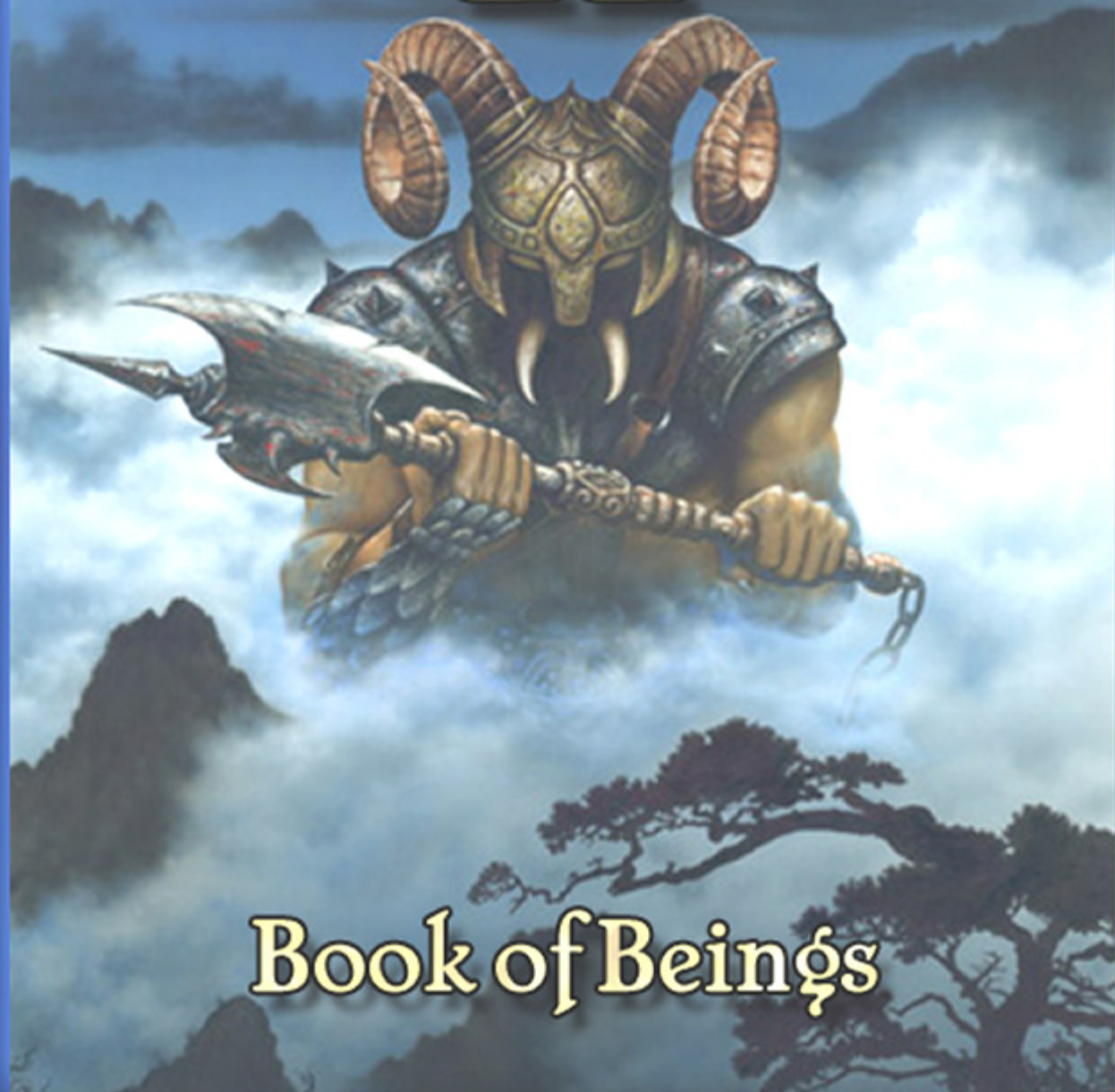


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Monstrous Tome



Book of Beings

A Roleplay Resource

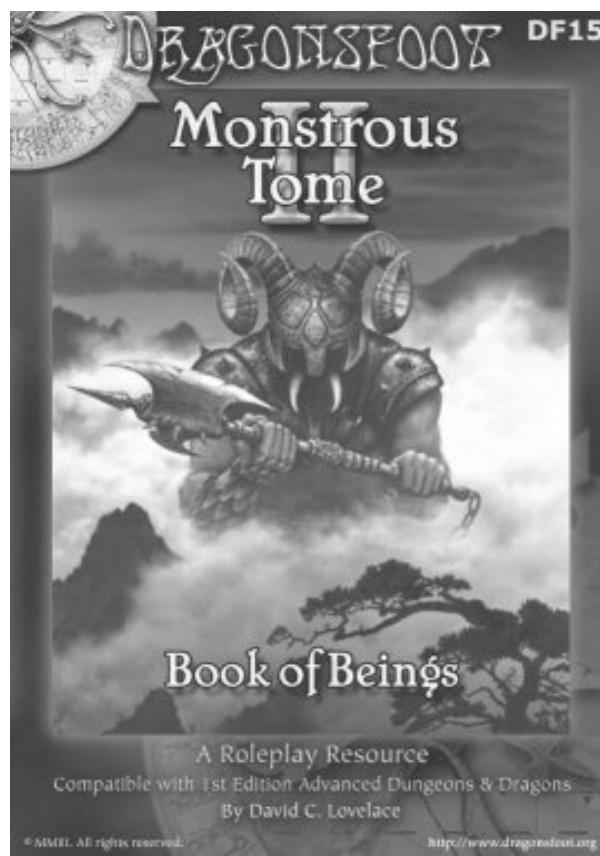
Compatible with 1st Edition Advanced Dungeons & Dragons

By David C. Lovelace

Monstrous Tome

Volume 2: *The Book Of Beings*

By David C. Lovelace



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Monstrous Tome

Volume Two: Book Of Beings

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Forward by David C. Lovelace

I can't believe you're reading this. So much has happened since I've begun working on "the Book of Beings." That's such an understatement. Where did it all begin? The summer of 1981! I was eleven, and discovered the joy of making my own monsters for a totally cool game called "Dungeons and Dragons." This book spans my whole life.

Somehow, as a weird little artist, I had always been interested in the alphabet. I memorized it backwards. I made up my own fonts (I still do!). And when I first picked up the Monster Manual and saw what was basically an alphabet book of mostly-fictitious monsters, featuring the most amazing illustrations I'd ever seen, I was hooked! I'd turn to the X page and read about the Xorn over and over, thinking, "this Gygax guy is just as messed up as I am!" I mean, finally, something that started with X other than "Xylophone!" So my first monster was "Xvex," an impossibly large, ridiculously powerful lizard thing. And my "Book of Beings" was born.

Just about every creeping, crawling thing in this truly monstrous tome is based on an idea from the fiery, creative boom of my youth. Sometimes my brother Steve, or a childhood friend would make one, too. And while there's 109 original monsters in here, I've also got another 400 or so in my closet that you'd thank me for not choosing to share. I even made monster stats for Superman and Voltron. And I think there was one called "Barph." It's not pretty.

In 1988, I turned 18 and decided in earnest to try to update the 'BoB' into an actual, useable book, possibly to submit to Mr. Gygax himself; I honestly don't remember. And after 15 years, on and off, I finally worked my way up through Z in this, my great, big alphabet book for grownups!

I've had to update a lot of updates as I went along too, when the first ones started getting older than 10 or 12 years themselves! You can see the progress I made by tracking the years next to the signatures in the art. The ones from 2002 were updates made for my interactive, online version of this book (found at umop.com/beings) and those made in 2003 were all updates done specifically for this Dragonsfoot effort (had to make sure the Xvex was in here, too!). Some of the older art might reflect poorly on me, and I wish I could update them all again. Knowing me, I probably will. Maybe in another 22 years?

In the meantime, here's the very best of my collection of otherworldly oddities, as it presently exists. Hopefully they will enliven one of your campaigns, or at least provide an entertaining perusal. I want to thank Mark, Ryan, and everyone at Dragonsfoot, but mostly you, for making it possible for my efforts to finally be seen, and hopefully enjoyed.

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A

AGARAUGN – ALDAN – AMMEBIA – ANKOS – ASTRAL WYRM – AXXTOER

AGARAUGN

FREQUENCY: Rare
NO. APPEARING: 1-2 (40-80 in village)
ARMOR CLASS: 8 TO 4
MOVE: 12"/16"@10"
HIT DICE: 4+4
% IN LAIR: 1%
TREASURE TYPE: nil/village shares type I
NO. OF ATTACKS: 1 bite, or by weapon
DAMAGE: 1-8 or by weapon
SPECIAL ATTACKS: Spell use
SPECIAL DEFENSES: Spell use
MAGIC RESISTANCE: Standard
INTELLIGENCE: High
ALIGNMENT: NG
SIZE: M
PSIONIC ABILITY: nil
LEVEL/XP: III / 165 + 5/hp



This intellectual race of tree-climbing spell users can be found in wet woodlands, living peaceful lives of magic and indulging in the pursuit of knowledge.

The Agaraugn (AG-uh-ron) can physically adapt to all but the harshest of climes, but prefer living high above ground, among the limbs of giant trees. On occasion, one or two wandering Agaraugn might travel to other villages to explore in the shadows. They are excellent thieves and love stealing books, especially of the magical sort. Their intelligence and knowledge base give the average Agaraugn spell-using capabilities of Illusionists (up to 3rd level).

All traveling Agaraugn wear magic robes, reducing their armor class from a natural 8 to as low as 4. These robes are only effective on members of their race, and can even have adverse effects on human armor class (increasing it from 0-3 points) if worn. A robe can be removed from the creature upon any successful "to hit" roll.

They can bite if necessary, but prefer either weapons suitable for magic users or illusionists, and of course spell use above all other means.

Each Agaraugn village is very well hidden among the treetops, and contains a treasury (type I) and library. The library will contain a diary (written in Common) of the village history, and the villagers will stop at nothing to retrieve it if stolen.

ALDAN

FREQUENCY: Rare
NO. APPEARING: 1
ARMOR CLASS: 5
MOVE: 8"
HIT DICE: 3
% IN LAIR: 20%
TREASURE TYPE: D (in lair)
NO. OF ATTACKS: 2, and 1 special
DAMAGE: 4-7/4-7/see below
SPECIAL ATTACKS: see below
SPECIAL DEFENSES: see below
MAGIC RESISTANCE: 20%
INTELLIGENCE: Average to Very
ALIGNMENT: N
SIZE: M (4' tall, broad)
PSIONIC ABILITY: nil
LEVEL/XP: III / 105 + 3/hp



Dwelling in warm, dry woodland areas, the Aldans are a peaceful race, feeding on plants and vegetables, which they grow themselves. They are intelligent and have evolved a cultural technology and magic use unique to their own. Every Aldan wears a protective pendant that can cast a 2-dice lightning bolt (80-foot range) once every three rounds. The pendant harnesses mental disciplines unique to the species and can only be used by their own kind.

The hairy, greenish-yellow, beastly Aldan can pommel twice per round if necessary for d4+3 points per hit. Proud Aldans prefer physical combat since it shows battle prowess, reserving use of their pendants for long-range attacks.

The pendant can also absorb the effects of any spell cast upon its wearer 20% of the time, and reflect those effects back upon the user one time. Thereafter, it continues its normal lightning-bolt functionality.

AMMEBIA

FREQUENCY: Uncommon
NO. APPEARING: 1-8
ARMOR CLASS: 6
MOVE: 6"
HIT DICE: 2+2
% IN LAIR: 100%
TREASURE TYPE: Incidental
NO. OF ATTACKS: 1 (it's enough!)
DAMAGE: 21-24 + special
SPECIAL ATTACKS: see below
SPECIAL DEFENSES: Camouflage
MAGIC RESISTANCE: see below
INTELLIGENCE: Animal
ALIGNMENT: N
SIZE: M (15' long, 2' mouth)
PSIONIC ABILITY: nil
LEVEL/XP: III / 145 + 3/hp



The Ammebia is a curious creature resembling a long, warty tube with a 2' mouth at one end, and a small, slime-spewing aperture at the other. The slow-moving wormlike monstrosity maneuvers about with a series of muscular contractions like a snake, halving its speed on a full stomach. If the Ammebia hits with a natural 20, its humanoid victim must save versus Paralysis at -2 or be beheaded (resurrection impossible). Otherwise, normal damage is inflicted.

A group of Ammebias can usually be found underground in dungeons, caves, or any other rocky, damp locale near other edible life forms. Here, they lie in wait, camouflaged by their surroundings, thus surprising unwary passers-by on a roll of 1-5 on d6.

ANKOS

FREQUENCY: Uncommon
NO. APPEARING: 2-5
ARMOR CLASS: 4
MOVE: 10"
HIT DICE: 3 to 6
% IN LAIR: 50%
TREASURE TYPE: nil
NO. OF ATTACKS: 2 or by weapon type
DAMAGE: 2-8/2-8 or by weapon type (+3/weapo
SPECIAL ATTACKS: Cause Fear
SPECIAL DEFENSES: Magic, silver weapon to
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average
ALIGNMENT: LE
SIZE: M (5' tall, broad)
PSIONIC ABILITY: nil
LEVEL/XP:
(3-4 HD): III / 115 + 4/hp
(5 HD): IV / 150 + 5/hp
(6 HD): V / 300 + 6/hp



The Ankos are a race of hairy, ape-like monsters with telescoping eyes and large mouths. When encountered outside of its lair, an Anko will always be wearing armor (AC: 4) and would possibly be carrying one or more large, sharp, one-handed non-magical weapons. Because of their sheer strength, any successful hit they make with a weapon delivers three extra points of damage.

Ankos are usually hired by unseemly persons to act as guards, assassins, or anything dastardly. They are fools for gold and will do anything to get it, but are loyal to their hires. Their clumsy exterior hides a moderate level of cunning and intelligence, a dichotomy of which they are known to take advantage.

The most notable feature is their eyes, telescoping to a potential height of around 20', handy for spying and startling first impressions: characters surprised by a group of more than one Anko must save versus Paralysis, or suffer the effects of a FEAR spell cast at a 12th level of mastery.

In addition, all Ankos, because of distant lycanthropic ancestry, are immune from all sharp-edged attacks save for magical and/or silver weapons.

ASTRAL WYRM

FREQUENCY: Rare (in Astral Plane only)
NO. APPEARING: 1
ARMOR CLASS: -2
MOVE: 32"
HIT DICE: 14-16
% IN LAIR: nil
TREASURE TYPE: nil
NO. OF ATTACKS: 1
DAMAGE: Special
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: nil
MAGIC RESISTANCE: 120%
INTELLIGENCE: High
ALIGNMENT: N
SIZE: L (100'+ long)
PSIONIC ABILITY: 300
-- ATTACK/DEFENSE MODES: ALL/ALL
LEVEL/XP: IX / 3000 + 18/hp



Seen only in the Astral Plane, the great Astral Wyrms are beasts very interested in openings to other planes, and the visitors that might emerge from them. The Wyrms have a great contempt for intruders into their realm. The beast's greatest joy is using its blasting breath to repel anyone attempting to enter a portal into his Plane. This blast is similar to a GUST OF WIND spell, only much more powerful, with a range of 500 feet and a 45-degree arc. This tornado-like whirlwind can repel a humanoid 100 times the distance in feet as the Wyrms has hit points. Obviously, collisions and other accidents can occur when this happens!

Anyone unaffected by the huffing and puffing will be physically grabbed (no damage), so the Wyrms can stuff the intruder back whence it came. It will watch and wait for days and days after a conflict. If the characters can successfully reason with the beast, it would best be done during any initial confrontations, since after any repulsion, they'll just have to find another way in.

Passers-by in the Plane are assumed by the beast to belong there and aren't usually interposed by an Astral Wyrms, unless he recognizes them from a prior encounter...

AXXTOER

FREQUENCY: Very Rare
NO. APPEARING: 1
ARMOR CLASS: 2
MOVE: 12"@16"
HIT DICE: 10
% IN LAIR: 5%
TREASURE TYPE: eyes, pelt
NO. OF ATTACKS: 2 claws, 1 bite, or 1 tail whip
DAMAGE: 2-9/2-9, 4-24, or 1-8+Special
SPECIAL ATTACKS: see below
SPECIAL DEFENSES: Climbing
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: N
SIZE: L (12'-15' long)
PSIONIC ABILITY: nil
LEVEL/XP: VIII / 2100 + 14/hp



The dreaded Axxtoer is a ferocious, tree-dwelling beast. It feeds on blood, preying at night. A single Axxtoer has been known to wipe out whole villages.

The monster's favorite attack is clutching with both claws and devouring the head of its victim. If both claws hit with a natural 16 or higher, the Axxtoer will gain a bonus biting attack at +3 to hit. If a natural 19 or 20 is then rolled, the head is bitten off. Otherwise, bite damage is a chunky 4-24 points. If both claws miss, the creature will attack the next round using its horned tail as a 21+ hit dice monster. If the tail hits with a natural 20, it will wrap around the neck of its prey and gain a bonus bite attack.

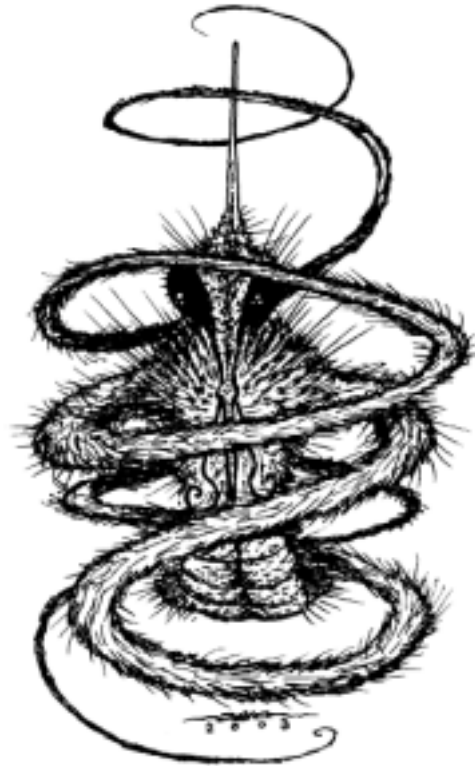
This frightful thing resembles a sort of headless Su-Monster, with a huge mouth atop its torso and luminescent purple eyes (worth 1000 gp if left to dry overnight) just above the mouth. It also has a crystalline pelt highly valued by the rich as garment material, worth 1-4000 gp.

B

BEMBIN – BLIBDION – BLONZD – BRAIN DISSOLVER – BUTANIAC

BEMBIN

FREQUENCY: Very Rare (at best)
NO. APPEARING: 1 or 6 (in lair)
ARMOR CLASS: -3
MOVE: 16"
HIT DICE: 9 (d10)
% IN LAIR: 10%
TREASURE TYPE: nil (Ax2 in lair)
NO. OF ATTACKS: 2
DAMAGE: 2-12/2-12 + Special
SPECIAL ATTACKS: Spells; see below
SPECIAL DEFENSES: Spells, regeneration
MAGIC RESISTANCE: 50% and see below
INTELLIGENCE: Exceptional
ALIGNMENT: NE
SIZE: L (30' long, 10' at shoulder)
PSIONIC ABILITY: 188
--ATTACK/DEFENSE MODES: A,C,E/F,G,H
LEVEL/XP: VIII / 2400 + 12/hp



The Bembin is a seldom seen creature with incredible endurance, strength, intellect, and power. The beast is a dynamo of constitution, regenerating a full 2 lost hit points per round. Its sheer size does adversely affect its fighting ability, however. It attacks as a 9-die monster despite a higher hit point capacity. When attacking, the Bembin uses its massive forty foot long tentacles to inflict 2-12 points of damage each. If both attacks hit, the victim must save vs. Petrification or suffer additional damage according to the following chart:

Roll D8	Result
1-4	no additional damage
5	STUNNED for 2-5 rounds
6	victim's appendage (arm, leg) is ripped off -- 6-36 damage
7	hurled into nearest wall (1-4 damage)
8	character is ripped in half -- 6-60 damage + 1-8 per round due to blood loss

If a Bembin lair is stumbled upon, there will always be six of them present. They will probably be performing a religious ceremony, and in this heightened state of awareness attack at +2 to hit.

Bembins can use any evil Clerical spells as a 12th level Cleric; spell levels 1-6. They are immune to all fire, cold, and electrical attacks, and can only be hit by +2 or better magical weapons.

BLIBDION

FREQUENCY: Very Rare
NO. APPEARING: 1-8
ARMOR CLASS: 10
MOVE: 12", 14", or 24"
HIT DICE: 1+1, 2+2, or 6+6
% IN LAIR: nil
TREASURE TYPE: nil
NO. OF ATTACKS: 1
DAMAGE: 1-4, 1-8, or 4-24
SPECIAL ATTACKS: Dissolve flesh
SPECIAL DEFENSES: Regeneration
MAGIC RESISTANCE: Standard
INTELLIGENCE: Just above Animal
ALIGNMENT: CN
SIZE: Variable
PSIONIC ABILITY: nil
LEVEL/XP:
1+1 HD: I / 110 + 2/hp
2+2 HD: II / 145 + 3/hp
6+6 HD: IV / 575 + 8/hp



The curious race of the Blibdii was created from the evil magic of Lukather, Lord of the Insane. Half of the entire Blibdion population lives within the infernal walls of his mighty vault.

Appearing as a transparent floating helium bag of internal organs with horrendous protruding appendages, these monsters come in three general sizes ranging from small, head-sized nuisances, to very large horrors. In combat, an axe-like limb of sorts is used. It also secretes acid from its maneuvering flagellae, and occasionally (15%) squirts it in a conflict which infects those in contact with viral flesh rot: 1-20 damage, plus 1 point per day until a CURE DISEASE spell is cast upon the wounded area.

In a Blibdion encounter of 1 or 2 creatures, they are always 2 small-sized scouts (1+1 HD). Groups of 3-6 are led by a medium-class creature (2+2 HD). And a group of 7-8 is led by a large-sized pack leader (6+6 HD) and 2 medium-sized ones. These numbers vary considerably in Lukather's Vault, where the creatures are under the mental power of their master.

BLONZD

FREQUENCY: Very Rare

NO. APPEARING: 1

ARMOR CLASS: 8/4/0

MOVE: 1/2"(10")

HIT DICE: 7

% IN LAIR: 100%

TREASURE TYPE: nil

NO. OF ATTACKS: 4

DAMAGE: Special

SPECIAL ATTACKS: see below

SPECIAL DEFENSES: nil

MAGIC RESISTANCE: Standard

INTELLIGENCE: Non-

ALIGNMENT: N

SIZE: M (4' diameter)

PSIONIC ABILITY: nil

LEVEL/XP: VI / 650 + 8/hp



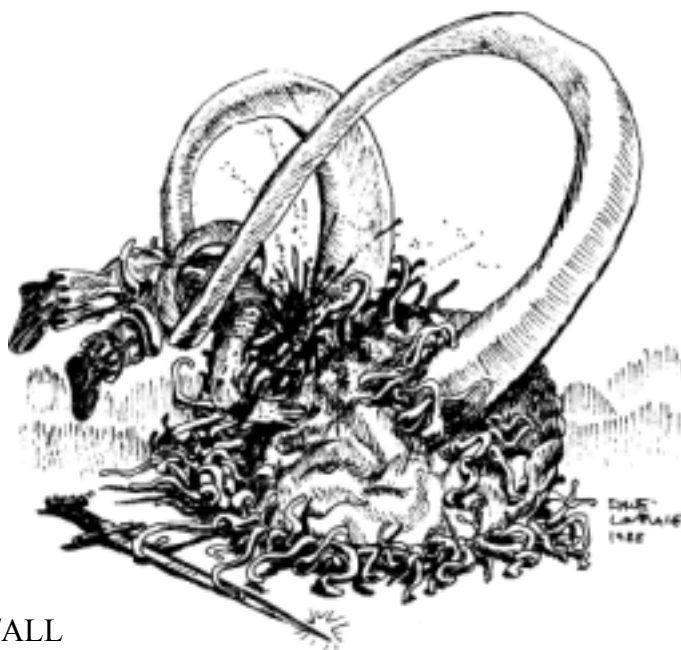
The blonzd is a desert dweller, moving slow above ground but quite well burrowing through sand. The creature hides most of itself under the dunes, revealing only its brilliant blue eyes. These crystalline gem-like orbs entice potential victims into coming closer. If a character approaches the would-be booty, he will soon find himself enveloped by 1-4 tentacles (surprising on a 1-5), dragging him underground. If more than one character is near, the beast will fully surface and attack as many as four at once. When the Blonzd successfully surprises, it automatically connects with its target and its prey must roll his BEND BARS percentage. A failed roll is followed up by saving vs. Paralysis to avoid blacking out, getting dragged under and into contact with a horrible, toothy maw underneath. As the beast feeds, it can only attack otherwise with one tentacle per round, and bites away at its unconscious meal for 2-12 damage per round until it is dug out by it's compatriots! However, a successful save indicates the character is simply flung a few feet away (1-4 damage).

