency:	Unique
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Plane:	Hell
No. Encountered:	1
Size:	Large
Move:	120'
Armour Class:	-3
Hit Dice:	28 (126hp)
Attacks:	3
Damage:	1d4+7/1d4+7/4d4
Special Attacks:	See text
Special Defences:	+3 to-hit
Magic Resistance:	70%
Lair Probability:	95%
Intelligence:	Exceptional
Alignment:	Lawful Evil
Level / XP:	10 / 42,000

WiP

Treasure: WiP

Vassals and Servants of Moloch: WiP

Titivilus (The Diabolical Prince of Confusion) (ToH)

Frequency:	Unique
Plane:	Hell
No. Encountered:	1
Size:	Medium
Move:	150' / 300' flying (AA:II)
Armour Class:	-2
Hit Dice:	20 (86hp)
Attacks:	2
Damage:	By wpn +3
Special Attacks:	See text
Special Defences:	+2 to-hit
Magic Resistance:	75%
Lair Probability:	35%
Intelligence:	Supra-genius
Alignment:	Lawful Evil
Level / XP:	10 / 29,000

WiP

Treasure: WiP

Vassals and Servants of Titivilus:

WiP

Dragons

Dragon Size and Age Categories

Dragons range in size from Small to Large which corresponds to their range of HD by type. To randomly determine their size roll on the table below:

1d10	SIZE
1-3	Small
4-7	Medium
8-10	Large

Dragons have 8 Age Categories as shown on the table below:

1d20	AGE CATEGORY	AGE IN YEARS	HIT POINTS PER HD
1	Very Young	0-6	1
2-3	Young	7-12	2
4-5	Sub-Adult	13-24	3
6-8	Young Adult	25-48	4
9-12	Adult	49-96	5
13-16	Old	97-192	6
17-19	Very Old	193-384	7
20	Ancient	385+	8

Dealing With Dragons

Dragons are egotistical and slyly intelligent monsters possessed with both powerful physical and magical abilities. Adventurers who go in search of them may not always be in a position to slay them, and may attempt to parley. Similarly, weak parties that stumble into a dragon's lair aren't always treated as a simple fodder. Indeed, dragons may simply demand all of their treasure and summarily evict them from the lair. The following two tables are useful when determining the reactions of these unpredictable beasts. The first table is used when the party first attempts to speak with a dragon. Usual Charisma and other reaction bonuses apply. If the dragon makes demands, use the second table to determine the extent of the dragon's demands and whether they choose to attack or not.

PARLEY	
d%	RESULT
01-10	10% chance the dragon will be willing to travel up to 120 miles to aid the party if a treasure hoard* is promised.
11-25	As above, but only a 5% chance
26-50	As above, but only a 5% chance if immediately gifted with one or more magic items.
51-75	No chance of aiding the party. 50% chance the dragon will make demands if of an opposing alignment to that of the party.
76-90	No chance of aiding the party. Will make demands if of an opposing alignment to that of the party.
91-97	No chance of aiding the party. 50% chance will make demands regardless of party's alignment.
98-00	No chance of aiding the party. Will make demands regardless of party's alignment.
Note: A hoard is a treasure worth at least 100,000gp in value, including 4 or more magic items.	

DEMANDS	
d%	RESULT
01-10	Will share coins and gems freely and may (50%) part with a single magic item if the party agrees to leave their lair immediately.
11-25	Will share coins and gems freely if the party agrees to leave their lair immediately.
26-50	Will demand 10% of the party's treasure & magic items. Will repeat the demand twice before attacking.
51-75	Will demand 25% of the party's treasure & magic items. Will repeat the demand twice before attacking.
76-90	Will demand 40% of the party's treasure & magic items. Will immediately attack if refused.
91-97	Will demand 50% of the party's treasure & magic items. Will immediately attack if refused.
98-00	Will demand 100% of the party's treasure & magic items. Will immediately attack if refused.

Dragon, Mist

Frequency:	Rare
No. Encountered:	1 or 2
Size:	Large (50')
Move:	60'/330' flying (AA: VI)
Armour Class:	1 or -2
Hit Dice:	9 to 11
Attacks:	4
Damage:	1d4/1d4/2d12/2d4
Special Attacks:	Breath weapon, Spellcasting
Special Defences:	Spellcasting
Magic Resistance:	Standard or 30%
Lair Probability:	35%
Intelligence:	Exceptional
Alignment:	Neutral
Level / XP:	8 / 3,450 + 50/hp over 35

Mist dragons are a semi-transparent species that resemble gold dragons. They are typically found dwelling in caves near coastal areas or waterfalls or in rainforests. They are usually a solitary species and there is only a 10% chance they will be encountered with a mate. Mated pairs will always be adults or older. Mist dragons speak their own language and the languages common to other dragons, as well as a rudimentary Common tongue.

Mist dragons are capable of assuming a misty gaseous form and 50% of the time will be encountered as such. In this state they have a -2 AC and 30% magic resistance. They can only cast spells while in gaseous form. If threatened or irritated they can immediately assume solid form to make physical attacks (AC 1, standard magic resistance). In melee they attack with 2 claws, one bite and, if opponents are behind it, a lash from its scaly, spiked tail.

Thrice per day a mist dragon can use its breath weapon, which is a cloud of misty vapour 90' long x 30' wide x 30' high. Any air-breathing creatures caught within the cloud will be blinded for 1d4 rounds and must make a Saving Throw vs. Breath Weapon or take 3d4 points of drowning damage for every round they spend within the cloud. Those who make their Saving Throw will choke and cough but suffer only 1d4 points of drowning damage per round. The cloud will remain for 1d4+4 rounds depending on the local wind conditions. Mist dragons are not affected by these vaporous clouds.

In gaseous form mist dragons are capable of casting the following spells twice per day each as per their age. Spellcasting abilities are cumulative and are cast at a level equivalent to their Hit Dice.

AGE	SPELL
Very Young	<i>Precipitation</i> (1d2+10 segments)
Young	<i>Create Water</i>
Juvenile	<i>Water Breathing</i>
Young Adult	<i>Zephyr</i>
Adult	<i>Predict Weather</i>
Old	<i>Cloudburst</i>
Very Old	<i>Gust of Wind</i>
Ancient	<i>Airy Water</i>

Treasure: In their lair, a mist dragon will possess a hoard containing 1d3 x 1,000cp (20%), 1d4 x 1,000sp (25%), 1d4 x 1,000ep (25%), 3d6 x 1,000gp (70%), 1d6 x 100pp (30%), 10d6 gemstones (55%), 5d6 pieces of jewelry (50%), and 1d4 random magic items plus one potion (60%).

Dragon, Spiny (Derketa)

Frequency:	Very Rare
No. Encountered:	1
Size:	Large (30'- 40' long)
Move:	150'
Armour Class:	2
Hit Dice:	8-10
Attacks:	4 (2 claws/1 bite/1 tail lash)
Damage:	1d6/1d6/2d8/1d8
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Low
Alignment:	Chaotic Neutral
Level / XP:	WiP

A short-legged, wingless dragon that inhabits the world's equatorial regions, the derketa is very much an evolutionary throwback. Resembling a cross between a katablepo and an ancient spinosaur, this dragon is a sinuous jungle dweller that can manoeuvre its body through twisted undergrowth at a rate faster than any biped (150' per round).

To detect prey, derketan utilize enormous, tapir-like proboscides that are capable of smelling medium-to-large sized animals from a distance of over half a mile. Any target falling within this beast's olfactory range that cannot flee (e.g. fly or brachiate) will find the spiked dragon rushing towards it, crashing headlong through the forest with the sole purpose of devouring the prey. At the top of the jungle's food chain, derketan are afraid of nothing and find it difficult to track down enough meat to assuage their endless hungers. Because they feed entirely upon large animals, derketan have extensive hunting ranges and are extremely territorial.

With a frightful heads set upon long, snaky necks, derketan resemble katablepoi in many respects-

this analogy strengthened by the observations that each species has a similar build and that both types of creatures utilize their tails as weapons. A derketa does not have a katablepo's ability to kill its enemies with its glance, but the spiked dragon can employ several weapons (each front claw inflicts 1d6 damage, fangs do 2d8, and the set of tail spikes causes 1d8) to inflict great damage upon up to three targets per round. In addition to its strong attack abilities, the breath of a spiked dragon is quite foul and acts as a *Stinking Cloud* spell that originates at the creature's head and projects out to a distance of twenty feet. Enveloping a total volume of 2000 cubic feet, the dimensions of the cloud will be 20'x10'x10' and it will have all of the effects of the third level magic user spell of the same name.

Derketan possess the natural awe ability of all normal dragons, but are of low intelligence and can neither cast spells nor be subdued. Derketan consume most of their meals on the spot, but will sometimes drag a kill back to one of the six or seven lairs that they have established, scattered throughout their hunting territory. Characters knowledgeable in such things will know that a derketa's lair that has just been found is just one of many spread over a region of 1000+ square miles.

Treasure: WiP

Dragon, Umbral

Frequency:	Very Rare
No. Encountered:	1d2
Size:	Large
Move:	180'/210' flying (AA:III)
Armour Class:	-2
Hit Dice:	5 to 8
Attacks:	3 (2 claws/1 bite)
Damage:	1d4+1/1d4+1/3d4
Special Attacks:	See text
Special Defences:	See text
Magic Resistance:	25%
Lair Probability:	45%
Intelligence:	Very to Genius (INT 11-18)
Alignment:	Neutral Evil
Level / XP:	4 / 245+5/hp

Umbral dragons are a nocturnal species that dwells in temperate subterranean or permanently shadowed terrains. They are semi-transparent but their eyes glow with an eerie grey opalescence. They are typically encountered alone but 25% of the time will found with a mate. Umbral dragons prefer to walk, as they are poor flyers and can only stay aloft for a few turns.

Their hit dice are determined by their size and sex. To determine their HD, use the table below. Age and actual hit points are determined as with other dragons, but umbral dragons always gain +1hp per HD. Females or mated pairs may be found with a clutch of 1d4+4 eggs or a single hatchling (2hp per HD).

d%	SIZE/HD	SEX
01-25	Small (5 HD)	Always female.
26-75	Medium (6 HD)	50% male, 50% female

76-00	Large (7 HD)	Always male.
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Umbral dragons see poorly in bright light and normally in starlight or dim light. They all possess superior darkvision (180'). Additionally, they all possess the ability to hide in shadows as a 10th-lvl Thief, can be struck only by magic weapons of +1 or better and are immune to level draining attacks. They cannot be subdued. They speak the language of evil dragon-kind and 1d4 other languages according to their Intelligence: 1 additional language (INT 11-12), 2 additional languages (INT 13-14), 3 additional languages (INT 15-16), 4 additional languages (INT 17-18).

Umbral dragons with a 17 or 18 INT are able to cast 2 Phantasmal spells of levels 1-4 per age class over Adult. Thus, an ancient umbral dragon of INT 18 is able to cast 2 spells each of levels 1st-4th. When spellcasting, they prefer to cast spells related to shadows and will never cast those related to light or fire.

In melee, umbral dragons attack with 2 claws and one bite. Their breath weapon is a conical cloud of darkness (40' long x 30' wide x 20' high). Those caught within the area of effect are both blinded and weakened to 25% of their normal hp or HD (save vs. Breath Weapon for 50%). This effect will last for as many turns as the umbral dragon's age category. So, an ancient umbral dragon would affect victims for 8 turns. Further, all victims will lose all memorized spells until re-memorized normally.

Treasure: Umbral dragons hoards will contain 10d4 dark, opaque gemstones and 1d4 random magic items related to darkness or shadows.

Fae / Sylvan Creatures

Bookha (Brewling)

Frequency:	Uncommon
No. Encountered:	1d4
Size:	Small (1'-2' tall)
Move:	120', 180' flying (AA: V)
Armour Class:	7
Hit Dice:	1d4hp
Attacks:	Nil
Damage:	Nil
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	10%
Lair Probability:	75%
Intelligence:	Average - Very
Alignment:	Chaotic Neutral - Chaotic Good
Level / XP:	1 / 10 + 1/hp

Less human-like than their earthbound cousins, bookhas' unusual, course features and membranous bat wings attest to the congress that their brounie ancestors once had with a population of randy imps. Since the advent of human civilization, these beings, known colloquially as *brewlings*, have found that they prefer the warm and airy expanses of bakeries and breweries to their traditional homes of owl dens, tree hollows and cliff side fissures. Most brewlings now take up with such shop

owners in small family units and lend tolerant humans a modicum of help in exchange for lodging, food and wort...fermenting yeast.

Bookha, or bwca, rapidly become inebriated when they lap up fermenting solutions of brewer's and baker's yeast; thus, their patrons usually keep their cultures locked securely away. The smell of fermenting yeast is so enticing to these creatures that entire families of bookha will be drawn to, and inebriated by, a single pail of the heady stuff.

Whether the ability derives from their fey or fiendish ancestors is unknown, but bookha are able to become invisible at will. For their part, bwca can easily detect the presence of lycanthropy in humans and they detest evil creatures of all sort. Afraid of large dogs, and annoyed by prowling cats, brewlings will twitter ceaselessly in the presence of such animals, and will eventually leave a patron's establishment if he does not get rid of such pets. Brewlings twitter quietly amongst themselves but will communicate with a human patron through pantomime and gesture. If pressed to defend itself, a brewling will stab an attacker with a poisoned pin or nail (save at +2 vs. Poison or fall unconscious for 1d6 days), or will tip heavy objects upon the aggressor. If possible, brewlings will flee a dangerous situation rather than resort to such measures.

Bookha will purloin (collect) and polish all small-sized, shiny objects that they come across. This means that, unless locked away, all of a patron's utensils, coins, jewelry and gemstones will eventually be stolen and secreted away. Knowing individuals will find a brewling's stash and replace the valuable objects with unpolished cutlery, beads and semi-precious stones. Happy to polish and clean newfound treasure, brewlings will not become annoyed at the exchange.

Treasure: WiP

Buckawn

Frequency:	Rare
No. Encountered:	5d4
Size:	Small
Move:	120'
Armour Class:	3
Hit Dice:	1-1
Attacks:	1
Damage:	By wpn
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	10%
Lair Probability:	10%
Intelligence:	Average - Very
Alignment:	Neutral
Level / XP:	3 / 50 + 1/hp

Buckawn are faerie creatures, but more selfish than many others of their kind. They wield daggers and darts, which may (50%) carry a poison that causes sleep for 3d4 turns. Each can cast *Invisibility* (as the 2nd-lvl Arcane spell), *Change Self* (as the 1st-lvl Phantasmal spell), or *Dancing Lights* (as the 1st-level Arcane spell) as many times per day as it wishes, and once per day each may cast *Entangle* (as the 1st-lvl Druidic spell), *Pass Without Trace* (as the 1st-lvl Druidic spell) or *Summon Insects* (as the 3rd-lvl Druidic spell).

Their keen sight and hearing means they are never surprised and can detect even invisible creatures. They can hide or move quietly as if wearing cloak and **boots of elvenkind** (even though they are not).

If a human or demi-human enters their territory, buckawns will prefer not to let it leave without giving them its wealth, but they will not normally kill it unless it attacks them.

Treasure: 1d10 gems (30%), 1d4 jewellery (25%), 1 magic item (10%)

Clurichaun

Frequency:	Rare
No. Encountered:	1
Size:	Small (3'-4' tall)
Move:	90' (drunkenly)
Armour Class:	9
Hit Dice:	2d4hp
Attacks:	Nil
Damage:	Nil
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	80%
Lair Probability:	50%
Intelligence:	Average
Alignment:	Chaotic Neutral
Level / XP:	3 / 50 + 3/hp

Clurichauns are older leprechauns that have gravitated from being overly mischievous and playing tricks on strangers to frittering away their days and nights, lost in drink. Abandoning their comfortable burrows for those pleasures to be found only at the bottom of a cup, a clurichaun will always be drunk and will be found either happily drowning itself in a tavern's cellar (50%), or in a bestial mood as it lies near-insensate in a gutter or roadside ditch (50%). Clurichauns can turn *Invisible*, *Polymorph Objects*, *Create Illusions*, and perform *Ventriloquism* at will, but they will use those powers in a joking fashion only if happily engaged in drink. If encountered while in a surly mood, a clurichaun will often be stepped on or tripped over as there is a high chance of it being invisible (25%) or sleeping off a hangover (25%). If hurt, or if not cleverly humored when it is encountered, an angry clurichaun will take its ire out on everyone in the vicinity. Unlike their normal bretheren, clurichauns' senses have dulled over many years of excessive drinking and these sprites are surprised as easily as a human drunkard (1-3 on a 1d6).

A happy clurichaun can be bartered with and will actually trade the valuables it has on its possession for drinks. This can be done advantageously but should also be performed in a circumspect manner, as a clurichaun has a long memory and will misremember the encounter...believing later that the character stole from it. Angry clurichauns will use their powers to steal from and harm characters, albeit indirectly (e.g. polymorph a tree under which the characters are walking into stone, make a drop appear as a clear path) and can be placated only by being offered a substantial amount of strong drink.

Treasure: Clurichauns have lost most of the treasures that they accumulated when younger and will have on their possession only a few valuables secreted in their clothes: 1d20sp, 1d12ep, 1d8gp, 1d3

gems of minor value, and 1d6 pieces of minor jewelry. Clurichauns look like normal leprechauns but favor red clothes that match their ruddy cheeks and abraded knuckles. Clearly inebriated when met, an encounter with a clurichaun will always be a dicey thing.

Gringe (Hopper)

Frequency:	Very Rare
No. Encountered:	2d6 (see below)
Size:	Small (1'-2' tall)
Move:	60' (120' leaping)
Armour Class:	2
Hit Dice:	1d4+1hp
Attacks:	2 or 3
Damage:	See below
Special Attacks:	See below
Special Defences:	Spells
Magic Resistance:	30%
Lair Probability:	10%
Intelligence:	Low - Average
Alignment:	Neutral (Good)
Level / XP:	2 / 50 + 1/hp

Gringes appear to be miniature sprites that have had their lower extremities transformed into grasshoppers. Having the head, torso and arms of a normal sprite, a gringe also possesses antennae, vestigial-looking wings and a pair of insectoid legs with a distinct, digitigrade appearance (bent back, much like those of a faun or horse). Encountered only in meadows and broadleaf forests, these degenerate sprites are shy and wary of larger creatures, but are also friendly and rather good-natured.

Active at night, nocturnal gringes flit from moon-shadow to moon-shadow and avoid exposure to artificial light. The hoppers are gregarious, however, and will form large, communal bands and also associate with pictrees. If encountered in a glen at night a group of gringes may possibly (30%) be engaged in a roisterous dance with additional gringes and pictrees in attendance (on the 1d100 roll): 1-15: 5-50 gringes only, 16-25: 2-12 gringes and 30-120 pictrees, 26-30: 5-50 gringes and 30-120 pictrees.

Gringes' superior armour classes are due to their small size, great dexterity, and an ability to make prodigious, reflexive leaps. Their grasshopper-like legs and wings allow gringes to leap up to 120' in any direction, taking a minimum of one segment to land. They cannot fly like a true spirit or sylph, but gringes' frail wings do aid in their jumping and can keep the small beings in the air for a full round after a jump.

These unusual sprites will only attack evil creatures or those who have harmful intent. Gringes will engage in combat by launching themselves upwards, but staying within range of the darts that they have secreted upon their bodies. Flinging three darts each round, gringes always carry at least six of the projectiles. Once they have run out of darts the hoppers will leap in, striking a target with stilleto-like daggers that causes 1d6 points of damage when wielded by the small beings.

Like all sprites gringes have several spell-like abilities which they may utilize at will. Once per round, gringes may effectively cast: *Change Self*, *Entangle*, *Invisibility*, *Pyrotechnics*, *Trip*, and *Ventriloquism*.

These abilities are performed as if the gringe were a 6th-lvl spell caster. In addition, gringes possessing a fiddle (25% chance of carrying one) may play a tune that acts as an *Irresistible Dance* spell to any non-sprites within 30'. Victims of the dance are allowed a Saving Throw vs. Spells, with a fail indicating that the dancer must continue until the gringe either stops playing or the victim drops from exhaustion.

Gringes surprise others 90% of the time and are, themselves, surprised only 10% of the time. Their hearing is twice that of a human, and they possess heat vision and ultra-vision out to 180 feet. They speak the languages of pictrees, brounies, pixies and sprites and a gringe may communicate with humans in common if it speaks in a purposefully slow fashion.

Treasure: Gringes are fascinated by delicate jewelry and will have in their possession 1d4 pieces of exceptionally fine make, worth 1d10gp each.

Grugach

Frequency:	Very Rare
No. Encountered:	20d4
Size:	Small - Medium (4'-5' tall)
Move:	150'
Armour Class:	6
Hit Dice:	1+1
Attacks:	1
Damage:	By weapon
Special Attacks:	+1 with bow or spear
Special Defences:	Set traps
Magic Resistance:	90% to charm or sleep
Lair Probability:	50%
Intelligence:	Average +
Alignment:	Neutral (Chaotic)
Level / XP:	2 / 60 + 2/hp

Grugach seem more closely related to dryads, nymphs and sylphs than to the races of sylvan elves and are, in fact, the product of ancient congress between the two species. Shorter than proper elves by a head, and extremely thin and fair, grugach are termed "savage elves" by the few humans who have come across them - an extremely rare event, as grugach will never be encountered outside of their tribal lands. Xenophobic to an extreme, these ouphes will turn away any non-woodland creatures that intrude upon their territory, and will slay evil beings on sight.

These forest fae are lithe, but they are also hardy and broad shouldered, with male grugach capable of attaining great strength (STR 19 or 20). But, unlike either of the species they descend from, grugach fail to have an instinctual aptitude for magic. Exceptional individuals may dual class as fighter-druids and can reach extremely high levels within either profession (13 and 11, respectively). Grugach tend the forest lovingly, will be on good terms with all animals and woodland species of non-evil alignment and, if encountered in small groups, are likely to be found (70%) riding through the forest on the backs of stag deer.

Grugach are masters of woodcraft, capable of setting well-concealed pit and snare traps that will capture creatures passing through the forest 90% of the time. If actively searching for such traps each round characters will only be caught 30% of the time, but when ensnared the victim will find

himself falling into a 10' pit lined with poisoned spikes. Causing 1d4 points of damage due to the fall, and an additional 1d6 points of damage per spike, the pit traps are coated with sleep-inducing poison 50% of the time. More lethal are Grugach deadfall traps, which cause between 5d6 and 8d6 points of crushing damage and securely pin in place the victim caught underneath. Simple snares will be found on the outskirts of a grugach tribe's territory (hold victim immobile, 5' above the ground), with the more lethal traps being encountered closer to the ouphes' village.

Treasure: Grugach do not place great value upon material possessions, but hold beautiful objects in high regard. As such, adult grugach will have on their possession 1d4 native minerals (worth 1d4gp each) and 1d2 broaches, necklaces and pendants worth 1d10gp each.

Killmoulis (Chittiface)

Frequency:	Uncommon
No. Encountered:	1d3
Size:	Small (1'-2' tall)
Move:	150'
Armour Class:	6
Hit Dice:	1d4hp
Attacks:	Nil
Damage:	Nil
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	20%
Lair Probability:	60%rage
Intelligence:	Average
Alignment:	Chaotic Neutral - Chaotic Good
Level / XP:	1 / 10 + 1/hp

Killmoulis, known derisively as *chittifaces*, prefer to dwell in the warm and airy expanses of mills to their traditional homes in the hollows of oak trees. Likewise killmouli take up with millers so that they may stuff their ample bellies with millet, barley and wheat, which they much prefer to their traditional acorn mash. Lending millers a minimal amount of help in exchange for food and warm lodging, most patrons are willing to tolerate killmouli because of the creatures' habit of clearing their abodes of all rats.

Chittifaces (pinchfaces) are able to blend into their surroundings extremely well, effectively becoming invisible to those capable of only seeing in the visible spectrum (detectable only 10% of the time). They detest those animals normally found in a human abode - rats, dogs and cats - and will kill rats on sight. Knowing the attachment that many people have to dogs and cats, killmouli will let a miller know, through obvious signs, of their own aversion to such animals, and will eventually leave a mill that harbors the animals. Chittifaces do not speak in a range that is audible to humans and, when necessary, will make their demands known through pantomime and gesture.

Killmouli pilfer pins and nails for use as weapons and, stashing those items about a mill, will stab attackers and threatening animals with them. Killmouli stabs require the defender to save versus poison and either die (10% chance) or fall into a coma for 1d4 days (90% of the time). These hobs will normally flee with their families from a cozy mill rather than face attacks from a dangerous creature.

Killmoulis' strange appearances give rise to their being called chittifaces, or pinchfaces. Possessing

incredibly long, tapir-like noses, small heads and eyes much larger than those of other hobs, it is hard to see how killmouli descended from brownies if not by some magic that must have gone awry. Having lost a functional mouth, probably in the same magical incident, killmouli communicate through humming and pantomime and eat by inhaling both ground and cracked grains through their elongated noses.

Treasure: Killmoulis do not carry treasure but if encountered in their lair will have 3d6 x 1,000sp worth of shiny baubles, coins and other ephemera hoarded over the years.

Mermonoceros (Sea Unicorn)

Frequency:	Rare
No. Encountered:	1d6
Size:	Large (10' long)
Move:	210'
Armour Class:	3
Hit Dice:	4+4
Attacks:	3 (2 forelegs, 1 horn)
Damage:	1d4/1d4/1d12
Special Attacks:	Charge
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	10%
Intelligence:	Average
Alignment:	Neutral Good
Level / XP:	3 / 200 + 3/hp

Sea unicorns dwell only in warm, coastal waters of moderate or shallow depth. They are fiercely independent creatures, but live in small herds of related animals and will work cooperatively with sea elves (with whom they closely associate) to chase away predators and evil creatures such as sahuagin, scrags and sea hags.

Mermonoceri are not natural and they broke away from their land-dwelling cousins when aquatic elves mysteriously diverged from grugach. Possessing porpoise-like lower halves, sea unicorns propel themselves through the water at a fast pace while making subtle adjustments to their movement with their front appendages. Their forelimbs have become cloven over time and webbing connects the two halves of their feet together. Mermonoceri only superficially appear to possess scales and, not having the fully developed frontal fins of hippocampi, they move through water at slightly slower rates than do the fish-horses.

Sea unicorns' forelegs are capable of lashing out with great force but, like normal unicorns, their horns are their primary means of attack. Charging through the water at 320' per round, a mermonoceros can overtake most aquatic foes (surprise on a six-sided roll of 1-4) and deal double damage with its great horn (2' long). Such a charge will stun opponents of medium or small stature for 1d4 rounds if the recipient of the charge fails to save versus paralyzation. Their horns are magical, and by possessing such sea unicorns can innately *Detect Evil* and *Dimension Door* (as 9th-lvl Magic-Users) thrice per day.

Five mermonoceri are able to collectively *Conjure A Water Elemental* once per week (performed at the level of an 11th-lvl Magic-User). Doing this requires an hour of casting, during which time the

mermonoceri swim in a circle at an ever-quicken pace. This eventually creates a vortex in the water, within which the elemental appears.

Treasure: WiP

Pictree (Man-in-the-Oak)

Frequency:	Rare
No. Encountered:	1d4 x 30
Size:	Small (1' tall)
Move:	120', 240' flying (AA: VI)
Armour Class:	4
Hit Dice:	1-4hp
Attacks:	2
Damage:	See below
Special Attacks:	See below
Special Defences:	Spells
Magic Resistance:	20%
Lair Probability:	35%
Intelligence:	Average - Very
Alignment:	Chaotic Neutral (Good)
Level / XP:	2 / 40 + 1/hp

Pictrees are the smallest of sprites, never growing much taller than one foot. Inhabiting the trees that surround forest glens and brooks, pictrees establish their lairs in the boles of large beech, ash and oak trees. There, they hollow out the large trees and carve remarkably intricate, large chambers. Being nocturnal, pictrees launch their selves into the night air in search of food and play and can often be found in the company of gringes (20% of the time). If found with a group of gringes (66% chance of 2-12 gringes, 34% chance of 5-50), pictrees will be performing a series of elaborate dancing rituals with the hoppers by the light of the moon.

Pictree sprites are extremely nimble and fast, capable of darting in with a sword or spear before most creatures may react. Their great dexterities grant pictrees a formidable Armour Class, give them +1 bonuses to initiative rolls each round and allow them to attack as 3rd-lvl Fighters.

Preferring to use missile weapons when engaged in combat, pictrees will normally use small crossbows (20%) or throw miniature spears (60%) before closing with a small sword. Their crossbows and swords do 1d3 points of damage, while their spears deliver 1d4. If used in diving attacks or fast charges, pictree spears will cause 2d4 points of damage.

Like all sprites, pictrees are capable of performing a number of spell-like abilities, one at a time, once per round. These include: *Blink*, *Invisibility*, *Pass Plant*, *Speak with Animals* and *Summon Insects*, all performed at the 5th-lvl of ability. Additionally, pictrees surprise others 90% of the time and are only themselves surprised 10% of the time. Their heat and ultra-violet vision is extraordinary, granting pictrees the ability to see in the dark up to 120 feet.

Pictrees are the most handsome of sprites, having long, thin features and pointed ears. Speaking a dialect of the true spret language, pictrees can also communicate with gringes and pixies.

Treasure: Like all sprites, pictrees are attracted to fine, glittery jewelry and gemstones and will have 1d4 such items (worth 1d10gp each) in their possession.

Pinophyatian Horror

Frequency:	Rare
No. Encountered:	2d4
Size:	Large
Move:	120'
Armour Class:	2
Hit Dice:	10
Attacks:	5 (4 rooticles, 1 bite)
Damage:	2d6+adhesion (x4), 3d8
Special Attacks:	Adhesive rooticles/Automatic bite
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	95%
Intelligence:	Animal
Alignment:	Neutral (Evil)
Level / XP:	10 / 1,100 + 13/hp

Pinophyatian horrors, also known as sailback treants, are conifer treants. Unlike most treants, they do not walk upright in a bipedal fashion. Rather, when they uproot themselves from the ground to move about, they tip over and place their trunks parallel to the ground. They ambulate by using all of their branches in a centipede like fashion, with the exception of the branches on the topside of the trunk, which are raised like a sail (hence, sailback). Once parallel to the ground, it becomes apparent that what was thought to be a large knots on opposite sides of the trunk just above the ground, are in fact in-human, horrid, wooden eyes, which possess the same cold, dead stare of a doll's eyes.

When in ambulatory form, their four terrible, tenticle-like roots (rootacles, if you will) are exposed. They attack by lashing with their rootacles, which are as mobile as any cephalopod's tentacles. The rootacles are covered in sap, and adhere to whatever they touch. If a man-sized creature is contacted by two rootacles, the treant will pull it to its maw and bite it automatically for 3d8. The next round, the Sailback will automatically constrict it's victim for 2d6 damage per attached rootacle (no hit roll needed). In addition, it will of course bite again if two or more are attached, and the sailback will attach any rootacles not already throttling the victim, for free. These additional rootacles will do damage the next round, should the victim survive that long. Due to the resin found all over and inside these creatures, they save at -2 against fire, and fire-based attacks do +2 damage per die.

Thankfully, pinophytatian horrors are only found in the coldest regions and high elevations. Additionally, they tend to be very territorial. Adults never stray more 100 yards from their home grounds, and attack anything within that range on sight. Saplings, after reaching about one foot in height, scurry away to find new grounds where they live their life out, often being mistaken for giant centipedes during this journey.

There are rumors of giant, ancient pinophytatian horrors, standing over 400' tall, referred to as sequoioideaepods, having over 50 HD, and doing who knows how much damage. The legends of northern indigenous tribes speak of the sequoioideaepods being formed by eggs shed by an ancient, dark god.

Treasure: 10d4 gems (50%), 2d4 potions (40%)

Spoorn

	CUTTIE-SPOORN	HUDSKIN (FLAY-SPOORN)	SPOORN
Frequency:	Rare	Uncommon	Uncommon
No. Encountered:	6d4	4d12	1d8
Size:	Small (2' tall)	Small (1'-2' tall)	Small (2'-3' tall)
Move:	30'	150'	30'
Armour Class:	8	7	4
Hit Dice:	1-1	1-4hp	1-1
Attacks:	1	1	Nil
Damage:	1d3	1d2 or 1d4	Nil
Special Attacks:	Nil	See below	Nil
Special Defences:	Nil	See below	See below
Magic Resistance:	Standard	See below	Standard
Lair Probability:	10%	See below	95%
Intelligence:	Low	Average	Low
Alignment:	Lawful Evil	Neutral Evil	Neutral
Level / XP:	1 / 5 + 1/hp	1 / 5 + 1/hp 2 / 30 + 1 /hp (elder)	1 / 10 + 1/hp

There are three species of spoorn: cuttie-spoorn, flay-spoorn and true spoorn. Being trogloditic opportunists, all three groups are small in stature, clamber over rubble and scree in a knucklewalking fashion and live in narrow warrens that crosscut the tunnels and passageways of larger creatures. Masters of ambush and entrapment, spoorn have various objectives in mind when they capture a victim, ranging from murder and consumption (cuttie-spoorn) to simple theft (true spoorn).

Spoorn are distantly related to the numerous species of kobs/goblinkind, sharing a common ancestor with the larger creatures tens of thousands of years in the past. Like humans, hobs and their goblin relatives, spoorn have souls that move on to another plane of existence when the individual dies and may be brought back if the creature is resurrected or raised.

Cuttie-spoorn are small humanoids that possess abnormally large heads and evil dispositions. Similar in most respects to regular spoorn, the grey-to-violet colourations of cutie-spoorn allow them to blend with the rocks and shadows of their tunnel warrens. Those narrow warrens normally intersect and cut across the mines, dungeons and caverns of larger creatures and cuttie-spoorn use their tunnels to effectively ambush those they wish to murder, eat and steal from.

The first indication that a mine or crypt has become infested by these mite-like humanoids is usually the inexplicable loss of an isolated miner or cloistered clergyman. Masters of stealth and concealment, cuttie-spoorn camouflage where their invasive tunnels intersect with those of the original complex, providing the ambushers with time to establish series of cunning traps, nets, tripwires and nooses. Those entrances require rolls for secret door detection in order to be found and, once located, can only be traversed by creatures of halfling stature or smaller.

If attempting to kill a target cuttie-spoorn will stab with knives that have been previously pilfered or by biting, both attacks causing 1d3 points of damage. If a target has been caught by a net or noose, however, cuttie-spoorn will knock the victim unconscious with clubs - saving the morsel for later.

Cuttie-spoorn communicate in a twittering language that is recognizable only by their own kind, and by their spoorn and hudskin cousins. When amassing treasure, the types of valuables that the mites accumulate will depend upon the nature of the complex broken into: mine, cave or crypt. Avoiding systems that are known to contain undead and mindless, dangerous creatures, cuttie-spoorn will

instead angle their tunnels to regions occupied by humanoids of all types.

Comprising the most dominant species of troglobitic ghobs, spoorn are both physically larger and more numerous than their cuttie-spoorn and flay-spoorn cousins. Two to three feet in height, and of light brown colour, spoorn appear to be smaller versions of goblins and svartlings. Possessing ears and noses larger than their surface, spoorn are slightly larger than their cousins.

Treasure: WIP

Tontla-Voll (Wicked Tree)

Frequency:	Very Rare
No. Encountered:	1
Size:	Medium
Move:	30'
Armour Class:	0
Hit Dice:	3
Attacks:	2 claws
Damage:	1d4/1d4
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	0%
Intelligence:	Very
Alignment:	Chaotic Evil
Level / XP:	WiP

Upon the death of a fey creature, the individual's spirit sometimes postpones its inevitable journey to the next plane by transposing itself into a suitable host- a nearby tree. Thus, when fast moving, short-lived quicklings perish, there is a ten percent (10%) chance that the evil fairies manage to dodge their Abyssal fate by ensconcing their spirits within a convenient hardwood. If the tree is massive, then the quickling's spirit diffuses throughout the large specimen and eventually dissipates as it slowly warps and twists the new host. Such a tree will emit an aura of inherent evil, and contributes to the ambient nature of a dark-fey forest, but the large hardwood will otherwise be benign. However, if a quickling's spirit happens to choose a sapling as a host, then the conjoined entity begins to transmogrify into a tontla-voll, or "wicked tree."

Entering the sapling, the spirit's intelligence is reduced slightly as it forms a new, diffused psychic network. The former quickling's psyche is also driven somewhat insane as it fails, time and again, to adjust to the limitations of its new form. Over a period of one year, this insanity manifests itself physically in a gradual twisting and knotting of the still-growing tree; as it continues to mature, the tontla-voll becomes a stunted, leafless mockery of the natural form.

Once a tontla-voll has weathered a year of self-inflicted psychic torment, all but two of its branches wither and fall and the thing diminishes to a height of less than eight feet. With each of the remaining branches acting as an arm capable of inflicting 1d4 points of damage, and with a knotted bole formed into a perversion of the original quickling's head, the creature then uproots itself out of sheer desperation. It no longer receives any nourishment and energy from the environment and finds that it must now feed upon the blood of freshly killed animals. A wicked tree does this by planting its roots into victim's warm corpses, and the creature will set out to find suitable prey by crawling at the

interminably slow speed of 30' per minute.

Non-fairy humanoids of less than third level that observe a tontla-voll crawling along the ground must Save vs. Paralysis, else be held in rapt, aberrant fascination by the process, with a new saving throw allowed each round. A tontla-voll could occasionally immobilize and then strangle a target to death by using this means alone, but wicked trees normally utilize a combination of their *Invisibility*, *Levitate* and *Ventriloquism* abilities (that were carried over from their original, quickling state) to capture prey. This particular combination of powers makes a slow moving tontla-voll quite formidable, particularly against a single opponent. A tontla-voll performs each of these spell-like abilities as a fifth level magic user, but each power is useable only once per day.

Since wicked trees need to seek out prey, they do not have lairs. However, as the creatures are very intelligent, they often salvage highly conspicuous pieces of jewelry from previous kills (e.g. gold necklaces) and dangle said items from their branches in order to lure in a solitary, unsuspecting victim. Tontla-voll's have an effective strength of 15, and if a person is throttled by one of the creatures, the victim may escape in one round as long as his strength is greater. Otherwise, the creature will continue to choke the victim for 1d4 points of automatic damage per round.

Like treants, tontla-volls are quite vulnerable to fire. Fire attacks requiring a roll to hit gain a bonus of +4 against a wicked tree, these creatures make saving throws versus fire at -4, and any fire damage inflicted upon a tontla-voll adds a +1. Blunt attacks from a small weapon (i.e. a mace, club or hammer) do only one-quarter damage against a tontla-voll, while large blunt weapons do half damage.

Treasure: 10d4 gems (50%), 2d4 potions (40%)

Urisk (*Clabbernapper*, *Lubberkin*, *Portune*, *Dobbie*, *Knocker*)

Frequency:	Very Rare
No. Encountered:	1
Size:	Small (3' tall)
Move:	120'
Armour Class:	6
Hit Dice:	1-1
Attacks:	1
Damage:	1d4+1
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	20%
Lair Probability:	50%
Intelligence:	Average - Very
Alignment:	Neutral (Good)
Level / XP:	1 / 10 + 1/hp

Urisks are wild, sylvan hobs, yet they tend to live upon the verges of civilization and have a seemingly inexplicable need to interact with humans. Living in burrows dug amongst the roots of a forest's most ancient trees, urisks periodically leave their homes to surreptitiously visit human farmsteads, mines and lumbercamps. There, urisks perform simple menial tasks in exchange of curdled milk or a smidgen of heady cheese. Being very timid, the *clabbernappers* and *lubberkins* will usually be able to engage in these activities out of sight as they are able to become invisible at will. An urisk will

discontinue a task if observed by a human larger than it, and many a human child has delighted in the sight of a lubberkin weeding a vegetable patch or wrestling a pig back into a stall. Urisks use their strength to perform difficult tasks such as stacking loads of firewood and resetting stone walls, but they will do so only for those humans who leave regular offerings and are of good character.

Urisks' seemingly incongruous natures are not understood by most humans, but rangers and druids know that these most muscular of hobs are charged by dryad and nymph mistresses to spy upon human communities that border the spirits' primeaval forests. While they scrupulously follow their mistresses' directives, urisks also attempt to steer humans along paths that are in tune with nature.

Called *portunes* by farmsteaders and referred to as *dobbies* or *knockers* by underground miners, urisks possess a knack for showing up when a person is in a dangerous situation or in need of serious help. Stacking a farmer's hay minutes before a storm or warning miners of an impending collapse by rapping on a tunnel's rock faces and support beams, urisks seem to harbor some sentiment towards humans. Performing such benefices seems to be second nature to these hobs, but communities find that urisks are more likely to be lingering nearby if pails of milk and wedges of cheese are frequently left near the forest's edge.

Urisks appear as gnarled, tanned gnomes with disproportionately long arms and coarse facial features. Rugged, and strong for their size (effective STR of 16), urisks will defend themselves with a short club if given no avenue of escape. When nearby, a lubberkin will defend his mistress to the death and, having no interest in treasure, will hand all valuables over to that dryad or nymph. In additon to their at-will power to turn *Invisible*, these benevolent creatures have a permanent ability to *Speak with Animals*. Normal animals will never attack an urisk and these forest dwellers use their inherent powers to move through human communities without detection.

Treasure: WiP

Giants

Cyclops, Lesser

Frequency:	Rare
No. Encountered:	1d8
Size:	Large (7 ½')
Move:	120'
Armour Class:	3
Hit Dice:	5
Attacks:	1
Damage:	By weapon (+2 STR bonus)
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	35%
Intelligence:	Low to Average
Alignment:	Chaotic Evil
Level / XP:	3 / 90 +5/hp

Lesser cyclops, like their larger brethren, are yellow-skinned humanoids with but a single reddish-orange eye in the middle of their foreheads. They are usually found living in desolate rocky terrain and inhabit caves or ruins. Because of their disagreeable natures, they are rarely found in the company of any other creatures other than their own kind although they will enslave weaker beings for use as food and forced labour. Rarely, lesser cyclops have been known to temporarily join together in larger bands of 10-40 for purposes of plunder and rapine as suits their evil tendencies.

Lesser cyclops have poor depth perception and suffer a -2 to-hit penalty with missile weapons. They are typically armed with clubs (treat as morning stars), crude bladed polearms (treat as glaives), slings or heavy throwing spears.

Treasure: Individual lesser cyclops carry no treasure. If encountered in their lairs they will have amassed 1d12 x 1,000cp (20%), 1d6 x 1,000sp (30%), 1d4 x 1,000ep (10%), 1d6 gems (25%), 1d3 pieces of jewelry (20%) and 1d2 magic items (10%).

Giant, Lesser (Brobdingnag)

Frequency:	Uncommon
No. Encountered:	1d6 (5d6)
Size:	Large (8-10')
Move:	180'
Armour Class:	4 or better
Hit Dice:	5+5
Attacks:	2
Damage:	By weapon + STR (see text)
Special Attacks:	Throw spear (1-6 + STR)
Special Defences:	See text
Magic Resistance:	Standard
Lair Probability:	30%
Intelligence:	Average ~ Very
Alignment:	Neutral Evil
Level / XP:	5 / 275+6/hp

Brobdingnags are a race of human giant hybrids which live in hills or mountainous areas on the edge of civilization. They are often (30%) encountered commanding hill giants and ogres. Brobdingnags wear piecemeal armour fashioned from skins, furs, and pieces of metal or chainmail. In melee they typically are armed with clubs or spears although they will eagerly take up better weaponry if available. Brobdingnags do not use bows or crossbows but carry 1d3 heavy spears which they can hurl to great effect. Brobdingnag strength scores range from 18/50 to 18/99. If required, roll on the following table:

d%	STRENGTH	DAMAGE/RANGE BONUSES
01-31	18/51 to 18/75	+3 (thrown range +30')
31-70	18/76 to 18/90	+4 (thrown range +40')
71-90	18/91 to 18/98	+5 (thrown range +50')
91-00	18/99	+6 (thrown range +60')

Brobdingnag lairs will have a leader (18/99 STR, hp 40). There will also be a number of females equal to the number of males plus 1. Females fight as males. Young number 50% of the males. Young fight as bugbears. Brobdingnag may also (population x 2% chance) have a Shaman of level 1d6+1.

Brobdingnags also will have 2d4 wolves (75%) or 1d4 worgs (25%) as guards.

Treasure: Individual brobdingnag carry a belt pouch with 3d6sp, 2d6ep, and 2d4 x5gp. In their lair they will have a hoard with 1d8 x 1,000cp (50%), 1d6 x 1,000sp (25%), 1d4 x 1,000ep (25%), 1d3 x 1,000gp (25%), 1d8 gems (30%), 1d3 pieces of jewelry (20%) and a sword or other miscellaneous magical weapon usually wielded by the leader (25%).

Giant, Hekatonkheires

Frequency:	Uncommon
No. Encountered:	1d4
Size:	Large (13-15')
Move:	90'
Armour Class:	3
Hit Dice:	13+3
Attacks:	1
Damage:	4d8
Special Attacks:	Nil
Special Defences:	See text
Magic Resistance:	Standard
Lair Probability:	45%
Intelligence:	Average
Alignment:	Neutral Evil
Level / XP:	7 / 2,750+18/hp

Hekatonkheires are a hideous race of giants that live in remote mountains or dungeons. They have a tough, rubbery hide covered in patches of wiry hair and warts and have gangly, misshapen limbs. Despite their ungainly appearance, hekatonkheires are stealthy predators and gain +1 to +3 to-surprise depending on the terrain and other conditions (GM's discretion). They cannot normally be surprised.

In melee, hekatonkheires do not hurl rocks as do other giants, but wield crude morning stars, flails and halberds.

A hekatonkheires lair will (25% chance) have 1d2 females for every male. There will also be 1d3 young for every female. Females fight as do males. For young, consult the table below:

1d6	SIZE	HD/Dmg
1	Infant	7/2d4
2-3	Child	9/4d4
4-6	Adolescent	10/4d6

Treasure: Individual hekatonkheires do not carry treasure. If encountered in their lair they will have 1d8 x 1,000cp (10%), 1d12 x 1,000sp (15%), 1d8 x 1,000ep (15%), 1d6 x 1,000gp (50%), 1d4 x 10 gems (50%), 1d6 pieces of jewelry (25%), and 1d3 random magic items (15%).

Mogrel (Mongrel Ogre)

Frequency:	Rare
No. Encountered:	1d2

Size:	Large (9' tall)
Move:	90'
Armour Class:	3/4 or 4/5
Hit Dice:	6
Attacks:	1 fist or 1 wpn
Damage:	1d10 or by wpn +3/+2
Special Attacks:	Nil
Special Defences:	Regeneration
Magic Resistance:	Standard
Lair Probability:	50%
Intelligence:	Low
Alignment:	Chaotic Evil
Level / XP:	5 / 500 + 5/hp

Mogrels, or mongrel ogres, will be found exclusively within ogre and bugbear communities that have had sustained contact with troll populations. Mogrels born within troll clans will be perceived as being weak and quickly eaten by their trollish relatives. As a member of an ogre or bugbear tribe, the same infant would find a path to power upon coming of age.

First generation hybrids will have more troll-like appearances as, along with troll resiliency, rubbery skin and worm-like hair are genetically dominant traits. The majority of mogrels will be second or third generation hybrids, however, and they will express greater physical similarity to their ogre and bugbear lineages- their mixed-heritage ancestors having stayed with the goblinoid tribe. In any case, the mutability of trollish genes will ensure that some troll characteristics will never truly disappear from the descendents of ogre-troll and bugbear-troll unions.

Mogrels' beady eyes have darkvision out to 60' and the monsters move with an awkward-looking, but quick gait. Their skin colouration varies from drab olive to jaundiced green, with first generation hybrids looking much like paunchy, large-eared, round-headed trolls. The hair of those hybrids will be coarse and wormy, and will seem to writhe upon the mogrel's head. Later generations will look more like ogres and bugbears, with only their arms and legs sporting the greenish hands and feet of real trolls, sporting three or four digits each.

First generation mogrels will regenerate at a rate of 1hp hit point per round, beginning five rounds after first being wounded. Later generations will regenerate at half that rate, but also start five rounds after receiving damage. Unlike trolls, mogrels' limbs will not continue to attack if lopped off, and the monsters will die if decapitated. However, a mogrel will heal damage to its head and torso, and it will re-grow limbs if not killed.

A first generation ogre-troll hybrid will have 7 or 8 hit points per hit die and use hide armour to supplement its naturally hard skin, resulting in an AC of 3. Such a monster will also receive a +3 bonus to damage when employing weapons. Later ogre-troll descendents will have 6 to 8 hit points per hit die, use armour to create effective ACs of 4, and receive bonuses of +2 when using weapons. Bugbear-troll hybrids are similar to their ogre-troll cousins in every respect, with one point subtracted from each of the characteristics listed above.

Treasure: Individuals: 20d4gp; **Lairs:** 1d3 x 1,000gp (30%), 5d8 gems (40%), 2 magic items (10%), 2d4 potions (40%)

Norker

Frequency:	Rare
No. Encountered:	3d10
Size:	Small (4')
Move:	90'
Armour Class:	3
Hit Dice:	1+2
Attacks:	2
Damage:	1d3/1d6
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Average
Alignment:	Chaotic Evil
Level / XP:	1 / 20 + 2/hp

These are smaller, distant relatives of hobgoblins. Norkers have developed 3 inch fangs which they will use in melee (1d3 damage), along with simple weapons such as clubs. Their skin is very tough, essentially an exoskeleton that gives them their good armour class. Otherwise, they are quite similar to hobgoblins in culture and attitude.

Treasure: 1d10 x 1,000cp (5%), 1d12 x 1,000sp (25%), 1d6 x 1,000ep (25%), 1d8 x 1,000gp (25%), 1d12 gems (15%), 1d8 jewellery (10%), any 3 magic items plus 1 scroll (25%).

Ogre, Aquatic (Merrow)

Frequency:	Uncommon
No. Encountered:	2d12
Size:	Large
Move:	60' / 120' swimming
Armour Class:	4
Hit Dice:	4+4
Attacks:	3 (2 claws, 1 bite) or 1 wpn
Damage:	1d6/1d6/1d6 or by wpn
Special Attacks:	See below
Special Defences:	Camouflage
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Low - Average
Alignment:	Chaotic Evil
Level / XP:	2 / 130 + 5/hp (4 / 250 + 6/hp)

The aquatic ogre has a thick turtle-like neck, hunched shoulders, and a green scaly skin. Its has webbed limbs, and a slack-jawed mouth. It can speak Ogrish, though uses a dialect of the language amongst its own kind.

Aquatic ogres live in underwater caves, some 50'-250' beneath the surface. They sometimes come out of the water to attack land-dwellers (they can stay out of water for up to 2 hours).

Their green skin may allow them to blend into their surroundings(10-80% chance, according to match between terrain and skin colour), and this can give them a 4 in 6 chance to surprise victims. In combat, the aquatic ogre usually charges with a spear (2-12 dam; +1 to-hit), and then claws and bites its prey.

A group of 7-12 ogres will have a leader with 1d6+30 hit points. There are two such leaders in a group of 13-18, three in a group of 19-24. In the lair of a group of aquatic ogres there will be:

1 chief, AC 3, 6+6 hit dice, +2 on damage 2 sub-chiefs, AC 3, 5+5 hit dice, +1 on damage 2d12 females, AC 5, 3+3 hit dice, 1-2/1-2/1-6 damage 1d12 young, AC 6, 2+2 hit dice, 1-2/1-2/1-4 damage 1 shaman, normal male or female

Treasure: Individuals: 20d4gp; **Lairs:** 1d6 x 1,000cp (25%), 1d6 x 1,000sp (30%), 1d6 x 1,000ep (35%), 1d10 x 1,000gp (40%), 1d4 x 100pp (25%), 4d10gems (60%), 3d10 jewelry (50%), 3 magic items (30%)

Ogrillon

Frequency:	Rare
No. Encountered:	1d4 (5d6 in lair)
Size:	Medium
Move:	120'
Armour Class:	6
Hit Dice:	2
Attacks:	2 fists
Damage:	1d6+1/1d6+1
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Low
Alignment:	Chaotic Evil
Level / XP:	2 / 28 + 2/hp

The Ogrillon is the offspring of an ogre and an orc. 90% of ogrillons are virtually indistinguishable from normal orcs, while 10% of them appear to be small ogres. They will often band with a group of orcs for a short time.

They have the greedy and foul-tempered nature of their larger parent and, besides their alignment tongue, only speak ogrish. They never use weapons, preferring to use their club-like fists to clobber their enemies.

Treasure: Individuals: 2d4gp; **Lairs:** 1d8x1,000cp (50%), 1d6 x 1,000sp (25%), 1d4 x 1,000ep (25%), 1d3 x 1,000gp (25%), 1d8 gems (30%), 1d4 jewelry (20%), magic item (10%), 2d4 potions (40%), 1d4 scrolls (50%)

Troll, Dovregrubben

Frequency:	Rare
No. Encountered:	3d4
Size:	Large (10' tall)

Move:	90'
Armour Class:	4
Hit Dice:	5+3
Attacks:	2 fists
Damage:	2d6/2d6
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	25%
Intelligence:	Animal
Alignment:	Neutral (Evil)
Level / XP:	5 / 160 + 6/hp

Dovregrubben are hairy, pear shaped Trolls, standing up to ten feet tall. Their primary distinguishing feature is a large bulbous nose, which can be up to two feet long. This large proboscis grants them an incredible sense of smell. As a result, they are surprised only on a 1 in 6. They are stupid, but very loyal, and very strong.

Treasure: **Lairs:** 1d8 x 1,000cp (10%), 1d12 x 1,000sp (15%), 1d8 x 1,000ep (15%), 1d6 x 1,000gp (50%), 1d10 gems (30%), 1d6 jewelry (25%), any 2 magic items and 1 potion (15%)

Troll, Marine (Scrag)

	FRESHWATER SCRAG	SALTWATER SCRAG
Frequency:	Rare	Uncommon
No. Encountered:	1d6	1d8
Size:	Medium (7' tall)	Large (10' tall)
Move:	30', 150' swimming	30', 120' swimming
Armour Class:	3	2 (or better)
Hit Dice:	5+5	6+12
Attacks:	3 (2 claws, 1 bite)	3 (2 claws, 1 bite)
Damage:	1d4+1/1d4+1/3d4	1d4/1d4/1d8+8
Special Attacks:	Nil	Nil
Special Defences:	Regeneration	Regeneration
Magic Resistance:	Standard	Standard
Lair Probability:	20%	15%
Intelligence:	Semi-Low	Low-Average
Alignment:	Chaotic Evil	Chaotic Evil
Level / XP:	5 / 400 + 8/hp	6 / 900 + 12/hp

Scrags appear much as common trolls (olive-green skin with writhing, worm-like hair), but with drab scales and possessing gills for breathing underwater. They are even more voracious than regular trolls and have wide predatory ranges.

Freshwater scrags (sometimes called bog trolls or river trolls) are smaller than their saltwater cousins and are heavily scaled. Their skin is darker and resembles that of fish. They regenerate in a fashion similar to land trolls (3 hp/round), but can only do so when those portions of their bodies are in contact with fresh water. Being spindly, like their land-dwelling relatives, freshwater trolls can also divide their attacks amongst three opponents.

Saltwater scraggs (sea scraggs) are much larger than the freshwater variety and are more bulky than land trolls. Their skin is thick and blubbery, but also sports olive-coloured scales that provide them with armour classes of 2. Ten percent of saltwater scraggs are as intelligent as an average human and, similar to sahaugin, will utilize shells and sharkskin to create an improved AC of 1. Saltwater trolls compete directly with sahaugin for food and, because of this, the two species are mutually antagonistic and will never be found in the same region.

Sea scraggs have evolved enormous jaws that nest unruly masses of sharp, stiletto-like teeth. Likewise, their forelimbs have shortened, and are more flipper-like than those of freshwater trolls. Like bog trolls and river trolls, sea scraggs regenerate at a rate of 3hp per round, but require that portion of their bodies to be immersed in salt water.

Sea scraggs are known to ally with kelpies and are immune to those strange creatures' *charm* abilities. When residing in coastal waters bearing abundant boat traffic, packs of scraggs will act in concert with the weed women- the kelpies slowing a ship or boat by charming key personnel, whence the scraggs then swarm over the decks and sweep everyone else into the sea. Seldom will a boat's crew survive such an attack.

Treasure: Lairs: 1d8 x 1,000cp (10%), 1d12 x 1,000sp (15%), 1d8 x 1,000ep (15%), 1d6 x 1,000gp (50%), 1d10 gems (30%), 1d6 jewelry (25%), any 2 magic items and 1 potion (15%)

Troll, Tusselladd

Frequency:	Rare
No. Encountered:	1d6
Size:	Large (10'-14' tall)
Move:	120'
Armour Class:	4
Hit Dice:	10
Attacks:	4 (2 claws, 1 bite, 1 kick)
Damage:	1d8+2/1d8+2/1d6+3/1d10+3
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	25%
Intelligence:	Animal
Alignment:	Neutral (Evil)
Level / XP:	10 / 700 + 13/hp

Tusselladd are 10'-14' tall, multi-headed trolls with disproportionately long legs. They begin life with 1 head, growing 2-4 more by maturity. They are capable of attacking more than one opponent each round. Attacks consist of two claw rakes, a bite, and a vicious kick. If an opponent is hit with both claws, it will be grabbed and lifted from the ground. Each subsequent round, the troll will automatically rend and bite the victim with both claws and vicious maw.

Treasure: Individuals: 1d4 gems (50%); **Lairs:** 1d8 x 1,000cp (10%), 1d12 x 1,000sp (15%), 1d8 x 1,000ep (15%), 1d6 x 1,000gp (50%), 1d10 gems (30%), 1d6 jewelry (25%), any 2 magic items and 1 potion (15%)

Humanoids

Kob/Goblinkind

There are five types of goblinkind: coblynau, true goblins, hobgoblins, svartlings and tarslings. True goblins range in height from 4-5' and vary in colouration, but tend to range from grey to nut-brown. Svartlings have skin tones similar to their larger cousins but tend to be shorter (4' tall). A significant proportion of svartlings are chronically infected by cholera, however, and have skin that is tinged blue. Tarslings, also known as tree-goblins, are the progenitors of the other goblin species and may be found swinging through the trees of temperate and tropical forests. With mottled-green and brown skin, tarslings blend in to their natural surroundings very well and are hard to detect. Hobgoblins are the largest and most intelligent of all kobs, and are half-again as tall as a typical goblin. Degenerating to an almost feral state once they moved permanently underground, coblynau are the strongest and hardiest of goblinkind. Often mistaken for benevolent urisks by human miners (who call urisks "knockers" for their tendency to warn of impending cave-ins by rapping on mine walls), coblynau are decidedly evil and will prey upon anyone that is encountered in the kobs' underground lairs.

Kobs are related to the three species of spoorn, having evolved from a common ancestor perhaps a hundred thousand years ago. Degenerating into a trogloditic state, coblynau have developed those features that are most characteristic of the wee spoorn: a hunched, knucklewalking gait, abnormally large eyes and elongated ears and noses.

Coblynau

Frequency:	Rare
No. Encountered:	3d10
Size:	Small (4' tall)
Move:	90'
Armour Class:	3
Hit Dice:	1+2
Attacks:	2
Damage:	1d3/1d6
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Average
Alignment:	Chaotic Evil
Level / XP:	1 / 20 + 2/hp

These are smaller, distant relatives of hobgoblins. Coblynau have developed 3" fangs which they will use in melee (d3 damage), along with simple weapons such as clubs. Their skin is very tough, essentially an exoskeleton that gives them their good Armour Class. Otherwise, they are quite similar to hobgoblins in culture and attitude.

Treasure: 1d10 x 1,000cp (5%), 1d12 x 1,000sp (25%), 1d6 x 1,000ep (25%), 1d8 x 1,000gp (25%), 1d12 gems (15%), 1d8 jewelry (10%), any 3 magic items plus 1 scroll (25%).

Orc, Sand

Frequency:	Rare
No. Encountered:	2d10//20d10
Size:	Man-sized
Move:	90'
Armour Class:	4
Hit Dice:	1+6
Attacks:	1 or 1 weapon
Damage:	1d8/by wpn type
Special Attacks:	None
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	35%
Intelligence:	Low~Avg
Alignment:	Lawful Evil
Level / XP:	Warrior: 2/30+1/hp
Underboss 3/50+2/hp	
Overboss 3/75+3/hp	

Sand orcs are a subspecies of orc (q.v.) that predominately lives in desert or broken terrains like badlands, deep canyons and salt flats where they subsist on hunting and preying on both wildlife and other intelligent races. They are dusty brown in appearance and but retain the prominent porcine snout and protruding canines of their cousins.

Sand orc tribes are equally as bellicose toward each other as they are towards human and demi-humans. They are particularly infamous for their sadism, cannibalism and other unsavoury habits.

When encountered in the wilderness, they will be at riding light war horses (60%) and accompanied by an underboss (2 HD, 14hp, +2 dmg) and 1d2 bodyguards (1HD, 13hp each). If more than 80 sand orcs are encountered they will be accompanied by a Boss (2+2HD, AC2), 1d4 underbosses and 5d6 bodyguards .

Sand Orc lairs are usually (95%) fortified hill forts with a wooden stockade and 1d10+20 primitive log and hide tents. Forts will be defended 3d4 watch towers, and 3 heavy and 2 light catapults for every 30 sand orc warriors. Each fort may (30%) have 1d2 ballistae. If the sand orc lair is underground, they may (65%) have 1d6 trained giant scorpions as guards. In addition to the numbers already mentioned all sand orc hill forts will also have an Overboss (3HD, AC 2, +2 dmg) and Females equal to 150% and young equal to d00+200% of the number of warriors - all non-combatants.

Groups of sand orcs will typically be armed as follows:

Scimitar and heavy crossbow 50%

Scimitar and dagger 20%

Scimitar and spear (2-6) 15%

Spear and heavy crossbow 10%

Club and spear 5%

Sand orcs are scavengers, so their equipment will often be shabby worn, and ill-kept. Their mounts

are frequently ill-treated and are known to collapse in combat.

Treasure: Individual sand orcs will typically have 2d6ep and 2d4gp on their person. Sand orc lairs will usually have cached up to 5d8 x 1,000cp (10%), 5d12 x 1,000sp (15%), 5d8x 1,000gp (15%), 5d10 gems (30%), 5d6 pieces of jewelry (25%), 2 magic items (15%) and 2d4 potions (40%).

Svartling

Frequency:	Uncommon
No. Encountered:	40d10
Size:	Small (4' tall)
Move:	60'
Armour Class:	8 (furs)
Hit Dice:	1-1
Attacks:	1
Damage:	1d4+1 or by wpn
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	40%
Intelligence:	Low - Average
Alignment:	Neutral Evil
Level / XP:	1 / 10 + 1/hp

Svartlings are a subspecies of goblinkind that adhere to most of the characteristics of their larger kin, but are somewhat smaller in stature. Like true goblins, svartlings prefer to live underground since they dislike direct sunlight. However, they are not debilitated by direct light from the sun and do not suffer penalties if exposed to normal sunlight. Despite this, they are usually active on the surface from dusk to dawn and all of these niggings have darkvision out to a range of 60'.

A tribe of svartlings will be led by a king, a unique individual that is, in turn, supported by one or more heroes, shamans, mages and witch doctors of exceptional power. Each of these exceptional svartlings will have two hit dice, be five feet in height and possess 8-12hp. Champions will utilize studded leather Armour and shields for protection and will wield either hand axes, short swords, maces or morning stars of appropriate size. Shamans, Mages and Witchdoctors will fight with poisoned darts, caltrops and daggers (save versus poison or fall unconscious for one hour) and will have the spellcasting abilities of a 2nd-lvl Clerics (Shaman), 2nd-lvl Magic-Users (Mage), or of a Cleric/Magic-User of levels 1/1 (Witchdoctor).

Giant rats are often used as guards in svartling lairs, and these small humanoids are overly fond of all rodents. Very often, the king of a svartling tribe will be infected with lycanthropy and will rule over a mixed nest of the kobs and giant rats. Svartlings speak kobold, goblin and their own foul tongue, and can communicate with giant rats through various verbal and nonverbal signals.

Svartlings are small, evil creatures that normally have skin the colour of burnt umber. However, a significant number of svartlings will have skin that is tinged blue. Along with their rheumy, orange-coloured eyes, svartlings' disturbing appearances are the product of cholera, a disease that is endemic to many of the humanoids' warrens. Half of all svartlings are chronically infected with cholera and, while inside a svartling warren, a human has a 5% per hour chance of acquiring the disease by sloshing through the stagnant water and raw sewage that is ever present.

Treasure: Individuals: 3d6sp**Tarsling** (Tree Goblin)

Frequency:	Rare
No. Encountered:	1d10
Size:	Small (3' tall)
Move:	90' / 150' in trees
Armour Class:	6 (5 with wicker shield)
Hit Dice:	1
Attacks:	2 or 1
Damage:	1d3/1d3 or 1d6
Special Attacks:	See below
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	30%
Intelligence:	Low - Average
Alignment:	Chaotic Evil
Level / XP:	1 / 10 + 1/hp

Tarslings are the smallest, but hardest of kobs. A head shorter than their svartling cousins, these arboreal goblins make up for a lack in stature with their animal-like strength and resilience. Although they live above ground, tarslings inhabit only dense tropical and temperate forests and spend their days brachiating through the forest canopy. Seldom coming to earth, these arboreal goblins have evolved dextrous feet and toes and are as comfortable flinging their wickedly-barbed javelins with their feet as with their hands. Often poison-coated, a tarsling javelin is fletched at one end and tipped with a razor sharp bone head that does 1d6 points of damage. Coated with poison obtained from tree frogs, a tarsling's javelin will cause paralysis in a victim for 1d4 turns if a Saving Throw vs. Poison is not made.

Living high in the trees, tarslings have evolved simian body structures. Nimble and fast while leaping from branch to branch, tarslings can be extremely quiet while traversing their aerial highways and are able to surprise opponents fully two thirds of the time (1-4 on a 1d6). Tree goblins become awkward and slow when forced to walk on the ground, however, and they also receive a -1 penalty on attack rolls if exposed to full sunlight. Conversely, tarslings are able to hide in shadows 75% of the time and use this ability to effectively hunt for prey.

In addition to wielding poisoned javelins and wicker shields, tarslings drop nets upon unsuspecting targets from up high and then wade in with short swords (1d6 damage), clubs (1d4 damage) and bone knives (1d3 damage). Fashioned from various hardwoods, tarsling short swords are made from their flattened clubs by gluing flint and obsidian chips along the wood's edge. A short sword made in this manner flays an opponent's skin in a most gruesome fashion and stronger tarslings enjoy the spectacle that the weapons create. Weaker tarslings carry combinations of javelins, nets, lassos, clubs and knives, but a tarsling's armour classes will always drop to 5 if one of their light wicker shields is employed. If wielding a knife in each hand a tarsling is able to attack twice per round with no penalty, but tarslings will not coat their melee weapons with poison, being afraid of nicking themselves while engaged in their wild form of combat. Instead, the tree goblins leap upon net-entangled prey and begin to stab and bludgeon their prisoners mercilessly. While brachiating through trees tarsling weapons and shields are secured to their backs, their lightweight nature preventing the objects from becoming cumbersome.