As a bitter irony, the eyes have no immediate monetary value, but an accomplished Magic User could make GEMS OF SEEING from them using about 100gp worth of rare material components.

Armor class for the Blonzd varies: its main body is AC8, eyes are AC0, and tentacles are AC4. It has 11-16 eyes, which are punctured upon a successful hit to them with a stabbing weapon. If fully blinded the monster attacks at -6, but will try to flee before that happens. A tentacle can be severed with a score of 20 or greater to hit.

BRAIN DISSOLVER

FREQUENCY: Very Rare
NO. APPEARING: 1
ARMOR CLASS: 7
MOVE: 2"
HIT DICE: 5
% IN LAIR: 100%
TREASURE TYPE: nil
NO. OF ATTACKS: 2
DAMAGE: Special
SPECIAL ATTACKS: see below
SPECIAL DEFENSES: see below
MAGIC RESISTANCE: see below
INTELLIGENCE: High
ALIGNMENT: CN
SIZE: L (6' diameter, 30' long stalks)
PSIONIC ABILITY: 269
--ATTACK/DEFENSE MODES: A,C,D,E/ALL
LEVEL/XP: V / 315 + 5/hp



The terrible Brain Dissolver resembles an immense brain covered in writhing tentacles, two of which are quite long and prehensile. As soon as it is encountered by one or more humanoids, it will focus on the character in the front and attack with a Psionic MIND BLAST, additionally affecting all within a 25-degree arc of the focal victim. Psionically aware characters will be able to sense the presence of a Brain Dissolver within an area of 100 feet, but that detection will alert the beast as well.

In the absence of psionic battle, the Brain Dissolver will proceed to lash out with each of two tentacles at the characters most affected by the BLAST (but still alive), attacking at +2 to hit. A score of 18 or higher shatters the hit character's skull (4-40 damage), exposing the brain (blood loss 1-8 points per round). Each round thereafter, it will attempt to drag the body close enough to absorb the victim's brain (instant death), attacking at +4 to hit. While attempting to feed, it will not lash out at anyone else. Opponents hit by a tentacle but not constricted are "merely" whipped for 1-12 damage.

It only uses Psionic BLASTS at non-psionics; but will use other attack and defense modes expertly in a mental conflict.

BUTANIAC

FREQUENCY: Very Rare, Rare in Fire Plane

NO. APPEARING: 1-4

ARMOR CLASS: 1

MOVE: 12"/16" (MC: B)

HIT DICE: 7+7

% IN LAIR: .01% (see below)

TREASURE TYPE: V (any in lair)

NO. OF ATTACKS: 2

DAMAGE: 2-8/2-8 + Special

SPECIAL ATTACKS: Breath weapon, burning

SPECIAL DEFENSES: Resist fire and cold

MAGIC RESISTANCE: 25%

INTELLIGENCE: variable or Low

ALIGNMENT: variable or CE

SIZE: L (8' tall, 16' wingspan)

PSIONIC ABILITY: nil

LEVEL/XP: VI / 655 + 8/hp



Butaniacs are used by magic-using evil-doers as vehicles to inhabit, in order to unleash the unnatural hellfires of the Elemental Plane of Fire into the Prime. Its form in the Prime is that of a demonic giant with brilliant, sun-bright eyes (BLINDING those foolish enough to look upon them, thus the beast's low armor class). Typically, a Butaniac in the Prime is in the process of being possessed by a wizard or other being, since the pseudo-elemental rarely travels there, unless it is exacting revenge on a former host, since it is there where it is susceptible to possession. The exact method of possession is unknown, but it is assumed to be magically documented by the highest evil wizards.

At any rate, an un-possessed Butaniac in the Prime will not attack unless attacked. But possessed or otherwise, its breath weapon is truly astounding. It is a cloud of fire with a range of 100' and width of 20'. Damage inflicted by the super-intense heat equals thrice the amount of hit points the Butaniac retains. Closely engaged, it can also claw twice per round for 1-8 damage per hit, and carry a scorching effect which STUNS unless a save vs. Paralysis is thrown. Obviously, no form of Fire-based attack will affect it, nor will Cold-based. A destroyed Butaniac releases its host into corporeal form, who will be STUNNED for 1-4 rounds. When subdued, it disappears into a puff of smoke, whether this is to nothingness, or to its home plane is unclear.

C

CARINTHEA – COSTOID – CRIMNAG

CARINTHEA

FREQUENCY: Very Rare
NO. APPEARING: 1-2
ARMOR CLASS: 4 (body), 2 (head)
MOVE: /24" (MC: A)
HIT DICE: 6
% IN LAIR: 30%
TREASURE TYPE: F (x3 in lair)
NO. OF ATTACKS: 1
DAMAGE: 1-10 + Special
SPECIAL ATTACKS: see below
SPECIAL DEFENSES: nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: NE
SIZE: L (15' long, 35' wingspan)
PSIONIC ABILITY: nil
LEVEL/XP: IV / 275 + 6/hp



Similar in appearance to a cockatrice but with arms instead of legs, the Carinthea is less powerful but still deadly. Attacking from the sky, the flesh-eating beast uses its probing beak to bite (1-10 damage) and HOLD FAST its prey, causing 1-4 damage per round until its head is struck. If its victim dies, the Carinthea will carry it away to its treetop nest unless somehow stopped within that round.

The nest of a Carinthea may hold eggs (10%) or hatchlings (5%) and will be strictly guarded by a very determined mother (attacking at +2 to hit and inflicting double damage). Carintheas are just intelligent enough to hold a grudge, and have been known to act out of spite. They can be put at bay using an egg or hatchling held hostage, but will thereafter set out to exact revenge until the day they die.

COSTOID

FREQUENCY: Very Rare
NO. APPEARING: 6-15
ARMOR CLASS: -4 to 5 (d10 -5)
MOVE: variable
HIT DICE: 1-10
% IN LAIR: nil
TREASURE TYPE: Any
NO. OF ATTACKS: 1-6
DAMAGE: variable
SPECIAL ATTACKS: variable
SPECIAL DEFENSES: variable
MAGIC RESISTANCE: 1-100%
INTELLIGENCE: Non- to Average
ALIGNMENT: N
SIZE: variable
PSIONIC ABILITY: nil
LEVEL/XP: variable



A Costoid can appear as any semi-Cthulhuan lump of living matter, with no specific description for its race. One could appear as a three-legged eyeball which squirts acid, another could be an octopoid turnip attacking with +5 lawnmowers. They are either magically enhanced genetics gone wrong, or simply the awe-inspiring consequences of a god on hard drugs gone rampant. Exact functionality and form for a creature is left mostly to the DM's discretion and amusement, but short of that, the following charts can be used for attacks and defenses:

Special Attacks, roll D10	Result
1	STINKING CLOUD breath
2	ACID (1-4/rnd for 1-20 rnds)
3	CONSTRICTION (save vs. Petrif)
4	LASER (1-20 damage, save vs. Death Magic)
5	FEAR
6	FEEBLEMIND (2-5 damage)
7	BLOOD SUCK (Strength is halved for 1-4 days)
8	GIANT SCISSORS (sever limbs on natural 19 or 20)
9	DEAFNESS
10	BLINDNESS

Attack Roll, D20	Result
1	SMALL BITE (1-4 damage)
2	MEDIUM BITE (1-8 damage)
3	BIG BITE (2-20 damage)
4	SMALL CLAW (1-6 damage)
5	LARGE CLAW (2-12 damage)
6	POMMEL (2-5 damage)
7	CRUSHING BLOW (10-13 damage)
8	HEAD BUTT (2-5 damage)
9	1-6 SPIKES (1-4 damage each)
10	SPIKED TAIL (3-10 + HOLD FAST for 1 point/rnd)
11	WEAPON (small)
12	WEAPON (medium)
13	WEAPON (large)
14	WEAPON (medium, x2 per round)
15	WEAPON (large, x2 per round)
16	CORKSCREW (1-8 + HOLD FAST for 1-4/rnd)
17	GIANT FIST (1-12 damage)
18	BITCH SLAP (1-2 damage)
19	TENTACLE LASH (4-16 damage)
20	+5 LAWNMOWER (4-40 damage)

Special Defenses, roll D10	Result
1	+2 weapon to hit
2	+3 weapon to hit
3	Immune to FIRE/LIGHTNING
4	Immune to SLEEP, CHARM, etc.
5	GASEOUS FORM at will (affected by COLD x4)
6	INVISIBILITY at will (-6 to hit)
7	REGENERATION 2hp/rnd
8	REGENERATION 5hp/rnd
9	Severed parts re-animate as 1HD monsters
10	Explodes upon death (8-80 within 15')

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CRIMNAG

FREQUENCY: Uncommon
NO. APPEARING: 1 (1-20 in hollow)
ARMOR CLASS: 6
MOVE: 14"/12"
HIT DICE: 1+1
% IN LAIR: 20%
TREASURE TYPE: Incidental (Qx10, Yx1/10 in lair)
NO. OF ATTACKS: 1
DAMAGE: Special
SPECIAL ATTACKS: Acid squirt
SPECIAL DEFENSES: see below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: N
SIZE: S (2' tall)
PSIONIC ABILITY: nil
LEVEL/XP: II / 81 + 2/hp



The slime-secreting Crimnag is an adept pickpocket, preferring gold coins and gems most of all. The creature can be found roving secretly through villages at night, either above or below ground, and swimming in any but the dirtiest waters. They hunt high and low for their acquisition of treasure for their hollow's hoard.

The creature can pick pockets as a 10th level Thief, and all remaining thieves' abilities are at level 6, except OPEN LOCKS, FIND TRAPS, and READ LANGUAGES which it is not intelligent enough to perform at more a than first level mastery.

In conflict, the Crimnag squirts acid from its protruding snout, causing 1-8 damage on contact. The acid will continue to rot affected flesh, causing 1-4 damage every three rounds for a total of 3-24 rounds unless some sort of CURE treatment is applied.

In serious situations of jeopardy, the Crimnag can belch a BLINDING cloud (30' diameter) once per day. The blinding is very temporary (1-3 rounds), but should allow plenty of time for escape. If an impending conflict looks bad for the Crimnag, it will not hesitate to belch its stinging cloud to avoid it altogether.

D

DACIN – DEMON (Type VII, Type VIII, Type IX, Type X) – DEMONOSAUR – DEVIL (Faceless, Fog, Hulk, Void) – DINUAM – DISTORTON – DOG, SERPENTINE – DRACOID – DRAGON (Adamantite, Equine, Gargantuan, Skeletal) – DRAGON TOAD

DACIN

FREQUENCY: Very Rare

NO. APPEARING: 2-6 or 20-50 in community

ARMOR CLASS: 6 (4)

MOVE: 8"

HIT DICE: 4 (d6)

% IN LAIR: 10%

TREASURE TYPE: N x5 or variable

NO. OF ATTACKS: 1 or 3/2

DAMAGE: by weapon type

SPECIAL ATTACKS: +2 to hit

SPECIAL DEFENSES: -2 to hit

MAGIC RESISTANCE: Standard

INTELLIGENCE: Low to Average

ALIGNMENT: variable

SIZE: M (4'-5' tall)

PSIONIC ABILITY: nil

LEVEL/XP: III / 350 + 3/hp



The humanoid Dacin are reclusive nomadic demi-kobolds, lairing primarily in the forest, but close enough to more civilized communities to allow inter-cultural relations. The simple fact that a Dacin is an empirically ugly creature keeps this species in a struggle for acclimation, and therefore they usually keep to themselves. Their communities are very rare and kept under close guard.

Dacin sociology can vary, but gravitates towards an untrusting self-promotional quality of chaotic behavior and individuality. They are eager to overcome the stigma of their appearance, but at the same time begrudge those not immediately impressed by their services or abilities. Dacin typically scrape to survive, and are not above stealing at all. They will bargain and reason their way out of any argument, just as much as they would for a free rat sandwich. Needless to say, bribery is an effective tool with a Dacin, at least in the short term.

Most Dacin are good with weapons, and their four eyes aid with enhanced depth perception in any situation. In the case of battle, its attack rolls get a +2 bonus, and as long as it can see its assailant it also has its effective AC reduced by 2 points.

Dacin have life spans similar to dwarves, living to 200 years and beyond. But they are uncharismatic even to each other, so their numbers are still sparse.

DEMON, TYPE VII (*Tomoxus*)

FREQUENCY: Uncommon
NO. APPEARING: 1-6
ARMOR CLASS: -6
MOVE: 20"/16"
HIT DICE: 8+8
% IN LAIR: 15%
TREASURE TYPE: C
NO. OF ATTACKS: 4
DAMAGE: 1-6/1-6/2-8/1-4+Special
SPECIAL ATTACKS: see below
SPECIAL DEFENSES: see below
MAGIC RESISTANCE: 65%
INTELLIGENCE: Very
ALIGNMENT: CE
SIZE: L (8' tall)
PSIONIC ABILITY: 165
-ATTACK DEFENSE MODES: A,B,C,E/F,G,H
LEVEL/XP: VII / 2,400 + 12/hp



The Tomoxus is a compact, muscular horror bearing a resemblance to an oversized Dracoid. In combat, it attacks each round first with its claws (1-6 each), followed by a puncturing bite (2-8), which automatically hits if both claws hit, inflicting double damage 25% of the time. Finally, it strikes with its tail (1-4). If no claws hit, but the tail does, it will HOLD FAST for 1-3 rounds, inflicting 1-4 damage per round and making attacks by its victim impossible during that time. While holding its prey, the Tomoxus will concentrate on no one else, biting at +4 to hit and inflicting double damage every time.

All Tomoxi are capable of the following spells as a 12th level MU: DARKNESS 10' RADIUS, FEAR, DETECT INVISIBILITY, TELEKINESE 6000gp WEIGHT, 3-dice FIREBALL (once per three rounds), and GATE (summons a Demon Type I, II, or III, 45% success) once per day.

For more about the general characteristics of Demons, see MMI (p.16) and MMII (p.35).

DEMON, TYPE VIII (*Sylthekkos, etc.*)

FREQUENCY: Rare
NO. APPEARING: 1-6
ARMOR CLASS: -1
MOVE: 16"/16"
HIT DICE: 10+10
% IN LAIR: 30%
TREASURE TYPE: A
NO. OF ATTACKS: 3
DAMAGE: 1-8/1-8/4-24
SPECIAL ATTACKS: Lightning; see below
SPECIAL DEFENSES: see below
MAGIC RESISTANCE: 70%
INTELLIGENCE: High
ALIGNMENT: CE
SIZE: L (6' tall at shoulder)
PSIONIC ABILITY: 160
-ATTACK DEFENSE MODES: A,B,C,E/F,G,H
LEVEL/XP: VIII / 2,800 + 14/hp



The Type VIII class of demon appears as an ugly, winged lion with oversized paws and a horned tail. They have brute strength and a remarkable cunning. In battle, the demon uses its forepaws, rending for 1-8 damage (+1-2 hp/rnd for 1-6 rounds due to blood loss). Its powerful jaws will then gorge the same opponent for 4-24 points.

This deadly being can use any of these spell-like abilities at will: DARKNESS 10' RADIUS, DETECT MAGIC, DETECT INVISIBILITY, DETECT GOOD and EVIL, DISPEL MAGIC, POLYMORPH SELF, TELEKINESE 6500gp WEIGHT, use SYMBOLS OF DISCORD, FEAR, HOPELESSNESS, INSANITY, SLEEP, and STUNNING, and utter an UNHOLY WORD once per day.

Its most feared attack is its breath weapon: a 5-dice LIGHTNING BOLT with 100' range, which it can use three times per day. Also, this type of demon can GATE in a Type I (25%), II (20%), III (20%), IV (10%), V (10%), VI, VII, or VIII (5% each), with a 65% chance of success.

For more about the general characteristics of Demons, see MMI (p.16) and MMII (p.35).

DEMON, TYPE IX (*Hydrox, etc.*)

FREQUENCY: Very Rare (at best)
NO. APPEARING: 1
ARMOR CLASS: -7
MOVE: 24"
HIT DICE: 12
% IN LAIR: 30%
TREASURE TYPE: H
NO. OF ATTACKS: 1
DAMAGE: 4-40
SPECIAL ATTACKS: see below
SPECIAL DEFENSES: see below
MAGIC RESISTANCE: 85%
INTELLIGENCE: Exceptional
ALIGNMENT: CE
SIZE: L (35'-40' long)
PSIONIC ABILITY: 200
-ATTACK DEFENSE MODES: All/F,G,H,I
LEVEL/XP: IX / 5,400 + 16/hp



Found only in liquid Abyssal planes, type IX demons deliver a terrible bite (4-40) with a pronounced, gaping maw filled with horrid, foot-long tusks. Adventurers disturbing the foul waters and lands within a mile of the demon's lair will attract its attention.

All demons of this type (although only three are even known to exist) are bestowed with the following spell-like powers: DARKNESS 20' RADIUS, CAUSE FEAR (with twice the potency of a FEAR wand), DETECT GOOD/MAGIC/INVISIBILITY, DISPEL MAGIC, cause HYDROTECHNICS (whirlpools, vortexes, fierce undertows, etc.), POLYMORPH SELF and OTHER (3x/day), PROJECT IMAGE, PART WATER, and HYPNOTISM (as 12th level Illusionist).

The lair of the beast would contain openly displayed gems among its other accumulated treasures. They each have a draconian pride in their wealth, despite a high intellect. The treasure is kept in magical pockets of poisonous air, deep within the boiling-water bowels of their tunneled coral mazes.

For more about the general characteristics of Demons, see MMI (p.16) and MMII (p.35).

DEMON, TYPE X (*Bezberou*)

FREQUENCY: Common
NO. APPEARING: 2-12 (+10 in lair)
ARMOR CLASS: 2
MOVE: 18"
HIT DICE: 6+6
% IN LAIR: 10%
TREASURE TYPE: I
NO. OF ATTACKS: 2 or 1
DAMAGE: 1-8/1-8 or 2-12
SPECIAL ATTACKS: see below
SPECIAL DEFENSES: see below
MAGIC RESISTANCE: 30%
INTELLIGENCE: Low
ALIGNMENT: CE
SIZE: L (8' tall)
PSIONIC ABILITY: nil
LEVEL/XP: VI / 575 + 8/hp



The herd-like, sub-intelligent Bezberou are comparatively weak among demonkind, but still a deadly foe for any human. They resemble upright, shaggy bighorn goats with cloven hooves. With these hooves, they pommel twice per round. It can also charge an opponent with a head-butt (30%), but when it does it loses its attack for the following round. It also attacks at -2 to hit due to a lack of agility.

Each Bezberou can use these spell-like powers: DETECT MAGIC/EVIL, DARKNESS 5' RADIUS, and TELEKINESE 1500gp WEIGHT. Unlike other demons, it has no ability to GATE other demons, so it usually travels in numbers. Herds are usually a tight-knit grouping, with rival herds fighting for territory and occasionally treasure.

For more about the general characteristics of Demons, see MMI (p.16) and MMII (p.35).

DEMONOSAUR

FREQUENCY: Very Rare (in Abyss)
NO. APPEARING: 1
ARMOR CLASS: -1
MOVE: 8"
HIT DICE: 14-16
% IN LAIR: 40%
TREASURE TYPE: nil
NO. OF ATTACKS: 3
DAMAGE: 4-16/4-16/3-30
SPECIAL ATTACKS: see below
SPECIAL DEFENSES: see below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: CE
SIZE: L (30' long)
PSIONIC ABILITY: nil (but see below)
LEVEL/XP: X / 10,000 + 20/hp



Unique to the Abyss, the dreaded Demonosaur is sometimes used by demon lords and princes as grounds patrollers, steeds, beasts of war, and even personal bodyguards and companions. The beast uses a claw-claw-bite routine in combat, and possesses the following natural demonic abilities as well: DARKNESS 10' RADIUS, DETECT MAGIC, DETECT INVISIBILITY, cause FEAR (as the wand), cause HORROR (as -4 Charisma). Its breath has the effects of a STINKING CLOUD, and can also scorch skin for 1-4 damage to all in its immediate presence.

Demonosaurs can be summoned to the Prime, but at double the normal cost due to their sheer size.

This beast is not quite a demon, because it doesn't have the innate mental capacity or magical nature of their Abysmal neighbors. It therefore cannot cast spells or use psionics, although it does have a state of mind equivalent to a permanent TOWER OF WILL psionic defense.

A Demonosaur resembles a jet black wingless drake, with dark grey abdominal plates and dorsal ripples. Its eyes appear black but glow a fiery red when gazed into.

DEVIL, FACELESS (*Greater devil*)

FREQUENCY: See Below
NO. APPEARING: 1-4
ARMOR CLASS: -2
MOVE: 10"
HIT DICE: 8+8
% IN LAIR: 45%
TREASURE TYPE: B
NO. OF ATTACKS: 2 or by weapon type
DAMAGE: 2-8/2-8 or by weapon +4
SPECIAL ATTACKS: see below
SPECIAL DEFENSES: +2 to hit, regeneration
MAGIC RESISTANCE: 45%
INTELLIGENCE: High
ALIGNMENT: LE
SIZE: L (11' tall)
PSIONIC ABILITY: 160
-ATTACK/DEFENSE MODES: B,C,E/G,H,I,J
LEVEL/XP: VII / 2,700 + 12/hp



Roaming the three lowest levels of Hell, Faceless Devils are tall, stunted humanoids with taloned, muscular limbs and no visible head atop its thorny torso. The devil's frequency depends on the level of Hell in question. It is Very Rare in Maladomini (7th level), but less so in Caina (8th level) and Nessus (9th level).

This vicious brute has acute hearing, with bat-like radar, and can only be surprised on a 1 on d12. Its attack mode is two claws per round (2-8 each), or by using any sharp weapon, whereby it gains a +4 damage bonus due to its strength. All Faceless Devils can employ the following spell-like powers at will: DETECT INVISIBILITY, DETECT/DISPEL MAGIC, HOLD PERSON, POLY-MORPH SELF/OTHER, cause FEAR (as the wand), PRODUCE FLAME, AFFECT NORMAL FIRE, and can GATE once per day: either 1-4 Spined Devils (40% success), another Faceless Devil (25% success), or a Pit Fiend (10% success). If a Pit Fiend is summoned, there is a 50% chance it will attack the Faceless Devil instead!

This type of devil can only be hit by weapons of a +2 or better magical nature, and can regenerate 2 hp every 3 rounds.

DEVIL, FOG (*Lesser devil*)

FREQUENCY: See Below
NO. APPEARING: 1-4
ARMOR CLASS: see below
MOVE: 16" (all modes)
HIT DICE: 10
% IN LAIR: 10%
TREASURE TYPE: G
NO. OF ATTACKS: 1
DAMAGE: Special
SPECIAL ATTACKS: see below
SPECIAL DEFENSES: see below
MAGIC RESISTANCE: 70%
INTELLIGENCE: Average
ALIGNMENT: LE
SIZE: variable
PSIONIC ABILITY: nil (but see below)
LEVEL/XP: VIII / 4,800 + 14/hp



Fog Devils are Common in some levels of Hell: Dis (2nd level) and Minauros (3rd). They are Uncommon in Phlegethos (4th), Rare in Stygia (5th), and Very Rare in Avernus (1st) and Malbolge (6th). They appear as horned humanoids, but their image is always vague due to distortion by a surrounding swathe of fog. The devil uses its camouflage to surprise on a 1-5 on d6.

If the devil's claws hit an unfortunate victim, he must save vs. Death Magic at -4 or fall asleep. The devil will then become completely gaseous and enter its victim through any head aperture (nose, mouth, ears) and effectively POSSESS him. Unless BLESS or EXCORISE spells are cast, the person will himself become a Fog Devil within 6 turns.