Tarslings live in large bands with loose social structures. Comprised of multiple families, a band will number up to 100 individuals and will be 45% male, 35% female and 20% young. Female tarslings are treated as their male counterparts, but will not possess hunting javelins or shields. For every 70 tarslings there will be a chieftain of considerable power (5 hit dice) and the possibility of having a Shaman of up to the 5th-lvl in Clerical ability (30% of the time).

Tarsling lairs are located 50-100' above ground, in the most densest sections of forest. Comprised of 4d6 platforms connected by numerous vines and ropes, there is a 60% chance that the community will have 1d6 giant spiders guarding the place. If lacking spiders then there is a 50% chance of 2d4 giant wasps sharing the tarslings' lair. If wasps are present, tarslings will be able to ride the insects into battle, throwing their javelins and then leaping from their mounts' backs upon startled opponents. Using hit and run tactics initially, once dismounted tarslings will wade into their targets while their wasps keep the defenders occupied.

Tarslings speak their own form of goblin and can communicate with intelligent monkeys and apes through a combination of hoots, growls, facial expressions and gestures. These tree goblins are short in stature (3' tall), bandy-legged, hairy and of a mottled green and brown colouration. They knuckle walk when on the forest floor and have elongated hands and feet - giving rise to their name. Possessing large, brilliant-gold eyes with slitted irises, tarslings have darkvision that is the equivalent to that of a jungle cat, extending out to 90'.

Treasure: Tarslings do not work metal, but will collect freshwater pearls and shells, amber, jet and native semi-precious and precious metals and gemstones. Individual adult tarslings will typically possess a totem amulet of semi-precious stones worth 1d4 silver pieces each, with band leaders and shamans each in possession of 1d8 pieces of jewelry made of nacre and semi-precious stones (1d4gp each), 1d4 pieces of native gold (1d6gp each) and 1d10 uncut gemstones worth 5d20gp each.

Lizard Tyrant

Frequency:	Very Rare
No. Encountered:	1
Size:	Large (8' tall)
Move:	150' / 120' swim
Armour Class:	3
Hit Dice:	8
Attacks:	1
Damage:	5d4
Special Attacks:	Impalement (see text)
Special Defences:	Nil
Magic Resistance:	20%
Lair Probability:	20%
Intelligence:	Average
Alignment:	Chaotic Evil
Level / XP:	6 / 550+10/hp

Lizard tyrants are a larger, more intelligent breed of lizard men and usually encountered lording it over their 'lesser' brethren. Unlike normal lizard men, they often engage in cannibalism if no other fresh meat is available to satiate their rapacious hunger.

Lizard tyrants wield vicious tridents in melee which inflict 5d4 points of damage. If their to-hit roll

result is 18-20, they have impaled their victim and inflict double normal damage. These weapons are unwieldy and anyone except a Lizard Tyrant that attempts to use them in combat will suffer the standard untrained penalty and cannot impale victims. Other than the exceptions noted, lizard tyrants are identical to normal lizard men in all other respects.

Treasure: Lizard tyrants are exceptionally greedy and if encountered in their lair will have a hoard containing 1d10 x 1,000cp (10%), 1d12 x 1,000sp (25%), 1d6 x 1,000ep (25%), 1d8 x 1,000gp (25%), 1d12 gems (15%), 1d8 pieces of jewelry (10%), and 1d4 magic items (25%).

Demi-Humans

Derro

Frequency:	Very Rare
No. Encountered:	3d10
Size:	Small
Move:	90'
Armour Class:	Varies
Hit Dice:	3 or more
Attacks:	1 or 2
Damage:	By wpn type
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	30%
Lair Probability:	20%
Intelligence:	Very - Genius
Alignment:	Chaotic Evil
Level / XP:	Variable

Derroes are humanoids from deep beneath the earth, intermediate in stature between dwarfs and humans, with pale skin and hair and huge eyes. They take humans and demi-humans as slaves and, according to rumour, also for food.

The number appearing shown on the dice indicates the number of 3HD derroes. If met outside their lair, there will be the following additional creatures:-

1d10	4HD Derroes
1d6	5 HD Derroes
60% chance	1 6HD Subchief
60% chance	1 7HD Chieftain
30% chance	1 Savant
30% chance	1d2 Student Savants

If met in their lair the number appearing will be as before, except that there will always be a chief and subchief, and there will always be 1d3 savants and 1d4+1 student savants. The lair will also contain 10d4 slaves and either a lamia (30%) or 1d3 gargoyles (70%) as allies. The derro will be armed as follows:

50% of them are missile troops, with studded leather armour and a repeating light crossbow (as a normal light crossbow, except it only does 1d3 damage and has two shots per round—once six shots have been fired, it must be reloaded which takes two rounds). Such troops will have a dexterity score of 16, affecting their armour class and “to hit” rolls with missile weapons. The poison on their crossbow quarrels inflicts a further 2d6 hp of damage on humans and demi-humans, unless a Saving Throw vs. poison is successful (in which case no damage is taken).

30% of them are polearm troops, with studded leather armour, polearm and dagger. Derro polearms are designed to capture slaves and on a successful hit, there is a 25% chance the target will be pulled over or knocked down, whereupon a derro will try to place a dagger against the victim's throat and subdue him or her. Such troops will have a dexterity score of 15, affecting their armour class.

20% of them are infantry with scaled leather armour (using thick hide from creatures from deep beneath the earth, so they count as mailshirts), small shields, spears and military picks.

Savants are part Magic-User, part Illusionist. They have 1d4+5 of the following spells: *Affect Normal Fires*, *Anti-Magic Shell*, *Blink*, *Charm Person*, *Cloudkill*, *ESP*, *Hypnotic Pattern*, *Ice Storm*, *Invisibility*, *Levitate*, *Light*, *Lightning Bolt*, *Minor Creation*, *Paralysis*, *Repulsion*, *Shadow Magic*, *Spider Climb*, *Ventriloquism* and *Wall Of Fog*. The savant will have 5-8 HD (1d4+4). Student savants have 4-7 HD (1d4+3) and 1d3 spells. All savants and student savants can cast *Comprehend Languages* and *Read Magic* over and above the spells already shown. Where relevant, treat savants as 12th-lvl spellcasters and students as 7th-lvl.

Treasure: Individual: Allow 1d2 magic items per savant and a 75% chance of a magic item per student savant. **Lair:** 1d3 x 1,000cp (15%), 1d4 x 1,000sp (20%), 1d6 x 1,000gp (35%), 1d6 x 100pp (15%), 1d3 gems (10%) and 1d2 jewellery (5%).

Dvergar (Dark Dwarfs)

	Nephiltari 'Commoners'	Danak 'Corporals'	Kamundu 'Sergeants'	Meniltari 'Lieutenants'	Leodumo 'Captains'
Frequency:	Very Rare	Very Rare	Very Rare	Very Rare	Very Rare
No. Encountered:	2d4 (20d10 in lair)	1d2 (1d20+40 in lair)	1 (1d6+12 in lair)	1 (1d6+12 in lair)	1d4+2 (lairs only)
Size:	Small	Small	Small	Small	Small
Move:	60'	60'	60'	60'	60'
Armour Class:	4	2	2	2	2
Hit Dice:	1+2	2+4	3+6	4+8	5+10
Attacks:	1 wpn	1 wpn	1 wpn	1 wpn	1 wpn
Damage:	By wpn	By wpn	By wpn	By wpn	By wpn +1 (STR)
Special Attacks:	See below	See below	See below	See below	See below
Special Defences:	See below	See below	See below	See below	See below
Magic Resistance:	Standard	Standard	Standard	Standard	Standard
Lair Probability:	5%	5%	5%	5%	100%
Intelligence:	Average-Genius	Average-Genius	Very-Genius	Very-Genius	Very-Genius
Alignment:	Lawful Evil	Lawful Evil	Lawful Evil	Lawful Evil	Lawful Evil

Level / XP:	Variable	Variable	Variable	Variable	Variable
	Agalori 'Majors'	Gamak 'Colonels'	Egungu 'Priests'	Gamletari 'Assassins'	Jogong 'Juniors'
Frequency:	Very Rare	Very Rare	Very Rare	Very Rare	Very Rare
No. Encountered:	1d2+2 (lairs only)	1 (lairs only)	1d4+2 (lairs only)	1d+2 (lairs only)	1d10+20 (lairs only)
Size:	Small	Small	Small	Small	Small
Move:	60'	60'	60'	60'	60'
Armour Class:	2	2	2	2	6
Hit Dice:	6+12	7+14, 8+16 or 9+18	3+3, 4+4, 5+5, or 6+6	3+3, 4+4, 5+5, or 6+6	1d4+1hp
Attacks:	1 wpn	1 wpn	1 wpn	1 wpn	1 wpn
Damage:	By wpn +2 (STR)	By wpn +3 (STR)	By wpn	By wpn	By wpn
Special Attacks:	See below	See below	See below	See below	See below
Special Defences:	See below	See below	See below	See below	See below
Magic Resistance:	Standard	Standard	Standard	Standard	Standard
Lair Probability:	100%	100%	100%	100%	100%
Intelligence:	Exceptional-Genius	Exceptional-Genius	Very-Genius	Very-Genius	Very-Genius
Alignment:	Lawful Evil	Lawful Evil	Lawful Evil	Lawful Evil	Lawful Evil
Level / XP:	Variable	Variable	Variable	Variable	Variable

Dark dwarfs are a sub-race of exceedingly greedy and evil subterranean dwarfs. They are wiry and broad-shouldered and albino to dark gray in colouration. Dark dwarfs are only encountered in small groups at or near the surface; and then only on a temporary mission. Their lairs are typically found in the deepest levels of ancient dwarf mines, often connected to deep cavern complexes. If the optional weapon specialisation rules are in play, all dark dwarfs will be specialised with their primary weapons.

Dark dwarfs are skilled hunters. They surprise 50% of the time and can only be surprised 10% of the time. Like other dwarfs, they Save vs. Magic at +4. They are immune to paralysis spells and effects, poison, and illusion/phantasm spells of all kinds. If using the optional *Psychic Barrage* rules (p. XXX), they are able to use a *psychic barrage* once per week per HD. All dark dwarfs have darkvision with a 120' range.

The *egungu*, or priests, have the powers of a Cleric of level equal to their hit dice. The *gamletari* have the powers of an Assassin of level equal to their hit dice. *Jogong* are typically noncombatants.

Treasure: Like their cousins the dwarves, dvergar are exceptionally greedy and typically amass large hordes of coins (some quite ancient), gems and jewelry in their subterranean lairs. **Individuals:** 2d8gp, 1d4 gems (50%); **Lairs:** Magic Item (10%), 1d20 x 1,000sp (10%), 1d12x1,000ep (15%), 1d10 x 1,000gp (40%), 1d8x100pp (35%), 30 gems (20%), 1d10 jewelry (10%), Any 2 magic items 1 potion, 1 scroll (30%).

Elf, Aquatic

	Lake Elf	Ocean Elf
Frequency:	Rare	Uncommon

No. Encountered:	6d6	12d20
Size:	Medium	Medium
Move:	30' / 150' swimming	30' / 150' swimming
Armour Class:	5	5
Hit Dice:	1+1	1+1
Attacks:	1	1
Damage:	1d8 or by wpn	1d8 or by wpn
Special Attacks:	+1 to-hit with spear	+1 to-hit with trident or net
Special Defences:	See below	See below
Magic Resistance:	90% vs. sleep or charm	90% vs. sleep or charm
Lair Probability:	10%	10%
Intelligence:	High	Very - High
Alignment:	Chaotic Good	Chaotic Neutral - Chaotic Good
Level / XP:	2 / 30 + 1/hp	2 / 30 + 1/hp

Lake elves are the freshwater variety of aquatic elf, faerie counterparts to mermen. Their bodies above the waist are elven, and below the waist are cetacean, with a horizontal tail. They love dolphins and porpoises, are often found in their company, and share the latter's playful and fun-loving disposition. This can make them mischievous, though their mischief is never malicious except against creatures known to be evil.

For every 12 lake elves in the group there will be a Fighter of level 1d3+1. For every 20, there will also be a Fighter/Magic-User of level 1d3+1 in each class. If there are 30 or more, there will be a Fighter/Magic-User of level 4/5, and if there are 50 or more, there will be a Fighter/Magic-User of level 5/7. There will be an equal number of males and females. Because elves reproduce so slowly, only about 5% of the couples will have children at any one time.

Lake elves breathe air, but they need breathe only once every half-hour. They wear mollusc-shell armour that is equivalent to scale, but does not encumber them in water, and are typically armed with spears.

Lake elves have their own language, and can also speak the tongues of the ocean elves, merfolk, batrachians and locathah. Their lifespan is at least a thousand years.

Treasure: 1d6pp per individual. Fighter/Magic-User types will have a 15% chance per Magic-User level of possessing a magic item of some kind they can use.

Ocean elves are the saltwater variant. Their bodies above the waist are elven, and below the waist are fish-like, with a vertical tail. They dwell in sargassoes and seaweed forests. According to rumour, the larger seaweed forests far from land are shared between ocean elves and the oceanides, which are aquatic counterparts to dryads; rumour suggests these are powerful Magic-Users. Ocean elves are as playful as aquatic elves, but can be less ethical, and their mischief can run to unpleasantness.

For every 12 ocean elves in the group there will be a Fighter of level 1d3+1. For every 20, there will also be a Fighter/Magic-User of level 1d3+1 in each class. If there are 30 or more, there will be a Fighter/Magic-User of level 4/5, and if there are 50 or more, there will be a Fighter/Magic-User of level 5/7. If there are more than 100, there will be a Fighter/Magic-User/Cleric of level 5/11/9 with an assistant Fighter/Magic-User/Cleric of level 4/7/6. There will be an equal number of males and females. Because elves reproduce so slowly, only about 5% of the couples will have children at any one time.

Ocean elves breathe water, and can survive only a few minutes in air. They wear crustacean-shell armour that is equivalent to scale, but does not encumber them in water, and are typically armed with tridents and nets.

Ocean elves have their own language, and can also speak the tongues of the ocean elves, merfolk, sahuagin and locathah. Their lifespan is at least a thousand years.

Treasure: 1d6pp per individual. Fighter/Magic-User and Fighter/Magic-User/Cleric types will have a 15% chance per Magic-User level of possessing a magic item of some kind they can use.

Elf, Dark (Ir'thelar) (OGC written by Usherwood Adventures)

Frequency:	Very Rare
No. Encountered:	3d12 (band) / 5d4 x 10 (lair)
Size:	Medium (5' tall)
Move:	120' / females 150'
Armour Class:	4 or better
Hit Dice:	2 or better
Attacks:	2 or more
Damage:	By wpn type
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	90% (see below)
Lair Probability:	15%
Intelligence:	High
Alignment:	Chaotic Evil
Level / XP:	2 + / 40+1/hp +

Soon after the appearance of elves in the world, the elven race was torn by discord between their varied tribes. Those elves of kindly disposition drove from them those who were selfish and cruel, and these elves came to be known as the *ir'thelar*; the dark elves. The dark elves were forced to retreat and seek safety in the darkness of the underworld; among other cave-dwelling, sentient races. Here, the dark elves found refuge. And over long centuries they grew strong and schooled themselves in arcane arts which they coveted above all other things. And though they were strong enough in force to perhaps defeat their former brethren, the dark elf tribes no longer desired to walk upon lands under the bright sun. Although they no longer desired to share the lighted world with others of elfish blood, they neither forgave nor forgot their ancient struggles with their cousins, and even now, above all else, they bear a violent hatred for all of their distant kin — elves and faeries alike — who drove them down beneath the earth.

Dark elves are black/violet-skinned creatures, and wear their silky, white hair in long, straight braids. They are slight of build, though they are typically well-muscled, and have long, delicate fingers.

The bulk of dark elven forces (male and female) will be the equivalent of 2nd-level Fighters. Others within a group, when encountered outside their lair, will be as follows:

20% of those encountered will be males who are the equivalent of 1d4+3 level Fighters

20% of those encountered will be females who are the equivalent of 1d6+3 level Fighters

Groups of 10 or more will be led by a female who is the equivalent of a 1d6+6 level Magic-User

Groups of 15 or more will be led by a female who is the equivalent of a 2d4+6 level Cleric who is assisted by a female who is the equivalent of a 1d4+3 level Magic-User

When encountered within their lair, the following special individuals will be present;

10% of males will be the equivalent of 1d6+6 level Magic-Users

30% of males will be the equivalent of 1d4+3 level Fighters

10% of females will be the equivalent of 2d4+6 level Clerics (Note 2)

15% of females will be the equivalent of 2d4+6 level Magic-Users

30% of females will be the equivalent of 1d6+3 level Fighters

The community will be governed by female Cleric (high priestess of at least the 15th level of experience).

Other creatures that will be found within a dark elf community include:

All communities will include 1d4+3 giant (cave) lizards, and slaves that number 50% of the dark elf population (these slaves will include members from any intelligent species of cave-dwelling creature)

Communities larger than 150 individuals will include 1d4 +1 cephaloid ambassadors (qv)

Where cephaloids are present, there will be 1d4 energy hounds (qv) with them

Further, 5% all dark elves encountered will be female multi-classed Fighter/Clerics, Fighter/Magic-User/Clerics, or Magic-User/Clerics.

Dark elf communities will be made up of 2d4+2 family compounds. Each compound will be led by a matriarch who is a Magic-User of at least the 10th level of experience, or a Cleric of at least the 8th level of experience. Families within the community continually battle for supremacy over the others. Communities within 100 miles of each other will wage war for control of the region. All dark elves move silently and with graceful speed, achieving the element of surprise at 1-6 on d8. Further, they are surprised only on a 1 in 8)

Dark elves typically arm themselves with a dagger and short sword which are often enchanted (+1 to as high as +3, or even +4 which are carried only by nobles, see below); 50% or more will carry small crossbows which are held in one hand (60-ft range light-crossbow) and shoot darts that are frequently (65%) coated with a sleep potion that renders victims failing their Saving Throw vs. Poison unconscious. The potion loses its powers if exposed to sunlight (note that light from a light spell or similar does not affect the sleep potion). These darts inflict 1d3 points of damage.

Dark elves are also known to carry maces (+1 to +4 enchantment) and/or small javelins (also poisoned with the same substance as the darts; 90' range). Note that dark elf weapons (and the enchantments thereupon), are extraordinarily sensitive to sunlight, and any exposure to it will cause the magics within the weapons to diminish quickly (being completely dispelled within 24 hours per '+' of the weapon), and will cause the metals used in the items to disintegrate within 1 week of exposure. Dark elf Clerics have no upper level limitation. Male dark elves cannot advance higher than the 4th-level of Clerical experience.

Dark elves have superior darkvision, and can see up to 120' in absolute darkness (although the

effects of a *Darkness* spell will cut this distance in half). They make Saving Throws versus all forms of spell (divine and arcane) at +2. Dark elf magic resistance increases by 2% for each level of experience they have gained (i.e., a 7th-lvl dark elf is 64% resistant to all magic and will save at +2 against all magic spells and items).

Because the dark elves have dwelt so long in the dark labyrinthine places under the surface of the earth, they dislike bright light. They will not venture forth into daylight except on the cloudiest, gloomiest days. If within the radius of a light or continual light spell, dark elves lose their ability to surprise an opponent, they lose 2 from their Dexterity attribute, and all attacks made by them will be at -2 on their to-hit roll. Dim light sources as torches, lanterns, glowing magical weapons, etc. do not affect the abilities of dark elves.

Dark elves speak the language common to all denizens of the subterranean world, their own language, and a silent language of hand signals known only to them. Some dark elves (45%) will also speak common, dwarfish, elven, gnomish, and orcish.

All dark elves can use the following spells, each once per day: dancing lights, faerie fire, darkness. Dark elves above 4th-level are also able to perform the following spells, each once per day; *Darkness*, *Detect Magic*, *Know Alignment*, and *Levitate*. Dark elf females can also use the following spells, each once per day: *Clairvoyance*, *Detect Lie*, *Suggestion*, *Dispel Magic*.

Within 10', a dark elf can detect certain facts concerning engineering, stonework, etc:

ABILITY	CHANCE OF SUCCESS
Detect the existence of slopes or grades	75%
Detect the existence of new construction	75%
Detect sliding or shifting rooms or walls	66%
Detect traps involving stonework	50%
Determine depth underground	50%

Dark elves have a 2 in 6 chance to notice secret doors when passing within 10', 3 in 6 chance to discover secret doors when searching, and 4 in 6 chance to discover concealed doors when searching.

Dark elf attributes (males appear in parenthesis): Strength 8+1d6 (6+1d6); Dexterity 12+2d4; Constitution 4d4; Intelligence 12+1d6 (10+1d8); Wisdom 8+1d10 (8+1d4); Charisma 10+1d8 (8+1d8).

Dark elves are black/violet-skinned creatures, and wear their silky, white hair in long, straight braids. They are slight of build, though they are typically well-muscled, and have long, delicate fingers.

Treasure: Individuals: 1d6×5gp (100%); **Lair:** 5d6×10cp (25%), 1d100×10sp (40%), 1d4×100sp (40%), 1d6×100gp (55%), 5d10×10pp (25%), 1d100×5 gems (50%), 1d4×10 jewellery, any 4 magic items plus 1d4 potions and 1d4 scrolls (15%).

Elf, Narorm (Ice Elves)

Frequency:	Uncommon
No. Encountered:	3d6 (scouts) or 20d6 (raiding party)
Size:	Medium
Move:	120'
Armour Class:	5

Hit Dice:	2
Attacks:	1
Damage:	1d10+1 (harpoon) or by wpn
Special Attacks:	Ice magic & wpns; +1 to-hit with harpoon or sword
Special Defences:	See below
Magic Resistance:	90% to sleep or charm only
Lair Probability:	10%
Intelligence:	High
Alignment:	Neutral Evil
Level / XP:	Variable

Natives of the frozen tunnels of Thanra, the Narorm are a race as cold and cruel as their homeland. They appear as elves, yet their skin is of a white, translucent quality, like ice and their hair like freshly fallen snow. They mostly have blue eyes, though some rare examples have green eyes, and these are often Magic-Users or Clerics. They wear white robes and wield weapons that appear to made of ice (which is partially true).

They consider themselves wronged by their elvish cousins (including dark elves), and though the exact nature of that wrong is unclear, they will always seek to bring suffering to other elves above all else.

Their ice-like appearance grants them near total invisibility against ice or snow and even more than other elves they are able to move in such silence that they may surprise on a 1-5 roll on d6. Narorm themselves are extremely hard to surprise in their native environment (1 on 1d6) as they can detect even the slightest changes to ice or snow such as that caused by the passing of enemies. They lose all these abilities outside of arctic condition, though they may more silently as elves.

Narorm scouting parties have a 40% chance of containing a Fighter level 3-6, a 20% chance of an Assassin (level 2-5) and a 10% chance of a Magic-User (level 2-5). In a narorm raiding party one in 4 will be a Fighter of level 3-6, while there is a 10% chance of a Fighter level 6-10 or multi-class Fighter 4/Magic-User 8. One in 5 will be an Assassin level 5 (10% chance of level 6-10) and one in 8 will be a Magic-User or Cleric level 8 (10% chance of level 9-12). Narorm Illusionists and Fighter/Assassins are rare but not unknown.

Narorm are incredibly strong and add +1 to all damage rolls. Fighters and Assassins (ignoring normal weapons allowed) will usually wield a harpoon held by an incredibly strong silken thread. Narorm harpoons deal 1d10 damage and may be thrown up to 30'. Any opponent hit with a narorm harpoon must make a Saving Throw or the harpoon will stick, causing 1d3 hp damage per round - removing the harpoon will inflict a further 1d6 damage and requires an open doors roll. As part of the same attack narorm can immediately stick the other end of the harpoon to the ice (it has a sharpened end for this purpose) leaving the victim at entangled.

Narorm also wield crossbows, swords made of enchanted ice (treated as +1 weapons, but will melt outside of arctic conditions). Fighters of 8th-lvl will wield a diamond edged **keenblade** (likewise will melt outside of arctic conditions in 1-4 days, though 1d6 diamonds may be recovered)

Narorm are completely immune to cold based damage but suffer double normal-damage from fire based attacks.

All spells cast by narorm Magic-Users which would normally cause fire or heat damage cause cold damage instead, and all cold-based spells are cast as if the Magic-User was 4 levels higher.

Treasure: Individuals: 3d6 gems; level 8 or higher 6d6 gems and 3d6 jewellery in addition to the magic described above.

Grimlock

	FIGHTER	SERGEANT	CAPTAIN
Frequency:	Uncommon	Uncommon	Uncommon
No. Encountered:	1d20 x 10	See below	See below
Size:	Medium	Medium	Medium
Move:	120'	120'	120'
Armour Class:	5	5	5
Hit Dice:	2	3	4
Attacks:	1	1	1
Damage:	1d6 or by wpn	1d6 or by wpn	1d6 or by wpn
Special Attacks:	None	None	None
Special Defences:	Various	Various	Various
Magic Resistance:	Standard	Standard	Standard
Lair Probability:	50%	50%	50%
Intelligence:	Average	Average	Average
Alignment:	Neutral Evil	Neutral Evil	Neutral Evil
Level / XP:	2 / 50 + 1/hp	2 / 80 + 2/hp	3 / 135 + 3/hp

Grimlocks are humanoids that have entirely adapted to living below ground. Whether driven there after losing a war on the surface in eons past, the result of magical manipulation by some evil intelligence, or the evolved offshoots of primitive cave dwellers is a matter of speculation, but what is known is that they hold a great enmity for surface dwellers and often strike out against settlements near their subterranean lairs. Typically a lair will have 3 females for every 4 males, and a number of children equal to the males. While the children have no combat abilities, grimlock females are 1HD creatures with an AC of 8, and will assist in the defense of their homes. Occasionally (1 on 1d10), grimlocks will enter into a symbiotic relationship with medusae, with the monster serving as their leader. Even more rarely (1-2 on 1d100), they will be under the domination and direction of more powerful denizens of the underworld.

They typically wear the tattered remnants of clothing taken in their attacks, which is inevitably stained in shades of black or grey by the filth of their daily existence. Grimlocks themselves are similarly unkempt; their hair is a mass of greasy locks, their teeth cracked and jagged. The effects of their squalour on their outer appearance serves as effective camouflage when under ground, or above in petrous environments. Then, they are undetectable by sight unless the searcher is under the effects of a detect invisibility spell.

When seen, however, their milky and unseeing eyes are their most striking feature. All grimlocks are blind, and thus have certain advantages and disadvantages. Arcane phantasms or other magic primarily acting upon a target's sight (ex. darkness and light, invisibility, mirror image, phantasmal force) have no effect on grimlocks. Conversely, spells or other substances and phenomena which disrupt hearing or smell can cripple a grimlock. In normal circumstances, a grimlock's senses grant it the equivalent of vision in a 20' radius. Without full hearing and smell, this is reduced to 10 ft, and the grimlock attacks at a -2 penalty. Grimlocks are resistant to such attacks, however, their Saving Throws being equivalent to Fighters of the 6th-lvl of ability.

Grimlocks have a modicum of organization in their society, and for every 10 there will be a sergeant

with 3 HD and an AC of 4; captains with 4 HD and an AC of 3 command groups of 40. Grimlocks use a wide variety of weapons taken while surface raiding, and for every 100 grimlocks the following is an approximate distribution of weaponry (sergeants and captains use battle axes and/or two-handed swords only):

20 wield hand axes

15 wield battle axes

15 wield two-handed swords

15 wield bastard swords

15 wield broad swords

20 wield long swords

There is a 10% chance that grimlocks will be encountered without any weaponry so taken. In that case, they do 1d6 damage due to their above-average strength and sharp teeth.

Treasure: Individuals: 3d6 sp, 2d6 ep, 2d4 gp; **Lairs:** 1d8 x 1,000cp (50%), 1d6 x 1,000sp (25%), 1d4 x 1,000ep (25%), 1d3 x 1,000gp (25%), 1d8 gems (30%), 1d4 jewellery (20%), 1 random sword/ armour/misc. weapon (10%)

Gnome, Svirfneblin

Frequency:	Very Rare
No. Encountered:	3d10
Size:	Small
Move:	90'
Armour Class:	2 or lower
Hit Dice:	3 to 6
Attacks:	1 or 2
Damage:	By wpn
Special Attacks:	Various
Special Defences:	Various
Magic Resistance:	20%
Lair Probability:	0%
Intelligence:	Exceptional
Alignment:	Neutral (Good)
Level / XP:	3HD: 5 / 375 + 2/hp
4 HD: 6 / 605 + 4/hp	
5HD: 7 / 1,080 + 4/hp	
6HD: 7 / 1,920 + 6/hp	

Unlike their surface gnome cousins which tend to lair in shallow underground complexes near hills and forests, Svirfneblin in their single-minded pursuit of gems create their homes deep in the underearth, and have further adapted to that environment. Svirfneblin are heavily muscled, often hairless, and their skin is of earthen hues to match soil and rock as they share their surroundings with extremely dangerous foes. While hearty Fighters, the odds often do not favor them and they have developed keen strategies of misdirection, stealth and evasion for survival.

A svirfneblin can stay in one place absolutely immobile for as long as necessary. Even if looking right at where a svirfneblin is located, on a roll of 1-6 on 1d10 it will not be noticed. Their hearing and sight are extraordinary, including darkvision out to 120' and the ability to see 30' into the ultraviolet spectrum. These exceptional senses detect all in their surroundings; to surprise a svirfneblin, it is necessary to roll a 1 twice in a row on 1d6. Meanwhile, they surprise others on a score of 1-5 on 1d6.

Given their always tenuous position, svirfneblin typically learn several languages to assist them in information gathering activities. Their own language is approximately 50% compatible with surface gnome dialects, and the two races can communicate simple concepts with each other. They learn the language of batrachians and other underground foes with speech. Also, their attunement with creatures from the elemental plane of earth allows communication, if possible, and any such creature will refuse to harm a svirfneblin 9 times out of 10, although it may demand compensation from the gnomes gem hoard in return.

Svirfneblin are extremely difficult to harm using any sort of magic. They have a base magic resistance of 20%; this increases by 5% per level at and beyond 4th-lvl and Arcane Phantasms of any sort do not effect svirfneblin at all. Further, the instincts and attributes they hone in their hostile environments give them a +3 to all necessary Saving Throws, excepting poisons for which their bonus is +2.

A typical svirfneblin tactic is to stay within range of hidden tunnels previously mined for the purpose of escape. Often there are two types of tunnels; the first are sized to prevent creatures larger from entering, the second are purposely built for entry of creatures of all sizes, but riddled with traps and ambush points to multiply gnomish firepower. During evasion, svirfneblin often employ capsules created to appear as small rocks, strewing them upon the ground as they run. These capsules will break if stepped upon by creatures heavier than 1,000 gold piece weight, releasing gas in a 15' diameter cloud that causes unconsciousness for 1d12 turns.

This is not to say that Svirfneblin can't fight ferociously when necessary; they have many strong offensive capabilities. Svirfneblin function as Fighters equal to their HD. For every 4 svirfneblin there will be a sergeant with 4+7 HD, and for every 20 there will be a warden with 6+9 HD, having two under-wardens with 5+8 HD. Any Svirfneblin with 6 or more HD has a 1-in-4 chance of having multiclass Illusionist capabilities of 4+1d3 levels. Those svirfneblin without exceptional talent for illusions in this fashion hone their affinity with the elemental plane of earth, and if 6HD or greater can summon its denizens (1 attempt per day) to willingly serve and protect them as per the table below:

1d20	CREATURE
1-2	24HD earth elemental
3-7	16HD earth elemental
8-11	12HD earth elemental
12-16	8HD earth elemental
17-19	Xorn
20	Unsuccessful attempt

All svirfneblin have certain innate abilities of an arcane phantasmal nature. Svirfneblin continually operate under the effects of non-detection. Also at will it can create blindness, blur and change self 1/day at a level equal to its HD.

Svirfneblin craft and use fine arms and Armour. They typically wear studded leather over a fine chain mesh; this combines to give them an AC of 2. The leaders of the people are given items of greater degrees of master craftsmanship as they increase in hit dice starting at 4th level and above. These items improve AC by 1 step for each level obtained, but are non-magical. Svirfneblin also carry

especially strong and keen daggers and picks as they work, improving damage by +1 (although also not magical. They also carry darts based upon their own custom designs, almost a foot in length and able to be hurled up to 40' in 2 varieties. The first has a glass section of the body which breaks upon impact, which, if on the same side as a creature's olfactory organs, requires it to save versus poison or be stunned as per spell for 1 round, and slowed as per spell for 4 rounds after that. Sergeants and above carry 2+1d4 darts containing acid. This acid will reduce AC by 1 on any target wearing plate or leather Armour if it fails its item Saving Throw. Against porous Armours (chain, etc., used by many inhabitants of the underworld) the acid will seep through doing an additional 2d4 damage. All svirfneblin gain +2 to hit when using darts of any type.

Svirfneblin will hide those fleeing other underworld denizens, although they charge stiff fees for doing so. While logistical realities keeps them largely on a defensive footing, if (in their eyes) a credible opportunity arises to strike their enemies from a position of strength, they will not hesitate to do so, particularly in order to bring gem-rich areas into their territories.

Treasure: Individuals: 3d6 sp, 3d4 gems

Men

Amazon

Frequency:	Uncommon
No. Encountered:	10d10
Size:	Medium
Move:	120'
Armour Class:	7
Hit Dice:	1d6+1hp (As 0-lvl Fighter)
Attacks:	1 or 2
Damage:	By weapon type
Special Attacks:	Leader types
Special Defences:	Leader types
Magic Resistance:	Standard
Lair Probability:	15%
Intelligence:	Average to Very
Alignment:	Neutral
Level / XP:	variable

Amazons are groups of fierce and proud female warriors who often seek out combat. They wear armour, carefully fashioned to provide both maximum protection and manoeuvrability. Like berserkers, they work themselves into a frenzy in melee, striking either twice per round or adding +1 damage (GMs discretion). Amazons are adept at ambush and are surprised only on a 1-in-6. Amazons never check morale.

For every 10 amazons encountered, there will be a 1st level shield-maiden, for every 20 there will be a 2nd-level shield-maiden, for every 30 a 3rd-lvl heroine, for every 40 a 4th-level heroine, and for every 50 a 5th-level super-heroine - in addition to others encountered.

Amazons will be led by an amazon queen of 9th or 10th level and 2 Princesses of 6th or 7th level. For

every 10 amazons encountered there is a 50% chance they will be accompanied by an amazon Witch of 7th-lvl and 1d4 assistants of 3rd or 4th level. For every 10 amazons encountered there is a 10% chance one of them will be mounted on a wild beast. See Amazon NPC Class description for details.

Treasure: Individual Amazons carry 3d6sp. In their hill fort lairs they may have cached 1d8 x 1,000cp (50%), 1d6 x 1,000sp (25%), 1d4 x 1,000ep (25%), 1d3 x 1,000gp (25%), 1d8 gems (30%), 1d4 pieces of jewelry (20%), and a 10% chance of a miscellaneous magical weapon, suit of armour, or shield.

Girovago

Frequency:	Uncommon
No. Encountered:	20d10 (2d10 wagons or boats)
Size:	Medium
Move:	See text
Armour Class:	See text
Hit Dice:	1d6hp
Attacks:	1
Damage:	By weapon type
Special Attacks:	Leader types
Special Defences:	Leader types
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Average to Very
Alignment:	Any Neutral
Level / XP:	Variable

Girovaghi belong to their own distinct ethnicity with their own unique culture and even language, and because they are generally unwelcome and persecuted within mainstream human society, most of them live as itinerant vagabond travelers. Girovago bands typically travel by wagon or riverboat. Each wagon or boat houses an entire family, and the band as a whole will be ruled over by a self-styled “prince.”

Girovaghi bands consist of various sorts of entertainers and peddlers (offering handicrafts, trinkets, and small items), as well as pickpockets, con artists, and pilferers, and the band is also typically accompanied by a number of beggars, foundlings, and runaway “servants” (2-20 of each) who do not necessarily belong to the girovago culture. Typical girovaghi bands will be organized as follows (the exact makeup depending, naturally, upon the size of the band encountered):

The “prince” with family: 1 wagon and horse herd or one boat Gamblers and their families*: 2 or 3 wagons/boats Acrobats and their families*: 2 or 3 wagons/boats Knife-thrower and his family*: 1 wagon/boat Strongman wrestler and his family*: 1 wagon/boat Musicians and their families*: 2 or 3 wagons/boats Astrologer and her family*: 1 wagon/boat Fortuneteller and her family*: 1 wagon/boat Hucksters and their families*: 2 or 3 wagons/boats *Dancers and beggars will be family members, and in these groups will be included foundlings and runaway “servants.”

Each band of Girovaghi will typically have several exceptional members. The “prince” is typically a fighter (50%), thief (35%), or troubadour (15%) of high level (8th +), and he will be guarded by 1d4 bodyguards, each of whom are fighters of 2nd through 5th level (in groups of evil Girovaghi these guards may (20% likely) be assassins instead). Elsewhere in the caravan will be at least 1d4 additional fighters of 1st through 3rd levels, 2d4 thieves of 2nd through 7th levels, and a chance of the

following additional figures: for each 20 Girovaghi in the band there is a cumulative 10% chance of 1d3 thieves of 2nd through 5th level, cumulative 5% chance of 1d2 thieves of levels 6-9, cumulative 10% chance of 1d3 troubadours of levels 2-5, cumulative 5% chance of 1d2 troubadours of 6th through 9th levels, and a cumulative 1% chance of a witch of 1st through 6th level (such a character, if present, will be working as an astrologer or fortune teller; if such a character is not present than those positions will be occupied by mundane 0-level con artists). Even non-exceptional girovaghi are often trained pickpockets and pilferers, and any adult girovago regardless of class (or lack thereof) has a chance to pick pockets at least equal to that of a 1st level thief.

Girovaghi are typically only lightly armed and armoured. Most wear nothing more than leather armour, and any armour heavier than ringmail or chainmail is unheard of. Daggers and short swords are typical armaments (many girovaghi wielding both simultaneously), with a store of spears, pole arms, short bows, and light crossbows on hand for emergencies. Exceptional figures and leader types will of course have the standard chances of having magic items.

Treasure: Girovaghi are typically not rich. Individuals will have only 3d8cp and 3d6sp, and the band as a whole will keep a combined hoard of 1d12 x 1,000cp (20% chance), 1d6 x 1,000sp (30% chance), 1d4 x 1,000ep (10% chance), 1d6 gems (25% chance), 1d3 pieces of jewelry (20%) and a 10% chance of any two magic items. This treasure will usually be secreted away and spread across several wagons or boats.

Lycanthropes

Werewolf, Northlander

Frequency:	Uncommon
No. Encountered:	1 (50%) or 3d6 (50%)
Size:	Medium
Move:	120'
Armour Class:	3
Hit Dice:	8+3
Attacks:	1
Damage:	2d8
Special Attacks:	Diseased bite; Icy breath
Special Defences:	Silver or magic wpn to-hit
Magic Resistance:	Standard
Lair Probability:	10%
Intelligence:	Average
Alignment:	Chaotic Evil
Level / XP:	WiP

Northlander werewolves have very little control over their transformations. Whenever they can see the full moon, there is a 99% chance (regardless of how long the creature has been a lycanthrope) that the werewolf will be forced to assume the shape of a gigantic, hulking, quadrupedal wolf-like creature with slaving jaws. While in this state, the werewolf must rampage across the area, killing any creature larger than a field mouse with which it comes into contact. The transformation takes only one segment.

While in the moonlight, the northlander werewolf's lupine form is constantly re-asserting itself. Although the creature can be polymorphed or forcibly shapechanged by some other magical means, it will always transform back into its were-shape the very next round. This effect also heals the creature, so if harmed it regains 1d12hp every round until it dies, moves out of the moonlight, or returns to full health.

The northlander werewolf's bite transmits the disease which infects it, but the vast majority of victims do not survive the first transformation. The effects of the disease may be avoided entirely if the victim passes a Saving Throw vs. Poison. If not, the victim has contracted lycanthropy, and unless this is cured before the next full moon, will attempt the transformation. During this life stage, the disease can be cured by drinking an infusion of wolfsbane, a Paladin laying on hands, or by the spells *Cure Disease*, *Remove Curse*, *Limited Wish*, *Wish*, or *Alter Reality*.

On the first transformation, the new werewolf must roll under his or her Constitution score on percentile dice, or be killed by the morphic stresses involved. Thus, an individual with a 14 Constitution has a 14% chance of surviving the first shapechange. After this, the new werewolf is presumed to be capable of surviving the transformation and need not roll again for subsequent changes. From this point on, the disease can only be cured by a *Wish* spell, a deity, an artifact or a relic.

While in human form, the northlander werewolf is unaware of its actions in wolf form. At first, it may well not know that it is a werewolf at all. The human form may be of radically different alignment, even good-aligned, although if the disease progresses, the victim sometimes (50%) slowly becomes Chaotic Evil. Other victims retain their original alignment indefinitely, although if the person voluntarily chooses to remain a werewolf and not to seek a cure, this decision should normally be adjudged by the GM to be an evil one, with the usual alignment consequences.

Northlander werewolves cannot voluntarily change shape at any time other than the full moon, regardless of any stress to which the werewolf is subjected. However, it is believed that certain evil mages and priests can force the change upon a northlander werewolf through a secret incantation (the precise text of which is jealously-guarded).

These creatures have never been known to breed successfully.

If the northlander werewolf possessed character levels or spellcasting power as a human, these powers will be retained upon transformation to a werewolf provided that alignment is compatible. If the class is one which could not be Chaotic Evil, however, then the powers are lost until the creature resumes human form.

Although adventurers hunt these things frequently, probably the most common cause of death for a Northlander Werewolf is suicide.

Treasure: Most northlander werewolves do not gather treasure. However, a werewolf which was wealthy as a human, or a former adventurer of some kind, may well have treasure of considerable value in its lair. Also, northlander werewolf hides are highly prized, since they are capable of being enchanted in a variety of different ways.

Other

Abolengo (Soulstealer)

Frequency:	Very Rare
No. Encountered:	1d4
Size:	Small
Move:	10'//30' swimming
Armour Class:	4
Hit Dice:	2
Attacks:	Special
Damage:	See text
Special Attacks:	See text
Special Defences:	See text
Magic Resistance:	Standard
Lair Probability:	100%
Intelligence:	Very
Alignment:	Neutral Evil
Level / XP:	3 / 100 + 5/hp

It is unknown whether abolengo are related to the beings known as aboleth, but it is posited by the most knowledgeable human sages that the creatures are one and the same; abolengo simply being aboleth in their larval stage. The truth of matter is known only to the creatures themselves, and perhaps to those brain squids and other chthonic horrors that share the monsters' deep, subterranean waters.

What is obvious is that hoary abolengo both resemble aboleth in many ways and are sometimes found in the larger creatures' domains. Wherever they are found, abolengo swim languidly through the deepest of subterranean lakes and waterways, mingle in loose pods and communicate with each other telepathically. Feeding upon tiny stygofauna for years, perhaps even decades, abolengo wait patiently for opportunities to employ their startling mental powers upon suitable hosts.

Abolengo, known as soulstealers by the dvergar, are able to employ all of their abilities, including a form of ESP (equivalent to the Magic-User spell of the same name) out to a distance of 60'. Sensing and studying the surface thoughts of an appropriate creature [essentially any intelligent, soft-skinned creature, such as a brain squid or a humanoid; even a behir could be affected], a soulstealer will wait until the target is alone to send the equivalent of an improved phantasmal force its way.

Using the combination of its illusion-creating and telepathic abilities to convince the prospective host to relax and sleep (taking helmets off, if applicable), the abolengo will creep towards the prone target after it has settled down and been made susceptible (1d4 rounds has elapsed). Reaching the target, the abolengo will crawl up and over the creature's head and nape, and position itself to simultaneously clamp into the target's skin, hide or scales with its caterpillar-like legs and plunge all four of its 2'-long tentacles into the unfortunate's eyes and ears/tympanic membranes. This attack will always occur with a bonus of +4 to-hit against a simple Armour Class of 10, with only magical rings, amulets, charms and the like providing the victim with any added protection. Factors such as the victim's armour type or the possession of heavy scales are unimportant, as the abolengo will be able to find hinges, holes and gaps to lock on to before it commits to the attack. If successful (often on a roll of 2 or greater), the soulstealer's tentacles will pierce down, into the victims brain, and cause 4 points of immediate, permanent damage. Any creature with 4 or fewer HP will immediately perish, and surviving host creatures will thereafter be permanently blinded and deafened.

At that point, the victim will be jerked out its reverie and react, attempting to dislodge the abolengo. Given a single Saving Throw vs. Paralysis, if the victim fails its roll it immediately loses control of

its mind and body to the insidious parasite. If the save is successful, the victim may then attempt one attack against the thing, at a penalty of -6 to hit its Armour Class of 4. If successful, the victim has managed to dislodge the abolengo before the monster has had an opportunity to take control of the victim's mind. If the desperate attack fails, the abolengo immediately asserts control over the victim, and the host loses its will until the parasite is removed by some external agent.

After asserting itself over the victim, the abolengo-host pair will have all of the host's normal physical abilities, with the abolengo being able to freely acquire all of the creature's skills, memories, and non-clerical, non-alignment based abilities at the rate of 10% per week (e.g. a paladin's special abilities will not be acquired). After 10 weeks have elapsed, the abolengo will have fully integrated itself to the host, and the host creature will perish if the abolengo is ever involuntarily removed.

The abolengo-host will have the abolengo's visual acuity (one-half a human's ability to see in the visible spectrum, heat vision to 90') and hearing ability (one quarter that of a human), but it will still possess all of its normal mental faculties (i.e. telepathy, ESP, and illusion-creation to a distance of 60'). Abolengo-hosts will pursue projects in accordance to the abolengo's individual interests, knowing full well that it is considered anathema to its host's civilization.

Treasure: WiP

Aboleth

Frequency:	Very Rare
No. Encountered:	1d4
Size:	Large
Move:	30', 180' swimming
Armour Class:	4
Hit Dice:	8
Attacks:	4
Damage:	1d6/1d6/1d6/1d6
Special Attacks:	Various
Special Defences:	Various
Magic Resistance:	Standard
Lair Probability:	25%
Intelligence:	High
Alignment:	Lawful Evil
Level / XP:	7 / 1,250 + 10/hp

Aboleth (singular and plural) inhabit subterranean fresh waters, particularly those that connect to the deepest caverns. Although they cannot speak, they can communicate telepathically with virtually any intelligent creature. They are ancient and evil. Their bodies are like a giant porpoise or small whale's, but coated in blue-black slime that constantly flows from gill-like slits in the aboleth's sides. Their heads have three horizontal, slit-like eyes one above the other. Four writhing tentacles sprout from the top and side of the head.

If one of these tentacles strikes a creature in melee, the target must save vs spells or, over the next few minutes, its skin will become a translucent membrane. This membrane must be kept moist or the creature will suffer excruciating pain. If the membrane remains dry for over a turn, the creature will die. A *Cure Disease* or *Cure Serious Wounds* spell will return the skin to normal.

An aboleth has two psionic (i.e. non-magical spell-like powers). First, it can create an illusion

equivalent to an *Improved Phantasmal Force*. The illusion lasts as long as the aboleth concentrates. Second, it can try to mentally dominate a creature (one creature at a time, up to three attempts per day, range 30', Save vs. Spells to avoid). A dominated creature will not fight for the aboleth, but it will otherwise obey the aboleth's telepathic commands. Domination is permanent so long as the dominated creature is within a mile of its controlling aboleth. Once taken more than a mile away, the creature gains a fresh Saving Throw at once and then another Saving Throw each day in order to escape it. Killing the aboleth will also free its slaves.

If underwater, the aboleth's slime forms a cloud around its body (1' radius). Any creature within the slime must Save vs. Spells or it will be able to breathe water - but not air. This effect lasts for up to three hours.

A randomly-encountered aboleth will normally (75%) have 1d3 slaves. There may be huge colonies of aboleth in the deepest subterranean waters. If so, sages suspect that there will be stronger aboleth, with unknown strange powers, as leaders and masters.

Treasure: 2d10 x 1,000sp (10%), 2d6 x 1,000ep (15%), 1d8 x 1,000gp (35%), 1d8 x 100pp (30%), 3d10 gems (20%), 1d8 jewellery (10%), 1d4 magic items (15%)

Adherer

Frequency:	Rare
No. Encountered:	1d4
Size:	Man-sized
Move:	90'
Armour Class:	3
Hit Dice:	4
Attacks:	1
Damage:	1d4
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	See below
Lair Probability:	15%
Intelligence:	Semi-
Alignment:	Lawful Evil
Level / XP:	3 / 150 + 4/hp

Strange, carnivorous humanoids with many white folds of skin that make them seem to be wreathed in bandages, adherers are visually indistinguishable from mummies. They are not undead and cannot be turned. The only 1st-lvl spell that affects them is *Magic Missile*, which does triple damage. Spells above 1st-lvl work normally.

Adherers continually exude extremely sticky body fluids. These fluids are highly flammable, so adherers take the same damage from fire that mummies do. Neither stone nor liquids will stick to the adherer, but almost anything else will. Any weapon striking the adherer will be caught (no Saving Throw) and will do only half damage. Any creature struck by the adherer will also be caught, and will typically then be used as a shield.

Their stickiness means that adherers can easily camouflage themselves, and some will do so on purpose, seeking to attack their prey by surprise.

The only way to neutralise the glue is either to kill the adherer, in which case the stickiness will wear off after an hour or two, or to drench it in boiling water, which will unstick everything currently attached to the creature and cause it 1d4 points of damage.

Some adherers are fond of spiders, and may occasionally co-operate with them.

Treasure: None.

Algoid

Frequency:	Very Rare
No. Encountered:	1d6
Size:	Medium
Move:	90'
Armour Class:	5
Hit Dice:	5
Attacks:	2
Damage:	1d10/1d10
Special Attacks:	Nil
Special Defences:	See below
Magic Resistance:	See below
Lair Probability:	20%
Intelligence:	Semi-
Alignment:	Chaotic Neutral
Level / XP:	5 / 250 + 5/hp

Algoids occasionally form when normal algae are soaked in potion residue or other magical emanations. They appear as humanoids made from algae. Despite their appearance, they are fundamentally liquid in nature, and most edged or pointed weapons will pass harmlessly through them (exception: magical weapons of at least +2 will do at least half damage). Blunt weapons work normally.

Also due to their liquid nature, the Arcane spells *Fireball* and *Lightning Bolt* will not harm algoids. All other spells work normally except the Divine spells *Part Water* and *Lower Water*, each of which does 1d6 damage per level of the caster.

Algoids can animate trees as a treant does. They can also issue a *psychic barrage* (q.v.) once per day.

Treasure: 1d6 x 1,000cp (10%), 1d6 x 1,000sp (15%), 1d4 x 1,000ep (15%), 1d4 x 1,000gp (40%), 1d6 gems (25%), 1d3 jewellery (25%), 1 magic item (15%)

Annunakim

	COMMONER	WARRIOR	MAGE	SERGEANT	CAPTAIN
Frequency:	Uncommon	Rare	Rare	Rare	Rare
No. Encountered:	1d4	1d4	1d4	1d3	1d2
Size:	Man-sized	Man-sized	Man-sized	Man-sized	Man-sized
Move:	90'	90'	120'	90' or 120'	90' or 120'
Armour Class:	2	1	7	0 or 7	-1 or 7
Hit Dice:	1 (as Ftr)	1-3 (as Ftr)	1-3 9 (as MU)	4 (as Ftr or MU)	7 (as Ftr or MU)

Attacks:	1 weapon*	1 weapon*	1 weapon	1 weapon*	1 weapon*
Damage:	By weapon	By weapon +1	By weapon	By weapon +2	By weapon +3
Special Attacks:	Nil	Nil	Spells	Possible spells	Possible spells
Special Defences:	Nil	Nil	Spells	Possible spells	Possible spells
Magic Resistance:	Standard	Standard	Standard	Standard	Standard
Lair Probability:	80%	40%	40%	40%	40%
Intelligence:	Exceptional	Genius	Genius	Genius	Genius
Alignment:	Chaotic Neutral	Chaotic Neutral	Chaotic Neutral	Chaotic Neutral	Chaotic Neutral
Level / XP:	1/30+1hp	1HD 2/35+1hp	1HD 2/35+1/hp	5/335+3hp	6/825+8hp
	2 HD 3/80+1hp	2HD 3/80+1hp			
	3HD 3/125+2hp	3HD 3/125+2hp			
	WARRIOR-MAGE	PRIESTS	WARLOCK	KNIGHT	QUEEN
Frequency:	Very Rare	Very Rare	Very Rare	Very Rare	Very Rare
No. Encountered:	1d4	1d2	1d2	1	1
Size:	Man-sized	Man-sized	Man-sized	Man-sized	Man-sized
Move:	120'	120'	120'	90'	90'
Armour Class:	7	7	7	-2	-3 or 7
Hit Dice:	1-3 (as Ftr/MU)	4 (as Ftr/MU)	4 (as Warlock)	8 (as Cavalier)	11+ (as Ftr/MU)
Attacks:	1 weapon*	1 weapon*	1 weapon	1 weapon	1 weapon
Damage:	By weapon	By weapon +4	By weapon	By weapon +5	By weapon +5
Special Attacks:	Spells	Spells	Spells	Nil	Possible spells
Special Defences:	Spells	Spells	Spells	Nil	Possible spells
Magic Resistance:	Standard	Standard	Standard	Standard	Standard
Lair Probability:	40%	40%	40%	40%	80%
Intelligence:	Genius	Genius	Genius	Genius	Genius
Alignment:	Chaotic Neutral	Chaotic Neutral	Chaotic Neutral	Chaotic Neutral	Chaotic Neutral
Level / XP:	1HD 3/70/1hp	5/415+4hp	5/415+4hp	7/1,850+10hp	8/4,600+14/hp+
	2HD 3/130+1/hp				
	3HD 4/185+2hp				

* If the optional weapon specialisation rules are in play, then the Annunakim fighters will be specialised in their main weapon. Adjust their number of attacks, to hit and damage rolls accordingly. Magic user types are not specialised.

Annunakim are muscular bipedal humanoids, with yellow skin, large pupil-less black eyes and angular features that betray their alien nature. They were originally created to serve as thralls by the slaasthaki (q.f.), but have since rebelled against their toad-like masters and now live as raiders and pirates in Irkalla and the Astral plane. Annunakim have their own feudal society ruled by their own Queens, and they may be infrequently seen on raiding missions in the Prime Material or other planes. They have a reputation as deadly warriors and masters of enchantment with a strict social hierarchy built on kinship and personal ability as a Fighter, Magic-User or both. They have no Thieves or Assassins, but Knights are trained as Cavaliers. They speak their own language, and can understand,

but never speak, that of the slaasthaki.

While they are quite secretive and avoid most other races, annunakim will raid them if possible, stealing what treasure and magic items they can and killing any opposition—they have never been known to take prisoners or slaves. They harbour a fanatical hatred of their old masters, the slaasthaki, and their slaves and will attack them without hesitation or provocation. Many annunakim strongholds have long-standing pacts with certain dragons, demons or devils, which provide aid and shelter for them while on missions in the Prime Material plane.

Annunakim use weapons and armour as do other humanoid races, but are known for their uniquely baroque designs which sport a bizarre mix of antique human and alien styles. Most warriors wear magical splint mail in combat, with bonuses ranging from +1 to +4, and generally do not carry shields. They prefer to use two-handed swords, battle axes, and halberds, as well as their own unique, and magical astral blades.

All annunakim possess certain innate psychic abilities that function similar to Magic-User spells, and progress in strength, duration or area of effect by level. They may employ these abilities at will, once per round: *Clairaudience*, *Clairvoyance*, *Dimension Door*, and *Telekinesis*. From 7th-lvl onwards, annunakim are able to *Plane Shift* once per day. If the optional *Psychic Barrage* rules are being used (q.v.), Annunakim are able to invoke a *Psychic Barrage* once per day.

Annunakim fortress lairs are typically found in the Astral plane or Irkalla, either constructed in and around a chunk of floating earth or built whole out of miscellaneous pieces of extraplanar flotsam and jetsam. Each fortress will be ruled by a single queen, supported by a guard including 1d4 captains, 1d3 knights, 1d3 warlocks, 1d4 sergeants, 1d3 captains, and 1d10+10 commoners. Annunakim raiding parties will be led by captain, a sergeant, and 1d3 warriors (60%), mages (30%), or warrior-mages (10%).

Treasure: In their lairs, they will have cached a communal hoard of treasure including 1d6 x 1,000cp (25%), 1d6 x 1,000sp (30%), 1d6 x 1,000ep (35%), 1d10 x 1,000gp (40%), 1d4 x 100pp (25%), 4d10 gems (60%), 3d10 pieces of jewellery (50%), and three miscellaneous magic items (30%). Individuals typically carry only a few platinum pieces, which is their preferred currency.

Commoner: These annunakim, are most frequently seen in their home strongholds, where they perform menial and laborious tasks. Whatever their individual job, they are all trained militiamen, equivalent to 1st-level human Fighters. In war, they will wear splint mail armour and wield a halberd (1d10 points of damage) or a battle axe (1d8 points). They normally will carry a small pouch containing 1d6pp.

Warrior: These warriors represent average annunakim soldiers. They range in ability as would human Fighters from levels 1 to 3. They typically wear **+1 splint mail**, and wield **+1 halberds** (1d10+1 points of damage), pole axes (1d10+1 points) or two-handed swords (1d10+1 points). Each also carries a small pouch containing 1d10pp.

Mage: The intellectuals of annunaki society are trained as Magic Users. They range in ability as would humans from levels 1 to 3. They normally wear no armour, and throw barbed darts (1d3 points of damage each) or wield **+1 quarterstaves** (1d6+1) in melee. Each also carries a small pouch containing 1d10pp.

Sergeant: These represent lower-ranking sub-commanders and leaders. Their ability is equivalent to a 4th-level human Fighters or Magic-User. Fighters typically wear **+2 splint mail**, and wield **+2 two-handed swords** (1d10+1 points), while Magic-Users wear no armour and throw barbed darts +1

(1d3+1 points of damage each) or wield **+2 quarterstaves** (1d6+1) in melee. Both types will carry a small pouch containing 2d10pp.

Captain: These represent higher-ranking commanders. Their ability is equivalent to a 7th-level human Fighters or Magic-Users. Fighters typically wear **+3 splint mail**, and wield **+3 two-handed swords** (1d10+3 points), while Magic-Users wear no armour and throw barbed darts +2 (1d3+2 points of damage each) or wield **+3 longswords** (1d8+3) in melee. Both types will carry a small pouch containing 3d10pp. As captains are relatively high-status members of annunaki society, in their lair they will have a cached hoard containing 1d3 x 1,000cp (20%), 1d4 x 1,000sp (25%), 1d4 x 1,000ep (25%), 1d4 x 1,000gp (30%), 1d6 x 100pp (30%), 1d6 x 10 gems (55%), 5d6 pieces of jewellery (50%), and 1d2+1 miscellaneous magic items (50%).

Warrior-Mage: These annunakim are acolytes of a monastic cult known as the Zern-Zerveth. The cult teaches agnostic neutrality and individual enlightenment through the arts of war and spellcraft. They are trained as dual-classed 1st, 2nd or 3rd level fighter/magic users. In melee, they wear no armour, do not carry shields, and wield barbed magical **+1 two-handed swords** (1d10+1 points of damage) or throw barbed darts (1d3 points of damage each). Warrior-mages do not carry any treasure, which they instead donate to their martial order.

Priest: These annunaki are the agnostic “clerics” of the Zern-Zerveth cult, and are equivalent to a 4th /4th level fighter/magic user. Like the acolyte warrior-mages, priests do not wear armour or carry shields. In melee, they wield magical **+2 two-handed swords** (1d10+2 points of damage) and throw **+1 barbed darts** (1d3+1 points each). Priests do not carry any treasure, which they instead donate to their martial order.

Warlock: Warlocks are specially trained annunaki summoners who act as advisers, summoners and soothsayers for their queens. They are subject to the same restrictions as human Warlocks (q.v.). Their spellcasting focus and melee weapon of choice is always a magical **+2 two-handed sword** (1d10+2 points of damage). In combat, they wear studded leather armour but carry no shields. Warlocks are relatively high-status members of annunaki society, and in their lair they will have a cached hoard containing 1d3 x 1,000cp (20%), 1d4 x 1,000sp (25%), 1d4 x 1,000ep (25%), 1d4 x 1,000gp (30%), 1d6 x 100pp (30%), 1d6 x 10 gems (55%), 5d6 pieces of jewellery (50%), and 1d2+1 miscellaneous magic items (50%).

Knights: These fearsome warriors are specially trained members of an elite martial order, and lead a monastic, secretive lifestyle, apart from most of their racial brethren. Their training is similar to that of a human cavalier. They often travel the multiverse alone, or disguised as a human by their armour, carrying out tasks set for them by their queen. In melee, they wield an **Astral Sword**: a magical **two-handed sword +3** (1d10+3 points of damage) that can kill mortals instantly (20% chance each time it successfully hits, saving throw vs death to avoid). In the hands of a non-Annunakim, the **Astral Sword** retains its +3 bonus to hit and damage, but loses the power to kill mortals instantly. Annunakim warlocks, knights and queens can sense such a sword, even across vast distances or on other planes, and they will seek it out. Knights wear magical **+4 splint mail**, but never carry a shield. They do not carry any treasure, which they instead donate to their martial order. They may (50%) have 1d2+1 miscellaneous magic items in addition to their swords.

Queens: These are the supreme leaders of the annunakim, and are almost always (90%) female. Within their Astral strongholds they wield the power of life and death over their subjects, who worship them like living goddesses. While many of the queens inherited their position, it is rumoured that a few are actually ancient annunaki liches of unknown power. In melee, a queen will wear **+4 splint mail** and use a **Spiritual Master's Sword** (see Knight above). Queens are at the highest stratum of annunakim society, and in addition to any communal treasure in their stronghold, they will also have

a cached hoard containing 2d3 x 1,000cp (20%), 2d4 x 1,000sp (25%), 2d4 x 1,000ep (25%), 2d4 x 1,000gp (30%), 2d6 x 100pp (30%), 2d6 x 10 gems (55%), 10d6 pieces of jewelry (50%), and 2d2+2 miscellaneous magic items (50%)

Ant Lion, Giant

Frequency:	Rare
No. Encountered:	1
Size:	Large
Move:	90' (10' in loose soil)
Armour Class:	2
Hit Dice:	8
Attacks:	1
Damage:	5d4
Special Attacks:	See text
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	95%
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	6 / 575 + 10/hp

Giant ant lions are large, predatory insects that live in rocky desert areas. They construct tapered pits (around 60' diameter) that often (50% chance) appear like cave mouths. Any creature entering their pit may (1 in 2 chance per round) trip and slide further down the rocky, loose sides to the bottom where the ant lion buries itself awaiting the prey. It will burst out of the soil and attack with its two large mandibles. If it successfully hits, the victim will be held fast and cannot escape unless the ant lion is killed. Each round the mandibles will automatically inflict 5d4 points of damage to trapped prey.

Treasure: Ant lions do not value treasure, but there is a 30% of 1d4 items of incidental treasure that belonged to former victims. The GM should roll on the following table to determine such treasure:

d%	TYPE
01-30	1d4 x 10gp
31-50	5d4pp
51-65	Shield *
66-85	Weapon *
86-95	Jewelry *
96-00	Miscellaneous Item *

* 10% chance the item will be magical

Ascomoid

Frequency:	Very Rare
No. Encountered:	1
Size:	Large (5-10' dia.)
Move:	120'
Armour Class:	3

Hit Dice:	6+6
Attacks:	1
Damage:	1 hp per 1' cloud diameter
Special Attacks:	Spores
Special Defences:	See text
Magic Resistance:	See text
Lair Probability:	40%
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	7 / 550+8/hp

Ascomoids are a giant variety of puffball fungi with a thick, brownish, leathery outer skin surrounding an internal core of spores. Their surface is covered in small pockmarks that act as sensory organs. They subsist on bodily fluids absorbed from of decomposing flesh. Ascomoids grow in subterranean areas, typically on a ledge or other elevated surface.

When potential prey is sensed ascomoids will roll towards it - 30' for the first round, 60' the second, 90' the third before reaching a top speed of 120' on the fourth round. Ascomoids attack by rolling over or into opponents and emitting a jet of spores through one or more of their pockmarks. Small or medium-sized opponents will be knocked prone by the attack and must wait until the subsequent round to stand up. Large opponents or any opponent that inflicts melee damage upon an ascomoid will be attacked by a spore jet 30'long by 1' diameter. Once striking an opponent the spores will expand into a cloud of 5d4' in diameter. Those caught within the cloud must make a Saving Throw vs. Poison or die within 1d4 rounds. Opponents which succeed in their Saving Throw will nevertheless be blinded and choked by the spores for 1d4 rounds, during which they cannot engage in melee or perform any other actions. Such opponents will be very susceptible to attack and suffer a +4 penalty to their Armour Class and gain no benefits from either shields or DEX bonuses.

Ascomoids suffer double damage from long piercing weapons like spears and lances and suffer damage from smaller piercing weapons as if they were a Small-sized opponent. Blunt weapons do no damage, and slashing or edged weapons cause them only 1 point of damage. Ascomoids gain a +4 to their Saving Throws vs. Spells against offensive magic such as *Magic Missile*, *Lightning Bolt* and *Fireball*, and all subsequent damage is halved. Cold-based attacks affect them normally. They are immune to all spells such as *Charm* or *ESP* unless such spells specifically target plants.

Treasure: Ascomoids do not possess treasure but may be surrounded by incidental treasure from their previous victims.

Azer

	COMMON	SERGEANT	LIEUTENANT	CAPTAIN
Frequency:	Very Rare (Common)	Very Rare (Common)	Very Rare (Common)	Very Rare (Common)
No. Encountered:	1d4 (3d10)	1d4 (3d10)	1d4 (3d10)	1d4 (3d10)
Size:	Small - Medium	Small - Medium	Small - Medium	Small - Medium
Move:	120'	120'	120'	120'
Armour Class:	2	2	2	2
Hit Dice:	2+1	3+2	4+3	5+4
Attacks:	1	1	1	1

Damage:	By wpn (see below)	By wpn (see below)	By wpn (see below)	By wpn (see below)
Special Attacks:	See below	See below	See below	See below
Special Defences:	Immune to fire/heat	Immune to fire/heat	Immune to fire/heat	Immune to fire/heat
Magic Resistance:	5%	10%	15%	20%
Lair Probability:	Nil or 20%	Nil or 20%	Nil or 20%	Nil or 20%
Intelligence:	Low	Average	Average	Very
Alignment:	Lawful Neutral	Lawful Neutral	Lawful Neutral	Lawful Neutral
Level / XP:	2 / 40 + 3/hp	3 / 75 + 4/hp	3 / 125 + 5/hp	4 / 200 + 6/hp

The Azer are a race of dwarf-like creatures from the Elemental Plane of Fire. They may be an ancestral form of dwarf, an offshoot, or a parallel line; some sages say that azer are to fire as dwarfs are to stone. Their skin is brass or bronze-coloured, and their hair is made of flame. They wear kilts that seem to be made of copper or bronze. Of every ten azer, one will be a captain, two lieutenants, three sergeants and four commoners.

All Azer are extremely strong and tough. They save as dwarfs do, and assume that all have a Constitution of at least 15 (i.e. +4 to the relevant Saving Throws). All receive at least +1 "to hit" bonus and at least +1 to damage owing to their strength, ranging up to +2 "to hit" and +3 damage for captains.

Azer body temperatures are so high that their footprints tend to burst into flame. If they grasp a foe, it will take 1d6 damage from the heat. If they strike it with a metal weapon (and almost all azer weapons are made of metal), the conducted heat adds a further +1 to damage. The Prime Material Plane is very cold to them, and they will prefer to remain near lava or other sources of extreme heat. An azer subjected to normal Prime Material Plane temperatures for more than five turns will begin to die. Cold-based attacks such as ice storm or cone of cold inflict double damage on an azer.

These creatures love gems and will do almost anything for valuable ones. They are not otherwise interested in treasure.

Treasure: Individuals: 1d4 gems (50%); **Lair:** 10d8 gems (95%)

Banderlog

Frequency:	Rare
No. Encountered:	3d10
Size:	Small
Move:	60' / 120' climbing
Armour Class:	6
Hit Dice:	4
Attacks:	1 missile or 1 bite
Damage:	1d4 (missile) or 1d6 (bite)
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Low
Alignment:	Neutral

Level / XP:	4 / 75 + 3/hp
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Banderlogs are intelligent primates, closely related to baboons (and only slightly larger). They prefer to avoid combat, but if threatened will hurl coconuts and stones (with a range of 30'). In close combat they will bite with their tusk-like teeth.

Treasure: None

Bandersnatch

	Uffish	Frumious
Frequency:	Rare	Very Rare
No. Encountered:	1	1
Size:	Large	Large
Move:	240'	210'
Armour Class:	2	1
Hit Dice:	7	9
Attacks:	1	1
Damage:	3d6	4d6
Special Attacks:	Nil	Madness
Special Defences:	75% camouflage	75% camouflage
Magic Resistance:	Standard	Standard
Lair Probability:	Nil	Nil
Intelligence:	Low	Low
Alignment:	Chaotic Neutral	Chaotic Neutral
Level / XP:	6 / 345 + 8/hp	7 / 900 +12/hp

Fast and unpredictable, the bandersnatch prefers similar habitats to the jabberwock (q.v.) It is a huge quadruped, nearly as tall as a tree, and its legs are often (75%) mistaken for tree trunks unless the creature is moving. Its body is small, and it has a long neck and a long, feathered tail.

All bandersnatch can talk. They speak Common, but rarely make any sense - their conversation consists of random lies, non sequiturs and nonsense rhymes.

There are believed to be two kinds, the uffish and the frumious, but there is no visible difference between them so they are hard to tell apart. The bite of a frumious bandersnatch causes madness in humans, demi-humans and humanoids unless a Saving Throw vs. Spells is passed; characters affected by this madness can do nothing but babble nonsense. This effect is permanent, but can be reversed by a *Remove Curse* spell or *Wish*.

Bandersnatch will usually (75%) flee from groups of more than four creatures. There is a 25% chance that one will flee from even a single character. Otherwise, they will typically seek to attack by surprise, grabbing a randomly-determined creature and then carry it away with great speed.

Treasure: None, but bandersnatch tails are of considerable value to alchemists and can be sold for between 500 and 2,000gp.

Basdirond

Frequency:	Rare
No. Encountered:	1d2

Size:	Medium
Move:	60'
Armour Class:	4
Hit Dice:	5+5
Attacks:	1
Damage:	2d4
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	See below
Lair Probability:	55%
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	6 / 450 + 6/hp

These brownish-orange animated fungi are shaped like bowls atop five leg-like stems. Their attack is to strike with their bowl-like “heads”. Each attack inflicts 2d4 damage and causes the target to save vs. poison or inhale the spores, which leads to death by asphyxiation in 1d4+1 rounds. Choking characters cannot perform any action except to struggle futilely for breath. A *Cure Disease* spell, if cast during the choking period, will cancel the effect, but otherwise the character will die.

If not in combat, a basdirond can also emit a second kind of spore which is invisible. These spores form a cloud around the fungus of 4d20ft diameter. A creature within the spores must Save vs. Poison or experience a random hallucination or other psychological effect, such as:

1d6	EFFECT
1	Target attacks nearby furniture, floor or wall
2	Target begins to scream and shout for help
3	Target drops any items he or she is holding
4	Target flees in a random direction
5	Target stands helplessly staring into space
6	Target strips off clothing and/or armour

Basdironds are not affected by *sleep*, *charm* or *hold*-type magic.

Treasure: Usually none, unless the basdironds have been deliberately placed to guard treasure.

Basilisk, Greater

Frequency:	Very Rare
No. Encountered:	1d2
Size:	Large (12')
Move:	60'
Armour Class:	2
Hit Dice:	10
Attacks:	3
Damage:	1d6/1d6/2d8
Special Attacks:	See text
Special Defences:	Surprised 1 in 6
Magic Resistance:	Standard

Lair Probability:	50%
Intelligence:	Low
Alignment:	Neutral (Evil)
Level / XP:	7 / 3,000+14/hp

Greater basilisks are larger, more fearsome cousins of the common basilisk (q.v. [OSRIC](#), pp. 262-3). Because of their bellicose nature and powerful abilities they are often employed as guardians of treasure hoards.

In melee, a greater basilisk attacks with it's two front claws and a bite. It's claws drip with a weak poison (+ to Saving Throws) and it's breath is also poisonous (all within a 5' radius must Save vs. Poison at +2 or die). It's most terrible attack is its petrifying gaze effective up to 50' away. Attempts to reflect the greater basilisk's gaze will fail unless within 10' of the beast and have a 10% of success per round.

Most sages believe greater basilisks originate on the Elemental Plane of Fire. Like lesser basilisks they are capable of seeing into both the Astral and Æthereal Planes.

Treasure: If encountered in their lair a greater basilisk will have 5d6 x 1,000cp (25%), 1d100 x 1,000sp (40%), 10d4 x 1,000ep (40%), 10d6 x 1,000gp (55%), 5d10 x 100pp (25%), 1d100 gemstones (50%), 10d4 pieces of jewelry (50%), 1d4 random magic items, 1 potion and 1 scroll (15%).

Bat, Doombat

Frequency:	Very Rare
No. Encountered:	1d10
Size:	Medium (10' wingspan)
Move:	30' / 180 flying (AA: V)
Armour Class:	3
Hit Dice:	6+1
Attacks:	2
Damage:	1d6/1d4
Special Attacks:	Stunning Shriek
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	95%
Intelligence:	Animal
Alignment:	Neutral Evil
Level / XP:	7 / 425 + 8/hp

This massive bat has a 10' wingspan and a sonar call capable of mildly stunning its prey. All within 100' of a shrieking doombat suffer a -1 penalty on attack rolls, and spellcasters find it impossible to cast spells of any kind. A doombat's shriek lasts for 1d6 rounds. Note that the effects of simultaneous doombat shrieks are not cumulative.

In combat, the doombat will attack with its bite (1d6 damage) and by whipping opponents with its long barbed tail (1d4 damage). The doombats' sonar allows them to attack invisible opponents at no penalty.

Treasure: None

Beast Glatisant (Questing Beast)

Frequency:	Very Rare
No. Encountered:	1
Size:	Large
Move:	150'
Armour Class:	-6
Hit Dice:	9 + 18
Attacks:	1
Damage:	4d6
Special Attacks:	Spell-like powers (see below)
Special Defences:	Immunities (see below)
Magic Resistance:	65%
Lair Probability:	Nil
Intelligence:	Very
Alignment:	Neutral
Level / XP:	7 / 1,600 + 12/hp

The questing beast, or the beast glatisant (*barking beast*), is a monster from Arthurian legend. It was the object of quests by famous knights such as King Pellinore, Sir Palamedes, and Sir Percival. This strange creature has the head and neck of a serpent, the body of a leopard, the haunches of a lion and the feet of a hart. Its name comes from the great noise it emits from its belly, a barking like “thirty couple hounds questing”.

The creature has the power to haste itself three times a day, use a passwall once a day, and can cast water breathing, fly and spider climb at will. It has 65% magic resistance and is completely immune to *Sleep*, *Charm*, *Hold* and any spell that might restrict its movement (such as *Slow* or *Web*).

Beasts glatisant are sometimes created as a hope of redemption for paladins who have transgressed and had their paladinhood stripped from them. The former paladin agrees to subject him- or herself to a quest spell to hunt the beast until it has been slain or captured, and once it has been caught, paladinhood is restored.

The barking sound coming from the beast's belly is actually the noise made by its young, who are devouring it from within. When the beast expires, 3d10 young will burst from its body and run to the woods.

Treasure: None

Beastling

Frequency:	Rare
No. Encountered:	1d8
Size:	Small (2' tall)
Move:	90'
Armour Class:	6
Hit Dice:	1-1
Attacks:	3 (2 claws, 1 bite)

Damage:	1d2/1d2/1d3
Special Attacks:	Disease
Special Defences:	Nil
Magic Resistance:	50%
Lair Probability:	50%
Intelligence:	Semi-
Alignment:	Neutral (Evil)
Level / XP:	1 / 10 + 1/hp

Originally bred by a conclave of wizards to cleanse its domain of enemies' familiars and animal spies, packs of feral beastlings now lurk amongst the forests and thickets of many temperate realms. Similar in size to large raccoons, but living in packs and being much more predatory, these semi-intelligent animals normally hunt small- to medium sized game, but are not above attacking a couple humans or a sleeping party.

Launching themselves from overhead branches and strands of brambles, beastlings have a 4 in 6 chance of gaining surprise on a normal target and will immediately go for the prey's throat and the tendons located at the heels and behind the knees. Several beastlings will pounce upon the same individual, and their combined attacks can be devastating to an individual not wearing a gorget or mail.

Engineered to defeat an opponent's magical attacks and defences, beastlings have an innate (50%) resistance to magic that makes them difficult to kill with spells such as *Magic Missile*. Additionally, many beastlings are carriers of either rabies or the bubonic plague (50% chance of carrying one or the other), and targets bit by an infected beastling must Save vs. Disease, or have the illness onset within two weeks.

Beastlings collect shiny, stringy objects (e.g. bracelets and necklaces) and, if living near human or demi-human settlements, will fill their tree nests with an assortment of jewellery.

They live 10-15 years, and communicate with each other through a complex language of high-pitched yips and subdued growls.

Treasure: 1d4 pieces of jewellery (30%)

Beelzebufo (Toad of Eruption)

Frequency:	Very Rare
No. Encountered:	1
Size:	Medium (5' tall) to Gigantic (12'+ tall)
Move:	180'
Armour Class:	2
Hit Dice:	5+8 to 12+16
Attacks:	3 (2 kicks, 1 bite) or 1 (hop)
Damage:	See below
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	50%
Lair Probability:	Nil
Intelligence:	Low

Alignment:	Neutral Evil
Level / XP:	5 / 550 + 5/hp to 10 / 1,000 + 10/hp

Beelzebufoi, or frogs of eruption, spend their time drifting in the eddies and currents of the rivers *Styx*, *Phlegethon*, *Acheron*, *Lethe* and *Cocytus*, and wallowing within that vast, otherworldly marsh where the watercourses converge. Lurking in those bodies' deadly waters, beelzebufoi can be found haunting the watery margins of every lower plane. There, demon frogs of eruption prey upon any and all creatures that approach, as the enormous creatures fear absolutely nothing.

When a prospective meal (whether an individual or a group) comes within a beelzebufo's notice (300'), the demon frog will push itself through the shallows in a manner so stealthy that it belies the monster's incredible size (surprising its prey 50% of the time.) Once the beelzebufo is within 60' of its intended prey it will invert a portion of its multi-chambered, interdimensional stomach and disgorge one or more prior victims, firing the semi-digested ejecta at the new target/s. These erupted creatures will still be alive, and will strike the target upon a successful to-hit roll from medium range. The former occupant/s of the beelzebufo's stomach can be nearly anything, but the nature and power of the ejected being/s depend upon the size of the erupting frog.

Beelzebufoi hit dice are dependent upon the monsters' sizes, which range from moderate (5' tall, 5+8 HD) to gigantic (12' tall, 12+16 HD). Likewise, the number of interdimensional chambers comprising a frog of eruption's stomach increases proportionately, from one chamber at 5+8 HD up to eight chambers at 12+16 HD. As a beelzebufo grows it develops additional stomach chambers, which are partially filled with digestive acids and enzymes and stretch to accomodate up to 8 man-sized creatures. Once swallowed, victims are digested at a slow rate, causing the unfortunates incredible pain and anguish - anguish that the beelzebufo channels into growth, regeneration and the maintenance of its powers. Victims held in a beelzebufo's stomach chamber are kept immobile by means of a permanent *Hold Monster* spell that saturates the space and also lose one hit point per day. Victim's belongings are subject to a Saving Throw vs. Acid on a daily basis, with failure indicating that the item is destroyed.

in size by using the table below (damage caused to the target depends upon the mass of the erupted being):

1d4/ 1d8	(1) ANIMAL	(2) HUMAN	(3) DEMI -HUMAN	(4) HUMANOID	TARGET'S DAMAGE
1	Boar	Bandit/Brigand	Gnome	Batrachian	1d6
2	Cow	Berserker	Halfling	Goblin	1d8
3	Crocodile	Amazon	Elf	Hobgoblin	1d12
4	Giant Crayfish	Girovago	Dwarf	Lizardman	1d10
5	Giant Frog	Merchant	Half-Elf	Orc	1d10
6	Giant Weasel	Pilgrim/Dervish	Dvergar	Gnoll	2d10
7	Horse	Tribesman	Dark Elf	Grimlock	2d10
8	Deer	Buccaneer/Pirate	Gnome, Svirfneblin		5d10

The demon toad's complex stomach has eight separate chambers, each of which acts as an enormous, impenetrable **bag of holding**. These astral spaces are filled with some type of energy weave that both prevents escape by teleportation and astral travel, and digests prey at an excruciatingly slow rate (2 hp of damage per day). Prey are kept purposely in pain, for the toad feeds upon the psychic torment of the victims held within. Being large enough to hold dozens of victims, each darkened chamber is impossible to escape short of a *Wish* spell and is a hellhole of accumulated prey creatures feeding upon each other in order to stay alive.

Using an eructed victim to distract its new target(s), the beelzebufo then creeps forward at a deceptively slow pace. Once the targets are within 60', the demon toad will leap, aiming to land its prodigious bulk directly upon the unfortunate individual or group.

TREASURE: WiP

Beetle, Slicer

Frequency:	Rare
No. Encountered:	1d3
Size:	Large
Move:	60'
Armour Class:	3
Hit Dice:	6
Attacks:	1
Damage:	2d8
Special Attacks:	See text
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	25%
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	5 / 275+6/hp

Slicer beetles are are large insects that resemble stag beetles (q.v. OSRIC, pp. 263-4) but lack the latter's horns. They have long, razor-edged pincers.

In melee, slicer beetles attack with their pincers. If a natural 19 or 20 is rolled on their attack die they have sliced off their opponent's arm or leg. Slicer beetles are voracious eaters and will usually be content to scuttle off with a limb or other available meat, particularly if losing the fight.

In the event that a slicer beetle makes off with a limb wearing one of a matched pair of magic items (e.g. **boots of elvenkind**, **gloves of swimming and climbing**, etc.) the GM should exercise their discretion to decide how the item will function with only one, if at all.

Treasure: If encountered in their lair, slicer beetles will not possess any coins or gemstones but will have 1d6 random pieces of mundane jewelry and weaponry. There may also be 1d2 magical weapons (25%), gloves or boots (10%). In the latter case there is only a 5% chance the items will form a complete matched set.

Being of Ib

	Common	Avenger
Frequency:	Very Rare	Very Rare
No. Encountered:	6d6	6d6
Size:	Medium	Medium
Move:	120' / 180' swimming	120' / 180' swimming
Armour Class:	10	4

Hit Dice:	1d4hp	4d4
Attacks:	None	None
Damage:	1d3	4d4
Special Attacks:	Nil	Nil
Special Defences:	Nil	Usual undead immunities
Magic Resistance:	Standard	Standard
Lair Probability:	Nil	Nil
Intelligence:	Low	Low
Alignment:	Chaotic Neutral	Chaotic Neutral
Level / XP:	1 / 5 + 1/hp	5 / 300 + 8/hp

Ib is an ancient city of grey stone beside the steaming lake of Mnar in the Dreamlands. The beings that dwell there may originate from the moon. They are very odd and ugly, green in colour, with bulging eyes, pouting, flabby lips and curious ears. They have no voice, and worship idols of a great water-lizard called Bokrug, before which they dance when the moon is gibbous.

The beings are easy to kill, and have rich treasure - but if slain, some time later their avengers will rise from the nearest body of water to slay the killers and reclaim their possessions. How long this takes varies quite widely. If at least one idol to Bokrug remain intact and undesecrated, it will be 1d4 days. If the idols are broken or desecrated, it will be 1d4 years. If every single idol is both broken and desecrated, it may be 1d10 centuries before the avengers appear. The avengers are undead, but if they are in pursuit of their ancient treasure or within one mile of an idol to Bokrug, they cannot be turned. Otherwise they are turned as type 9.

Treasure: 3d12 x 1,000cp (30%), 5d20 x 1,000sp (40%), 1d8 x 1,000ep (40%), 1d6 x 1,000gp (25%), 1d6 x 100pp (25%), 1d20 gems (30%), 2d20 jewellery (25%), 1d3 magic items (15%)

Bloodfly

Frequency:	Rare
No. Encountered:	10d10
Size:	Tiny (½")
Move:	150'
Armour Class:	0 (while flying)
Hit Dice:	1hp
Attacks:	1 (burrow)
Damage:	1hp
Special Attacks:	Egg laying
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	1 / 1 per fly

Bloodflies are small, quick flying insects that live in humid conditions- usually near a jungle, marsh or swamp. Consuming their bodyweights in fresh blood, these dangerous pests have razor-sharp exoskeletons that slice through flesh as they burrow into a host's skin.

Attracted by sound and heat, a swarm of 10-100 bloodflies will descend upon an individual or party, randomly attacking all warm-blooded creatures within a 20'x20' area. When an individual bloodfly lands upon a target, the insect bores into the victim's skin over a period of one round, inflicting a single point of damage in the process. An intelligent, alert victim can squash five burrowing bloodflies during a round, but if more bloodflies land upon a single target the unfortunate creature will be unable to deal with them all, and will take a significant amount of damage.

Male bloodflies will immediately exit the host, but female bloodflies (one half of all that successfully burrow into the victim's skin) will take up residence for one turn, gorging on blood and laying eggs before exiting the wound. If not treated with fire, or through the administration of a *Cure Disease* spell, the eggs will hatch one day later and bore through the host's body. At that time, the larvae are treated as rot grubs, each causing one hit point of damage per round, until the host perishes.

Treasure: None

Boalisk

Frequency:	Rare
No. Encountered:	1d3
Size:	Large
Move:	120'
Armour Class:	5
Hit Dice:	5+1
Attacks:	2
Damage:	1d3 (bite) / 1d6+1 (constrict)
Special Attacks:	Gaze, constrict
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	5 / 350+6/hp

The boalisk is almost identical to a tropical constrictor snake with whom they are often found (25% of the time). Every round, in addition to its constriction and biting attacks it also makes a gaze attack, usually (75%) directed at an opponent engaging it in melee. An opponent targeted by the gaze is normally allowed a Saving Throw vs. Petrification. However, if the boalisk achieves complete surprise (2 in 6) an opponent has inadvertently met its gaze and is not allowed a Saving Throw. Opponents that fail the Saving Throw (or are surprised) fall victim to a wasting disease identical to that of a mummy (q.v. OSRIC). Opponents that intentionally try to avoid the boalisk's gaze may do so but receive a +4 penalty to their Armour Class. Boalisks may only use their constriction attack versus one opponent at a time.

Treasure: None

Boggart

Frequency:	Rare
No. Encountered:	1d4+1
Size:	Small~Medium

Move:	180'
Armour Class:	-6
Hit Dice:	6
Attacks:	1
Damage:	2d6
Special Attacks:	See text
Special Defences:	See text
Magic Resistance:	See text
Lair Probability:	Nil
Intelligence:	Very to Exceptional
Alignment:	Chaotic Evil
Level / XP:	6 / 625+6/hp

Boggarts are juvenile will-o-the-wisps (q.v. *OSRIC*). They can take the form of either a small demi-human, human, humanoid, or Will-O-the-Wisp at will, but can maintain one form continuously for only 1d3+9 rounds before it must assume another form. In Will-O-the-Wisp form, a boggart is capable of passing through solid, non-metallic, inanimate objects and walls up to 2' thick. In solid form they have normal darkvision. They can communicate in any language via *ESP*, but only very limited, basic ideas.

Boggarts subsist and grow to maturity by consuming both the life force and physical bodies of their victims. Victims of a boggart cannot be *Resurrected*.

In melee, a boggart attacks by touch, which causes 2d6hp of electrical damage. Every 2 rounds it can deliver a bolt of electricity up to 10' in range, but targets are allowed a Saving Throw vs. Breath Weapon. If successful, they suffer only 1d6hp of damage.

Once per day a boggart can cause *Confusion* to all creatures in a 30' radius by means of spectral and quite unsettling noises such as screams, groans, banging, rattling or thumping which lasts for 2 consecutive rounds. Creatures within the affected area must make a Saving Throw vs. Spells or be confused, as the 7th-lvl Druidic spell, for 1d6+6 rounds. If the boggart is successfully struck before it has completed the noise (2 rounds) the *Confusion* effect will be spoiled. If 2 or more boggarts are making such noises, all must be stopped to spoil the effect. Saving Throws versus multiple boggarts are at -1 for each boggart upon completion of their two rounds of noisemaking. Boggarts are also capable of *Invisibility* at will for up to 12 rounds and using their *Confusion* ability will not render them visible.

Boggarts can be struck by normal weapons but are immune to all spells except for *Magic Missile*, *Maze* and *Protection From Evil*. If reduced to 5 or fewer hit points, a boggart will try any means necessary to escape from combat.

Treasure: None

Bonesnapper

Frequency:	Rare
No. Encountered:	1d3
Size:	Medium (5' tall)
Move:	60'
Armour Class:	4
Hit Dice:	4

Attacks:	2
Damage:	1d8/1d4
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	3 / 60 +4/hp

Bonesnappers are degenerate, smaller cousins of the Tyrannosaurus Rex (q.v.). In melee they bite their prey with their powerful and sharp teeth (1-8hp of damage) and slap with their tail (1-4hp of damage). Bonesnappers are rather stupid and aggressive and will always fight to the death, never checking for morale.

Despite their unintelligent nature, bonesnappers have a natural instinct to collect the jawbones of their prey and their lairs will always have 1d100 of these guresome trophies in addition to whatever treasure amassed from their prey.

Treasure: Bonesnapper lairs will have 1d12 x 1,000cp (20%), 1d6 x 1,000sp (30%), 1d4 x 1,000 ep (10%), 1d6 gemstones (25%), 1d3 pieces of jewelry (20%) and any two random magic items (10%), all remnants of their victims.

Bookworm

Frequency:	Rare
No. Encountered:	2d10
Size:	Small
Move:	90'
Armour Class:	3
Hit Dice:	1hp
Attacks:	Nil
Damage:	Nil
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	1 / 5 + 1/hp

Bookworms are 1" long worms, with the ability to change their skin colour to match their surroundings. The worms are surprisingly fast for their size, and have an armour class of 3 while moving.

These worms, as their name suggests, feed exclusively on paper. They are found within dusty old tomes, and anyone reading such disintegrating, worm-chewed books only has a 25% chance of noticing the worm crawling onto the reader's clothing.

The worm will head towards the largest supply of nearby paper—typically an adventuring wizard's

spellbook. It is capable of chewing through leather backpacks to reach such tomes, and once it has reached a spell book, it will destroy spells at the rate of one spell level per turn (thus taking 4 turns to destroy a 4th-lvl spell). The order the spells are consumed should be determined randomly.

Once a worm has begun feeding, anyone nearby (within two feet) has a 30% chance per turn of hearing the worm's chewing.

Treasure: None

Brain Mole

Frequency:	Very Rare
No. Encountered:	1d3
Size:	Small
Move:	90' / 30' burrowing
Armour Class:	9
Hit Dice:	1hp
Attacks:	1
Damage:	1
Special Attacks:	See below
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	1 / 25xp

Brain moles are an evolution of ordinary moles that can feed on psionic energy as well as earthworms and other small invertebrates. They cannot be detected by psionics and are not subject to psionic attack. If they detect psionic activity (which they can do within 30'), they will begin mentally “burrowing” into the psionic. “Psionic activity” includes using any spell or magic item that affects the mind—particularly charms and illusions.

A creature subject to the “burrowing” will go insane on a roll of 1 on 1d4, rerolled each round. The only way to prevent this effect is to kill the mole, stop using the power or move out of range.

Brain moles are not “animals” for the purposes of determining which spells affect them. **Treasure:** None.

Bunyip

Frequency:	Very Rare
No. Encountered:	1
Size:	Large (16' long); juvenile (8'-12')
Move:	60' / 120' swimming
Armour Class:	6
Hit Dice:	8+8; juvenile 2+2 to 6+6
Attacks:	1
Damage:	2d8; juvenile 1d6 to 1d10 (+3/round drowning)
Special Attacks:	Drowning

Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	100%
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	6 / 1,000 + 10/hp

The bunyip is a semi-aquatic mammal that spends its time wallowing in fresh water swamps and billabongs. They are carnivorous, with a majority of their diet consisting of fish, aquatic turtles, small crocodiles and the occasional herbivore caught along the shore. Bunyips hide amongst reeds, or where deepwater depressions are located near a bank, lying in wait for unsuspecting creatures to approach. The beasts then lurch forward, much like a crocodile (or walrus, on land), savagely biting their prey and dragging the victim into the water to be drowned. As with crocodiles, bunyips surprise on a roll of 1-3 on a six-sided die, and surprised creatures will be automatically drawn below the surface.

If dragged into the water, a land dwelling creature will suffer an additional three hit points of drowning damage per round as the bunyip continues to thrash and tear its prey while under the surface.

Bunyips are more aggressive than hippopotami, and are nearly as bulky. Their great size makes them dangerous opponents, and a boat passing near a bunyip will be flipped by it 50% of the time, as the beast is clever enough to surface under the craft.

These animals resemble a cross between a sea lion and a polar bear, albeit of immense size and with brown-black colouration. They occupy the ecological niche of a freshwater crocodile, but in more temperate climes.

Treasure: Incidental, from past victims.

Byakhee

Frequency:	Very Rare
No. Encountered:	1d4
Size:	Large (8' tall)
Move:	60' / 240' fly (AA: III)
Armour Class:	9
Hit Dice:	10
Attacks:	3 (2 claws + 1 bite)
Damage:	1d10/1d10/2d6
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	20%
Lair Probability:	5%
Intelligence:	Average
Alignment:	Chaotic Evil
Level / XP:	9 / 9,350 + 20/hp

Byakhee are creatures described by August Derleth and Lin Carter, based on one paragraph by H.P. Lovecraft which leaves the creatures nameless. The OSRIC version uses Derleth and Carter's name for the creature, for the lack of any other, but the description is based entirely on the paragraph in

Lovecraft's "The Festival".

The Lovecraftian byakhee are flying things, dark and warped. They have little volition of their own, usually being tame or called by a magic item (q.v. for example the **flute of the Byakhee**). They seem to be easier to call on the darkest nights of winter.

Byakhee are large enough to carry humans and their kin, and they sometimes serve as flying mounts. They are presumably capable of seizing an unwilling human and carrying him or her away; this would apply if both claws hit. Of course, a creature being carried in this way could continue to attack the Byakhee, but risks being dropped for falling damage.

Treasure: None

Catoblepas

Frequency:	Very Rare
No. Encountered:	1d3
Size:	Large (6' at shoulder)
Move:	60'
Armour Class:	7
Hit Dice:	6+2
Attacks:	1
Damage:	1d6 (stun)
Special Attacks:	Gaze causes death
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	60%
Intelligence:	Semi-
Alignment:	Neutral
Level / XP:	6 / 700 + 8/hp

This creature is loathsome beyond an adventurer's worst nightmares. It has a body that resembles a huge bloated bison and has an incredibly offensive odor. Its neck is long and thin, and has a head that resembles an ugly warthog. The catoblepas' legs are thick and stumpy, reminiscent of a hippopotamus. The tail of the creature is strong and snaky and moves with amazing swiftness when attacking. Any creature stuck by the tail has a 75% base chance of being stunned for 1d10 melee rounds. This chance is modified downward by 5% for every level (or hit die) above 1. So at 2nd level the chance is 70%, and at 3rd level 65%, etc.

The most horrible aspect of the catoblepas is its bloodshot eyes. The gaze of this creature causes death without a chance of saving oneself. Its gaze extends 60' from the eyes, even into the astral and ethereal planes. Complete surprise means that one of the party encountering the monster has met its gaze and perished. In normal combat situations the weak neck of the catoblepas has only a 25% chance of raising its head high enough to use its eyes. If both parties are still this chance increases by 15% per melee round. If it has to follow quick movements, or it is in pursuit of prey, there is only a 10% chance per melee round of the neck raising the head high enough. Anyone able to avert their eyes is allowed a Saving Throw.

Treasure: 1d12cp (20%); 1d6sp (30%); 1d4ep (10%); 1d6 gems (25%); 1d3 jewels (20%); 2 magic items (10%)

Cave Cricket

Frequency:	Rare
No. Encountered:	1d8
Size:	Small - Medium
Move:	60', hop 30'
Armour Class:	4
Hit Dice:	1+3
Attacks:	Nil
Damage:	Nil
Special Attacks:	Kick
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	1 / 20+2/hp

Cave crickets are normally noisy but harmless pests. If a cricket is within 20' of an adventurer when it begins chirping it will drown out all intelligible speech and have a 1 in 3 chance of drawing all hostile creatures within hearing range (90'). If disturbed or frightened, a cave cricket has a 1 in 6 chance of inadvertently jumping on a character and inflicting 1d4 points of damage. Those that do not land on a character will still kick a random target within 10' with its powerful hind legs (at normal to-hit chances) .

Cave crickets are a pale, white colour . They are voracious eaters, and eat cloth, fungi, paper, and vegetation.

Treasure: None

Cave Fisher

Frequency:	Rare
No. Encountered:	1d4
Size:	Medium
Move:	10'
Armour Class:	4
Hit Dice:	3
Attacks:	2
Damage:	2d4/2d4
Special Attacks:	Sticky trapline
Special Defences:	See text
Magic Resistance:	Standard
Lair Probability:	100%
Intelligence:	Semi-
Alignment:	Neutral
Level / XP:	3 / 85+3/hp

Cave fishers are large insects with a hard-exoskeleton that subsist by trapping and eating other

creatures that intrude into their subterranean lairs. They trap prey by shooting a long, adhesive filament from their proboscis up to 60' and then reel in the hapless prey at a rate of 15' per round. If prey enters their lair but does not blunder into the filament they will reel it in (1 round) and attempt to shoot it at the prey, repeating the process until the prey is snared. When employing this method they attack as a 6HD monster, and can pull in prey weighing up to 400lbs. The filament is extremely strong and thin and can only be cut by a weapon of +1 or better and will go unnoticed 80% of the time within 10'. Outside this range it cannot be detected at all. Once reeled in, the cave fisher uses its two powerful pincers to kill and dismember the prey. The filament is extremely adhesive, but can be dissolved by liquids containing alcohol or the blood of the cave fisher itself.

Treasure: Cave fisher lairs are usually littered with the bones and possessions of its victims. The GM should place appropriate incidental treasure.

Cave Moray

Frequency:	Rare
No. Encountered:	4d4
Size:	Medium
Move:	10'
Armour Class:	0/5
Hit Dice:	4+4
Attacks:	1
Damage:	2d4
Special Attacks:	Surprise 1-5
Special Defences:	Withdraw into cyst
Magic Resistance:	Standard
Lair Probability:	100%
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	3 / 130+5/hp

Cave morays are slug-like creatures that live in cyst-like burrows in cave walls and strike out at prey passing within 3-5' before withdrawing into their cyst again. This lunging attack is so quick that there is only a 5% chance of striking the body, which has an AC of 5.

Treasure: None

Cephaloids (Brain Eaters)

Frequency:	Rare
No. Encountered:	1d4 or 4d4+8
Size:	Medium (6')
Move:	120'
Armour Class:	5
Hit Dice:	8+4
Attacks:	4 tentacles or 1 weapon
Damage:	1d2/1d2/1d2/1d2 or by weapon
Special Attacks:	Psychic barrage
Special Defences:	Nil

Magic Resistance:	90%
Lair Probability:	50%
Intelligence:	Genius
Alignment:	Lawful Evil
Level / XP:	8/1,300+12/hp

Cephaloids are an alien race of squid-headed humanoids that dwell primarily in the Astral plane and derive their sustenance from eating the brain matter of sentient beings. They are inimical to most other races, who they consider as little more than livestock for them to feed upon. They speak their own language, as well as many other languages used in the Astral and Prime Material planes. Cephaloid anatomy makes armour uncomfortable and they do not wear it, preferring long hooded robes.

Cephaloids have the same abilities as Assassin of their HD. Additionally, all cephaloids have the following abilities which they may use at will once per round: *Levitation*, *ESP*, *Charm Person*, *Astral Spell*, *Clairvoyance*, *Clairaudience*, and *Telepathy*. They are immune to poisons. They may use a *psychic barrage* (q.v.) twice per day.

In melee, cephaloids will try to attack with their tentacles (2 points of damage each). If at least two tentacles hit a victim in a single round, they must make a Saving Throw vs. Paralyzation or be rendered helpless by the cephaloid. The victim will die within 1d4 rounds when the cephaloid tentacles reach their brain. The cephaloid may make no other attacks while feeding in this manner. Cephaloids often use their poisoned weapons in combat to disable foes. If combat is going against them, a cephaloid will immediately attempt to retreat, heedless of any treasure or other cephaloids left behind.

Cephaloids encountered on the Prime Material plane use daggers or shortwords and typically travel in groups of 4, one of which will be a Master (9+4 HD) armed with a two-handed sword, spear or polearm. On the Astral Plane and Irkalla, a Cephaloid lair will have 9-24 individuals. For every 8 cephaloids, one will be a Torturer (10+4 HD), wielding either a +1 poisoned short sword and daggers or a poisoned longsword+1 and javelins. If there are more than 20 cephaloids, there will be a Mindlord (11+4HD) armed with a wand, rod or staff and +2 or better magic weapon. Cephaloids are hermaphroditic and make no distinctions between male and female. Cephaloid young in the lair will be equal in number to 25% of the adult population.

Treasure: If encountered in their lair, a group of cephaloids will possess a hoard containing 1d8 x 1,000cp (50%), 1d6 x 1,000sp (25%), 1d4 x 1,000ep (25%), 1d3 x 1,000gp (25%), 1d8 gems (30%), 1d4 pieces of jewellery (20%), a magic weapon or suit of Armour (10%), 2d4 potions (40%), 1d4 scrolls (50%), and 1d2 miscellaneous magic items (60%).

Cerebral Stalker

Frequency:	Very Rare
No. Encountered:	1d2
Size:	Medium (6-8' long)
Move:	150'
Armour Class:	4
Hit Dice:	6+6
Attacks:	4
Damage:	1d4/1d4/1d4/1d4

Special Attacks:	See text
Special Defences:	+3 weapons to-hit, see text
Magic Resistance:	85% and see text
Lair Probability:	60%
Intelligence:	Very
Alignment:	Chaotic Evil
Level / XP:	7/3,510+8/hp

Cerebral stalkers are formidable subterranean predators that resemble loathsome purplish-green humanoid brain walking on 4 thickly-muscled and taloned legs and derive sustenance from consuming the intellect of sentient beings. They are commonly found hunting prey on both the astral and æthereal planes but are only rarely encountered on the Prime Material, and only then in dark, typically subterranean, surroundings.

Stalkers are immune to all mind-affecting spells, but will retreat from bright light or *Protection From Evil*. If a *Light* or *Continual Light* spell is cast at them, they must make a Save vs. Spells as 6th-lvl MU or suffer 1d8 points of damage. *Fireball* and *Lightning Bolt* spells only cause them 1-3hp of damage, although they may be slain by a *Power Word, Kill*.

They typically conceal themselves in the shadows of a ceiling (Hide in Shadows as a 6th-lvl Thief) hanging by their claws to wait to ambush any hapless unfortunate that passes underneath, surprising 1-4 chances in 6. They will initially attempt to grab hold of the victim with their front and rear claws. If at least 3 of these attacks are successful, on the next round (no to-hit roll required) they will insert two protruding tentacle-like appendages into their victim's ears, nose or mouth and begin to devour the victim's brain. The prospective victim must roll less than the average of the Intelligence and Wisdom on a d20. If successful, the cerebral stalker will immediately disengage and flee to find a more suitable target. If the saving throw is failed the victim will begin to suffer progressive brain damage for four rounds as follows:

1st round: Victim loses all memory of the past 1d4 weeks as well as all memorized spells.

2nd round: Victim loses 1d4 senses (random) and 1d6 INT points.

3rd round: Victim loses all class-based abilities and languages and a further 1d6 INT points.

4th round: Victim collapses into a gibbering heap and is left in a permanent vegetative state.

These effects can only be reversed by a separate *Wish* spell for each round of damage. After consuming a victim's brain, a cerebral stalker will scamper off to hunt for new prey.

Treasure: None

Charnel Worm

Frequency:	Rare
No. Encountered:	1d8
Size:	Small - Medium (3'-6' long)
Move:	30'
Armour Class:	7
Hit Dice:	4
Attacks:	1

Damage:	1d6
Special Attacks:	Necrotizing Rot
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	100%
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	4 / 85 + 4/hp

These worms are typically found in places with large numbers of dead, cemeteries and necropoleis primarily. They appear as large, sickly white worms that reek of death. Though eyeless, they can sense animal matter in their vicinity and will seek to feed on it. Upon a hit, the victim must Save vs. Death or be afflicted by a necrotizing disease that will cause the victim's flesh to rot and die, doing an additional 2d6 damage and leaving permanent scarring. The dead flesh is then consumed by the worm. Though extremely tough despite their soft appearance, the worms are susceptible to fire (Saves are at -2 and damage is +1 per die). Larger versions are rumored to exist in some places.

Treasure: (WiP)

Cheiropteran

Frequency:	Very Rare
No. Encountered:	2d6 / 10d6 (in lair)
Size:	Large (bugbear-sized)
Move:	120'
Armour Class:	5 or better
Hit Dice:	4 or better
Attacks:	1
Damage:	By wpn +2 (STR)
Special Attacks:	None (some are spellcasters)
Special Defences:	See below
Magic Resistance:	Standard with some immunities (see below)
Lair Probability:	50%
Intelligence:	Average - Exceptional
Alignment:	Chaotic Evil
Level / XP:	Variable

Cheiropterans look like bugbears with the heads of great, misshapen bats. Their empty eyesockets are sewn shut. They are typically armoured with mailshirts and wear hard, heavy boots. They are the bat-people of the deep underdark. They are born with eyes, but their priests sacrifice their eyes to Camazotz shortly after birth, so almost all cheiropterans encountered will be blind. They can “see” through echolocation as a bat does.

For every 10 cheiropterans, one will be a corporal with AC4 and 5 hit dice. For every 30, one will be a sergeant with AC 3 and 41-50 hit points, attacking as a 6 hit dice monster. If there are 50 or more, one will be a captain with AC2 and 51-60 hit points, attacking as a 7 hit dice monster. There is a 50% chance that a priest will accompany a party of cheiropterans. Priests are Clerics with full spellcasting powers of level 4-7. If a priest is encountered there will also be 1-3 acolytes of level 1-3. Females are only encountered in their lair, and if they must fight they do so as gnolls; there will be females equal

to 50% of the number of males. Where females are encountered there will be one whelp for every female. Whelps will typically flee but can fight as goblins if they must. 80% of a given force will be armed with halberds, 20% with longbows.

Cheiropterans are immune to any magic involving their vision, including most illusions (though *Audible Glamour* affects them as a *Phantasmal Force*). A *Silence* spell affects them as darkness would affect a sighted creature.

Rumour has it that the two great cheiropteran cities, which lie deep underground, are each ruled by a council of High Priests called Hierarchs, whom Camazotz has blessed with vampirism. Other rumours speak of renegade cheiropterans with eyes.

Treasure: Individual cheiropterans will carry 1d100 triangular bone coins. (These are of value only to cheiropterans.) They will also carry a strip of chewed rawhide. This is an ancestor-strip, bearing the teeth-marks of the preceding generations, and may be ransomed back to the cheiropteran leaders for as much as 10gp. Priests will carry a silver holy symbol of Camazotz which is worth 25gp on the open market, or 100gp in ransom to the leaders.

In their lair, a typical hoard might contain: 1d12 x 1,000cp (20%), 1d8 x 1,000sp (20%), 2d12 x 1,000ep (40%), 1d6 x 1,000gp (15%), 3d10 gems (20%), 1d20 jewellery (20%) and 1d3 magic items (15%).

Chupacabra

Frequency:	Rare
No. Encountered:	1
Size:	Medium
Move:	120' hopping
Armour Class:	4
Hit Dice:	2+3
Attacks:	1
Damage:	1d8
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	1 / 20 + 2/hp

Reptiles with a row of spines running down their backs, chupacabras hop like kangaroos. Their eyes glow red and their screech is awful to hear. They are nocturnal carnivores.

Chupacabras are feared in farming communities because they kill so much livestock. A chupacabra will kill far more than it needs to eat. They particularly love the taste of goat.

Treasure: None.

Clam, Giant

Frequency:	Uncommon
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No. Encountered:	2d6
Size:	Medium
Move:	0'
Armour Class:	0
Hit Dice:	4
Attacks:	1
Damage:	1d6
Special Attacks:	Entrap victim
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	4/ 75+3/hp

Giant clams live in shallow coastal waters. When stepped on or disturbed, their powerful jaws will snap shut and entrap their prey. Giant clams will only release their hold when the clam is forced open (a standard *Bend Bars* attempt), the victim drowns or dies, or the clam is slain.

Treasure: None.

Cloaker

Frequency:	Very Rare
No. Encountered:	1d4
Size:	Large
Move:	10' / 150' flying (AA: II)
Armour Class:	3
Hit Dice:	6
Attacks:	2
Damage:	1d6/1d6
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	15%
Intelligence:	High
Alignment:	Chaotic Neutral
Level / XP:	5 / 350 + 5/hp

Cloakers are eldritch carnivores from deep beneath the earth, feared for the strange effects caused by their weird moaning, their power over shadows and their unorthodox mode of attack. Physically they are semicircular and somewhat resemble a cloak (hence the name), with two claws and a tail with a mace-like tip. In the centre of the cloaker's central surface are a maw and a pair of eyes. Its dorsal surface is covered with up to a hundred eyes, so it cannot be surprised from behind.

The cloaker's power over shadow lets it hide in any reasonably dark place (gaining a bonus of +2 to its AC). It may use the shadows to create a duplicate of itself (as the arcane spell mirror image, but with only one image). A light spell will negate this ability.

The odd, very low frequency moaning they emit can have four different effects. The cloaker may choose which applies:

1. In an 80' radius, all creatures become nervous and uneasy, causing them to fight at -2. A creature which hears this kind of moaning for more than an hour enters a trance and cannot react to its surroundings (no Saving Throw).
2. In a 30' radius, all creatures are subject to fear, and must save vs. magic or run away from the cloaker at maximum movement speed for 1d3 rounds.
3. In a cone 30' long and 10' radius at the base, the cloaker causes sickness which lasts for 1d4+1 rounds. Any creature in this area must Save vs. Poison or be helpless with nausea.
4. A single target within 30' may be held for five rounds unless it passes a Saving Throw vs. Spells.

A *Silence* spell will negate this ability.

The cloaker attacks by enveloping its target, wrapping itself around the target and rendering it helpless. A creature so enveloped will be eaten - the cloaker bites for 1d4 damage plus its victim's Armour Class, automatically hitting and doing this damage each round until the target is dead. (While its mouth is so occupied, it may not moan.) Meanwhile the cloaker will hold back its victim's allies and friends using its tail, striking twice per round for 1d6 each hit. Anyone striking the cloaker which has enveloped a target must divide their total damage by two. Half the damage is applied to the cloaker and half to its victim.

Treasure: 1d12 x 1,000cp (20%), 1d6 x 1,000sp (30%), 1d4 x 1,000ep (10%), 1d6 gems (25%), 1d4 jewellery (15%), 1d2 magic items (10%)

Cockroach, Giant

	NORMAL	GHOUL
Frequency:	Common	Rare
No. Encountered:	2d6 (2d100 nest)	2d6 (nest 2d00)
Size:	Small (4' long)	Small (4' long)
Move:	150'	120'
Armour Class:	4	3
Hit Dice:	1d6hp	2d8hp
Attacks:	1	1
Damage:	1d6	1d6
Special Attacks:	Disease (as giant rat)	Bite causes paralysis (as ghoul) & disease (as giant rat)
Special Defences:	Nil	Immune to sleep, charm, hold
Magic Resistance:	Standard	Standard
Lair Probability:	40%	20%
Intelligence:	Non-	Non-
Alignment:	Neutral	Neutral
Level / XP:	1 / 5+1/hp	2 / 20 + 2/hp

Giant cockroaches are voracious omnivores found in almost any clime save the arctic. They are commonly found in sewers.

Treasure: None

The process by which a giant cockroach becomes a ghoul is unknown, but is thought to be associated with ancient evil (such as the former site of an evil temple). They can be turned as Class 3 undead, the same as normal ghouls.

Treasure: None

Cooshee

Frequency:	Rare
No. Encountered:	1d8
Size:	Medium
Move:	150' or 210' charging
Armour Class:	5
Hit Dice:	3+3
Attacks:	1
Damage:	1d4+6
Special Attacks:	Knockdown
Special Defences:	Camouflage
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Semi-
Alignment:	Neutral
Level / XP:	3 / 100 + 4/hp

Cooshee are the dogs the elves breed and do not normally associate with other canines. They weigh more than a large man, and have a dappled coat that lets them hide in undergrowth with a 70% chance of remaining unseen. They bark only to warn their masters, but the bark is very loud and penetrating - an elf can hear it over a mile away.

When cooshee charge, their base move is increased to 210'. At the end of the charge the cooshee will leap at its target, and if they hit a target of man-size or smaller, it will be knocked to the ground. The cooshee will then bite the prone target at +2 to-hit.

Cooshee are classed as "animals" for the purposes of determining what spells affect them.

Treasure: None.

Crocotta

Frequency:	Very Rare
No. Encountered:	1d4
Size:	Large
Move:	180'
Armour Class:	3
Hit Dice:	8+2
Attacks:	1
Damage:	3d8
Special Attacks:	Consume memories
Special Defences:	Nil

Magic Resistance:	Standard
Lair Probability:	35%
Intelligence:	Average
Alignment:	Chaotic Evil
Level / XP:	9 / 1,000 + 12/hp

Crocottas are inspired by the writings of Pliny the Elder. These beasts are the larger and more potent relatives of the leucrocotta (q.v.). They dine exclusively upon the flesh of intelligent humanoids, and are known to dig up graves to consume the brains of the interred.

When this monster eats a humanoid brain, it gains the memories and speech of the consumed victim (including any memorized spells, should the victim be a Magic-User or Cleric). The speech is particularly potent to family members and close friends of the deceased - they must Save vs. Spells or be compelled to follow the crocotta into the wilderness, where they will be devoured. Entire families are often consumed using this ability.

Treasure: WiP

Crook Beast

Frequency:	Rare
No. Encountered:	2d6
Size:	Large (8-9' tall)
Move:	90'
Armour Class:	3
Hit Dice:	5
Attacks:	2
Damage:	1d8/1d8
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Low
Alignment:	Neutral Evil
Level / XP:	4 / 90+5/hp

Crook Beasts are large, powerfully built humanoids with the head of a vulture and a tough, mottled grey and black chitinous hide. Their arms end in sharp crooks which it uses in melee to rend and tear at the flesh of their enemies. Crook beasts speak no languages, but communicate by making eerie tapping noises on their exoskeleton. They are typically found living in dark subterranean areas. Crook beasts have poor eyesight but keen hearing and rarely surprised (1 in 6).

Treasure: Crook beasts normally carry no treasure, but if encountered in their lair will have 1d6 x 1,000sp (30%) and 1d2 x 1,000gp (20%) lying about with the refuse from their victims.

Cyclopean (Rock Head)

Frequency:	Rare
No. Encountered:	1d10/1d20
Size:	Large

Move:	30' or 300'
Armour Class:	2
Hit Dice:	5-7
Attacks:	1
Damage:	1d8/1d10 or 1d12
Special Attacks:	Nil
Special Defences:	see below
Magic Resistance:	Standard
Lair Probability:	0%
Intelligence:	Low
Alignment:	Neutral
Level / XP:	5 HD: 7/205+4/hp
6 HD: 8/300+6/hp	
7 HD: 9/465+8/hp	

Cyclopeans are living rock heads with a single, glaring eyeball in the center of their stony faces, they are able to perfectly camouflage themselves to resemble normal rocks or wall nearby (+1 to surprise). They have crude Intelligence and hate magic-users of all kinds. Sages often classify Cyclopeans as related to Proteans, Trappers and the like, or even Ocular Despots; in fact, they are the unfortunate, mutated results of an ancient, botched magical experiment involving Gargoyles and *Stone to Flesh* spells, a curse that explains the Cyclopean's inevitable belligerence toward any wizards they might encounter.

Due to their stony exoskeletons, Cyclopeans are immune to normal edged weapons, but take normal damage from normal blunt weapons like maces, hammers and clubs. Only +2 or better magical edged weapons stand any chance of harming a rock man, and only a number of points equal to the magical bonus of the weapon. Magical blunt weapons deal double the normal amount of damage to Cyclopeans.

In melee, Cyclopeans are capable of sudden bursts of speed (up to 300' 2/day) - using their rolling bulk to crush unwary enemies in front of them. Unless expecting trouble, Cyclopeans will normally roll slowly through their subterranean environment.

TREASURE: Cyclopeans do not value treasure but after defeated an individual rock man has a 10% of having 1d4 gems inside their gullet.

Dark Things

	Dark Scrivener	Dark Minstrel	Dark Philosopher
Frequency:	Very Rare	Very Rare	Very Rare
No. Encountered:	1	1	1
Size:	Medium	Medium	Medium
Move:	120'	120'	120'
Armour Class:	3	3	3
Hit Dice:	5	5	5
Attacks:	1	1	1
Damage:	1d8	1d8	1d8
Special Attacks:	See text	See text	See text
Special Defences:	+1 or better wpn to-hit	+1 or better wpn to-hit	+1 or better wpn to-hit

Magic Resistance:	50%	50%	50%
Lair Probability:	100%	100%	100%
Intelligence:	Very	Average	Genius
Alignment:	Neutral	Neutral	Neutral
Level / XP:	5 / 275 + 6/HP	5 / 275 + 6/HP	5 / 275 + 6/HP

Dark Things are solitary creatures that are believed to be related in some way to Crypt Things (q.v.). They are never encountered outside of their lairs, which are almost always found in certain lonely and ancient dungeons deep underground. Because of their rarity, sages have not come to any firm conclusions about their origins or motivations, but it is known that they are not undead. Some have surmised that they may be the victims of a particularly potent curse which compels them to spend a millennium or more toiling away at their appointed task. Three varieties of dark things have been documented here, and the GM is encouraged to develop their own varieties with unique tasks.

Dark Scrivener: These creatures resemble human-sized skeletons clad in tattered and dusty robes. When encountered, a dark scrivener will be found sitting at a desk or writing table, writing in a book or on a scroll. Dark scribes will almost certainly be surrounded by several dusty bookshelves or piles of scrolls. If examined, fully 60% of these books or scrolls will be *cursed* or otherwise harmful (*Explosive Runes*, etc.). The remainder will contain Magic-User spells of 1st-9th lvl, determined randomly by the GM. When a dark scrivener has completed a particular book or scroll, a fresh volume or parchment will magically appear before them and they will begin writing anew. If disturbed in any way, a dark scrivener will *teleport* the interloper(s) either 3d100 feet away on the same dungeon level (25%), 1d3 dungeon levels away (up or down determined randomly) (50%), or 1d10 miles away on the surface (25%). A Saving Throw vs. Spells is possible. Merely examining the books and scrolls surrounding a Scrivener is not considered disturbing it.

If an interloper makes their Saving Throw they may attack the dark scrivener which will retaliate with a swipe of its bony claws. Attempting to interfere with a dark scrivener's writing will also spur the creature to attack. Scriveners are completely immune to any mind-affecting spells in addition to a 50% resistance to other magic. Dark scribes will not respond to any attempts to parlay.

Treasure: Aside from the books and/or scrolls found near a dark scrivener, they possess no treasure.

Dark Minstrel: Dark minstrels are identical to dark scribes except in the following ways: they appear as skeletons dressed in the tattered costume of a troubadour with an out of tune lute, lyre or other musical instrument. When encountered, they will always be playing the same endlessly tedious ballad. Those approaching within 10' of the minstrel must make a Saving Throw vs. Spells. Those victims that fail their Saving Throw are magically *held* and must listen to the dark minstrel's endless noodling until they die from thirst and starvation or the effect is *dispelled*.

Treasure: Dark minstrels possess no treasure but the corpses of their previous victims, if any, will often have incidental treasure to be determined by the GM.

Dark Philosopher: These are identical to the dark scrivener except in the following ways: They are skeletal in appearance and clad in the tattered and dusty robes of a pedant or other academic. When encountered, they will be ranting about a philosophical conundrum with no possible correct answer: how many angels can dance on the head of a pin, how deep is the abyss of Narak, where does magic come from, why do all clerics abhor edged weapons, etc. This soliloquy will be understood by any intelligent being regardless of what language they speak. Like the dark minstrel, victims approaching within 10' must make a Saving Throw vs. Spells or be magically *held* forced to listen to the dark philosopher's tedious drivel until they die from thirst and starvation or the effect is *dispelled*.

Treasure: Dark philosophers possess no treasure but the corpses of their previous victims, if any, will often have incidental treasure to be determined by the GM.

Decapus

Frequency:	Rare
No. Encountered:	1
Size:	Medium
Move:	3' / 90' in trees
Armour Class:	5
Hit Dice:	4
Attacks:	9
Damage:	1d4
Special Attacks:	+1 to-hit/damage dangling prey
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	65%
Intelligence:	Low
Alignment:	Chaotic Evil
Level / XP:	4 / 105 + 3/hp

The decapus has a spherical green body 4' in diameter, with tufts of brown hair. It has ten sucker-covered tentacles (each 10' long) that it uses to grasp prey, swing through trees, or climb dungeon walls and ceilings. The beast has a wide toothy mouth, but does not typically bite in combat; it prefers to strangle and crush with its tentacles.

This horror will typically dangle by one tentacle while it attacks with the other nine. Should a tentacle strike a victim, it will hoist its prey off the ground, causing its victim to make his attack rolls at a -1 penalty, and giving the decapus a +1 bonus both to hit and damage with its remaining tentacles. Note that the tentacle used for dangling a victim in mid-air will not cause further damage after the initial attack.

A character may make an *Open Doors* check to free him- or herself from a tentacle (possibly taking damage from the fall to the ground below). Alternatively, the suspending tentacle may be targeted (AC 2) and any single hit doing 5 or more points of damage will sever it.

Treasure: None.

Deep Ones

	YOUNG HYBRID	MATURE HYBRID	ANCIENT HYBRID	PURE
Frequency:	Rare	Rare	Very Rare	Very Rare
No. Encountered:	2d6 (5d20 in lair)	1d6 (3d20 in lair)	1d3 (1d20 in lair)	1 (1d6 in lair)
Size:	Medium	Medium	Medium	Medium
Move:	120' / 210' swim	120' / 210' swim	120' / 210' swim	120' / 210' swim
Armour Class:	6	4	2	-1
Hit Dice:	3	4+4	6+12	10+20
Attacks:	1	3/2	2	3
Damage:	By wpn	By wpn +3	By wpn +6	By wpn +10

Special Attacks:	None	Possible spell use	Possible spell use	Possible spell use
Special Defences:	None	Possible spell use	Possible spell use	Possible spell use
Magic Resistance:	Standard	Save +2	Save +3	Save +4
Lair Probability:	25%	25%	25%	25%
Intelligence:	Average	Very	High	Exceptional
Alignment:	Neutral Evil	Neutral Evil	Neutral Evil	Neutral Evil
Level / XP:	3 / 50 + 2/hp	4 / 155 + 4/hp	5 / 345 + 8/hp	7 / 1,900 + 14/hp
	Caster: 5 / 190 + 4/hp	Caster: 6 / 545 + 8/hp	Caster: 8 / 2,500 + 14/hp	

The Deep Ones are fish-like creatures from the deep oceans. They have a horrible sexual lust for humanoids, and seek to interbreed with them. The offspring are indistinguishable from human children, but grow increasingly ichthyoid as they age. They do not die of old age, and may live for thousands of years.

As a hybrid ages, it begins to acquire gills, and by the time it reaches “mature hybrid” stage it can breathe freely underwater. Ancient hybrids begin to find it hard to breathe on land, and pure Deep Ones can only survive in the ocean. It also becomes increasingly strong, quick and tough as it ages, gaining additional attacks, increased weapon damage, bonus hit points and bonuses to Saving Throws.

Starting with the mature hybrid stage, some Deep Ones can cast spells (roughly 25% of the total number will have this ability). Determine their spellcasting abilities according to the following table:

d%	Mature Hybrid	Ancient Hybrid	Pure
01-40	4 th -lvl Cleric	6 th -lvl Cleric	9 th -lvl Cleric
41-50	5 th -lvl Cleric	8 th -lvl Cleric	11 th -lvl Cleric
51-55	6 th -lvl Cleric	8 th -lvl Cleric	11 th -lvl Cleric
56	7 th -lvl Cleric	9 th -lvl Cleric	12 th -lvl Cleric
57-71	4 th -lvl Witch	6 th -lvl Witch	9 th -lvl Witch
72-77	5 th -lvl Witch	7 th -lvl Witch	10 th -lvl Witch
78-80	6 th -lvl Witch	8 th -lvl Witch	11 th -lvl Witch
81	7 th -lvl Witch	9 th -lvl Witch	12 th -lvl Witch
82-91	3 rd -lvl Magic-User	5 th -lvl Magic-User	7 th -lvl Magic-User
92-95	4 th -lvl Magic-User	6 th -lvl Magic-User	8 th -lvl Magic-User
96-97	5 th -lvl Magic-User	7 th -lvl Magic-User	9 th -lvl Magic-User
98	5 th -lvl Magic-User	8 th -lvl Magic-User	10 th -lvl Magic-User
99	3 rd -lvl Illusionist	5 th -lvl Illusionist	7 th -lvl Illusionist
00	4 th -lvl Illusionist	6 th -lvl Illusionist	8 th -lvl Illusionist

Spells memorised should be selected, not determined randomly.

Perhaps, in their cities on the ocean floor, the elders and leaders of the Deep Ones have even greater powers. If so, nobody has returned to tell of them.

Treasure: **Band:** 1d6x1,000 gp (40%); 2d6x100pp (75%); 2d4 gems (40%); 1d6 jewellery (30%); 1d3 “scrolls” (actually stone tablets with spells inscribed on them, which crumble to dust when read aloud) (30%); 1d4 magic items (30%). **Lair:** 2d6x1,000gp (60%); 2d6x100pp (75%); 6d10 gems (50%); 5d8 jewellery (50%); 2d6 “scrolls” (75%); 2d8 magic items (90%).

Demodands

The endless corpse & debris-filled battlefields of the Fields of Perdition are ruled by the demodands - a race of evil, cunning creatures renowned for their ruthlessness. On their home plane they are organized into a roughly feudal hierarchy of dukes (shator), earls (kelubar) and commoners (farastu). On other planes, including the Prime Material, they are typically encountered alone.

Farastu Demodand

Frequency:	Very Rare
No. Encountered:	1 or 2d6
Size:	Medium (7')
Move:	150'/300' flying (IV)
Armour Class:	-1
Hit Dice:	11
Attacks:	3
Damage:	1d6+1/1d6+1/3d4
Special Attacks:	See text
Special Defences:	+1 to-hit, see text
Magic Resistance:	1d10+10%
Lair Probability:	25%
Intelligence:	Average to Exceptional
Alignment:	Chaotic Evil (Neutral)
Level / XP:	7 / 2,850+16/hp

The farastu is the least powerful of the demodands. It is a tall, slender humanoid, with long arms and heads and bat-like wings. The skin of the farastu constantly excretes a sticky, tar-like substance. There is a 1 in 20 chance anything that hits or is hit by a farastu will adhere to it for 1d6 segments. If the farastu sticks to an opponent when it attacks it will immediately gain another attack. If an opponent sticks to the farastu during its own attack round, the farastu will gain +4 to initiative in the following round. If a weapon or other object sticks to the farastu, there is a 1 in 4 chance that the object will be wrenched from the opponent's grasp and the farastu will gain the initiative on the following round.

All farastu have *darkvision*. They are completely immune to acid or poison attacks and take only half-damage from cold or fire. They are also immune to both fear and phantasmal magic. They have an effective Strength of 19.

Farastu can use the following innate spell-like abilities once per round at will as an 11th-lvl spellcaster: *Detect Good*, *Invisibility* or *Magic*, *ESP*, *Fascinate*, *Gaseous Form*, *Invisibility*, and *Tongues*. Three times per day they can employ *Fog Cloud* or *Weakness*. Twice per day they can use *Dispel Magic*. On the Fields of Perdition they can *Gate* in 1d2 other farastu with a 40% chance of success.

Treasure: If encountered in their lair on the Fields of Perdition, a farastu will have 1d6 x 1,000cp (25%), 1d6 x 1,000sp (30%), 1d6 x 1,000ep (35%), 1d10 x 1,000gp (40%), 1d4 x 100pp (25%), 4d10 gemstones (60%), 3d10 pieces of jewelry (50%), and 1d3 magic items of any sort (30%).

Kelubar Demodand

Frequency:	Very Rare
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No. Encountered:	1 or 1d10
Size:	Medium (6 ½')
Move:	120'/240' flying (III)
Armour Class:	-2
Hit Dice:	13
Attacks:	3
Damage:	2d4/2d4/4d4
Special Attacks:	See text
Special Defences:	+2 to-hit, see text
Magic Resistance:	1d10+20%
Lair Probability:	20%
Intelligence:	Exceptional to Genius
Alignment:	Chaotic Evil (Neutral)
Level / XP:	9 / 3,959+18/hp

The kelubar are the earls of the demodands. They are dark-skinned, squat, thickly-built humanoids with large bat-like wings. The skin of a kelubar excretes an acidic substance that will cause an additional 1d6hp of damage with each successful hit unless the victim makes a Saving Throw vs. Poison. If a kelubar successfully hits with all three of its attacks it has grappled and enslimed the victim causing an additional 4d6hp of damage (Save vs. Poison for half damage).

All kelubar have darkvision. They are completely immune to acid or poison attacks and take only half-damage from cold or fire. They are also immune to both fear and phantasmal magic. They have an effective Strength of 20.

Kelubar have the following innate spell-like abilities which they can use, once per round, at will, as 13th-lvl spellcaster: *Detect Good*, *Invisibility* or *Magic*, *ESP*, *Fascinate*, *Gaseous Form*, *Invisibility*, and *Tongues*. Thrice per day they can employ *Dispel Magic*, *Fog Cloud*, and *Weakness*. Once per day they can use a *Ray Of Enfeeblement*. On the Fields of Perdition they can *Gate* in 1d2 other kelubar with a 50% chance of success.

Treasure: If encountered in their lair on the Fields of Perdition, a kelubar will have 1d6 x 1,000cp (25%), 1d6 x 1,000sp (30%), 1d6 x 1,000ep (35%), 1d10 x 1,000gp (40%), 1d4 x 100pp (25%), 4d10 gemstones (60%), 3d10 pieces of jewelry (50%), and 1d3 magic items of any sort (30%).

Shator Demodand

Frequency:	Very Rare
No. Encountered:	1 or 1d8
Size:	Medium (6')
Move:	90' / 180' flying (III)
Armour Class:	-3
Hit Dice:	15
Attacks:	3 or 1 weapon
Damage:	1d8+1/1d8+1/5d4 or by weapon
Special Attacks:	See text
Special Defences:	+3 to-hit, see text
Magic Resistance:	1d20+40%
Lair Probability:	15%

Intelligence:	Exceptional to Supra-Genius
Alignment:	Chaotic Evil (Neutral)
Level / XP:	9 / 5,250+20/hp

The shator rule over lesser demodands from their strongholds in the Fields of Perdition. They are very squat with loose folds of hide hanging across their broad frames. While they are capable of tearing flesh and rending bones with their claws they prefer to wield large weapons like flails or two-handed swords (+4 to-hit, +9 to damage).

All shator have *darkvision* and have excellent hearing and smell and can be surprised only 10% of the time. Their loose hide affords them -1 to to-hit and damage from edged weapons. Additionally, they are immune to acid and poison and take half damage from cold and fire. They are immune to fear and phantasm magic. They have an effective Strength of 21.

Shator have the following innate spell-like abilities which they can use at will, one at a time, once per round as a 15th-lvl spellcaster: *Detect Good*, *Invisibility* or *Magic*, *ESP*, *Fascinate*, *Gaseous Form*, *Invisibility*, and *Tongues*. Thrice per day they can *Dispel Magic* or employ *Weakness* and *Fog Cloud*. Once per day they can employ *Beguile* (as a **rod of beguiling**), *Cloudkill*, *Ray Of Enfeeblement*, and *Stinking Cloud*. On the Fields of Perdition they can *gate* in 1d8 other shator with a 60% chance of success.

Treasure: If encountered in their lair on the Fields of Perdition, a shator will have 1d3 x 1,000cp (20%), 1d4 x 1,000sp (25%), 1d4 x 1,000ep (25%), 1d4 x 1,000gp (30%), 1d6 x 100pp (30%), 1d6 x 10 gemstones (55%), 5d6 pieces of jewelry (50%), and 1d2+3 magic items of any sort (50%).