Fog Devils are only affected by spells, and even these are only 30% effective due to its natural magic resistance. They are immune to FIRE-based and psionic attacks, and COLD-based attacks only carry 1/4 their powers over, but ELECTRICITY-based ones deliver double damage unto the devil. In addition, an un-resisted GUST OF WIND spell will completely disperse a Fog Devil. Physical attacks are largely useless, but the devil does have to be solid long enough to attack, so natural to hit rolls of 18, 19, or 20 (bonuses be damned!) will connect. Rolls of 1, 2, or 3 mean the character has wounded himself in a futile attempt to wound the devil!

DEVIL, HULK (*Greater devil*)

FREQUENCY: See Below

NO. APPEARING: 1-2

ARMOR CLASS: -2

MOVE: 16"/20" (MC:A)

HIT DICE: 12

% IN LAIR: 5%

TREASURE TYPE: Any

NO. OF ATTACKS: 2

DAMAGE: 11-18/11-18 (d8+10)

SPECIAL ATTACKS: see below

SPECIAL DEFENSES: see below

MAGIC RESISTANCE: 70%

INTELLIGENCE: High

ALIGNMENT: LE

SIZE: L (12' tall, very broad)

PSIONIC ABILITY: 150

-ATTACK/DEFENSE MODES: A,C,E/F,G,H

LEVEL/XP: IX / 8,200 + 16/hp



The terribly powerful Hulk Devil is Uncommon in Caina (8th level of Hell), Nessus (9th) and Maladomini (5th), Rare in Phlegethos (4th), and Very Rare in Malbolge (6th). It also has been known to very rarely roam the Prime to terrify and devour mortals. This terrifying mass is very similar to Pit Fiends but even more powerful. They are immense brutes with an effective 22 strength, and just by attacking with its immense lobster-claw mitts is enough to deliver potent amounts of damage.

Hulk Devils can use the following spell-like powers at will: DETECT/DISPEL MAGIC/GOOD, HOLD MONSTER, FEAR, HYPNOTIZE, SLEEP, CHARM, GATE 1-2 Pit Fiends (40% success), and TELEKINESE 7000gp WEIGHT.

DEVIL, VOID (*Greater devil*)

FREQUENCY: See Below
NO. APPEARING: 1-2
ARMOR CLASS: -4
MOVE: 20" (all modes)
HIT DICE: 14
% IN LAIR: 5%
TREASURE TYPE: nil
NO. OF ATTACKS: 2
DAMAGE: 2-24/2-24 +Special
SPECIAL ATTACKS: see below
SPECIAL DEFENSES: see below
MAGIC RESISTANCE: 80%
INTELLIGENCE: High
ALIGNMENT: LE
SIZE: L (15' tall)
PSIONIC ABILITY: 199
-ATTACK/DEFENSE MODES: A,C,E/All
LEVEL/XP: IX / 9,700 + 18/hp



The greatly feared Void Devil (each with its own name; unpronounceable unless one can speak while inhaling) is Uncommon in Caina (8th level of Hell) and Nessus (9th), Rare in Maladomini (5th), and Very Rare in Phlegethos (4th) and Malbolge (6th), as well as the Negative Material Plane. This being resembles a tall, not always humanoid mass with horrible talons, spikes, and barbed appendages, always silhouetted in utter blackness.

The touch of a Void Devil carries the same effect as being exposed to the Negative Plane for a full round (see MoP, p.54). All non-magical weapons touching the devil must save vs. Disintegration or be completely absorbed. Magical weapons save with a bonus equal to their magical property, but will still only inflict half damage.

A great many spells have no effect on Void Devils, for they possess forms of immunity even greater than many of their most powerful masters. It is only affected by ELECTRICITY (fully), FIRE (1/2), CONTINUAL LIGHT (3-18 damage), DISINTEGRATE (1/2), or WISH and ALTER REALITY types of "cheat" spells. It is also impossible to psionically attack a Void Devil, for it has a naturally existing state similar to a constant MIND BLANK defense.

These devils can use the following spell-like powers at will: DETECT/DISPEL MAGIC/GOOD, HOLD MONSTER, FEAR, HYPNOTIZE, SLEEP, CHARM, GATE 1-4 Pit Fiends (50% success), CLOUDKILL, and TELEKINESE 5000gp WEIGHT.

DINUAM

FREQUENCY: Rare

NO. APPEARING: 2-20

ARMOR CLASS: 9

MOVE: nil

HIT DICE: 3 hp per tendril

% IN LAIR: 100%

TREASURE TYPE: nil

NO. OF ATTACKS: 3, 4, or 5

DAMAGE: 1-3 each

SPECIAL ATTACKS: see below

SPECIAL DEFENSES: nil

MAGIC RESISTANCE: Standard

INTELLIGENCE: Non-

ALIGNMENT: N

SIZE: S

PSIONIC ABILITY: nil

LEVEL/XP: II / 80 + 1/hp



The Dinuam (dye-NEW-um) is a deadly patch of plant life with long vine-like appendages that instinctively grasp and probe. These vines secrete a dangerous contact poison, which rots flesh upon contact for 1-3 damage, plus an additional point per 1-6 rounds thereafter, or until some sort of CURE spell is cast (per wound).

Vines attack as 1HD monsters at -4 to hit their prey, but once one hits, the "to hit" adjustment increases by 2 for each subsequent attack by both it and any neighboring Dinuams. In the case of two 5-vine plants attacking (all vines in the same round, mind you!), once the first vine hits at -4, each subsequent one attacks at -2, 0, +2, +4, +6, etc. Here's where it gets interesting: these vines each HOLD FAST until either severed normally, or if its prey breaks free on his own by successfully rolling his BEND BARS percentage. Now, if 5 or more vines are all holding one person, he will be dragged into the patch and exposed to exploding gas spores. Now he must save vs. Poison or be killed, and by the end of the day he'll be completely dissolved. Not coincidentally, there will be an additional 2-20 Dinuam in that patch by week's end after this sort of killing!

Stepping on all the spore pods will kill the plant more efficiently than attacking individual tendrils, but will expose the stomper to the deadly toxins.

DISTORTON

FREQUENCY: Very Rare
NO. APPEARING: 1 (see below)
ARMOR CLASS: 10 (see below)
MOVE: 10"
HIT DICE: 3
% IN LAIR: nil
TREASURE TYPE: nil
NO. OF ATTACKS: 1
DAMAGE: 1-10 + Special
SPECIAL ATTACKS: see below
SPECIAL DEFENSES: zygomorph
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: N
SIZE: M (3' diameter)
PSIONIC ABILITY: nil
LEVEL/XP: IV / 300 + 4/hp



The warped mind of an anonymous Magic User begat this unholy mess. These lumps of wriggling, shape-changing flesh usually have discernable heads and tentacles, but are otherwise noncommittal blobs of eyes, ears, teeth, etc., similar to Costoids but never using weapons, and generally of a more predictable, definable nature.

When it sees something worthy of consumption (living or otherwise), it will lash out with a powerful tentacle (up to 10' long), attacking as a 10HD monster. After initial damage is inflicted, it can HOLD PERSON. If the person in question fails a save vs. Petrification, he will suffer 3 points of STRANGULATION per round, and pass out if his hit points reach zero, or after an amount of rounds equal to half his Constitution statistic (round down). A passed out character is engulfed by the wormy horror: 2-20 points per round until consumed (if already dead, this will only take three rounds).

The creature can change its shape to fill any volume where no dimension is less than 4 inches, and can use any combat round to do so. Armor class may vary accordingly. In addition, it can split into two lesser forms once per day, creating two 2HD monsters (still attacking as 10HD). If it hasn't already done so that day, it will always thus zygomorph upon a sharp-edged hit which would otherwise have delivered 10 or more points of damage.

DOG, SERPENTINE

FREQUENCY: Rare
NO. APPEARING: 3-12
ARMOR CLASS: 6
MOVE: 8"/4"
HIT DICE: 2
% IN LAIR: 75%
TREASURE TYPE: nil
NO. OF ATTACKS: 1
DAMAGE: 1-6
SPECIAL ATTACKS: see below
SPECIAL DEFENSES: nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: N
SIZE: S (3'-4' high at shoulder)
PSIONIC ABILITY: nil
LEVEL/XP: II / 65 + 2/hp



This drake-like breed of hound is no man's best friend. Vicious killing streaks by roving packs have ravaged many an unprepared outlying community. In addition to its willingness to fight to the death if food (or edible creatures, such as livestock or children) is present, this pseudo-mutt can breathe a cloud (4') of noxious gas that carries a PARALYZING effect. A save versus either Breath Weapon or Paralysis is allowed. A failed save indicates the victim is rendered unconscious for 3 rounds, and then paralysed for up to 24 hours minus that victim's constitution score. At the end of this time, a System Shock percentage must be rolled or he will seize for another 1-6 turns or until CURED, and then perish.

DRACOID

FREQUENCY: Uncommon

NO. APPEARING: 1-8

ARMOR CLASS: 2

MOVE: 14"

HIT DICE: 3-5

% IN LAIR: 30%

TREASURE TYPE: I in lair

NO. OF ATTACKS: 2 or 1

DAMAGE: 1-4/1-4 or by weapon +2

SPECIAL ATTACKS: see below

SPECIAL DEFENSES: nil

MAGIC RESISTANCE: Standard

INTELLIGENCE: Low to Average

ALIGNMENT: CN

SIZE: M

PSIONIC ABILITY: nil

LEVEL/XP:

-- 3-4 HD: III / 60 (+65 with breath weapon.) + 4/hp

- 5 HD: IV / 90 (+75 with breath weapon.) + 5/hp



Dracoids, otherwise known as Dragon-Men, are similar in appearance to Ophidians (Snake-Men) but stockier and more dexterous with weapons. Some Dracoids are also capable of minor gas (STUN for 3 rounds), fire (2-dice), or acidic breath weapons (1-4 + 1 hp/rnd for 1-6 rounds until CURED), with a range never greater than 10'.

These serpentine humanoids can survive just about anywhere humans could, and keep their family clans small in number. They also become larger with age, similar to the way dragons do: Very Young: 1HD, Young: 2HD, Adult: 3HD, Old: 4HD, Ancient: 5HD. They speak their own language, and all old and ancient Dracoids can speak the common tongue as well, but the species has never acquired the intelligence to possess spell use or any other special draconian abilities.

DRAGON, ADAMANTITE (*Baphomet*)

FREQUENCY: Unique
NO. APPEARING: 1
ARMOR CLASS: -25
MOVE: 16"/24" (MC:A)
HIT DICE: 400hp
% IN LAIR: 40%
TREASURE TYPE: see below
NO. OF ATTACKS: 4
DAMAGE: 4-24/4-24/8-80/3-30
SPECIAL ATTACKS: Breath weapons, spells
SPECIAL DEFENSES: Spells
MAGIC RESISTANCE: 130%
INTELLIGENCE: Super-Genius
ALIGNMENT: CN
SIZE: L (65' long)
PSIONIC ABILITY: 299
-ATTACK/DEFENSE MODES: All/All
CHANCE OF SPEAKING: 100%
CHANCE OF SPELL USE: 100%
CHANCE OF SLEEPING: 10%
LEVEL/XP: X / 60,000 (x10 in Limbo)



Baphomet lives primarily in its home plane of Limbo, and can only be destroyed permanently there. He is an elusive being with a penchant for stirring up trouble in the Prime, and has a love for rare and exotic diamonds. The estimated value of his collection can only be wildly speculated as being worth hundreds of millions of gold pieces, since no one interested in its sale has ever lived through a visit to his lair (although countless adventurers have tried, lured by certain wealth).

This mighty creature is as powerful as it is intelligent. It has an eight-inch hide made from magically affected, bio-malleable adamantium which renders it virtually impervious to all forms of physical attack, without anything like a ridiculous “missing scale right near its heart,” thus its ponderously low armor class. For every character with a 25 strength wielding a Maul of the Titans +10, there will always be Baphomet, waiting and laughing. He is also immune to virtually all spells used against him, having spent thousands more years enshrouding himself in magic than any human University of Magic has been around at all. This mighty force of un-nature can employ any spell without error at 30th level mastery.

His favorite form of confrontation remains physical; he engages in it just for fun but never out of spite. He won't stop at killing with his claws (4-24 each), bite (8-80) or clubbed tail (3-30), but doesn't like the fight over too quickly, either. Baphomet also can breath a 120-foot, sixty-degree cone of blue-hot PLASMA (100 points), or a similarly dimensioned cloud of ACIDIC VAPORS (d4 x30, with similar effects of Purple Vapor). This dragon will impossibly outclass any mortal, sensing weaknesses and potential, always keeping inflicted damage just below that which would be mortally wounding unless he holds a particular hatred for his foe. He's old, angry, and chaotic, but still respects life (at least enough for it to come back to fight again another day!). He toys with humans

like pet hamsters, enjoying their company but in a pitying sort of way. He would never befriend one in a million years.

His only known associate is Tiamat, but their relationship is unclear.

For more relevant information about dragons, including the subduing of dragons, hit points per die related to size, and other special abilities of drakes, consult the MM1 and MM2.

DRAGON, EQUINE

FREQUENCY: Very Rare
NO. APPEARING: 1-2
ARMOR CLASS: 0
MOVE: 24"/24" (MC:B)
HIT DICE: 7-9
% IN LAIR: 15%
TREASURE TYPE: Any
NO. OF ATTACKS: 2
DAMAGE: 2-12/2-24
SPECIAL ATTACKS: Breath weapon, spells
SPECIAL DEFENSES: +1 to hit, Spells
MAGIC RESISTANCE: 50%
INTELLIGENCE: Genius
ALIGNMENT: CG
SIZE: L (12' high at shoulder)
PSIONIC ABILITY: nil
CHANCE OF SPEAKING: 90%
CHANCE OF SPELL USE: 60%
CHANCE OF SLEEPING: 20%
LEVEL/XP:
-- 7-8 HD: VI / 1,825 +10/hp
- 9 HD: VII / 2,800 +12/hp



Resembling a Pegasus with lizardoid features, the peacekeeping Equine Dragon lairs in lightly foliated plains, in either caves or adopted keeps.

If provoked, the beast is a powerful foe. It can gore for 2-24 damage and pommel with its enormous hooves for 4-24 damage, both in the same round. The hooves are so heavy that they can STUN for 1-6 rounds if the dragon gets a "to hit" score of 17 or greater. In addition, every third round, it can use its breath weapon, which is a narrow stream (10-degree, 60' range) of combustible vapors which will immediately cause all natural fires to explode (5-50 damage), and dissolves skin over a long period. Damage inflicted is 1-6 points per round for 10 rounds until CURED.

For more relevant information about dragons, including the subduing of dragons, hit points per die related to size, and other special abilities of drakes, consult the MM1 and MM2.

DRAGON, GARGANTUAN (*“Doomsday Beast”*)

FREQUENCY: Very Rare

NO. APPEARING: 1

ARMOR CLASS: 4

MOVE: 36”

HIT DICE: 400hp

% IN LAIR: nil

TREASURE TYPE: nil

NO. OF ATTACKS: 1

DAMAGE: 20-200

SPECIAL ATTACKS: see below

SPECIAL DEFENSES: see below

MAGIC RESISTANCE: Standard

INTELLIGENCE: Non-

ALIGNMENT: variable magically

SIZE: XXL (1/4 mile long)

PSIONIC ABILITY: nil

CHANCE OF SPEAKING: 0%

CHANCE OF SPELL USE: 0%

CHANCE OF SLEEPING: 0%

LEVEL/XP: X / 21,700



Doomsday beasts are instruments of destruction, used by gods too busy to tear apart some little world. Believed to originate from the magic's of Melnibone, they only appear once every ten or twenty years. Their wake is recognized by a miles-wide devastation of flatted trees, structures, and tortured landscape.

When a Gargantuan Dragon is unleashed, it will engulf or otherwise destroy up to 50 square miles of land and life. In doing so, all these sluggish monstrosities have to do is just move around normally, crushing any idiot close enough to it, causing usually fatal damage. A save versus Paralysis halves any damage taken, but those trapped underneath the bulky flesh of the beast will still suffocate within a few minutes anyway.

Only immense, violent explosions large enough to topple a mighty fortress will be enough to hurt, let alone kill one of these dragons, otherwise WISH-related spells should prove to be the only sort of magic capable of providing an escape from this nightmare.

For more relevant information about dragons, including the subduing of dragons, hit points per die related to size, and other special abilities of drakes, consult the MM1 and MM2.

DRAGON, SKELETAL (*“Undead Dragon”*)

FREQUENCY: Very Rare
NO. APPEARING: 1
ARMOR CLASS: 0
MOVE: 16"/24" (MC:C)
HIT DICE: 10
% IN LAIR: nil
TREASURE TYPE: Any
NO. OF ATTACKS: 1 or 2
DAMAGE: 3-18 +Special, or 2-12/2-12 +Special
SPECIAL ATTACKS: see below
SPECIAL DEFENSES: +3 to hit
MAGIC RESISTANCE: 40%
INTELLIGENCE: Average to Very
ALIGNMENT: NE
SIZE: L (50' long)
PSIONIC ABILITY: nil
CHANCE OF SPEAKING: 100%
CHANCE OF SPELL USE: 80%
CHANCE OF SLEEPING: 0%
LEVEL/XP: IX / 3,250 +14/hp



A Skeletal Dragon is an undead being, TURNED as would be a Lich. Just as any undead, they live either partially or fully on the Negative Material Plane, with their corporeal manifestation being a mere shadow of their form. Their touch has twice the Paralyzing power of Ghouls.

The joints of these beasts are somewhat weak and susceptible to shattering. Any well-placed blunt hit (with a natural 17 or above rolled) has a 20% chance of spitting a random joint asunder (knee, shoulder, ankle, etc. but never neck).

For more relevant information about dragons, including the subduing of dragons, hit points per die related to size, and other special abilities of drakes, consult the MM1 and MM2.

DRAGON TOAD

FREQUENCY: Rare
NO. APPEARING: 1-2
ARMOR CLASS: -2
MOVE: 16"/14"/8" (MC:E)
HIT DICE: 10-12
% IN LAIR: 45%
TREASURE TYPE: Y
NO. OF ATTACKS: 3 or Special
DAMAGE: 2-8/2-8 or Breath weapon
SPECIAL ATTACKS: Spell use, breath
SPECIAL DEFENSES: see below
MAGIC RESISTANCE: 50%
INTELLIGENCE: Exceptional
ALIGNMENT: NE
SIZE: L (10-15' long)
PSIONIC ABILITY: nil
LEVEL/XP:
-- **10 HD:** VIII / 4,800 + 14/hp
- **11-12 HD:** IX / 6,950 + 16/hp



The terrible Dragon Toad is a sturdy beast with a highly tuned intellect as well. It's a warty, hulking brute with tremendous, silken wings, which never reveals its magical nature unless it's obvious that its antagonists already have knowledge thereto. It will then communicate in any humanoid language and use spells as a 12th-level Druid.

The Dragon Toad is not quite classifiable as a classic dragon-type of creature, since its offspring grow so quickly to adult size (within their first year), and doesn't gain strength and size over time, but remains constant over its 300 year lifespan. It gains knowledge by means of its seemingly magical awareness of the world it lives in.

Their intelligence nevertheless belies a typical lust for gold artifacts, coins, and treasure otherwise, attacking anyone near its hoard in a rage, adding +4 to its "to hit" rolls and doubling all damage.

The Dragon Toad's breath weapon is a 30-foot, 60-degree cone of fire. Otherwise it uses a traditional claw/claw-bite routine, severing limbs or heads with natural rolls of 20 "to hit."

E

EAMON – EUTHANASIAN

EAMON

FREQUENCY: Very Rare
NO. APPEARING: 1
ARMOR CLASS: effective –2
MOVE: 3”(0.1”)
HIT DICE: 2 hit points
% IN LAIR: nil
TREASURE TYPE: nil
NO. OF ATTACKS: 1
DAMAGE: 1-6
SPECIAL ATTACKS: nil
SPECIAL DEFENSES: sharp weapon to hit
MAGIC RESISTANCE: Standard/see below
INTELLIGENCE: Non-
ALIGNMENT: N
SIZE: S (1” long)
PSIONIC ABILITY: nil
–ATTACK/DEFENSE MODES: nil
LEVEL/XP: 1 / 65 + 1/hp



The worm-like Eamon can be found anywhere there is rot and decay of dead flesh. It enters the body of its host through any aperture readily available, or even unavailable, making its own in a pinch. Access ways could include through an ear in the middle of the night, being swallowed in meat or fruit that it has burrowed into, or simply by attachment to a good, fleshy spot and burrowing in. The path an Eamon can take from one host to the next can be variably involved, but never particularly predetermined. It simply goes where the freshest tissues are available, and can somehow “see” the shortest path to take to within several dozen feet away.

Once ingested, death can be very quick. It burrows through the body at a rate of about an inch per round, causing 1-6 damage as it progresses. CURE-type spells won’t usually work, since the parameters of the spell don’t involve insectoid creatures of this macrobiotic size. Sufficiently trained Clerics would have to operate to get the offending creature out of its home of food, causing damage at a rate determined by the DM, depending on the skill level involved. At any rate, a living victim should have no trouble sorting out the general whereabouts of the creature. Also thankfully, the Eamon prefers muscular tissue over organs and entrails, and will therefore more than likely be close to the surface. This means there’s only a relatively small chance of permanent organ damage to the host, the percentage being 50 minus twice the Constitution score of the victim (or four times its hit dice, if applicable). It should also greatly help matters during the operation.

Once expunged from the body, it will require great dexterity just to hold onto the beast without 1) dropping it, and 2) not allowing it to attach itself to the holder and begin burrowing into him/her. If dropped on the ground, the Eamon it is capable of a surprisingly agile scamper, skittering about in chaotic directions, effectively lowering its armor class to –2. Worse, it is a hardy little wretch. It can’t be affected by blunt blows of even the strongest magic, since it can flatten its body to

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microscopic scales, and possesses a very tough, rubbery skin. However, its eyes are more sensitive as such, and the first of any successful blunt blow will crush them, blinding the creature for a week (the time it will take to sprout new eyestalks). This won't cease its scampering, but will prevent it from being able to track flesh. Only by cutting it with a sharp weapon will it finally succumb.

EUTHANASIAN

FREQUENCY: Very Rare
NO. APPEARING: 1-3
ARMOR CLASS: 0 (see below)
MOVE: 12"
HIT DICE: 8-10
% IN LAIR: nil
TREASURE TYPE: Any
NO. OF ATTACKS: 1, see below
DAMAGE: Special
SPECIAL ATTACKS: see below
SPECIAL DEFENSES: nil
MAGIC RESISTANCE: 45%
INTELLIGENCE: Genius
ALIGNMENT: NE
SIZE: M
PSIONIC ABILITY: ESP, see below
LEVEL/XP:
 -- 8-9 HD: VIII / 3,100 +12/hp
 -- 10 HD: IX / 4,650 +14/hp



Euthasians are an elite band of incredibly powerful Rakshashas. They feed on the brains of humanoids, and the means of their feast are decidedly malicious in nature. It will detect any mental presence within 500 feet of it, and use ESP to sense what desires and ambitions motivate the most intelligent intruders (up to 8). Once nearby, the creature will create individual grand ILLUSIONS for all its prey at a 30th level mastery. Characters must save at -4 or be swept away in fantasy.

Once close enough to attack, the Euthanasian will have grappled the two most intelligent foes, dispelling the illusions. Those grappled will awake to find their heads covered in stinging, horrible tentacles, and a leonine demon laughing and watching them writhe in pain. They will be effectively STUNNED and will probably have to rely on their comrades to help them out. The tentacles will begin to eat away at the flesh on their skulls (2-8 damage per round), and after 5 rounds the Euthanasian will gorge on the exposed skull (3-30 per round), until the victim reaches zero hit points and his brain is devoured. When attacking two at once, it will not alternate gorging, but concentrate its feeding on one skull at a time, letting the other person continue to suffer from flesh rot in the meantime.

When reduced to 20 or less hit points, the Euthanasian will release the least damaged prey if it has two in its grasp, only releasing a single (or remaining) victim when its hit points reach zero. It has an armor class of 6 when holding two opponents, 3 when holding only one, and 0 when not holding any at all.