Demonikin

Frequency:	Very Rare
No. Encountered:	6d6
Size:	Small (2'-3')
Move:	150'
Armour Class:	3
Hit Dice:	4+4
Attacks:	3 (2 claws, 1 bite)
Damage:	1d3/1d3/1d6
Special Attacks:	Nil
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	50%
Intelligence:	Low
Alignment:	Chaotic Evil
Level / XP:	4 / 165 + 5/hp

Demonikins are not actual demons, but are a race of small humanoid creatures. At a casual glance, they appear much like small children. However, their true nature quickly becomes apparent. They have razor-sharp teeth and long claw-like fingernails; they are extremely fast. Further, they have a foul and murderous disposition, and delight in tearing and rending flesh, which they consume with great glee. They almost always appear in large numbers, and will swarm victims, tearing them to pieces. Though not very intelligent, they possess enough cunning to use their appearance to lure unsuspecting victims into ambushes and traps. In some ways, they represent the worst of actual

human children. They collect treasure, especially shiny and pretty objects, though they have no use for it per se.

Demonikin are incredibly resilient; they can take a great deal of damage and feel no pain. Further, when brought to negative hit points, they will appear to die, but in truth they are simply regenerating and will leap back into a fight in d4 rounds, restored to $\frac{1}{4}$ of their original hit points (round up). Because of this ability, they fear nothing except fire, which will kill them permanently. They are somewhat resistant to cold attacks (-1 damage per die).

Treasure: 1d8×1,000 cp (50%), 1d6×1,000 p (25%), 1d4×1,000 ep (25%), 1d3×1,000 gp (25%), 1d8 gems (30%), 1d4 jewellery (20%), random magic sword, armour or misc. weapon (10%)

Devil Dog

Frequency:	Very Rare
No. Encountered:	2d8
Size:	Medium
Move:	240'
Armour Class:	6
Hit Dice:	6
Attacks:	1
Damage:	1d8
Special Attacks:	Throat grab
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	15%
Intelligence:	Low
Alignment:	Chaotic Evil
Level / XP:	6 / 280 + 6/hp

The devil dog has a pure white coat and bright blue eyes. In snowy environment, these hounds are effectively invisible past 30'.

The devil dog has an uncanny knack for crushing its victims' throats. In combat, if the dogs' attack roll is 4 greater than that required to hit, it has latched onto its target's throat, doing double damage and knocking the victim unconscious for 2d4 turns. If not given healing magic before the 2d4 turns expire, the victim will choke to death.

Treasure: None

Devil Ray

Frequency:	Very Rare
No. Encountered:	10d10
Size:	Medium (3'-8')
Move:	120'
Armour Class:	6
Hit Dice:	1+1
Attacks:	1
Damage:	3d4

Special Attacks:	Cleric spells
Special Defences:	Nil
Magic Resistance:	Nil
Lair Probability:	60%
Intelligence:	Average to High
Alignment:	Chaotic Evil
Level / XP:	3/30+2/hp

Devil rays are an intelligent race of intelligent manta rays most commonly found in shallow tropical seas. They are evil and worship a variety of demonic dieties from whence they derive their clerical abilities. For every 10 devil rays encountered, one will be a 2nd-level cleric. For every 20 encountered a 3rd-level cleric and for every 50 a 5th-level Cleric. If more than 50 are encountered there will be the following devil rays of exceptional ability in addition to the above: an 8th-level Cleric leader with 4+4 HD and 2 6th-level Cleric sub-leaders with 3+3 HD. Additionally, for every 20 devil rays there is a 3 in 6 chance one of them will be vampiric. Vampiric devil rays have 2+2 HD, regenerate 3 hit points per round and drain a level whenever they successfully hit in melee. Vampiric devil rays, despite their name, are not in fact undead and cannot be turned by a Cleric.

Devil ray lairs are usually well-hidden amongst coral reefs or in undersea caverns with concealed entranceways.

Treasure: Individual devil rays typically do not possess treasure. If encountered in their lair leader types have a 90% chance of possessing 1d8 x 10 gemstones, an 80% chance of 5d6 pieces of jewelry and a 70% chance of 1d4 magic items, excluding scrolls. Additionally, a devil ray lair will also contain the following: 1d6 x 1,000cp (30%), 1d2 x 1,000sp (25%), 2d4 x 1,000gp (40%), 10d6 x 100pp (50%), 4d8 gemstones (55%), 1d12 pieces of jewelry (45%) and 2d4 potions (40%).

Dire Corby

Frequency:	Uncommon
No. Encountered:	1d20
Size:	Medium
Move:	120'
Armour Class:	6
Hit Dice:	2
Attacks:	2
Damage:	1d6/1d6
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	25%
Intelligence:	Low - Average
Alignment:	Neutral Evil
Level / XP:	2 / 30 + 1/hp

Dire corbies are cave-dwelling wingless bird-men. They have a particular love of the flesh of giant bats, but are willing to eat other flesh in a pinch (including that of humans).

The dire corby is man-sized, with a bird-like beaked head, black feathers covering its body, and talons

on its hands and feet. It attacks using its hand-talons.

These monsters are particularly cruel, and enjoy chasing down their prey in large flocks while shouting raucous taunts in their language of screeches and hoots.

Treasure: None

Doppelganger, Greater

Frequency:	Very Rare
No. Encountered:	1d3
Size:	Man-sized
Move:	120'
Armour Class:	3
Hit Dice:	8
Attacks:	2
Damage:	1d8/1d8
Special Attacks:	Stealth (Surprise/Backstab on 1 in 3)
Special Defences:	See text
Magic Resistance:	Standard (see text)
Lair Probability:	10%
Intelligence:	Exceptional
Alignment:	Neutral (Evil)
Level / XP:	WiP

Greater Doppelgangers are exceptionally long-lived and crafty leaders of their kind. Greater Doppelgangers will typically be encountered with at least 1d8 lesser doppelgangers (q.v.), all members of the same 'pod'. Doppelganger pods like this may operate clandestinely in a human or demi-human settlement similar to a small assassins' guild with greater doppelganger as Guildmasters and High Priests of Tsathoggua, the doppelganger god.

Like all doppelgangers, greater specimens are capable of altering their outward appearance to resemble any humanoid

A greater doppelganger's actual alignment cannot be discerned through *detect good/evil* or *know alignment*, since the being projects a false aura that matches the alignment of the caster of the divination spell (in a manner similar to *obscure alignment*). *True seeing* will pierce this protection, but not *true sight* or a **gem of seeing**.

They are proficient spellcasters, capable of learning and casting Phantasmal spells as an 8th-level Illusionist.

A greater doppelganger's actual alignment cannot be discerned through *detect good/evil* or *know alignment*, since the being projects a false aura that matches the alignment of the caster of the divination spell (in a manner similar to *obscure alignment*). *True seeing* will pierce this protection, but not *true sight* or a **gem of seeing**.

In melee greater doppelgangers will attack with any weapons at hand or with their two sharp claws (1d8 damage each) which secrete a fast-acting paralytic poison (Save vs. Poison at -2 or be paralyzed as by a Ghoul for 1d3 turns.)

Treasure: None

Dracomen (Dragon Men)

Frequency:	Very Rare
No. Encountered:	10d12
Size:	Medium (6' tall)
Move:	90' or by encumbrance
Armour Class:	7 or by armour type
Hit Dice:	2
Attacks:	1
Damage:	1d6 or by wpn
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	50%
Intelligence:	Average - High
Alignment:	Neutral Evil
Level / XP:	2 / 50 + 1/hp

As their name suggests, these are hybrid creatures. In both shape and size they resemble men, but their bodies are covered with dark scales, their limbs end in claws and their faces have an unmistakably draconic visage. Furthermore, upon their backs are folded membranous wings, which have no other function than to recall a monstrous ancestry. Whilst they have no need of lighter forms of armour, dragon men often wear mail or something similar to augment their natural defences.

Whilst dragon men are capable of delivering a powerful bite attack for 1d6 damage, they prefer to use more conventional weapons in combat; bows, spears and swords are typical. Once each day, they may breathe fire in a narrow stream at a target up to ten feet away, inflicting 2d6 damage, or 1d6 in the case of a successful saving throw. In addition to having generally high morale, dragon men are completely immune to the effects of supernatural and magically induced fear.

For every ten soldiers encountered there will be one sergeant with fifteen hit points; these fight as though three hit dice and add one to damage rolls made with most weapons. If more than thirty dragon men are present there will be one lieutenant with twenty hit points; he also fights as though three hit dice, but adds one to hit and two to damage. If there are more than sixty dragon men they will be led by a captain with twenty five hit points; he fights as though four hit dice, and adds two to hit and damage rolls.

Of the origin of dragon men little is known for certain. It is often said that they are the result of dark sorcery or bargains struck with infernal beings, and some learned sages have gone so far as to suggest that they might once have been men. Others contend that dragon men are not native to the world, but vestiges of an ancient and alien empire. That they have a draconic heritage of some sort is thought undeniable, though an alternative theory postulates a distant kinship with lizard men and troglodytes.

Treasure: Individually 5d6sp; in lair 1d3 x 1,000cp (50%), 2d6 x 1,000sp (50%), 1d6 x 1,000gp (50%), 5d6 gems (25%), 3d6 jewellery (50%), and 1d3 magic items (25%).

Dragonne

Frequency:	Very Rare
No. Encountered:	1
Size:	Large (5' at shoulder, 12' long)
Move:	150' / 90' flying (AA:II)
Armour Class:	2
Hit Dice:	9
Attacks:	3
Damage:	1d8/1d8/3d6
Special Attacks:	Roar
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	40%
Intelligence:	Low
Alignment:	Neutral
Level / XP:	9 / 2,000+

Dragonnes are a cross between a brass dragon and a lion. They are solitary creatures that make their lairs in remote desert areas. They speak the languages of brass dragons and sphinxes.

In combat, dragonnes attack with either two claws and a bite or use their fearsome roar. Its roar causes weakness to all creatures within 120' of the dragonne (as the 2nd-lvl Arcane spell *Ray of Enfeeblement*) unless a Saving Throw vs. Paralysis is made. Additionally, all creatures within 30' of the dragonne will be deafened (-1 to to-hit). Both of these effects last for 2d6 melee rounds.

Dragonnes have very small wings and are able to fly for only short distances (up to 3 turns) before landing.

Treasure: When encountered in their lair, dragonnes possess 1d8 x 1,000cp (50%), 1d6 x 1,000sp (25%), 1d4 x 1,000ep (25%), 1d3 x 1,000gp (25%), 1d8 valuable gems (30%), 1d4 pieces of jewelry (20%), 2d4 potions (40%), 1d4 scrolls (50%) and a magic sword, armour or other miscellaneous weapon (10%).

Drake, Fire

Frequency:	Very Rare
No. Encountered:	1
Size:	Medium (15' long)
Move:	90' with bursts up to 150'
Armour Class:	5 (7 on belly)
Hit Dice:	5
Attacks:	4 (2 claws, 1 bite, 1 tail lash)
Damage:	1d8/1d8/1d6/1d4
Special Attacks:	Breath Weapon
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	80%
Intelligence:	Semi-
Alignment:	Neutral
Level / XP:	5 / 250 + 5/hp

Fire drakes resemble crosses between juvenile red dragons and crocodiles, but they lack a dragon's wings and do not have the ability to fly. Inhabiting remote desert outcrops and highly mountainous terrain, these semi-intelligent animals are quite voracious and are typically the apex predators in a given region. Fire drakes will attack any other creature, and they seem to particularly relish the soft flesh of humanoid-type creatures.

Lumbering about with lizard-like gaits, fire drakes typically move at a slow, reptilian pace. However, these creatures are capable of short bursts of 150' in a single round, which is more than sufficient to capture most fleeing prey. Sprinting behind a target, fire drakes will often surprise swifter creatures by spitting a jet of blood onto the victim's back. This lancing jet bursts into flame upon contact with the air and causes 2d8 points of damage to living flesh. The powerful breath weapon is very narrow (only 1' wide), can be used but five times per day, and extends out 20' from the fire drake's gullet. Creatures caught in the jet may make a Saving Throw vs. Breath Weapon for half damage.

Fire drakes are not dragons and, other than having multiple attack routines and possessing breath weapons, have little in common with the larger creatures. The blood of a fire drake may be collected and used as a grenade-type weapon (a pint of the stuff acting as two flasks of oil), or may be used to temporarily coat any all-metal weapon, causing an extra 1d4 points of flame damage upon a successful hit. This flaming effect lasts 1d4+2 rounds, but there is a 2% cumulative chance per round of destroying a normal weapon by using it in such a fashion. It is rumored that magic users avidly seek the blood of fire drakes for use as spell components.

Treasure: None

Drake, Lightning

Frequency:	Very Rare
No. Encountered:	1 (80%) or 2 (20%)
Size:	Medium (10' long)
Move:	90', 60' in trees
Armour Class:	4
Hit Dice:	4+4
Attacks:	3 (2 claws / 1 bite)
Damage:	1d6/1d6/1d8
Special Attacks:	Breath Weapons
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	50%
Intelligence:	Low
Alignment:	Neutral
Level / XP:	4 / 240 + 4/hp

Mottled lightning drakes look much like their fire and water drake cousins, but they resemble juvenile dragons more than any type of crocodile. Like their relatives, lightning drakes lack a dragon's wings and do not have the ability to fly, and they also tend to inhabit remote locations far from normal human habitation. Lightning drakes' preferred habitats are temperate and tropical forests, where they specialize in using their particular breath weapon to knock hard to reach prey from the trees. Lightning drakes are usually one of the strongest predators in a given region, but they are careful to avoid stronger creatures such as spiny and green dragons. It is reported that lightning drakes are often found perched on the highest edifices of ruined castles and cities that have been reclaimed by

nature. And, while in their forest environment, lightning drakes have a 4 in 6 chance of surprising their targets.

These carnivores scurry about like large monitor lizards, and they are somewhat slower than desert-dwelling fire drakes. Also unlike their blood-spurting cousins, lightning drakes discharge a powerful electrical bolt that delivers 2d8 hit points of damage and is sufficient to stun most small and medium-sized creatures for 1d6 rounds (Save vs. Breath Weapon for half damage and no paralysis). They normally lie in wait within a forest, concealing their bodies in a tree's branches and using their precise breath attacks to pick off unwary prey. This powerful bolt is only 6 inches wide and can only strike one creature, but it is capable of being used 1d8 times per day and the electrical discharge extends 30' from the drake. Creatures both within the lightning drake's range and partially in water will not receive a Saving Throw versus the breath weapon's damage, but are allowed a Saving Throw vs. Paralysis.

Lightning drakes' tails are smaller than their cousins' and are not capable of dealing damage. However, their tails are prehensile and provide the reptile with enough purchase to allow it to engage a foe with both of its front claws while in a tree. Scurrying and leaping from one branch to another, lightning drakes may be hard to close with, and the creatures will not be hesitant to flee an encounter.

If two lightning drakes are encountered, it will be a mated pair that has a nest in a nearby tree. If investigated, the nest will hold 1d4 baby drakes or unhatched eggs. If raised from infancy, lightning drakes can make loyal, reliable guardians as long as sufficient food is made available to the creatures.

Treasure: None

Drake, Water

Frequency:	Very Rare
No. Encountered:	1
Size:	Medium (12' long)
Move:	60', 90' swimming
Armour Class:	4
Hit Dice:	4+4
Attacks:	1 (bite) or 2 (1 claw/1 tail lash)
Damage:	1d8 or 1d8/1d8
Special Attacks:	See below
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	80%
Intelligence:	Semi-
Alignment:	Neutral
Level / XP:	4 / 200 + 4/hp

Water drakes have evolved from the somewhat larger species of fire drakes, and resemble crocodiles a bit more than juvenile dragons. Inhabiting freshwater lakes and swamps, and sometimes found in saltwater estuaries, water drakes hunt primarily by stealth and utilize most of the tactics of crocodiles while catching prey.

Their forelimbs have adapted somewhat to life in the water and are noticeably shortened. This causes water drakes to move slowly upon land, but they are capable of swimming at a rate of 90' per round

while in water. Their front feet are curved inwards and function better as flippers, and it is a water drake's back feet that will be utilized in powerful raking attacks that cause 1d8 points of damage- but only against foes situated on the drake's flank. Their jaws are strong, however, and a drake that is in the water and latches on to a victim is not likely to release its grip, automatically inflicting 1d6 of crushing damage every round thereafter. Only if the drake is seriously harmed, or if a character makes a successful *Bend Bars* attempt will the water drake then release the biting victim. Otherwise, the water drake will attempt to drag the unfortunate down, into the water.

Water drakes can slap their tails at creatures that are either behind them or situated along their sides (which will be targeted with both a claw attack and a tail lash). In addition to the significant damage the beast's tail can do (1d8), small and medium sized targets must Saving Throw vs. Paralyzation or be stunned for 1d4 rounds by the drake's powerful lash. Large targets suffer no such effect.

Like fire drakes, the blood of water drakes is flammable. However, their blood will only burst into flame upon contact with water. Water drakes use their ability to disgorge small quantities of blood to generate superheated steam within organs that lie along their gullets. When belched out, the steam causes 1d8 points of scalding damage upon contact with any creature within a hemispherical region centered upon the drakes' head. The breath weapon can be used five times per day, and the hemisphere extends 10' from the mouth, but creatures caught in the steam cloud may Saving Throw vs. Breath Weapon for half damage.

The blood of a water drake may be collected and used as a grenade-type weapon when thrown onto the surface of water (a pint of the stuff producing effects similar to that of a flask of oil does on land). There, it will burn hot for 1d4+2 rounds and will touch off any normal cloth or wood that it comes into contact with. Jars of water drake blood are used by the occasional navy, with the pots being launched by small catapults at enemy ships- the blood forming the basis of the fabled *hygron pyr*.

Treasure: None

Ear Seeker

Frequency:	Very Rare
No. Encountered:	1d4
Size:	Small
Move:	10'
Armour Class:	9
Hit Dice:	Less than 1
Attacks:	1
Damage:	Nil
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	100%
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	1 / 5 + 1/hp

These small insects are the bane of eavesdroppers, living in doors or other masses of wood. They are drawn to warm dark places, which trigger its reproductive cycle. If an unprotected ear or other facial opening is placed against the surface of where the seeker nests, it will enter the host body and

deposit its eggs. A seeker lays 1d8+8 eggs that hatch in 4d6 hours. The larvae then burrow their way through various soft tissues to the host's brain, and engorge themselves, killing the host on a score of 9 or less on a d10. If a *Cure Disease* spell is cast upon the host prior to the eggs hatching, no harm will come to him.

Treasure: None

Eblis

Frequency:	Very Rare
No. Encountered:	4d4
Size:	Medium
Move:	120' / 120' flying (AA: IV)
Armour Class:	3
Hit Dice:	4+4
Attacks:	4
Damage:	1d4
Special Attacks:	Phantasmal spells
Special Defences:	Fire resistance
Magic Resistance:	Standard
Lair Probability:	50%
Intelligence:	Average - Exceptional
Alignment:	Neutral Evil
Level / XP:	4 / 200 + 4/hp; 245 + 5/hp if spellcaster

These creatures are known to live deep in the swamps and marshes in warm climates. First hand information about them is very rare as they are exceedingly hard to find, and, according to explorers, likely to attack intruders who stumble on their settlements. This usually happens accidentally, as even careful and deliberate searching for eblis lairs in known vicinities are successful only 1 time in 10. This is due to their homes being made of plants local to their surroundings.

Eblis live and rear their children in mated pairs; a village will have a residence for each pair. If found, an eblis nest has a 1 in 4 chance of containing an egg. Also, eblis are fascinated by flashy light and frequently have treasure stored as well. This affectation may be due to a latent talent for Phantasmal magic; each tribe has at least 1 eblis capable of casting 2d4 Phantasmal spells through a combination of droning and peculiar swaying movements of its body. All Phantasmal magic will be either of 1st or 2nd-lvl in class, and cast at the 3rd-lvl of ability.

Non-spellcasting eblis rely on their sharp, slim beaks for attack and defense, able to make up to 4 powerful stabbing attacks each round. Their exceptional agility as a species makes them very difficult to hit in return. Fire magics are less effective against Eblis, as the are typically encountered in or near bodies of water and themselves wet. Eblis gain a bonus of +1 to Saving Throws against fire; each die of damage is reduced by 1 point prior to calculating the effects of a Save.

Treasure: Each eblis next has a 1 in 4 chance of containing treasure. If found, treasure will be one of the following: metal tube with scroll (15%), glass or crystal potion bottle (15%), ring (5%), miscellaneous magic item (5%), magic dagger or knife (10%), or 1d6 pieces of precious metal jewellery.

Elder Things (aka Elder Ones, etc.)

Frequency:	Very Rare
No. Encountered:	2d6 (group) or 2d100 (city)
Size:	Large (about 8' tall)
Move:	90' / 90' swimming
Armour Class:	7
Hit Dice:	9+9
Attacks:	3
Damage:	2d6/2d6/2d6
Special Attacks:	None
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	85%
Intelligence:	High
Alignment:	Lawful Evil
Level / XP:	7/ 1,100 + 13/hp

These creatures created the Shoggoths (q.v.), a mistake that eventually led to their virtual destruction. They may be met in small groups as survivors somehow placed in stasis, by time travellers to the remote past, or in strange and distant planes. They prefer cold climates and aquatic environments, and they can withstand extreme depths of the ocean. They would not see themselves as evil, but are callous and selfish and have no regard for lower forms of life such as humans, so are defined as “evil” for game purposes.

A group of Elder Things may, and city of Elder Things will, include technological items. These may include weapons of great power, particularly if the Elder Things are hunting for Shoggoths or defending themselves against them. They are abstractly listed as conventional magic items, but the GM should consider describing them as technological. For example, a potion may be described as a hypodermic needle, a scroll as a recording of some kind, etc.

Treasure: Group: 1d12 gems (40%); 1d8 jewellery (35%); 1d6 potions (30%); 1d6 scrolls (30%); 1d2 magic items (25%). **City:** 4d20 gems (85%); 3d20 jewellery (75%); 3d12 scrolls (60%); 2d12 scrolls (55%); 2d20 magic items (75%).

Eye Killer

Frequency:	Very Rare
No. Encountered:	2d4
Size:	Medium
Move:	90'
Armour Class:	5
Hit Dice:	4
Attacks:	1
Damage:	1d6
Special Attacks:	Various
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	25%
Intelligence:	Animal
Alignment:	Neutral

Level / XP:	3 / 175 + 3/hp
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Eye killers are a flightless amalgamation of bats and snakes, having a bat's head and upper body attached to the trunk of a snake. It's most striking feature are its large eyes; big and shining, these eyes are the last thing many adventurers and other delvers into the subterranean see glowing at them in the dark. Rarely the creatures will be encountered on the surface during new moons, but in such instances the number encountered are halved.

Eye killers are able to constrict its prey, automatically doing damage each round after a successful hit. This is not why eye killers are feared, however. Unless encountered by creatures using only darkvision, the creature will collect in the available light from torches and other sources, focusing it back in the direction of the light in a beam of up to 50 ft long. If the eye killer succeeds on a roll to hit armour class 10, the victim must roll a Saving Throw vs. Death or immediately perish. If the Saving Throw succeeds, the victim takes 3d6 points of damage. An eye killer's gaze attack can be reflected, although unlike some creatures it is not vulnerable to its own gaze; instead, it can use any such reflection to power another attack. Two gaze attacks can be made each day, not counting any attacks reflected. If sufficient numbers of creatures survive its ranged gaze attacks and bring 1d4 light sources within 10' of an eye killer, it must immediately check morale or flee each round.

Treasure: None

Fire Snake

Frequency:	Uncommon
No. Encountered:	1d6
Size:	Small
Move:	40'
Armour Class:	6
Hit Dice:	2
Attacks:	1
Damage:	1d4
Special Attacks:	Poison, Surprise
Special Defences:	Immunity to fire
Magic Resistance:	Standard
Lair Probability:	99%
Intelligence:	Semi-
Alignment:	Neutral
Level / XP:	3 / 95 + 2/hp

Fire snakes always nest in open flames, and will not be found more than 25' away. large, continuous blazes will contain several, while smaller maintained flames such as large lamps may be temporary residences for single creatures. fire snakes' appearances match the flames they reside in, with colours varying between blue, red, yellow and orange. This camouflage makes them hard to spot; they surprise on 1-4. Their natural immunity is equivalent to a *Resist Fire* spell. When successfully attacked, a victim must Save vs. Poison or be unable to move for 1d6 turns.

Magic-Users with expertise in elemental and summoning magicks have theorized that fire snakes are immature salamanders. They have a clear predisposition to collect gems, hoarding them in preference to all other treasure. Whether this is due to attraction to gem stones' flashy appearance and ability to tolerate heat, or if gems play some role in metamorphosis to another form is unknown.

Treasure: 1d4 gems (50%)**Firefly, Giant**

Frequency:	Very Rare
No. Encountered:	1d4
Size:	Small
Move:	30' / 150' flying (AA: IV)
Armour Class:	5
Hit Dice:	2
Attacks:	1
Damage:	1d3
Special Attacks:	Nil
Special Defences:	Immune to fire, electricity, <i>Faerie Fire</i>
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	2 / 40 + 1/hp

Giant Fireflies are not aggressive by nature. Having rudimentary intelligence, they often are befriended by local druids, and sometimes elves, and taught to perform various tasks. They provide bright light in a 10' radius, and often a small swarm will accompany druids harvesting mistletoe by moonlight.

If attacked, Giant fireflies can fight back with their mandibles. Goblinoids with penalties fighting in daylight suffer those penalties when fighting 2 or more giant fireflies, and have a -5% to all morale checks. If a giant firefly is killed in melee, the biochemical reaction that creates their luminescence will coat any creature in a 5' radius around the creature, with effects equal to a *Faerie Fire* spell; this also negates invisibility. The effect lasts for 1d12 turns or until washed with alcohol or vinegar.

Treasure: None**Flail Snail**

Frequency:	Very Rare
No. Encountered:	1
Size:	Large
Move:	30'
Armour Class:	4 or -8
Hit Dice:	4 to 6, or 1hp
Attacks:	4 to 6
Damage:	1d8 each attack
Special Attacks:	Nil
Special Defences:	Various
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Low
Alignment:	Neutral
Level / XP:	4HD: 3 / 205 + 3/hp

5HD: 4 / 280 + 4/hp
6HD: 5 / 420 + 6/hp

Flail snails are as large as a small wagon with an ogre's height. They grow spiky arms from the front of their bodies which are in a state of perpetual motion, beating the ground before the creature or anything unfortunate enough to get in its way. Each arm does 1d8 damage and provides an equal portion of its hit points. The body has a single hit point accounted separately from the rest. They are a menace during the night time hours or when adventuring under the earth.

The normal way to kill this creature is to do enough damage to destroy each arm, which causes it to retreat into its shell. Death is sure, but can take up to 30 minutes. During this time it emits a mournful dirge with equivalent effects to that of a shrieker; each turn there is a 3 in 6 chance that a wandering monster will investigate looking for a free meal. The second, more difficult method of dispatching a flail snail is to score a hit against the 1 hit point body of the shrieker by compromising its shell. The shell, however, provides excellent protection (AC -8). If killed by an attack to the body, the flail snail is instantly dead and does not attract wandering monsters.

While a flail snail does not have magic resistance in the classical sense, it is difficult and dangerous to attack it with spells. Fire, magical or otherwise, does not damage it. The iridescent shell's magical properties disrupt spells cast against it with unpredictable effect. For each spell a d10 should be rolled. On a score of 1-3, the shell has no effect; 4-5 the magic is drained away totally; 6-9 the spell is distorted in some small manner of the GM's choosing and shifted to the nearest other being; and on a roll of 0 the spell rebounds on the caster, centred on them if an area effect spell. There is no harm to the flail snail if the effect is displaced onto another being, even if the creature would otherwise in the revised area of effect. The shell also has powers equivalent to a **robe of scintillating colours**.

Treasure: None

Flumph

Frequency:	Rare
No. Encountered:	2d8
Size:	Small
Move:	60' flying (AA: I)
Armour Class:	0 top, 8 bottom
Hit Dice:	2
Attacks:	1
Damage:	1d8
Special Attacks:	Acid
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Average
Alignment:	Lawful Good
Level / XP:	2 / 30 + 1/hp

The flumph is a strange creature variously rumoured to be the bizarre result of a Magic-User's experiment, a drunken joke of a wish or the agents of a long-lost god of harmless pranks. Whatever the case, their appearance is similar to that of a floating flounder, with all of the creature's sensory organs on the top of its head; it has the eyestalks of a crab or snail, and extremities resembling that

of a jellyfish trailing from underneath its body. Its edge has tooth-like growths. Flumphs are usually white. Their top sides are hard, but their undersides are vulnerable.

Flumphs typically float between 30' to 60' in the air and pay no attention to creatures below unless agitated or attacked. The creature's primary attack is to spray a malodorous fluid from its anus, which is located somewhere on the edge of its body where the hemispheres conjoin. This attack has a range of 20' and takes the shape of a cone 10' wide at its base. For all creatures in the area of effect, roll a Saving Throw vs. Poison to avoid retreating in disorder for 1d10 rounds. No living creature will voluntarily approach closer than 120' to a creature so marked for 1d4 hours.

If a creature has the fortitude (or sensory deprivation) to continue attacking a flumph, it will manoeuvre above the attacker and fall, doing 1d8 points of damage from its “teeth”. The appendages are covered in acid that worsens the original wound, causing an additional 1d4 damage per round for 2d4 rounds. If an attacker can flip a flumph over, it will fall to the ground and be unable to move, attack or defend itself effectively (AC 10).

Treasure: None

Foo Creatures

	DOG	LION
Frequency:	Rare	Very Rare
No. Encountered:	2d4	1d4
Size:	Medium	Large
Move:	270'	210'
Armour Class:	0	-1
Hit Dice:	9	14
Attacks:	3	3
Damage:	1d4+1/1d4+1/1d12	2d4/2d4/2d8
Special Attacks:	See below	See below
Special Defences:	See below	See below
Magic Resistance:	45%	55%
Lair Probability:	Nil	Nil
Intelligence:	Very	Exceptional
Alignment:	Chaotic Good	Chaotic Good
Level / XP:	7 / 1,200 + 12/hp	7 / 3,650 + 18/hp

Foo creatures are powerful, multi-planar forces for weal. They have been encountered in the good-aligned outer planes, the prime material plane, and travelling through the astral or æthereal. Foo dogs and lions share many distinguishing characteristics; Both have front legs that are feline in appearance, while their hindquarters are canine. Their heads are large in proportion to their bodies, with gaping maws filled with sharp teeth. Foo lions have longer tails and manes.

These creatures are terrible foes of evil wherever they find it, often protecting good-aligned folk a foo creature detects while moving from place to place. They warn their unsuspecting wards with a battle cry that combines the power of a leonine roar with the staccato of a canine bark. If maintained for 1d4+4 rounds, this sound may summon other foo creatures to the fray from across the planes (2-in-8 chance of successful summoning of either 2d3 foo dogs, or 1d3 foo lions which appear in 1d10 rounds). They melee with a claw/claw/bite routine. In combat with evil, foo creatures attack as if 1 hit die higher; denizens of hell or other lawful evils are their sworn enemies and all foo get an addition

+1 to all attack rolls above their other bonuses. Enemies of any evil alignment suffer a -1 to all attack rolls when facing foo creatures.

If convinced of pressing need, foo creatures will serve as guardians of an area for good creatures. Their wanderlust can only be suppressed for so long, however, and if not relieved of their duty they will move on in 1d4 weeks. Foo creatures speak all human tongues found on the various Prime Material planes in addition to their own.

Treasure: None

Forester's Bane (Snapper-saw)

Frequency:	Very Rare
No. Encountered:	1d2
Size:	Large
Move:	Nil
Armour Class:	4/7/9 (stalks/leaves/body)
Hit Dice:	5, see below
Attacks:	3 to 6
Damage:	1d4+1 per attack
Special Attacks:	Trap
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	100%
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	4 / 200 + 4/hp

The Forester's Bane is a short bush with a centre made up of tough, fibrous branches. A carnivorous plant, it extends its long leaves 1d4+4 feet away from its body - usually hidden under a light covering of organic material. As a secondary attempt to lure non-intelligent prey, it produces particularly sweet-smelling fruit as a lure. When an unfortunate steps on a leaf, all its exterior foliage springs shut, depositing the creature within the centre of the body and acting as a barrier to trap him inside (no Saving Throw). In its center grow 1d4+2 sharp, serrated stalks that lash at the creature until it dies, often cutting it into multiple pieces.

Starting on the second round, a living victim can attempt to break out; each point of strength grants a cumulative 5% chance of success. If a victim attempts to attack a stalk, each stalk has 16+1d8 hit points. Allies attacking from the exterior must fight their way through the leaves, which have 8+1d8 hit points. Destroying a leaf will allow one person to attack the body, although others may also attack from the second rank with appropriate weapons. A forester's bane that does not have its central body destroyed will regrow any lost parts within 2d4 weeks.

Beings sawed to death are frequently dismembered (100% chance, decreasing by 10% for each point of armour class); in this condition they can not be raised from the dead, although resurrection is unaffected. As a small benefit to those who encounter a forester's bane, the fruit is particularly nutritious, and each day a piece is eaten, hit points are regained as if having full bed rest even if travelling at moderate speeds.

Treasure: None

Formian

	MYRMACH	WARRIOR	WORKER
Frequency:	Very Rare	Very Rare	Rare
No. Encountered:	1d4+4	1d20+20	1d4 x 100
Size:	Large	Medium	Small
Move:	150'	150'	180'
Armour Class:	1	2	3
Hit Dice:	6+6	3+3	1+1
Attacks:	2	4	1
Damage:	2d4/1d2	1d6/1d6/1d4/1	1d4
Special Attacks:	Poison	Poison	Nil
Special Defences:	Nil	Nil	Nil
Magic Resistance:	Standard	Standard	Standard
Lair Probability:	100%	50%	20%
Intelligence:	Exceptional	Low	Low
Alignment:	Lawful Neutral	Lawful Neutral	Lawful Neutral
Level / XP:	5 / 465 + 8/hp	3 / 135 + 3/hp	2 / 40 + 1/hp

Formians are a race of intelligent ants which can be found in nearly any climate. They possess no antipathy towards most races, but war for slaves ferociously with other tribes of their own kind, and giant termites (regarded as the most desirable food source of these creatures). If aroused, they ferociously eliminate threats to their cities however, and are regarded as dangerous by humanoids if formians establish a city near to existing settlements.

Formians, unlike normal ants, typically use only their rear 4 legs for locomotion, keeping their front 2 legs for grasping and their upper bodies upright. This posture is similar to that of centaurs, and many races call formians centaur-ants. Thier front legs have articulated wrists and 2 claws with an opposing claw, giving them a greater degree of use. Myrmarchs and more advanced formians have a range of motion and precision of movement with their hands to equal most humanoids. Workers are of comparable size to a mastiff, warriors to a mule and myrmarchs to a light warhorse. Most encounters are with foraging workers (9 in 10 chance); the remainder are with warriors on patrol. Even a foraging trip has a small chance of being accompanied by warriors if the city is in a state of hostilities (1 in 10 chance). If a Lair Probability roll is positive, than the encounter is within 1d3 miles of a formian city. 5d8 workers make up a foraging party; 1d4+1 warriors make up a patrol.

Formians attack with their strong bites; warriors can also attack with their claws, and both warriors and myrmarch have poison stings. This poison does an additional 2d4 or 4d4 damage, respectively, by a warrior or a myrmarch (Save for half). All formians are extremely strong; workers have the equivalent strength of a fire giant, warriors a cloud giant, and myrmarchs a storm giant! Woe to the unlucky soul grappled by a formian. If in position to touch another being with one or both of their antennae, formians can communicate telepathically, although only Myrmarchs and above have sufficient intelligence to have a small vocabulary of Common; others can send and receive mental images and basic feelings.

Formian cities resemble walled human towns from a distance, although all the structures inside resemble mounds of various slope, with entries at or near their apex. Formian cities are much larger underground than above it, with tunnels, and vertical shafts connecting rooms and storage areas. There are 1d3+1 underground levels to a formorian city. In addition to the rolled number encountered, each level will have 2d10x10 additional workers, and 2d20x10 slaves of other tribes of

formian taken in battle. Slaves do not respond in any way to intruders. Myrmarches are the ruling class of the formorians, and when encountered they are protected by an additional workers (3d4) and warriors (1d4). The queen's nest will be in the lowest level and is protected by her harem of males (1d4+1 males), equal to myrmarches but with additional hit dice (7+7). There are also 1d4 myrmarches, 1d10+10 warriors and 1d20+20 workers dedicated to serving and protecting the immobile queen and the immature formians (eggs, larvae and pupae, 10 of each). The city's treasure is also kept in the queen's nest. If the queen is threatened, the workers will move her and the immature formians away from danger. If the myrmarches or males do not think the intruders can be defeated, they will negotiate telepathically. It is rumoured that some queens possess spell casting abilities.

Each formian tribe is a different colour, or combination of colours. More than 10 tribes are known to exist.

Treasure: 1d6 x 1,000cp (25%), 1d6 x 1,000sp (30%), 1d6 x 1,000ep (35%), 1d10 x 1,000gp (40%), 1d4 x 1,000pp (25%), 4d10 gems (60%), 3d10 jewellery (50%), any 3 magic items (30%)

Froghemoth

Frequency:	Very Rare
No. Encountered:	1
Size:	Large
Move:	20' / 80' swimming
Armour Class:	2 / 4 / 6 (tentacles / body / tongue)
Hit Dice:	16
Attacks:	1 or 4
Damage:	5d10 or 1d4+4 (x4)
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	See below
Lair Probability:	50%
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	9 / 7, 750 + 20/hp

Froghemoths are gigantic amphibians. They are master ambushers, effectively using shallow waters to lie in wait for prey. While they have been found in all varieties of fresh water, their sickly yellow underbodies and top halves of variegated greens is natural camouflage in swamps, their preferred habitat. They have the torso and hind legs of a frog, with two tentacles in each shoulder in place of front legs. Their mouths are extremely large, filled with sharp teeth up to six inches in length.

Froghemoths keep their bodies underwater, only their periscope-like cat's eye and nose-stalks above the surface, waiting for the unwary to come near the shore; lashing out with its four tentacles. Another tactic occasionally used is to hide on land in thickets of vegetation, attacking with its 10' long jagged tongue. Either routine serves to draw the victim to its maw unless the attacked has a Strength of at least 18/50 and is not surprised; then a victim's unsurprised die roll is compared to a roll of 1d6+1 for the froghemoth. If the victim's roll is higher and there is something within reach to grab, he is resisting the froghemoth's attack but both parties must re-roll each round. Otherwise the character is retracted to the creature's mouth almost instantaneously. If in a tug-of-war, companions can choose to attack the froghemoth's tongue or tentacle(s) in an attempt to sever. The tongue has 1d4+12 hit

points; each tentacle has 1d4+18. If its tongue is destroyed, the froghemoth will go into a berserker rage for 1d6 rounds, attacking twice per round with each tentacle, before retreating to its lair where it will regrow any appendage in 1d4 weeks.

If able to attack with its mouth, each strike has a chance to swallow the victim whole in addition to its normal damage (5d10). The chance is 10% for medium creatures and 40% for small. If swallowed, a creature instead takes 4d4 points of acid damage immediately and each round thereafter. The unlucky victim has only 1d3 rounds to attack from the interior of the creature, although only small piercing weapons are possible to use. After this time, the creature will be unconscious; if reduced to zero hit points the corpse will be so badly damaged that only resurrection or wish will restore it to life. If others attack the body of the froghemoth after swallowing a victim, it is possible that any successful attack will also do half damage to him.

The leathery hide of a froghemoth take no damage from normal fire such as torches. Magical fires do half damage on a failed save, and can keep a froghemoth at bay for 1 round beyond the spell's duration. Electricity does only minimal damage (1 point/die on a failed save) but reduce the monster's movement and attacks by half.

It is possible that incidental treasure may be found near a froghemoth's lair, but most valuables that survive an attack unscathed are dropped at the site of the ambush. Indeed, out-of-place and otherwise unguarded valuables near water's edge is a warning signal that someone has entered a froghemoth's hunting ground. Otherwise, froghemoths keep no treasure.

Treasure: None

Frost Man

Frequency:	Very Rare
No. Encountered:	1
Size:	Medium
Move:	120'
Armour Class:	5
Hit Dice:	4
Attacks:	1
Damage:	By weapon type
Special Attacks:	Ice blast
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Average
Alignment:	Lawful Evil
Level / XP:	3/125+4/hp

Frost men appear like normal human tribesmen except for their obvious aura of cold felt up to 30' away. They dress in skins and furs and carry their belongings about in burlap sacks. They are nearly always encountered singly, although rumours persist of frost man villages in remote arctic areas. Frost men, like their normal human counterparts, can be either Fighters, Clerics, Thieves or Magic-Users and will be equipped accordingly. Most (75%) are Fighters, while the remainder are Thieves (15%), Clerics (8%) or Magic-Users (2%). Frost men spellcasters are limited to 2nd-level.

Three times a day a frost man can radiate a cone of freezing mist, 35' long by 10' wide from one eye,

which is usually covered by an eyepatch when not in use. Creatures caught in the cone of freezing mist suffer 3d6hp of damage (halved if a Save vs. Breath Weapon is made).

Treasure: If encountered in his lair, a frost man will possess 1d12 x 1,000cp (20%), 1d6 x 1,000sp (30%), 1d4 x 1,000ep (10%), 1d6 gems (25%), 1d3 pieces of jewelry (20%), and any two random magic items (10%).

Fungal Sloth (Cap Creeper)

Frequency:	Very Rare
No. Encountered:	1d20
Size:	Small (3'-4' tall)
Move:	30'
Armour Class:	8
Hit Dice:	1-1
Attacks:	1
Damage:	1d2
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	100%
Intelligence:	Semi-
Alignment:	Chaotic Neutral
Level / XP:	1 / 10 + 1/hp

Fungal sloths, also called cap creepers, are small, koala bear-like animals that shun all creatures other than 'shrooms, which they tolerate. Content to spend their lives up, under the fruit caps of garantuan fungi, fungal sloths do little more than eat from their host mushroom and defecate out hallucination-inducing excreta. Living underground, or anywhere that fungal forests will thrive, cap creepers are inexorably tied to their food sources.

Fungal sloths have loose, thick hides that deflect attacks fairly well. Thus, even though they move extremely slowly, and always lose initiative, they have a moderate Armour Classes 8. Fungal sloths will always retreat from a threat but, if cornered, will lash out with an oddly shaped arm tipped with two sharp claws. If a fungal sloth connects with such a blow the recipient must save versus poison (at a -4 penalty) or rapidly die (1d4 rounds) from mycetic poisoning (plant and fungi-based life forms are immune to this effect). Likewise, the flesh of fungal sloths is highly poisonous and is shunned by all living creatures.

Cap creeper excrement is hallucinogenic and is used in potion manufacture by Magic-Users and evil shrooms alike. Worth its weight in platinum, the excrement of fungal sloths is prized throughout the underdark and is used as a trade commodity between shroom communities and outsiders. When refined, the excrement becomes a prime ingredient in mind-altering potions of the following types: **clairaudience, clairvoyance, ESP, heroism, human control, love, persuasiveness, and super-heroism**. Indeed, shrooms often designate large swathes of their mushroom forests as sanctuaries for fungal sloths, protecting the cap creepers from harm and keeping the animals out of the possession of those who covet their scat. Shrooms have been known to take funglings as familiars and ready sources of potion-creating excrement, going so far as to allow favored sloths to cling to the undersides of their own fruit caps and eat their own tissues. Other shrooms shudder at such base behavior, but alchemy-practising shrooms can become quite attached to their personal cap creepers.

A humanoid coming into skin contact with a fungal sloth's excrement must Save vs. Poison or suffer one of the following effects (d8): (1-2) a *Scare* spell; (3-4) a *Forget* spell; (5-6) a *Fear* spell; (7) a *Confusion* spell; (8) a ***potion of delusion*** of the type listed in the previous paragraph, chosen randomly. All spell-like effects are as cast by a 7th-lvl magic user, the ***potion of delusion*** effect lasting for 1d6 turns. As a precaution, fungal sloths hiding within a host-mushroom's fruit cap will attempt to fling their scat upon any non-vegetable or non-fungi based lifeform that walks below (on a successful hit vs. AC 10).

Treasure: WiP

Gambado (Barrow Skull)

Frequency:	Rare
No. Encountered:	1d8
Size:	Medium
Move:	60'/jump 40' feet
Armour Class:	6
Hit Dice:	4
Attacks:	3
Damage:	1d8/1d4/1d4
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	100%
Intelligence:	Semi-
Alignment:	Chaotic Neutral
Level / XP:	3 / 85+4/hp

Gambados are enchanted mollusk-like creatures that inhabit burrowed-out pits in old graveyards and battlefields and feed on the blood and other bodily fluids of living prey. They have a powerful upper muscle with two sharp-clawed appendages and a sightless, lamprey-like mouth which they conceal inside a scavenged humanoid or animal skull. Their lower body tapers into three hooked feet which they use to anchor themselves in their pit lairs. Gambados move by either springing upwards with their dorsal muscles or pulling themselves with their appendages. Gambados lure prey by burying themselves in loose soil or gravel up to 6' deep with only the skull left exposed as bait. When a living creature comes within 5' of their pit, they will spring forth attacking with a bite. Thereafter, they will attack with both a bite and their two claws. If a gambado is losing a fight it will retreat back into its pit or scurry away to find some other enclosed shelter. Dead gambados will regenerate within 3 months into 1d3 new gambados unless destroyed with fire or acid.

Treasure: Gambados are attracted to shiny treasure like coins, gems and jewelry and their pit-lairs will have 1d6 x 1,000sp (30%), 1d2 x 1,000ep (25%), 2d4 x 1,000gp (40%), 10d6pp (50%), 4d8 gems (55%) and 1d12 pieces of jewelry (45%)

Gargoyle (Variants)

	KAPOACINTH	MARLGOYLE
Frequency:	Uncommon	Rare
No. Encountered:	2d8	2d4
Size:	Medium	Medium

Move:	150' swimming	60' / 120' (AA: IV)
Armour Class:	5	2
Hit Dice:	4+4	6
Attacks:	4	4
Damage:	1d3/1d3/1d6/1d4	1d5/1d6/2d4/2d4
Special Attacks:	Nil	Surprise on 1-5
Special Defences:	+1 or better to-hit	+1 or better to-hit
Magic Resistance:	Standard	Standard
Lair Probability:	25%	30%
Intelligence:	Low	Low
Alignment:	Chaotic Evil	Chaotic Evil
Level / XP:	4 / 200 + 4/hp	5 / 370 + 6/hp

Kapoacinth: This water-breathing gargoyle usually lives close to shore. Typically they live in caverns or somewhere under the sea where a lair can be fashioned. Like regular gargoyles, they are 90% likely to attack any living creature they encounter, with clawed hands and its single horn. Unlike regular gargoyles, a Kapoacinth's wings are useless for flying, instead used for swimming.

Treasure: 2d4 gold each. 1d12 x 1,000cp (20%), 1d6 x 1,000sp (30%), 1d4 x 1,000gp (10%), 1d6 gems (25%), 1d3 pieces of jewellery (20%), any 2 magic items (10%) in lair.

Marlgoyle: Marlgoyles are a more powerful variant of gargoyle typically living underground or in other areas predominantly composed of unworked stone. It favours this environment because its form is so similar, it can surprise prey on a score of 1-5 out of 6. It can attack twice with its claws, once with its bite, and its horns. Magic weapons of at least +1 are necessary to wound it.

Marlgoyles speak their own language, which is related to standard gargoyle sufficient for them to communicate with their lesser cousins. by virtue of their superior strength, marlgoyles are often encountered as leaders of gargoyle packs; on a roll of 1 on 1d4, the standard number of gargoyles should be included in the number encountered as well.

Gargoyles are aware of their vulnerability to magical weapons, and will often seek to collect and hide in their lairs any magic weapons they encounter.

Treasure: 1d4 gems (50%)

Gas Spore

Frequency:	Rare
No. Encountered:	1d3
Size:	Large
Move:	30'
Armour Class:	9
Hit Dice:	1hp
Attacks:	1
Damage:	See text
Special Attacks:	See text
Special Defences:	See text
Magic Resistance:	Standard
Lair Probability:	Nil

Intelligence:	Non-
Alignment:	Neutral
Level / XP:	1 / 33

Gas spores are floating fungal puffballs that closely resemble Ocular Despots (q.v.). From distances greater than 10', they will be mistaken for the latter 90% of the time. Even at close range there is still a 25% chance they will be mistaken for a Despot.

If a gas spore is attacked and damaged for 1 or more points of damage it will explode into a cloud of toxic spores that will cause 6d6 points of damage to all within 20' (Save vs. Wands for half damage). If a gas spore is touched by unprotected flesh it will infect the victim with tiny spores. The gas spore will die immediately. Victims will die and sprout 2d4 gas spores within 24 hours unless a *Cure Disease* is cast upon them.

Treasure: None

Genie (Variants)

	JANNI	MARID
Frequency:	Very Rare	Very Rare
No. Encountered:	1d2 or 1d8	1
Size:	Medium	Large
Move:	120' / 300' flying (AA: VI)	90' / 150' swimming / 240' flying (AA: V)
Armour Class:	5 or 2	0
Hit Dice:	6+2	13
Attacks:	1	1
Damage:	By wpn + STR bonus	8d4
Special Attacks:	Various	Various
Special Defences:	Various	Various
Magic Resistance:	20%	25%
Lair Probability:	Nil	Nil
Intelligence:	Very - Exceptional	High - Genius
Alignment:	Neutral (Good)	Chaotic Neutral
Level / XP:	6 / 1,045 + 8/hp	8 / 5,300 + 17/hp

Janni: Janni are the weakest member of the genie (q.v.) family. Unlike the other genies, who are composed of, and draw strength from, a single Elemental plane, Janni are formed from the essence of the Prime Material. Thus, they are connected to all the elements but none as strongly as the greater genies. This binds them to the prime, preventing them from roaming too long or too far on to other planes of existence.

Janni regard most sentient species on a scale ranging from distrust to outright hostility. Humans are most likely to avoid direct confrontation with a Jann, if encountered; evil humanoids are likely to be hunted for sport. Preferring solitude to all else, most Janni tribes are desert-dwelling creatures as their magic allows them to thrive in this hostile environment. They are usually on friendly terms with any local wildlife, whom Janni can speak with, and often gain the benefit of animal eyes-and-ears in the areas surrounding their camps; Janni encampments are not found unless they wish it. Janni tribes typical contal 1d20+10 members, with 1d2 sub-chiefs (8+4 HD) and 1 chief (9+5 HD). Janni kings, controlling many tribes, are rare but not unknown.

If entering combat, Janni are formidable foes. Frequently (1-3 on 1d4) Janni augment their natural armour class with chain mail. This improves a Jann's AC to 2. Janni have exceptional strength (18.01 - 18.00) and are larger than most humans, allowing them to wield extremely large scimitars that do damage as claymores. They also carry composite long bows specially made for their strength. Sub-chiefs and chiefs are occasionally (1 on 1d10) stronger still, having a strength of 19, and can be of up to genius intelligence.

All Janni have the following at will spell-like abilities as a caster with levels equal to twice its hit dice: *Create Food and Water*, 1/day; *Enlarge (Reduce)*, 2/day; and *Invisibility*, 1/day. Janni sub-chiefs and chiefs have the additional powers of *Augury*, *Detect Magic* and *Divination*, all usable 3/day. They can also shift to an æthereal state for up to 6 turns.

Due to their mixed nature, a Jann may go to any elemental plane unharmed for up to 2 days and extend this protection to a group of a maximum of six travellers that maintain an unbroken chain of physical contact back to the Jann. After 2 days away from the prime material a Jann weakens, losing 1 hit point for each hour beyond this limit, until it returns home or dies. A jann must spend 1d4 days on the Prime Material prior to travelling again in this fashion. Janni have been known to strike bargains with humans (only) to work together in obtaining powerful magic desired by the genie, occasionally forming friendships with such humans if they prove themselves capable, trustworthy and resourceful.

Treasure: None.

Marid: Marids are genies native to the Elemental Plane of Water. Although not great in number, they are considered by many (and themselves) to be the most potent genies, although this attitude has earned them great enmity with efreeti and dao, which is reciprocated by marids. Djinn and janni are considered lesser beings to whom marids are apathetic. All marids consider themselves rulers of their locales; there are no "commoner" marids. It is rumoured that a great Marid exists with at least titular overlordship of all marid kind, but this is unconfirmed.

Marids are highly magical beings, able to use the following at will spell-like abilities 2/day: *Detect Good*, *Detect Evil*, *Detect Invisible*, *Detect Magic*, *Invisibility*, *Polymorph Self*, *Purify Water* and *Transform Dust to Water*. The following spell-like abilities can be used 7/day: *Lower Water*, *Part Water*, *Transform Dust to Gas*, *Wall of Fog*, and *Water Breathing* (on another; 1 day duration). Without limit, marids can walk on water and emit a geyser of water of up to 60' length that does 1d6 damage and blinds its target on a failed Saving Throw vs. Breath Weapon. Its most powerful ability is to alter reality as an Illusionist, which it can do once every 12 months. A marid performs all spell like abilities as a caster of a level equal to twice its hit dice.

Marids are monstrously strong, able to carry 1,000 lbs without tiring. For 30 minutes, it can carry double this weight; each reduction of 200 lbs increases that limit by 10 minutes. After reaching exhaustion, a marid must rest for 1 hour. Marids can see into the infrared and ultraviolet spectrums.

Given their aquatic nature, marids take no damage from water-based spells; this includes super-heated water such as steam. They are resistant to cold spells, saving at +2 with damage dice reduced by 2. Fire is of particular danger to them, however, with Saving Throws penalised by 1 and all damage dice increased by 1.

Given their egos and mercurial nature, Marids are exceptionally difficult to dominate. Mortals seeking their service increase the chance of success when presented as appeals to a marid's might and power, although this is forever risky. Marids possess the limited telepathic power to communicate with all sentient creatures similar to other afreet.

Typically marids are loath to leave their home plane, although they can travel at will to the Astral, Æthereal, Prime Material or other Elemental planes.

Treasure: None.

Gibbering Mouterh

Frequency:	Very Rare
No. Encountered:	1
Size:	Medium
Move:	30' / 60' through soft materials
Armour Class:	1
Hit Dice:	4+3
Attacks:	6 or 12
Damage:	1hp
Special Attacks:	Various
Special Defences:	Various
Magic Resistance:	Standard
Lair Probability:	95%
Intelligence:	Semi-
Alignment:	Neutral
Level / XP:	4 / 245 + 4/hp

Gibbering mouterhs resemble a petrie dish experiment gone horribly wrong; gelatinous things covered in dozens of eyes and mouths. They prefer cold, dark, moist environments and are most frequently encountered in the underdark. Mouterhs instinctively consume any substance they can envelop, and often the first clue that one is in the area is that the surroundings are devoid of living material; even the passageways are uniformly free of debris.

Gibbering mouterhs are extremely difficult to damage, with a single nerve centre serving as the creatures brain and only weak spot. This area varies from mouterh to mouterh; if struck somewhere else, its peculiar body composition means no harm comes of it.

Although a mouterh is not intelligent, it is cunning. To trap prey, it will wait silently with all mouths and eyes closed, resembling a natural formation. Its spittle chemically reacts with brick or stone, flashing upon impact and blinding all those who fail a Saving Throw versus petrification. Subsequently, a mouterh will lash out with several pseudopods tipped with mouths, up to six at a time. Any that strike remain attached, draining one hit point a round. Once three or more mouths are attached it is possible to overbear its prey, which must roll five or more on 2d6 to avoid. A character's surprise bonus can give a maximum of +1 to the roll. If overborne, a mouterh will advance on top of its prey, subjecting it to up to 12 mouths on the bottom of the creatures; increasing the danger, whenever in the vicinity of food its mouths begin vocalizing in a cacophony that causes confusion, as per the spell, in any creature that fails its Saving Throw.

A mouterh can turn earth or stone, in a 5' radius around itself, viscous to facilitate its movement. Stone can be modified in 1 round, earth in half that time.

Treasure: 1d4 gems (50%)

Gloomwing

Frequency:	Rare
No. Encountered:	1
Size:	Medium
Move:	120' flying (AA: III)
Armour Class:	1
Hit Dice:	5+1
Attacks:	3
Damage:	1d3/1d3/1d6
Special Attacks:	Weakening scent
Special Defences:	Confusion
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	5 / 560 + 6/hp

Gloomwings are giant carnivorous moths; their bodies and wings have symmetrical patterns of black and silver that, when moved very quickly (such as when a gloomwing is in flight), causes confusion as per the spell in creatures viewing the gloomwing from directly underneath (Saving Throw negates). Silent fliers, gloomwings surprise their opponents 50% of the time.

If prey is addled, gloomwings will attack with its ivory tipped claws and mandibles. Further, after the first round of combat, it will secrete a scent that causes weakness in non-insectoid life. If a Saving Throw vs. Poison is failed, a victim will lose Strength at the rate of 1 point a round until the emission ceases. This scent may attract (1-2 on 1d10) additional gloomwings to combat if there are more than one in the area. Multiple gloomwings do not require additional Saving Throws or increase the rate of Strength loss, and Strength returns within 1 hour (1d6 turns).

Females lay eggs in corpses after eating their fill. Unless purged with a cure disease spell, a victim can not be raised with viable eggs in its body. Eggs hatch in 1d12 days, and the larvae will completely consume the host body, with no resurrection possible using the original corpse.

Treasure: None.

Glyphosapient

All stats: Do not apply.

One of the weirder creatures in the worlds of OSRIC is the Glyphosapient. Many creatures make writings. The more literate ghouls scrawl graffitoes on the walls of their tombs, expressing their obscene hunger in verse or prose; demons pen missives of fury and contempt on the flayed skins of babies; mummies inscribe strange hieroglyphs in their pyramids; vampires may write of their thirst, werewolves of their rage, dragons of their greed.

Few of these writings are anything more than they seem. But those which are written by magical creatures and heavily charged with emotion may, when subjected to an intense magical field, form a Glyphosapient: a kind of sentient writing.

Glyphosapients lack bodies and are completely sessile. They have no senses at all, no concept of time or the world outside. Their only means of release is if they are read. Thus until this happens, they more resemble traps, or curses, than monsters.

Reading a Glyphosapient is usually not easy. They are typically written in tongues which are alien, ancient, or both, and unless both language and alphabet are known to the reader (or translated via such magics as *Comprehend Languages*) they will have no effect.

If the reader understands the Glyphosapient, he or she must immediately make a Saving Throw vs. death. If the Saving Throw is passed, the Glyphosapient discharges its emotional burden through the character and is destroyed. The character will be incapacitated for 1d6 turns through the rush of feeling but suffers no other ill effects, and the writing will thereafter be merely disturbing.

If the Saving Throw is failed, however, the character is overwhelmed with the emotion and the Glyphosapient takes over.

Initially the Glyphosapient will try to express its pent-up emotion. A rage glyphosapient will scream curses and attack a nearby creature; a hunger glyphosapient will delve into its backpack for rations, or bite the closest thing that seems edible; other kinds will behave as appropriate. However, it will recover and seem to return to normal after 1d4 rounds.

It has access to the character's knowledge and will seek to pretend that it is the character him- or herself. It will try, as subtly as it can, to persuade other characters to read the glyph. (In this case, if they pass their Saving Throws and destroy the Glyphosapient, it will still exist in the minds of characters that have failed their Saving Throws against it previously.)

Affected characters' alignments will be changed to something appropriate to the emotion (which is usually Chaotic, Evil, or both). They will behave in such a way as to maximise their chances of satisfying the Glyphosapient's desire, through eating, slaying, accumulating gold, or whatever.

The Glyphosapient may be detected via the deductive powers of the party or an ESP spell (or similar magic), and destroyed by being exorcised by a Cleric or via a spell which causes strong feelings (such as fear or emotion). A *Forget* spell will also slay it. In such cases the character will be unharmed, save for alignment-related consequences such as loss of paladinhood.

A few of the most famous evil books, such as the demon-ridden *Tome of Llashram Traust*, are believed to contain Glyphosapients which have been intentionally placed on certain forbidden pages as traps.

Gnathopod

Frequency:	Uncommon
No. Encountered:	2d4
Size:	Large
Move:	90'
Armour Class:	7
Hit Dice:	8
Attacks:	1
Damage:	5d4
Special Attacks:	Nil
Special Defences:	Poison spines
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral

Level / XP:	8 / 550+10/hp
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Gnathopods are long segmented worms that live on the ocean floor, moving along coral reefs mashing and digesting the debris. They are normally not aggressive, but will attack if threatened with a bite.

Gnathopods have 1d4+4 poisonous dorsal spines (4' long). When threatened, a gnathopod will wrap its body into a circle with the spines facing outwards. Each time a close melee attack is attempted the would-be attacker must make a Saving Throw vs. Poison or be struck by a spine and die from the potent poison contained within.

Sahuagin particularly prize gnathopod poison for their weapons, and will often attempt to herd the creatures for the purposes of extracting it.

Treasure: Nil

Golem (Variants)

	STONE GUARDIAN	PHANTASMAL GOLEM	PELLUCID
Frequency:	Very Rare	Very Rare	Very Rare
No. Encountered:	1d4	1d3	1
Size:	Medium - Large	Large (6')	Large
Move:	100'	60'	60'
Armour Class:	2	2	4
Hit Dice:	4+4	12	12 (70hp)
Attacks:	2	2	1
Damage:	1d8+1/1d8+1	2d8	3d6+special
Special Attacks:	Nil	Spells (see text)	Gaze
Special Defences:	Various	+1 wpn or better to-hit	+2 to-hit
Magic Resistance:	Standard	50%	See text
Lair Probability:	100%	Nil	0%
Intelligence:	Non-	Non-	Non-
Alignment:	Neutral	Neutral	Neutral
Level / XP:	6 / 545 + 4/hp	10 / 1,900+16/hp	9/ 8,550

Stone Guardians are a form of lesser golem (q.v.) used as guardians of particular areas by Magic-Users. The process for creating a stone guardian is an exacting task; expensive and dangerous spells are required. First, a heart must be fashioned from rock; if possessing skill at sculpture, a Magic-User can do this himself or he can hire an artisan to perform the task. Secondly, a body between 5' and 10' tall is fashioned from mud. The creature must be within this range to animate; no amount of research has successfully created smaller or larger stone guardians. The heart is placed correctly within the chest of the body, which is then ready to receive the spells which will animate it.

First, the heart is magicked with *Enchant an Item*. This is followed by *Magic Mouth*, which allows triggering instructions to be implanted, and *Detect Invisibility*. *Detect Invisibility* is the only spell not required in the process, but if left out than the guardian will be created without this ability, which can not be later given to it. Lastly, *Transmute Mud to Rock* is cast upon the body, followed by a *Limited Wish* (or *Wish*) to give it sight and hearing. If desired by the caster, at this time an object such as a pendant or other piece of jewellery may be created which grants the wearer and all within a 10'

radius protection from the guardian. Such tokens are specific to the guardian they are attuned to during the creation process. If a *Limited Wish* is used, it is possible (1-2 on 1d10) that any triggering instructions will fail and the stone guardian will attack any unprotected creature it becomes aware of.

Stone guardians are immune to missile weapons, and only take 25% of damage from edged weapons. It takes 50% damage from magical cold, fire and electricity; as a constructed being it is unaffected by poison, and can't be charmed, held, paralyzed, or subjected to fear magic. Once activated it attacks until its destruction. A stone guardian does have some weaknesses; with no chance of save, the spells *Stone to Flesh*, *Transmute Rock to Mud*, *Stone Shape* or *Dig* will annihilate it.

Treasure: None

Phantasmal Golems are constructed by high-level illusionists of at least 17th-level to serve as them as guardians. They resemble muscular humanoids constructed entirely of coloured glass with diamonds inset into their eye sockets. In combat they use their powerful fists to batter their opponents. Additionally, phantasmal golems have the ability to cast the following spells once per day each as a 10th-lvl illusionist: *detect invisibility*, *colour spray*, *improved phantasmal force* *lightning bolt*, *chromatic orb*, *wall of fog*, and *mirror image*. When casting a spell, the entire golem will begin to glow from within and the spell will be projected through its diamond pupils in a 270 degree radius.

Construction of a phantasmal golem requires at least 25,000gp in raw materials in addition to two flawless diamonds worth at least 5,000gp each.

Treasure: None

Pellucid Golems are created through the collaborative efforts of a Magic-User and an Illusionist both of 10th level or higher. To create a pellucid golem, the following spells must be cast: *Wish*, *polymorph any object*, *geas*, *glassteel*, and *colour spray*. If an illusionist wishes to create a pellucid golem on their own they must resort to using Magic-User scrolls with the requisite spells and a further application of the *alter reality* spell. In any case, creating a pellucid golem will require spending at least 80,000gp and at least 4 months in research, construction and spellcasting.

Pellucid golems are composed of fused segments of natural crystalline materials and are as strong as an Iron Golem (q.v.) They can only be hit by magic weapons of +2 or better.

Fire and cold only do 1hp of damage to pellucid golems. Lightning damage can be stored by the golem and up to half of the damage may be released on touch (as the *shocking hands* spell). *Glassee* will slow their movement by half for 2d6 rounds. A *Prismatic spray* will be stored by the golem and can be released up to one day later for full effect. A disintegrate spell will affect a pellucid golem if it fails its Saving Throw vs. Spells. *Glassteel* will completely restore the golem's hit point total.

Every 4 rounds a pellucid golem can release a *prismatic spray* as a gaze attack on all within 30'. Those who fail to Save vs. Spells will be stunned for 2d4 rounds (lvl-0 to 3), 1d4 rounds (lvls 4-8) or 1 round (lvl 9+).

As with other golems, they can be issued simple commands by their creators.

Treasure: None

Gorbel

Frequency:	Uncommon
No. Encountered:	1d20

Size:	Small
Move:	180'
Armour Class:	3 or 10
Hit Dice:	2
Attacks:	1
Damage:	1d4 or 1d6
Special Attacks:	Automatic damage after successful hit
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Chaotic Neutral
Level / XP:	2 / 50 + 1/hp

Gorbels are round creatures rumoured to originate in the plane of Irkalla, for there seems neither rhyme nor reason to their appearance or actions. While a gorbels is bipedal, its body is composed of some sort of elastic, pressurized and springy material that allows it to bounce off of surfaces at unusual angles. This, combined with its fast movement rate makes it very difficult to attack successfully. Gorbels have six eyes on tiny, crab-like stalks coming out of the top of body that allows them to see in all directions - extremely useful given their chaotic movements. Their mouths are extremely small, but this is not their attack form. If attempts are made to communicate with them, gorbels are non-sensical, whimsical and viscous.

Gorbels attack with the claws on the bottom of their feet, usually from behind. It will attempt to "bounce past" a creature in a modified charge if attacking towards the target's front. It subjects itself to a free attack in doing so, but if this attack fails it has passed the target and upon landing will bounce backwards to attack the creature's rear at +2 to hit. If the attack is successful it does 1d4 damage in the first round, and attaches itself with its claws to rake each round for an automatic 1d6 points of damage. After it has attached itself it loses its mobility and becomes armour class 10. Allies attacking an attached gorbels risk hitting its prey with their weapons.

If penetrated by piercing or slashing weapons, a gorbels ruptures, dealing 1d4 points of concussive force to all within 5'. If attacked by blunt weapons it takes no damage on a successful hit, but if unattached must save versus petrification or be launched 1d20 x 10' in the direction faced by the attacker.

Treasure: None

Gorilla Bear

Frequency:	Uncommon
No. Encountered:	1d6+1
Size:	Large
Move:	90'
Armour Class:	4
Hit Dice:	4
Attacks:	2
Damage:	1d8/1d8
Special Attacks:	Bearhug

Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	50%
Intelligence:	Low
Alignment:	Neutral
Level / XP:	3 / 105 + 3/hp

Gorilla bears combine the worst of ape and bear. They primarily have the body of a gorilla, although having the bite and claws of a bear, as well as its preference for meat-eating, if available. Their keen senses allow them to be surprised only on a roll of 1 on 1d6, and their superior quickness and mobility makes them difficult to strike in combat.

Although they possess powerful jaws, they prefer to strike with their claws. If any claw successfully strikes on a roll of 18 or better, the gorilla bear has managed to grip its victim in a crushing hug that will do an additional 2d6 damage automatically per round until the victim is dead or the gorilla bear fails a morale check. Abilities of gorillas and bears not explicitly listed in this description are unavailable to the creature.

Treasure: None

Great Race (Yithian)

All stats: As host creature, except Frequency which is Very Rare, Intelligence which is Exceptional, and Alignment which is Neutral.

The Great Race are so-called because they are the only creatures to have mastered time travel. By the use of strange and complex machinery they can exchange consciousnesses with other creatures, such that the Great Race being inhabits the other creature's former body and vice versa. It is suspected that divine and extraplanar creatures are immune to this effect, although nobody knows for certain.

The Great Race live in the deep past, where they inhabit the bodies of weird cone-shaped beings with voices of clicking and scraping. They travel throughout time, charting the course of history in manuscripts, the content of which they jealously guard from all sight. Among them and living as prisoners or guests, according to their conduct, are the minds of the creatures whose bodies the Great Race researchers now occupy.

A creature whose mind is occupied by one of the Great Race will at first behave very uncharacteristically, knowing nothing of its apparent species or culture and exhibiting a great deal of curiosity. At the end of its trip, when it has learned what it feels it can, the possessed creature will gather parts and machinery, and then withdraw to a secret place. When its natural mind returns the machinery will be smashed and unrecognisable. The returned creature will have no memory of the time when it was possessed, but if magic or other means are used to recover the lost memories, then it will recall living among cone-shaped beings in cyclopaean cities, on long-vanished continents in the deep past.

The Great Race live in terror of the Polypous Ones (q.v.), who hate them and are immune to their possession power.

Grendel

Frequency:	Very Rare
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No. Encountered:	1d2
Size:	Large
Move:	90' / 150' swimming
Armour Class:	Special
Hit Dice:	6d8
Attacks:	1
Damage:	2d6
Special Attacks:	None
Special Defences:	Immunities
Magic Resistance:	100%
Lair Probability:	25%
Intelligence:	Low
Alignment:	Neutral Evil
Level / XP:	6 / 545 + 6/hp

Named after the most famous member of their race, grendel are the creatures fought by Beowulf in the epic poem.

They are amphibious creatures with incredibly tough hides – so tough that weapons of all kinds will bounce off them on land. If part of the creature is in water, it can be attacked normally.

Grendel are subject to pummelling or wrestling attacks or the natural weapons of creatures with claws or fangs, and this is the only way they can be damaged on land.

Treasure: Grendel do not care for coins or gems, but will often (65%) have 1d4 magic items in their lair.

Grippli

Frequency:	Rare
No. Encountered:	1d10 or 5d6
Size:	Small
Move:	90' / 150' in trees
Armour Class:	9
Hit Dice:	1+1
Attacks:	1
Damage:	1d4 or by wpn
Special Attacks:	Surprise
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	30%
Intelligence:	Very - Exceptional
Alignment:	Neutral
Level / XP:	2 / 90 + 1/hp
Matriarch: 3 / 110 + 2/hp	

Grippli are a race of frog people that dwell in jungles away from human habitation. As long-lived as some elves, their lifespan is measured in centuries. As only one grippli, the matriarch, is fertile, they are small in numbers. Grippli are not aggressive or threatening to larger humanoids, largely preferring

to remain apart. Their one weakness is for gems or articles dyed in primary colours which are prized for decorative purposes, and they will thief such items from settlements or traveling merchants if success is considered likely. Grippli are primarily nocturnal creatures, and can see 100' into the ultraviolet spectrum. Their natural colouring allows them to surprise others on a roll of 1-4 on 1d6.

A grippli village has several small homes built from natural materials. A typical village will have 5d6 males, and a like number of females. There will also be 1d6 young. Each village is governed by a matriarch who keeps 1d3 consorts. Each matriarch ascends to her position due to being born with the atypical ability to secrete a cloud of pheromones which effects all non-grippli as a stinking cloud spell. Matriarchs are also larger and stronger than normal grippli, having a lower armour class (AC 7), more hit dice (3 HD) and increased combat ability (1d6+1 damage). The consorts are also chosen for their superior attributes, having AC 8, 2 HD and doing 1d4+1 damage.

Grippli make up for their small size by using the various ingredients available to them in the jungle to make potent and deadly poisons. Any creature struck by a grippli weapon takes 1d6 additional damage, and dies if failing a Saving Throw -4 vs. Poison. They are expert in the use of deadfalls, and the use of nets to entrap a foe. Often they will maintain their distance, using their mobility through the trees to lob poison-coated darts at adversaries. If forced into melee combat, they employ small swords equal to daggers. Very rarely, (1-2 on 1d100) a grippli will exhibit psionic abilities.

Treasure: Individual 4d4 gems (small and therefore of low value); Lair 3d6 x 100pp (30%), 2d10 gems (55%), 1d12 jewellery (50%), any 1 magic item (15%)

Grume (Cindrous, Fictile, Serous, Zephyrous)

Frequency:	Very Rare
No. Encountered:	1
Size:	Small (2HD) or Medium (4HD)
Move:	150'/120'/60' or 180'/240' flying (AA: VI)
Armour Class:	3/4/5/2
Hit Dice:	2 to 4
Attacks:	1
Damage:	See below
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	50%
Intelligence:	Semi- to Low
Alignment:	Any Neutral
Level / XP:	2/ 150 + 2/hp to 3 / 250 + 3/hp

Souls occasionally become lost in the ether, unable to complete their migrations from the prime material to the outer planes after the deaths of their host bodies. Over time, such wayward souls are devoured by predatory ethereal creatures, captured by nighthags and their minions, or slowly dissipate into nothingness. Those that have spent significant periods of time in the ethereal plane and have begun dispersing into the ether eventually lose much of their essential cohesion and, with that, both the intelligence and the psychic will required to resist being captured by an enterprising druid, magic user or creature with magical talent. Indeed, those "soul-remnants" or "fractured souls" may be brought into the Prime Material by spellcasters and consigned to specially prepared, elemental matrices. The resulting semi-intelligent or low-intelligence entity is termed an *elemental grume*.

Druids of 6th or higher level may create any of the four types of elemental grumes by first preparing a matrix of the appropriate type: a pot of smoldering coals (cindrous), a conglomeration of clay, mud and stone (fictile), an emulsion of water and insoluble, organic liquids (serous), an agitated mixture of gas and fine particulates (zephyrous). The preparation of the matrix requires three hours of constant work and involves the ritualized burning and admixture of mistletoe. Once the consecrated matrix is prepared, the druid places a *pyrotechnics*, *stone shape*, *water breathing* or *air breathing* spell upon it, with the spell determining the type of elemental grume that is to be created. Culminating the process is the casting of the 4th level druidic spell *animal summoning I*, which draws a fractured soul from the ether and infuses the matrix with its essence. Elemental grumes created through this druidic process are stronger and larger than those spawned by magic users, possessing 4 initial HD and the mass of a typical man.

Magic-Users of seventh or higher level are also capable of creating elemental grumes, but their arcane methods are less efficacious and result in smaller, less powerful entities that initially possess only 2 HD and have the mass of a halfling. Mages prepare their elemental matrices in a manner similar to druids but, instead of combining consecrated mistletoe, add the entire blood supply of a live, medium-sized creature that has been sacrificed on the spot. Once the matrix has been properly prepared, the mage then chooses to place either a *pyrotechnics*, *material*, *water breathing* or *air breathing* spell on it, followed immediately with the 4th level arcane spell *monster summoning II*. This less efficacious spell tends to draw more fragmented souls from the ether; thus, the resulting grumes' relatively low strengths and sizes. Note: *monster summoning III* and *IV* spells may be utilized by mages of higher levels and will produce elemental grumes of intermediate and full strengths, 3 and 4 HD, respectively.

Elemental grumes, known collectively as *grummelkin*, continue to manifest on the prime material once animated. They accomplish this by drawing monads of energy through an ethereal conduit that is immediately established with their associated elemental plane. The connections are initially very tenuous, and grumes are not terribly effectual, appearing as small, granular versions of true elementals. Grumes follow their masters' instructions to the same degree as any creature under the influence of a *charm person or mammal* (druidic summoner) or *charm monster* (arcane summoner) spell, but have similar, periodic chances to break free. That is, druidic summoners will have to check a grume's loyalty every 1-3 months, while their arcane counterparts must check on a weekly basis.

Being relatively weak elemental entities, grumes have powers and abilities much inferior to those of true elementals. As such, elemental grumes have none of their greater cousins' special defenses, other than being immune to damage of their essential type (i.e. fire, water, etc). They are affected by mundane, non-magical attacks, and they cause only one-fourth as much damage as a greater elemental on a successful strike. Elemental grumes are dismissed to their elemental plane if successfully targeted by a *dispel magic* spell.

Gryph

Frequency:	Very Rare
No. Encountered:	1d6
Size:	Small
Move:	210' flying (AA: V)
Armour Class:	6
Hit Dice:	2 to 4
Attacks:	1
Damage:	2d6
Special Attacks:	Various

Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral Evil
Level / XP:	2HD: 2 / 40 +1/hp
3HD: 2 / 65 +2/hp	
4HD: 3 / 105 + 3/hp	

Gryph are malign birds approximately the size of a large raptor, but having 4, 6 or 8 legs. For every pair of legs, it will have 1 HD. These birds tend to make diving attacks with its long, sharp beaks, stabbing at prey until it is slain. They favor the dark vaulted ceilings of caves or caverns for their roosts.

When encountered in numbers exceeding one pair, at least one female will always be present. There is a 2 in 6 chance that at any female is needing to find a host for eggs she is carrying. In such cases, the female gryph will attack, not with its beak, but with its legs. On a successful attack it will hold fast to the victim for sufficient time to open a small gash with a sharp protuberance that extends from its torso, through which it injects dozens of tiny eggs into the host creature. The victim may not even feel this violation at the time of the attack, but early sensations of bloat and minor pain will quickly give way over the course of 1d3 days to an extreme distendedness and unrelenting agony, at which point the eggs hatch, killing the host. The only remedies are *cure disease* or *dispel evil* spells, or more powerful magic inclusive of their effects.

Treasure: None

Gug

Frequency:	Very Rare
No. Encountered:	1d6
Size:	Large (20' tall)
Move:	120'
Armour Class:	3
Hit Dice:	10 to 13
Attacks:	5 (4 claws + 1 bite)
Damage:	2d6/2d6/2d6/2d6/3d6
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	65%
Intelligence:	Low
Alignment:	Neutral Evil
Level / XP:	10HD: 7 / 1,800 + 14/hp
11HD: 7 / 2,750 + 16/hp	
12HD: 8 / 3,200 + 16/hp	
13HD: 8 / 3,750 + 16/hp	

Gugs are alien, hairy giants that live in the underworld beneath the Dreamlands. As a punishment for their abominable practices and their worship of forbidden gods, the Gugs were somehow banished

underground and the entrance to their caverns was sealed with a great stone trap-door with an iron ring. They now feed mainly on ghouls, but when they lived on the surface they ate humans, which have always been their favourite flesh.

Each of a gug's paws is fully two and a half feet across, and each forearm has two paws, giving the gug five attacks with its talons. Its head has a huge, vertical mouth running from top to bottom of the skull and filled with huge yellow fangs. Its eyes are on bony protruberances jutting from the side of its head.

Treasure: Gugs care only for food, but discarded, inedible things litter the floors of their stinking lairs. These may include 1d4 gems (30%), 1d3 jewellery (25%), 1d2 magic items (20%) and 1d6 scrolls (25%).

Hag

	ANNIS	GREEN HAG
Frequency:	Very Rare	Very Rare
No. Encountered:	1d3	1
Size:	Large	Medium
Move:	150'	120' / 120' swimming
Armour Class:	0	-2
Hit Dice:	7 + 3d4	9
Attacks:	3 (2 claws, 1 bite)	2 (2 claws)
Damage:	1d8+8/1d8+8/2d4+1	1d2+6 / 1d2 + 6
Special Attacks:	Grappling	Various
Special Defences:	100% vs. Phantasms only	Various
Magic Resistance:	Standard	35%
Lair Probability:	20%	40%
Intelligence:	Low - Exceptional	Low - Very
Alignment:	Chaotic Evil	Neutral Evil
Level / XP:	7 / 1,300 + 10/hp	7 / 1,600 + 12/hp

Annis: Annis look like their cousins, the night hags (c.f.), though they are larger and stronger. They have darkvision, and enhanced senses of hearing and smell. They are usually found, singly or in small groups, on the prime material plane; often in the company of ogres, trolls, evil giants and the like(they are able to converse with all of these creatures, and the more intelligent Annis can also speak fluent common as well as other humanoid languages).

The Annis craves human flesh. It attacks with great strength(equivalent to a hill giant, 19) using tooth and claw. It will also try to grapple its victim: if all three of its attacks hit, the victim is seized and held fast (in addition to taking normal damage). Unless the victim is able to escape (through superior strength or magical means or through the hag's death), an Annis will hold the victim fast clawing and biting until the victim is dead.

An Annis has the following spell-like abilities (employed at 8th-lvl) each usable one at a time, one per round, twice each per day: *Fog Cloud*, *Change Self*.

All edged weapons do -1 damage, and all blunt weapons do +1 damage to the creature's hard skin.

Treasure: 1d8 x 1,000cp (10%), 1d12 x 1,000sp (15%), 1d8 x 1,000ep (15%), 1d6 x 1,000gp (50%), 1d10 gems (30%), 1d6 jewellery (25%), 1d3 magic items (15%)

Green Hag: Like annis, green hags dwell on the Prime Material Plane. They typically lair in small caves within forests or moors and, less frequently, in swamps and rivers. They are similar in appearance to night hags, but with green skin. Hair colour varies from black to green and eye colour tends amber to orange. They usually wear peasant garb. In addition to the Common tongue and their own language, they are able to converse with ogres and giants.

Green hags are able to imitate the voices of humans and demi-humans, and can also make common animal sounds. They often mimic the sounds of crying and pleas for help in order to ambush would-be rescuers. Green hags are strong (18/00 Strength) and use their talons to rend their victims in combat.

A green hag has the following spell-like abilities(employed at 9th-lvl) each usable one at a time, one per round, at will: *Audible Glamer*, *Dancing Lights*, *Invisibility*, *Pass Without Trace*, *Change Self*, *Speak with Monsters*, *Water Breathing*, and *Weakness*.

A green hag surprises on a 5 in 6 (or 19 in 20 if attacking when invisible), due to their ability to blend into foliage and move silently. They are also only surprised on a 1 in 20 due to their highly developed senses.

Treasure: 2d4 x 100gp (90%), 1d6 x 100pp (75%), 3d6+2 gems (50%), 1d2 magic items (55%)

Hangman Tree

Frequency:	Very Rare
No. Encountered:	1
Size:	Large
Move:	Nil (effectively)
Armour Class:	3 / 5 (appendages)
Hit Dice:	6d8hp + 1hp/year
Attacks:	3
Damage:	1d3
Special Attacks:	Various
Special Defences:	Various
Magic Resistance:	1% per year of age
Lair Probability:	0%
Intelligence:	Low
Alignment:	Neutral Evil
Level / XP:	7 / 1,600 + 8/hp

The hangman tree has a bulbous trunk, few branches and little foliage. The upper surface of its trunk is marked with knots(the tree's sense organs), and the lower surface by a great scar(the exit for the tree's waste tract). The most remarkable feature of the tree are the "lynch ropes"(actually tough vines belonging to the tree) which hang down from it. Each tree has 6-9 of these vine-like limbs.

A hangman tree is able to move slowly, the rate depending on the age of the tree: saplings can move about 6 feet an hour, mature trees a third of that rate.

The tree attacks by looping up to three of its vines around its victim. A successful attack means that the vine tightens around its victim, causing 1-3 damage per round, and draws the victim (weight of up to 1000lbs.) up to an opening in the tree's upper trunk. 13-20 points of damage are need to cut and kill a vine (exclusive of damage to the tree itself). It takes four rounds to draw the victim up, and on the fifth round the victim is deposited into a pool of acid inside the trunk of the tree. The victim will

take 3-12 points of damage per turn until dead. It will then be digested by the tree. Spiky growths, pointing inward, surround the opening in the trunk, and this makes escape extremely difficult. About 3 man-sized creatures can be held inside the tree's trunk.

The hangman tree emits a mind-altering perfume, at distances of up to 30'-80', which causes victims to believe the tree to be a quickwood or a treant. The tree is also able to speak ponderous common.

Hangman trees have magic resistance based on age. However, lightning or electricity cause double damage to the tree. Freezing weather and other forms of extreme cold makes the tree dormant, until it warms up. *Darkness* slows the tree to half-efficiency.

The only treasure likely to be found near the tree is the odd indigestible object discharged from its lower trunk.

Treasure: Incidental

Haniver

Frequency:	Very Rare
No. Encountered:	1
Size:	Medium
Move:	180' swimming
Armour Class:	3
Hit Dice:	7
Attacks:	1
Damage:	1d12
Special Attacks:	Hypnosis
Special Defences:	Spell reflection
Magic Resistance:	See text
Lair Probability:	100%
Intelligence:	Exceptional
Alignment:	Chaotic Evil
Level / XP:	7 / 1,050+8/hp

Hanivers are aquatic monsters of fearsome reputation that inhabit labyrinthine lairs in the deep ocean depths. They have barrel-like torsos with vertical symmetrical flaps, big membranous "wings" and tentacle legs. Their heads are squid-like with a sharp beak.

Haniver lairs are constructed from spiralling tunnels of rock or coral that lead towards a middle "room" where lurks the haniver. Any creatures passing over the labyrinth must make a Saving Throw vs. Spells at -4 or be hypnotized and drawn inexorably towards the middle where they can be eaten by the haniver. Only small or medium-sized creatures can enter the labyrinth.

In melee, a haniver will bite with its sharp beak. Hypnotised victims will be unaware of attack and completely at the mercy of their attacker. Spells directed at a haniver will be reflected back upon the caster and possibly others nearby, if the spell is one with an area effect. If *Dispel Magic* is cast at a haniver in tandem with another spell, the creature may (50%) be unable to reflect the spell, although they are still allowed a saving throw as normal.

Treasure: Hanivers will keep a hoard in the middle of their labyrinthine lairs that includes 10d4 x 1,000gp (50%), 1d20 x 100pp (50%), 5d4 gemstones (30%), 1d10 pieces of jewelry (25%), and 1d4

random magic items plus one potion (35%).

Hippocampus

Frequency:	Rare
No. Encountered:	2d4
Size:	Large
Move:	240'
Armour Class:	5
Hit Dice:	4
Attacks:	1
Damage:	1d4
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Average
Alignment:	Chaotic Good
Level / XP:	4 / 60 + 4/hp

The hippocampus resembles a horse, but the rear of its body is similar to that of a giant fish and its forelegs end in fins. Its body is covered in scales. The hippocampus is clever, fast and strong. It speaks its own language and is able to learn another with instruction. Hippocampi often serve as mounts for tritons.

Treasure: None

Hoar Fox

Frequency:	Rare
No. Encountered:	1d6
Size:	Small
Move:	150'
Armour Class:	6
Hit Dice:	2
Attacks:	1
Damage:	1d6
Special Attacks:	Breath Weapon
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	2 / 28 + 2/hp

Hoar foxes roam through the cold wastes in small packs. Unless threatened, they are hardly ever aggressive (10% chance). They can bite for 1d6 points of damage, though typically favour breathing a *Cone Of Cold* (range 30') at victims. The victim has AC 10 vs. this attack(modified by Dexterity). The cone does 2d6 hits point of damage (save for half).

The hoar fox is immune to all cold attacks and takes double damage from fire attacks (which also ruin its valuable pelt).

Treasure: Their silver-grey pelts are worth 100gp at market.

Hornet, Giant

Frequency:	Uncommon
No. Encountered:	1
Size:	Medium
Move:	240' flying (AA: V)
Armour Class:	2 in flight, 4 when settled
Hit Dice:	5
Attacks:	1
Damage:	1d4
Special Attacks:	Poison, incapacitation
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	70%
Intelligence:	Semi-
Alignment:	Neutral
Level / XP:	4 / 165 + 5/hp

The giant hornet has a 5' long body and wings with a span of 10' or more. It frequents pine forests, though it is also occasionally found below ground. Its large wings make a loud buzzing sound which can be heard up to 150' away. In dungeon corridors, each intervening door (up to a total of three doors) will halve the distance at which it can be heard.

It attacks on sight. The sting has the following effects:

- a) 1d4 hit points of damage;
- b) 5d6 poison damage (Saving Throw vs. Poison negates); and
- c) Incapacitation for 2d6 hours (Saving Throw vs. Poison also negates).

A Saving Throw is required for each of the poison and incapacitation effects. Smoke and fire penalizes the hornet's attack roll by -2 and -4 respectively.

Treasure: None

Hound of Ill-Omen

Frequency:	Very Rare
No. Encountered:	1
Size:	Medium
Move:	Nil
Armour Class:	Nil
Hit Dice:	Nil
Attacks:	1

Damage:	See below
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	Nil

The hound of ill-omen is rumoured to be a god's doom on those who offend him. Its shadowy wolf-like form appears to a single victim for just a few seconds. Subsequently, it is immune to all attacks. It makes a booming howl which causes its victim to suffer quadruple damage from the next 1d10 wounds (1d5 wounds, if *Remove Curse* is applied) he receives. No Saving Throw is possible against this effect. The victim will be unable to receive the benefit of any healing until the number of wounds has been taken. No further effects from the howl occur once the wounds have been received.

Treasure: None

Iron Cobra

Frequency:	Very Rare
No. Encountered:	1
Size:	Small
Move:	120'
Armour Class:	0
Hit Dice:	1
Attacks:	1
Damage:	1d3
Special Attacks:	Poison
Special Defences:	See below
Magic Resistance:	See below
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	3 / 88 + 1/hp

This snake-shaped robot, constructed from alien metal, was invented by a powerful sorcerer or perhaps a demi-god. It is programmed to obey simple commands. It can be used to guard treasure, act as a bodyguard or to search for and destroy anyone within one mile (provided the victim's name is known). The robot beams in on its victim's mental vibrations (the victim, if aware of the pursuit, can hide these with mind blank or a similar spell).

It can *Hide in Shadows* (as an 8th-lvl Thief). It usually makes a hushing sound as it moves, but it can also move silently, for a short time, to surprise a victim from behind.

It bites for 1d3 hit points of damage and its victim must Save vs. Poison at -2. The snake's fangs only hold three such poisonous bites, after which it only does the 1d3 points of damage. The fangs can be refilled with poison by the snake's controller. The fangs may also be filled with drugs that paralyse or cause sleep (victims make normal Saving Throws vs. such effects).

It is unaffected by mind-affecting spells or *webs*. Against other magical spell attacks, the iron cobra saves as a 12th-lvl Magic-User. Non-magical weapons do half damage to it.

Treasure: Intact and deactivated, the creature is worth 2,000gp to certain Magic-Users.

Jabberwock

Frequency:	Very Rare
No. Encountered:	1
Size:	Large
Move:	120' / 240' flying (AA: III)
Armour Class:	-1
Hit Dice:	17
Attacks:	3 (2 claws, 1 bite)
Damage:	4d6/4d6/5d8
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	10%
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	9 / 2,700 + 23/hp

Horrible flying beasts with flaming eyes, jabberwocks are carnivorous and always ravenously hungry - it is impossible to satisfy a jabberwock's appetite. They attack any source of meat on sight. If a jabberwock has a choice of targets, it will usually go for the largest, preferring the least-armoured where possible; they usually go for horses, but adventuring parties have been known to distract them with cattle.

If the jabberwock's meal is interrupted it will lose its temper and go on a killing rampage, not stopping until it has killed every animal larger than a mouse in sight.

These solitary creatures meet only to mate. They are oviparous, and if a female jabberwock is encountered in her lair there is a 10% chance that the lair will contain an egg.

They live in weird forests and deep dungeons. Their lifespan is unknown but certainly in excess of 600 years.

Treasure: Jabberwock body parts are much desired by alchemists as ingredients: a tongue will go for 1,000 to 5,000gp; a heart for 1,000 to 3,000gp; the 24 claws may fetch up to 200gp each; and the 56 teeth may fetch up to 100gp each. The rare eggs can fetch up to 50,000gp, even though captive jabberwocks must be kept caged, being too stupid and much too ferocious to train.

Jaculi (Javelin Snake)

Frequency:	Rare
No. Encountered:	1d10+10
Size:	Large
Move:	90'
Armour Class:	6

Hit Dice:	1
Attacks:	1
Damage:	1d6
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	1 / 10 + 1/hp

Jaculi are called *javelin snakes* by delvers of tombs and abandoned halls, who regard them as dangerous nuisances. Similar in size to constrictor snakes, a jaculi's natural habitat is in forests as a tree dweller, where it subsists on various mosses and bugs. Some jaculi adapt to living within the pillars and other structural supports found in many ruins. Although they don't hunt warm-blooded creatures, they are highly territorial, and will attack any creatures loitering in areas they've nested. Due to their chameleon-like nature, there is only a 25% chance of noticing a jaculi before it attacks. It does so by launching itself rigidly from a coiled position through the air at its target. The ridges on the sides of its head are as sharp as well-honed blades; so the net effect is equal to receiving a javelin attack. The great speed of a jaculi's "flight" subjects the target to surprise effects unless the snake was detected previous to its attack. Similar to piercers, once this attack routine is complete a jaculi can make no further attacks, only move away from the target at full crawling speed in an attempt to ascend to its regular perch for another strike.

Treasure: None

Jelly, Mustard

Frequency:	Rare
No. Encountered:	1
Size:	Large
Move:	90' or 130' to 180'
Armour Class:	4
Hit Dice:	7 + 14
Attacks:	1 or 2
Damage:	5d4 or 2d4/2d4
Special Attacks:	See below
Special Defences:	+1 or better magic wpn to-hit
Magic Resistance:	10%
Lair Probability:	35%
Intelligence:	Average
Alignment:	Neutral
Level / XP:	6 / 850 + 10/hp (50% for each half)

Mustard jellies are hazards found below ground, where damp and dark environments provide the conditions it needs to sustain itself. It is a putrid-looking formation of brownish-yellow ichor, that smells of flowering mustard greens. It has a sort of cunning intelligence, and will actively hunt and pursue victims, but does not desire to accumulate the possessions of its prey, leaving them where they fell. Seemingly dropped valuables in odd places underground are one indication of a mustard

jelly lairing nearby.

When attacking, a mustard jelly can choose to divide itself into two smaller jellies if advantageous to the circumstances. Each halve is faster alone than combined, having a speed of $120' + 1d6 \times 10'$ ft. It can divide and reform as often as it wishes. Mustard Jellies give off a noxious gas within a 10' radius that wreaks havoc on the metabolism of affected creatures, reducing their current movement by half unless a successful save against poison is made. This condition has a 2 round duration, but may apply multiple times (especially if faced by multiple jellies), with movement being reduced from 120', to 60', then 30', etc., until a victim is almost immobile and unable to effectively flee. A jelly attacks physically by forming a arm on itself and striking, the acidic nature of the jelly damaging those struck. If it has any weaknesses relative to its near-kin, it is the inability to squeeze through cracks or other openings small than it is (although its ability to divide mitigates this somewhat), or travel along the tops of caverns and corridors.

Mustard jellies have resistances or immunities to many weapons adventurers would use against them; only magical weapons will harm them, and the weapons themselves may be affected by the jelly's acid. Cold-based spells or attacks do 1/2 damage against it. Electricity and magical force akin to a *Magic Missile* spell actually increases the size of a creature permanently as expressed in additional hit points. When a mustard jelly gains extra hit points through this fashion equal to double its maximum hit points, it will permanently divide into two full strength creatures.

Treasure: None, unless incidental

Jelly, Ochre

Frequency:	Uncommon
No. Encountered:	1d3
Size:	Medium
Move:	30'
Armour Class:	8
Hit Dice:	6
Attacks:	1
Damage:	3d4
Special Attacks:	Nil
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	5 / 150 + 6/hp

The ochre jelly schlurps along dungeon walls, ceilings, and floors (even squeezing its body through narrow cracks) searching for organic matter. It can dissolve organic matter at the rate of 3d4hp per round. *Lightning Bolts* divide the monster into one or more smaller jellies, each capable of doing half normal damage.

Treasure: None

Kamadan

Frequency:	Rare
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No. Encountered:	1
Size:	Large
Move:	180'
Armour Class:	4
Hit Dice:	4+2
Attacks:	7 to 10 (see below)
Damage:	1d3/1d3/1d6 + 1d4/snake
Special Attacks:	Sleep breath weapon
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Low
Alignment:	Chaotic Evil
Level / XP:	4 / 235 + 4/hp

This leopard-like creature has 1d4+3 non-poisonous snakes extending from its shoulders, ringing its head. It attacks with each paw, and its bite, as per a normal leopard, and also gains one attack per snake head. What makes a kamadan especially dangerous is its sleep breath; a cone 30' long and 10' wide at its base. Creatures of less than five hit dice are affected as per the arcane spell *Sleep*; creatures of five hit dice and above are allowed a Saving Throw vs. Breath Weapons.

Treasure: 1d12 x 1,000cp (20%), 1d6 x 1,000sp (30%), 1d4 x 1,000ep (10%), 1d6 gems (25%), 1d3 jewellery (20%), any 2 magic items (10%)

Kampfult

Frequency:	Very Rare
No. Encountered:	1
Size:	Small
Move:	30'
Armour Class:	4
Hit Dice:	2
Attacks:	6
Damage:	1
Special Attacks:	Surprise
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	35%
Intelligence:	Low
Alignment:	Neutral Evil
Level / XP:	2 / 40 + 2/hp

Kampfults resemble small, weathered and slender stumps of trees, with long “arms” that look like branches or vines of approximately a man's height. The arms can be retracted to add to its disguise, if hiding is top priority at a given time. It prefers to locate itself in areas with a lot of undergrowth, that disguise its arms and make its body seem consistent with its surroundings. If a target passes within range it is surprised on 1-3 on 1d6, and the kampfult will attack with its arms; each attack that hits represents an arm that has coiled around its victim and will automatically do 1 hp damage that round and each subsequent round, until the target or the kampfult is dead. Arms that do not hit in the first

round will continue their attempts until an automatic six points of damage is inflicted per round. If it chooses, it can instead attack multiple opponents at the same time.

The arms are too tough and sinewy to take damage; the only way to harm a kampfult is to attack its main body. If it fails a morale check, its root-like appendages at the base of a trunk allow it to shuffle away, but it is too slow to flee an unencumbered pursuer.

Treasure: None

Kech

Frequency:	Rare
No. Encountered:	2d4
Size:	Medium
Move:	150' / 60' climbing
Armour Class:	4
Hit Dice:	5
Attacks:	3
Damage:	1d4+1/1d4+1/1d6
Special Attacks:	Surprise
Special Defences:	Hide
Magic Resistance:	Standard
Lair Probability:	30%
Intelligence:	Average
Alignment:	Neutral Evil
Level / XP:	4 / 245 + 5/hp

Keches are small bipeds that live in forests or jungles. They move very swiftly up and through trees, and their skin is covered in growths that, when ombined with their overall green colouring, makes them extremely difficult to spot in the wilderness. Their faces, however, are quite human, excepting their large jaws filled with sharp teeth.

Keches eat meat of all sorts, but prefer humans and demi-humans for prey. They are master man-trappers, utilizing deadfalls, pits and snares to disable those who must work, or travel through, woodlands. They are also experts at the art of ambush, often mimicking cries of help from women and children to lure prey into a kill zone. Due to their colouration and speed they achieve surprise on 1-5 on 1d6, often killing chosen targets before they can react. They then leave survivors behind and retreat into the trees and feast. Skilled at hiding their tracks and sounds, keches can't be tracked or heard on 1-5 on 1d10. When such tactics prove insufficient, assaults on settlements in or near the outskirts of forests will be planned and executed with grisly results.

Treasure: 1d8 x 1,000cp (50%), 1d6 x 1,000sp (25%), 1d4 x 1,000ep (25%), 1d3 x 1,000gp (25%), 1d8 gems (30%), 1d4 jewellery (20%), and 1 random sword/armour/misc. weapon (10%)

Kelpie

Frequency:	Very Rare
No. Encountered:	1d4
Size:	Medium
Move:	90' / 120' swimming

Armour Class:	3
Hit Dice:	5
Attacks:	Nil
Damage:	Nil
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	70%
Intelligence:	Low - Average
Alignment:	Neutral Evil
Level / XP:	4 / 195 + 4/hp

Kelpies are aquatic and carnivorous plants that have a limited ability to reshape their bodies (which unmodified appear as any other normal kelp) into caricatures of beautiful women. On its own, the effect would be interesting but rarely dangerous, as even the most talented kelpie still look like women made of seaweed. When combined with its powerful charm ability, however, it is quite effective at luring prey to its doom. This charm only effects men, who receive a -2 to their Saving Throw vs. Spells (adjusted for Wisdom bonuses). If he fails, he sees the kelpie as a seductive woman, and will immediately enter the water in a desperate attempt to embrace the kelpie, not noticing or caring that he is being lured underwater to drown. Men succumbing to this effect take 2d10 points of damage per round until dead, at which point the kelpie will take the corpse back to its lair. If a kelpie is out of water for some reason and attacked with fire, it takes only half damage.

Kelpies are most often found in oceans, but can walk short distances over land (1d3 hours) and in this way will occasionally make their lairs in inland bodies of freshwater or swamps. Kelpie will rarely attack groups of males mixed with females, as women can't be charmed and immediately can see the kelpie for what it is; instead, kelpies if attacking members of a group will attempt to lure individuals stopping to drink, or otherwise some distance away from the main group.

Treasure: 1d8 x 1,000cp (10%), 1d12 x 1,000sp (15%), 1d8 x 1,000ep (15%), 1d6 x 1,000gp (50%), 1d10 gems (30%), 1d6 jewellery (25%), and any 2 random magic items and 1 potion (15%)

Khargra

Frequency:	Very Rare
No. Encountered:	1d6
Size:	Small
Move:	30' / 150' swimming through earth/rock
Armour Class:	-3
Hit Dice:	6
Attacks:	1
Damage:	3d6
Special Attacks:	Surprise
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Low
Alignment:	Neutral
Level / XP:	5 / 350 + 6/hp

These natives of the elemental plane of earth sometimes, extremely rarely, find their way to the prime material in their never ending quest to feed their voracious appetite for high purity ores. They resemble a smelting bucket crossed with a fish, whose locomotion is also analogous to their own. Their bodies resemble cones, with the mouth at the large end, narrowing somewhat at the other end of its body. Khargras have three fins equally spaced around its body cylinder, with one fin pointing up and the other two pointing down. at the midpoint between the fins, a smaller cylinder houses each of a kargra's three arms, with openings for extension next to the mouth of the creature. The mouth opens and closes in an iris fashion. The overall size is usually between 3' and 4' in length; a bizarre looking creature indeed.

This odd appearance underlies the ability of a khargra to “swim” through strata of rock in search of metal to eat. It will always seek to eat the purest form of metal it can sense, and will leave a current meal unfinished if better sources present themselves nearby. In many cases, these are adventurers in fine Armours of steel and other alloys, carrying bags of precious metals! If detecting such, Khargra become frenzied to the point of phasing themselves right out of a cavern wall much as a fish flopping onto shore out of water. As there is almost no way to detect this prior to a khargra landing in the midst of a party, surprise is achieved on 1-5 on 1d6, or 1-4 if dwarfs or gnomes are present.

When it does so, it loses its ability to swim, and must move itself along using its three arms at a greatly reduced movement rate. It will hone in the metal it detected, or other such rich sources (such as also well-equipped companions that are closer) and attempt to feed. To do so it must first score a successful to-hit roll with one of its arms, which attacks as a 12 HD creature but does no damage. As there is no desire to eat the organic material wearing or holding the metal it seeks, if such is dropped immediately retreat can be made without fear of harm. However, if access to metal is blocked, or protection of belongings is attempted, it will become disturbed and attack the person hindering it. Once it has latched onto what it perceives as a meal (or something in the way of a meal), it will continue attacking until it has fed or the person has been killed. It can consume up to 5 lbs of metal each round, and often is not sated until having eaten 100 lbs.

If a khargra attacks a person wielding a metal weapon against it, its bite will destroy the weapon on rolls exceeding 15. Its powerful bite is as effective against flesh and bone as it is in excavating and pulverizing rock.

Unlike its initial transition when exiting floors or walls, transitioning back into these surfaces takes up to a minute. During this period, if subject to the arcane spell phase door, a khargra is killed, although its corpse remains immaterial to those in normal phase until the magic is dispelled. The Druid spell transmute metal to wood will also kill it regardless of its current phase. Other spells to which it is vulnerable are dig, which confuses and stuns it for 1d3 rounds, and heat metal; heat metal always does maximum possible damage regardless of what is normal for the current round of its duration. It is immune to other magical and normal cold and fire damage.

Treasure: The corpse of a khargra will contain up to 50 lbs. of various metals, as per its recent meals, which may contain precious metals. It does not otherwise have treasure.

Korred

Frequency:	Very Rare
No. Encountered:	1d4
Size:	Small
Move:	90'
Armour Class:	5

Hit Dice:	6+1
Attacks:	1
Damage:	1d2+4 or by wpn type
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	25%
Lair Probability:	1%
Intelligence:	Very
Alignment:	Chaotic Neutral
Level / XP:	6 / 925 + 8/hp

Korred superficially resemble fauns, but with long hair and beards that writhe and whip about, seemingly with a life of their own. They are immensely strong, especially considering their size. Attuned to the chaotic side of nature, they are nonetheless closely allied with Druids and assist them in preparing their sacred groves. Their favorite activity is to dance with abandon, feeling the energies in nature wash over and through them.

They are also unpredictable, and often very dangerous. They carry large shillelaghs and belt pouches which contain scraps of their hair, scissors, and the korred's other possessions. Their hair remains animated, and can be twisted by a korred into a form of rope that will entangle opponents who fail to Save vs. Paralysis. If attacked, an animated hair-rope is AC 1, 5 HPs, and Move of 30 ft. Legends state that if holy water dedicated to a good deity is poured into a korred's belt pouch, the items inside will transmute to gold.

If deciding to engage in violence, a korred can throw boulders similarly to a giant as a ranged weapon, for 2d8 damage. Otherwise they melee with their cudgels for 1d6+4 damage, scissors for 1d4+4, or bare-handed for 1d2+4. A korred may laugh at an opponent thrice daily, requiring a Saving Throw against the victim's Charisma score to avoid being stunned for 1d4 rounds.

If a traveller ever comes upon a korred gathering for dancing, must Save vs. Spells or be compelled to join the dance, unto exhaustion and death, losing 1d4 hit points per round from the exertion unless they are physically bound or the gathering is broken up and the korreds put to flight.

Treasure: 1d10 x 1,000cp (5%), 1d12 x 1,000sp (25%), 1d6 x 1,000ep (25%), 1d8 x 1,000gp (25%), 1d12 gems (15%), 1d8 jewellery (10%), and 1d4 magic items (25%)

Land Lamprey

Frequency:	Uncommon
No. Encountered:	2d6
Size:	Small
Move:	120'
Armour Class:	7
Hit Dice:	1+2
Attacks:	1
Damage:	1hp
Special Attacks:	See below
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil

Intelligence:	Non-
Alignment:	Neutral
Level / XP:	2 / 40 + 2/hp

Land lampreys are very similar to common sea lampreys in appearance and function. They move in serpentine fashion, and live anywhere outside of polar or desert conditions. Land lampreys are typically about 3' in length, but with much greater body mass than a snake of equivalent length. They are very heavy for their size; when attached they actually restrict the mobility of their prey, resulting in a penalty of a point of Dexterity for each land lamprey so attached.

Upon successfully attaching, the lamprey opens an incision with its spherical mouth which does 1 point of damage each round. After 3 additional rounds (4 rounds total) a lamprey has completed a meal and detaches. Otherwise, the only way to remove a lamprey is to kill it (possibly dangerous to the person it is attached to) or burn it.

Treasure: None

Lava Child

Frequency:	Very Rare
No. Encountered:	3d6
Size:	Medium
Move:	90'
Armour Class:	4
Hit Dice:	4 to 7
Attacks:	3
Damage:	1d6/1d6/1d12
Special Attacks:	Spell use
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Average
Alignment:	Neutral
Level / XP:	4HD: 165 + 3/hp
5HD: 245 + 4/hp	
5HD MU/C: 290 + 5/hp	
6HD: 370 + 6/hp	
6HD F/MU: 655 + 6/hp	
7HD F/MU/C: 825 + 8/hp	

Occasionally the minor godlings relating to the Elemental Planes of Earth and Fire, and worshipped by primitive peoples, congress with one another for reasons unknown. Out of such unions are born lava children. These curious beings are broad of shoulder, with powerfully built torsos and strong arms that end in large, clawed hands. Their faces however, are cherubic, resembling those of small children - a disconcerting combination. They typically live in and under active volcanoes, or other places where geothermic activity is frequent. Not noted for particular aggressiveness, most lava children keep to themselves, although they do speak the common tongue in addition to their own. If made enemies of, they are capable foes with peculiar and deadly characteristics.

Due to the earthen half of their heritage, lava children ignore weapons and armour fashioned from

metals or rock. It is as if they are somehow slightly out of phase with such materials, although this does not extend to their claws or bites meeting flesh and bone. Thus, most opponents will find that they are as if wearing no armour at all, an unable to strike back at a lava child unless using wooden or other weapons made of a plant-based material. They melee with each hand and an extremely strong bite.

Most lava children are considered Fighters, some unusual specimen will have abilities with magic that throw back to their supernatural heritage. When encountering groups, if less than 7 lava children are present than 1 will be stronger with 5 HD and a +1 to hit; groups between 8 and 10 members also have a Magic-User (5HD); groups between 11 and 14 members will contain all the above plus a 5HD Cleric, and finally, groups between 15 and 18 have all preceding special members, plus a multi-classed Fighter/Magic-User with 6HD. Whispers have been heard that deep under the largest volcanoes, tribes large enough to have kings exist; these kings are triple classed as Fighter/Magic-User/Clerics and have 7 HD.

Lava children cast their spells at the higher of either their hit dice or the 6th-lvl of ability. Those with Magic-User capabilities can cast these spells each day: *Affect Normal Fire*, *Burning Hands*, *Feather Fall*, *Light*, *Fireball*, *Fools Gold*, *Pyrotechnics*, and *Slow*. Those with Cleric capabilities are limited to the spells *Cure Light Wounds*, *Continual Light*, *Dispel Magic*, *Find Traps* (x2), *Light*, *Remove Fear*, and *Slow Poison*.

Their origin grants them immunity to all magic damage related to earth or fire. Conversely, they are especially susceptible to magic from other elements, i.e. water and air. If attacked in that way, lava children are damaged for an additional hit point for each level of the caster.

Treasure: Individual 1d4 gems (50%)

Leng, Man of

Frequency:	Uncommon
No. Encountered:	2d4
Size:	Medium
Move:	180'
Armour Class:	5
Hit Dice:	5
Attacks:	1
Damage:	2d4
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	50%
Lair Probability:	75%
Intelligence:	Very
Alignment:	Neutral Evil
Level / XP:	5 / 280 + 5/gp (+300 if piper)

These enigmatic creatures thrive in harsh and unforgiving tundra. They stand six to seven feet tall, with the naked torsos of men, the hooved legs of goats, and the spiral horns of rams. Their legs and forearms are thick with grey-white fur, as are their long manes and beards. Their eyes are sky-blue, their ruddy faces folded with many wrinkles. Their faces are otherwise man-like, but with a hircine cast of features. Their hooves and horns are black.

Men of Leng are often the servants of moon beasts (q.v.). If they are free, then unless supplicated with gifts of fine wine, they will not tolerate intruders.

In a group of men of Leng, one will possess a set of magical pipes (which only it can employ). The Man of Leng will play otherworldly music on the pipes to charm, sleep or cause fear to any intruders (who fail their Saving Throws vs. Spells) within 60' of it: a tune to charm when the intruders include attractive women; a tune to sleep when the intruders are relatively harmless (the intruders will awake to find their valuables gone); a tune to cause fear when the intruders are a threat. A creature which successfully resists a Man of Leng's music is thereafter unaffected by the same musician.

Angry men of Leng will head-butt trespassers with their pointed horns or, less frequently (20% of the time), attack them with a magical weapon. Their alert nature means that they can also only be surprised on a one in six.

Men of Leng have their own language and can also speak Common. They are more often than not (80% chance) friendly with any fauns who live near them.

Treasure: 3d6 x 100gp (90%), 2d10 gems (50%), 1d12 jewellery (45%), 1d3 magic items (50%), 1d8 potions (50%), 1d6 scrolls (50%)

Leucrocotta

Frequency:	Very Rare
No. Encountered:	1d6
Size:	Large
Move:	150'
Armour Class:	4
Hit Dice:	6+2
Attacks:	1
Damage:	2d8+2
Special Attacks:	Imitate voices
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	35%
Intelligence:	Low
Alignment:	Chaotic Evil
Level / XP:	7 / 345 + 8/hp

These horrid beasts are alien in aspect, being the size and general shape of a small horse. The creature has no teeth; its mouth is a sharp bony ridge, and the oversized jaw runs past its eyes, almost to the monster's neck.

The beast can crudely imitate the sounds of men, women, and animals in distress, and uses this ability to attract prey.

Leucrocottas are inspired by the writings of Pliny the Elder.

Treasure: None

Magnesium Spirit

Frequency:	Very Rare
No. Encountered:	1
Size:	Medium
Move:	360'
Armour Class:	0
Hit Dice:	6+1
Attacks:	1
Damage:	3d4
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	50%
Lair Probability:	Nil
Intelligence:	Very
Alignment:	Lawful Evil
Level / XP:	8 / 1,505 + 8/hp

Magnesium spirits appear as cylindrical flames approximately 5' high and 3' ft in diameter, having a tail also about 5' ft in length. Despite their appearance, they radiate no heat. There are a very small number on the Prime Material plane; they are not native to it. How they arrived is unknown; whenever encountered they never communicate, but instead attempt to possess powerful humans (and only humans) to provide a physical body necessary for channeling the energies which allow them to return to their place of origin. Only those of the 5th-lvl of ability have the inner strength necessary for the completion of the incantation.

Upon detecting humans, a magnesium spirit will close any distance at great speed, choosing a victim at random. Prior to attacking it flashes a burst of energy which will blind all viewing it within 20' who fail a Saving Throw vs. Petrification as the 2nd-lvl Phantasmal spell, *Blindness*. This effect lasts for 2 hours for any survivors of the encounter. The spirit then attempts to possess its chosen victim. Its speed is such that it automatically wins initiative, even when fighting someone under the effects of a haste spell or similar magic. A successful attack inflicts 3d4 damage and also drains 1 level and 2 points of Strength, after which no further to hit rolls are necessary in succeeding rounds; further damage and draining are automatic as it evicts the victim's life force from its body. A total of 4 rounds of successive effects are necessary to inhabit the victim. On the 4th round, only the use of holy water (which does 1d6+1 damage) will damage the magnesium spirit without also inflicting like damage on the victim. Holy water used against it at any point will force the spirit to disengage from attempting its current possession and select a new target at random (this may include the opponent previously attacked). Upon a successful possession, a victim's life force is annihilated in the process, regardless of the amount of hit points or levels otherwise remaining, the body unable to be returned to life except by a *Wish* spell. Frighteningly, any victim not currently retaining at least 5 levels of ability after the possession process is discarded as unusable, with a new human target chosen at random; entire groups of humans have been destroyed in turn upon encountering a magnesium spirit.

If in possession of a body retaining a minimum of 5 levels, the magnesium spirit casts its alien magic, removing it, and the body it possesses, back to its home plane. This takes 5 segments presuming any survivors in proximity do not wish to attempt disruption of the spell.

Magnesium spirits are highly magic resistant. They are also immune to spells of *Charm*, *Fear*, *Hold*, *Paralyzation* and *Sleep*.

These creatures are sometimes misattributed by primitive cultures in myth and lore as vengeful

servants of their deities, as entire villages, armies or areas face decimation until a sufficiently powerful opponent happens to be chosen by the spirit; the subsequent disappearance of both parties being interpreted as divine judgement.

Treasure: None

Mandragora

Frequency:	Very Rare
No. Encountered:	3d6
Size:	Small
Move:	120' / 60' burrowing
Armour Class:	5
Hit Dice:	1+1 / 2+2
Attacks:	2
Damage:	1d4
Special Attacks:	Strangulation
Special Defences:	See below
Magic Resistance:	20%
Lair Probability:	50%
Intelligence:	Low - Average
Alignment:	Neutral Evil
Level / XP:	1HD: 2 / 60 + 1/hp
2HD: 3 / 95 + 2/hp	

Mandragora are small plant creatures between 1' and 2' tall. Their mixed brown and black colouring, combined with draining abscesses and pustules, give them the unwholesome appearance of a vaguely humanoid, ambulatory rotting vegetable. It senses through small root-like growths from its base. A group of mandragora typically lurk around root systems of other trees, which are its backup source of food, creating tunnels to live in.

If its lair is disturbed during the night hours, mandragora erupt from the ground and attack with their vine-like arms. These arms have edges sharp enough to cut when they hit, but a mandragora always seeks to wrap itself around a victim's throat, and strangle it to death.

Each arm scores such a hit on a roll of 20 (including any modifications), after which damage for that arm is automatic until the victim or the mandragora is dead. Fire spells do half-damage against mandragora, as they are creatures of slime and damp. Spells designed to effect animals are useless against it, although it is vulnerable to spells designed for plants. It is immune to *Sleep*. Its major weakness is light; if its lair is turned up in the daytime, all mandragora exposed to the sun are stunned for 1d4 segments.

Treasure: 3d8cp, 3d6sp, 2d6gp (50%), 1d2 random magic items (25%)

Mantari

Frequency:	Very Rare
No. Encountered:	1d3
Size:	Small
Move:	180' flying (AA: IV)

Armour Class:	9
Hit Dice:	1+1
Attacks:	1
Damage:	See below
Special Attacks:	None
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral Evil
Level / XP:	3 / 80 + 1/hp

Mantari strongly resemble aquatic manta rays, instead being flying creatures which lair in places where their favourite food, giant rats, frequent. The main body of a normal-sized specimen is approximately 3' ft in length, with the apex of its wingspan being similar. Their tails are usually slightly longer than their bodies.

Although mainly a vermin-eater, the mantari possesses a malign nature and if encountered will attack on 1-8 on 1d10. It dives down with its tail, and stinger, pointed down and in front if it towards its prey. The damage done by a mantari depends upon the Constitution of its victim, with that score subtracted from 19 to determine damage. If a mantari scores consecutive hits, each hit after the first does quadruple damage.

Treasure: None

Mantis Warriors

Frequency:	Rare
No. Encountered:	6d10
Size:	Medium (5' tall)
Move:	150'
Armour Class:	5
Hit Dice:	4
Attacks:	2
Damage:	1d6+2/1d6+2
Special Attacks:	Nil
Special Defences:	Dodge Missiles
Magic Resistance:	Standard
Lair Probability:	50%
Intelligence:	Average
Alignment:	Neutral
Level / XP:	3 / 85 + 4/hp

The mantis warriors are a strange, alien form of intelligent insect life. They hunt and eat humans and other creatures without mercy, and without any acknowledgement whatsoever of their intelligence. They are not evil, per se, just completely alien to humankind. They are quite organized in social sense, and will rapidly organize to deal with intruders into their domain. No parley or other communication is possible with them.

Mantis warriors are interchangeable - there are no apparent leaders among them. Rather, they have a hive mind, and sometimes will have a strange, seemingly dead warrior with albino colouring at the heart of their lairs. Such specimens are not actually dead, but possess powerful mental capabilities that are used to coordinate and protect the larger colony.

Mantis Warriors move by great leaping hops, and can reach heights of 25' and more. They can dodge missile attacks 50% of the time by hopping out of the way, if there is space to do so. Their preferred weapons are unique, two-ended pole-arms that may be used as glaives or thrown as a spear. They also make strange, throwing wedges that can be thrown up to 90', causing 1d4+2 damage. Further, they will return to the thrower if they miss their targets and sufficient room is available for them to boomerang around.

Whether the albino mantis warrior is a priest, leader, or god is unknown. This mantis warrior will not move even if attacked - indeed, it may be incapable of movement. However, it is far from defenseless. It will know immediately if an intruder enters the lair, and will psychically call for aid (d4 Mantis Warriors will arrive starting in 3-6 rounds, with d4 more arriving every other round after that). Additionally, it will broadcast a strong repulsion to prevent anyone from walking around the rock pillar (Save vs. Spells at -2 or be unable to draw north of the south face of the pillar). Additionally, the creature can *Charm* 1-3 PCs per round (provided it is not doing anything else - saves are allowed, a PC that makes his save gets a cumulative +2 for any subsequent attempts) - all those *charmed* will be mentally directed to attack their fellows who have not been charmed, especially those that were able to break through its repulsion. Finally, the albino mantis is able to strike an attacker with a powerful electric shock (6d6 damage once every other round, save for ½ damage; note, it cannot use both charm and electric shocks the same round, though the repulsion is continuous). If this mantis is killed, the repulsion and charm effects will immediately cease. Additionally, the entire Mantis Warrior tribe will go berserk, with many attacking their fellows. Note: This will cause a great deal of damage to the tribe, but not destroy it - a new albino will somehow have to be found to replace the lost one - how this is done is unknown).

Treasure: They use gems among themselves as some sort of status identifier - a typical mantis warrior will possess 1d4 gems of varying value (see table below). Additional incidental treasure is possible, but aside from gems, seems to have little or no value for them.

1d20	VALUE	1d20	VALUE
1-2	5gp	14-15	150gp
3-4	10gp	16-17	200gp
5-7	25gp	18	300gp
8-10	50gp	19	500gp
11-13	100gp	20	750gp

Martyrmen

Frequency:	Rare
No. Encountered:	10d10
Size:	Small (See below)
Move:	90'
Armour Class:	7
Hit Dice:	1 (See below)
Attacks:	1
Damage:	1d6 (See below)

Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	40%
Intelligence:	Average
Alignment:	Lawful Evil
Level / XP:	Varies

Martyrmen are a race of humanoids whose society is built solely upon an unyielding devotion to their religion. Fanatical in the extreme, any creature that doesn't share their faith is marked a heretic and immediately executed for their infidelity. Since the primary requisite of the martyrman religion is to be one of their species, every other living thing is seen as an affront to their god and therefore deserving death.

The religious conviction of the martyrmen is so pervasive that it supersedes everything else. So single minded are they that mind-influencing magic (such as *Charm Person* and *Suggestion*) have no effect on them. Martyrmen have no fear of death. Life - even their own - has no value except in how it can support their community as a whole. It is this willingness to sacrifice their own lives to benefit their fellows that is their most notable - and for adventurers, feared - characteristic, for martyrmen are able to sacrifice themselves and transfer their "life force" to another martyrman in their group. To do this, the martyrman must spend a round taking its own life using a special keris that each carries, and at the end of the round the target martyrman gains the following:

- the remaining hit points of the martyrman that sacrificed itself. - 1 HD for every 8 hit points (so martyrmen with 0-8 hit points have 1 HD, 9-16 hit points have 2 HD, 17-24 hit points have 3 HD and so on).
- 1' in height for every hit die gained, with 1 HD martyrmen being a foot tall. 1-4 HD martyrmen are small-sized, 5-7 HD martyrmen are medium-sized, and 8-10 HD martyrmen are large-sized. - +1 damage adj. for every HD gained above 2 HD (so 3 HD get +1 dam, 4 HD get +2 dam, etc.)

A martyrman must do this itself: martyrmen cannot sacrifice their fellows. It must also use the keris to do the deed, and if that weapon is not available then the process cannot be completed. While a single martyrman can receive the life force of any number of its fellows, it can never have more than 80 hit points or be larger than 10 HD. Any hit points beyond this simply disappear. Martyrmen retain their highest HD achieved for purposes of combat, saving throws, experience points, etc. (To calculate martyrmen XP, reference [OSRIC](#) p. 118: add the bases XP values and XP per hp as well as one special XP bonus, as appropriate for the martyrman's highest obtained HD.) Experience points are not rewarded for martyrmen who commit suicide!

Fortunately for civilized lands, martyrmen congregations are usually only found in desolate locations. Because they are so hostile, little is known of martyrman society. They never run from combat and never allow themselves to be taken alive, so none has ever been successfully interrogated. Also, their language is incomprehensible to all except themselves: a constant screeching babble that some sages believe is entirely made up of religious rhetoric.

Treasure: Individual martyrmen will carry 3d6sp and 2d4gp.

Memory Moss

Frequency:	Rare
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No. Encountered:	2d6
Size:	Small
Move:	Nil
Armour Class:	10
Hit Dice:	1d2hp
Attacks:	Nil
Damage:	Nil
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	100%
Intelligence:	Average
Alignment:	Neutral Evil
Level / XP:	2 / 33 + 1/hp

These patches of black moss are parasitic in nature. When sentient beings are within 60 ft of a memory moss, it will attack to steal the memories of the creature, taking all knowledge of the last day, which is then lost to the being. Such an attack can be attempted against 1 being per round. If successful on an attack, no further attacks will be made for 24 hours.

This attack is most harmful against spellcasters of all types, as all memorized spells will be lost to the memory moss. If the moss is located and attacked, it will defend itself by creating a small simulacrum of the victim out of itself; if it has absorbed spells it can then use them against its attackers.

The only way to regain any lost memories or spells is to consume the moss after it is defeated. A Saving Throw vs. Poison must be made; if successful, memories and uncast spells are regained. If failed, the victim becomes violently ill for 3d6 turns with no movement or actions possible until the natural toxins in the moss are passed from its system.

Anyone eating the moss will gain the memories and spells it contains, even if not the being's own, or if otherwise possessing the ability to cast spells. Such spells can be retained for casting for 24 hours. Amoral spellcasters have been known to carefully cultivate memory moss for use in stealing unique spells known by others, as mystic knowledge so gained will reduce the cost of researching a copy of the spell by half, or if otherwise possessing a scroll or book of the spell, halve the chance of failure to learn the spell.

Treasure: None

Mephit (Variants)

	WATER	ICE	MIST
Frequency:	Very Rare	Very Rare	Very Rare
No. Encountered:	1	1	1
Size:	Medium (5' tall)	Medium (5' tall)	Medium (5' tall)
Move:	120' / 150' swimming	120' / 240' flying (AA: IV)	120' / 240' flying (AA: V)
Armour Class:	7	5	7
Hit Dice:	4	3	3+2
Attacks:	2	2	2
Damage:	1d4/1d4	1d3/1d3	1d2/1d2

Special Attacks:	See below	See below	See below
Special Defences:	See below	See below	See below
Magic Resistance:	Standard	Standard	Standard
Lair Probability:	50%	50%	50%
Intelligence:	Average	Average	Average
Alignment:	Any Evil	Any Evil	Any Evil
Level / XP:	3 / 200 + 4/hp	3 / 100 + 3/hp	3 / 150 + 4/hp

Fire, lava, smoke and steam mephits are covered in [OSRIC](#) (q.v.). These are additional varieties.

Water Mephit: Water mephits act as lackeys and messengers to powerful, water-dwelling creatures of the Lower Planes. These mephits can be found in any of the evil-aligned lower planes that have sizeable oceans or lakes but, other than being developed from steam mephits many millenia ago, their plane of origin is not known.

Water mephits are all about 5' tall and propel themselves through the water with a pair of truncated, water-adapted wings. Their wings are not capable of flight in the air, but they do allow water mephits to move through fluids at a very rapid speed. Water mephits speak the same language as steam mephits, as well as their alignment tongue, and the language common to the lower plane they call home. Like imps and quasits, water mephits are mischievous and have an evil sense of humour. When on the material plane, these creatures are particularly fond of drowning unsuspecting intelligent beings.

Water mephits are grey to black in colour and have long, spindly limbs. In battle, a water mephit will attack with its two claws for 1d4 points of damage each and, if outside of its water environment, will gout a quantity of scalding water that will hit any target within 10' for 1d4 points of damage if a save versus breath weapon is not made. The water mephit can use this breath weapon every other round an unlimited number of times. While under water, water mephits' wings are capable of producing shock waves to a distance of ten feet. These waves are capable of stunning small and medium-sized creatures that fail a Saving Throw vs. Paralysis, and will affect such targets for 1d4 rounds.

Water mephits also posses several spell-like abilities. Once per day they can cause all of the water within a 10' radius to become nearly boiling hot, resulting in 1d8 hp damage to each target in the affected area (no Saving Throw if the target is within range). Once per hour the water mephit can *Contaminate Water* (per the reverse of the 4th-level Cleric spell *Purify Water*), which will drive water-breathing creatures away by clogging their gills. Once per hour the water mephit can attempt to gate in 1d2 steam, mist or water mephits, with a 30% chance of success. Successfully gated mephits will be of the steam (25%), mist (25%) or water (50%) types only.

Due to their nature, water attacks do no damage to this type of mephit, and heat damage is cut by one half.

Treasure: In addition to an abundance of pearls and nacre-coated objects (worth 100-1000 gp total), water mephits usually posses a great amount of treasure that has been inadvertently fallen into the water. Thus, water mephits will have treasures similar to that found in a pirate captain's chest.

Ice Mephit: Ice mephits' claws cause a terrible chill to seep into their target's muscles on a successful hit, causing the target to suffer a cumulative -1 penalty per strike on his or her own to hit rolls. This effect takes about an hour to pass. Alternatively the mephit can spit a salvo of icicles that strikes a single target within 10' for 1d6 points of damage (Save vs. Breath Weapon to avoid). Once per hour the ice mephit can attempt to *Gate* in an ice, mist or water mephit (equal probability for

each type). The gate has a 25% chance of opening.

Ice mephits are bluish-white with a spiky appearance, as if decorated with icicles. They suffer no damage from cold-based attacks.

Treasure: 1d10pp, 1 gem (10%)

Mist Mephit: Mist mephits are cousins to steam mephits. They are hard to see because their skin constantly exudes mist, but if this is somehow dispersed or seen through, the mephit appears cloudy and vague, with puffy, poorly-defined, pale grey features. Once per hour they can try to *Gate* in 1d2 ice, mist or water mephits (equal chance of each). Such a gate has a 25% chance of opening.

Mist mephits' small claws are rather ineffective and they prefer to employ their breath weapon, which is a puff of mildly toxic mist that engulfs a single target within 10'. This target must pass a Saving Throw vs. Poison or suffer 1d4+1 points of damage.

Three times per day, a mist mephit may assume gaseous form (as the potion), and once per day it can cast a *Wall of Fog* (as the 2nd-lvl Phantasmal spell).

Treasure: None

Mi-go (the Fungi from Yuggoth)

Frequency:	Vry Rare
No. Encountered:	2d12
Size:	Medium (5' tall)
Move:	120'
Armour Class:	2
Hit Dice:	7+1
Attacks:	2
Damage:	1d12/1d12
Special Attacks:	None naturally (see below)
Special Defences:	Nil
Magic Resistance:	20%
Lair Probability:	Nil
Intelligence:	Exceptional
Alignment:	Neutral Evil
Level / XP:	6 / 550 + 10/hp

The mi-go are visitors from Yuggoth, which may be another planet or world in an alternative Prime Material plane. They cross the æther to reach certain minerals found in high mountains, which they prize. The Mi-go have rebelled against their gods, and in consequence have no access to Divine magic of any kind, although their amazing knowledge of surgery does compensate to some extent for their lack of healing. They would not see themselves as evil, but are callous and selfish and have no regard for lower forms of life such as humans, so are defined as "evil" for game purposes.

They are essentially fungoid in nature, with a hard, light-red exoskeleton. Their membranous wings are incapable of lifting them through normal air, although they can propel the Mi-go through the æther with un-matched speed. Mi-go can enter the æther almost at will, taking 1 turn to do so.

Mi-go are technologically advanced. Some (15%) carry technological weapons, which resemble a

wand of magic missiles (75%) or a **wand of fire** (25%) except that they cannot be recharged.

It is possible for some characters to befriend the mi-go, and they may be promised transportation to Yuggoth. The “friend” will probably not be told that only their brain will make the journey, having been surgically extracted and placed in a metal canister for the trip.

Mi-go can speak to each other telepathically. Some have also had humanoid vocal cords surgically implanted, in which case they will be able to speak with a faint and peculiarly buzzing voice.

Treasure: Individuals 1d6 gems (20%); technological weapon (15%).

Mihstu

Frequency:	Very Rare
No. Encountered:	1d4
Size:	Medium
Move:	60' / 60' flying (AA: V)
Armour Class:	-2
Hit Dice:	8+2
Attacks:	4
Damage:	1d6+1
Special Attacks:	Constitution drain
Special Defences:	+2 or better magic wpn to-hit
Magic Resistance:	10%
Lair Probability:	10%
Intelligence:	High
Alignment:	Neutral Evil
Level / XP:	7 / 2,000 + 12/hp

Mihstu are other-planar creatures which, when found on the prime material, prefer dark and damp locales. Mihstu are frequently not identified for what they are, as they appear as clouds of mist. It is likely that an unrecognised mihstu will make no aggression as when on this plane, they typically prefer to remain incognito.

They do, however, occasionally form pacts with Magic-Users in exchange for powerful magic items, the motivation behind such acquisitions unknown. When so retained, a mihstu is a dangerous foe to enemies of its patron. It can create up to four solid appendages from its body, ending in sharp claws it uses to slash at its victims. Its most feared attack is its ability to drain vitality. If a victim is within the radius of its misty body, it can drain 1 point of Constitution per round, until the victim is dead (0 CON). Note that Resurrection is not possible in such cases. If a victim is not fully drained, Constitution returns at a rate of 1 point per day, but during this time natural healing is impossible.

Electrical attacks do not effect mihstu, nor do *Magic Missiles* (as per spell). Magic arrows or other similar missiles of +2 or greater enchantment only do damage equal to their “plus”. Cold-based spells do no damage, but will stun a mihstu for 3d4 rounds.