F

FEVERAL – FRYLL – FUNGAL POOL

FEVERAL

FREQUENCY: Uncommon
NO. APPEARING: 2-8
ARMOR CLASS: 8
MOVE: 8"/4"@6"
HIT DICE: 4+1
% IN LAIR: nil
TREASURE TYPE: nil
NO. OF ATTACKS: 1
DAMAGE: 1-6 +Special
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: Camouflage
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi-
ALIGNMENT: N
SIZE: M (4'-5' long)
PSIONIC ABILITY: nil
LEVEL/XP: III / 245 +5/hp



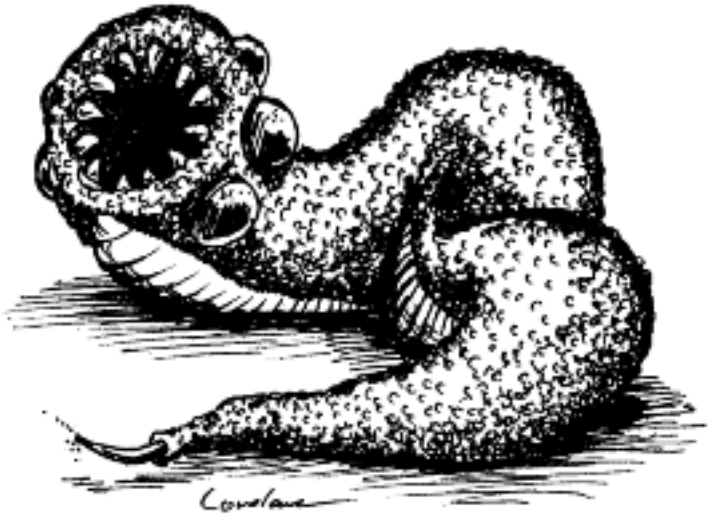
The jungle-dwelling nomadic Feveral is a lizard of fearsome size, with strong climbing claws and an oversized mouth full of razor-sharp teeth. It can deliver a grotesque poison with its bite, immediately causing WEAKNESS for 3-12 turns unless CURED or saved at -4. If left to run its course, the poison will enter the victim's lungs, causing an unpleasant, suffocating death.

This poison is prized by assassins who will pay 50gp per vial of the stuff, and 1-3 vials can be collected from glands within the beast by any Cleric.

Feverals have a nature similar to chameleons, blending into their environs. This camouflage is similar to a thief's ability to HIDE IN SHADOWS, at 15th level mastery.

FRYLL

FREQUENCY: Rare
NO. APPEARING: 2-20
ARMOR CLASS: 8
MOVE: 10"
HIT DICE: 3+3
% IN LAIR: 90%
TREASURE TYPE: see below
NO. OF ATTACKS: 2
DAMAGE: 2-12 +Special/1-4 +Special
SPECIAL ATTACKS: Poison, severing
SPECIAL DEFENSES: nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: N
SIZE: M (5'-7' long)
PSIONIC ABILITY: nil
LEVEL/XP: III / 190 +4/hp



The Fryll is a worm-like subterranean dweller with coarsely textured skin. It has 5-8 shimmering eyes, a gaping mouth similar to a Purple Worm's, and a sharp stinger on the other end.

It cannot attack the same opponent with both its mouth and tail simultaneously, but can in the same round attack two separate characters. Its bite (2-12) carries the effect of a VORPAL SWORD. In addition, the tail stinger (1-4) carries a poison which causes a comatose SLEEP which lasts 10-40 hours or until CURE DISEASE is cast.

The eyes of a Fryll harden within a day after their removal and are worth 10-100 gp each, but have a percentage of shattering upon their removal, which is equal to 60 minus the combined Wisdom and Dexterity stats of their remover. The eyes must also be carefully carried due to their fragility.

FUNGAL POOL

FREQUENCY: Very Rare

NO. APPEARING: 1

ARMOR CLASS: 9

MOVE: 3"

HIT DICE: 3

% IN LAIR: nil

TREASURE TYPE: nil

NO. OF ATTACKS: 1

DAMAGE: see below

SPECIAL ATTACKS: see below

SPECIAL DEFENSES: see below

MAGIC RESISTANCE: Standard

INTELLIGENCE: Semi-

ALIGNMENT: N

SIZE: M (4' diameter)

PSIONIC ABILITY: nil

LEVEL/XP: IV / 160 +3/hp



The meandering sludge of a Fungal Pool is an unlikely hybrid of either Brown or Yellow Mold with Ochre Jelly. These mushroom-sprouting cesspools can be found in any land environment from jungle to desert, mountaintop to dungeon.

These growths possess just enough awareness to envelope unsuspecting prey from either behind or underneath, temporarily halving its victim's hit points until he reaches 2 or less. At this point the victim is STUNNED and dissolved within a day. A simple CURE DISEASE will revive the victim, with full hit point loss restored within a day.

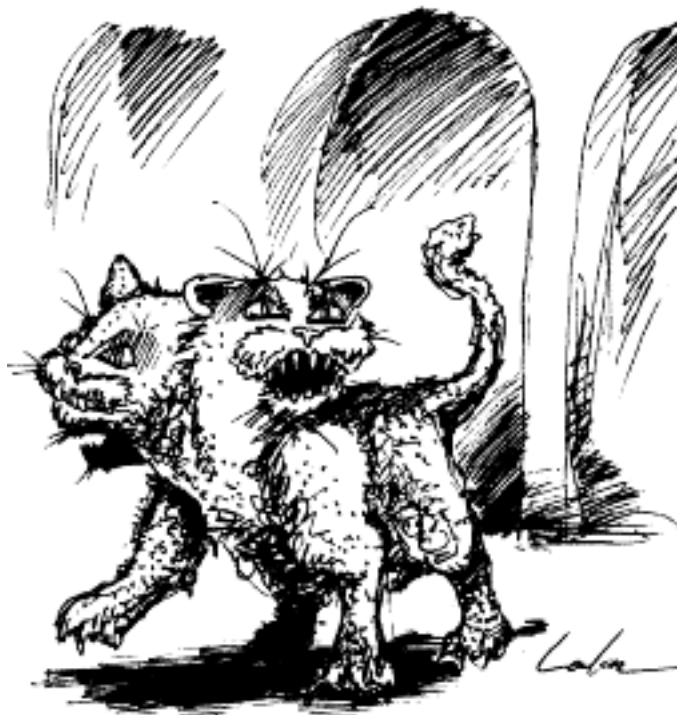
Killing these masses of disease is not a task easily accomplished. Each of its roughly 100 mushrooms carries half the effects of a Gas Spore (MM1), and 2-8 of these mushrooms will pop open with each physical blow. FIRE and COLD-based attacks will work, but at 1/4 their effect. LIGHTNING carries no effect to the lifeform at all.

G

GERREK – GIANT (Giant, Ice, Slime) – GLUE PUDDING – GOLEM (Carbonic, Energy, Fire, Light, Mud, Straw, Water) – GREBNIK – GREY SAND

GERREK

FREQUENCY: Very Rare
NO. APPEARING: 1
ARMOR CLASS: 4
MOVE: 18"
HIT DICE: 8
% IN LAIR: 15%
TREASURE TYPE: D
NO. OF ATTACKS: 3
DAMAGE: 1-6 (X3)
SPECIAL ATTACKS: Spell Use
SPECIAL DEFENSES: Displacement
MAGIC RESISTANCE: 60%
INTELLIGENCE: High
ALIGNMENT: CN
SIZE: L (5' high at shoulder)
PSIONIC ABILITY: nil
LEVEL/XP: IV / 1,100 +10/hp



The Gerrek has ancestral ties of a magical demonic non-nature, coupled with Displacer Beasts, going as far back as Cerebus the Gatekeeper. This relation has given the Gerrek one-half of the Displacer Beasts' special "displacement" ability, or a 1 1/2' displacement from its original position, and -1 to hit.

Its true power comes from its ability to use spells as a 10th level Illusionist, but it can't perform mental-related spells such as SLEEP, CHARM, PHANTASM, etc. Most of its spells are of a physical nature, such as DARKNESS, BLINDNESS, INVISIBILITY, and that sort.

Evidence of its relation to Cerebus is most notable in its appearance: a giant, three-headed, vaguely canine beast. It also has a tremendous guard instinct, and will fight to the death to prevent intrusion into its lair, even though intelligence might dictate otherwise.

GIANT, DESERT

FREQUENCY: Rare
NO. APPEARING: 1-8
ARMOR CLASS: 5
MOVE: 12"
HIT DICE: 10 + 1-6
% IN LAIR: 35%
TREASURE TYPE: E
NO. OF ATTACKS: 1
DAMAGE: 3-24
SPECIAL ATTACKS: Hurling rocks
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average
ALIGNMENT: CN
SIZE: L (13' tall)
PSIONIC ABILITY: nil
LEVEL/XP: VII / 2,850 +14/hp



Dwelling in uninviting, barren deserts, the Desert (or Dune) Giants house in fortress lairs made of clay, stone (if available) and straw. The typical fortress is guarded by 1-6 trained wolves (80%), 1-8 dune-dwelling ogres (60%), 1-4 giant lizards (45%), and/or 2-12 pet hyenas (75%).

Should large rocks be made available in any combat, these giants can hurl them up to a 20" distance for 2-20 damage. At close range, they prefer powerful staves of the strongest wood. These staves are wrapped in animal hides, which are sometimes (30%) coated with some sort of contact poison. Effects of the poison vary, but usually nothing too deadly is applied, the poison is transmitted on attacks that score 3 higher than the AC needed.

These shabby lumbering giants have skin as tan as the dunes in which they live, but burned to a hard, psoriasis-thickened crisp; rugged enough to lower their natural AC. Desert Giants have the strength of Frost Giants (MM1).

GIANT, ICE

FREQUENCY: Rare
NO. APPEARING: 1-3
ARMOR CLASS: -2
MOVE: 15"
HIT DICE: 13 + 1-8
% IN LAIR: 20%
TREASURE TYPE: E, Q(x10)
NO. OF ATTACKS: 1
DAMAGE: 5-40
SPECIAL ATTACKS: Hurling rocks, ice
SPECIAL DEFENSES: nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: High
ALIGNMENT: CE
SIZE: L (20' tall)
PSIONIC ABILITY: nil
LEVEL/XP: VIII / 4,900 +18/hp



Ice Giants inhabit desolate, freezing environments high in the mountaintops, or in flat tundra plains. The average keep of an Ice Giant will have any or all of these guards: 2-7 polar bears (50%), 4-36 Goblins (85%), 2-12 arctic huskies (60%), and/or 1-4 rogue Trolls (25%).

In combat, Ice Giants have the strength of Cloud Giants (MM1). They can hurl giant ice chunks up to 180 feet away. The devastating damage (5-40) is compounded with a STUN effect, rendering those hit unconscious for 2-8 rounds unless a save versus Paralysis is made. The Giant will wield a large, two-handed sword or similar weapon in a close-range melee.

These large humanoids average 20 feet in height, with bluish-white skin and pale yellow eyes. They have mangy, sparse hair, if any at all. Warriors wear hardened steel plate mail of the most durable kind.

GIANT, SLIME

FREQUENCY: Rare
NO. APPEARING: 1-4
ARMOR CLASS: 4
MOVE: 12"/8"
HIT DICE: 8 + 1-4
% IN LAIR: 65%
TREASURE TYPE: D
NO. OF ATTACKS: 1
DAMAGE: 3-24
SPECIAL ATTACKS: Hurling rocks
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: CN
SIZE: L (11' tall)
PSIONIC ABILITY: nil
LEVEL/XP: VII / 2,000 +12/hp



Slime Giants dwell in caves or underground caverns, typically near or in rivers and hidden reservoirs. They live in simple holes burrowed underwater, with hidden stores of food and recovered treasure. Surrounding above-ground areas are usually riddled with traps and guards. Among these guards might be 2-16 Troglodytes (40%), 2-7 Mud-men (65%), 2-20 Myconids with 2-5 hit dice (40%), 2-12 Lizard Men (60%), or 2-8 Snake Men (60% if no Lizard Men are present).

Slime Giants have Hill Giant strength and use oversized, blunt weapons at close range. They also keep a stockpile of good-sized boulders all around their lair for hurling, and can do so at up to a 200-foot distance for 3-24 damage.

Combat above-ground against any creature in the immediate area of the lair will prove tricky due to a foul slime coating on just about every horizontal surface. Effective armor classes are increased by 2 for the characters (and 1 for guards as well). This slime has a 30% chance of being either dangerously acidic or alkaline; harmful to exposed flesh. Exposure occurs for any barefoot character, and also during combat with the Giant itself due to spattering.

GLUE PUDDING

FREQUENCY: Very Rare
NO. APPEARING: 1-2
ARMOR CLASS: 10 (see below)
MOVE: 4"
HIT DICE: 3
% IN LAIR: nil
TREASURE TYPE: Any
NO. OF ATTACKS: 1
DAMAGE: 1-12
SPECIAL ATTACKS: Adhesion
SPECIAL DEFENSES: Absorb physical attacks
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi-
ALIGNMENT: N
SIZE: S (2'-3' diameter)
PSIONIC ABILITY: nil
LEVEL/XP: III / 255 +4/hp



This extra-sticky puddle of slime feeds on any living matter, digesting collected tissues over a period of several weeks. The Pudding senses movement and attempts to envelop its source from as many angles as possible. In the process, it may attach itself to weapons, packs, and loose objects. It will certainly get in clothes and hair as any lump of adhesive goo might, especially a semi-intelligent one! There is no immediate contact damage, since digestion takes such a long time, but a sleeping person can be suffocated unless he saves vs. Petrification. In fact, those attempting more than three rounds of futile combat with a Pudding may have so much of it on him that he must make a similar save or suffocate in the stuff.

All physical attacks will not affect a Glue Pudding, but FIRE, COLD, and ELECTRICAL attacks cause normal damage. Any intelligent foe will realize the futility of physical attacks when their boots are sticking to the ground, swords to walls, and people to other people!

GOLEM, CARBONIC

FREQUENCY: Very Rare
NO. APPEARING: 1
ARMOR CLASS: 0
MOVE: 7"
HIT DICE: 110 hit points
% IN LAIR: nil
TREASURE TYPE: nil
NO. OF ATTACKS: 1
DAMAGE: 6-60
SPECIAL ATTACKS: nil
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Non-
ALIGNMENT: N
SIZE: L (11' tall, very broad)
PSIONIC ABILITY: nil
LEVEL/XP: IX / 19,000



These golems are constructed from several rare earth elements, primarily specially treated and enchanted carbon. The cost of the whole process is 1,500 gold pieces per hit point, but only requires a relatively short construction time of 1 month. The fashioning of this sort of guardian requires the following spells to be cast in the process, by a magic-user of at least 20th level: WISH, POLY-MORPH OBJECT, GEAS, PERMANENCY, and GLASSTEEL. In addition, an 18th level or higher illusionist accomplice must assist with the casting of ALTER REALITY towards the beginning of the month's time. Once created, the Golem has a 10% chance of obeying only this visiting Illusionist, unless another ALTER REALITY spell is cast by that same spellcaster within a day of completion.

Carbonic Golems can understand simple commands as any other of their kind, and are highly sought-after for their permanent strength equaled only by giants, and twice that of an Iron Golem. They can cause 3 points of structural damage per round.

These blackened monstrosities can only be hit by +4 or better weapons, and are only affected by certain spells: TRANSMUTE ROCK TO MUD causes 1-10 hit points of damage to the Golem. STONE TO FLESH makes it vulnerable to non-magical physical attacks in the following round, but they will still only cause it half normal damage. LIGHTNING and FIRE attacks will actually restore hit points at a rate of 1 point per 1 point delivered. It has no other known weaknesses, making it an especially formidable foe.

GOLEM, ENERGY

FREQUENCY: Very Rare
NO. APPEARING: 1
ARMOR CLASS: 2
MOVE: 8"
HIT DICE: See below
% IN LAIR: nil
TREASURE TYPE: nil
NO. OF ATTACKS: 1
DAMAGE: 4-32
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Non-
ALIGNMENT: N
SIZE: M or L
PSIONIC ABILITY: nil
LEVEL/XP: VII / 15,000 + 16/hp



These golems are often mistaken by the uninitiated as mere Skeletons, but with a shimmering, luminescent glow. The construction requires any humanoid skeleton of a suitably large stature; the larger the better. Its base of 70 hit points is increased by 1 point for each inch taller than 6'2". Once a good sized frame is chosen, the following spells must be cast during its ten-week construction time, by Magic Users of 17th level or higher: WISH, ANIMATE DEAD, PERMANENCY, LIGHTNING BOLT (9-dice), and GEAS. Since an elaborate statue need not be designed or created, the total costs of construction are a relatively cheap 200gp per hit point, and it is for this reason sometimes called the "poor man's Golem."

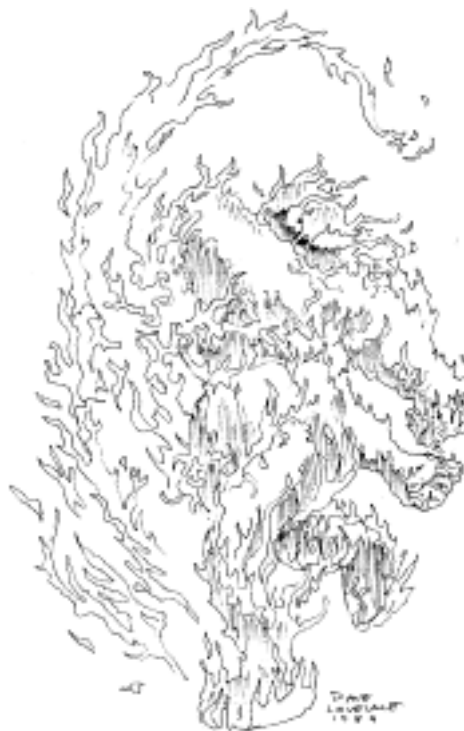
The Energy Golem channels extra-elemental forces in the process of carrying out its simple, verbally programmed instructions. It can cast a 4-dice LIGHTNING BOLT three times per day, and is immune to COLD and FIRE attacks. ELECTRICAL attacks restore hit points rather than take them away!

The permanent stability of these steely, skeletal guardians enable it to actually have enough strength to cause structural damage at a rate of 2 points per three rounds.

Only magical weapons of +2 or better enchantment affect these horrid automatons, and sharp-edged weapons that do manage a blow will still only cause half normal damage.

GOLEM, FIRE

FREQUENCY: Very Rare
NO. APPEARING: 1
ARMOR CLASS: 4
MOVE: 12"
HIT DICE: 50 hit points
% IN LAIR: nil
TREASURE TYPE: nil
NO. OF ATTACKS: 1
DAMAGE: Special
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Semi-
ALIGNMENT: N
SIZE: L (10' tall)
PSIONIC ABILITY: nil
LEVEL/XP: VI / 4,450



Fire Golems can be created by 16th level or higher Clerics not possessing any Lawful or Good alignment. A statue of bronze must first be fashioned for 20,000 gold pieces, and material spell costs and vestments will cost an additional 20,000 plus 1-10,000. The following spells are used during the ceremony: ANIMATE OBJECTS, PRAYER, GOLEM, RESSURECTION, and FLAME STRIKE.

Managing this sort of Golem is just as hazardous as any other condition involving ungodly fires, so magical protection from the fire must constantly be maintained in doing so. Once done, the Cleric can control his creation with any simple command or thought pattern.

The spouts of flame the Golem creates cause damage equal to the amount of hit points it retains at the time. Range is up to 75 feet, and any shape pattern of flame is possible.

Weapons less than +3 have no effect on Fire Golems. COLD and ELECTRICAL attacks will slow it by 50% for 1-4 rounds, but no permanent damage will happen. FIRE based attacks repair on a point-per-point basis.

GOLEM, LIGHT

FREQUENCY: Very Rare
NO. APPEARING: 1
ARMOR CLASS: 4 (0)
MOVE: 12"
HIT DICE: 45 hit points
% IN LAIR: nil
TREASURE TYPE: nil
NO. OF ATTACKS: 1
DAMAGE: 2-24
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Semi-
ALIGNMENT: N
SIZE: L (8' tall)
PSIONIC ABILITY: nil
LEVEL/XP: VI / 4,450



Magic-users wishing for the services of a Light Golem must construct a copper statue costing at least 10,000gp. The copper is necessary for its electrically conductive property, and is the cheapest material suitable enough for use. During its construction, the spells ANIMATE OBJECT, LIGHT, DARK, PERMANENCY, and LIMITED WISH must be cast with at least 16th level mastery. The material components of these spells will cost another 10,000gp. After the one-month period of construction time is complete, a LIGHTNING BOLT of any strength will "jump start" the Golem into animation.

These guardians can pommel for 2-24 damage due to sheer strength, but its true powers come from its manipulation of light waves and quasi-elemental energies. It can become completely black, absorbing all light and even matter at close range (as a SPHERE OF ANNIHILATION), or sun-bright which STUNS and BLINDS. Either way its effective AC is reduced to 0. The Golem can and will attack normally while creating a light effect, which can last up to 10 rounds before needing an 8-hour "recharge."

COLD does not affect these Golems, but FIRE will cause half normal damage. ELECTRICAL attacks have a 50% chance of repairing damage on a point-per-point basis and will always restore any lost light-effect energies, but will otherwise carry no effect. Only blunt weapons of a +2 or better magical bonus will physically damage a Light Golem.

GOLEM, MUD

FREQUENCY: Very Rare
NO. APPEARING: 1
ARMOR CLASS: 8
MOVE: 6"
HIT DICE: 40 hit points
% IN LAIR: nil
TREASURE TYPE: nil
NO. OF ATTACKS: 2
DAMAGE: 2-12/2-12
SPECIAL ATTACKS: nil
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Non-
ALIGNMENT: N
SIZE: L (8' tall)
PSIONIC ABILITY: nil
LEVEL/XP: V / 2,510



Creating a Mud Golem requires a Magic-User of at least 14th level to cast the following spells on a statue made of granite: TRANSMUTE ROCK TO MUD, POLYMORPH OBJECT, LIMITED WISH, STRENGTH, and a simple DAMPEN cantrip to animate the newly constructed Golem. The materials of the statue and spells will cost 15,000gp.

The Mud Golem is similar in strength to a Flesh Golem, but causes less pummeling damage (1-6) due to their nature. It is for this reason that they will usually be given blunt, mauling weapons for guarding purposes.

The use of a Mud Golem is popular not only because of the relative financial savings, but due to the Golem's complete immunity to all forms of physical attack, magical or non-magical. The Golem simply absorbs the attack. Only spells of a destructive nature such as MAGIC MISSILE or DISINTEGRATE give it any trouble. Also, COLD and FIRE attacks will cause one-quarter normal damage, but not ELECTRICAL ones.

The owner of a Mud Golem must be prepared for daily upkeep. Either physically splashing water onto it, or casting another DAMPEN cantrip will keep it from drying out. When this maintenance is belayed, the Golem will lose 1 hit point per hour after 12 hours, and 5 per hour after 24. These lost hit points can never be restored without the casting of a full WISH, or also ALTER REALITY by an Illusionist comrade. The golem cannot be kept underwater for a long time either; it dissolves completely after 24 hours and suffers exposure damage at the same rate as when left to dry up.

GOLEM, STRAW

FREQUENCY: Rare
NO. APPEARING: 1-8
ARMOR CLASS: 9
MOVE: 7"
HIT DICE: 20 hit points
% IN LAIR: nil
TREASURE TYPE: nil
NO. OF ATTACKS: 1
DAMAGE: 2-12
SPECIAL ATTACKS: nil
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Non-
ALIGNMENT: N
SIZE: M
PSIONIC ABILITY: nil
LEVEL/XP: III / 800



Creation of Straw Golems is popular with Magic Users who need quick, "down and dirty" muscle to aid in their cause. They are created by any Magic-user of at least 9th level, cost only 1,000gp each to construct, and one can be thrown together overnight by a team of at least three (including the spellcaster). In the process, just the spells POLYMORPH OTHER and PLANT GROWTH are needed. The Golem will last for only three days, but will function as a warrior or servant otherwise during that time. EXTENSION I adds two days to this time; EXTENSION II adds five.

These relatively weak but temporarily effective Golems are immune to COLD, but FIRE and ELECTRICAL attacks cause double normal damage. It is affected normally by weapons of a +1 magical property or better, but blunt attacks of any sort cause only half damage.