Treasure: 3d6 x 100pp (30%), 2d10 gems (55%), 1d12 jewellery (50%), 1 magic item (65%).

Moon Beast

Frequency:	Very Rare
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No. Encountered:	6d6
Size:	Large
Move:	120'
Armour Class:	3
Hit Dice:	12
Attacks:	1
Damage:	3d6
Special Attacks:	See below
Special Defences:	All Saves at +4
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Very
Alignment:	Lawful Evil (50%) or Neutral Evil (50%)
Level / XP:	WiP

Moon beasts are anthropophagous monsters from Lovecraft's Dreamlands. They travel around in magical sailing ships, buying human slaves from almost any source. They prefer to pay by weight. Often, they will hire men of Leng (q.v.) as intermediaries; the men of Leng conceal their horns and goat legs, pretending to be human slavers, while the Moon beasts hide below decks.

[Write the rest]

Moon Dog

Frequency:	Rare
No. Encountered:	1 / 2d4 in lair
Size:	Medium
Move:	300'
Armour Class:	2 / 0 / -2
Hit Dice:	8 + 16
Attacks:	1
Damage:	3d4
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	25%
Lair Probability:	Nil
Intelligence:	High - Exceptional
Alignment:	Neutral Good
Level / XP:	7 / 2,600 + 12/hp

Moon dogs are powerful agents of weal that roam the night eliminating evil they encounter. In areas where evil is ascendent, packs of the creatures will be encountered. They rarely operate in or near cities, preferring rural or wilderness areas. Moon dogs are common on the outer planes in which they live, and have the innate power to become either æthereal or astral, and can also be found traveling those planes going to and from the Prime Material to their homes. They are always in service to a diety, or powerful agent of a diety.

Moon dogs appear as large canines of grey and black, except that its head is somewhat humanoid in appearance, and it has prehensile front paws, which it can use to hold or manipulate objects. Moon

dogs have a language of their own, and can speak with all forms of dogs and wolves. They also speak any Common or trade languages used within their assigned range, and when these are insufficient possess a rudimentary telepathy able to communicate simple concepts. Moon dogs come to the aid of good beings they find beset by evil, but will never accompany them instead continuing on in its patrol of the night.

The special abilities of a moon dog are numerous and varied. It can see at twice normal range in any light spectrum. The combination of its highly attuned sight, hearing and smell, and its other-planar nature, allow it to *Detect Evil*, *Detect Snares or Pits*, *Invisibility* (80% chance to *Detect Improved Invisibility*), *Detect Illusions* (90%), and *Detect Magic* (70%). It is likewise never surprised, and surprises others on 1-3 on a 1d6.

The Armour Class of a moon dog varies with the phase of the day, or current local conditions, when it is encountered. Bright light or sunlight gives it an armour class of 2, at dusk it is AC 0, and during the night or darkness it is AC -2. It immune to weapons of less than +2 enchantment. It is immune to fear effects and saves against cold, electrical or fire at +2, taking only 50% or 25% of damage on a failed or successful Saving Throw, respectively.

Its main melee attack is its bite, but it has other, highly effective powers against evil creatures. In twilight conditions a moon dog's movements can weave a *Hypnotic Pattern* magic effect (as per spell, no other actions possible) on evil creatures, which removes fear and protects good creatures from evil in its area of effect.

A moon dog can vocalize several powerful magic effects against evil creatures. Its baying causes fear in all evil within 80' failing a Save vs. Spells. Howling causes 1d4+4 damage to evil creatures within 40'. If the evil creature is other-planar, it has a 1-in-20 chance of fleeing to its own plane. This chance increases by 1 for each successive round of howling, and magic resistance is useless against it unless the creature has 10 or more hit dice. Multiple moon dogs create cumulative effects in both cases. The whine of a moon dog *Dispels Illusions*. Barking *Dispels Evil*, as per spell.

Other magical abilities of the moon dog are its ability to heal with its lick, which can either *Cure Disease*, *Cure Light Wounds*, or *Slow Poison* as per spells. A being can benefit from each effect once per day. Being in the presence of a moon dog removes curses and dispels charms. It can also dispel magic as a Magic-User equal to its hit dice, but this taxes a moon dog and requires it to immediately depart to its native plane. Other at will spell powers of a moon dog are as follows: *Change Self*, *Dancing Lights*, *Darkness*, *Improved Invisibility*, *Light*, *Mirror Image*, *Non-Detection*, *Wall Of Fog* (all 1/rd) and *Shades* (1/day).

Treasure: None

Moth, Giant

Frequency:	Common
No. Encountered:	1d12
Size:	Small
Move:	30' / 180' flying (AA: XX)
Armour Class:	9 on the ground / 5 while airborne
Hit Dice:	1d3hp
Attacks:	1
Damage:	1d2
Special Attacks:	Nil

Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	5%
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	1 / 5 + 1/hp

Giant moths are not aggressive, but in underground environments they are occasionally attracted to the party's torchlight and can become a nuisance. In case of swarming by giant moths, the party's light radius is halved (thus torches are reduced from a 40' light radius to 20', *Continual Light* spells from a 60' radius to a 30' radius, etc.)

Treasure: None

Mud-Man

Frequency:	Very Rare
No. Encountered:	2d6
Size:	Small
Move:	30'
Armour Class:	10
Hit Dice:	2
Attacks:	1
Damage:	Nil
Special Attacks:	Mud hurling
Special Defences:	Immune to normal weapons & some spells
Magic Resistance:	Standard
Lair Probability:	100%
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	2 / 40 + 1/hp

Mud-men form in magicked water, or where running water erodes magical items or structures. A rudimentary form of sentience develops in the underlying mud, which seeks to absorb further energies present in the water.

Mud-men can't leave their immediate lair area, however, and are vaguely aware of this limitation. Other ambulatory creatures that enter into the mud-men's domain give rise to violent jealousy in the creatures, who seek to suffocate the one violating their domain. They aren't able to sense creatures that have not actually entered the water in which they live. If all living creatures entering their domain are killed, they are pacified and deform.

Normally mud-men are spread thinly around the bottom of the water, so as to maximise their area and thus the amount of magic that can be absorbed. When agitated, they form into squat bodies with arms over the course of a round, rising and attacking in the next round. They do so by throwing balls of mud up to 60'; targets are considered AC 10 as modified by Dexterity or magical bonuses such as **rings of protection**. Each successful hit immediately hardens and reduces the target's movement rate by 10'. While attacking, a mud-man can close with the victim at its full rate of movement. When within 10', they throw themselves at the victim; success reduces movement by 40'. If it misses, the mud-man can spend a round pulling itself back together. When a target's movement is zero, it is

suffocating and immobile, covered in a shell of mud. It takes 1d8 damage/round for up to five rounds, after which it is dead unless the mud covering its airways is removed, which can be accomplished in 1 round. It takes 5 rounds to remove enough mud to restore each 10' of movement.

Mud-Men can only be attacked with (magical) weapons when formed into bodies. Spells that damage living things also do damage to mud-men, and the spells *Dig* and *Dispel Magic* do damage as a *Fireball* cast at the caster's level. Any mud-man caught in the area of effect of a *Transmute Rock to Mud* spell is killed without a Saving Throw.

Mud-men are unaffected by poisons, magical or otherwise, and their minds are too instinctual to be affected by magic or other like attacks. When unformed on the bottom of their lair, magic able to affect them is apportioned between all mud-men present.

Treasure: None

Needleman

Frequency:	Very Rare
No. Encountered:	5d10
Size:	Medium
Move:	90'
Armour Class:	6
Hit Dice:	3+4
Attacks:	1 - 6
Damage:	1d2 each
Special Attacks:	Surprise
Special Defences:	See below
Magic Resistance:	Sub-standard (see below)
Lair Probability:	25%
Intelligence:	Low
Alignment:	Neutral
Level / XP:	3 / 85 + 3/hp

Needlemen are a form of intelligent plant life. They superficially resemble zombies and are found in woodland areas. Their bodies are covered all over in masses of sharp needles similar in size to pine needles, but far harder. Each round, Needlemen may fire d6 of these needles for d2 damage each, to a range of 20 feet. Their supply of needles is nearly limitless. However, they are particularly susceptible to magic, and magical attacks inflict triple normal damage (Saving Throws are normal). Non-offensive spells such as *Charm Plant* are also triply effective, as appropriate. Despite their forest origins, needlemen hate elves and will attack them on sight. Needlemen are 75% undetectable when amidst conifers or heavy undergrowth. They will seldom leave their natural habitat.

Treasure: 1d4 x 1,000gp (50%), 1d20 x 100pp (50%), 5d4 gems (30%), 1d10 jewellery (25%), any 4 magic items + 1 scroll (35%)

Night Maiden

Frequency:	Very Rare
No. Encountered:	1d8
Size:	Medium

Move:	150'
Armour Class:	2
Hit Dice:	7 + 1
Attacks:	1
Damage:	1d8 + 6
Special Attacks:	Chilling touch
Special Defences:	Immune to cold
Magic Resistance:	Standard
Lair Probability:	40%
Intelligence:	High
Alignment:	Chaotic Evil
Level / XP:	5 / 650 + 10/hp

Night maidens are sinister hags that dwell in alien, frigid spaces outside of normal existence. They are cruel and vindictive, and seek human prey for food. They appear much like human females, but with pale blue skin, black hair, clawed hands, lusterless eyes, and cruel expressions of hate and mockery. They hate humans, though they can be bargained with in some circumstances. They typically create portals between their dark, icy homes and the Prime Plane, from which they can snatch unwary prey, weakening it and dragging it back to be consumed later.

Night maidens attack with an icy touch that blasts their victims with intense cold. In addition to damage, the victim must Save vs. Death or lose $\frac{1}{2}$ of their Strength (rounded down; all exceptional Strength is lost on a single hit) for 3d6 rounds. Additional hits and failed saving throws do not extend the time lost, but do result in additional halving of the victim's strength. Those with Strength less than 5 cannot fight against the grip of a night maiden, who will then drag the weakened victim back to her lair. Victims reduced to zero Strength do not die but are utterly helpless for 2d6 hours.

Because the strange spaces where they dwell are bitterly cold, victims taken to their lairs typically die in a matter of minutes. The Night Maidens themselves are immune to all cold effects.

Treasure: 1d12×1,000 cp (20%), 1d6×1,000 sp (30%), 1d4×1,000 ep (10%), 1d6 gems (25%), 1d3 jewelry (25%), 2 random magic items (10%)

Nightgaunt (need stats)

Frequency:	
No. Encountered:	
Size:	
Move:	
Armour Class:	
Hit Dice:	
Attacks:	
Damage:	
Special Attacks:	
Special Defences:	
Magic Resistance:	
Lair Probability:	
Intelligence:	
Alignment:	

Level / XP:

These uncouth monsters are vaguely humanoid of shape, tall (7' or more), and incredibly thin and rubbery. Their skin is jet black and glistens like oil, and from their foreheads project two inward-curving horns. They have membranous wings projecting from their shoulder blades and barbed, prehensile tails of 7' length. Each of their fingers terminates in a black talon. Perhaps the most disturbing quality of this horror is its countenance, for where a face should be there is naught.

These creatures dwell in the Dreamlands. They have the capacity to haunt the dreams of the most precocious children. On occasion, however, they escape, bringing terror and misfortune and engaging in unspeakable acts.

Treasure: WiP

Nonafel

Frequency:	Very Rare
No. Encountered:	1
Size:	Large
Move:	Parent 90', Children 120'
Armour Class:	Parent 5, Children 6
Hit Dice:	9
Attacks:	1
Damage:	2d10 or 1d8
Special Attacks:	Nil
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	40%
Intelligence:	Low
Alignment:	Chaotic Evil
Level / XP:	7 / 1,400 + 12/hp

These creatures appear to be large black panthers with yellow, bloodshot eyes and an extremely long, flail-like tail. They are typically found in warm areas underground. They have the ability to divide themselves into nine individual black panthers, referred to as “children.” This power is instinctive and requires no special concentration. Upon encountering potential prey, there is a 90% chance it will break into its nine children to attack; otherwise, it will do so 1d2 rounds after attacking. Every time a “child” panther is damaged in combat, there is a 25% chance (non-cumulative) that the dissociated children will reform back into the parent. Upon re-association, the parent will regenerate 9hp, less one for any child that suffered no damage. The parent will then dissociate again the following round, with each child getting as an equal share of the overall hit points as possible, repeating the process.

The parent fights as a 9HD monster and strikes for 2d10 with its long tail. Children fight as 2HD monsters and also strike with their tails for 1d8 damage.

Treasure: None

Norka

Frequency:	Rare
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No. Encountered:	1
Size:	Large (8'-10')
Move:	120' / 60' swimming
Armour Class:	5
Hit Dice:	7
Attacks:	3 (paw /paw /bite)
Damage:	1d6/1d6/1d8
Special Attacks:	Nil
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	6 / 850 + 10/hp

Norkas are solitary creatures that inhabit rugged coastlines and feed upon large sea mammals breeding and basking amongst the rocks. These lumbering beasts are not picky in choosing their prey, however, and will happily stalk a maiden wading into the waters of a tide pool. With the build of a polar bear, the muzzle of a hairless mastiff and the rubbery skin of a hippopotamus, norkas have a strange appearance, but are ideally suited to the marine environment.

Hearty, and adapted to the rigours of dwelling amongst sea cliffs, norkas' bodies constrict blood flow to wounds inflicted upon them by sharp and piercing weapons (-1hp of damage per strike), are immune to battering done by normal blunt weapons (mauls and clubs wielded by large-sized humanoids will do half damage) and have evolved the ability to regenerate in a manner similar to trolls, but at a much slower rate (+1hp per hour). The regeneration process will continue as long as most of a norka's vital organs have not been severely damaged- that is, the beast has not been taken to below -10hp. Thus, best way to ensure that a norka is truly dead is to lop off its head, cut its body into pieces, or reduce most of the beast to ash.

Norkas have a wide hunting ranges and do not live in established lairs. However, females about to give birth will find a sea cave to raise their young for six months and, if the norka has been preying upon humans, may have incidental treasure strewn about.

Treasure: Incidental only

Ocular Despot

Frequency:	Very Rare
No. Encountered:	1
Size:	Large (5'-8' diameter)
Move:	30'
Armour Class:	0/2
Hit Dice:	8+8
Attacks:	1
Damage:	2d4 or 1d4/1d4/1d4/1d4
Special Attacks:	Spells
Special Defences:	See below
Magic Resistance:	50%

Lair Probability:	80%
Intelligence:	Exceptional
Alignment:	Lawful Evil
Level / XP:	9/10,000+10/hp

The ocular despot, also known as a “Floating Orb”, resembles a large bloodshot humanoid eyeball that continually levitates while trailing a mass of 8 barbed tentacles and 2 proboscis-like appendages used for feeding. They subsist on draining the bodily fluids from their prey. They are most frequently found in subterranean caves or dungeons but occasionally in desolate ruins on the surface. They are reputed to be both aggressive and greedy creatures bent on bending lesser creatures to their will and herding them as food.

The body of the Despot is covered in hard, bony chitin (AC0) while the eye and tentacles are less well protected (AC2). It's tentacles each have 2d4hp, and if lost, will regrow within a week.

In combat, ocular despots will either strike with 4 of its barbed tentacles (1d4 damage each) or a proboscis (2d4 damage). They are also gifted, natural spellcasters and can cast one spell per round, in addition to melee attacks. The GM should either choose or roll 1d12 on the following table to determine which spell the despot will cast:

1d12	SPELL	NOTES
1	<i>Anti-magic Ray</i>	140' range
2	<i>Cause Serious Wounds</i>	50' range
3	<i>Charm Person/Monster</i>	
4	<i>Confusion</i>	40' range
5	<i>Death Ray</i>	40' range
6	<i>Disintegrate</i>	20' range
7	<i>Fear</i>	as a wand
8	<i>Flesh to Stone</i>	30' range
9	<i>Hold Person/Monster</i>	
10	<i>Sleep</i>	
11	<i>Slow</i>	
12	<i>Telekinesis</i>	up to 5,000gp weight

Ocular despots are quite intelligent and crafty and may (3 in 6) respond to parlay or bribery attempts depending on the strength of their opponents. They speak their own language, Common, and that of other Lawful Evil creatures.

Treasure: If encountered in their lair, they possess 3d6 x100pp (35%), 2d10 gems (55%), 1d12 pieces of jewelry (50%), a map or random magical item (15%), 2d4 potions (40%), and 1d4 scrolls (50%).

Ooze, Crystal

Frequency:	Rare
No. Encountered:	1d2
Size:	Medium - Large
Move:	10' / 30' swimming
Armour Class:	7
Hit Dice:	4

Attacks:	1
Damage:	4d4
Special Attacks:	Paralysis
Special Defences:	Immunities (see below)
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	4 / 225+4/hp

Crystal oozes are aquatic cousins of the grey ooze (q.v.), 75% invisible in water. They can leave the water for only a few hours. Their touch causes paralysis for 3d4 turns (Save vs. Poison to escape this effect). They are immune to acid, cold, heat and fire, but vulnerable to electricity and other magical effects. Melee attacks and physical missiles cause them only 1hp damage per hit. Their corrosive touch causes wooden objects (including weapons that strike them) to be destroyed 50% of the time.

Treasure: None.

Para-Elementals

	Dust	Heat	Frost	Vapour
Frequency:	Very Rare	Very Rare	Very Rare	Very Rare
No. Encountered:	1	1	1	1
Size:	Large	Large	Large	Large
Move:	150'	360'	6'	240'
Armour Class:	2	2	2	2
Hit Dice:	8/12/16	8/12/16	8/12/16	8/12/16
Attacks:	1	1	2	1
Damage:	Blinding, Suffocation	3d10	2d10/2d10	3d8
Special Attacks:	See text	Melt	Impalement	Suffocation
Special Defences:	+2 or better to-hit	+2 or better to-hit	+2 or better to-hit	+2 or better to-hit
Magic Resistance:	Standard	Standard	Standard	Standard
Lair Probability:	0%	0%	0%	0%
Intelligence:	Low	Low	Low	Low
Alignment:	Neutral	Neutral	Neutral	Neutral
Level / XP:	8 HD: 6/900+12/hp	8 HD: 6/900+12/hp	8 HD: 6/900+12/hp	8 HD: 6/900+12/hp
12 HD: 8/2,000+16/hp	12 HD: 8/2,000+16/hp	12 HD: 8/2,000+16/hp	12 HD: 8/2,000+16/hp	
16 HD: 9/3,650+20/hp	16 HD: 9/3,650+20/hp	16 HD: 9/3,650+20/hp	16 HD: 9/3,650+20/hp	

Para-elementals, natives on the Para-Elemental Planes of Dust, Heat, Ice and Vapour are similar to Elementals: They can only be hit by +2 or better magic weapons and can be summoned and dispelled as normal elementals.

Dust Para-elemental: These beings appear as 15' tall by 5' diameter whirlwinds of sand and dust. In melee they have 1 attack/round which does 2d10 damage. Those victims struck by the whirling

tornado-like turbulence must also make a Saving Throw vs. Petrification or be blinded for 1d6 rounds. Living creatures that are struck 3 rounds in a row must also make a Saving Throw vs. Poison or be suffocated to death in 1d4 rounds.

Heat Para-elemental: These creatures resemble a cloud of air shimmering with heat. In melee they can attack once per round with a targeted blast of heat which does 3d10 damage. Heat Para-elementals cannot pass through magically cold objects or beings but melt natural ice at a rate of 10 cu.ft./round per HD.

Frost Para-elemental: Frost para-elementals are vaguely humanoid shaped conglomerations of jagged shards of ice. In melee, a frost para-elemental attacks with 2 powerful strikes that do 2d10 damage each. If an attack is successful, there is a 1 in 6 chance a jagged fragment of ice will break off and remain embedded in the victim doing a further 1d4 points of cold damage for 5 rounds or until it is removed or melted.

Vapour Elemental: The para-elementals resemble an undulating cloud of steam. They have one attack per round which does 3d8 points of damage. Victims must make a Saving Throw vs. Breath Weapon (-2 if wearing bulky armour or clothing) or fall unconscious from suffocation.

Treasure: None

Pech

Frequency:	Rare
No. Encountered:	5d4 / 10d4 in lair
Size:	Small
Move:	90'
Armour Class:	3
Hit Dice:	4
Attacks:	1
Damage:	By wpn +3
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	25%
Lair Probability:	5%
Intelligence:	Average - Exceptional
Alignment:	Neutral (Good)
Level / XP:	4 / 240 + 4/hp

The Pech is a gangly creature, with oversized hands and feet. It has large blank eyes, faded-yellow skin, and red hair. These shy nocturnal creatures live beneath the earth and work the stone with picks and hammers. They also use these tools for battle.

Their close relationship to stone allows them to make normal attacks against stone-like creatures e.g. Stone Golems. Petrification has no effect on pech.

Pech can cast *Stone Shape* and *Stone Tell*, four times a day each. Once a day, a group of four pech can cast *Wall Of Stone* (as a 16th-lvl Magic-User); a group of eight can cast *Stone To Flesh*.

A Pech lair typically contains several larger specimens, an equal number of females, and males and children equal to 20-50% of the number of females.

Treasure: The treasure in the lair is 50-100 gems, and 5d6 stone and metal ornaments and dishes (jewellery of lowest base value for worth; each with average weight of 15lbs.)

Peikko

Frequency:	Uncommon
No. Encountered:	5d20
Size:	Small
Move:	120'
Armour Class:	6
Hit Dice:	1d4+1
Attacks:	1
Damage:	1d6 or by wpn
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	35%
Intelligence:	Low
Alignment:	Neutral Evil
Level / XP:	1 / 5+1/hp

Peikko are small goblin-like creatures from Finnish legend. They have a huge mouth full of sharp teeth, and can thus bite for 1d6 damage even if disarmed. More commonly, however, they have weapons, any given group being armed as follows:

% OF TOTAL	WEAPONRY & MOUNTS
20%	Spear
10%	Spear & Sling
20%	Hand axe
10%	Hand axe & Sling
20%	Mounted on giant cockroaches (q.v.), Light horse lance
10%	Shortbow
10%	Unarmed

Females fight as males and are included in the number appearing shown above. If encountered in their lair, the peikko will include 3d20 whelps with AC9, 1d2 hp, and biting for 1d2 points of damage.

Peikko are nocturnal, and debilitated by sunlight in the same way that orcs are. They are carnivorous and addicted to killing. A peikko cannot sleep until it has killed a mammal or intelligent creature of non-evil alignment.

If more than 50 peikko are encountered, there will be a chieftain with 2HD. If more than 60, there will be a Witchdoctor (Cleric/Magic-User) of level 1d4+1 and an apprentice of level 1d3.

Treasure: Individuals: 3d4gp; **Lair:** 2d6 x 1,000cp (70%); 1d6 x 1,000sp (40%); 1d6 gems (25%); 1d3 jewellery (20%); 1 magic item (20%)

Peryton

	NORMAL	GREATER
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Frequency:	Rare	Very Rare
No. Encountered:	2d6	2d4
Size:	Medium (8'-12' wingspan)	Medium (13'-15' wingspan)
Move:	120' / 210' flying (AA: XX)	120' / 180' flying (AA: XX)
Armour Class:	5	3
Hit Dice:	4-6	7-8
Attacks:	1 or 1-2	1 or 1-2
Damage:	1d4+1d6+2 or 1d4+2 or 1d2/1d2	4d4 or 1d6+3 or 1d4/1d4
Special Attacks:	+2 to-hit with horns, see below	+2 to-hit with horns, see below
Special Defences:	+1 or better to-hit	+2 or better to-hit
Magic Resistance:	Standard	10%
Lair Probability:	15%	25%
Intelligence:	Very	High
Alignment:	Chaotic Evil	Chaotic Evil
Level / XP:	WiP	WiP

Like the bulette and the owlbear (q.v.), the peryton is a twisted monster thought to have been created through magical experimentation, and then released into the wild. Some sages also speculate that they are demonic in origin. Perytons dwell in mountains, rocky hills, cliffs, and other high, inaccessible locations that span temperate, sub-artic, and artic environments.

In combat, a husk of perytons (their collective noun) swarm in attack, but each exclusively attacks a different opponent. Once a peryton kills its victim, it tears the heart out with its teeth, and immediately flies back to its lair. Sages speculate that hearts are necessary for perytons to reproduce, and that they may also feed them to their young. Human hearts are preferred by perytons. Sometimes perytons will carry off live captives, in order to have stock on hand for food or reproduction. Adult perytons are strong, and can fly while bearing up to 150lbs. plus 50lbs. per HD over 5 HD.

Perytons' primary attack is with their horns, which are very hard and sharp and grant a +2 bonus on all to hit rolls. They may also opt to bite, especially if their victim is nearly dead. Perytons rarely attack with their talons; however, if both claws hit with an 18 or better, then they have pinned their victim's arms, and attack the following round with a +2 bonus (the victim also loses any shield and/or Dexterity bonus to armour class when pinned, and cannot attack back with hand-held weapons without breaking free from the peryton's grip, which requires a successful *Open Doors* check; the +2 to hit bonus is cumulative with the +2 bonus for attacking with horns).

Treasure: 1d10 x 1,000cp (45%), 1d6 x 1,000sp (25%), 1d4 x 1,000ep (25%), 1d3 x 1,000gp (25%), 1d6 gems (35%), 1d3 jewellery (25%), 1 magic item (10%)

Phantom Stalker

Frequency:	Very Rare
No. Encountered:	1d2
Size:	Usually Large
Move:	120' / 240' flying (AA: XX)
Armour Class:	3
Hit Dice:	6
Attacks:	2

Damage:	1d4/1d4
Special Attacks:	See below
Special Defences:	Immune to fire
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Semi-
Alignment:	Neutral
Level / XP:	5 / 375 + 6/hp

Phantom stalkers are native to the Elemental Plane of Fire. Great wizards sometimes summon one to the Prime Material to act as a bodyguard. However, since the stalker always wishes to escape its enslavement, it will try to thwart its new master's plans by being strictly literal in its interpretation of his instructions.

A Phantom stalker may appear in any form (having the ability to *Polymorph Self*), though it usually appears as a large flame-coloured humanoid, with great burning eyes. Whatever its form, it can fly (though, its shape dictates manoeuvrability).

They typically attack with their nail-like claws. However, they will sometimes (when a battle is going against them, or even when the opportunity arises to cause as much death as possible), explode in a suicidal six dice *Fireball*. If its master would be hurt as a result, it will never explode (unless, for example, its master gave it suicide mission).

Phantom stalkers are immune to fire damage, and magical fire attacks heal them at the rate of 1hp per damage die. They are vulnerable to cold, saving at -2 against cold attacks and adding 1hp of damage per die.

A phantom stalker disappears for a short time when its master is slain. It returns 1d4 hours later to travel through the Æthereal Plane and hunt down the killer. The phantom stalker's ability to track from the Æthereal Plane only appears when its master is killed, and disappears once the killer is found.

Treasure: None

Phycomid

Frequency:	Rare
No. Encountered:	1d4
Size:	Small
Move:	30'
Armour Class:	5
Hit Dice:	4
Attacks:	2
Damage:	1d4+2/1d4+2
Special Attacks:	Infection
Special Defences:	See below
Magic Resistance:	See below
Lair Probability:	80%
Intelligence:	Unratable
Alignment:	Neutral (Evil)

Level / XP:	5 / 280 + 5/hp
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The phycomid looks a toadstool-infested puddle of mouldy yoghurt; chunky blobs in the puddle are sense-organs capable of detecting heat, sound or movement.

The phycomid extends a tube from its midst, and spits gobs of alkaline fluid at distances of between 7-12 feet. Besides taking damage from the alkaline, a victim must make a save vs. poison. A failed save means that within 1d4+4 rounds a fungal growth will appear on the victim's body, causing 1d4+4 points of damage. Unless a cure disease is applied, the growth will then spread completely through the victim's body in 1d4+4 turns, killing him and changing him into a phycomid.

Mind spells do not affect the phycomid. It saves at +4 vs. fire attacks; no damage for success, half-damage for failure.

Treasure: Incidental

Pit Crow

Frequency:	Very Rare
No. Encountered:	1d12
Size:	Small
Move:	30'//180' (flying) (AA: IV)
Armour Class:	5
Hit Dice:	3
Attacks:	2 claw / 1 bite
Damage:	1d3/1d3/1d4+1+special
Special Attacks:	See text
Special Defences:	
Magic Resistance:	20%
Lair Probability:	10%
Intelligence:	Low
Alignment:	Chaotic Evil
Level / XP:	4 / 200+2/hp

Pit Crows are large black, demonic crows with glowing reddish eyes that are native to the Lower Planes and feed on the pain and torment of the souls of mortals unlucky enough to be consigned there after death. Occasionally a Demon Prince or other powerful demon will send a Pit Crow to the Prime Material plane to serve as a familiar for one of their spell-casting minions. Normally, mortals consider a Pit Crow to be a terrible omen of death and evil to come.

Pit Crows have the following spell-like abilities which they can use once per round, at will: *darkness* 5' radius, *fear* (as wand), *detect invisible*, *detect illusion*, *detect Good*. Once per day they can *teleport*. They can also *curse* their victims (1/day) with their evil cawing. The bite of a Pit Crow is poisonous and will drain 1 point of Strength permanently unless the victim makes a Saving Throw vs. Poison.

Pit Crows delight in pecking out the eyes of their victims.

Treasure: Pit Crows are exceptionally greedy and attracted to shiny objects of all sorts. In their nests they will have up to 3d6 x 100pp (30%), 2d10 gems (55%), and 1d12 pieces of jewelry (50%) and a magic item (15%).

Polypous One

Frequency:	Very Rare
No. Encountered:	1
Size:	Large
Move:	90' / 180' flying (AA: XX)
Armour Class:	-4
Hit Dice:	18+36
Attacks:	1
Damage:	100
Special Attacks:	Dark Breath
Special Defences:	+3 or better to-hit, Immunities (see below)
Magic Resistance:	90% except to electrical attacks
Lair Probability:	95%
Intelligence:	Exceptional
Alignment:	Neutral Evil
Level / XP:	10 / 10,250 + 28/hp

The polypous ones arrived 600 million years ago, and once ruled the world from their towers of square-cut, windowless basalt. They were almost destroyed in a war with the Great Race (q.v.), but a few specimens survive in their weird, rocky homes, which are usually surrounded by tunnels.

The polypous ones are only partly material. Although vulnerable to lightning and electrical attacks, they are 90% resistant to all other kinds of magic and immune to weapons of less than +3 enchantment. They fade in and out of view, and unless the polypous one is in melee, there is a 25% chance that it may be invisible in any given round. The touch of a polypous one causes a fixed 100hp of damage, no Saving Throw.

Polypous ones are blind. They have other, alien senses that replace sight, but they are unaffected by invisibility, darkness, light, or visual illusions of any kind. Their minds are extremely alien, and any attempt to charm one, control it magically, or read its thoughts will always fail.

They have a power called the *Dark Breath*. This manifests as a whistling, piping sound combined with a blast of chill wind, in a cone 480' long and 60' wide at the base emanating from the polypous one. Its effect is a *Slow* spell (as the 3rd-lvl Arcane spell), no Saving Throw. The polypous one can use the Dark Breath at will.

The polypous ones hate the Great Race, and seek to destroy them.

Treasure: 5d20 gems (50%); 2d10 scrolls (50%); 1d12 magic items (50%)

Protean

Frequency:	Rare
No. Encountered:	1
Size:	Medium - Large
Move:	30'
Armour Class:	7-10
Hit Dice:	1d4+6
Attacks:	1

Damage:	3d4
Special Attacks:	Adhesive
Special Defences:	Camouflage
Magic Resistance:	Standard
Lair Probability:	100%
Intelligence:	Semi- to Average
Alignment:	Neutral
Level / XP:	7HD: 6 / 625 + 8/hp
8HD: 6 / 950 + 10/hp	
9HD: 7 / 1,400 + 12/hp	
10HD: 7 / 1,700 + 13/hp	

Proteans are multi-cellular intelligent, carnivorous slime molds. There are two main varieties: a smaller 7-8HD type which is of Low or Average Intelligence (1d6+4 INT), and a larger, more ferocious 9-10HD type which are Semi-Intelligent (1d3+1 INT). All proteans are subterranean dwellers with a strong aversion to sunlight (direct exposure will cause them 1 full HD of damage per turn). Proteans are immune to acid and unaffected by other slimes, molds or jellies.

Depending on their intelligence and environment, smaller proteans will cleverly alter both their shape and appearance to resemble either wood or stone. In a dungeon they may often be encountered taking the form of a static object like a chest, door or piece of furniture while in a natural cavern they may take the form of a stalactite, stalagmite or a patch of wall. If the protean knows a suitable language (1 in 3 chance) they may parley with PCs or even offer information about the area in return for fresh meat.

Semi-intelligent proteans are voracious eaters and constantly slither around disguising themselves as whatever surface they find themselves on looking for new prey. These proteans will never speak and will immediately attack any victims approaching them.

In combat Proteans will lash out with an adhesive pseudopod (3d4 damage) which is coated in a strong adhesive secretion (targets which have been struck successfully by a protean will be held fast and can only be freed by the application of alcohol or fire). The corpses of victims will then be slowly absorbed and digested by the protean over a period of 1d6 turns.

Sages often consider proteans, stunjellies and trappers to be similar to, and possibly even related to dopplegangers (q.v.).

Treasure: Proteans never possess any treasure beyond incidental valuables that might already be present in their environment when encountered.

Pudding, Deadly

	BLACK	BROWN	DUN	WHITE
Frequency:	Uncommon	Uncommon	Rare	Rare
No. Encountered:	1 or 1d4	1 or 1d4	1 or 1d3	1 or 1d3
Size:	Small - Large	Small - Large	Small - Large	Small - Large
Move:	60'	60'	120'	90'
Armour Class:	6	5	7	8
Hit Dice:	10	11	8+1	9
Attacks:	1	1	1	1

Damage:	3d8	3d6+2	4d6	7d4
Special Attacks:	See below	See below	See below	See below
Special Defences:	See below	See below	See below	See below
Magic Resistance:	Standard	Standard	Standard	Standard
Lair Probability:	Nil	Nil	Nil	Nil
Intelligence:	Non-	Non-	Non-	Non-
Alignment:	Neutral	Neutral	Neutral	Neutral
Level / XP:	7 / 1,240 + 14/hp	8 / 1,600 + 16/hp	7 / 1,000 + 12/hp	8 / 1,200 + 12/hp

Black Pudding: A black pudding is a syncytium, like a giant slime mould. It moves relatively slowly, but can cling to any surface and cross any gap. Black puddings can eat almost anything except stone, but they prefer meat. If struck in melee, by a missile, or by lightning, it will take no damage, but will divide into two smaller creatures, each of which fights as a full-sized one. Cold has no effect on black puddings at all, so most adventurers use fire to kill them.

A black pudding can consume a dungeon door or a suit of plate mail in a couple of rounds. A mailshirt, shield or weapon will take but a single round. Enchanted objects have some resistance to this effect and will take one extra round per “plus” for the black pudding to corrode and destroy.

Treasure: None

The brown, dun, and white deadly puddings are all variations of the black pudding (q.v.), with identical movement and defence capabilities. They move with equal facility on the ground, along walls and upside-down on ceilings. They are also able to squeeze their bodies through small cracks e.g. through a 1 inch wide gap in a wall.

Like the black pudding, they are unaffected by acid, cold or poison. Lightning bolts or weapon blows divide a deadly pudding into several smaller ones. Fire and magic missile spells do normal damage to a deadly pudding.

The three deadly puddings vary only in their typical habitat, and their attack capabilities.

Brown: The brown pudding is found in marshland. It can destroy leather or wood in one round. It ignores magical pluses on such materials.

Dun: The dun pudding is found in dry areas where it can survive on salt if no other food is available. It dissolves leather in one round and metal at half the rate of a black pudding i.e. chain armour in two rounds, plate armour in four rounds. Note that magical pluses on metal armour require the pudding to spend one extra round per magical plus to dissolve the metal.

White: The white pudding is found in arctic regions where it can live by eating snow if no other sustenance is available. Even under fair weather conditions, travellers will mistake this creature for snow and ice 50% of the time. It can dissolve animal or plant flesh in a round.

Treasure: None

Pyrolisk

Frequency:	Rare
No. Encountered:	1d4
Size:	Small

Move:	60' / 180' flying (AA: III)
Armour Class:	6
Hit Dice:	4
Attacks:	1
Damage:	1d4
Special Attacks:	Inferno
Special Defences:	Immune to fire
Magic Resistance:	Standard
Lair Probability:	30%
Intelligence:	Low
Alignment:	Neutral
Level / XP:	4 / 240 + 5/hp

The warmth-loving pyrolisk is a gaudy creature: its snaky tail is, with the exception of a single crimson feather, completely covered in lime-coloured feathers; the remainder of its plumage is a dark-honeyish colour, while its feet are red. It has a golden beak, a ruby-coloured comb and copper-tinged grey wings. Its eyes and flickering tongue are blood-red.

The pyrolisk's gaze causes its viewer to implode in a fiery inferno unless a Saving Throw vs. Petrification is made. A successful Save causes the victim 2d6+1 damage, but the victim is henceforth able to avoid the effects of its attacker's gaze. All creatures which are naturally or magically resistant to fire will also be unharmed by the pyrolisk's beady stare.

Once a round, the pyrolisk can infuriate any fire within 30' into a blaze 10 times the fire's normal size. The blaze lasts for one full round, and all those caught within it are blinded by the light and heat for that period.

The pyrolisk is completely unharmed by all forms of fire-based attack.

Treasure: None

Qilin

Frequency:	Very Rare
No. Encountered:	1
Size:	Large
Move:	240' /480' flying (AA: V)
Armour Class:	-5
Hit Dice:	12
Attacks:	3
Damage:	2d4/2d4/3d6
Special Attacks:	Spells, see text
Special Defences:	See text
Magic Resistance:	90%
Lair Probability:	5%
Intelligence:	Supra-genius
Alignment:	Lawful Good
Level / XP:	9 / 11,000+35/hp

Qilin are hooved creatures with the head of a lion, the antlers and body of a deer covered in scales like a dragon. They have no wings, but are at home in upper reaches of the sky and are rarely encountered on the earth. Qilin are implacable foes of evil and it is believed they originate on the Celestial Mountain of Shamayim, the upper plane of Lawful Good. They are also encountered on both the Astral and Æthereal Planes.

Qilin are proficient spellcasters (as an 18th-lvl Magic User) and can employ 9 1st-lvl, 8 2nd-lvl, 7 3rd-lvl, 6 4th-lvl, 5 5th-lvl, 4 6th-lvl, 3 7th-lvl, 2 8th-lvl and 1 9th-lvl spells each day. Additionally, qilin have the following abilities which they can employ at will once per day each: *Create Food and Water* for 2d12 persons, permanently create soft items (up to 32 cubic feet) or wooden items (18 cubic feet), temporarily create metal items (up to 2,000gp in weight lasting for 1d4+1 days), create a permanent *Advanced Illusion* (as per the 5th-level Phantasmal spell), take *Gaseous Form* (as the 2nd-lvl Arcane spell), *Wind Walk* (as the 7th-lvl Divine spell), *Call Lightning* (as the 3rd-lvl Druidic spell), and *Summon Weather* (as the 6th-lvl Druidic spell). If summoning or conjuring aerial creatures or effects such will be double normal strength including hit points and/or damage inflicted.

Qilin speak their own language and are able to converse with any living being via telepathy. The hide of qilin is especially prized and worth at least 25,000gp if intact.

Treasure: If encountered in their lair, a qilin will have a hoard containing 3d6 x 1,000pp (30%), 2d10 gems (55%), 1d12 pieces of jewelry (50%), 2d4 potions (40%), 1d4 scrolls (50%), and any one miscellaneous magic item (15%).

Quasi-Elemental, Lightning

Frequency:	Very Rare
No. Encountered:	1
Size:	Small
Move:	180' flying (see below) (AA: VI)
Armour Class:	2
Hit Dice:	6, 9 or 12
Attacks:	1
Damage:	1d6+1 point/HD
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Low
Alignment:	Chaotic Neutral
Level / XP:	7 / 1,000 + 15/hp

Lightning quasi-elementals belong to the Elemental plane of Air and the Positive Material plane. On the Plane of Air, 60% of lightning quasi-elementals are 12 HD, 30% 9 HD, and 10% 6HD, but on the Positive Material plane the smallest are most common, and the largest least common. On the Positive Material plane, lightning quasi-elementals sometimes congregate en masse during violent lightning storms to feed and breed.

At either the start or the end of normal movement, they can leap 60' to any earthed or metal object (50gp mass or larger).

Besides an electrical touch attack, each round a lightning quasi-elemental can create a ball of lightning which will either last for 6, 9 or 12 rounds (depending on the quasi-elemental's size) or until it discharges itself. It will float towards any large creature (2000gp mass or greater) or large quantity of conductive metal which comes within five feet of it, and discharge for either 1d4, 1d6, or 1d8 points of damage (depending on the size of the quasi-elemental that brought it forth).

Only +1 or better magic weapons affect the lightning quasi-elemental, and if the weapon is made of conductive material the wielder will receive an electrical shock (1d4 damage) each time he hits the quasi-elemental.

The lightning quasi-elemental is immune to lightning, and electrical attacks. Fire and acid attacks have their damage halved against it. Cold attacks do normal damage. Water attacks do double damage (or 1d8 points per gallon). Rain, or other falling water, does 2 points for every 10th of an inch of precipitation upon the quasi-elemental.

Treasure: None.

Quickwood (Spy Tree)

Frequency:	Very Rare
No. Encountered:	1 (90%) or 1d3+1 (10%)
Size:	Large
Move:	10' (30' for roots)
Armour Class:	5
Hit Dice:	5 - 10 (5hp/HD)
Attacks:	See below
Damage:	See below
Special Attacks:	Never surprised
Special Defences:	See below
Magic Resistance:	See below
Lair Probability:	100%
Intelligence:	Very
Alignment:	Neutral
Level / XP:	5 / 350 + 10/hp

The quickwood favours a climate where oak trees normally grow. From afar, it looks like a normal oak tree (90% indistinguishable) but those who pass within 30' of one (or 10' if the tree is not using its senses) may notice a bark "face" on its trunk.

It can not move its large bulk easily, but it has a variety of ways of observing its surroundings. It uses its leaves to track changes in air movement and pressure, and can also enlarge its networks of small roots to sense vibrations in the ground. Furthermore, besides having darkvision up to 120', the ears, eyes and nose of its bark "face" are all more sensitive than a normal person's. Finally, within 360' of itself the quickwood can possess 2d4 oak trees. The quickwood's "face" appears on the trunks of these trees.

The tree cannot use its branches to attack with, but it can send out large roots through the earth up to a distance of 30 yards from itself. These roots move at the rate of 30' per round, and can grab and hold fast a creature which weighs less than 1000lbs. The roots are too strong to broken by hand, but sharp weapons can be used to cut one (each root has 10hp, and damage done to the root does not affect the tree itself). Blunt weapons will not damage these roots. The tree retracts its remaining roots

(1d6+6 in number) when six of them have them been cut in half. The tree can bring a creature to the "mouth" in its trunk and bite for 1d10+2 points of damage.

The tree has a number of defences to make up for its lack of mobility: poison, gas, fire and lightning do no damage to it. Nor do mind spells affect it. Further, it is able to manipulate energy from hostile spells to cause fear in a radius equal to 10' for each spell level. The enemy Magic-User must make a Save vs. Spells, if unsuccessful the spell's energy is completely subverted by the tree into its fear effect. If successful the spell's effect occurs as normal, and the tree radiates fear as a side-effect of the spell's energy.

Quickwoods are sometimes persuaded (or fooled) into guarding a treasure or a location. Treasure is placed inside the tree's trunk. When guarding an area, the Quickwood will raise the alarm by making a loud wooden rattling noise which can be heard over a mile away.

Treasure: None, or as concealed in trunk.

Quipper

Frequency:	Very Rare
No. Encountered:	5d10 (5% chance of 10d10)
Size:	Small
Move:	90'
Armour Class:	8
Hit Dice:	1d4hp
Attacks:	1
Damage:	1d2
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	1 / 5 + 1/hp

The jade-coloured quipper is a cold-water species of piranha. Creatures which swim near a school of Quippers are 75% likely to be attacked. If an attack is likely, roll percentile dice again to figure the percentage of the school which attacks in the first round. A single successful attack causes the whole school to engage in a feeding frenzy(each quipper attacks twice a round). However, note that only 20 quippers can ever attack a medium-sized victim at once. An unsuccessful initial attack by the quippers means that there is only a 40% chance they will attack in the next round.

Treasure: None

Rock Reptile

Frequency:	Rare
No. Encountered:	1d2
Size:	Medium - Large
Move:	60'
Armour Class:	3

Hit Dice:	5 + 1/1' length
Attacks:	1
Damage:	1d4+1 point/foot of length
Special Attacks:	Surprises on 1-3
Special Defences:	Chameleon ability
Magic Resistance:	Standard
Lair Probability:	30%
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	Medium: 5 / 400 + 7/hp
Large: 6 / 600 + 9/hp	

The rock reptile's skin is rough and knobbly. It is a nocturnal creature, but sometimes emerges to feed during the day. It can change its skin colour to blend into its surroundings. When it sights its prey, it darts towards it at twice its normal speed. It has a 3 in 6 chance of surprising its food in this way.

Treasure: 1d4 gems (50%), 1d8 potions (30%), 1d6 scrolls (50%).

Salamander, Elemental

Frequency:	Rare
No. Encountered:	1d4+1
Size:	Medium
Move:	90'
Armour Class:	5 / 3
Hit Dice:	7+7
Attacks:	2
Damage:	2d6 or by wpn type
Special Attacks:	Heat
Special Defences:	+1 or better to-hit
Magic Resistance:	Standard
Lair Probability:	75%
Intelligence:	High
Alignment:	Chaotic Evil
Level / XP:	6 / 825 + 10/hp

The elemental salamander has a lizard-like lower body, and a human-like torso. Its lower body is flame-coloured, and its face and upper body are copper-hued. Its eyes gleam golden.

Elemental Salamanders belong to the Elemental Plane of Fire. They occasionally visit the Prime Material plane; however, they can only tolerate temperatures below 300°F for an hour or two. Their lairs burn at 500°F or more, and only treasure which can withstand such temperatures is found there.

The salamander plunges a superheated metal spear into its victims to cause 1d6 points of normal damage and 1d6 points of burn damage; at the same time, it coils its fiery tail around the victim to crush for 1d12 damage, and also inflict a further 1d6 points of burn damage. Fire resistant creatures ignore burn damage from the weapon and tail attacks.

Only magical weapons, magical creatures or extremely strong creatures can physically harm the

Salamander. They are completely immune to fire. *Sleep*, *Charm* and *Hold* spells do not affect them. They take an extra point of damage on each die of cold damage dealt to them.

Treasure: 2d10 x 1,000sp (10%), 2d6 x 1,000ep (15%), 1d10 x 1,000gp (40%), 1d8 x 100pp (35%), 3d10 gems (20%), 1d8 jewellery (10%), 1d6 magic items (30%)

Sandling

Frequency:	Rare
No. Encountered:	1
Size:	Large
Move:	120' / 60' burrowing
Armour Class:	3
Hit Dice:	4
Attacks:	1
Damage:	2d8
Special Attacks:	Nil
Special Defences:	Immune to <i>Sleep</i> , <i>Charm</i> , <i>Hold</i> , Mind-influencing spells
Magic Resistance:	Standard
Lair Probability:	65%
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	3 / 85 + 4/hp

The sandling looks like shifting sand. It chooses an isolated dry area for its territory, and drives away intruders by thrashing them with a pseudopod. It can detect heat, sound and moisture.

The amorphous form of the sandling is difficult to attack. Because it is always the same heat as the sand around it, it is invisible to *darkvision*.

Sandlings usually burrow into the ground to escape any kind of moisture. Liquid (10 gallons or more) thrown at the sandling slows the creature and causes its damage to be reduced by half.

The territory of a sandling may contain a large number of smaller sandlings(none larger than half a foot in diameter). These sandlings often cluster together, just beneath the sand's surface, in order to trip unwary pedestrians.

Treasure: None

Sandman

Frequency:	Rare
No. Encountered:	1d6
Size:	Medium
Move:	90'
Armour Class:	3
Hit Dice:	4
Attacks:	Nil
Damage:	Nil
Special Attacks:	<i>Sleep</i>

Special Defences:	See below
Magic Resistance:	20%
Lair Probability:	20%
Intelligence:	Average
Alignment:	Neutral (Evil)
Level / XP:	4 / 215 + 4/hp

The sandman is able to cause any creature (regardless of its experience level) within 20' of it to fall asleep for three whole turns, unless the creature Saves vs. Spells. A creature which makes its Save must still make a new save each time the sandman touches it or it touches the sandman (though using a weapon is not counted as a "touch").

The sandman does not harm the sleeper. If the encounter occurs in the sandman's lair it will remove the sleeper from it.

After three turns, there is a cumulative 10% chance per turn for the creature to wake up. If a sleeping creature is violently shook, or otherwise disturbed, it is 95% likely to be woken for each round of such disturbance.

Sandmen never check for morale, and are unaffected by normal missiles.

Treasure: 1d20 x 100gp

Scarecrow

Frequency:	Very Rare
No. Encountered:	1d6
Size:	Medium
Move:	60'
Armour Class:	6
Hit Dice:	5
Attacks:	1
Damage:	1d6 + special
Special Attacks:	Charm
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Any Evil
Level / XP:	4 / 165 + 5/hp

The Scarecrow is an evil animated construct of gourd, sack, straw and stick.

Any intelligent creature that looks into the eyes of the scarecrow or is hit by the monster must Save vs. Spells or be *charmed*. A charmed victim will remain unmoving and fascinated as the scarecrow attacks it. If a scarecrow is killed, its victims are released from the effects of the charm.

Animated scarecrows can be created by following the instructions in a rare tome, or by high level Clerics who must spend three weeks to construct the scarecrow, and then cast animate object, quest, prayer and command upon it. The cost of materials to construct the scarecrow is 1 gold piece per hit

point. The scarecrow follows simple instructions to the letter.

Treasure: None

Screaming Devilkin

Frequency:	Rare
No. Encountered:	1d4
Size:	Small
Move:	120'
Armour Class:	2
Hit Dice:	3
Attacks:	1
Damage:	1d6
Special Attacks:	Scream
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Low
Alignment:	Lawful Evil
Level / XP:	3 / 90 + 3/hp

The screaming devilkin is a 3' tall imp-like creature with bat wings, a 2' long barbed tail and weedy limbs (useless for movement and combat). It is extremely aggressive.

When it spots another creature, it begins giving an earsplitting scream and uses its tail to jab for 1d6 points of damage. Any creatures with unstopped ears must Save vs. Paralysis anew each round they remain within 60' of a screaming devilkin, or be unable to do anything except defend themselves (they cannot attack, cast or control spells). Note, regardless of the number of devilkin encountered, only one save per round need be made.

It is impossible to talk to others while within range of the screaming. A spell-caster who makes his save can cast a spell with a verbal component in that round, even if he cannot hear his own words.

Only the devilkin's death or magical *silence* can stop the screaming.

Treasure: 1d8 x 100gp

Sea Horse, Giant

Frequency:	Common
No. Encountered:	1d20
Size:	Large
Move:	210' swimming
Armour Class:	7
Hit Dice:	2 - 4
Attacks:	1
Damage:	1d4/1d4+1/2d4
Special Attacks:	Nil
Special Defences:	Nil

Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Semi-
Alignment:	Neutral
Level / XP:	2 / 20 + 4/hp

Giant sea horses typically graze the forests of temperate and tropical oceans. They are sometimes used by aquatic humanoids as mounts. They may be 2 HD (60%), 3 HD (30%) or 4 HD (10%).

Treasure: None

Shantak

Frequency:	Very Rare
No. Encountered:	1; 5% chance of 2
Size:	Large
Move:	90' / 260' flying (AA: IV)
Armour Class:	0
Hit Dice:	16+32
Attacks:	2 claws
Damage:	2d6/2d6
Special Attacks:	Nil
Special Defences:	See text
Magic Resistance:	65%
Lair Probability:	5%
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	7 / 3,000+16/hp

Shantaks live in the Dreamlands. They are superficially wyvern-like creatures larger than elephants, with heads like horses, slippery scales and tails without stings. They exude an oily substance that makes them hard to hold onto; grappling attacks on them of any kind are 50% likely to fail without harming the creature.

Shantaks are nocturnal. They can be ridden, and occasionally serve as steeds for powerful creatures of evil.

Treasure: The shantak's eggs are huge and richly-flavoured. Dragons love to eat them, and a shantak egg can sometimes be bargained with a dragon for great advantage.

Shedu, Greater

Frequency:	Very Rare
No. Encountered:	1d2
Size:	Large
Move:	150' / 300' flying (AA: IV)
Armour Class:	2
Hit Dice:	14+14
Attacks:	2 hooves

Damage:	3d6/3d6
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	50%
Lair Probability:	Nil
Intelligence:	Genius +
Alignment:	Lawful Good
Level / XP:	9 / 5,250 + 20/hp

Greater Shedus are typically found leading a group of six or more shedus (q.v.). They are found in warm dry regions on the Prime Material, and also travel the Astral and Æthereal planes.

Besides its language and alignment language, the greater shedu knows Lammasu, and Common. It can use its telepathic powers to communicate with most animals, monsters, and plants.

The greater shedu strikes its enemies with its powerful forehooves.

The greater shedu has several spell-like abilities which it can use at will once per round: *Charm Person*, *Clairaudience*, *Clairvoyance*, *Detect Evil*, *Detect Magic*, *Dimension Walk*, *Probability Travel*, *Telekinesis* (up to 3,150gp) and *Teleport Without Error*. In addition to being able to become invisible or æthereal at will, a *Protection from Evil* spell continuously emanates from the greater shedu in a 10' radius.

Treasure: None

Shoggoth

Frequency:	Very Rare
No. Encountered:	1d3
Size:	Large
Move:	150' / 150' swimming
Armour Class:	10
Hit Dice:	24
Attacks:	1
Damage:	5d20
Special Attacks:	Nil
Special Defences:	Immunities (see below)
Magic Resistance:	Standard
Lair Probability:	75%
Intelligence:	Semi-
Alignment:	Neutral
Level / XP:	10 / 8,000 + 35/hp

Shoggoths are terrible, legendary foes from the deep past. They were first created as slaves of the Elder Things (q.v.). In their prototypical state they are amorphous masses of protoplasm that form themselves into crude shapes, but as they interact with intelligent creatures they learn by imitation. They soon acquire language and begin to refine their intelligence and their form. In the fullness of time they supplanted their old masters, and exterminated them. The stats given in this section are for a proto-Shoggoth, being the state to which they have reverted, but older and more evolved shoggoths will have greater intelligence, more definite shapes and some may have acquired spellcasting ability

or other powers.

Shoggoths can be *polymorphed* or petrified, but will instantly resume their natural shape, so to all intents and purposes they are immune to any form of shape change or petrification. They do not sleep and are unaffected by any magic that might make them unconscious. They are also unaffected by *Hold* spells. They are relatively easily charmed or enslaved (Saving Throw penalty of -4 vs. *Charm Monster*) but get a fresh Saving Throw every turn to throw off the effect, the penalty reducing by 1 each turn (so saving at -3, -2, -1, no penalty, and then with a bonus of +1, +2, etc. until they pass). They will then turn on their former master.

Treasure: 1d6 x 1,000gp (65%); 2d12 x 100pp (60%); 4d6 gems (50%); 3d8 jewellery (40%); 2d8 potions (50%); 2d4 scrolls (40%); 1d3 random magic items (40%).

Siren

Frequency:	Very Rare
No. Encountered:	1 or 2d4
Size:	Medium
Move:	120' / 240' swimming
Armour Class:	3
Hit Dice:	4 to 7
Attacks:	1
Damage:	By weapon type
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	20%
Lair Probability:	30%
Intelligence:	High - Genius
Alignment:	Any Chaotic
Level / XP:	5 / 345+8/hp

Sirens are a magical race which resemble beautiful human women. They normally dwell in isolated spots in or near large bodies of fresh or saltwater and have a reputation for luring unwary sailors and fishermen to their deaths.

Sirens are extremely dextrous (DEX 18). In combat they wield short swords or daggers, although 3 in 10 will also possess a missile weapon - 3 javelins (40%) or a sling (60%). There is a 1 in 10 chance any of their weapons will be enchanted to +1.

All sirens possess the following innate magical abilities which they may use once per day at will: *Fog Cloud*, *Improved Invisibility* and *Polymorph Self*. Any intelligent being touched by a siren in melee must immediately make a Save vs. Poison or be rendered insane (q.v. OSRIC, p. 125-6). Such insanity can only be cured by a siren or by dispel magic.

Sirens are able to breath equally well in both air and water. They possess darkvision and are immune to harmful gas of any type. Sirens make all Saving Throws as an 11th-lvl Magic User and gain a +2 on Saving Throws vs. Poison.

If encountered singly, a siren will have 6 or 7 HD. If encountered in groups, one will be a Princess with 7 HD and the others will range from 4 to 6 HD. Sirens speak Common as well as their own language.

Treasure: Individual sirens will possess 2d12ep, 2d4gp, 1d6pp and 1d4 gems (50%). If encountered in their lair, a group of sirens may also have one miscellaneous magic item and a potion (60%).

Skulk

Frequency:	Rare
No. Encountered:	1d8
Size:	Medium
Move:	120'
Armour Class:	7
Hit Dice:	2
Attacks:	1
Damage:	By wpn type
Special Attacks:	Nil
Special Defences:	Camouflage (see below)
Magic Resistance:	Standard
Lair Probability:	40%
Intelligence:	Average
Alignment:	Chaotic Evil
Level / XP:	2 / 36 + 2/hp

A skulk is cowardice personified. From haunted woods, abandoned mines, or age-broken houses beyond the edge of town, the skulks emerge at night to ambush their prey. They typically attack their lone, weak victims from behind (+4 to hit, triple damage).

They easily blend into their surroundings, and there is only a 10% chance of spotting a still skulk. They are also adept at covering their tracks, and even Rangers have great difficulty following their path (1/5th normal tracking chance).

If the skulk's attack goes awry or if it is wounded, it immediately flees (snatching up whatever treasure it can).

Skulks speak their alignment tongue, Common, and 20% of them also speak a demi-human language.

Treasure: 1d6 x 1,000cp (25%), 1d6 x 1,000sp (25%), 1d6 x 1,000ep (35%), 1d10 x 1,000gp (35%), 1d4 x 100pp (25%), 3d12 gems (55%), 3d10 jewellery (45%), 1d4 magic items (30%)

Slaasthaki

The slaasthaki are a race of toad-like humanoid creatures who occupy border regions in both the Astral and Æthereal Planes where they are known to prey on both the weak & powerful alike across the multiverse. There are three lesser races of slaasthaki: the red 'Warriors', the blue 'Servants', the green 'Magi', and the grey 'Priests'. Ruling over them all are the dreaded black slaasthaki nobles, the 'Death Lords'. All slaasthaki speak a common Slaasthak language, and green, grey and black slaasthaki also read & write their language. They disdain the languages of other intelligent creatures, and only rarely can they read or write them. They do, however, possess a form of limited telepathy that allows them to converse with other intelligent creatures.

Like all extra-planar creatures, common slaasthaki may be summoned to the Prime Material by mortal spellcasters. On occasion, lesser slaasthak may also be encountered on the Prime Material in the service of one of their malevolent masters. The greater slaasthaki themselves can only be summoned

by using their secret, and closely guarded, true name. If summoned, greater slaasthaki will only remain long enough to devour the summoner before returning to their home plane.

	RED SLAASTHAKI 'Warriors'	BLUE SLAASTHAKI 'Servants'	GREEN SLAASTHAKI 'Magi'	GREY SLAASTHAKI 'Priests'	BLACK SLAASTHAKI 'Dread Master'
Frequency:	Rare	Rare	Very Rare	Very Rare	Very Rare
No. Encountered:	3d6	2d6	1d6	1d2	1
Size:	Large (8')	Large (10')	Large (7')	Medium (6')	Medium (6')
Move:	60' / 90' hop	70'	90'	120'	120'
Armour Class:	6	5	3	1	-4
Hit Dice:	7+2	8+4	9+3	10+6	15+2
Attacks:	3 (2 claws/1 bite)	5 (4 claws/1 bite)	3 (2 claws/1 bite)	3 (2 claws/1 bite)	3 (2 claws/1 bite) or 2 wpns
Damage:	1d4/1d4/2d	2d6/2d6/2d6/2d8	1d6+2/1d6+2/2d8	1d6+4/1d6+4/2d8	3d6/3d6/2d10 or by wpn
Special Attacks:	See below	See below	See below	See below	See below
Special Defences:	Regeneration	See below	+1 or better to-hit	+1 or better to-hit	+2 or better to-hit
Magic Resistance:	35%	40%	50%	55%	75%
Lair Probability:	30%	35%	50%	20%	50%
Intelligence:	Low	Low	Average	High	Genius
Alignment:	Chaotic Neutral	Chaotic Neutral	Chaotic Neutral	Chaotic Neutral	Chaotic Neutral
Level / XP:	6 / 875 + 8/hp	7 / 2,000 + 12/hp	8 / 4,350 + 14/hp	9 / 6,200 + 16/hp	10 / 13,250 + 20/hp

Red Slaasthaki: Red slaasthaki are powerfully built toad-like humanoids with a dull red hide flecked with grey spots. They are the commonest variety of slaasthak, and are often seen taking slaves on the Prime Material plane.

In melee, they attack with their two claws and a bite. They can regenerate 3/hp round while still alive. Embedded under their claws, red slaasthaki have a gland that secretes poison. Each time a victim is struck by their claws there is a 2 in 6 chance the victim will be injected with a powerful poison - failing a Saving Throw vs. Poison will result in a lengthy and agonizing death over the following 6d6 hours. *Alter Reality*, *Cure Disease*, *Slow Poison*, *Neutralise Poison*, *Barkskin*, *Wish* or a *Limited Wish* spell will render the poison neutralised before the time of death, although the victim will still sustain 3d6 points of toxic damage.

Once per day they can cast *Power Word Stun* as the Arcane spell, and twice per day they can attempt to *Gate* in 1d2 other red slaasthaki with a 35% chance of success.

Treasure: If encountered in their lair, a group of red slaasthaki will possess a hoard containing 1d20 x 1,000sp (10%), 1d12 x 1,000ep (15%), 1d10 x 1,000gp (40%), 1d8 x 100pp (35%), 3d10 gems (20%), 1d10 pieces of jewellery (10%), and a cache of 3 miscellaneous magic items, 1 potion and 1

scroll (30%).

Blue Slaasthaki: Blue slaasthaki are imposing, thickly muscled toad-like humanoids with a turquoise-blue hide streaked with silver and gray stripes. Their claws each have two sharp, curved talons. In melee, blue slaasthak rely on their wickedly sharp double talons which give them effectively 4 claw attacks and a bite.

Though stronger than their brethren the red slaasthaki, the blue slaasthaki are still a relatively common, and weak slaasthak race, typically employed to perform tasks and carry out missions for their more powerful masters. They have a rivalry with the red slaasthaki, and will not cooperate with them except in the direst of circumstances.

Once per round, at will they may cast either: *Telekinesis* (1,000gp max), *Passwall*, or *Hold* (one person only). Four times per day they may attempt to *Gate* in another slaasthak. There is a 40% chance of success, and the gated slaasthak may be green (35%), blue (50%), or red (15%).

Treasure: If encountered in their lair, a group of blue slaasthaki will possess a hoard containing 1d3 x 1,000cp (20%), 1d4 x 1,000sp (25%), 1d4 x 1,000ep (25%), 1d4 x 1,000gp (30%), 1d6 x 100pp (30%), 1d6 x 10 gems (55%), 5d6 pieces of jewellery (50%), and a cache of 3 miscellaneous magic items, 1 potion and 1 scroll (50%).

Green Slaasthaki: Green slaasthaki are wiry and agile toad-like humanoids with a pale green hide with grey stripes. They are quite strong (STR 18/76), and in melee use their two razor-sharp claws and a bite. They can only be struck by magical weapons.

Once per round, at will they may use any of their special abilities: *Telekinesis* (1,250gp max), *Polymorph Self*, *Cause Fear*, *Continual Darkness* 15' radius, *ESP*, *Detect Invisibility*, *Detect Magic*, *Locate Object*, or *Produce Flame*. Once per day they may evoke a 12d6 *Delayed Blast Fireball*. Once per hour they may attempt to *Gate* in another red (35%), blue (35%), or green (30%) slaasthak with a 50% chance of success. They may travel to other planes via the Astral or Æthereal Planes at will.

Treasure: If encountered in their lair, a group of green slaasthaki will possess a hoard containing 1d12 x 1,000cp (20%), 2d12 x 1,000sp (40%), 2d8 x 1,000ep (25%), 5d10 x 1,000gp (45%), 3d10 x 100pp (45%), 6d10 gems (40%), 2d10 pieces of jewellery (30%), and 1d2+7 miscellaneous magic items with 1 potion and 2 scrolls (40%).

Grey Slaasthaki: The grey slaasthaki appear to be slight, somewhat weak looking toad-like humanoids with a uniform grey hide. They are often sent to lead missions on the Prime Material plane at the behest of their masters, where they prefer to take on a human form (with a CHA of 12+).

Despite their appearances, the grey slaasthaki are quite strong (STR 19) and use their two claws and bite in melee. In human form they can attack twice per round with a melee weapon - typically a magical sword or spear. They do not like to wear cumbersome armour, and prefer wearing light clothing instead. They can only be struck by magical weapons, and are immune to normal and magical cold and *Disintegration* spells.

Once per round, at will they may use any of their special abilities: *Cause Fear*, *Darkness* 15' radius, *Know Alignment*, create an *Illusion*, *Flame Strike*, *Wind Walk*, *Shapechange* (Slaasthak to man or vice versa), *Invisibility*, or invoke a ball of *Lightning* (8d6+6 damage per ball). Additionally they have darkvision to a range of 60'. Once per day they can use a *Symbol of Pain* or *Symbol of Fear* and *Power Word: Blind*. If properly supplied they can also attempt to *Enchant an Item*. Once per day they can attempt to *Gate* in another 1d3 grey slaasthak with a 60% chance of success. They may travel to other planes via the Astral or Æthereal Planes at will.

Treasure: Individual grey slaasthak will generally carry a pouch with 2d4gp, 1d6pp and 1d2 miscellaneous magic items.

Dread Master: The slaasthak overlords, known as the Dread Masters, are rarely seen on the Prime Material plane, as they prefer to operate through their lesser slaasthak minions. If encountered, they appear to be impossibly thin, toad-like humanoids with a wrinkled, leathery black hide.

In melee, they will attack with their two claws and a poisoned bite (victims must make a Saving Throw vs. Poison or lose 1d3 experience levels) or they make 2 attacks per round with a magical weapon such as a polearm, two-handed sword, or battleaxe. They can only be struck by magical weapons of +2 or better, and are immune to normal and magical cold, fire, and *Disintegration* spells.

Once per round, at will they may use any of their special abilities: *Astral Projection*, *ESP*, *Cause Fear*, *Darkness 15' radius*, *Detect Invisibility*, *Advanced Illusion*, *Cloudkill*, *Wind Walk*, *Locate Object*, *Shapechange* (Slaasthak to man or vice versa), *Flame Strike*, and *Weakness*. Once per day they can use any *Symbol*, *Power Word: Stun*, *Unholy Word*, *Phantasmal Killer*, and invoke an 8d6 *Fireball*. Once per round they may also attempt to *Gate* in another slaasthak with a 90% chance of success. There is an equal chance for each type of lesser slaasthak to appear. They may travel to other planes via the Astral or Æthereal Planes at will.

Parna-Pathzuul (Slaasthak Lord of Insanity)

Frequency:	Unique
No. Encountered:	1
Size:	Medium
Move:	160'
Armour Class:	-6
Hit Dice:	197hp
Attacks:	3 or 1
Damage:	2d8/2d8/2d8 plus see text
Special Attacks:	Spells, see text
Special Defences:	Regeneration, spells, +3 to-hit
Magic Resistance:	85%
Lair Probability:	30%
Intelligence:	Supra-genius
Alignment:	Chaotic Neutral
Level / XP:	10 / 28,695

Parna-Pathzuul is the lord of one of the Slaashaki factions which rules part of the Astral Plane. He takes the form of either a tall, gold scaled slaasthak or that of an amoeba-like mass of golden protoplasm with a humanoid brain as a nucleus.

In melee, Parna-Pathzuul fights as an 18th-lvl Fighter with 18/99 STR wielding either a wickedly sharp two-handed sword (dmg 1d10+2, victims struck must Save vs. Spells or be incapacitated as per the 7th-lvl Arcane spell *Power Word: Stun*) or if in amoeboid-form, three extended pseudopods (10' long, dmg 2d8 each, drain 1d4 experience levels (Save vs. Poison allowed)).

He has the following innate spell-like abilities which can be used at will: *Astral Projection*, *Blink*, *Darkness 15' radius*, *Death*, *Detect Invisibility* or *Magic*, *Dispel Magic* (as a 30th-lvl MU), *ESP*, *Fear*, *Flame Strike* (twice normal effect), *Know Alignment*, *Locate Object*, *Mass Charm*, *Symbol of Insanity* or

Gate in another slaasthak of any type. Once per day he may use any *Power Word*, *Unholy Word*, or fulfil another's *Wish*.

Parna-Pathzuul regenerates 3/hp per round.

Ygoniphlaak (Slaasthak Lord of Entropy)

Frequency:	Unique
No. Encountered:	1
Size:	Large
Move:	180'
Armour Class:	-7
Hit Dice:	210hp
Attacks:	2
Damage:	See text
Special Attacks:	See text
Special Defences:	+3 to-hit, see text
Magic Resistance:	85%
Lair Probability:	75%
Intelligence:	Supra-genius
Alignment:	Chaotic Neutral
Level / XP:	10 / 28,950

Ygoniphlaak appears as large, 15' tall skeletal slaasthak with leathery, black skin and flightless, bat-like wings perpetually cloaked in shadows that undulate around him. He is usually mounted on a 10HD derketa (q.v.).

In combat, Ygoniphlaak fights as a 20th-lvl Fighter, striking twice per round with a 10' long +5 adamantium scythe that will kill anyone struck by it unless a Saving Throw vs. Poison is passed. If the victim escapes instant death they will receive 6d6hp of damage. Only slaasthak lords or deities are immune to the death effect of Ygoniphlaak's scythe.

Ygoniphlaak has the following innate spell-like abilities which he can use at will: *Advanced Illusion*, *Astral Projection*, *Blink*, *Darkness 15' Radius*, *Detect Magic Or Invisibility*, *ESP*, *Flame Strike*, *Know Alignment*, *Phantasmal Killer*, *Sleep*, or a *Symbol Of Fear* or *Hopelessness*. Once per round, he can Gate in another slaasthak of any type except another lord. Once per day he can use *Power Word Kill*, any *Symbol*, or *Unholy Word*.

Slime, Olive

Frequency:	Very Rare
No. Encountered:	1d4
Size:	Small
Move:	Nil
Armour Class:	9
Hit Dice:	2+2
Attacks:	Nil
Damage:	Nil
Special Attacks:	See below

Special Defences:	See below
Magic Resistance:	See below
Lair Probability:	Nil
Intelligence:	Non- (see below)
Alignment:	Neutral
Level / XP:	5 / 330 +3/hp

The olive slime lives beneath the ground consuming animal, vegetable and mineral matter. When the slime feels the vibrations of movement beneath it, it detaches from the surface it is clinging to, and drops onto the body of its victim. Unless the victim successfully Saves vs. Poison, he will be unaware of the slime's presence due to its anaesthetic secretion. There is also only a 50% chance for the victim's companions to notice the attached slime (this check is made once and for the entire group, not individually).

The slime spreads over the skin of the victim, and transfuses its own matter into the body as it draws out fluids. Gradually the host's mind is taken over by the parasitic slime, and the body must consume double its normal intake of food or waste away (10% of hit points per day). After 7-12 days, the host transforms into an olive slime creature (q.v.).

Acid, extreme cold, fire, or a *Cure Disease* spell will all harm the Olive Slime. It is susceptible to plant-affecting magic. It is not affected by other spells, and most other attack forms.

Treasure: None

Slime Creature, Olive

Frequency:	Rare
No. Encountered:	1d20
Size:	Small - Large
Move:	60'
Armour Class:	9
Hit Dice:	3+2 / 5+2 / 8+2
Attacks:	1
Damage:	1d4 / 2d8 / 4d4
Special Attacks:	Olive slime
Special Defences:	See below
Magic Resistance:	See below
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	3+2HD: 3 / 110 + 4/hp
5+2HD: 5 / 300 + 6/hp	
8+2HD: 7 / 1,200 + 12/hp	

The plant-like olive slime creature is the transformed victim of an olive slime's (q.v.) parasitic infestation. The slime creature comes in three sizes (with variable hit dice and damage), and the size of the original victim does not affect the eventual size of the slime creature. From a distance they can be difficult to distinguish from other humanoid creatures.

Olive slime creatures typically band together and may be found underground or in rainforests and

swamps. They live on land and in shallow water. Slime creatures have animal cunning, and, use a basic form of telepathy(20' range) to communicate. They sometimes set crude traps, and ambush their prey.

Each time a slime creature hits, there is a 10% chance its victim will be infected with olive slime.

Only *Magic Missile* spells, acid, extreme cold, or fire can hurt the slime creature. It is also susceptible to plant-affecting magic.

When the slime creature dies, it becomes a patch of olive slime.

Treasure: None

Slithy Creatures

	SLITHY TOVE	SLITHY RATH	SLITHY BOROGOVE
Frequency:	Rare	Rare	Rare
No. Encountered:	1d10	2d6	2d8
Size:	Small	Small - Medium	Small
Move:	60' / 60' burrowing	90'	150'
Armour Class:	6	7	7
Hit Dice:	1	1+1	1d6hp
Attacks:	1	1	1
Damage:	1d6	1d4+1	1d3
Special Attacks:	Nil	Nil	Nil
Special Defences:	Nil	Nil	Nil
Magic Resistance:	Standard	Standard	Standard
Lair Probability:	90%	15%	Nil
Intelligence:	Semi-	Animal	Low
Alignment:	Neutral	Neutral	Neutral
Level / XP:	1 / 5+1/hp	1 / 10+1/hp	1 / 5+1/hp

The slithy creatures are three common species found in tulgey woods. Although they are not similar to each other, they are grouped together to save space.

Toves are lizard-like badgers with long, corkscrew-like snouts. They burrow beneath the sundial-plants, both for the cheese-like substance exuded from their roots, which is the tove's primary source of food, and to make their nests.

Raths are small, greenish swine with large ears. They grub for nuts and fungi. They are renowned for making a peculiar sound between a whistle and a bellow.

Borogoves are flightless birds distantly related to parrots. They are thin and shabby, with drooping feathers.

The slithy creatures are not typically hostile.

Treasure: Although none of the slithy creatures have any treasure as such, tove noses are worth 5gp each to alchemists. Rath meat is a delicacy and butchers will buy their carcasses for up to 10gp. Borogoves are sought-after because their feathers make excellent quill pens. Each borogove will have 2d4 feathers of the best quality (always on the left wing because of the curvature of the quill), and

each such feather can fetch as much as 5sp.

Spectral Hound

Frequency:	Very Rare
No. Encountered:	6d6
Size:	Medium
Move:	150'
Armour Class:	4
Hit Dice:	5
Attacks:	3
Damage:	1d3/1d3/1d8
Special Attacks:	None
Special Defences:	Silver or magic wpn to-hit
Magic Resistance:	Standard
Lair Probability:	30%
Intelligence:	Low
Alignment:	Chaotic Evil
Level / XP:	5 / 170 + 5/hp

Spectral hounds, are known by many names in many regions. They always appear as very large, black dogs with glowing red eyes. Their pelts are typically shaggy or mangy, and they are powerfully built. Spectral hounds are not true hounds, but rather are semi-corporeal spirits that have taken on dog form. Their origins are unknown, but they are uniformly evil and aggressive.

Like real hounds, spectral hounds hunt in packs. They have the same keen hearing and smell of real dogs, but also possess Infravision to 60'. They can detect hidden or invisible creatures 75% of the time and can themselves only be surprised on a 1 in 6. Their howls can communicate a great deal of information to others of their kind over long distances. They are ferociously aggressive, and will hunt and kill mortal prey out of sheer enjoyment. Though not particularly intelligent, they are cunning. They are also tireless, and never abandon pursuit if there is a trail to follow. They sometimes serve a powerful, evil master.

Because of their spectral nature, spectral hounds are immune to *Sleep*, *Charm*, *Hold*, or cold spells. They are also resistant to poison (all saves are +4).

Treasure: They have no interest in treasure; anything of value in their lairs is incidental.

Spider, Giant Black Widow

Frequency:	Rare
No. Encountered:	1d12
Size:	3
Move:	60' / 150' in webs
Armour Class:	5+5
Hit Dice:	80%
Attacks:	3
Damage:	By wpn type x2 / 1d10
Special Attacks:	Poison

Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	80%
Intelligence:	Average
Alignment:	Chaotic Evil
Level / XP:	5 / 275 + 6/hp

These are huge versions of common black widow spiders, comparable in size to standard giant spiders. However, unlike their less intelligent cousins, these spiders are crafty and, worse, their two fore claws are prehensile enough to wield weapons. Thus, they will often arm themselves with the weapons of fallen victims, using them in addition to their virulently poisonous bite (Saves are at -2). Their webs generally conform to those of other giant spiders, i.e. they are clingy and a person with an 18 Strength will require 1 round to escape, a 17 Strength requires 2 rounds, etc. However, these webs are less flammable; they will burn, but not as rapidly or hotly as those of other spiders. These spiders are capable of speaking their own language, as well as others such as Common that they've picked up over the years. Spell-casting and magic item use are also possible in rare cases.

Treasure:

Spider, Hypno-

Frequency:	Uncommon
No. Encountered:	1d4
Size:	Large
Move:	120' on ground/ 300' in web
Armour Class:	4
Hit Dice:	4+4
Attacks:	1
Damage:	1d6
Special Attacks:	See text, poisonous bite (death)
Special Defences:	See text
Magic Resistance:	20% vs. illusions only
Lair Probability:	75%
Intelligence:	Low
Alignment:	Chaotic Evil
Level / XP:	4 / 235+4/hp

These strange spiders produce a strange and deadly, but inflammable webbing. These webs capture light and, through the prism of the hollow webbing, reflect it back out in a hypnotic pattern of scintillating rainbow colours. All creatures within 50 feet of this web altered lighting must save versus spell or become entranced. The hypnotic webbing does not work in darkness. Entranced creatures will walk over and into the webs while attracted and entranced by the colourful, glowing webs. Prey captured in this manner will stand motionless and ensnared as the hypno-spider lazily delivers its bite. These creatures like to patiently wait for their prey to enter the webs, but will aggressively defend themselves if forced to. These spiders have their own rudimentary language of clicks and hisses.

Treasure: If encountered in their lair, a hypno-spider will have a hoard of treasure including 1d12 x 1,000cp (20%), 1d6 x 1,000sp (30%), 1d4 x 1,000ep (10%), 1d6 gemstones (25%), 1d3 pieces of jewelry (20%) and 2 random magic items of any type (10%).

Spider, Swarming Cave

Frequency:	Rare
No. Encountered:	10d20
Size:	Small
Move:	60' // 90' in web
Armour Class:	10
Hit Dice:	1hp
Attacks:	1 (bite)
Damage:	1
Special Attacks:	See text
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	50%
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	1 / 5

The size of a dinner plate and not overly poisonous, a swarming spider can usually be ignored if encountered singly, or if in a small group. These arachnids normally form large colonies, however, and utilize complex eusocial behaviors to both create enormous web structures and to bring down creatures as large as hill giants. When in such a collective, swarming spiders are difficult to stop, and are capable of killing nearly any prey that is susceptible to poison.

When underground, swarming spiders will weave inflammable, funnel-shaped webs immediately below sinkhole openings and near the terminuses of slippery, down-sloping tunnels. Those creatures that fall into a colony's thick, near-impenetrable webs will find themselves irrevocably stuck unless they possess strength scores of 16 or greater. In those cases, the victims will be able to break through the spider webs at one-half that rate normally allowed for a *web* spell, but will be incapable of protecting themselves while doing so.

Swarming spiders' bites cause 1 hp of damage per hit and inject strangely-acting paralytic poisons. Victims of swarming spider attacks may ignore the poisoning effects of a number of bites equal to the differences between 20 and their Saving Throws vs. Paralysis. Once that number is met, however, every subsequent bite causes a +1 penalty to the victim's base saving throw. Thus, a 2nd-level fighter with a saving throw vs paralyzation of 14 will be able to ignore six of the spiders' bites before being forced to make a save. The fighter will subsequently make progressively worse saves each time he is struck, and will be automatically paralyzed after the sixth additional bite. Failing a save indicates that the victim's hit points have fallen to 1 and that it will be paralysed for d10 turns.

The number of swarming spiders that may attack a target each round is determined by the victim's size: large - 48, medium - 24, small - 12. These attacks are against the target's base armour class, modified only by magical adjustments (armour, ring, etc.) Swarm victims, on the other hand, are able to automatically slay a number of spiders equal to the damage done by their short and medium length melee weapons and natural attacks (i.e. maces - d6, daggers - d4, fists - d2, and so forth) with previously non-attacking members of the swarm automatically replacing those killed during the next round.

Paralysed victims of a swarm will be fully cocooned by the spiders in d10 rounds, with the affected creature left where it fell. The colony will return to the site d4 days later, and will drain the victim of

all fluids at that time.

Spigre (Heretical Horror)

Frequency:	Very Rare
No. Encountered:	1d4
Size:	Large
Move:	120' // 90' in web
Armour Class:	4
Hit Dice:	4+4 or 6+6
Attacks:	3 (bite / chelicera x2)
Damage:	1d4/1d4x2 or 1d6/1d6x2
Special Attacks:	Poison, web
Special Defences:	See text
Magic Resistance:	Standard
Lair Probability:	80%
Intelligence:	Low
Alignment:	Chaotic Evil
Level / XP:	4 / 400 + 5/hp or 5 / 600 + 6/hp

Created from bugbears and ogres that have been lobotomized and had their bodies polymorphed into giant spiders, these horrific hybrids were originally conceived by dokkalfar mages of the most heretical noble houses and merchant clans as a means to counter enemy spider-spies. Requiring incorruptible guards that could track and kill those spiders sent to steal into their villas and compounds, the mages' tireless research culminated with their cherished "heretical horrors." The mages now make spigres on a regular basis while the spider-worshipping houses view the creation of such monstrosities as blasphemy.

Although the brains of the bugbears and ogres that have been transformed into spigres have been altered, they remain intelligent enough for the creatures to communicate with others and to follow simple orders given by their dokkalfar masters. Possessing the bodies of giant, web-spinning spiders, spigres are capable of producing thick webs and traveling through them at a rapid clip. Doing so, the horrors act as effective guards on the battlements and rooftops of their masters' fortresses and buildings.

Spigres' teeth have been altered to deliver a paralytic poison that is weaker than that of giant spiders. Allowed a +2 Save vs. Paralysis, victims of a spigre's poisonous bites will become immobilized for 1d4 turns, enough time for the monster to effectively cocoon its prey in sticky webs. Victims that have been fully cocooned cannot escape unless they possess super-normal Strength (i.e. above 18), but normal webbing acts as a *web* spell, allowing those with Strength scores of 13 or higher to escape in a number of rounds equal to one plus the difference between 18 and their Strength scores. Thus, a character with a Strength score of 16 will escape a spigre's webbing over a period of $1 + (18-16) = 3$ rounds. Webs sprayed from a spigre's spinnerets conform in all respects to a *web* spell (including the 5%/round ability to suffocate victims), other than being flammable.

Spigres' chelicerae are not poisonous, but they end with sharp, piercing tips capable of penetrating anything softer than rock. Capable of delivering 1d6 hp of damage, they are effective weapons against all creatures. Spigres are also immune to the poisons of all mundane (i.e. normal to giant-sized) spiders, making them deadly foes of their originally intended prey.

Treasure: WiP**Spriggan**

Frequency:	Very Rare
No. Encountered:	3d4
Size:	Small (Large)
Move:	90' (150')
Armour Class:	3 (5)
Hit Dice:	4 (8+4)
Attacks:	2
Damage:	By wpn type (2d4/2d4)
Special Attacks:	Spells, Thief abilities
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	30%
Intelligence:	Average - Exceptional
Alignment:	Chaotic Evil
Level / XP:	6 / 1,000 + 10/hp

Spriggans are the ill-favoured relatives of gnomes. They are anti-social in behaviour, specializing in thievery and banditry, and tend to hide out, far off the beaten track, in caves or abandoned buildings. They have a special hatred for their gnomish cousins, and also loathe mankind.

The Spriggan has the power to appear in either small or large form. A mixed group of small and large Spriggans may sometimes be encountered.

In small form, the Spriggan can back stab for triple damage, and performs the following skills as an 8th level gnome Thief (with 18 Dex):

PP 75%	OL 78%	F/RT 70%	MS 77%	HS 64%	HN 35%	CW 81%	RL 40%
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In addition, in small form, it has the following spell-like abilities(each usable one at a time, once per round): *Affect Normal Fires*, *Assume Giant Size*, *Scare* (-2 on Saving Throws), and *Shatter*.

In large form, the Spriggan has the statistics in parentheses, and tends to be more loutish and violent in behaviour. In large form the Spriggan has no Thief skills or spell-like abilities, though it can return to its small form at will.

Treasure: 1d6 x 1,000cp (25%), 1d6 x 1,000sp (25%), 1d6 x 1,000ep (35%), 1d10 x 1,000gp (35%), 1d4 x 100pp (25%), 3d12 gems (55%), 3d10 jewellery (45%), 1d4 magic items (30%)

Stegocentipede

Frequency:	Very Rare
No. Encountered:	1
Size:	Large
Move:	150'
Armour Class:	3 / 6
Hit Dice:	9

Attacks:	1 and 1
Damage:	2d4 and 3d4
Special Attacks:	Poison
Special Defences:	Spine armour
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	7 / 1,700 + 12/hp

The Stegocentipede's brown (or sometimes green) segmented body is lined with legs, and ends in a flexible club-like tail. The upper surface of the creature's body is covered with rows of bony plates which the Stegocentipede raises in combat; the height of the creature rising from two to three or four feet.

The plates give the creature AC 3, 75% of the time in combat. The front plates above the creature's head are covered in protective spikes and opponents (up to three) who are close enough to successfully attack that area with a hand weapon are pierced for 1d6 hit points of damage.

The Stegocentipede attacks by biting for 2d4 points of damage, and striking with its tail for 3d4 points of damage. In addition, the teeth inject venom and the tail has a poisonous stinger; each requires a save vs. deadly poison.

Stegocentipedes may be found in nearly any kind of environment.

Treasure: None

Stench Kow

Frequency:	Common (in Hell)
No. Encountered:	15d4
Size:	Large
Move:	150'
Armour Class:	2
Hit Dice:	3+3
Attacks:	1
Damage:	2d4
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	3 / 150 + 4/hp

The Stench Kow has a green-tufted russet coat, but otherwise resembles a very ugly buffalo. Large herds of Stench Kows graze the noxious plant life of the Lower Planes.

A by-product of the Stench Kow's diet is the creature's foul odour which causes anyone close to it to Save vs. Poison or be affected as by a *Stinking Cloud* spell. Those who are unaffected and who remain

near a Stench Kow must make another save every three rounds.

In each herd, there will be 5d6 non-combatant calves. One in five animals will be a Bull. A Bull has six or more hit points per die, does a minimum of five points of damage per attack, and attacks and saves as a six hit-dice creature.

Typically it is only Bulls which attack, and this only when the herd is unable to escape a threat. They charge for double damage (at least 10 points), and on another successful attack roll trample their victims for 2d6 points of damage.

Stench Kows are completely unaffected by any kind of cold, fire, or poison .

Treasure: None

Stone Roper

Frequency:	Rare
No. Encountered:	1
Size:	Medium (5')
Move:	10'
Armour Class:	0
Hit Dice:	6
Attacks:	1
Damage:	1d10
Special Attacks:	6; see text
Special Defences:	See text
Magic Resistance:	Standard
Lair Probability:	90%
Intelligence:	High
Alignment:	Chaotic Evil
Level / XP:	6 / 465 + 8/hp

Stone ropers are subterranean silicon-based beings that resemble pillar-shaped mounds of rock with six tentacle-like appendages and a large, gaping maw. They can naturally sense movement within 200' and when alerted will become perfectly still and indistinguishable from a statue or natural stalagmite.

If approached with 50', stone ropers will attack with their tentacles. They prefer to attack two opponents simultaneously with three tentacles each. The first two victims successfully attacked will be injected with poison through the tentacles (no Saving Throw possible) and paralysed and appear to have been turned to stone. Within a round a victim will recover from the paralysis, but will be under the stone roper's control and begin fighting for it. If the stone roper is slain, the victims will wander around in an aimless stupor until the venom eventually wears off after 10 full turns. Stone ropers can only inject two such victims per day, thereafter attacking with it's tentacles as normal melee weapons. Each tentacle is capable of inflicting weakness (STR is halved for 1d3 rounds) and the victim will be pulled 10' closer to the stone roper's maw. Breaking the grip of the stony tentacles is difficult (equivalent to twice the victim's adjusted chance to bend bars/lift gates). Once a victim is pulled into the stone roper's maw it will begin to eat the victim, causing 1d10 hp of biting damage per round.

Because of their rocky exteriors, stone ropers are immune to normal missile fire, but they can be injured by spells and melee weapons.

Treasure: Once killed, a stone roper corpse can be broken or pried into. Within may be found 2d4gp, 1d6pp and 2d4 gems (50%).

Strangle Weed

Frequency:	Common
No. Encountered:	3d4
Size:	Small
Move:	Nil
Armour Class:	6
Hit Dice:	2 - 4
Attacks:	1
Damage:	See below
Special Attacks:	See below
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	100%
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	2 / 35 + 3/hp

The Strangleweed is a carnivorous sea weed which grows in a 3d4 square foot oval area. It has 3d4 fronds, each 7'-12' long. The fronds are sensitive to vibrations in the water, and attempt to grab creatures close to them. Each frond has strength of 4d4 points. Two or more fronds may grasp a single victim.

If a creature is held by several fronds(or a single frond), and has a Strength score which is higher than the fronds' combined score then he has a chance of escaping which is equal to the difference between the two scores i.e. a three-point difference gives a 30% chance of escaping.

If the victim's strength is less than that of the fronds (or frond) holding him, then the difference between his score and the fronds' score is the amount of damage he receives each round due to strangulation. For example, if two fronds with a combined Strength of 25 grasp a Fighter of 16 Strength, the Fighter will take nine points of damage per round.

Any creature caught by a frond has a -2 penalty to hit.

Treasure: 3d8cp (90%), 3d6sp (90%), 2d6ep (90%), 2d4gp (90%), 1d6pp (90%), 1d4 gems (50%) and 1d2 magic items (10%) among its roots.

Tabaxi (Cat-Man)

Frequency:	Rare
No. Encountered:	2d4
Size:	Medium (6 1/2 ')
Move:	150'
Armour Class:	6
Hit Dice:	2
Attacks:	3 or by weapon type
Damage:	1d3/1d3/1d3 or by weapon type

Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	15%
Intelligence:	Average
Alignment:	Chaotic Neutral
Level / XP:	2 / 20+2/hp

The tabaxi are a reclusive race of humanoid felines that dwell in tropical jungles. They live in 'prides' of 1-3 adult males, 1-3 adult females, and 1-3 young (1HD).

Tabaxi are proficient hunters and trackers and rely on their cunning use of camouflage and ambushade. Likewise, they are adept at avoiding such ruses themselves and have a 90% chance to avoid traps.

While they are relatively primitive toolmakers, they will quickly master the use of tools and weapons taken from intelligent prey. In melee, they will attack with either a weapon or their two fore-claws and a bite. They do not wear clothes, armour or use shields.

Tabaxi speak their own language, and 50% will have a basic proficiency in Common as well. They do not trade with other tabaxi or other races, preferring to steal.

Treasure: Individual tabaxi have a 5% chance of possessing a magical weapon.

Taer

Frequency:	Very Rare
No. Encountered:	1d20+10
Size:	Medium
Move:	180'
Armour Class:	4
Hit Dice:	3+6
Attacks:	3 or 1
Damage:	1d6/1d6/1d4 or by wpn
Special Attacks:	Stench cloud
Special Defences:	Cold immunity
Magic Resistance:	Standard
Lair Probability:	40%
Intelligence:	Low
Alignment:	Neutral
Level / XP:	3 / 165 + 3/hp

Possibly distantly related to humanity, Taer are burly cave-dwellers of frigid mountain fastnesses. Their bodies are covered in white or grey hair and their heads are disproportionately large, lacking a distinctive forehead.

Taer are not very intelligent, but are crafty hunters. Some members of a tribe will have access to primitive flint spears used to soften their targets before engaging, but all are proficient at using their natural weapons of hands, feet and bite. Their spears are over-sized and allow them to leverage their great strength, granting them +1 on attack and +3 to damage rolls. Another danger in fighting taers

is the stench given off by their insulating blubber. Anyone within 10' who fails a Saving Throw vs. Breath Weapon will immediately become nauseated for 1d4+1 hours, causing a penalty of -2 on attack rolls and -1 to damage. This layer of blubber gives taers immunity to all normal and magical cold.

Taers' possessions are frequently crude and without much commercial value, prizing natural items made from bone, wood and stone. However, on a roll of 1-3 on 1d20, treasure taken from raids or hunting will be present. Given the punishing locations in which they live, trespassers are more often adventurers or explorers looking for some lost tomb or ruin, and on a further roll of 1-2 on 1d20, some treasure will be magical.

Treasure: See above

Tar Fiend

Frequency:	Very Rare
No. Encountered:	1d3
Size:	Large (8')
Move:	90'
Armour Class:	-2
Hit Dice:	14
Attacks:	2
Damage:	2d8 / 2d8
Special Attacks:	Immolation, spit tar
Special Defences:	Immune to fire, bludgeoning wpns
Magic Resistance:	Standard
Lair Probability:	80%
Intelligence:	Average
Alignment:	Chaotic Evil
Level / XP:	9 / 2,750 + 18/hp

These are exceptionally rare creatures, found only deep in certain forbidding dungeons. Their origins are unknown, but likely from another plane, possibly of a demonic origin. They appear as large (8' tall), vaguely humanoid-shaped masses of viscous black tar, with no apparent eyes. They are not terribly intelligent, but are cruel and enjoy destruction - they typically serve a more powerful master of some sort. In battle, once per day they can self-immolate at will for 2d6 rounds (those in close melee take 1d8 damage from proximity; save for half damage). Magical fire attacks will also cause them to immolate for 1d4 rounds - they are otherwise immune to fire attacks. Saves versus cold attacks are at -2, do regular damage, and will also act as a *Slow* spell for d4+2 rounds. Twice per day they may "spit" a glob of flaming tar at an enemy (upon a successful hit, the victim will be covered with flaming tar that will cause 2d6 damage for d6+1 rounds. Normal water will not extinguish the tar unless the victim is fully immersed for 2 rounds. Finally, they are immune to bludgeoning weapons, though edged and piercing weapons affect them as normal.

Treasure: None.

Tarrasque

Frequency:	Very Rare
No. Encountered:	1

Size:	Large
Move:	90' or 150'
Armour Class:	-3
Hit Dice:	66+3
Attacks:	6
Damage:	1d12/1d12/2d12/1d10/1d10/5d10
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	10 / 27,400 + 35/hp

The legendary tarrasque is the subject of much speculation among the philosophers of the arcane. Only one tarrasque is active at any time, although on the extremely rare occasions it has been slain, another eventually arises. How the creature originates and its purpose or possible patron is unknown, although the devastation it inflicts when awakened is indisputable.

The tarrasque hibernates far beneath the surface for years, even decades at a time. When it emerges, the land for miles in all directions is laid to waste and made devoid of all living things, as its endless appetite is omnivorous (though preferring fresh meat of all types). Typically, these excursions last for a few weeks as it moves to the place of its next hibernation which lasts for 5d4 months. It also has a longer cycle approximately every 10 years where it awakens for 1d4+2 months followed by a rest period of 4d4 years.

The tarrasque is a huge bipedal reptile, its torso covered in a shell of incredibly dense chitin, possessing rending claws on its forelimbs, a spike-covered tail, two large horns and a gaping maw filled with razor-sharp teeth; each of which it can attack with, every round. Its bite is particularly feared as the strength of its bite severs extremities as a **keenblade**. Once every turn it can charge at an increased movement rate.

The visage of this creature that any creature of two or less hit dice becomes immobile, such is their terror, while those with three or more hit dice indiscriminately flee the area. Only those of 7 or more hit dice receive a Saving Throw vs. Paralyzation to maintain control of their faculties when encountering a tarrasque.

While the creature does not have magic resistance as such, its natural armour is reflective, and magic spells with effects manifesting in the form of focused energy attacks, whether electric, cold or pure energy, simply bounce off, returning upon the caster 1 time in 6. Fire never harms a tarrasque in any circumstance. It is also unaffected by any sort of weapon of less than +1 enchantment, and it will completely regenerate itself from the smallest speck of mass at the rate of 1 hit point per round. Only a *Wish* will completely kill a tarrasque, and then only after it has been brought to -30 hit points or lower.

Treasure: Although the tarrasque keeps no treasure itself, hints of legends speak of wondrous weapons that can be made from the carcass of a tarrasque; from its reflective armour 10d10 diamonds worth of 1,000gp base quality can be extracted, if it is softened with strong acid and placed into a forge. It is rumoured that alchemical formulae exist that ancient dwarven masters used to make several shields of +5 enchantment. Other uses may be possible, though undiscovered or lost.

Tenebrous Worm

Frequency:	Rare
No. Encountered:	1
Size:	Medium
Move:	150'
Armour Class:	1
Hit Dice:	10
Attacks:	1
Damage:	2d10
Special Attacks:	Acidic bite
Special Defences:	Poison
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	7 / 2,600 + 13/hp

Tenebrous worms are the larval stage of gloomwings (q.v.) and are common on the Plane of Shadow. When encountered elsewhere, they prefer old forests where the growth is such that sunlight rarely reaches the floor unmuted. They are man-sized caterpillars whose front halves are covered in ebony hairs that seem to dull any light touching them. Their eyes are segmented as a fly, and seem to hold the peculiar non-light of the shadow plane. They are very fast, the many small legs on their bodies allowing them to move more quickly than a human can usually run.

While maturing, a tenebrous worm's preferred diet is mammalian or humanoid prey, although they are very cautious when attacking humans, usually done only when driven by hunger. When brought to combat, however, they are dangerous foes. The mandibles on each side of their mouths serve as conduits for glands in its head that produce a strong acid; each successful strike requires a save versus poison at a penalty of -2 or double damage is taken. If contacting their front hairs (such as attacking with natural weapons or making other sorts of touch attacks), 1d4 points of damage will be taken from the hairs, which break off after penetrating the skin; also, all warm-blooded creatures must Save vs. Poison or be paralyzed, with death occurring in 1d4 rounds unless *Slow Poison*, or *Neutralize Poison*, is employed. Creatures using weapons against a worm have some protection against this; multiply a creatures base armour class (no modifications for dexterity AC adjustment or shield) by ten; this represents the percentage chance that a weapon-using character suffers the effects of the worm's poisonous hairs. There is some protection in aiming solely at the head of the creature, which is not as hairy; reduce the chances of poison by 10% in such instances (1 person per round able to attempt to strike from the front at the head; success indicated by a roll of 1-3 on 1d6).

Treasure: Tenebrous worms collect no belongings, although if the mandibles of a worm are undamaged they can be fashioned into beautiful jewellery worth 1d3 x 1,000gp.

Tengu

Frequency:	Uncommon
No. Encountered:	2d4
Size:	Medium
Move:	60'/180' flying (AA: level IV)
Armour Class:	5

Hit Dice:	2 to 5
Attacks:	3 or 1
Damage:	1d4/1d4/1d6 or by weapon
Special Attacks:	Nil
Special Defences:	See text
Magic Resistance:	30%
Lair Probability:	20%
Intelligence:	Average
Alignment:	Neutral
Level / XP:	2HD: 2/28+2/hp
3HD: 3/120 +3/hp	
4HD: 4/240+4/hp	
5HD: 5/420+5/hp	

Tengu are humanoids that have the head and wings of a bird of prey, and taloned hands and feet. They are adept at thievery (as a 4th-level Thief) and melee, and typically employ staves or swords. Unarmed they attack with two claws (1d4 each) and a bite (1d6).

If encountered in a groups of less than 5, they will be accompanied by 1d2 Tengu of 2HD and 1d2 Tengu of 3HD. If encountered in numbers of 6 or 7 they will also have a 4HD leader, with two 3HD guards and 1d2+2 2HD warriors. If encountered in groups of 8, in addition to these they will also have a 5HD chief.

All Tengu of 3HD or more have certain magical abilities as detailed in the table below. They also have the ability to *Shapechange* once every 30 days, but may only maintain that form for 7 days before reverting to their natural form. Tengu often use this shapechange ability to trick other creatures into parting with their gold or other treasure. In their natural form, Tengu are also adept at disguise, and have a 50% chance of escaping detection when amongst humans or demihumans.

HIT DICE	SPELLCASTING	OTHER ABILITIES
3	One 1 st -level Arcane spell	Nil
4	Two 1 st -lvl Arcane spells	Ni
5	Two 1 st -level Arcane spells One 2 nd -level Arcane spell	Call Lightning as 3 rd -level Druidic spell

Tengu do not have their own spoken language but communicate with each other telepathically. They may speak other languages like Common however, at the GM's discretion.

Treasure: If a lair of tengu is plundered, they will have 1d20 x 1,000sp (10%), 1d12 x 1,000ep (15%), 1d10 x 1,000gp (40%), 1d8 x 1,000pp (35%), 3d10 gems (20%), 1d10 pieces of jewelry (10%), 1 potion (30%), 1 scroll (30%), and any three miscellaneous magic items (30%).

Tentamort

Frequency:	Rare
No. Encountered:	1d10
Size:	Small
Move:	10'
Armour Class:	3 / 1 / 1

Hit Dice:	4+2/tentacle
Attacks:	2
Damage:	1d6/1d6
Special Attacks:	See below
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	95%
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	5 / 350 + 6/hp

Tentamorts are small, spherical creatures approximately 2' in diameter that have several small tentacles that they use as feet, to attach themselves to surfaces, including ceilings and walls, and move about. For hunting a tentamort has two longer tentacles of approximately 10' length and up to ½' thick. These tentacles each have 2 hit dice independent of the body, which has 4 hit dice, and attack as a 2-HD creature.

Both tentacles do 1d6 damage on a successful hit, and if the attack roll exceeds its required number by 2, or a 20 is rolled in any case, then each tentacle's special function is applicable. The first tentacle constricts, preventing further attacks from the affected creature and automatically doing 1d6 damage until the creature is dead or the tentacle is destroyed. The second tentacle houses the feeding apparatus of the tentamort, a injector comprised of bone, that on the next melee round begins to pump a form of venom into the victim, which must make a Saving Throw vs. Paralysis. The amount of venom received is dependent upon the size of the victim; 1 round for small, 2 rounds for medium and 1d2+2 rounds for large. This venom liquefies a victim's soft tissues and organs, which are then removed from the body by the injector. After this begins, death occurs in the same number of rounds as spent injecting the venom.

Destruction of the tentacle during the initial process causes the injector to retract; a *Cure Disease* spell applied within 6 turns will prevent further harm in the victim. If the injection is completed then stronger magic in the form of a *Heal* spell, or *Regenerate* paired with *Cure Light Wounds*, must be received in the same measure to prevent death.

The head can survive independently if the tentacles are destroyed, but if the head is destroyed the tentacles immediately cease to function.

Treasure: None

Therianthrope: Wolfwere

Frequency:	Rare
No. Encountered:	1d3
Size:	Medium
Move:	150'
Armour Class:	3
Hit Dice:	5+1
Attacks:	1 or 2
Damage:	2d6 and/or by wpn
Special Attacks:	<i>Slow</i> song
Special Defences:	+1 or cold iron to-hit

Magic Resistance:	10%
Lair Probability:	35%
Intelligence:	High - Exceptional
Alignment:	Chaotic Evil
Level / XP:	6 / 420 + 6/hp

The wolfwere is not a lycanthrope; instead, a naturally lupine shapeshifter able to assume the form of a human. It hungers for human and demi-human flesh in preference to all others, and often (1-3 on 1d4) is the alpha of a pack of normal wolves or worgs (if indicated, roll 1d10; 1-7 wolves, 8-10 worgs).

The wolfwere can also assume a wolf-human hybrid shape, bipedal and able to both wield a weapon and use its bite, although in this form its true nature is revealed, and so it is used sparingly when combat is unavoidable. Wolfweres can *Slow* people able to hear their singing (as per the 3rd-level Arcane spell) that fail Saving Throws vs. Spells; this effect lasts for 1d4+4 rounds. If a wolfwere deems it necessary to contest with beings it considers powerful, it often will attempt to close in some sort of disguise such as a performer likely to be seen as non-threatening, and for which singing would be natural and appropriate.

Only weapons of +1 strength, or cold iron, can damage a wolfwere. Wolfsbane is mildly noxious to wolfweres, and they avoid it out of strong distaste, although it is not harmful per se.

Although sharing many cosmetic similarities with (and often mistaken for) werewolves, the two species hate each other and encounters almost always end in violence.

Treasure: 1d8 x 1,000cp (50%), 1d6 x 1,000sp (25%), 1d4 x 1,000ep (25%), 1d3 x 1,000gp (25%), 1d8 gems (30%), 1d4 jewellery (20%), any 1 weapon or armour (10%)

Thessalhydra

Frequency:	Rare
No. Encountered:	1
Size:	Large
Move:	120'
Armour Class:	0
Hit Dice:	12
Attacks:	2 to 10
Damage:	1d6 per head/1d12/1d20
Special Attacks:	Acidic bite and spittle
Special Defences:	Immunity to acid
Magic Resistance:	Standard
Lair Probability:	50%
Intelligence:	Low
Alignment:	Neutral
Level / XP:	9 / 5,700 + 16/hp

Thessalhydras are enormous creatures which favor bogs, marshes and tropical terrain. Their love of dank, dark surroundings cause some to lair in dungeons with those conditions. They are four-legged, with tough, scaly hide and a long tail ending in a pincer claw. Their upper body has no discernible "head", although the top of their torso has a large mouth, which drips with acidic saliva. Ringing the mouth are eight serpentine appendages, complete with poisonous bites.

Deadly in combat, thessalhydra can cover an area a dozen feet across with their caustic saliva, at a range of up to 30', causing 12d6 points of acid damage. In close combat, it's large mouth does 2d20 points of damage, and each snake head does 2d6. Saving Thows vs. Poison will halve the damage done for all these attacks, but failed saves against the first two attack forms will require items to sSave vs. Acid, and items in its maw against Crushing, as well. Its tail can seize an opponent for 1d12 points of damage, automatically placing the grasped creature in the thessalhydra's large mouth in the following round.

Each snake head can be itself targeted and destroyed, having 12 hit points independent of the main body. If lost, heads grow back in 12 days. A thessalhydra is immune to acid.

Treasure: None

Thoqqua

Frequency:	Very Rare
No. Encountered:	1d2
Size:	Small
Move:	120' or 480' / 30' burrowing
Armour Class:	2
Hit Dice:	3
Attacks:	1
Damage:	2d6
Special Attacks:	Charge
Special Defences:	Heat heals damage
Magic Resistance:	Standard
Lair Probability:	80%
Intelligence:	Low
Alignment:	Neutral
Level / XP:	3 / 80 + 2/hp

These large, worm-like creatures live within solid rock and are a hazard for those who live or delve into the subterranean. A typical specimen is 1d3+3' long and 1' or 2' around. They exude tremendous heat, sufficient to melt tunnels for its movement. Such tunnels may be used by smaller humanoids, being approximately 3' in width, but as they remain visibly semi-molten immediately after creation, 2d6+2 points of damage will be taken from anyone coming into contact in the first turn, and 1d6+1 during the next (although tunnels will have cooled sufficiently that they do not appear unusual to normal sight at this point). After that, they are merely warm to the touch.

Through unknown senses, a thoqqua can detect creatures near itself, which it often attacks. For short periods, it can move at up to 480' through rock, bursting out of walls in a searing charge attack that causes 4d8 points of damage. Other normal attacks cause 2d6 damage. The heat of a thoqqua's attack causes any items on the side of the body struck to Save vs. Non-magical Fire or be ruined. On charge attacks, these saves are at a -4 penalty.

Being a creature of such extreme thermality, cold-based spells or attacks do double damage to a thoqqua. Conversely, fire causes the creature to gain in strength, adding any such damage instead as temporary hit points for 1d4 turns.

Treasure: 1d6 x 10 gems in lair

Throat Leech

Frequency:	Common
No. Encountered:	1d6
Size:	Small
Move:	10' / 10' swimming
Armour Class:	10
Hit Dice:	Less than 1
Attacks:	1
Damage:	1d3
Special Attacks:	Asphixiate
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	1 / 6 + 1/hp

These small brown freshwater creatures (one inch in length) are often mistaken for bits of plant matter, if noticed at all, in the creeks and streams they favour. Certain Assassins' guilds husband them for discreet use professionally, as they can be deadly to an undiscerning person that drinks water in which they are present.

In natural environments, there is a 10% chance that anything drinking from the larger body of water without precautions (such as filtering) in which it lives will ingest it. If placed deliberately into a container of some sort, the chance is equal to the percentage of water consumed. In a body, a throat leech hooks into the soft tissues of the throat, siphoning off 1d3 hit points per round for up to ten rounds, at which point it is completely satiated and enlarged. Each round of attack there is chance (1-5 on 1d10) that the victim chokes, which causes an additional 1d4 damage. If 3 consecutive rounds of choking occur, the victim dies at the end of the third round.

The only non-magical way to kill a throat leech is the delicate probing with metal, heated to searing, into the victim's throat. If contact is made then the leech will haemorrhage and die; any miss results in 1d4 additional damage to the leech's victim. To determine success or failure, a score less than the attempter's dexterity must be rolled on 1d20.

Treasure: None

Thunder Beast

Frequency:	Common (in Narak)
No. Encountered:	5d4
Size:	Large
Move:	90' or 180'
Armour Class:	4
Hit Dice:	3+1d6HD, +1hp/HD
Attacks:	1
Damage:	2d6
Special Attacks:	Charge

Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	4+4HD: 4 / 200 + 4/hp
5+5HD: 5 / 300 + 6/hp	
6+6HD: 6 / 465 + 8/hp	
7+7HD: 6 / 750 + 10/hp	
8+8HD: 7 / 1,200 + 12/hp	
9+9HD: 7 / 1,500 + 15/hp	

A fouler herbivore could not be imagined, so it is appropriate that these creatures are native to the infinite layers of the Abyss. Thunder beasts are huge - akin in size to elephants, although not as tall - and grossly coloured in unhealthy hues resembling mucus, pus and other bodily wastes. Slightly porcine in appearance, but lacking the distinctive snout, they are six-legged with tails flat like a beaver's, although not as long or broad. They earn their appellation due to their frequent, extreme flatulence, and the rank breath continually issuing from their mouths due to their lack of nostrils to breathe through. They otherwise have a similar ecological niche to normal plant-eaters.

Their size makes them dangerous, as when agitated or to protect their young they will trample or attack with a bite. At least 20' must be available for a charge if trampling; if successful damage is 1d4 for each hit dice the applicable thunder beast possesses.

If squaring off for combat, a thunder beast will use its bite and foul breath against opponents. A bite does 2d6 points of damage, and its breath causes a penalty of -2 to those unprotected against noxious odours. The radius of effect of its breath grows for the first 3 round until it is equal in effect to a *Fog Cloud* spell.

Thunder beast herds have a ratio of mature to young of 2:1. The young do not participate in defending the herd.

Treasure: None

Transposer

Frequency:	Very Rare
No. Encountered:	1
Size:	Medium
Move:	150'
Armour Class:	7
Hit Dice:	6
Attacks:	2
Damage:	1d6/1d6
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	See below
Lair Probability:	Nil
Intelligence:	Low

Alignment:	Neutral
Level / XP:	6 / 420 + 6/hp

Transposers in their true state look like humanoids without facial features of any kind, with arms that terminate in sharp-edged suction cups, capable of slicing flesh. They use these to feed on other humanoids, aided by their unusual powers. Little is known about them, but they are always encountered alone and do not seem to congregate with others of their kind.

Using inherent illusionary powers, a transposer can alter its appearance to that of any commonly found humanoid, and it will appear to its victims that it attacks as normal for that race (a dwarf with an ax, or an elf with a sword, etc.) A successful attack means that it has attached its suction cups to the creature, however, and is feeding from it, causing 1d6 points of damage per round. This also activates its far more unusual power, that of creating a field which alters damage dealt by its victim on the transposer; successful hits do not harm the transposer - they heal it - but the specified damage is instead borne by the victim (i.e. it is hurting itself by attacking the transposer). Unless a victim suspects and successfully disbelieves the illusion, or it is dispelled by other magic, it is likely that any defense by the victim will only hasten its death.

The weakness of the transposer is healing magic employed against it by the victim when its peculiar field is activated; such spells harm the transposer and return the healing to the victim, although such spells must take effect prior to the damage caused by its suction cups in a round.

Note that all the above effects only apply to damage by and between a transposer and its victim; other creatures not attached to a suction cup attack and harm a transposer normally, although they may never see through its true nature. For this reason, transposers prefer to attack solitary creatures so as to maximize the advantage brought on by its unusual powers.

Treasure: None

Triffid

Frequency:	Rare
No. Encountered:	1d12
Size:	Medium-Large (4'-10')
Move:	60'
Armour Class:	6
Hit Dice:	4 to 6
Attacks:	1
Damage:	1d6
Special Attacks:	Poison
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	4HD: 3 / 125 + 4/hp
5HD: 4 / 165 + 5/hp	
6HD: 5 / 275 + 6/hp	

Triffids are ambulatory, carnivorous plants. The base of a triffid is a large muscle-like root mass

comprising three blunt appendages. When dormant/docile, these appendages are rooted into the ground and are used to draw nutrients, as with a normal plant. When active, truffids use these appendages to propel themselves along at a moderate walking pace. The upper part of a truffid consists of a stem ending in a funnel-like formation containing a sticky substance which traps insects, much like a pitcher plant. Also housed within the funnel is a stinger which, when fully extended, can measure 10' feet in length. When attacking, a Truffid will lash out at its target using its sting, primarily aiming for its prey's face or head, and with considerable speed and force. The sting's poison is quite strong (save at -2).

Truffids shamble about looking for prey, which they sense through vibration (thus, they can detect invisible creatures). Though non-intelligent, they seem to possess instincts that cause them to hunt in packs, and some believe they are, in fact, quite intelligent.

Treasure: None

Tri-Flower Frond

Frequency:	Very Rare
No. Encountered:	1d10
Size:	Medium
Move:	Nil
Armour Class:	9
Hit Dice:	2+8
Attacks:	See below
Damage:	See below
Special Attacks:	See below
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	100%
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	3 / 165 + 3/hp

These carnivorous plants are typically 4+1d4' in height, as its main stalk is measured. They are usually met in groups. Each plant has three differently coloured flowers on its stalk; the only specimens whose powers are known for certain have orange, crimson and yellow flowers, but rumours of silver, pink and various shades of brown flowers are occasionally heard.

Each coloured flower had differing powers which work together to kill the plant's victims. Orange flowers house telescoping "arms" of up to 3' in length; creatures hit are subject to its poison if failing a Saving Throw, which causes a coma in the victim. The yellow flower will then shake an adhesive pollen on the victim, which will putrefy its flesh for 2d4 points of damage until the victim is completely devolved. During this process, the crimson flower punctures the victim with its pistil which drains the body fluid during the victim's corruption, afterwards drawing up the remaining matter.

Treasure: None

Tunnel Worm

Frequency:	Uncommon
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No. Encountered:	1d6
Size:	Large
Move:	60'
Armour Class:	4
Hit Dice:	9+3
Attacks:	1
Damage:	2d8
Special Attacks:	Initial lunge
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	75%
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	7 / 1,500 + 13/hp

Tunnel worms are gigantic arthropods that create intricate systems of tunnels in underground environments. They are voracious hunters, always looking for prey or carrion to eat or lay its eggs within. Such bodies are only found in its lair, but may still have their belongings with them. Tunnel worms are up to 30' in length, and 2' in diameter. They have large mandibles with mouths of sharp teeth. Their heads and body are covered in armoured segments, with a row of spikes around its head which can either lay flat or be fanned out.

Tunnel worms lie in wait where their tunnel networks open into larger caverns or corridors, to lunge out and grasp victims. On it's initial lunge it receives a bonus of +2 to hit. On a successful hit a victim is caught in its mandibles, and takes no damage until its armour is destroyed. The strength of its mandibles is such that they will chew through armour in 1 to 3 rounds, depending on whether the armour is leather, chain, or plate-based in type, respectively. After that a victim automatically takes 2d8 points of damage each round until slain.

Tunnel worms rarely fight to the death; if its victim is not yet dead and it has taken damage amounting to 2/3 of its hit points it will release anyone held and retreat back to its lair. Tunnel worms especially fear fire, and will retreat after taking such damage exceeding a value rolled on 3d8.

Treasure: 2d4gp, 1d6pp and 1d4gems (50%) per body in lair

Vargouille (Cathailye, Satalia)

Frequency:	Very Rare
No. Encountered:	1d20
Size:	Small
Move:	120' flying (AA: V)
Armour Class:	8
Hit Dice:	1+1
Attacks:	1
Damage:	1d4
Special Attacks:	See below
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	80%

Intelligence:	Low
Alignment:	Neutral Evil
Level / XP:	3 / 118 + 2/hp

A vargouille appears to be the animated shrunken head of a medusa. It flies through the night using its *darkvision* to search for prey. A vargouille abhors light. It will attempt to destroy normal light sources such as torches and lanterns and will avoid brighter forms of light. Sunlight blinds the creature.

If bitten by a vargouille, the victim must Save vs. Poison or permanently lose the 1d4 hit points inflicted by the creatures bite. Only a *Wish* can restore these hit points to the victim.

Treasure: The dark caverns where vargouilles typically dwell may contain incidental treasure belonging to their victims.

Vegepygmy

	VEGEPYGMY	THORNY
Frequency:	Very Rare	Very Rare
No. Encountered:	30d10	3d10
Size:	Small	Medium
Move:	120'	150'
Armour Class:	4	3
Hit Dice:	1 to 6	4 (1d10+20hp)
Attacks:	1	1
Damage:	1d6 or by wpn type	4d4+1
Special Attacks:	See below	Nil
Special Defences:	See below	See below
Magic Resistance:	See below	See below
Lair Probability:	40%	40%
Intelligence:	Low	Animal
Alignment:	Neutral	Neutral
Level / XP:	1HD: 3 / 53 + 1/hp	WiP
2HD: 3 / 81 + 2/hp		
3HD: 3 / 120 + 3/hp		
4HD: 175 + 4/hp		
5HD: 4 / 245 + 5/hp		
6HD: 5 / 525 + 6/hp		

The vegepygmy is a type of carnivorous plant man. Its trunk is covered in a growth of lichen and moss; its four branch-like limbs culminate in thorns; its bud-shaped head is festooned with a clump of glossy leaves.

The colour of a vegepygmy usually matches its home surroundings (allowing it to surprise intruders 50% of the time).

Vegepygmies range between 2' to 4½' in height (1 hit die Vegepygmies are 2' tall, and each additional hit dice adds half a foot to the creature's height).

Vegepygmies communicate with bird-like cries or, more commonly, by drumming on their hollow

wooden chests.

A tribe of vegepygmyes may live underground in dank caverns, or above ground in dark steamy forests. They always live near their hunting grounds. 40% of lairs have 1d3 shriekers at their entrance(s), and 70% contain russet mould.

50% of the vegepygmyes in a tribe will be 1 HD; 25% 2 HD; 15% 3 HD; 10% 4 HD. For every 50 vegepygmyes in the tribe, there will be a 5HD sub-chief with a guard of 1d4+1 3 HD vegepygmyes. The tribe's leader is a 6 HD vegepygmy with an escort of 2d4 4 HD vegepygmyes.

Vegepygmyes hunt with dog-like plant creatures called thornies.

Vegpygmyes and thornies are immune to electrical attacks, and charm/enchantment spells (except plant-affecting ones, in which case they always receive a Saving Throw even if one is not usually allowed). Piercing weapons only do 1 point of damage.

Treasure: 1d4 x 1,000cp (25%), 1d3 x 1,000sp (20%), 1d2 x 1,000ep (20%), 1d6 x 100gp (10%)

Wild Man (Hairy Man of the Woods)

Frequency:	Rare
No. Encountered:	1d8
Size:	Medium (7' - 8')
Move:	150'
Armour Class:	7
Hit Dice:	3+3
Attacks:	2 or 1
Damage:	1d4 (fist) or 1d4 (bite)
Special Attacks:	Nil
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Low
Alignment:	Neutral (Good)
Level / XP:	3 / 200 + 3/hp

Wild Men are reclusive, skittish beings that generally avoid other, more intelligent humanoids. Never having evolved tool use, and incapable of complex speech, these gentle creatures are at a distinct disadvantage when they come into contact with advanced species. At home in their natural environment, these gentle beings maintain good relations with sylvan creatures of Neutral and Good alignments.

Covered in a thick pelt, wild men are robust and strong, and are sometimes called “bear-men” by humans that come across a surprised family. Possessing a diet that consists mainly of cattail rhizomes, tubers, mushrooms and aquatic plants, they occasionally eat fish, but this tends to be during fall, when spawning salmon are easily caught.

Wild men can lash out, however, if they feel threatened or their territory is beset. Clashes between humans and wild men usually occur when humans push logging and mining camps far into the wilderness, disrupting the ecosystems that have existed for millennia. And, terrified of fire, hairy men of the woods will flee from those who maintain campfires or bear torches.

Hairy men of the woods do not maintain possessions, but they are known to hold on to native minerals and shells that may have great value for very short periods of time. Such temporary treasures will eventually be left in locations that hold some special significance to the creatures- such as clefts in face of a cliff, or between the branches of a tree.

Treasure: None

Wind Walker

Frequency:	Rare
No. Encountered:	1d3
Size:	Large
Move:	150' / 300' flying (AA: XX)
Armour Class:	7
Hit Dice:	6+3
Attacks:	See below
Damage:	3d6
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	See below
Lair Probability:	20%
Intelligence:	Very
Alignment:	Neutral
Level / XP:	6 / 575 + 8/hp

Wind walkers are æthereal creatures usually found on mountain tops or in howling caverns deep beneath the ground. They are sometimes found in the service of storm giants. Their approach is heralded by a roaring, whistling noise heard some 100'-300' before their arrival.

Wind walkers can listen to thoughts, and use telepathy (100'-300' range; range depends on number of creatures working together).

The wind walker buffets all enemies within 10' of it, for 3d6 points of damage each.

Wind walkers can only be attacked by other creatures on the æthereal plane. They are vulnerable to attack by telepathy.

The spell *Control Weather* causes the creature to Save vs. Spells or die; *Slow* affects the wind walker as would a *Fireball*; *Ice Storm* causes the creature to flee for 1d4 rounds; *Haste* does one-half damage to the wind walker, but causes the creature to do double damage.

Magic circles, and other magical barriers, prevent their passage. In general, the creature will pursue its prey for at least 1d4+1 rounds.

Treasure: 1d12 x 1,000cp (20%), 1d6 x 1,000sp (30%), 1d4 x 1,000ep (10%), 2d4 x 1,000gp (40%), 1d6 x 100pp (50%), 5d6 gems (50%), 1d12 jewellery (45%), 1d2 magic items (10%)

Witherstench

Frequency:	Rare
No. Encountered:	3d4

Size:	Small
Move:	60'
Armour Class:	7
Hit Dice:	2+2
Attacks:	2
Damage:	1d6/1d6
Special Attacks:	Nil
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Semi-
Alignment:	Neutral
Level / XP:	3 / 65 + 3/hp

The witherstench is a small rodent-like mammal. Its custard coloured skin is almost completely naked of fur, with the exception of the odd greasy black tuft, and dotted with violet pustules. It scavenges in mould rubbish heaps for rotten meat.

The witherstench defends itself with grimy claws: each claw does 1d6 points of damage. The creature's stench causes all within 30' of the beast to save vs poison or vomit helplessly. Once the victim is 30' away from the creature, he can gradually recover.

Treasure: 1d8 x 1,000cp (50%), 1d6 x 1,000sp (25%), 1d4 x 1,000ep (25%), 1d3 x 1,000gp (25%), 1d8 gems (30%), 1d4 jewellery (20%), 1 magic item (10%)

Wither Weed

Frequency:	Uncommon
No. Encountered:	1
Size:	Variable; see below
Move:	Nil
Armour Class:	8
Hit Dice:	3 or more
Attacks:	See below
Damage:	See below
Special Attacks:	See below
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	100%
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	3HD: 3 / 90 + 3/hp
4HD: 3 / 125 + 4/hp	
5HD: 4 / 165 + 5/hp	
6HD: 5 / 275 + 6/hp	

The wither weed is a frond-bearing ground crawler which spreads out over an area of 20 square feet or more (larger weeds have higher Hit Dice).

The average-sized plant has 13 to 24 movable fronds, angled from the plant's base so as to defend against attackers from all sides. Each frond drains 1d4 points of Dexterity from the creature it strikes (if the victim saves vs. poison, the amount drained is halved). If 4 points of Dexterity are drained in one hit, then the victim collapses for 2 melee rounds, and in the following 5 rounds of recovery is weakened (-2 penalty to hit, ½ normal movement, no bonuses for high Dexterity). If the victim's Dexterity drops below 3 it is unable to move, and when Dexterity is reduced to 0 or below the creature dies.

The victim regains one point of Dexterity per day, up to a maximum of half the amount lost. The remaining half can only be restored by a *Cure Disease* spell.

If the weed is burnt, it produces a noxious smoke (all who inhale must Save vs. Poison or die). The plant smokes 1 round per square foot of its size and, unless a strong wind is present, creates a cloud 9 times its total size that takes four hours to clear.

Treasure: WiP

Wolf-in-Sheep's-Clothing

Frequency:	Very Rare
No. Encountered:	1
Size:	Small
Move:	10'
Armour Class:	3 (root tentacles) / 5 (body stump) / 7 (eye stalks)
Hit Dice:	9 (see below)
Attacks:	1 to 3
Damage:	1d4
Special Attacks:	See below
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Low
Alignment:	Neutral
Level / XP:	6 / 900 +14/hp

The wolf-in-sheep's-clothing is a plant monster which appears, from afar, to be a tree stump. In the middle of the stump is a scar which conceals sharp teeth. Two or three slender green branches, extending from the stump, are tipped with mauve flowers which act as the creature's eyes. The creature uses its 9'-12' long roots to move, and attack.

The wolf-in-sheep's-clothing mundane appearance, and also its ability to put forth, as a lure, a fern-like shoot which, in movement and appearance, resembles a small mammal, allows it to surprise its prey most of the time (90% chance). It attacks once its prey is within 12' of its stump-like body (and within range of its tentacle-like roots). 1d3 roots grab the prey, causing 1d4 points of damage and holding the victim fast. In the next round, if unable to break free, the victim suffers another 1d4 points of constriction damage and is bitten for 6+1d6 points of damage.

Held creatures cannot break the root (unless they have 19+ strength), but can attempt to break free of its hold: 5% chance per point of Strength from 13 to 18, and 1% chance per point of percentile Strength i.e. a character with 17 Strength has a 25% chance of escape, and a character with 18/50 Strength has an 80% chance to escape.

The monster's stump has 9 HD; roots 18+1d4 hit points; eye stems 12+1d4 hit points. If one of the creature's roots or eye stems is broken it will re-grow in 1d4 weeks.

Treasure: None

Wooly (Six-legged) Cave Pig

Frequency:	Uncommon
No. Encountered:	1d6
Size:	Medium
Move:	120'
Armour Class:	5
Hit Dice:	3+3
Attacks:	2 tusks
Damage:	2d4/2d4
Special Attacks:	See text
Special Defences:	See text
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	2 / 100 + 1/hp

Adapted to live underground, the woolly cave pig has mutated over eons to thrive in that realm's strange radiation and conditions. Feeding upon the bacterial mats and fungal spreads found in and around wet caverns, these six-legged creatures seek to avoid contact with possible predators but will attack with their razor-sharp tusks if threatened. Nearly blind to normal light, and possessing only weak heat vision (out to 30 feet), the cave pigs are still able to avoid predators, and to defend themselves, through their keen sense of smell.

Cave pigs' tusks are quite formidable in their own right, but through constant dredging through bacterial mats and the tearing of endless amounts of fungal tissues they become decidedly poisonous. Any non-cave pig that is even scratched by one of the beasts' poisonous tusks must save versus poison at -4, or die within ten rounds. Likewise, these unusual creatures are inured to all toxins and poisons and are not affected by such. Strangely enough, the deadly substances, that the cave pigs are constantly exposed to, fail to reach their own flesh and make the creatures a staple for most underground sapient species.

Treasure: None

Wyverling

Frequency:	Rare
No. Encountered:	1d4+1
Size:	Small (8' wingspan)
Move:	30' / 240' flying (AA: IV)
Armour Class:	4
Hit Dice:	1+1
Attacks:	3 (2 claws/1 bite)
Damage:	1 (claws) or 1d3 (bite)

Special Attacks:	Poisoned saliva
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	50%
Intelligence:	Semi-
Alignment:	Neutral
Level / XP:	1 / 50 + 2/hp

Wyverlings are winged, warm-blooded reptiles that dwell in family units amongst cliff faces and within the trees of temperate and tropical forests. Competing directly with owls, wyverlings' normal diets consist of rodents, hares, bats and birds. Possessing eyes that are slightly weaker than owls' and hearing just below that of bats, wyverlings combine the two senses so effectively that they are able to prey upon darting bats and fast moving rats. As smart as an ape and living up to twenty years, wyverlings mate for life and will be encountered in a family group of two adults and 1-3 young that possess one half the normal number of hit points. A wyverling may serve as a magic-user's familiar if captured and trained from an early age.

Wyverlings are fairly manoeuvrable when flying and will swoop down upon small prey, pouncing upon targets and biting the animals with poisoned fangs. A wyverling's poison is fairly effective and will kill small creatures that fail their Save vs. Poison. Medium-sized creatures will fall into a coma for 1d4 days if their Save is not made (at a +2 bonus) and several wyverlings will coordinate their attacks upon a single medium-sized target. Parties of intelligent creatures will normally be left alone by a nest of wyverlings.

These flying reptiles are most active at night and become slightly lethargic in daylight. If engaged in combat by the light of day a wyverling will suffer -2 penalties to its attack rolls and Armour Class. Despite this limitation, wyverlings are fairly cunning and have a vocal range that is quite wide and allows them to mimic both natural sounds and voices, much like a parrot. Although they do not have darkvision wyverlings' acute senses give them the equivalent of darkvision out to a distance of 120'.

Treasure: Wyverlings are not related to dragons, yet they hoard objects just as avidly. A wyverling nest, composed of sticks, twigs, leaves and straw, will always be lined with any shiny, transportable items that the mated pair comes across. In civilized regions this means that a wyverling family's nest will contain the following: 1d10 coins of various types; 1d4 necklaces, bracelets and hair pins worth 1d4gp each; 1d8 semiprecious stones worth 1d6sp each; 1d4 gemstones worth 1d6gp each. In uncivilized regions a wyverling nest will contain only 1d12 semiprecious stones worth 1d6sp each.

Xerbel (Cave Brain)

Frequency:	Rare
No. Encountered:	1d4
Size:	Medium
Move:	120' fly (AA:III)
Armour Class:	4
Hit Dice:	5
Attacks:	6 + 2 + 1
Damage:	1d4 (x6) + 1d8 (x2 + paralysis) + 1d10 (bite)
Special Attacks:	Paralysis, Constriction
Special Defences:	Immune to acid, lightning
Magic Resistance:	Standard

Lair Probability:	Nil
Intelligence:	Average
Alignment:	Lawful Evil
Level / XP:	6 / 840+5/hp

Xerbel resemble a floating brain with a bony proboscic beak and a number of trailing tentacles beneath, including two larger dorsal tentacles. They move by a process of levitation similar to ocular despots and are usually found serving as guards and servants for those detestable creatures.

In melee, xerbel first attack with their two larger tentacles which are covered in small bony ridges carrying a paralytic poison (as ghost paralysis for 1d10 rounds). Saving Throws vs. Poison are at +2. Once a victim is paralyzed the Xerbel will attack with its other tentacles, constricting after the first successful strike for 1d4hp of damage each round while biting at the hapless victim with its beak.

Treasure: None

Xill

Frequency:	Very Rare
No. Encountered:	1d6
Size:	Medium
Move:	150'
Armour Class:	0, 4 or 7
Hit Dice:	5
Attacks:	4
Damage:	1d4x4 or as wpn x4
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	70%
Lair Probability:	15%
Intelligence:	Very
Alignment:	Lawful Evil
Level / XP:	5 / 360 + 4/hp

Xill are evil inhabitants of the Æthereal plane. They hunt on the Prime Material looking for hosts to implant their eggs in. Xill appear as heavily muscled, bright red bipeds with two sets of arms in its torso. They have large opaque eyes, heavy foreheads, and two horn-like antennae. Their upper lips are large, like that of a fish, while their lower jaws are obscured by mandibles. They have fringe-like, scaly growth along their jawline. Each hand has four digits, with large, needle-like claws, including opposable thumbs which allow them to wield up to four weapons. They rarely wield more than two weapons when host-hunting, so as to keep two arms free to grapple with victims.