GOLEM, WATER

FREQUENCY: Very Rare
NO. APPEARING: 1
ARMOR CLASS: 6
MOVE: 10"/20"
HIT DICE: 25 hit points
% IN LAIR: nil
TREASURE TYPE: nil
NO. OF ATTACKS: 1
DAMAGE: Special
SPECIAL ATTACKS: Drowning
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Non-
ALIGNMENT: N
SIZE: M
PSIONIC ABILITY: nil
LEVEL/XP: III / 815



This liquid guardian can be created by any Magic-User of at least 11th level. First a small, humanoid statue made of silver is needed; either found or constructed (costing at least 2,000gp). It is placed into a pool of at least 1000 gallons of water, and the following spells are then cast upon the pool: CONJURE ELEMENTAL, FABRICATE, WATERSHAPE (variation of STONE SHAPE), and finally DISMISSAL. The resulting elemental "ghost" is a guardian capable of understanding simple commands as any Golem.

Water Golems landing a successful hit will drown its opponent unless a save vs. Paralysis is made at -2 to the roll. Unconsciousness occurs in 2-5 rounds, and brain death after 1-2 turns. If the character saves, no damage is inflicted.

These particular Golems are not affected by ELECTRICAL attacks as would be assumed; they will actually be reflected back upon the caster! However, FIRE-based ones will evaporate the Golem at a rate of 1-4 damage per round of exposure, and COLD-based attacks freeze it for as many rounds as one-third the level of the caster (round down). Once frozen, the Golem is susceptible to normal physical attacks and cannot defend itself.

GREBNIK

FREQUENCY: Very Rare
NO. APPEARING: 1-12
ARMOR CLASS: 4
MOVE: 4"
HIT DICE: 5+5
% IN LAIR: 50%
TREASURE TYPE: Q, I
NO. OF ATTACKS: 2
DAMAGE: 1-12/1-12
SPECIAL ATTACKS: nil
SPECIAL DEFENSES: Limited spell immunity
MAGIC RESISTANCE: See below
INTELLIGENCE: Low
ALIGNMENT: NE
SIZE: S
PSIONIC ABILITY: nil
LEVEL/XP: IV / 325 + 6/hp



Grebniks are a deadly breed of warty, unappealing blobs, with sticky tentacles and lanky, sickle-shaped limbs. They are primarily found in the terrible vaults of Lukather, warding off any intruders of his arsenals and further promoting his "Lord of the Insane" moniker. They are still known to lurk in caves, dungeons, and desolate structures, as long as the environments are not extreme.

When a Grebnik attacks, it uses its deadly lobster-like loppers twice per round. Grebniks will always fight to the death.

The following spells have no effect on Grebniks: any illusion or phantasm, as well as SLEEP, HOLD, CHARM, or other similar mentally-related attacks. Also, spells such as MIRROR IMAGE or INVISIBILITY will be seen through by the Grebnik's natural state of enhanced vision similar to TRUE SEEING. Otherwise, its resistance to magic is Standard, for it is not a supernatural being, just a genetically mutated one.

GREY SAND

FREQUENCY: Rare
NO. APPEARING: 1 mound
ARMOR CLASS: 5
MOVE: 10"(10")
HIT DICE: 5
% IN LAIR: nil
TREASURE TYPE: nil
NO. OF ATTACKS: 1
DAMAGE: Special
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Non-
ALIGNMENT: N
SIZE: S
PSIONIC ABILITY: nil
LEVEL/XP: III / 525 + 6/hp



Appearing as any non-living mass of grey, granular powder, the Grey Sand will prove otherwise if searched, and is thus most commonly stumbled upon when the Sand lies in wait near or in treasure.

Once touched, the lifeform will enter quickly through any head orifice and attack the body from within. The character affected must save vs. Paralysis at +2 or die at once, otherwise she will fall into a coma for 3-8 rounds. CURE DISEASE is ineffective in this case. Killed characters must be resurrected within 3 days or decompose into more Grey Sand, and their system shock score decreases by one percent point per hour.

The Sand is unaffected by COLD, FIRE, ELECTRICAL, or physical attacks of any sort, but a simple sprinkling of water causes 1-6 damage. Pure alcohol will destroy it. After three rounds of retaining damage the Grey Sand will always attempt a retreat. It is also affected by the following spells: DISINTEGRATE causes 2-20 damage, TRANSMUTE ROCK TO MUD kills, STONE SHAPE solidifies it for 1-12 rounds, DIG causes 3-30, and ANIMATE DEAD will turn it into Grey Ooze. A STONE TELL spell will give it temporary speaking ability, affording it reason as a CN being with Low intelligence for up to an hour or so. Other spells affect Grey Sand normally, but what effect do spells have on normal sand?

H

HELL SERPENT – HIRCOCERVIS

HELL SERPENT

FREQUENCY: Rare
NO. APPEARING: 1
ARMOR CLASS: 2
MOVE: 18"
HIT DICE: 8-12
% IN LAIR: 40%
TREASURE TYPE: C X2
NO. OF ATTACKS: 1
DAMAGE: 3-18
SPECIAL ATTACKS: Breath, spells
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 40%
INTELLIGENCE: High
ALIGNMENT: LE
SIZE: L (20'+ long)
PSIONIC ABILITY: nil
LEVEL/XP:
-- **8-9 HD:** VI / 1,400 +12/hp
-- **10 HD:** VII / 2,100 +14/hp
-- **11-12 HD:** VIII / 3,000 +16/hp



Hell Serpents, less commonly known as Draconagas, once solely existed in Hell, but now a handful exist in the prime from undue summoning. Serpents of the largest size are sometimes used as guardians in Hell by arch- or greater-devils.

Attacks made by the Hell Serpents are either a terrible bite (3-18 damage) or a 30-degree cone of FIRE (100' range) which causes an amount of burn damage points equal to 1-4 times the beasts' hit dice. Spell use is as an Illusionist of level 8-12 level (depending on its size). Defensive spells are only used once the beast's hit points are reduced by half.

These alert foes are almost never surprised; only on a 1 on d20. In Hell, it might be accompanied by 2-7 Red Abishai (45%) or 2-5 Spine Devils (30%), and on the Prime by 3-12 Snake Men (60%) or 1-6 Dracoids (40%), but never with both. The Serpent will allow its minions to begin any frays and won't join in until their numbers begin to dwindle.

HIRCOCERVIS

FREQUENCY: Very Rare
NO. APPEARING: 1
ARMOR CLASS: 0
MOVE: 12" (or infinite)
HIT DICE: 6
% IN LAIR: 10%
TREASURE TYPE: nil
NO. OF ATTACKS: 1
DAMAGE: 3-12 +Special
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 30%
INTELLIGENCE: Exceptional
ALIGNMENT: NG
SIZE: M
PSIONIC ABILITY: nil
LEVEL/XP: VI / 1,090 +6/hp



The Hircocervis is a being renowned for its love of music. It will spend its thousand-year life roaming the Planes in search of new music, and can, once per month, cross the lines of Planar Probability, traveling across dimensions and time, in a questing expedition.

All heard sound, communication, and music is permanently and perfectly recorded into the creatures memory and can be recalled audibly at will. This ability gives the Hircocervis special powers equaling any 23rd level Bard, except LEGEND LORE. Other similar spell-like powers it bestows at will are: OTTO'S IRRESISTABLE DANCE, CHARM/HOLD PERSON/MONSTER, CONFUSION, and FEEBLEMIND, all cast as a 21st-level Magic-User or Illusionist.

These beings are usually peaceful, preferring escape over conflict. It has a 90% chance of being able to travel using its natural PLANE SHIFT-like ability, but in a pinch can bite with its oversized mouth which carries an effect equaling a SWORD OF SHARPNESS.

Hircocervi are rarely alarmed by the presence of unthreatening persons, and will even engage in social interaction with those of a particular intelligence, or at least an appreciation of good music (especially Bards!). But once notions of gain or life-threatening adventure come up, it will probably lose interest in the conversation very quickly.

I

ID STEALER – IXTAR

ID STEALER

FREQUENCY: Rare
NO. APPEARING: 1
ARMOR CLASS: 4
MOVE: 12”
HIT DICE: 12
% IN LAIR: 35%
TREASURE TYPE: A
NO. OF ATTACKS: 3
DAMAGE: 1-8/1-8/3-30 +Special
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 100% and see below
INTELLIGENCE: Super-genius
ALIGNMENT: LE
SIZE: M
PSIONIC ABILITY: 365
–Attack/Defense Modes: All/All
LEVEL/XP: X / 6,250 +16/hp



The incredibly powerful Id Stealer is vaguely humanoid in appearance, characterized by a long, whip-like tentacle where a head should otherwise be. Although they have neither discernable eyes nor ears, their mental attunement is unsurpassed. This affords them the trait of never being surprised, for a start.

Their psionically empowered mind is familiar with all known attack and defense modes, and it can also use 8 minor and 3 major psionic disciplines. It's preferred attack mode is a unique one, which literally sucks one's subconscious completely "dry." Psionic point cost is 15 per usage, and does 10 points more damage than a MIND BLAST in all respects. Upon a non-psionic, this "id stealing" reduces intelligence and wisdom at a rate of 1-4 points per hit, but can only be affected via a physical touch from the monster. If either attribute reaches zero, death occurs, with a resurrected character regaining her natural acumen, but having no memory whatsoever (thus reducing her XP and level to zero). Victims suffering to a lesser degree will have appropriate amounts of difficulty in solving problems, performing spells, losses of creativity, and an inability to think for themselves in any other aspect. A victim's mental repair will happen naturally on a point-per-week basis, provided rest is taken. If not, the effects are permanent and the afflicted has a percentage of going insane forever, equal to ten times the amount of stat points lost.

Once its psionic ability reaches 100 points or less, it will retain a TOWER OF IRON WILL and perform normal spells without error as a 10th level Magic User in order to retreat and make mental repairs.

In addition to its 100% Magic Resistance, the Id Stealers are not surprisingly immune to all forms of mind-control spells such as SLEEP, CHARM, HOLD, etc.

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IXTAR

FREQUENCY: Uncommon
NO. APPEARING: 10-40
ARMOR CLASS: 10 or 0
MOVE: 14" (MC:A)
HIT DICE: 1-1
% IN LAIR: 10%
TREASURE TYPE: nil (see below)
NO. OF ATTACKS: 1
DAMAGE: 1-2 or 1-3
SPECIAL ATTACKS: nil
SPECIAL DEFENSES: Surprised on a 1
MAGIC RESISTANCE: See below
INTELLIGENCE: Animal
ALIGNMENT: N
SIZE: S (1' wingspan)
PSIONIC ABILITY: nil
LEVEL/XP: II / 53 +1/hp



The avian Ixtar nests in remote mountaintops or forests, greatly fearing intruders. Only surprised on a 1, the creatures will fly away as any other fearful animal in the woods might when danger is near. However, there is a 20% chance for any Ixtar present that they will attack, out of hunger, anyone wearing brightly colored clothing, and if more than 6 attack, the rest of the swarm will engage as well.

The creature flies extremely nimbly and is very difficult to hit when doing so (effective armor class 0). It will either bite (1-3) or hit with a whip-like wing or tail (1-2).

These cycloptic, tentacled birds are almost impossible to capture live, and are worth 300-500gp each in a cage. Their bodies are highly valued by Magic Users; their beaks in powdered form can be used as a material component substitute for many spells requiring a powdered gemstone of some sort. Four carcasses will bring a sale of 100-600gp from a knowledgeable client.

J

JUKAR

JUKAR

FREQUENCY: Rare
NO. APPEARING: 4-32
ARMOR CLASS: 6
MOVE: 8"
HIT DICE: 2
% IN LAIR: 40%
TREASURE TYPE: C
NO. OF ATTACKS: 1
DAMAGE: By weapon type -2
SPECIAL ATTACKS: Gaze
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average
ALIGNMENT: CE
SIZE: M
PSIONIC ABILITY: nil
LEVEL/XP: II / 145 +3/hp



The Jukar is a very unusual creature, to say the least. This somewhat lizard-like being has thick, club-like legs and scrawny arms barely capable of weapon use. Any weapons wielded by the Jukar do 2 points less damage than normal. However, their profoundly large eyestalk is their signature characteristic. Several things can happen if a Jukar successfully meets the gaze of their foe, unless a save vs. Paralysis is made. There is a 25% chance each for any of these effects: HOLD PERSON (as the spell cast at 5th level mastery), CHARM, SLEEP (20 round duration), or FEAR (8th level). The Jukar will always attack first any character rendered helpless in some way by the gaze.

Because of a pseudo-lycanthropic (were-lizard) ancestry, Jukar can only be hit by silver or magical weapons, but have no other abnormal resistance to magic.

It is believed there are larger-sized Jukar (4-6 HD) in command of an army being formed in the name of either Azathoth or Cthulhu himself. These larger types would have no damage penalties and attack more proficiently than their underlings.

K

KENDER – KULUMAR

KENDER (“Goat Man”)

FREQUENCY: Uncommon
NO. APPEARING: 2-8 or 10-100
ARMOR CLASS: 8 (base)
MOVE: 10”
HIT DICE: 1 per level
% IN LAIR: 40%
TREASURE TYPE: Individuals K, M, or Q; C in village
NO. OF ATTACKS: 1 or 2
DAMAGE: By weapon or 1-4/1-4
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average to Very
ALIGNMENT: NG
SIZE: M
PSIONIC ABILITY: nil
LEVEL/XP: Variable



The race of Kender, otherwise known as Goat-Men, speaks its own tongue but individuals have a 50% chance of speaking common also. Groups (not referred to as “herds” without insult!) can adapt to any but the harshest climates, and live in either small adventuring bands or in a larger clan village. Kenders relate moderately well with other humanoid species, and will associate and travel freely with anyone like-minded.

NPC’s (and perhaps PC’s) are playable as normal, with these modifications to their stats: Strength and Constitution +1, Dexterity –1, Charisma –2. Goat Men are never Thieves or Assassins, however. They can raise level in their class as any other character, but have the following ceilings: Fighters stop advancing at level 15; Clerics and Druids remain at 10th level; Magic Users and Illusionists stop at 11th.

The Kender is the nemesis of the Orc, and will never associate or travel with Half-Orc characters.

In combat, any Kender can give two hoofed punches per round if unarmed, with normal strength bonuses applicable if desired by the DM. In addition, the Goat Man possesses the ability of INFRAVISION (60’), and has a dwarf-like sense of direction.

KULUMAR

FREQUENCY: Rare
NO. APPEARING: 4-16
ARMOR CLASS: 7 (see below)
MOVE: 10"@12" (see below)
HIT DICE: 1+1
% IN LAIR: 25%
TREASURE TYPE: I in lair
NO. OF ATTACKS: 1 or 2-4
DAMAGE: By weapon or 1-4 (x 2-4)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: CE
SIZE: S (3'-4' tall)
PSIONIC ABILITY: nil
LEVEL/XP: 1 / 65 +2/hp



This strange offshoot of reptilian goblins can be found nearly anywhere. Their large, yellow-orange eyes, and immense claws distinguish them. They do prefer trees because of their ability to climb faster than they can run, but don't exclusively lair there.

These are very wild fighters and can attack with terrific speed and dexterity, from 2 to 4 times per round! This berserk slurry of claws will rend for 1-4 damage per hit. Multiple attacks can be directed towards multiple individuals if it is surrounded, but it can just as easily attack the same person, potentially with all four of its limbs simultaneously, by holding itself up with its powerful tail. When its numbers dwindle, the rage begins to affect their prowess and they will attack at -2.

Due to the Kulumar's smaller size and flexibility, they can squeeze through tight holes and crevices that a human would only get their leg stuck in. Some lairs are deep within tunnelled networks too small for anyone to get through without a handy POTION OF DIMINUTION.

L

LEECH, FIRE – LUKATHER

LEECH, FIRE

FREQUENCY: Rare
NO. APPEARING: 1-6
ARMOR CLASS: 8
MOVE: 2”
HIT DICE: 3-3
% IN LAIR: nil
TREASURE TYPE: nil
NO. OF ATTACKS: 1
DAMAGE: 1-4 +Special
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: N
SIZE: S (1’-2’ long)
PSIONIC ABILITY: nil
LEVEL/XP: II / 90 +3/hp



This large sluggish creature is constantly swathed in flames, and is occasionally responsible for entire fields, forests, and even villages being burned to the ground.

They feed on flesh, tenderizing it first with its burning, tentacle-like proboscis (1-4 damage) and HOLDING FAST with any hit of 17 or higher, for automatic additional damage for 1-3 rounds thereafter unless killed. And watch out, they spit! Once every three rounds a Fire Leech can spout a 1-dice non-magical FIREBALL (3’ range).

LUKATHER (*Demigod*)
“Lord of the Insane”

ARMOR CLASS: -3
MOVE: 15”
HIT POINTS: 198
NO. OF ATTACKS: 2
DAMAGE: 5-50/5-50
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: nil
MAGIC RESISTANCE: 50%
SIZE: L (15’ tall)
ALIGNMENT: CE
WORSHIPPER’S ALIGN: CE
SYMBOL: Black circle
PLANE: Prime Material
CLERIC/DRUID: 12th level Druid
FIGHTER: 21st level
MU/ILLUSIONIST: 21st level MU
PSIONIC ABILITY: I
S: 25 (+7, +14) **I:** 18 **W:** 18 **D:** 18 **C:** 21 **Ch:** -1



Lukather is the master of a vault deep beneath an active volcano, which consists of several hundred rooms. He is also the commander of swarms of monsters of the most ugly and evil sort. The promise of great treasure and seven super-powerful stolen swords has lured a great many adventurers to his pit, but all who have tried have succumbed to the horrors within.

The demigod has limitless arrogance, surrounding himself with magically mindless warriors who would die for him in their selfless subservience. He will tempt, trick, and toy with cocky adventurers before raking them over his thick hide of thorns and eyes, and condemning them to extended lives of terrible suffering. Praise goes to those who might subdue him, for they would come to know that he is a coward of immense proportions, fleeing any real threat like a squirrel in the street.

Lukather can never be surprised, even during sleep (which is only 5% of his day anyway), for he is covered in hundreds of eyes. These eyes are magically existent, and any (including his two banana-shaped main eyes) will regenerate within a mere three rounds if punctured. However, lost hit points are not regenerated thus.

Lukather prefers spells and illusions but at close range will not hesitate to lop off body parts with his 10-foot long lobster-like, scythe-shaped claws (5-50 per hit, plus strength adjustment). If both attacks hit in the same round, Lukather has a 50% chance of attacking again that round.

M

MACRONID (Bee, Beetle, Flea, Fly, God, Louse, Mantis, Mosquito, Queen) – MAKKORG – MOOCH

MACRONID, BEE

FREQUENCY: Very Rare (Uncommon in Abyss)

NO. APPEARING: 2-8 (or swarms)

ARMOR CLASS: 4, 7, or 10

MOVE: 3"/24" (MC: variable)

HIT DICE: 2+2, 4+4, or 8

% IN LAIR: variable

TREASURE TYPE: I (x1-4)

NO. OF ATTACKS: 1

DAMAGE: by wpn. or 1-8 +Special

SPECIAL ATTACKS: Poison

SPECIAL DEFENSES: Silver or +1 to hit

MAGIC RESISTANCE: 20%

INTELLIGENCE: Low

ALIGNMENT: CE

SIZE: S-M (3'-5' tall)

PSIONIC ABILITY: nil

LEVEL/XP:

--**Worker:** III / 105 +3/hp

--**Drone:** IV / 205 +5/hp

--**Queen:** VI / 825 +10/hp



Lairing in immense, Abyssal hives, the Bee-like Macronids are not surprisingly workers, drones, or queens. Reflecting attributes of their commonplace insect counterparts, workers are lean, adventurous females with better fighting abilities, while drones are the larger males with less fighting ability and live mostly to serve their colony queen: a sluggish mass serving as matriarch for her legion.

No Bee Queen is a primary Macronid egg-layer; that privilege is for the Queen Macronid herself, but will ironically lay them anyway and remain hopeful that someday she might actually see them hatch into larval offspring, instead of watching them get harvested as food for more powerful classes of Insectoids!

The worker Macronid Bee has a relatively good armor class of 4 in combat due to her better ability to dodge blows and her higher Manoeuvrability Class (A), and saving as 5th level Fighters. Drones have a higher AC (7) and are somewhat less capable in flight (MC: C), attacking and saving as standard monsters of their class. Naturally, the massive (8 HD) queen does not move around much at all and is primarily defenseless when her protective armies fail her, save a death explosion causing 10-80 points of acidic damage to anyone in her roost at the time.

All drones and workers have deadly stingers they can each use three times per day. The sting causes 1-8 damage and injects a deadly poison (save at +1 for drones, -2 for workers). In addition, all Bee Macronids have 60' INFRAVISION and can only be hit by either a weapon fashioned of silver, or a magical one.

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MACRONID, BEETLE

FREQUENCY: Very Rare (Uncommon in Abyss)

NO. APPEARING: 3-12 (or armies)

ARMOR CLASS: 2/-6

MOVE: 10"/20"/6"(3") (MC:E)

HIT DICE: 7+7

% IN LAIR: 25%

TREASURE TYPE: I (x1-4)

NO. OF ATTACKS: 2

DAMAGE: 1-8/by wpn. +5

SPECIAL ATTACKS: nil

SPECIAL DEFENSES: Silver or +1 to hit

MAGIC RESISTANCE: 25%

INTELLIGENCE: Average

ALIGNMENT: CE

SIZE: M (6' tall)

PSIONIC ABILITY: nil

LEVEL/XP: VI / 1,000 +10/hp



In the Macronid layer of the Abyss, and sometimes others as well, Beetle Macronids live in vast, tunnelled mazes underground. Occasionally handfuls may be unleashed upon the Prime Material plane, but these are rare occurrences.

These powerful foes can bite for 1-8 damage (30% chance of poisonous infection per bite), and in the same round can attack using any sharp weapon, adding 5 to all damage inflicted due to sheer strength. Anyone foolish enough to attack from behind must roll to hit a -6 AC due to the thickness of these blackened beings' shells.

This class of Insect-man is among the more versatile in any environ, and can pursue its enemy through land, air, and sea. They are among the more hated breed of Macronid and are rarely seen with other types. It is rumored that they are to be banished forever from the Macronid Abyssal layer, and as armies are being formed, a quite literal underground movement of dictatorship within Beetle clans is beginning to take shape elsewhere. It is even rumored that a particularly gigantic Super Beetle (*Ed: sorry, couldn't resist.*) is making plans against the Debilitator (the Macronid God, q.v.) himself.

MACRONID, FLEA

FREQUENCY: Very Rare (Rare in Abyss)
NO. APPEARING: 4-16 (or armies)
ARMOR CLASS: 1 (5)
MOVE: 12" and see below
HIT DICE: 6+6
% IN LAIR: 20%
TREASURE TYPE: I (x1-3)
NO. OF ATTACKS: 1 or 2
DAMAGE: 1-12 +Special or by wpn.
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Silver or +1 to hit, jump
MAGIC RESISTANCE: 20%
INTELLIGENCE: Low
ALIGNMENT: CE
SIZE: M (6' tall)
PSIONIC ABILITY: nil
LEVEL/XP: V / 475 +8/hp



The Flea Macronid is a stocky foe with incredible jumping ability. Every other round the creature can jump 100' in any arc, in any direction. If it wills, this breed of Macronid may make a smaller jump once per round of up to 20' distance. This excess of movement gives it an effective armor class of 1, but is otherwise AC5.

These dirty Insect-men have a strength-draining toxicity to their bite (1-12), which causes those hit to have both their Strength and Dexterity scores halved (save at -1). This lasts for 1-2 days, but further bites will not worsen the effect. Otherwise, Flea Macronids can use one or two weapons in combat while still carrying one or two shields because of their multiple limbs.

MACRONID, FLY

FREQUENCY: Very Rare (Common in Abyss)

NO. APPEARING: 1 or 2-20

ARMOR CLASS: 5

MOVE: 6"/32" (MC:A)

HIT DICE: 3+3

% IN LAIR: 10%

TREASURE TYPE: I (x1-2)

NO. OF ATTACKS: by wpn. or 1-4

DAMAGE: by wpn. +4, or 1-4 (x1-4)

SPECIAL ATTACKS: Disease

SPECIAL DEFENSES: Silver or +1 to hit

MAGIC RESISTANCE: 10%

INTELLIGENCE: Low

ALIGNMENT: CE

SIZE: M (4'-5' tall)

PSIONIC ABILITY: nil

LEVEL/XP: III / 150 +4/hp



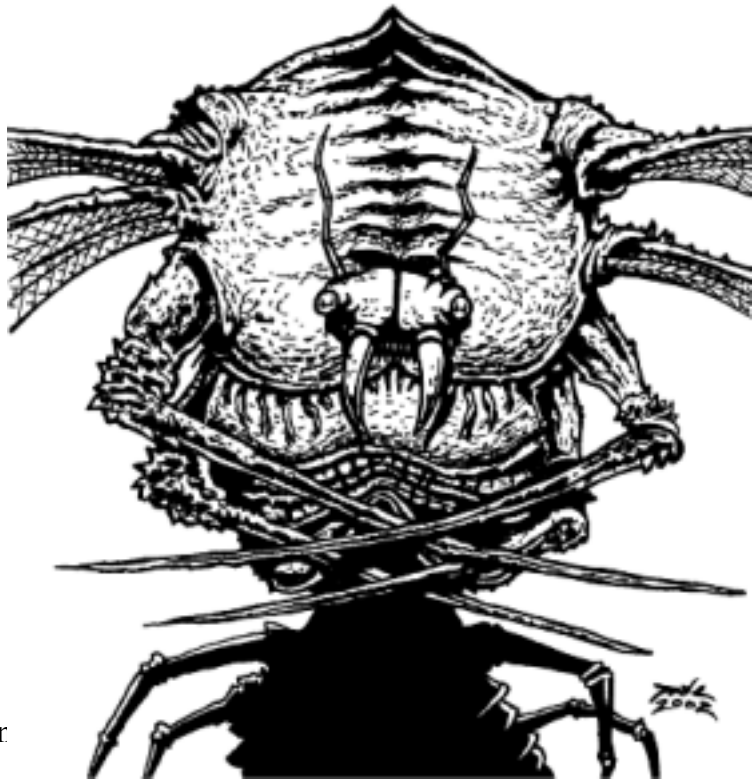
Vile and thoroughly unpredictable, Fly Macronids are almost as despised by their kin as are Beetle Macronids, but unlike their shelled counterparts are much too stupid and ungoverned to form a revolt of any sort. Instead the Flies form rogue, communal bands making their disease widespread in the Macronid Abyssal plane and beyond.

This type of Insectoid is as persistent as it is evil, being so relentless in the hunt that it will fight to the death for even the smallest prey. It claws up to several times per round, or will otherwise carry some sort of crude spiked or spear-like weapon.

The deadly, festering disease carried by the Flies sets into the body of any person whose hit points are reduced to 6 or less during physical combat with them. Then a save at -7 on the die versus Poison must be made, or they will faint and be dead within the hour unless either NEUTRALIZE POISON or CURE spell is cast by a 10th or higher level Cleric.

MACRONID GOD (*Lesser god*)
"The Debilitator"

ARMOR CLASS: -4
MOVE: 16"/36" (MC:A)
HIT POINTS: 300
NO. OF ATTACKS: 4
DAMAGE: 5-30 (x4) +Special
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +2 wpn. to hit
MAGIC RESISTANCE: 80%
SIZE: L (20' tall)
ALIGNMENT: CE
WORSHIPPER'S ALIGN: CE
SYMBOL: Black hexagon
PLANE: Abyss
CLERIC/DRUID: 8th level Druid
FIGHTER: As 16+ HD monster
MU/ILLUSIONIST: 8th level MU
THIEF/ASSASSIN: 12th level Assassir
PSIONIC ABILITY: VI
S: 23 (+5, +11) **I:** 18 **W:** 18 **D:** 20 **C:** 20 **Ch:** -2 (18 to Macronids)



The incredibly powerful devil god of the Macronids (Insectoids) is a ferocious supernatural brute who rules a hive-like Abyssal plane. This god's true name is unpronounceable by man and is referred to as "The Debilitator" in all lore about the nefarious Insect-men.

The pseudonym probably refers to a strength-draining affectation to those unfortunate enough to suffer the god's physical wrath. His sickle-like appendages (5-30) carry severing effects combining those of a VORPAL SWORD and SWORD OF SHARPNESS. In addition, those hit suffer 1 lost point of Strength and 2 of Constitution, only regaining them after a day's rest per point. If either stat reaches zero during combat, the character will become comatose, not waking until the following day when the first points are regained.

Inside the hive of the Debilitator lairs hundreds of Macronid servants, and he is able to summon 6-60 of them within one round, and 100-10,000 swarming insects as well. This summoning takes 3-5 rounds elsewhere in the Abyss.

MACRONID, LOUSE

FREQUENCY: Very Rare (Rare in Abyss)

NO. APPEARING: 1-30

ARMOR CLASS: 3

MOVE: 16"

HIT DICE: 5+5

% IN LAIR: 75%

TREASURE TYPE: I (x 1-4)

NO. OF ATTACKS: 4

DAMAGE: 2-8/2-8/4-16/4-16

SPECIAL ATTACKS: Severing

SPECIAL DEFENSES: Silver or +1 to hit

MAGIC RESISTANCE: 15%

INTELLIGENCE: Low

ALIGNMENT: CE

SIZE: M (6' tall)

PSIONIC ABILITY: nil

LEVEL/XP: IV / 375 +6/hp



Rare even in their home plane, the dastardly Louse Macronid appears bipedal and man-like at first, but a third set of taloned limbs plus two whip-like appendages make it distinctly alien.

Its physical attacks come at a blistering pace, rendering terrible amounts of damage. First come two sickle-shaped pincers (2-8 each), which can sever as a SWORD OF SHARPNESS. Next come the two lashing tentacles (4-16), and any strike can hit targets surrounding the beast at all sides.

The Lice are among the more religious of the Insect-men races, offering human and lesser Macronid sacrifices to the Debilitator on regular bases. More than half the entire population of Lice lair within his mighty hive and serve as his favorite warriors.

MACRONID, MANTIS

FREQUENCY: Very Rare (any plane)

NO. APPEARING: 1

ARMOR CLASS: -3

MOVE: 16"/28" (MC:B)

HIT DICE: 8+8

% IN LAIR: 10%

TREASURE TYPE: I (x 3-5)

NO. OF ATTACKS: 3

DAMAGE: 1-8/4-24/4-24 +Special

SPECIAL ATTACKS: Severing; spells

SPECIAL DEFENSES: ESP; +2 to hit

MAGIC RESISTANCE: 35%

INTELLIGENCE: High

ALIGNMENT: CE

SIZE: L (8' tall)

PSIONIC ABILITY: See below

LEVEL/XP: VIII / 2,500 +12/hp



Mantis Macronids reside in the upper echelons of the Debilitator's immense hive. They act as henchmen, guards, researchers, lieutenants, and other important functions. Their higher intellect and awesome physical prowess makes this race of Insect-men a natural evil choice to serve by governing of the lower classes while providing the last line of defense for the sacred hive.

These devilish Insectoids have two lethal appendages similar to those of their god, which render 4-24 damage per hit and carry the effects of a VORPAL SWORD. Lopped heads are devoured, with the waste skulls preserved as trophies for their god. The Mantis will also bite in the same round for 1-8 damage, which has a 25% chance of infecting with toxic venom (save normally or die instantly) per hit.

This higher class of Insect-man possesses intelligence enough to cast spells either as a 7th level Druid or 11th level Magic-user. This intellect also gives them just enough psionic strength to have ESP (as the discipline).

These guards are selfless in every way, attacking at +1 "to hit" when their numbers dwindle, and will never fail to die for their hive.

MACRONID, MOSQUITO

FREQUENCY: Very Rare (Common in Abyss)

NO. APPEARING: 4-40 (or swarms)

ARMOR CLASS: 4

MOVE: 6"/16" (MC:D)

HIT DICE: 1+1

% IN LAIR: 25%

TREASURE TYPE: I

NO. OF ATTACKS: 3

DAMAGE: 1/1-4/1-4 +Special

SPECIAL ATTACKS: Blood drain

SPECIAL DEFENSES: Silver or +1 to hit

MAGIC RESISTANCE: 5%

INTELLIGENCE: Semi- to Low

ALIGNMENT: CE

SIZE: S (5' wingspan)

PSIONIC ABILITY: nil

LEVEL/XP: II / 136 +2/hp



The Mosquito Macronid, being the least intelligent of the evil Macronid plagues, is driven by primal need more than evil desire. The Debilitator uses the unquenchable thirst of Mosquitos to his advantage by amassing swarms of nearly-starved ones against intruders of his Abyssal realm.

A Macronid of this class will first rend with its clawed forearms (1-4 each) or simply slash with a simple, sharp-edged weapon. Either way, it will then attempt to HOLD FAST (rolling "to hit" at -3) its opponent. If successful, it will attack at +4 with its posterior proboscis (still in the same round), which would cause an additional point of damage. Once stung, the Mosquito must be killed or forcibly removed or it will suck blood at a rate of 1-2 hit points' worth per round. It would not be recommended to remove it while it is still alive, because doing so will rip open a gash and cause 1-10 damage. Only after the foe is killed can the stinger be removed without causing additional damage, provided a Cleric does so.

MACRONID QUEEN (*Lesser god*)

ARMOR CLASS: -4/10
MOVE: nil
HIT POINTS: 250
NO. OF ATTACKS: 1
DAMAGE: 4-40
SPECIAL ATTACKS: Swallow whole, psionics
SPECIAL DEFENSES: +2 wpn. to hit
MAGIC RESISTANCE: 80%
SIZE: L (50' long)
ALIGNMENT: CE
WORSHIPPER'S ALIGN: CE
SYMBOL: Black hexagon
PLANE: Abyss
CLERIC/DRUID: nil
FIGHTER: As 16+ HD monster
MU/ILLUSIONIST: nil
THIEF/ASSASSIN: nil
PSIONIC ABILITY: I
S: n/a **I:** 20 **W:** 25 **D:** n/a **C:** 18 **Ch:** -6 (25 to Macronids)



A bloated, disgusting behemoth, the Macronid Queen is the Insectoid goddess of fertility and life, being the natural mother of all Macronids. The queen creates thousands of eggs every year, fertilized by the best warriors of each species. The Debilitator himself fertilizes the Mantis eggs. The Queen resides in the core of his mighty, miles-wide hive, tucked safely away from those who would harm her, for she ensures the future of her devilish race. Any Mantis Macronid, after hundred of years of magical training and nurturing from the Queen, can replace the Debilitator, but she is irreplaceable. The horrid, festering mazes leading into her nesting roost are riddled with traps, guards, and unimaginable hells for anyone fool enough to infiltrate.

There hasn't ever been physical contact with the Queen by an outsider, but if it ever actually happened, her head (AC: -4) would have to be attacked at close range for any real damage to come to her, and those doing so would be susceptible to bite attacks (4-40). "To hit" rolls of 17 or greater by the Queen would indicate she has swallowed her foe whole. If her hit points were lowered to 40 or less, she would TELEPORT to some other part of the hive and never return to that roost again. Any battle with the Queen would probably alarm every last Macronid in the hive, certainly including the Debilitator, so this sort of confrontation would probably outclass just about anyone.

MAKKORG

FREQUENCY: Uncommon

NO. APPEARING: 2-12

ARMOR CLASS: 9

MOVE: 18"

HIT DICE: 1+1

% IN LAIR: 65%

TREASURE TYPE: nil

NO. OF ATTACKS: 2

DAMAGE: 1-3/1-3

SPECIAL ATTACKS: Butt

SPECIAL DEFENSES: Sight

MAGIC RESISTANCE: Standard

INTELLIGENCE: Animal

ALIGNMENT: CN

SIZE: S (3'-4' tall)

PSIONIC ABILITY: see below

LEVEL/XP: II / 73 +2/hp



The Makkorg can live just about anywhere, but not for longer than a week without sunlight. It is believed that they have a plant-like need for the sun, but also regularly feed on flesh.

Herds of Makkorgs will charge full speed, outrunning just about anything else with their long, striding legs. Anyone caught in a stampede of more than 6 must not only fight off head butts (1-2 + STUN) and talons (1-3 each), but an additional 1-4 points per round of trampling damage.

Makkorgs can see details up to a mile away and can never be surprised while out in the open, due to a crown of eyes surrounding the bulk of their lumpy body/head. They also have an almost alien architecture to their minds, and have thus far eluded all psionic scholars' attempts at elucidation.

MOOCH

FREQUENCY: Common
NO. APPEARING: 3-30
ARMOR CLASS: 8
MOVE: 8"(1/2")
HIT DICE: 1 (d6)
% IN LAIR: 40%
TREASURE TYPE: A (x 10-50%) in lair
NO. OF ATTACKS: 1
DAMAGE: 2-5
SPECIAL ATTACKS: nil
SPECIAL DEFENSES: nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: CG
SIZE: S (2' tall)
PSIONIC ABILITY: nil
LEVEL/XP: 1 / 10 +1/hp



These blob-shaped but well-meaning nuisances lair in woodlands or grassy areas, but always near civilized areas. Their lifestyle is theft-dependent, sneaking up on passers-by and swiping possessions and food (PICKING POCKETS as an 11th level Thief) with their prehensile tongues. Quite a sight if actually spotted! Failing thievery, it will make a lame attempt at begging using a choppy attempt at the Common tongue, but is used to scurrying off "empty-mouthed" thereafter.

It will never attack its would-be target, however, unless attacked first. It is capable of biting its way out of a scuffle (2-5) and will try to flee to any hiding holes it has rooted out in the area.

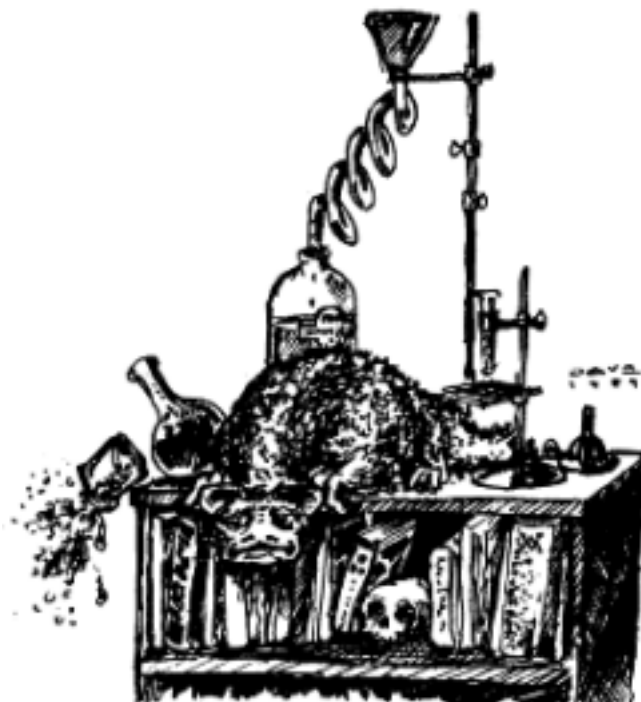
Mooches are sometimes sought-after by cunning traders because of their low intelligence. Many a Moch has fallen prey to the old spin about trading these shiny, beautiful copper pieces for that old bag of tatty human jewellery. They are also terrific stores of information about the immediate geography, provided one has something to trade, and also an infinite patience with stuttering, incomprehensible oafs.

N

NABRIG – NECROTROLL – NEZIDEN – NEZIDRONE – NYPHYDEUS

NABRIG

FREQUENCY: Uncommon
NO. APPEARING: 1
ARMOR CLASS: 7 or 0
MOVE: 12" or 40"
HIT DICE: 2
% IN LAIR: 25%
TREASURE TYPE: T, X
NO. OF ATTACKS: 1
DAMAGE: 1-4
SPECIAL ATTACKS: Spell use
SPECIAL DEFENSES: "Muscle Burn"
MAGIC RESISTANCE: 50%
INTELLIGENCE: High
ALIGNMENT: NG
SIZE: S (2' long)
PSIONIC ABILITY: nil
LEVEL/XP: III / 155 +2/hp



A Nabrig is an intelligent, cat-like creature, with thick fur and an inquisitive face. They speak the Common tongue fluently, and can learn up to three others as well. They do not entirely fear humanoids; indeed, some might accompany and even reside with like-minded ones, usually Magic-users, alchemists, sages, or the like.

This creature is capable of learning and using either Magic-User or Illusionist spells (but never both) up to 7th level mastery. It would use more powerful spells to defend itself and its allies, and will even bite (1-4) if absolutely necessary. It would certainly rather drop a cantrip and make a hasty retreat, however.

A special physical ability possessed by all Nabrigs is something they call "Muscle Burn." It lasts 5 rounds and can only be done once daily, being basically a super-powered frenzy of strength and speed. Move rate shoots way up to a top speed of 40 feet per round, their effective AC becomes 0, they can absorb any blunt attack without harm, and they can lift up to 5,000gp weight (moving aside 10,000gp)! This almost comical display of disproportionate power is rarely used for offense, since for an hour afterwards the Nabrig is drained and susceptible to attack.

NECROTROLL

FREQUENCY: Very Rare
NO. APPEARING: 1-2
ARMOR CLASS: 4
MOVE: 16"
HIT DICE: 9+9
% IN LAIR: nil
TREASURE TYPE: Incidental
NO. OF ATTACKS: 2
DAMAGE: 2-16/2-16
SPECIAL ATTACKS: nil
SPECIAL DEFENSES: Regeneration
MAGIC RESISTANCE: 25%
INTELLIGENCE: Low to Average
ALIGNMENT: CE
SIZE: L (18' tall)
PSIONIC ABILITY: nil
LEVEL/XP: VII / 2,500 +14/hp



Necrotrolls, or “Super-trolls,” are a physically and supernaturally enhanced variant of the terrible race of regenerative Trolls. They can be found wandering almost any plane (but are still a Very Rare sight), aimlessly killing anything in their stinking path.

These beasts have typically excellent sensory awareness as any Troll might, being surprised only on a 1. They also can see up to 150' using INFRAVISORY prowess. Their immense, man-sized claws attack twice per round for 2-16 damage each.

Their rate of regeneration outclasses normal Trolls, at a rate of 5 hit points per round. Dismemberment, as with their lesser cousins, will not permanently kill a Necrotroll, for its various limbs (and even head) will eventually lumber their ways back to one another and re-connect. Only supernatural FIRE attacks, or perhaps ACID (half normal damage) will permanently kill these oafish giants of unmerciful carnage.

NEZIDEN

FREQUENCY: Rare
NO. APPEARING: 1
ARMOR CLASS: 8
MOVE: 12"
HIT DICE: 3
% IN LAIR: nil
TREASURE TYPE: nil
NO. OF ATTACKS: 1
DAMAGE: 1-6
SPECIAL ATTACKS: nil
SPECIAL DEFENSES: Absorption, Camouflage
MAGIC RESISTANCE: Standard (see below)
INTELLIGENCE: Very
ALIGNMENT: LG
SIZE: M
PSIONIC ABILITY: nil
LEVEL/XP: II / 355 +5/hp



These well-meaning blobs of animate matter have displayed great intelligence, and an ability to understand spoken languages, through their actions. They have a diet of metal, and will accompany any Good-aligned person willing to feed them 20-30 coins of any type per day (Large chunks of metal can be eaten as well, but take much longer to digest than the handful of minutes coins would). Camaraderie of an extended period (several weeks, or longer) might afford leeway here, since the Neziden will assume good intentions by their would-be benefactor. These creatures seem to have not only a capability to understand, but senses of adventure and humor as well, so particularly exciting times might hold its interest enough for it to consider risking survival, particularly of the “pay” is generous!

The touch of a Neziden can both hurt and heal flesh at the molecular level at a rate of 1-6 points per round. It is their healing ability that makes these beings most appreciated by their comrades. It doesn't seem to like being taken advantage of, however, and if more than two individuals shove bloody flesh upon it on a given day, it is very likely to meander away (again, unless real bonds of an extended time exist). At any rate, it can only cause or heal a total of 30 points per day.

All Neziden are malleable enough to absorb all physical blows. They can only be affected by LIGHTNING, FIRE (1/4 damage each) and especially COLD (triple damage, but saves vs. Death as a 5th level Fighter for normal damage).

In addition, it can blend in with its surroundings; HIDING IN SHADOWS as a 21st level Thief/Assassin.

Killing a Neziden and leaving the body untouched for two full months will cause it to reanimate in undead form: a hateful, relentless Nezidrone.

NEZIDRONE

FREQUENCY: Very Rare
NO. APPEARING: 1
ARMOR CLASS: 8
MOVE: 12"
HIT DICE: 6
% IN LAIR: nil
TREASURE TYPE: nil
NO. OF ATTACKS: 1
DAMAGE: 2-12
SPECIAL ATTACKS: Disintegrate
SPECIAL DEFENSES: Absorption, Camouflage
MAGIC RESISTANCE: Standard (see below)
INTELLIGENCE: Very
ALIGNMENT: CE
SIZE: L
PSIONIC ABILITY: nil
LEVEL/XP: V / 1,100 +8/hp



Something terrible happens to the friendly race of Neziden when they die by un-natural means. Their bodies, after two uninterrupted months of decomposition, become bloated, swollen masses of slime called Nezidrones. These are Wraith-class undead beings with ties to the Negative Material Plane.

Nezidrones manipulate the molecules of touched flesh just as do their living counterparts, but at twice the destructive power, and without a daily limit. Their shapelessness still affords them immunity to all physical attacks, but they also remain affected by FIRE and COLD (half damage each), and more particularly now by LIGHTNING or MAGIC MISSILE (quadruple damage).

The Nezidrone is as full of rage as it was of goodwill in life, HIDING IN SHADOWS as a 21st level Thief/Assassin in order to envelop their prey unawares.

NYPHYDEUS (*“Frog Man”*)

FREQUENCY: Rare
NO. APPEARING: 1-30
ARMOR CLASS: 3
MOVE: 13”//10”
HIT DICE: 4
% IN LAIR: 80%
TREASURE TYPE: R (x 1/2)
NO. OF ATTACKS: 3 or 1
DAMAGE: 1-4/1-4/1-6 or by wpn. type
SPECIAL ATTACKS: nil
SPECIAL DEFENSES: nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low to High
ALIGNMENT: CE
SIZE: M (5’ tall, very broad)
PSIONIC ABILITY: nil
LEVEL/XP: III / 60 +4/hp



The much reviled race of the Nyphydei, or Frog-men, is the spawn of their insane master, Lukather (q.v.). Their numbers are great within his obscenely monstrous underground vault, but have widely spread elsewhere in the Prime as well. These sour-smelling brutes fight either naturally with claws and maws, or with sharp (preferably magical) weapons, enjoying the pillaging and murder of any and all. Their physicality is rivalled only by the strongest men, being equal to a humanoid with 18/00 Strength in every respect except damage adjustments.

Frog-men are adaptable beings and can even come in different sizes and classes, but the great majority are of the described average here. However, some of the more feared guardians in Lukather’s vault possess limited spell use, while others are gigantic butchers towering eight feet overhead. It is unknown, by most, if these unusually powerful variants are ever encountered elsewhere...

O

OCTOPEST – ORC, ASTRAL – ORC, ETHERIAL

OCTOPEST

FREQUENCY: Uncommon
NO. APPEARING: 10-30
ARMOR CLASS: 9
MOVE: 7" (MC:A)
HIT DICE: 2-5 hp
% IN LAIR: 5%
TREASURE TYPE: nil
NO. OF ATTACKS: 1-3
DAMAGE: 1 per
SPECIAL ATTACKS: Acid
SPECIAL DEFENSES: Never surprised
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: CN
SIZE: S (1' diameter)
PSIONIC ABILITY: nil
LEVEL/XP: 1 / 32 +1/hp



The head-sized Octopest can be found outdoors in even the harshest environment, provided it is not too windy. They almost never are seen on the ground, mobilizing by a bodily manipulation of forced hydrogen through their porous skin. They always travel in moderate numbers for protection, and to better their search for a fleshy meal.

Their ugly tentacle mouths secrete irritating and potentially hazardous acidic saliva, causing 1 point of initial damage upon a successful bite (which HOLDS FAST afterwards), and an additional point per round until forcibly removed. The wound will itch terribly; consider it the “habañero” of all insect-like itches! Scratching is nearly irresistible (save at –4 vs. poison, or simply be tied down, to refrain from it), and causes 1-2 additional points per day until it goes away in a week or so. Punier sorts have indeed helplessly scratched themselves to a bloody end.