Xill can see into the Prime Material, and when attacking hosts they materialize from the Æthereal into the prime. This process takes six seconds; returning to the Æthereal from the Prime Material requires two full rounds. Unless the attacked can see into the æthereal, xill surprise foes on 1-5 on 1d6, making them exceptionally dangerous foes with up to five segments of surprise attacks. It is cat-quick, equal to an 18 Dexterity, which reduces its natural Armour Class from AC 4 to AC 0 in most circumstances. Additionally, in melee situations it receives +3 on its attack roll and in the rare occurrence of missile attacks this increases to +5.

Unless defending its Æthereal lair a xill never attacks to kill, only to incapacitate. Typically it uses two arms to grapple and hold its opponents, while the other two arms strike to subdue (see *OSRIC* pg. 125 for subdual attacks). Its aim is to take the victim back onto the Æthereal plane. If successfully grappled prior to full subdual, the victim gets one attempt to break free if unsurprised, rolling under its strength score to succeed. If the hold is not broken than on the succeeding round it must save versus paralysis due to the venom entering its system through the claws. When subduing, accumulated subdual damage is converted to percentage as compared to the full hit points of the victim. At the end of every surprise segment or normal round, if a d100 roll is under this ratio than full subdual has occurred.

Upon either paralyzation or full subdual, it begins the transition back to the Æthereal. During these 2 rounds it is AC 7 and its regular magic resistance is suspended. If not killed prior to the completion a xill is fully æthereal, as is its victim, and can only be attacked on that plane. A xill will then take the host victim back to its lair, inserting 2d8 eggs which hatch in 1d4 days. The larval stage is 2d4 days; each day the victim takes 1d10+10 damage from the larvae consuming it from the inside. If the host otherwise remains alive at the end of this period, it is killed when the larvae transform into immature xill and rip open its body to emerge, subsequently growing into adults in only 1d4 hours.

The only known effective defence against a xill is an active *Protection From Evil* spell, which it cannot physically bypass.

Treasure: 1d12 x 1,000cp (20%), 1d6 x 1,000sp (30%), 1d4 x 1,000ep (10%), 1d6 gems (25%), 1d3 jewellery (20%), any 2 magical items (10%)

Yeth Hound

Frequency:	Very Rare
No. Encountered:	4d4
Size:	Large
Move:	150' / 270' flying (AA: V)
Armour Class:	0
Hit Dice:	3+3
Attacks:	1
Damage:	2d4
Special Attacks:	Fear
Special Defences:	Immune to normal wpns
Magic Resistance:	10%
Lair Probability:	100% or Nil
Intelligence:	Low
Alignment:	Neutral Evil
Level / XP:	4 / 245 + 3/hp

Malevolent creatures, yeth hounds are encountered in packs. Although they often submit to powerful evil beings as pack leaders, some packs are wild. Packs are most often found far from civilised lands, as their favoured prey are sylvan creatures. Yeth hounds are huge canine-like creatures, standing as tall as an elf at the shoulders. Invariably coal-black in colour, they hunt only at full night, retiring to their underground dens during daylight hours. As yeth hounds have somewhat humanoid facial structures, eyes that glow like embers and ears superficially resembling horns to casual observation, they are mistakenly rumoured by the common man to be diabolical or demonic in nature, if known of at all.

Their powers make them efficient hunting machines. Yeth hounds can *Fly* as per the Arcane spell (excepting movement rate) at will, and will often locate and track prey both by air and land. The most striking characteristic of yeth hounds is their howl; in the still of night it is audible for miles. When within 90', this howling will affect creatures as per the Arcane spell *Fear*, unless Saving Throws are made. The pack then descends upon running prey and rip it to pieces. Those able to retain their wits and attempt to stand their ground have it little better, as Yeth hounds are unaffected by normal weapons, and only minimally hurt by magical or silvered ones; on a successful attack, magical weapons do damage only equal to their "plus" while silver does a single point of damage.

Unless encountering a pack in the process of feeding upon a fresh kill, yeth hounds have no treasure. If a pack is under the control of another, victims' possessions may be collected by that entity.

Treasure: None

Zoog

Frequency:	Very Rare
No. Encountered:	5d6
Size:	Small
Move:	150' / 210' in trees
Armour Class:	7
Hit Dice:	1d3hp
Attacks:	1
Damage:	1d2
Special Attacks:	Nil
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	40%
Intelligence:	Low
Alignment:	Chaotic Neutral
Level / XP:	1 / 5 + 1/hp

Zoogs are small, quick, brown, furry creatures that dwell in the Dreamlands. They have their own, fluttering language. Zoogs are exceedingly hard to see, being able to hide and sneak in woodlands as well as elves or halflings, and a typical party of adventurers is 90% unlikely to spot them. They live in small villages where they brew moon-tree wine. Although capable of living on a diet of fungus, zoogs have a taste for meat, and will sometimes seize unwary things for their table.

Treasure: A gourd of moon-tree wine is the substrate for many a magic potion, and alchemists will typically pay 50-100gp (1d6+4) for it. A zoog village will contain 2d6 gourds.

Undead

WAKING THE UNDEAD (Optional)

Most corporeal undead typically spend most of their undying time dormant in a dream-like state of Negative-Material darkness. When originally encountered there is a chance the creature or group of creatures will be dormant and surprised immediately. If not, there is a subsequent chance the creature(s) will be occupied in a half-awake state and capable of being surprised. Once completely

alert, however, these undead will remain so (no surprise possible) until they reach their dormancy threshold. Eating (see table below) will postpone dormancy for 1d12 hours and allows healing. Non-corporeal and some corporeal undead are always completely aware and cannot normally be surprised, but they cannot heal in any fashion other than by remaining completely dormant. Recently summoned undead, should be always be considered awake and aware until they must become dormant or are destroyed.

Non-Corporeal Undead Dormancy	
1d6	DORMANCY TIME
1	1d12 rounds
2	1d10 turns
3	1d8 days
4	1d6 weeks
5	1d4 months
6	1d2 years

UNDEAD DORMANCY & SUSTENANCE TABLE

TYPE	CHANCE ASLEEP	CHANCE TO BE SURPRISED	DORMANT THRESHOLD	SUSTENANCE
Apparition	N/A	N/A	See sub-table	Death Throttle*
Banshee	35%	2 in 6	2d6 turns	Death Wail*
Barrow Corpse	30%	2 in 6	2d4 turns	Death Throttle*
Black Shuck	N/A	N/A	One night	Any death
Coffer Corpse	25%	2 in 6	2d4 turns	Death Throttle*
Crawling Corpse	55%	3 in 6	2d10 turns	And blood or flesh
Death Dog (Spectral Hound)	N/A	N/A	See sub-table	Any death
Deceived of Set	55%	3 in 6	1d8 turns	Any death
Demon (Death) Knight	20%	2 in 6	1 night	Any death
Dullahan (Headless Horseman)	N/A	N/A	1 night	Any death
Ghast	10%	1 in 6	1d10 hours	And blood or flesh
Ghost	N/A	N/A	See sub-table	None
Ghoul / Aethereal Ghoul	10%	1 in 6	1d12 hours	Any blood or flesh
Ghoul Monkey				Any blood or flesh
Haunt	N/A	N/A	1d12 hours	None
Huecuva	20%	1 in 6	1d12 hours	Any death
Invisible Assassin	N/A	N/A	See sub-table	Level drain
Ishabti				
Lich	35%	2 in 6	2d12 hours	Any death
Mummy	50%	3 in 6	1d6 turns	Any death
Poltergeist	N/A	N/A	See sub-table	None
Rimmerserker				
Shade Walker				
Shadow	N/A	N/A	See sub-table	Attribute drain
Skeleton	50%	2 in 6	1d4 turns	None

Skeleton, Altered, Equine	50%	2 in 6	1d12 turns	None
Skeleton, Altered, Tauran	40%	1 in 6	1d4 turns	None
Skeleton, Animal	45%	2 in 6	1d4 turns	None
Skeleton, Slime (Jelloton)				None
Sleeper				
Spectre	65%	3 in 6	1d10 turns	Level drain
Vampire	25%	2 in 6	1 night in coffin	Fresh blood*
Vargouille	15%	1 in 6		Fresh blood or flesh*
Vollgrim	40%	2 in 6	1d3+2 turns	Any blood or flesh*
Wight	N/A	N/A	See sub-table	Level drain*
Wiht	50%	2 in 6	1d6 turns	Soul harvesting
Wraith	N/A	N/A	See sub-table	Level drain
Zombie, Juju	25%	1 in 6	1d8+4 turns	Any blood or flesh *
Zombie, Monster	40%	2 in 6	1d3+1 turns	Any blood or flesh *
Zombie, Normal	30%	2 in 6	1d3+3 turns	Any blood or flesh
* Souls or fresh blood and/or flesh only includes that from humans or demi-humans.				
⌘ Only levels drained from creatures at least 1 st -lvl or 3HD are sufficient.				

Æthereal Ghoul

Frequency:	Very Rare
No. Encountered:	2d4
Size:	Small (5'-6' tall)
Move:	180'
Armour Class:	6
Hit Dice:	3
Attacks:	3 (2 claws, 1 bite)
Damage:	1d4/1d4/1d6
Special Attacks:	See below
Special Defences:	See below
Turned As:	WiP
Magic Resistance:	50%
Lair Probability:	0%
Intelligence:	Average - High
Alignment:	Chaotic Evil
Level / XP:	2 / 50 + 2/hp

Similar in many respects to normal ghouls, but roaming the æthereal plane, æthereal ghouls are able to smell the residue created in the ether when spells and spell-like powers manifest on the underlying prime material plane. When within 1000' of such an acrid disturbance a pack of ghouls will home in on the spell caster's or unusual creature's location and briefly materialize. Appearing between 10' and 100' from the target (the distance determined by a d10), the ghouls have no chance of being surprised, but will surprise their prey 50% of the time.

Appearing to be humans of unusual features, æthereal ghouls have sloping foreheads, grossly exaggerated noses and an initial colouration that is slate black. Much like human sufferers of vitiligo, the pigmentation of æthereal ghouls' skin is destroyed over time, turning the longest-surviving of the

undead into weird albinos.

Once in a material form æthereal ghouls will size up the situation. Pouncing upon weak prey, the ghouls will readily flee from strong opponents. Capable of paralyzing humanoid with enervating touches that are somehow tied to its home plane, the attacks of an æthereal ghoul are as powerful as those of a ghaist and affect even elves and fey beings. Once paralyzed, a victim will immediately be consumed by the pack of ghouls unless confronted by additional attackers. The remains of those slain by æthereal ghouls themselves turn æthereal, the soul worms of those individuals transmogrifying into nascent ghouls one day later.

Æthereal ghouls may only reside on the Prime Material plane for one turn and, because of the vagaries of the æthereal wind, will only be able to relocate a particular spot in the Prime Material if the original creature that drew the pack were to utilize another spell or spell-like ability within 1000'. These strange ghouls may materialize or become ethereal at will, subject to the previously mentioned parameters, but they may never spend more than one turn on the Prime Material plane.

Treasure: Unlike normal ghouls, æthereal ghouls clean themselves after feeding and are avid collectors of garishly ornamented bracelets, necklaces, rings and charms. They may (5% chance) have in their possession a magic item of one of those types. Otherwise, an æthereal ghoul's jewelry will hold a total value of 2d10gp.

Apparition

Frequency:	Very Rare
No. Encountered:	1d4
Size:	Medium
Move:	210'
Armour Class:	0
Hit Dice:	8
Attacks:	1
Damage:	See below
Special Attacks:	Nil
Special Defences:	Silver or magic wpn to-hit, Undead immunities
Turned As:	Type 9
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Average
Alignment:	Chaotic Evil
Level / XP:	6 / 1,000 + 10/hp

Apparitions are æthereal undead that appear on the Prime Material as translucent skeletons, usually clad in robes. Like all insubstantial undead, they make no sound and can pass through solid objects. For reasons that sages cannot explain, apparitions tend to avoid mirrors and even small quantities of silver. They are jealous of the living, and seek to destroy all life.

Apparitions can do no physical harm, but the fear they can create is terrible-sometimes sufficient to stop a strong man's heart. Typically, the apparition will appear silently and suddenly from a wall or closed door, surprising its prey on a 1-5 on 1d6. It will then seem to throttle its target, upon which some unexplained psychosomatic effect makes the target feel icy fingers about its throat. The Apparition need not roll to-hit - the effect is automatic and disregards the target's armour - but may

only attack one victim at a time.

The target must roll 3d6. If the result is under its Intelligence score, the target will become aware that it is not really being throttled, but if the result is equal to or higher, then the target is overwhelmed with horror. It rolls 3d6 again and compares the result with its Constitution score. If the roll is lower, the victim will flee in terror for 1d6 melee rounds, during which time it has a 75% chance of dropping anything it is holding. If the roll is equal to or higher than its Constitution, then the victim literally dies of fear. Unless raised, less than half a day later its body will decay to nothing and its spirit will return as a new Apparition.

The psychosomatic effect is extremely powerful - so much so that the target must roll even if it knows that the Apparition cannot really harm it.

If it so chooses, an Apparition can retreat fully into the æthereal plane. This takes one round and once accomplished, the Apparition becomes invisible and invulnerable, at least as far as creatures on the Prime Material are concerned, but it will also no longer be able to attack, or even to perceive what is happening on the Prime Material. If the Apparition then chooses return to its natural semi-Prime Material state, this also takes one round.

Treasure: 1d10 x 1,000cp (5%), 1d12 x 1,000sp (20%), 1d6 x 1,000ep (15%), 1d10 x 1,000gp (35%), 1d12 gems (15%), 1d8 jewellery (10%), 1d3+1 magic items (25%)

Black Shuck

Frequency:	Very Rare
No. Encountered:	1
Size:	Large
Move:	120'
Armour Class:	-1
Hit Dice:	13
Attacks:	1
Damage:	4d8
Special Attacks:	Baying
Special Defences:	+1 wpn to-hit, Undead immunities
Turned As:	Type 12
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Low
Alignment:	Chaotic Neutral
Level / XP:	9 / 5,000 + 18/hp

Black Shuck is a ghostly black dog from British folklore. He inspired Sir Arthur Conan Doyle's Hound of the Baskervilles. There are counterpart hounds with other names from elsewhere in Britain, such as Freybug, Gytrash or Gwyllgi. It is not clear whether there is one such creature or a small group of closely-related ones, and Black Shuck may be a unique creature. He cannot be killed. "Death" merely means that his insubstantial "body" will take a week to reform.

His baying is terrible, and it causes all creatures under 6th-lvl to flee at maximum movement rate for 3d4 rounds (no Saving Throw). Creatures of 6th level or higher receive a Saving Throw, and creatures of over 10th-lvl save at +2.

Black Shuck is extremely chaotic and may harm or help. Legends speak of him slaying a child in church, but also of leading women lost in the marshes to safety. He counts as “undead” and may be turned by a sufficiently powerful Cleric.

Treasure: None.

Cauldron Cadaver

Frequency:	Very Rare
No. Encountered:	1d3
Size:	Man-sized
Move:	90'
Armour Class:	10
Hit Dice:	4
Attacks:	1
Damage:	1d4/1d4
Special Attacks:	See text
Special Defences:	See text
Turned As:	Mummy
Magic Resistance:	Standard
Lair Probability:	0%
Intelligence:	Low
Alignment:	Chaotic Evil
Level / XP:	4 / 215+4/hp

Cauldron Cadavers are a horribly disfigured type of undead that resemble rotting humanoid corpses covered by ravenous yellow **rot grubs** (c.f. OSRIC). They were first created in a magical *soul-cauldron* by the ancient witch-king Ben-hadad the Sinner - a renowned high high priest of Juiblex. Since that time they have proliferated considerably as subsequent generations of the Demon Lord's cult have followed the damnable recipe for their own purposes.

Because of their stomach-churning appearance and the pervasive stench of rotting flesh that surrounds them, cauldron cadavers are surrounded by a 30' radius that functions like a *fear*-spell. Any who enter this zone must make a Saving Throw vs. Spells or be forced to flee for 1d6 rounds.

Cauldron Cadavers regenerate 2hp/round like a troll (c.f. OSRIC). Even after they are killed they will continue to regenerate so the only efficient method to destroy them is with the application of fire, lightning, acid, holy water or by binding divine relics or holy symbols to their dismembered limbs.

In melee, cauldron cadavers attack with 2 meaty fists doing 1d4 damage each. Each successful hit has a 25% chance of infecting the victim with a form of a strong flesh-eating disease that will kill the victim in 1d6 months (each month the victim will lose 1d2 points of Charisma, permanently as the disease eats away at their extremities). The disease will negate any normal healing spells and can only be permanently cured by a Divine *cure disease* spell. Only after this curing will the victim heal albeit, very slowly (1hp/week)

Additionally, in melee, one of the **rot grubs** covering a cauldron cadaver will attempt to jump from the cadaver to another adjacent character engaged in melee. This will require a normal to-hit roll for the grub - if successful the grub will begin burrowing (see monster description in OSRIC). Victims of cauldron cadaver grubs will themselves arise as cauldron cadavers themselves within 1d4 rounds.

Like other undead, cauldron cadavers are immune to *sleep*, *charm*, *fear* spells and other mind-influencing spells.

Treasure: None

Death Dog

Frequency:	Rare
No. Encountered:	4d12
Size:	Medium
Move:	120'
Armour Class:	7
Hit Dice:	2+2
Attacks:	2
Damage:	1d10/1d10
Special Attacks:	Rotting disease
Special Defences:	Nil
Turned As:	WiP
Magic Resistance:	Standard
Lair Probability:	5%
Intelligence:	Animal
Alignment:	Neutral Evil
Level / XP:	3 / 65 + 2/hp

These large black two-headed dogs stand 4' tall at the shoulder. Their mouths are filled with razor-sharp teeth and festering slime - anyone bitten must Save vs. Poison or contract a horrid rotting disease (causing death within 1d4 weeks unless a *Cure Disease* spell is cast upon the victim).

Should both heads bite a victim in a single round, that victim will be knocked to the ground (and attacking at -2 to hit, until a full round is spent getting up and backing away from the hound).

They will attack most humans and humanoids on sight (90% chance).

Treasure: 1d8x1000 cp (25%); 1d6x1000 sp (30%); 1d3x1000gp (20%); 1d4 gems (25%); 1d3 jewelry (20%); 1 random magic item (15%)

Demon Knight

Frequency:	Very Rare
No. Encountered:	1
Size:	Medium
Move:	Variable
Armour Class:	0
Hit Dice:	9 (d10)
Attacks:	1 (+2 STR)
Damage:	By weapon type (+6 STR)
Special Attacks:	See below
Special Defences:	See below
Turned As:	See below

Magic Resistance:	75% (see text)
Lair Probability:	Nil
Intelligence:	Avg - Genius
Alignment:	Chaotic Evil
Level / XP:	8 / 3,700+16/hp

Demon knights are a terrifying form of undead, similar to a lich, created by a Demon Lord to reward particularly faithful Anti-Paladins. Demon knights cannot be turned or dispelled by a cleric, but can be affected by use of a *Holy Word* spell. Demon knights have the ability to control other undead equivalent to that of a 6th-level Cleric. In addition to their 75% magic resistance, demon knights also possess a 10% chance to reflect hostile spells back upon their caster.

Demon knights wear studded leather or scale armour and have a movement rate of 90' or 120' depending on their overall encumbrance. Despite the actual type of armour worn, it is always treated as having an Armour Class of 0. Demon knights also possess a Strength of 18/99 and in melee usually wield a magical weapon of the type preferred by their demonic patron (see the Anti-Paladin NPC class p. XX-XX for details). They are also typically encountered riding a Nightmare, and they may summon a new such mount every 10 years.

The most formidable aspect of demon knights is their use of magic, which is equivalent to that of a 20th-lvl spellcaster. They continually are surrounded by a 5' radius aura of *Fear*, can *Detect Magic* and *Invisibility* or create a *Wall Of Ice* at will. Once per day they can use any *Power Word* spell, a *Symbol Of Pain/Fear* and generate a 20HD *Fireball*. Twice per day they can *Dispel Magic* and *Gate* in a demon (75% chance of success). Refer to the table below to determine the type of demon summoned:

d%	TYPE
01-20	Class A (Vrock)
21-45	Class B (Hezrou)
46-75	Class C (Glabrezu)
76-95	Class D (Nalfeshnee)
96-00	Class F (Balor)

Demon knights speak 1d3+3 languages in addition to Common and the language of their demonic patron.

Treasure: None

Dullahan (Headless Horseman)

Frequency:	Very Rare
No. Encountered:	1
Size:	Medium
Move:	120'
Armour Class:	0
Hit Dice:	10
Attacks:	3 / 2
Damage:	1d10+6
Special Attacks:	See below
Special Defences:	+1 or better wpn to-hit
Turned As:	As Type 10

Magic Resistance:	75%
Lair Probability:	100% day / 0% night
Intelligence:	High
Alignment:	Chaotic Evil
Level / XP:	8 / 2,000 + 14/hp

A dullahan, or “Headless Horseman”, is a creature from Irish legend. It roams the countryside by night, riding on a Nightmare. It carries its head with it, either clutched in its black-gloved hand or propped in the pommel of its saddle. The head is gruesome: cheese-like in composition with horrifying black eyes and a hideous perpetual grin. In its other hand, it wields a fleshy human spine as a whip.

An encounter with the dullahan is perhaps more terrifying than even legend suggests. The headless horseman generates fear in a 30' radius (save at -2). Those meeting the gaze of its head's terrible eyes are blinded in one eye (save at -2). Affected characters fight at -1 on all melee rolls. Only a *Remove Curse* spell will restore vision to the blind eye. The dullahan has great strength and speed. It strikes three times every two rounds making all attacks at +3 to hit and +6 to damage. It wields an indestructible human spine mercilessly striking at those bold enough not to flee. The dullahan uses its own decapitated head as a lantern. It gives off a dim light at a 30' radius. Its hell steed has all the characteristics of a nightmare except it does not fly.

Once per night, the dullahan's head may utter a single word. If that word is the name of a human within 30' of the dullahan, the named individual is affected by a *Power Word Kill*. The dullahan is 75% resistant to magic. It is immune to fire and cold. It is only harmed by +1 or better weapons. A dullahan may be turned as a type 10 undead by a Cleric. They are repulsed by the sight or touch of gold. A dullahan will not attack anyone prominently displaying a gold item. If a Cleric's holy symbol is made of gold or if the Cleric also displays gold in his turn attempt, the dullahan may be turned as a type 5 undead.

If the dullahan encounters a strong party, it may engage the party briefly measuring its strength, only to ride off and attack again another night. Often the dullahan employs spies, like banshees, Witches, werewolves, and their like in an attempt to learn the names of its enemies. If the dullahan is slain, its body (along with its steed) immediately disintegrates. Only the head remains.

Rarely (10%), the dullahan will have a black carriage that its Nightmare pulls. If any living thing is foolish enough to get into this conveyance, then the Dullahan will take it to one of the Infernal Realms. There is a 30% chance that other passengers - mortal or infernal - will be riding in the carriage.

Treasure: 1d6 x 1,000cp (25%); 1d6 x 1,000sp (30%); 1d6 x 1,000ep (35%); 1d10 x 1,000gp (50%); 4d6 gems (50%); 3d6 jewellery (40%); 1d3 magic items (30%)

Haunt

	HAUNT	POSSESSED VICTIM
Frequency:	Very Rare	Very Rare
No. Encountered:	1	1
Size:	Nil	As victim
Move:	60'	As victim
Armour Class:	0	As victim
Hit Dice:	5	As victim
Attacks:	1	1

Damage:	See below	By wpn
Special Attacks:	Possession	Nil
Special Defences:	See below	Nil
Turned As:	No	No
Magic Resistance:	Standard	Standard
Lair Probability:	Nil	Nil
Intelligence:	Non-	As victim
Alignment:	Any	See below
Level / XP:	4 / 165 + 5/hp	As victim

A haunt is the unquiet spirit of a person who died before they could complete an extremely urgent task. The spirit lingers in the place where its physical form died (it cannot move more than 60' from that spot). It seeks to possess a living creature, complete its task and achieve absolute rest.

A haunt may appear, at will, as either a floating globe of light or as the shadowy mirror image of its living form.

A haunt drains two points of Dexterity from its victim with each successful hit. As a character's Dexterity is reduced, he will feel his body become numb and colder. When the character's Dexterity drops to zero, the spirit possesses the body. The body's Dexterity returns to normal when this happens.

If the haunt manages to use the possessed body to achieve its task, it will then leave the body and the character will be able to regain control of his own body. The character will have a Dexterity of three once the haunt has left. Each turn of rest restores a point of Dexterity to the character. If the haunt's possessed body is killed, the spirit then will lurk in the area 60' around the spot.

If the possessed creature's alignment is opposed to the haunt's alignment, the haunt will begin to strangle the character with a successful to-hit roll. The character will take one point of damage in the first round, and the damage will then double in subsequent rounds i.e. one damage in the first round, two in the second round, four in the third round etc.

Haunts may not be turned. Only silver or magical weapons, or fire affects their natural forms. Weapons will only cause one point of damage plus any magical bonus, fire does one point of damage per round, and magical fire does full damage. A haunt reduced to zero hit points fades away to reform in its usual location one week later.

Attacks on a possessed character do full damage. Hold person causes the haunt to make a Save vs. Paralyzation or be forced from the possessed body. *Exorcism* completely destroys a haunt.

Treasure: None

Huecuva

Frequency:	Very Rare
No. Encountered:	1d10
Size:	Medium
Move:	90'
Armour Class:	3
Hit Dice:	2
Attacks:	1

Damage:	1d6
Special Attacks:	Disease
Special Defences:	Only hit by silver/magic wpns
Turned As:	Type 5
Magic Resistance:	See below
Lair Probability:	10%
Intelligence:	Semi-
Alignment:	Chaotic Evil
Level / XP:	3 / 80 + 1/hp

The huecuva looks like a robed skeleton. It is an undead spirit, and is thus immune to all mind-affecting spells. It can *Polymorph Self* three times a day.

The huecuva's touch causes 1d6 hit points of damage and the victim must make a Save vs. Poison or suffer from an acute cardiovascular-renal disease.

Treasure: None

Invisible Assassin

Frequency:	Very Rare
No. Encountered:	1d3
Size:	Medium
Move:	120'
Armour Class:	3
Hit Dice:	8
Attacks:	1
Damage:	4d4
Special Attacks:	Nil
Special Defences:	Invisibility, Surprise
Turned As:	WiP
Magic Resistance:	Standard
Lair Probability:	70%
Intelligence:	Average
Alignment:	Neutral Evil
Level / XP:	7 / 825 + 10/hp

These creatures are evil spirits, invisible without magical aid to detect the, (-2 to hit for those who cannot see invisible), surprise on 1-5. They haunt dark and lonely places, where they will lie in wait for living creatures to feed upon. They absorb life energy by touch (though in terms of hit points, rather than levels). They never fight to the death, but instead use cunning to hunt and track their prey, striking guerilla style at inopportune times (such as when fighting another enemy) and fleeing when necessary, only to return later. These spirits are patient, intelligent, and full of malice.

Treasure: None.

Skeleton, Animal

Frequency:	Very Rare
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No. Encountered:	2d10
Size:	Small
Move:	60'
Armour Class:	8
Hit Dice:	1-1
Attacks:	1
Damage:	1d4
Special Attacks:	Nil
Special Defences:	Immune to <i>Sleep, Charm, Hold</i>
Turned As:	Type 1
Magic Resistance:	Standard
Lair Probability:	80%
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	1 / 10 + 1/hp

Animal skeletons are made from creatures smaller than a man, such as cats, dogs, zoogs or badgers. They are vulnerable to turning and a Cleric receives a bonus of +1 on his or her die to turn them; if the turning is successful, instead of 2d6 for the number affected, roll 1d6+6. They are otherwise treated as normal skeletons in all respects.

Treasure: None.

Vollgrim

	LESSER VOLLGRIM	GREATER VOLLGRIM
Frequency:	Very Rare	Very Rare
No. Encountered:	1d8	1d4
Size:	Medium - Large (6'-20' tall)	Medium - Large (6'-20' tall)
Move:	60'	90'
Armour Class:	7 or 5	5
Hit Dice:	3 or 7	4+12 or 8+12
Attacks:	1	1
Damage:	1d8 or 4d4	3d4 or 4d4
Special Attacks:	See below	See below
Special Defences:	See below	See below
Turned As:	Type 6	Type 9
Magic Resistance:	See below	See below
Lair Probability:	Nil	Nil
Intelligence:	Non-	Low
Alignment:	Neutral	Neutral (Evil)
Level / XP:	3HD: 2 / 100 + 2/hp	4HD: 3 / 150 + 5/hp
7HD: 4 / 400 + 4/hp	8HD: 5 / 500 + 5/hp	

Vollgri are wholly unnatural, the twisted products of a spellcaster's evil mind. Lesser vollgri are much inferior to the greater kind, and can be manufactured on the fly by any Magic-User capable of casting the *Animate Dead* and *Lignification* spells. When a magic user of the appropriate level (9th+) casts *Lignification* and *Animate Dead* upon a number of fresh bodies (humanoid, animal or monster), the

corpses' and carcass' tissues are first lignified and then animated. Each lesser vollgrim that is animated in this way becomes fundamentally stronger and more durable than a typical humanoid or animal/monster-type zombie. Over time, however, a lesser vollgrim will lignify completely and then either root itself in loose ground or petrify throughout. This process is unavoidable for all lesser vollgri and occurs within a number of months equal to the necromancer's level. If a lesser vollgrim becomes rooted (which may occur only above ground, exposed to light), it begins to foliate and become a true tree, albeit one possessing a highly evocative form. If unable to root itself the lesser vollgrim will simply petrify, making the thing completely immobile.

Lignification adds one to the armour class of the unusual zombie, lowering a nomal zombie's AC from 8 to 7 and a monster/animal zombie's AC from 6 to 5. The process also grants the affected carcass a permanent +1 bonus to all non-magic based saving throws. This is similar in every respect to the 2nd-lvl druid spell, *Barkskin*, and it also increases the durability and toughness of the recipient body, granting it an extra hit die. Thus, humanoid-type lesser vollgri possess 3HD hit dice, while animal and monster-type lesser vollgri have 7HD. Lesser vollgri have the same immunities and limitations as regular zombies, except that fire does normal damage to the things. Clerics turn lesser vollgri as ghastrs and plant-affecting spells are fully effective on them.

Greater vollgri are created in laboratories and menageries by evil Magic-Users of 18th-level or higher, this because the process involves the use of an *Energy Drain* spell. Prior to killing a humanoid, animal or monster by stealing the last of the victim's life with an *Energy Drain* spell, the Magic-User wishing to create a greater vollgrim casts a lignification spell upon it. This casting is normally done with the target creature fully restrained, and after the spellcaster has completed his battery of experiments on the poor thing. Once the lignification process has begun, the target creature gains the same benefits as a lesser vollgrim (lower AC and a +1 bonus to non-magical saves) before it is transformed into a juju zombie. Superior to lesser vollgri in every respect, the greater vollgrim that is created will also have all of the powers of a juju zombie (hit only by +1 or better magic weapons, piercing and blunt weapons only doing half damage, immune to mind attacks, *Magic Missiles*, poison, electricity, death and cold spells). Acid fire and holy water will affect a greater vollgrim normally, but it can only be turned as a spector and plant-affecting spells are ineffective against them. All greater vollgri attack as 8HD creatures and, unlike their lesser cousins, they never petrify or become rooted. These unfortunate creatures will spend eternity as exceptionally durable juju zombies, the humanoid-type greater vollgri possessing 4+12 hit dice and the animal and monster types having 8+12.

Vollgri do not possess treasure, and they act as zombies of the normal and juju types with respect to behaviour.

Treasure: None

Wiht (Bog Maiden)

Frequency:	Very Rare
No. Encountered:	1d4
Size:	Medium
Move:	120' / 90' swimming
Armour Class:	5
Hit Dice:	3+2
Attacks:	2 claws
Damage:	1d4/1d4
Special Attacks:	Paralyzing touch
Special Defences:	See below

Turned As:	Type 6
Magic Resistance:	Standard
Lair Probability:	80%
Intelligence:	Low
Alignment:	Neutral Evil
Level / XP:	3 / 350 + 3/hp

Bog cultures have drowned young maidens for millenia, believing that the practice ensures their tribes' continued prosperity. Choosing young, unmarried women for this particular "honor", marsh dwellers drown the bound girls in order to supplicate their primitive gods. However, drawn by the ceremonies' commotion and once being victims of the same horrific ritual, a handful of undead creatures, wihts, may be waiting below. Ready to receive the unfortunate victim into their dark, cold embrace, these fervid creatures crave nothing more than the stealing of innocents' souls.

Anticipating the sacrifice, 1d4 wihts may have swum to the victim undetected, their darkened skins blending easily with the bog's black, acidic waters. Possessing paralytic powers similar those of lacedons (marine ghouls) and ghastrs, the undead bog maidens will render the girl immobile if she has not already drowned. Once the victim is paralyzed, the wihts will then hold her close and whisper false promises into her ears: that she will be allowed to continue living if she only surrenders her immortal soul. If the girl agrees, the wihts will immediately jostle to place their mouths over her own. Once secured, the dominant wiht will then begin to draw the girl's soul from her body - a process that culminates when the victim drowns (in 1d4 rounds). Taking the girl's æthereal soul into its own cursed body, the wiht will regurgitate the precious soul worm only when consigning it to the shellycoate (greenhag) mistress that it has sworn fealty to.

Of course, wihts will perform this routine upon any humanoid in possession of a soul, regardless of the victim's species or gender. Its soul removed, the body of such a victim will drift to the bottom of the bog, where its skin tans and mummifies into a dark semblance of its former self. There the corpse will lay unless a modicum of its essential soul is returned to it - something the greenhag which obtained the soul worm will do only for human maidens, and then, only rarely. In those cases, the shellycoate will harbor the majority of the ethereal soul within itself, ensuring the loyalty of the wiht. A greenhag's internal collection of soul worms enables it to maintain a stable of undead wiht servitors, but they normally pass the soul worms they obtain on to allied nighthags.

When that modicum of essential soul is returned to its mummified body the unfortunate maiden will find herself in an undead state, with the only means of regaining her freedom being to kill others, harvest their souls and then consign those souls to her greenhag mistress. A sated greenhag may eventually impart the remainder of the maiden's soul into her body - at which time the wiht's body will strengthen and grow, regaining its life in a fell transformation and turning into a new greenhag.

Wihts appear to be animated corpses, but with dark, mummified skin. Possessing jagged fingernails and unblinking, shark-like eyes, wihts are unnerving to behold. And, although their bodies smell no worse than the bogs in which they dwell, wihts' exhalations of air act in similar fashion to those of ghastrs' unbridled, carrion stenchs (producing retching and nausea in opponents unless a Saving Throw vs. Poison is made). Those within 10' of an exhaling wiht attack at -2 unless their Saving Throw is made. Unlike ghastrs, wihts' paralyzation does not affect fey creatures (elves, fairies, dryads and so on) but, like all undead, they are not affected by *Sleep*, *Charm* and any mind-based effects. Likewise, wihts' mummified bodies are tough and durable, causing blunt trauma and piercing attacks against the wiht to do only half damage.

Treasure: Wihts care nothing about treasure but, if somehow forced, can (50%) identify where a

sizeable treasure has been lost in a bog. Bog maidens are capable of speech and are familiar with those tongues that they knew in life.

Random Monsters By Type

Humans			
1d10	TYPE	% IN LAIR	# ENC
1	Amazon	15%	1d10 / 10d10
2	Bandit (50%) / Brigand (50%)	20%	1d20 / 20d10
3	Berserker	10%	1d10 / 10d10
4	Hermit	100%	1
5	NPC Party	See subtable	See subtable
6	Dervish (25%) / Nomad (75%)	5% / 15%	1d30 / 30d10
7	Merchant	Nil	50d6
8	Caveman	40%	1d10 / 10d10
9	Tribesman	40%	1d10 / 10d12
10	Buccaneer (75%) / Pirate (25%)	100%	50d6

Demi-humans			
d%	TYPE	% IN LAIR	# ENC
1-4	Dwarf	50%	2d20 / 40d10
5	Dvergar	5%	2d4 / 20d10
6-9	Elf	10%	1d20 / 20d10
10	Elf, Aquatic Lake	10%	1d6 / 6d6
11	Elf, Dark	15%	3d12 / 5d4 x 10
12	Elf, Narorm	10%	3d6 / 20d6
13-16	Gnome	50%	2d20 / 40d10
17	Gnome, Spriggan	30%	1d3 / 3d4
18	Gnome, Svirfneblin	Nil	3d10
19-20	Halfling	70%	1d30 / 30d10

Giants			
d%	TYPE	% IN LAIR	# ENC
01-02	Cyclops	80%	1 / 1d2
03-04	Ettin	20%	1 / 1d4
05-07	Cloud Giant	40%	1 / 1d6
08-11	Frost Giant	30%	1 / 1d8
12-15	Storm Giant	30%	1 / 1d4
16-20	Fire Giant	35%	1 / 1d8
21-25	Stone Giant	30%	1 / 1d8
26-30	Sand Giant	40%	1 / 1d8
31-40	Hill Giant	25%	1 / 1d10
41-60	Ogre	20%	1d2 / 2d10
61-75	Troll	40%	1 / 1d12
76-80	Ice Troll	10%	1 / 1d6
81-85	Ogrillon	20%	1d4 / 5d6
86-89	Ogre Mage	25%	1 / 1d6

90-93	Mogrel	50%	1 / 1d2
94-96	Jotun Giant	25%	1d6 / 2d10
97-98	2-Headed Troll	35%	1 / 1d3
99-00	Giant Troll	33%	1 / 1d12

Undead

d%	TYPE	% IN LAIR	# ENC
01-02	Huecuva	10%	1 / 1d10
03-04	Juju Zombie	Nil	1d6
05-07	Monster Zombie	Nil	1d6
08-11	Spectre	20%	1 / 1d6
12-15	Vampire	25%	1 / 1d4
16-20	Ghast	10%	1 / 1d6
21-25	Ghoul	20%	1d4 / 4d6
26-30	Wight	70%	1d2 / 2d8
31-50	Skeleton	Nil	3d10
51-70	Zombie	Nil	3d8
71-75	Crawling Corpse	50%	1d2 / 2d10
76-80	Ghost	25%	1
81-85	Wraith	25%	1d2 / 2d6
86-89	Coffer Corpse	80%	1
90-93	Shadow	40%	1d3 / 2d10+1
94-96	Mummy	80%	1d2 / 2d4
97-98	Death Dog	30%	1d6 / 6d6
99-00	Lich	95%	1

Humanoids

d%	TYPE	% IN LAIR	# ENC
01-07	Svartling	40%	4d10 / 40d10
08-11	Batrachian	20%	1d10 / 10d8
12-15	Lizard Man	30%	1d10 / 10d4
16-20	Bugbear	25%	1d6 / 6d6
21-30	Hobgoblin	25%	1d20 / 20d10
31-40	Gnoll	20%	1d20 / 20d10
41-60	Orc	35%	3d10 / 30d10
61-75	Goblin	40%	4d10 / 40d10
76-80	Grimlock	75%	1d20 / 20d10
81-85	Kobold	40%	4d10 / 40d10
86-89	Caveman	40%	1d10 / 10d10
90-93	Flind	20%	1d2 / 2d12
94-97	Troglodyte	15%	1d10 / 10d10
98-00	Shadow Goblin	25%	4d6 / 10d12

Lycanthropes

d%	TYPE	% IN LAIR	# ENC
01-04	Weretiger	15%	1 / 1d6
05-07	Jackalwere	30%	1 / 1d4
08-15	Werebear	10%	1 / 1d4
16-30	Wererat	30%	1d4 / 4d6

31-70	Werewolf	25%	1d3 / 3d6
71-75	Werewolf, Northlander	10%	1 / 3d6
76-93	Wereboar	20%	1d2 / 2d4
94-00	Jagwere	25%	1 / 1d2

Golems / Constructs

d%	TYPE	# ENC
01-10	Caryatid Column	1d12
11-20	Clay Golem	1
21-30	Flesh Golem	1
31-40	Iron Golem	1
41-50	Stone Golem	1
51-60	Brass Golem	1d4
61-70	Stone Guardian	1d4
71-80	Voudoun Golem	1d2
81-90	Bone Golem	1
91-00	Iron Cobra	1

Note: Golems are always encountered in similar numbers regardless of lair**Sphinxes**

d%	TYPE	% IN LAIR	# ENC
01-15	Androsphinx	50%	1
16-40	Criosphinx	20%	1 / 1d2
41-70	Gynosphinx	30%	1
71-00	Hieracosphinx	40%	1

Dragons

d%	TYPE	% IN LAIR	# ENC
01-02	Dracolisk	60%	1 / 1d2
03-04	Gold Dragon	65%	1 / 1d3
05-07	Spiny Dragon	50%	1
08-11	Bronze Dragon	45%	1 / 1d4
12-15	Blue Dragon	50%	1 / 1d4
16-20	Black Dragon	30%	1 / 1d4
21-25	Brass Dragon	25%	1 / 1d4
26-30	Guardian Drake	25%	1 / 1d6
31-40	Hydra	20%	1
41-50	Wyvern	30%	1 / 1d6
51-60	Red Dragon	60%	1 / 1d4
61-70	Green Dragon	40%	1 / 1d4
71-75	White Dragon	30%	1 / 1d4
76-80	Red Troll Drake	60%	1
81-85	Copper Dragon	35%	1 / 1d4
86-89	Pseudo-Dragon	5%	1
90-93	Thessalhydra	50%	1
94-96	Fire Drake	80%	1
97-98	Lightning Drake	50%	1 / 1d2
99-00	Silver Dragon	55%	1 / 1d4

Elementals

d%	TYPE	% IN LAIR	# ENC
01-02	Fire Mephit	Nil	1
03-04	Ice Mephit	50%	1
05-07	Lava Mephit	Nil	1
08-11	Nereid	100%	1d4
12-15	Quasi-Elemental, Lightning	Nil	1
16-20	Chiropterid	50%	1 / 1d4
21-25	Genie	Nil	1
26-30	Afreet	Nil	1
31-40	Earth Elemental	Nil	1
41-50	Air Elemental	Nil	1
51-60	Fire Elemental	Nil	1
61-70	Water Elemental	Nil	1
71-75	Janni	Nil	1d2 / 1d8
76-80	Azer	20%	1d4 / 3d10
81-85	Khargra	Nil	1d6
86-89	Salamander	75%	1d2 / 1d4+1
90-93	Smoke Mephit	Nil	1
94-96	Mist Mephit	50%	1
97-98	Steam Mephit	Nil	1
99-00	Water Mephit	50%	1

Non-Humans

d%	TYPE	% IN LAIR	# ENC
01	Blindheim	5%	1d4 / 1d4
02	Derro	20%	1d3 / 3d10
03	Doppleganger	20%	1d3 / 3d4
04	Annunaki	40%	1d4 / 4d6
05-06	Devil Ray	60%	1d10 / 10d10
08-09	Crabman	20%	1d2 / 2d6
10-11	Dark Creeper	20%	1 / 20d4
12-13	Skulk	40%	1d8
14-16	Dire Corby	25%	1 / 1d20
17-19	Grimlock	50%	1d20 / 1d20 x 10
20-22	Grippli	30%	1d10 / 5d6
23-25	Mongrelman	40%	1d10 / 10d10
21-25	Tengu	20%	1d4 / 2d8
26-28	Owlbear	30%	1 / 1d4+1
29-32	Troglodyte, Hominid	50%	1d20 / 20d10
33-36	Atlaca	20%	3d6 / 15d10
37-40	Chalkeion	5%	1d6 / 6d10
41-44	Harpy	25%	1d2 / 2d6
45-48	Minotaur	20%	1 / 1d8
49-52	Sewer Thug	50%	1d4 / 4d10
53-56	Banderlog	20%	1d3 / 3d10
57-60	Sahuagin	25%	1d20 / 20d4
61-63	Dire Corby	25%	1 / 1d20

64-67	Medusa	50%	1 / 1d3
68-70	Sand Newt	Nil	3d6 / 10d10
71-73	Spiderkin	10%	1d2 / 2d6
74-76	Aviant	30%	1d3 / 3d8
77-79	Cheiropteran	50%	2d6 / 10d6
80-82	Yeti	10%	1 / 1d6
83-85	Vegepygmy	40%	1d30 / 30d10
86-88	Sandling	65%	1
89-90	Cephaloid	50%	1d4 / 4d4+8
91-92	Slaashthak	variable	variable
93-94	Mud-Man	100%	2d6
96-96	Korred	1%	1 / 1d4
97	Rakshasa	25%	1 / 1d4
98	Lava Child	Nil	3d6
99	Sandman	20%	1 / 1d6
00	Xill	15%	1 / 1d6

Enchanted Creatures

d%	TYPE	% IN LAIR	# ENC
01	Adherer	15%	1 / 1d4
02	Barghest	Nil	1d2
03-05	Basilisk	40%	1 / 1d4
06	Ocular Despot	50%	1
07-08	Blink Dog	20%	1d4 / 4d4
09-10	Catoblepas	60%	1 / 1d3
11-12	Cockatrice	40%	1 / 1d6
13	Cloaker	15%	1 / 1d4
14	Disenchanter	Nil	1d2
15-16	Coeurl	25%	1 / 1d4
17-20	[DRAGONS]	See subtabe	See subtable
21	Executioner's Hood	Nil	1
22	Eye Killer	25%	1d2 / 2d4
23	Mynakh	30%	1 / 1d4
24	Nonafel	40%	1
25	Flumph	Nil	2d8
26	Pseudo-Dragon	5%	1
27	Rajkami	20%	1
28	Oculethe	40%	1 / 1d4
29-35	Gargoyle	20%	1d2 / 2d8
36	Gibbering Mouther	95%	1
37-40	[GOLEMS]	See subtable	See subtable
41	Gorgimæra	30%	1
42-45	Gorgon	40%	1 / 1d4
46-48	Homonculous	Nil	1
49-50	Jabberwock	10%	1
51	Kamadan	20%	1
52-55	Lamia	60%	1

56	Leucrotta	35%	1 / 1d6
57-58	Mantari	Nil	1d3
59-64	Manticore	20%	1 / 1d4
65-68	Taer	40%	1d10 / 1d20+10-
69	Necrophidius	Nil	1
70-72	Transposer	Nil	1
73-80	Xorn	40%	1 / 1d4
81	Pyrolisk	30%	1d4
82-83	Rust Monster	10%	1 / 1d2
84	Scarecrow	Nil	1d6
85-90	[SPHINXES]	See subtable	See subtable
91-94	Trapper	85%	1
95	Tarrasque	Nil	1
96-98	[UNDEAD]	See subtable	See subtable
99-00	Tar Fiend	80%	1 / 1d3

Faerie / Sylvan Creatures

d%	TYPE	% IN LAIR	# ENC
01-02	Spin Dryad	75%	1 / 1d4
03-04	Dryad	10%	1 / 1d6
05-07	Nymph	95%	1 / 1d4
08-11	Antlerin	20%	1d2 / 2d12
12-15	Brownie	20%	1d4 / 4d4
16-20	Leprechaun	10%	1d2 / 1d20
21-25	Pixie	5%	1d6 / 5d4
26-30	Sprite	20%	1d10 / 10d10
31-40	Centaur	5%	1d4 / 4d6
41-50	Animated Tree	100%	1d20
51-60	Willow Man	50%	1 / 1d6
61-70	Clurichaun	50%	1
71-75	Unicorn	5%	1 / 1d4+1
76-80	Faun	40%	1d2 / 2d4
81-85	Treant	10%	1d2 / 1d20
86-89	Hob	75%	1 / 1d4
90-93	Buckawn	10%	1d6 / 5d4
94-96	Quickling	10%	1d4 / 4d4
97-98	Drowad	90%	1d6 / 6d6
99-00	Sylph	10%	1

Plants, Moulds & Fungi

d%	TYPE	% IN LAIR	# ENC
01	Algoid	20%	1 / 1d6
02	Hanging Snagwort	100%	1d10
03-04	Basidrond	55%	1 / 1d2
05-08			
09	Black Shrieker	90%	1d2
10	Crystal Ooze	Nil	1d2
11	Deadly Dun Pudding	Nil	1d3

12-13	Fungi, Violet	Nil	1d4
14-16			
17-20	Gelatinous Cube	Nil	1
21	Glittering Slime	100%	1d4
22-25	Grey Ooze	Nil	1d3
26-30	Green Slime	Nil	1d4
31	Hangman Tree	Nil	1
32	Mustard Jelly	35%	1
33	Deadly White Pudding	Nil	1d3
34-35	Mimic	100%	1
36-40	Yellow Mould	Nil	1
41	Funghemoth	50%	1
42	Memory Moss	100%	2d6
43-48	Ochre Jelly	Nil	1d3
49	Phycomid	80%	1d4
50	Pod-Man	25%	1d2 / 2d10
51	Fungal Sloth	100%	1d20
52-53	Deadly Brown Pudding	Nil	1d4
54-55	Deadly Black Pudding	Nil	1d4
56	Velikul	100%	1
57-60	Roper	93%	1 / 1d4
61-63	Shambling Mound	30%	1 / 1d3
64-70	Shrieker	Nil	2d4
71	Shroom	60%	1 / 1d6
72	Alien Pudding	10%	1d4
73	Olive Slime	Nil	1d4
74	Quartz Roper	93%	1
75-77	Strangleweed	100%	3d4
78	Stunjelly	95%	1
79	Triffid	Nil	1d12
80	Illumine	50%	1 / 1d3
81	Tri-Flower Frond	100%	1d10
82	Vampire Moss	90%	1
83-86	Sting Lichen	Nil	2d6
87-90	Verminvine	100%	1
91-92	Shadow Vetch	Nil	1d4
93	Brown Mould	Nil	1
94	Wolf-in-Sheep's Clothing	Nil	1
95-96	Wither Weed	100%	1
97-98	Amber Creeping Vine	100%	1
99-00	Quickwood	50%	1 / 1d3+1

Insects & Vermin

d%	TYPE	% IN LAIR	# ENC
01-02	Ankheg	15%	1 / 1d6
03	Giant Bumblebee	10%	1 / 1d6+6
04-09	Giant Soldier Ant	10%	1d10 / 1d00

10	Gaping Map	25%	1 / 1d2
11	Giant Deathwatch Beetle	10%	1
12	Giant Centipede	15%	1 / 1d4
13-15	Giant Soldier Honeybee	90%	1 / 3d6
16-18	Giant Rhinoceros Beetle	Nil	1d6
19	Rockroach	Nil	1d6
20-25	Carcass Creeper	50%	1 / 1d6
26	Scuttler	90%	1d10 / 1d00
27-29	Huge Centipede	15%	1d6 / 5d6
30-33	Giant Stag Beetle	Nil	2d6
34	Huge Scorpion	25%	1 / 1d4
35-40	Large Centipede	15%	1d6 / 5d6
41-44	Giant Boring Beetle	Nil	3d6
45	Giant Moth	5%	1d12
46	Giant Firefly	Nil	1d4
47-50	Giant Blow Fly	Nil	1d12
51	Forester's Bane	100%	1d2
52-55	[FROGS & TOADS]	See subtable	See subtable
56	Tunnel Prawn	10%	1d2 / 2d6
57	Giant Earwig	80%	1 / 1d8
58	Gloomwing	Nil	1
59	Ear Seeker	100%	1d4
60	Gorbel	Nil	1d20
61	Large Scorpion	25%	1 / 1d6
62-64	Giant Hornet	70%	1
65	Lacing Moth	100%	1d4
66	Roachephant	25%	1 / 1d3
67-69	Piercer	Nil	3d6
70-74	Giant Scorpion	25%	1 / 1d3
75	Bloodfly	Nil	10d10
76-80	[SPIDERS]	See subtable	See subtable
81	Stegocentipede	Nil	1
82-83	Giant Fire Beetle	Nil	3d4
84	Giant Tick	Nil	3d4
85	Giant Horsefly	Nil	1d6
86-88	Giant Wasp	25%	1d20 / 1d20+20
89-00	[SLUGS & WORMS]	See subtable	See subtable

Animals

d%	TYPE	% IN LAIR	# ENC
01-02	Al-Mi-raj	5%	1d2 / 2d10
03-04	Auromvorax	25%	1
05-10	Giant Badger	10%	1d2 / 1d4+1
11-15	[BEARS]	See subtable	See subtable
16-18	Giant Beaver	85%	1d3 / 3d12
19	Elk	Nil	2d4
20-25	[BOARS]	See subtable	See subtable

26	Bulette	Nil	1d2
27-35	[FLYERS]	See subtable	See subtable
36-40	[DINOSAURS]	See subtable	See subtable
41	Dinornis	Nil	1d2
42-50	[HERD ANIMALS]	See subtable	See subtable
51-55	[PACHYDERMS]	See subtable	See subtable
56-60	[FELINES/CANINES]	See subtable	See subtable
61-65	Hippopotamus	Nil	2d6
66-68	Irish Deer	Nil	2d4
69-75	[LIZARDS]	See subtable	See subtable
76-78	Kangaroo	Nil	2d20
79-80	[APES & PRIMATES]	See subtable	See subtable
81-85	Normal Rhinoceros	Nil	1d6
86-90	[SNAKES]	See subtable	See subtable
91-95	Walrus	20%	1d3 / 3d6
96-00	Moose	Nil	2d4

Snakes			
d%	TYPE	% IN LAIR	# ENC
01-07	Earth Serpent	50%	1 / 1d12
08-11	Condor Serpent	10%	1 / 1d2
12-15	Winged Viper	25%	1d6 / 2d6
16-31	Constrictor Snake	Nil	1d2
31-35	Fire Snake	99%	1d6 / 1d6
36-50	Giant Adder	Nil	1d6
51-65	Poisonous	Nil	1d6
66-70	Jaculi	Nil	1d10+10
71-75	Javelin Snake	Nil	1d6
76-85	Giant Boa	Nil	1d2
86-89	Giant Cobra	Nil	1d4
90-93	Horned Asp	80%	1
94-96	Giant Amphisbæna	Nil	1d3
97-98	Marble Snake	80%	1d4
99-00	Stygian Serpent	60%	1 / 1d4+1

Spiders			
d%	TYPE	% IN LAIR	# ENC
01-20	Giant Spider	75%	1 / 1d8
21-45	Huge Spider	50%	1d2 / 2d6
46-70	Large Spider	50%	1d2 / 2d12
71-85	Giant Water Spider	40%	1
86-95	Giant Black Widow	80%	1 / 1d12
96-00	Phase Spider	75%	1

Rodents			
d%	TYPE	% IN LAIR	# ENC
01-10	Mobat	15%	1d8 / 1d8
11-20	Giant Skunk	Nil	1
21-30	Normal Skunk	Nil	1d6

31-40	Giant Bat	10%	3d6
41-50	Ordinary Bat	10%	1d00 x 10
51-60	Huge Rat	10%	5d10
61-70	Giant Rat	10%	4d20
71-80	Huge Weasel	10%	2d6
81-90	Giant Weasel	10%	1d8
91-00	Witherstench	20%	1d3 / 3d4

Apes & Primates

d%	TYPE	% IN LAIR	# ENC
1-20	Normal Ape	Nil	1d4
21-30	Baboon	10%	1d8
31-38	Giant Baboon	Nil	1d8
39-40	Demon Baboon	Nil	1d3
41-52	Banderlog	20%	1d3 / 3d10
53-60	Dakon	50%	1d6 / 6d10
61-64	Gorilla Bear	50%	1d2 / 1d6+1
64-80	Monkey	10%	1d10 / 10d6
81-90	Squealer	20%	1 / 1d3+1
91-00	Carnivorous Ape	10%	1d2 / 2d4

Frogs & Toads

1d10	TYPE	% IN LAIR	# ENC
01-25	Giant Frog	Nil	5d8
26-40	Killer Frog	Nil	3d6
41-70	Giant Toad	Nil	1d12
71-90	Giant Poisonous Toad	Nil	1d8
91-00	Froghemoth	50%	1

Felines

d%	TYPE	% IN LAIR	# ENC
01-04	Caterwaul	20%	1
05-07	Smilodon	15%	1 / 1d2
08-11	Giant Leopard	Nil	1d2
12-15	Prehistoric Lion	25%	1d2 / 2d4
16-20	Leopard	5%	1 / 1d2
21-30	Wildcat	5%	1 / 1d4+1
31-40	Domestic Cat	75%	1 / 2d6
41-50	Lion	25%	1d2 / 2d6
51-65	Cougar	15%	1 / 1d2
66-80	Tiger	7%	1 / 1d4
81-89	Giant Lynx	5%	1 / 1d4
90-00	Huge Leopard	5%	1 / 1d2

Canines

d%	TYPE	% IN LAIR	# ENC
01-04	Giant Jackal	25%	1 / 1d4
05-07	Giant Hyena	Nil	1d6
08-11	Giant Wolverine	15%	1
12-15	Dire Wolf	10%	1d3 / 3d4

16-25	War Dog	Nil	1d6
26-40	Wild Dog	Nil	4d4
41-50	Wolf	10%	1d3 / 3d10
51-60	Hyena	Nil	2d6
61-75	Jackal	25%	1 / 1d6
76-80	Wolverine	15%	1
81-85	Worg	10%	1d3 /3d4
86-89	Huge Hyena	Nil	2d6
90-96	Huge Jackal	25%	1 / 1d6
97-00	Winter Wolf	10%	1d2 / 2d4

Bears & Boars			
d%	TYPE	% IN LAIR	# ENC
01-15	Black Bear	10%	1 / 1d3
16-30	Brown Bear	10%	1 / 1d6
31-50	Cave Bear	10%	1 / 1d2
50-65	Wild Boar	20%	1 / 1d12
66-80	Giant Boar	20%	1d2 / 2d4
81-90	Warthog	20%	1 / 1d6
91-00	Polar Bear	Nil	1d6

Pachyderms			
d%	TYPE	% IN LAIR	# ENC
01-30	Mammoth	Nil	1d12
31-70	Elephant (African/Asian)	Nil	1d12
71-90	Mastodon	Nil	1d12
91-00	Tundra Mammoth	Nil	2d6

Lizards			
d%	TYPE	% IN LAIR	# ENC
1-20	Babbler	15%	1d4
21-30	Muckdweller	40%	1d6 / 5d4
31-38	Giant Crocodile	Nil	2d6
39-40	Earth Serpent	50%	1 / 1d12
41-52	Normal Crocodile	Nil	3d8
53-60	Giant Cave Lizard	Nil	1d6
61-64	Giant Monitor Lizard	Nil	1d6
65-70	Rock Reptile	30%	1 / 1d2
64-80	Giant Lizard	Nil	2d6
81-90	Giant Fire Lizard	40%	1 / 1d4
91-00	Iguanadon	Nil	3d6

Herd Animals			
d%	TYPE	% IN LAIR	# ENC
01-20	Bull	Nil	1
21-30	Camel	Nil	1d12
31-50	Wild Cattle	Nil	20d10
51-60	Wild Horse	Nil	5d6
61-70	Mule	Nil	1
71-80	Ram	Nil	1d6

81-90	Buffalo	Nil	4d6
91-00	Reindeer / Caribou	Nil	10d6
Slugs & Worms			
d%	TYPE	% IN LAIR	# ENC
01-02	Charnel Worm	100%	1d8
03-04	Ear Seeker	100%	1d4
05-07	Thoqqua	80%	1 / 1d2
08-11	Slithering Tracker	10%	1
12-15	Purple Worm	30%	1 / 1d2
16-20	Giant Slug	Nil	1
21-30	Tunnel Worm	75%	1 / 1d6
31-40	Throat Leech	Nil	1d6
41-50	Vermith	80%	1
51-60	Greater Otyugh	75%	1
61-75	Lesser Otyugh	75%	1 / 1d2
76-80	Volt	10%	1d2 / 2d12
81-85	Land Lamprey	Nil	2d6
86-89	Rot Grub	Nil	5d4
90-93	Bookworm	20%	1d2 / 2d10
94-96	Flail Snail	Nil	1
97-98	Lancer Juggernaut	100%	1d3
99-00	Tenebrous Worm	Nil	1
Flyers			
d%	TYPE	% IN LAIR	# ENC
01-03	Giant Bird	20%	1
04-06	Clubnek	Nil	2d4
07-09	Achaierai	Nil	1d8
10-12	Giant Raven	15%	1d4 / 4d4
13-15	Roc	10%	1 / 1d2
16-18	Vulchling	30%	1d2 / 2d8
19-21	Wyverling	50%	1d2 / 1d4+1
22-24	Chimæra	40%	1 / 1d4
25-27	Huge Bird	20%	1
28-35	Bloodhawk	25%	1d4 / 1d12+3
36-38	Stirge	55%	1d3 / 3d10
39-41	Axe Beak	10%	1 / 1d6
42-44	Murder of Crows	50%	1 / 1d4
45-50	Normal Bird	20%	1 / 1d20
51-53	Raven	25%	1d4 / 4d10
54-56	Vulture	Nil	4d6
57-59	Wyvern	30%	1 / 1d6
60-70	Aviant	30%	1d3 / 3d8
71-73	Ercinee	25%	1 / 1d4
74-76	Gloomwing	Nil	1
77-79	Gorgimæra	30%	1
80-82	Chiropterid	50%	1 / 1d4

83-85	Byakhee	Nil	2d6
86-88	Windwalker	20%	1 / 1d3
89-93	Will-O-the-Wisp	50%	1 / 1d3
94-95	Peryton, Normal	15%	1d2 / 2d6
96-97	Giant Vulture	Nil	2d6
98	Pegasus	15%	1 / 1d10
99	Eblis	50%	1d4 / 4d4
00	Couatl	10%	1 / 1d4
Dinosaurs			
d%	TYPE	% IN LAIR	# ENC
01-03	Indricotherium	Nil	1d3
04-06	Ankylosaurus	Nil	1d4+1
07-09	Tarbosaurus	15%	1 / 2d6
10-12	Apatosaurus	Nil	4d10
13-15	Brachiosaurus	Nil	4d8
16-18	Camarasaurus	Nil	5d10
19-21	Ceratosaurus	Nil	1d4
22-24	Cetiosaurus	Nil	5d10
25-27	Edmontosaurus	Nil	2d12
28-35	[LIZARDS]	See subtable	See subtable
36-38	Diplodocus	Nil	5d10
39-41	Gorgosaurus	15%	1 / 2d8
42-44	Iguanadon	Nil	3d6
45-50	Velociraptor	Nil	4d4
51-53	[FROGS & TOADS]	See subtable	See subtable
54-56	Compsognathus	Nil	8d4
57-59	Monoclonius	Nil	1d6
60-70	Dunkleosteus	Nil	1d20
71-73	Nothosaurus	Nil	1d4
74-76	Ornitholestes	Nil	5d4
77-79	Pentaceratops	Nil	1d10
80-82	Plateosaurus	Nil	5d4
83-85	Pterodactyl	Nil	3d12
86-88	Pteranadon	Nil	2d10
89-93	[SNAKES]	See subtable	See subtable
94-95	Stegosaurus	Nil	2d4
96-97	Styracosaurus	Nil	1d20
98	Quetzalcoatlus	Nil	2d12
99	Triceratops	Nil	1d20
00	Tyrannosaurus Rex	15%	1 / 2d6
Demons			
d%	TYPE	% IN LAIR	# ENC
01-02	Quasit	Nil	1
03-04	Jhabara	50%	1d3
05-07	Demoniac	variable	1
08-11	Demonette	15%	1

12-15	Class E (Marilith)	10%	1d3 / 1d6
16-20	Class D (Nalfeshnee)	15%	1d3 / 1d6
21-25	Class C (Glabrezu)	15%	1d3 / 1d6
26-30	Babau	20%	1d3 / 1d6
31-40	Class A (Vrock)	5%	1d3 / 1d6
41-50	Class B (Hezrou)	10%	1d3 / 1d6
51-60	Dretch	15%	2d4 / 5d4
61-70	Ekiyu (Fly Demon)	5%	1d3 / 1d6
71-75	Uduk	10%	1d3 / 1d6
76-85	Shub	40%	1d4 / 3d4
86-89	Class F (Balor)	20%	1d3 / 1d6
90-93	Kullule (Demonic Hordling)	Nil	4d4
94-96	Succubus	5%	1
97-98	Punjar Demon	95%	1 / 2d4
99-00	Shadowcat	10%	1

Devils

d%	TYPE	% IN LAIR	# ENC
01-02	Shaitan	60%	1 / 1d2
03-04	White Manalishi	25%	1d3 / 3d4
05-09	Green Manalishi	30%	1d3 / 3d3
10-11	Red Manalishi	40%	1d4 / 3d4
12-15	Pit Fiend	65%	1 / 1d3
16-20	Horned Devil	55%	1d2 / 1d4+1
21-25	Bone Devil	55%	1d2 / 3d4
26-30	Soul Worm	100%	10d4
31-40	Assagim	Nil	10d10
41-50	Devil, Bearded	15%	1d2 / 1d6+4
51-60	Spiked Devil	10%	2d4 / 5d4
61-70	Lemure	100%	5d6
71-75	Barbed Devil	50%	1d2 / 3d4
76-80	Ice Devil	60%	1 / 1d4
81-85	Erinyes	20%	1d3 / 4d4
86-89	Devil Cat	30%	1
90-93	Blue Manalishi	35%	1d4 / 2d4
94-96	Black Manalishi	20%	1d3 / 2d4
97-98	Imp	Nil	1
99-00	Grimling (Devil Child)	20%	1d3 / 3d10

Daemons

d%	TYPE	% IN LAIR	# ENC
01-07	Charonadaemon	100%	1
08-15	Arcanadaemon	10%	1 / 1d3
16-20	Derghodaemon	20%	1 / 1d4
21-25	Hydrodaemon	5%	2d4 / 1d4 x 10
26-40	Yagnodaemon	30%	1 / 1d6
41-60	Piscodaemon	50%	3d4
61-80	Mezzodaemon	Nil	1 / 1d3

81-85	Putridaemon	70%	1 / 1d8
86-93	Plagadaemon	50%	1 / 1d6
94-96	Nycadaemon	Nil	1d2
97-98	Shadowdaemon	Nil	1
99-00	Ultradaemon	25%	1
Celestial Beings			
d%	TYPE	% IN LAIR	# ENC
01-04	Astral Elohim	Nil	1d3
05-15	Kerubim	Nil	1
16-30	Material Elohim	Nil	1d6
31-50	Beacon Ahura	Nil	2d10
41-55	Canina Ahura	10%	1 / 1d6
56-70	Shedu	25%	1d2 / 2d4
71-80	Ursine Ahura	10%	1 / 1d6
81-85	Qilin	5%	1
86-93	Leonine Ahura	70%	1 / 1d4
90-93	Æthereal Elohim	Nil	1d4
94-96	Avian Ahura	75%	1 / 1d3
97-00	Seraphim (Archangel)	Nil	1

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