Swarming Octopests will never leave an area where people and animals are near, but can be kept at bay with fire. Killing one might create a deadly burst of acid to anyone near it (1-6 damage) which carries the same itchy effect as a bite.

ORC, ASTRAL

FREQUENCY: Very Rare (Common on Astral Plane)

NO. APPEARING: 1-4, 4-40, or 10-100

ARMOR CLASS: 5

MOVE: 9"

HIT DICE: 2 to 4

% IN LAIR: 25%

TREASURE TYPE: Individuals M (x 1-4); I in lair

NO. OF ATTACKS: 1

DAMAGE: By weapon type

SPECIAL ATTACKS: Spell use

SPECIAL DEFENSES: Silver or +1 to hit; spells

MAGIC RESISTANCE: Standard (see below)

INTELLIGENCE: Average to Exceptional

ALIGNMENT: LN

SIZE: M (4'-6' tall)

PSIONIC ABILITY: nil

LEVEL/XP:

-- **Warrior (2 HD):** II / 73 +2/hp

- **Shaman (3 HD):** III / 160 +3/hp

- **Elite (4 HD):** IV / 215 +4/hp



The Astral breed of Orc comes in three standard classes of Warrior, Shaman, and Elite (2 to 4 hit dice). Typical Warriors use one-handed weapons to defend their clan. Spell-using (as 4th level Mages) middle-class Shamans do not fight physically but are typically stronger regardless. Meanwhile, the powerful Elite classes of Astral Orcs can both fight and use spells (as 6th level).

These beings are hateful of their Prime Material Orcish cousins, never communicating nor being seen with them in any circumstance. They are also unimpressed with other humanoids of the Prime, but never with as much visceral hate per se. It's more of an empirical intolerance. Still, they are not above communication, especially if it's obvious that they are dealing with a greater intellect.

In combat, Astral Orcs retain great strength, carrying bonuses as a humanoid Fighter with a measured Strength of 18/01 to 18/00. Shamans are usually weaker than Warriors, but none outclass the Elite.

All Orcs of this supernatural type have an unexplainable ability to perform a sort of PLANE SHIFT once per month. They are also immune to mind-based spells, possessing a unique dimension of wisdom.

ORC, ETHEREAL

FREQUENCY: Very Rare (Common on Ethereal Plane)

NO. APPEARING: 1-2, 3-30, or 30-300

ARMOR CLASS: 6 (base)

MOVE: 12"/(24" in Ether)

HIT DICE: 1 to 3

% IN LAIR: 25%

TREASURE TYPE: Individuals N (x 1-4); R (x 1/2) in lair

NO. OF ATTACKS: 1

DAMAGE: By weapon type

SPECIAL ATTACKS: Spell use

SPECIAL DEFENSES: +2 weapon to hit; spells

MAGIC RESISTANCE: 30%

INTELLIGENCE: Low to Very

ALIGNMENT: CE

SIZE: M (5'-7' tall)

PSIONIC ABILITY: nil

LEVEL/XP:

-- **Fighter (2 HD):** I / 80 +1/hp

- **Wizard (3 HD):** II / 118 +2/hp

- **Chief (4 HD):** III / 160 +3/hp



An Orc variant of the Ethereal plane is just as vile and despicable as any of its Prime Material cousins. These noxious brutes are an unwelcome blotch on their plane, constantly fighting to maintain their place. Campaigns of all sorts are common place in scorched corners of this unearthly realm, from a travelling pocket of lowly Fighters (1 HD) using simple edged weapons, to masses of spell-using (as 3rd level Magic-users) Wizards (2 HD), to entire armies led by one or more Chiefs (3 HD) with superior power (with bonuses as a Fighter with 18/76 Strength) and magic (as 5th level Magic-users).

As common as their loathsome evil might be with their Prime Material counterparts, they would still never associate with them any more than their less-maligned Astral brethren.

P

PHYMP – POLYHEDROID (Regular, God, Irregular) – PRISMOID, GREATER – PRISMOID, LESSER – PUNGIS

PHYMP

FREQUENCY: Uncommon
NO. APPEARING: 1-8
ARMOR CLASS: 5
MOVE: 13"/6"@13"
HIT DICE: 1+1
% IN LAIR: 1%
TREASURE TYPE: K, M
NO. OF ATTACKS: 1-2
DAMAGE: By weapon type
SPECIAL ATTACKS: Traps
SPECIAL DEFENSES: Traps, Thief abilities
MAGIC RESISTANCE: Standard
INTELLIGENCE: Genius
ALIGNMENT: CN
SIZE: S (2' tall)
PSIONIC ABILITY: nil
LEVEL/XP: II / 73 +2/hp



These unpredictable nuisances are expert thieves. They are inventive, resourceful, and can outclass even the best strategies against them. Fluffy little Muppets with bulging, inquisitive eyes, the Phymp bounce their way through their lives and through your characters' belongings.

The Phymp lair is a well-guarded treasure trove of collected booty, surrounded by dozens, if not hundreds, of cleverly placed traps of various natures. Weapons used by these fiends are usually of their own fashion, and they have a fondness for any original way to launch projectiles. It could be something as simple as a handheld device, or as complicated as a vast array of ropes, vines, and furniture dangling amongst the trees!

Phymp possess all the abilities of 13th level Thieves and 15th level Assassins. They also might (30%) be able to cast 3-8 cantrips of random types. They prefer to keep their intelligence hidden when confronted, and make their wily escape as destructive as possible without necessarily bringing harm.

POLYHEDROID

FREQUENCY: Common (in Nirvana)
NO. APPEARING: 1-10
ARMOR CLASS: 0
MOVE: 24" (MC: variable)
HIT DICE: 1-6
% IN LAIR: nil
TREASURE TYPE: nil
NO. OF ATTACKS: 1-20
DAMAGE: Variable
SPECIAL ATTACKS: nil
SPECIAL DEFENSES: Spell immunity
MAGIC RESISTANCE: 50%
INTELLIGENCE: Variable
ALIGNMENT: N
SIZE: S-M (6"-3' diameter)
PSIONIC ABILITY: nil
LEVEL/XP:
 -- 1-2 HD: II / 136 +2/hp
 -- 3-5 HD: III / 320 +2/hp
 -- 6 HD: IV / 550 +2/hp



Little is known about these distant relatives of the Modron (MM2), except that they lair on the infinite but separate disks of Nirvana ruled not by Primus but by Ethriam, the dodecahedral god of order.

The sizes, shapes, and facet amounts vary on Polyhedroids in proportion to their size, power, prowess, and importance to their master. A lowly Tetrahedroid is a sub-servant, while Quasi-rhombicuboctahedroids with 440 facets might be first-class Lieutenants serving close to the Inner Circle. It is left to any mathematically-inclined DM to design their own would-be geometric campaigns and classes!

Attacks, spell usage, and other special abilities vary wildly from one being to the next, but all Polyhedroids have an immunity to all mind-based attacks (SLEEP, CHARM, ILLUSION, etc.), and magical attacks of an elemental nature (FIRE, COLD, ELECTRICAL, etc.) cause half normal damage.

POLYHEDROID GOD (*Greater God*)

“Ethriam”

ARMOR CLASS: -8

MOVE: 48”

HIT POINTS: 250

NO. OF ATTACKS: 1

DAMAGE: 100 points

SPECIAL ATTACKS: Spell use

SPECIAL DEFENSES: Spells, see below

MAGIC RESISTANCE: 80%

SIZE: L (6 1/2’ diameter)

ALIGNMENT: N

WORSHIPPER’S ALIGN: N

SYMBOL: Pentagon

PLANE: Nirvana

CLERIC/DRUID: 16th level Cleric

MU/ILLUSIONIST: 20th level Illus.

PSIONIC ABILITY: II

S: n/a **I:** 25 **W:** 25 **D:** 18 **C:** 25

Ch: 18 (25 to Polyhedroids)



Ethriam makes his home in Nirvana as supreme ruler of the Polyhedroids. He and Primus are in constant heat over who is the true master of the infinite discs of the plane. Primus is believed to have divided the discs into equal sectors, but Ethriam purports that any infinite space has a remaining infinity once it is thus divided. Hence, there are two gods in Nirvana who believe themselves “Masters of the Infinite,” with two infinite “halves” of the plane irrevocably divided and Ethriam always at work at constructing his own form of energy to spin the discs of his half.

Ethriam appears as a gleaming, platinum dodecahedron floating above the ground, with each facial plane of his person showing a different emotion. As he speaks or acts, the representative plane of the emotion being acted on rotates to face his subject.

When Ethriam wished to do harm, he will direct a near-infinite line of energy from his Anger face to deliver 80 points of damage, or 2/5 of the total hit points the god retains at the time of attack. For example, if Ethriam is reduced to 200 hit points, his attack will be thus weakened to 80 points. This attack never misses, but saves vs. Death Magic are allowed at -5 for half damage.

Ethriam can use any spell to attack or defend, and can only be affected by spells of a physically damaging sort. Weapons will do no harm to him unless a blunt one of extraordinary magical power is used (+5 or an ARTIFACT).

POLYHEDROID, IRREGULAR

FREQUENCY: Very Rare (in Nirvana)

NO. APPEARING: 1-4

ARMOR CLASS: 0

MOVE: Variable

HIT DICE: 3

% IN LAIR: nil

TREASURE TYPE: nil

NO. OF ATTACKS: 1-10

DAMAGE: Variable

SPECIAL ATTACKS: nil

SPECIAL DEFENSES: Spell immunity

MAGIC RESISTANCE: 10%

INTELLIGENCE: Non-

ALIGNMENT: CN

SIZE: S (1'-2' diameter)

PSIONIC ABILITY: nil

LEVEL/XP: II / 105 +3/hp



These are the Black Sheep of Nirvana, the dirty little secret, which may truly end up being the downfall of Ethriam (q.v.). Irregular Polyhedroids, small roving M.C. Escher nightmares of wrongly angled biological bastardization, are genetic miscreants destroyed on sight by their Regular brethren. They represent disorder, a laughable (by Primus!) blight on the would-be perfection of the disks of this otherwise orderly realm. Ethriam has yet to master a class structure for his Polyhedroids as mathematically preserved as those of the Modrons, and thus imperfections during crossbreeding happen once every so often. These imperfections roam the plane in search of their own obscured meaning.

All Irregulars have similar limited spell immunities as their upper-classmates: imperviousness to mind-based attacks (SLEEP, HOLD, etc.), and half-immunity to COLD, FIRE, and LIGHTNING. However, due to their structural fragility, they will shatter utterly when struck by blunt blows when a “to hit” of a natural 17 or higher is made (provided the number is high enough to hit its 0 AC).

PRISMOID, GREATER

FREQUENCY: Rare
NO. APPEARING: 1-2
ARMOR CLASS: 8
MOVE: 6" (see below)
HIT DICE: 7
% IN LAIR: 100%
TREASURE TYPE: nil
NO. OF ATTACKS: 1-2
DAMAGE: nil (see below)
SPECIAL ATTACKS: Constrict, see below
SPECIAL DEFENSES: Roll, regeneration
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: N
SIZE: L (10' tall)
PSIONIC ABILITY: nil
LEVEL/XP: V / 675 +8/hp



These immense, roving forms of sparkling plant life are starfish-shaped masses found in wet caves and underground caverns, or possibly dungeons if enough space is provided (at least 100' square area with high ceilings, and suitable moisture). Prismoids are quite striking, giving off their own phosphorescent illumination, with gemlike, prismatic optical qualities on the surface of their mossy limbs. When light is shined on them the effect is multiplied.

These are simple plants that can survive on water, but can feed on living tissue as well, provided it is already dead. It will lash out at anything man-sized or smaller and attempt to HOLD FAST. Then it will either constrict for 1-6 points of suffocating damage per round (lost points are regained within 1-4 rounds after being released, unless they reach zero whereupon the character is unconscious), or simply thrown forcefully to the ground, or at a wall (2-8 points of normal damage).

FIRE is doubly effective against this form of life, but it can REGENERATE 2 lost hit points per round when in water. It will retreat if reduced to less than half its normal hit points by rolling up into a gigantic ball (unless it is protecting its offspring), a shape that affords the Prismoid triple its normal rate of perambulation. It might even roll over someone in the process of fleeing (1-6 damage).

PRISMOID, LESSER

FREQUENCY: Uncommon
NO. APPEARING: 4-40
ARMOR CLASS: 9
MOVE: 12" (see below)
HIT DICE: 1 (d4)
% IN LAIR: 50%
TREASURE TYPE: nil
NO. OF ATTACKS: 1
DAMAGE: See below
SPECIAL ATTACKS: Suffocate
SPECIAL DEFENSES: Roll, regeneration
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: N
SIZE: S (1' diameter)
PSIONIC ABILITY: nil
LEVEL/XP: 1 / 32 +1/hp



The sparkling, colorful young Prismoids are found anywhere underground near water, never too far from a parent. These ambulatory plants can subsist on water but seem to be attracted to living tissue more so. They will gang up on any man-sized or smaller animal, rolling their bodies up into a ball to double their normal speed if need be.

When attacking their prey, they will try to suffocate it by aiming towards the top of its body (usually the head). If they hit with an 18 or better, they will have found the mouth and will stick well to it, causing 1-4 points of temporary suffocating damage (unconsciousness occurs at zero, death after 1-3 rounds of unconsciousness) per round until removed. Removal can only be done by a Cleric, or else will cause 1-4 points of normal damage.

Prismoids, like their behemoth parents, can regenerate lost hit points, but only at a rate of 1 per 5 rounds. Is it unknown how these Lesser variants balloon up to Greater size, since there have never been mid-sized versions encountered. It is assumed that this growth is done in secluded, protected situations.

PUNGIS

FREQUENCY: Very Rare

NO. APPEARING: 1-2 or 4-20

ARMOR CLASS: 8

MOVE: 15"

HIT DICE: 1 (d6)

% IN LAIR: 50%

TREASURE TYPE: M (x2)

NO. OF ATTACKS: 1

DAMAGE: 1-4 or by wpn. type

SPECIAL ATTACKS: nil

SPECIAL DEFENSES: nil

MAGIC RESISTANCE: Standard

INTELLIGENCE: Average

ALIGNMENT: CE

SIZE: S (3' tall)

PSIONIC ABILITY: nil

LEVEL/XP: 1 / 7 +1/hp



These highly evil minions of Lukather (q.v.) are scrawny, dwarven humanoids with pumpkin-sized heads and razor sharp claws. Most of the race's populace dwell in the chasms of Lukather's vault, sticking its unwary pillagers with either their claws or with small, stabbing weapons (never delivering greater than 1-6 damage).

Some Pungis are of a heftier, warrior's stock, with more hit points (and possibly another hit die), attacking more than once per round, and even limited spell use, but these elite variants are rare, indeed.

Q
QUIWAN

QUIWAN

FREQUENCY: Rare
NO. APPEARING: 1-2
ARMOR CLASS: 6
MOVE: 6"
HIT DICE: 1
% IN LAIR: 35%
TREASURE TYPE: Q
NO. OF ATTACKS: 2 and 1
DAMAGE: nil/nil/1-4
SPECIAL ATTACKS: Hold fast
SPECIAL DEFENSES: nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: N
SIZE: S (3' long)
PSIONIC ABILITY: nil
LEVEL/XP: 1 / 14 +1/hp



The Quiwan is an unearthly looking creature with featureless eyes, slithering tentacles, and two four-fingered forearms, which lurks in swamps, marshes, or anywhere with plenty of sunlight and moisture. It primarily lives off of smaller lifeforms, but has been known to latch onto the feet of unwary passers-by.

If both forearms connect with their target, they will do no damage but will HOLD FAST, allowing an automatic hit with their mouth full of three-inch fangs (1-4 damage). It will continue to bite every round until killed or removed. Removal of the beast will cause no damage to his prey, but the remover will probably become grappled in the process, since the Quiwan can attack at +4 while being removed.

R

ROOM, ANIMATED – RUMMAGER

ROOM, ANIMATED

FREQUENCY: Very Rare
NO. APPEARING: 1 area
ARMOR CLASS: Variable
MOVE: (10'')
HIT DICE: 12
% IN LAIR: 99.9%
TREASURE TYPE: Incidental
NO. OF ATTACKS: Variable
DAMAGE: Variable
SPECIAL ATTACKS: Mimicry
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Non-
ALIGNMENT: N (evil tendencies)
SIZE: L
PSIONIC ABILITY: nil
LEVEL/XP: IX / 2,850 +16/hp



Powerful offshoots of Mimics and Stun Jelly, an Animated Room is a 1-3'' layer of living, animated stone-flesh covering every surface of an immediate area, usually a contained room. Only a person who lives in the locale would have a chance of noticing anything different about the room, equal to his chance of detecting a secret door. Elves and Dwarves would have a keen sense that something is amiss, but would probably not know what. This nightmare of a monster prefers to attack prey when they are alone in the room. For example, someone turning in for the evening might pull over their covers and find themselves becoming digested, or perhaps another intent on dropping into a comfortable chair might drop into a hole lined with teeth instead!

A room attacking its visitors at full strength is a barrage of traps, pseudopods, and teeth, attacking 1-10 times per round at multiple targets and inflicting variable amounts of damage. If the mass is reduced somehow to less than 25 hit points, it will retreat by phasing through the surrounding wood and/or rock in which it envelops at a rate of 10 feet per round. It cannot permeate water, lead or precious metals, but can usually find ways around them. If forced to go above ground, it can only penetrate air at a rate of 1''.

The Animated Room cannot be detected psionically nor is it affected by mind-based spell attacks. It is affected by environmental attacks such as FIRE and COLD, but only a third normal damage is inflicted (round down). All physical attacks with weapons or otherwise, no matter their magical properties, will only cause 10% their normal damage. The spell DIG causes 11-20 damage, and FLESH TO STONE by an evil caster causes 21-30 damage, but the room is allowed a save as a 12th level Fighter.

Killed Rooms will devolve into Fungal Pools (q.v.) after one day.

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RUMMAGER

FREQUENCY: Rare
NO. APPEARING: 1
ARMOR CLASS: 7
MOVE: 6”(2”)
HIT DICE: 2
% IN LAIR: 5%
TREASURE TYPE: B in lair
NO. OF ATTACKS: 3
DAMAGE: 1-3/1-3/1-6
SPECIAL ATTACKS: nil
SPECIAL DEFENSES: Camouflage, never surprised
MAGIC RESISTANCE: nil
INTELLIGENCE: Semi-
ALIGNMENT: N
SIZE: M (4’ tall)
PSIONIC ABILITY: nil
LEVEL/XP: II / 46 +2/hp



Lost, mutated souls, the Rummager is a lone explorer of an area a few miles in radius around his secretly kept habitat. This three-limbed scavenger lairs in a filthy nest of found treasures (often worthless, but sometimes not) and is as protective of it as a frothing mother wolverine is of her cubs.

Rummagers don't typically attack, even if starving, but rather wait in the shadows and pick the crumbs left behind. If forced to defend itself or its hoard, it claws with both its forearms (1-3), and also its "face-arm" which is actually twice as strong (1-6).

They have excellent INFRA- and ULTRAVISION (90' for both), and can never be surprised. It can also blend well in its surroundings; HIDING IN SHADOWS as a 15th level Thief/Assassin. It cannot easily be seen, but its foul odor is easily detectable by all. Sloppy characters leaving behind anything in their wake may end up being followed around by a Rummager for quite some time.

S

SCORPION, FLYING – SIXY – SLIME SEARCHER – SNOT – STIRK

SCORPION, FLYING

FREQUENCY: Uncommon
NO. APPEARING: 2-7
ARMOR CLASS: 7
MOVE: 6"/12" (MC:C)
HIT DICE: 2+2
% IN LAIR: 10%
TREASURE TYPE: nil
NO. OF ATTACKS: 2 or 1
DAMAGE: 1-4/1-4 or 1-6 +Special
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: N
SIZE: M (6' wingspan)
PSIONIC ABILITY: nil
LEVEL/XP: II / 105 + 3/hp



These man-sized ghastlies thrive in the heat, feeding off unwary souls unfortunate enough to fall prey to them. They can survive any warm environ, and are doubly affected by magical COLDNESS.

Surprising on a 1-5, they will either attack with double pincers (1-4 each) or with their deadly poisoned stinger (1-6). The poison is deadly, but saves are as normal. Anyone with a Constitution of 16 or greater will never be killed, but if they fail their save they will be very ill with fever for a day or two.

SIXY

FREQUENCY: Very Rare
NO. APPEARING: 1
ARMOR CLASS: 6
MOVE: 6"
HIT DICE: 6
% IN LAIR: 6%
TREASURE TYPE: F x6
NO. OF ATTACKS: 6
DAMAGE: 1-6 per
SPECIAL ATTACKS: see below
SPECIAL DEFENSES: nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: N
SIZE: M
PSIONIC ABILITY: Special
--ATTACK/DEFENSE MODES: nil
LEVEL/XP: IV / 525 + 8/hp



The word "nightmarish" is redefined and exemplified with the presence of the dreaded Sixy, so named for its six eyes, six legs, and six mouths. It literally does rely on the dread of intelligent victims to make a successful attack. Once one is chosen (it prefers overweight [juicy?], young male humanoids), it will attempt to station itself to within 100 feet of him at any time, and invade his thoughts with a form of TELEPATHY during the night. These psychic attacks create terribly fretful dreams featuring images of the Sixy coming at the victim from the shadows, jumping out, screeching horribly, and advancing with ticking pincers. The images are unbearable to behold subconsciously, and will truly haunt the person more and more as time goes by. This psychological stranglehold is difficult to escape, unless it involves the mind of a Monk of level 10 or higher.

Otherwise, once the affected person comes face-to-face with the Sixy, he will suffer a stunning FEAR effect, as though the spell were cast at a level of mastery equaling 25 minus his own Intelligence score. Once done, the Sixy closes in, attacking furiously as much as six times per round with birdlike speed and efficiency.

A survivor of Sixy attacks, unless never psychically involved with them, will suffer extreme mental trauma and arachnophobia for months, even years afterward, never quite being able to shake the dreams. He would sooner flee than face a spider-like being ever again (and certainly another Sixy), perhaps attacking with a pre-determined penalty on a roll to hit, if ever forced to do so!

SLIME SEARCHER

FREQUENCY: Uncommon
NO. APPEARING: 1-2
ARMOR CLASS: 4
MOVE: 3" (MC:C)
HIT DICE: 10+1
% IN LAIR: 100%
TREASURE TYPE: See below
NO. OF ATTACKS: 3 to 6
DAMAGE: 1-8 (each)
SPECIAL ATTACKS: Swallow whole
SPECIAL DEFENSES: Camouflage
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: N
SIZE: L (5' diameter)
PSIONIC ABILITY: nil
LEVEL/XP: VIII / 3,100 + 16/hp



Slime Searchers roam swampy areas infested with disease and swarming insects. There, they lie in wait for anything animal to happen by which would provide a suitable meal. It blends in with its surroundings quite well, and thus can surprise on a 1-7 on d8.

Its slithering tentacles lash out and burn with acidic residue, at multiple targets but preferably just one. These tentacles will not surprisingly HOLD FAST (requiring a BEND BARS percentage to be rolled in order to wrest free, which requires a round), and if 3 or more grapple a single target, it will be pulled into the gaping mouth of the horrible plant. It will attack at +4 "to hit," and cause 6-36 damage and swallow the victim whole if he fails a save vs. Paralyzation. Unsuccessful attempts to swallow will be followed up on every round, always attacking with the same +4 bonus, and always allowing a follow-up saving throw for the character. Swallowed victims will be unconscious within a round and dead within three, but can be carved out easily enough if the Slime Searcher is killed.

Incidental metallic belongings of previous victims might be found in Slime Searcher offal, should anyone be desperate enough to scavenge for them. The chance of valuable items being inside the living plant would be very remote unless it only very recently scored a meal.

SNOT

FREQUENCY: Very Rare (thankfully)

NO. APPEARING: 1

ARMOR CLASS: 6

MOVE: 4"

HIT DICE: 3-1

% IN LAIR: 20%

TREASURE TYPE: nil

NO. OF ATTACKS: 1

DAMAGE: by weapon type

SPECIAL ATTACKS: nil

SPECIAL DEFENSES: Foul stench

MAGIC RESISTANCE: Standard

INTELLIGENCE: Semi-

ALIGNMENT: NE

SIZE: S (2' diameter)

PSIONIC ABILITY: nil

LEVEL/XP: II / 50 + 3/hp



Snots are widely regarded with contempt, which given their name should surprise no one. They certainly live up to their moniker, in both function and form. They are hideous green blobs that certainly look too much like mucus, but also carry a skunk-like aroma that repels more in smell than it even does in sight. This distracting stench makes all actions difficult to concentrate on, and attackers roll with a -4 penalty, +1 for every Wisdom point above 14 (thus characters with an 18 Wisdom are unaffected).

They usually have barely recognizable mouths and limbs, and are capable of limited movement and even attack (at -4 to their roll) with found weapons or objects. They are a hateful little breed, killing for pleasure, risking anything for nothing, presumably in some hope to end the life they have in favor of the next (and what could be worse?).

STIRK

FREQUENCY: Very Rare
NO. APPEARING: 6-24
ARMOR CLASS: 10
MOVE: 8" (MC:D)//6"
HIT DICE: 1-1
% IN LAIR: 20%
TREASURE TYPE: See below
NO. OF ATTACKS: 1
DAMAGE: 1-4 or 1-6
SPECIAL ATTACKS: Surprise on 1-5
SPECIAL DEFENSES: Never surprised
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: N
SIZE: S (1' diameter)
PSIONIC ABILITY: nil
LEVEL/XP: 1 / 26 + 1/hp



The Stirk is a floating ball of eyes and mouths, a frightful sight in any dark dungeon, especially in numbers! Their silent, floating meander affords it the ability to surprise on a 1-5, and it's multiple, bulging eyes keep it from ever being surprised as well. Variants can also live underwater, but would have no more ability to surprise than any ordinary sea creature.

The creepy little horror will bite with sharp teeth (1-6 damage) at close range, and can also shoot needle-like eggs from one of its orifices (50 foot range) for 1-4 damage, attacking as a 5th level Fighter. Underwater, it cannot effectively shoot eggs.

Stirk innards are a quite toxic jelly, and if reduced to -4 hit points or more in one round, the creature will rupture utterly and spew acidic death onto anyone within 15 feet of it for 1-8 damage (save vs. Poison for half damage). And once again, this is an effect that would not happen when submerged in water.

There are genetic ties to Beholders and Eyes of the Deep (MM1), and Stirks are often found near one of these superior relatives. It is even believed they have psychic connections to one another and can see what others can see. If this is true, they would make excellent all-seeing scouts for a Beholder above-ground, or an Eye of the Deep underwater!

T

THROKK – TOARACHT – TROLL, AVIAN – TROLL, PLAGUE

THROKK

FREQUENCY: Rare
NO. APPEARING: 1-3
ARMOR CLASS: 4/-3
MOVE: 6"
HIT DICE: 7
% IN LAIR: 75%
TREASURE TYPE: See below
NO. OF ATTACKS: 2
DAMAGE: 2-16 +Special (x2)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi-
ALIGNMENT: CN
SIZE: L (18' long)
PSIONIC ABILITY: nil
LEVEL/XP: V / 750 + 8/hp



Dwelling in preferably cold climes, the Throkk is an exotic class of mineral eater. They are easily spotted in a drift, with their light-green skin and brilliant orange crystalline eyes, of which 5-10 dot their snaking bodies. Instead of a head, it has twin (10% chance of three) extending mouth-stalks lined with rugged, grinding teeth.

The teeth towards the front of these stalks are sharp enough to inflict serious damage to anyone provoking the beast, which is common since its eyes are valuable (300-800gp each) when hardened over a month's time. It has a +2 to hit in combat, and natural rolls of 19 or 20 indicate double damage is inflicted, and possibly (30%) will either sever or decapitate. If it somehow is reduced to 15 or less hit points, it will increase its to hit roll bonus to +5 in its desperate attempt to stay alive.

It is never recommended to damage the eyes during combat, and not just because damaged ones are worthless. They have an effective AC of -3, and if a character's body part becomes severed in the process of trying to blind the beast thus, it will always be his head.

TOARACHT

FREQUENCY: Rare
NO. APPEARING: 2-7 in wild
ARMOR CLASS: 6
MOVE: 4"/24" (MC:B, C encumbered)
HIT DICE: 3
% IN LAIR: 10%
TREASURE TYPE: nil
NO. OF ATTACKS: 4
DAMAGE: 1-4 (each)
SPECIAL ATTACKS: nil
SPECIAL DEFENSES: nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: N
SIZE: L (8' tall rampant)
PSIONIC ABILITY: nil
LEVEL/XP: II / 100 + 2/hp



The six-legged lizardoid Toaracht (TOR-act) can be found in remote wildernesses and mountain-tops. They can be subdued as a Dragon in an effort to train and potentially use as an airborne steed. They can claw four times per round and will always attempt an escape before fighting to the death, unless protecting young.

Toaracht riders must treat their beasts with generous amounts of nurturing care and attention, or risk being deposited during flight by their frustrated steed! Bonds between man and animal take just as long with Toarachts, if not longer, as with any other type. Once used to their lot, they are relatively loyal beasts that can carry up to 2,500-3,000gp in weight for extended durations, provided hourly rests are given.

Hatchlings are prized by breeders and are purchased by them for 5,000gp, since they are resold for two to three times that to clients.

TROLL, AVIAN

FREQUENCY: Very Rare
NO. APPEARING: 2-6
ARMOR CLASS: 5
MOVE: 3"/16" (MC:B)
HIT DICE: 7+7
% IN LAIR: 10%
TREASURE TYPE: Q (in nest)
NO. OF ATTACKS: 2
DAMAGE: 1-12/1-12 (in flight)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Regeneration, surprised on a 1
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: CE
SIZE: L (20' wingspan)
PSIONIC ABILITY: nil
LEVEL/XP: VI / 1,000 + 10/hp



These gigantic bird-like horrors have all the exceptional abilities as normal Trolls, including REGENERATION (2hp per round) and INFRAVISION (100'), with the added advantage of flight.

They swoop onto anyone unfortunate enough to be under their airspace and attack with sharp talons (1-12 damage each), and can pick up and drop any humanoid of no more than 1,000 gp weight (children, elves, dwarves, halflings, very lean humans, etc.). Damage inflicted by the drop depends on the surface below, but is typically 1-6 points per ten feet (save vs. Paralyzation for half damage). Anyone directly underneath trying to catch a falling body has a percentage equal to six times their dexterity, divided by ten for every ten-foot fall distance. So, a Thief with an 18 dexterity, trying to catch someone 100' above them, still only has an 8% chance of success. However, they will always make the sacrifice of bearing half the brunt of the damage if they do fail to catch cleanly. Unless the height is extreme, if the falling body is a child, no damage will be inflicted to the would-be catcher, and the child will only retain 1-4 damage due to innate sturdiness.

Avian trolls with their "hands full" will be unable to defend themselves and will always let go of their payload when hit. If the Troll is perched, it is equally defenseless, so sneak attacks are always a good idea. This is a tricky thing to do, since its excellent hearing affords them the trait of only being surprised on a roll of 1.

TROLL, PLAGUE

FREQUENCY: Very Rare
NO. APPEARING: 1
ARMOR CLASS: 7
MOVE: 10"
HIT DICE: 4+4
% IN LAIR: 50%
TREASURE TYPE: nil
NO. OF ATTACKS: 2
DAMAGE: 1-10/1-10
SPECIAL ATTACKS: Breath
SPECIAL DEFENSES: Regeneration
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: CE
SIZE: L (8' tall)
PSIONIC ABILITY: nil
LEVEL/XP: III / 205 + 5/hp



Weaker, diseased offshoots of the Troll, these awful mutants are truly horrid dungeon-dwellers. Their noxious breath acts as a STINKING CLOUD spell in all respects (15' diameter), and carries the common affliction of the black plague (save vs. Poison). Characters with the plague are incapacitated and very contagious with fever for two weeks before finally succumbing to the disease, unless CURE DISEASE is cast upon them.

The Plague Troll has extra-sharp, short-sword-like claws (1-10 damage each), and an exceptional Troll-like ability to REGENERATE (4hp per round). They also have 60' INFRAVISION.

U

URANIAN

URANIAN

FREQUENCY: Very Rare (at best)
NO. APPEARING: 1-2
ARMOR CLASS: 3
MOVE: 6"
HIT DICE: 6
% IN LAIR: Unknown
TREASURE TYPE: See below
NO. OF ATTACKS: 2
DAMAGE: 1-10/1-10/1-10
SPECIAL ATTACKS: Technology
SPECIAL DEFENSES: Technology
MAGIC RESISTANCE: Standard
INTELLIGENCE: Genius
ALIGNMENT: Unknown
SIZE: L (7' tall)
PSIONIC ABILITY: nil
LEVEL/XP: DM's discretion



A certain clandestine band of adventurers called the Xenoleague, all of whom are professional scholars of magical monster lore, have attempted to trace the origins of many bizarre classes and races, from Ammebia to Umber Hulk to Octopest to Xaren to every other impossibly evolved creature. Their findings, after decades of expeditions through virtually every plane, have uncovered one possible source for many of these races: a biogenetic "seed-planting" form of alien life that they had dubbed the Uranians.

In an impossible, non-Euclidian mountaintop fortress filled with seemingly magical objects and lifeforms, these Uranians were found nurturing several experiments of horrifying natures while the Xenoleague looked on in the shadows. Their spying was uncovered by one of the beings, and only one member of the league managed to escape. The fortress was gone days later when he returned, but his tales of six-limbed tentacled nightmares were proved by an image-recalling talisman smuggled from their lair (or vessel!).

If more were ever to encounter a Uranian, they would discover them to be vicious in any physical confrontation, attacking three times per round using head-swallowing appendages (1-10 each, decapitating on a natural 20 rolled "to hit"), and instruments of an advanced technical source. Their standards and motivation are truly of an alien origin, and it is left to the DM to decide how best to suit their campaigns with an "alien encounter" featuring Uranians!

V
VAPOR

VAPOR

FREQUENCY: Rare
NO. APPEARING: 1
ARMOR CLASS: Special
MOVE: 18"
HIT DICE: 7+7
% IN LAIR: 100%
TREASURE TYPE: nil
NO. OF ATTACKS: 1
DAMAGE: 10-60
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: Explode
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non-
ALIGNMENT: N
SIZE: L (5'-10' diameter)
PSIONIC ABILITY: nil
LEVEL/XP: VII/1,000 +10/hp



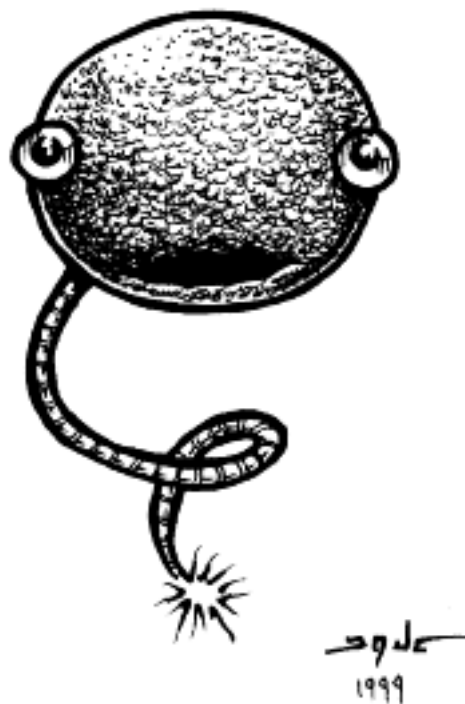
The Vapor is widely regarded as a being of greatly feared power. It is a virtually indestructible green mist, which comes from out of nowhere, enveloping its prey inside and out for 10-60 points of poisonous damage (save at -2 for half).

Its only weaknesses are magical FIRE attacks, which cause one-third normal damage, and ELECTRICAL attacks, which cause one-sixth. Destroying the Vapor will create an explosion causing an additional 10-60 points to all within 30 feet of it if not protected by any walls nor barriers, half damage for those within a 60 foot radius, and one-quarter to those less than 120 feet from it. Structural damage will occur if the explosion takes place inside a cavern, room, or similar enclosure.

W
WIM

WIM

FREQUENCY: Uncommon
NO. APPEARING: 40-80 (1 mass)
ARMOR CLASS: 8 (0)
MOVE: 4"
HIT DICE: 1 (d4); see below
% IN LAIR: 65%
TREASURE TYPE: nil
NO. OF ATTACKS: 1
DAMAGE: 1 point
SPECIAL ATTACKS: Communal attack
SPECIAL DEFENSES: Communal form
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi-
ALIGNMENT: LG
SIZE: S (4" diameter); see below
PSIONIC ABILITY: nil
LEVEL/XP: 1 / 30 +1/hp



Individually, Wims are inoffensive little hovering lifeforms with spherical heads and thin, wispy tails. They seem to live solely on absorbed sunlight, and are thus never underground for great lengths of time. They give musical, birdlike song to one another when communicating, and live peacefully with Sprites, Fairies, and other beings of traditional folklore associated with enchanted areas.

Since they always travel in numbers, they can conjoin into a gestalt form by interlocking with one another. This cage-like quasi-humanoid mass resembles a large-scale molecular model, shambling about and even picking up objects. It can also defend itself by absorbing blows (effective AC: 0) and using surrounding rocks and heavy fallen limbs as weapons, which would deliver varying amounts of damage. The mass has hit points equaling the sum total of its entire component of Wims, making it a particularly powerful force with which to contend.

Serious reduction of the mass' hit points will be noted as its size begins to decrease due to its shedding of dead or dying Wims, as well as its ability to perpetuate a defense. When half or more of the mass is incapacitated, it will "shatter" back into separate, wriggling Wims which will disperse in random directions, hopefully to find one another at a later time. This sort of carnage against a Wim "family" would never go unnoticed without alerting all other neighboring supernatural lifeforms of Good alignment.

X

XLAVDIUS – XVEX

XLAVDIUS

FREQUENCY: Very Rare
NO. APPEARING: Any
ARMOR CLASS: 8
MOVE: 10"
HIT DICE: 1+1
% IN LAIR: 50%
TREASURE TYPE: O
NO. OF ATTACKS: 3
DAMAGE: 1-2/1-2/2-5
SPECIAL ATTACKS: Attack as 5HD monster
SPECIAL DEFENSES: nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low to Average
ALIGNMENT: CE
SIZE: M (4' tall)
PSIONIC ABILITY: nil
LEVEL/XP: II / 100 +3/hp



These stout, taloned vagrants are a race dedicated to Lukather (q.v.), many of which lair in his immense underground labyrinth. Some dwell within the four-dimensional maze-like metaphorical colon of the vault, called the Tesseract.

They resemble grey-skinned, bulbous Lizardoids, their fanged mouths at the end of long, prehensile snout appendages. This snout can dexterously bite its foe (attacking as a 5HD monster), and it can also claw (1-2 damage, as 1 HD monster) twice in the same round.

Varying sizes of these brutes are not unheard of, especially within the enclaves of his master's vault. These variants can even include spell-using shamans, and battalions of armor-clad warriors. Outside, they are mostly outcasts, roaming naked and starving. They will kill anyone and anything for a meal, and have no sense of honor or decency.

XVEX

FREQUENCY: Very Rare
NO. APPEARING: 1
ARMOR CLASS: -5
MOVE: 12"/20"
HIT DICE: 18
% IN LAIR: 90%
TREASURE TYPE: H (x2)
NO. OF ATTACKS: 4
DAMAGE: 1-8/1-8/2-12/1-20
SPECIAL ATTACKS: breath weapon
SPECIAL DEFENSES: +2 to hit
MAGIC RESISTANCE: 100%
INTELLIGENCE: Supra-Genius
ALIGNMENT: NE
SIZE: L (48' long)
PSIONIC ABILITY: 300
--ATTACK/DEFENSE MODES: All/All
LEVEL/XP: X / 16,100 + 25/hp



The rare sight of a Xvex is enough to kill ordinary men from sheer intimidation. Legend would have it that Tiamat bred with Hydrox (Demon, Type IX, q.v.) bore six not-quite draconian demonesses with much of their mother's astounding intellect and magical abilities. These six immortal beings are the enemy to all dragon-kind and demon-kind alike, cast out from the outer planes and forced to take up residence in the Concordant Opposition, very close to the hub. They are known to travel to the Prime, and have committed acts of devious cruelty there.

These large-eyed serpentine denizens of evil have 10-inch thick hides of shimmering white scales, and equally white, titanium-hard skulls. They attack either physically four times per round with a claw/claw/bite/tail whip routine, breath a white-hot line of fire (100' range) if the target is one individual, or otherwise use spells as an 18th level Wizard might.

As mentioned, their minds are truly unrivaled, and they tend to use Psionic Abilities to an exceeding degree. This is their preferred method of confrontation, since it expends the least amount of energy for them. In a match against another psionic, attack modes expend only half the normal amount of points, but defense modes cost the normal amount.

Y

YADZAT – YTIBBRIKEE

YADZAT

FREQUENCY: Very Rare
NO. APPEARING: 1
ARMOR CLASS: 9
MOVE: 15" (MC:B)
HIT DICE: 1
% IN LAIR: 5%
TREASURE TYPE: nil
NO. OF ATTACKS: nil
DAMAGE: nil
SPECIAL ATTACKS: nil
SPECIAL DEFENSES: Smokescreen
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: N
SIZE: S (3' wingspan)
PSIONIC ABILITY: nil
LEVEL/XP: 1 / 20 +1/hp



These wild animals are found in deserts, badlands, or desolate, woodland areas that are mostly devoid of life. They are primarily unobtrusive but can defend themselves by creating a smokescreen by emanating a fog-like gas, mostly methane, from their tubule posteriors. It carries half the noxious effects of a STINKING CLOUD, and renders all within 20 feet incapable of seeing the creature's deft retreat.

Captured Yadzatz bring 100gp from merchants, provided they are properly contained. The diet of a Yadzatz is a well-kept secret by breeders, and by those who would use them as wards (for example, in the vicinity of a keep entrance to repel intruders).

YTIBBRIKEE

FREQUENCY: Very Rare

NO. APPEARING: 1-3

ARMOR CLASS: 2

MOVE: 24" (MC:A)

HIT DICE: 8

% IN LAIR: 10%

TREASURE TYPE: H (in lair)

NO. OF ATTACKS: 2 or 1

DAMAGE: 2-12/2-12 or 2-20 +Special

SPECIAL ATTACKS: Nerve toxin, gaze

SPECIAL DEFENSES: True seeing, +2 to hit

MAGIC RESISTANCE: 40%

INTELLIGENCE: High to Genius

ALIGNMENT: NE

SIZE: L (12' wingspan)

PSIONIC ABILITY: nil

LEVEL/XP: VII / 1,800 +10/hp



The Ytibbrikee is a nightmarish being that dwells in just about any plane. Their political ties to Cthulhu are suspected but cloudy, having common interests with demons and devils as much as they have with the Old Ones. They are infrequently seen alone, and are either in the company of lesser Cthulhuan beings (such as Byakhees or possibly Shoggoths) when on the Prime, or with assemblages of planar natives otherwise.

These nightmarish beings resemble bovines as much as they do spiders, Pit Fiends, and Wyverns mixed into one horrendous form. Their ten-foot tentacles lash out with barbed-wire deadliness (2-12 each), choking or otherwise tearing flesh terribly for double damage on "to hit" rolls of 18 or better. Otherwise it bears down with its scorpion-like tail (2-20), attacking with it as a 16HD monster, and injecting deadly nerve toxins into the afflicted. The poisonous substance causes instant death unless a save is made, not even allowing time for a CURE spell to be cast.

The gaze of an Ytibbrikee causes FEAR, STUN, CHARM, SLEEP, or any other mind-based attack that might suit the situation. In addition, its optical acuteness affords it a natural state as the spell TRUE SEEING. These are magical beings, only hit by +2 or better magical weapons.

All victims of the Ytibbrikee are devoured without a trace, and it would sooner kill itself than bargain with anyone. The monster prefers anonymity and will tirelessly pursue anyone who has seen it.

Z

ZERODER – ZIKKER – ZUBNIK

ZERODER

FREQUENCY: Very Rare
NO. APPEARING: 1
ARMOR CLASS: 0
MOVE: 3"
HIT DICE: 5
% IN LAIR: 15%
TREASURE TYPE: nil
NO. OF ATTACKS: 2 or 1
DAMAGE: 1-20/1-20 or 1-8 +Special
SPECIAL ATTACKS: Grapple, Psychic drainage
SPECIAL DEFENSES: Never surprised
MAGIC RESISTANCE: Standard
INTELLIGENCE: High
ALIGNMENT: CE
SIZE: L (7' tall)
PSIONIC ABILITY: nil
LEVEL/XP: V / 430 +5/hp



The Zeroder gets its name by psychically "eroding" victims' minds in the process of feeding off mental energies. This truly foul visage of terror will first attempt to hobble anyone fool enough to be near it with its two-foot saber-like claws, and then rush upon him with its maw full of grappling tentacles. While the head is fully immersed, it will take 1-8 points of physical damage while the person suffers an additional 1-10 points of temporary suffocation damage. All the while, he will lose 1-6 points of WISDOM and DEXTERITY per round. If hit points deteriorate before either stat reaches zero, he will simply perish, but if not, the Zeroder will become satiated, leaving its prey a drooling, stupefied shell of life, never again able to function normally because his mind is completely "eroded."

The octopoid mass, which lairs in moist, dark environs, is covered in cat-like eyes and cannot be surprised by even the deftest of Thieves or Assassins.

ZIKKER

FREQUENCY: Very Rare

NO. APPEARING: 1-10

ARMOR CLASS: 6

MOVE: 7"

HIT DICE: 2

% IN LAIR: 25%

TREASURE TYPE: nil

NO. OF ATTACKS: 1

DAMAGE: 1-6 +Special

SPECIAL ATTACKS: Ripping

SPECIAL DEFENSES: nil

MAGIC RESISTANCE: Standard

INTELLIGENCE: Animal

ALIGNMENT: N

SIZE: S (3' long)

PSIONIC ABILITY: nil

LEVEL/XP: II / 65 +2/hp



Unfortunates submerged in the same waters as a roving school of Zikkers usually end up as bloodied meals for these serpentine, barbed carnivores. Their six-inch hook-like teeth puncture exposed flesh for 1-6 damage, automatically ripping back out for 3-12 damage in the following round. These wounds are usually terribly painful and will render the victim incapacitated in the following round unless a save vs. Petrification is made. It will continue to ooze blood all day, and unless a Cleric CURES it or a person of 14 or better intelligence mends it, the bitten person will bleed to death within 2-4 hours.

Heavily armored persons will not be affected by the toothy varmints, but leather can be penetrated with a "to hit" roll of 18 or better by the Zikker. However, the armor-clad individual in question would probably sink like a stone in the water, which is a dilemma just as deadly as hungry sea creatures!

ZUBNIK

FREQUENCY: Very Rare
NO. APPEARING: Any
ARMOR CLASS: 5
MOVE: 10"
HIT DICE: 4+4
% IN LAIR: 50%
TREASURE TYPE: A (x 1/2)
NO. OF ATTACKS: 2 or 1
DAMAGE: 1-10/1-10 or by weapon type +7
SPECIAL ATTACKS: Possible spell use
SPECIAL DEFENSES: Limited Thieves' abilities
MAGIC RESISTANCE: Standard
INTELLIGENCE: Very to Exceptional
ALIGNMENT: CE
SIZE: M (6' tall, very broad)
PSIONIC ABILITY: nil
LEVEL/XP: IV / 210 +5/hp



The cycloptic race of Zubnik is another subservient minion race for Lukather (q.v.), lairing primarily in the underground pits of their pseudo-demon master. It is a humanoid creature without a head, with malleable, warty skin and possessing extreme strength (19). All Zubnik "to hit" rolls carry a +3 bonus with standard weapons, and +7 adjustments for damage.

Most Zubnik have some sort of a capacity for spellcasting knowledge, usually of the destructive sort (FIREBALL, LIGHTNING, etc.), as either a Cleric or Magic-User of levels 3 through 6. Larger, warrior-class variants have greater hit dice and can attack with a weapon more than once per round, but neither warriors nor wizards have ever been seen outside of the vault of Lukather.

In addition, all Zubnik have all the abilities of a 4th level Thief, except PICK POCKETS, HEAR NOISE and READ LANGUAGES.